CORVUS BELLI
iNFiNiTY
THE SCI-FI MINIATURE GAME

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INDEX

INTRODUCTION
INFINITY, A MINIATURES COMBAT GAME

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

INFINITY 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 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:
OBJECTIVE AND GAME SUMMARY

Infinity 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.

BASIC RULES

BASIC RULES

These 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 as an excellent modern tactical combat simulator.

Basic rules establish the characteristics of Infinity 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 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.

» 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.

» Markers, Tokens and templates. All of them available for free on the Download section of the official Infinity website at: Infinityuniverse. com

GAME MODES

During a game of Infinity, 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
BEGINNER GAMES	24 X 32 INCHES	8 X 24 INCHES	150	3	40 MIN
RAID GAMES	32 X 48 INCHES	8 X 32 INCHES	200	4	50 MIN
INTERMEDIATE GAMES	32 X 48 INCHES	8 X 32 INCHES	250	5	60 MIN
STANDARD GAMES	48 X 48 INCHES	12 X 48 INCHES	300	6	90 MIN
MAGNUM GAMES, AND GAMES WITH REINFORCEMENTS	48 X 48 INCHES	12 X 48 INCHES	350	7	100 MIN
LARGE-SCALE GAMES	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 Terminology and Alignment terms in the Glossary found on page 169.

> **Sibylla explains**
>
> I'll give you the definitions of Troopers and Peripherals, because they are the main terms that you will find mentioned in the rules.
>
> 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.
>
> 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.

OPEN AND PRIVATE INFORMATION

Information about Army Lists in an Infinity 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:

- » 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

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 Labels in the Glossary found on page 169.

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 Traits in the Glossary found on page 169.

BASIC CONCEPTS IN INFINITY

ARMIES

In Infinity 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 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

Spec. Trained Troops — LI **Drummers, Mobile Support Section**	Line Troops — LI **Fennec Fusiliers**
Support Troops — LI **Minescorp Jackals**	Spec. Trained Troops — LI **BCA Magistrates**
Character — LI **Dr. Priya Harper, Archeo-raider**	Spec. Trained Troops — LI **Blink Team**

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 — Veteran Troops

DELTA UNIT — MI

MOV	CC	BS	PH	WIP	ARM	BTS	VITA	S	AVA
10-10	15	12	12	13	3	0	1	2	4

Special Skills: Combat Jump · Parachutist · Super-Jump (Jet Propulsion) · Terrain (Total)

Name	Weaponry	Equipment || Peripheral	Melee Weapons	SWC	C
DELTA	Boarding Shotgun, Panzerfaust	Pistol, CC Weapon	0	19
DELTA	Spitfire	Pistol, CC Weapon	1	27
DELTA (Hacker, Killer Hacking Device)	Combi Rifle, Light Riotstopper, D-Charges	Pistol, CC Weapon	0	24
DELTA (Doctor)	Boarding Shotgun	MediKit	Pistol, CC Weapon	0	22
DELTA (Doctor)	Boarding Shotgun	MediKit || YUDBOT	Pistol, CC Weapon	0	27
DELTA (Forward Observer)	Combi Rifle, Light Riotstopper, Flash Pulse, D-Charges	Pistol, CC Weapon	0	22
DELTA (Hacker, Hacking Device)	Combi Rifle, Light Riotstopper	Pistol, CC Weapon	0.5	26

ISC: Yudbot-B

YUDBOT-B — REM

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	AVA
15-10	11	8	10	13	0	3	1	1	-

Special Skills: Combat Jump · Courage · Mimetism (-3) · Parachutist · Peripheral (Servant) · Super-Jump (Jet Propulsion) · Terrain (Total)

Name	Weaponry	Equipment || Peripheral	Melee Weapons	SWC	C
YUDBOT		PARA CC Weapon(-3)	0	5

Common Characteristics of the Unit.

1. International Standard Code.
2. Attributes.
3. Common Equipment and Special Skills for the Unit.
4. Name and different combinations of Special Skill, Equipment, and Weapons and the Cost for each Trooper.
5. 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
  » VH - Vehicle
  » 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!

Moreover, I am at your service as an AI interface at www.infinityuniverse.ai. You can ask me everything you want to know about the lore and backstory of the Infinity Universe.

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 one being for the first time the Trooper moves in an Order, and the other one for the second time he moves.

If the Trooper's Unit Profile does not have a number for the MOV Attribute and instead has "-", the Trooper is stationary and immobile, so cannot move under any circumstances.

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.

VITALITY (VITA)
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 Vitality 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.

IMPORTANT

Some Unit Profiles might not have a numerical value for one of their Attributes and instead have a "-" symbol. In this the case, they cannot declare or use any Skill that requires that Attribute.

SKILLS AND EQUIPMENT

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

WEAPONRY

In the Combat Module section, you will find all the information needed to use Weapon Charts in Infinity, 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 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, 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 a specific mission or scenario you are playing, or by the organizer if you are playing at an event.

An Army List may include a maximum of 15 Troopers.

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

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 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.

IMPORTANT

Only those Troopers who contribute or spend Orders take up space in the Combat Group. 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.

ORDERS AND THE ORDER POOL

In Infinity, 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 their comrades.

Regular Troopers add their Orders to the Order Pool, where they can be spent by any Trooper 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.

The Order contributed by an Irregular Trooper is not added to the Order Pool of their Combat Group but is instead kept by them for their own use. However, the player must clearly state which Combat Group the Trooper, and their Irregular Order belong to. These Irregular Troopers can still spend Regular Orders from the Order Pool of their Combat Group.

SPECIAL LIEUTENANT ORDER

Lieutenant Special Orders are not added to the Order Pool, but is kept separate for the Lieutenant's own use. The status and expenditure of the Lieutenant Special Order is Open Information.

TACTICAL ORDER

Tactical Orders are only available to Troopers who have undergone special training and possess greater operational versatility.

Tactical Orders are special Orders that are not added to the Order Pool, but are instead kept by the Trooper for their own use, though they may also be spent for advanced rules and for Fireteams (see page 127).

> **REMEMBER**
>
> A player is not obliged to spend all the Orders available to him, regardless of their category.

> **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. Irregular Orders, the Lieutenant Special Order, and Tactical Orders 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 deployed on the battlefield, in the form of a Model or Marker and not in any Null State, contributes an Order to the Order Pool of their Combat Group.

» 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 Regular Orders may be spent to activate the same Trooper during their Active Turn; the only limit is the size of the Order Pool of their Combat Group.

» 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.

» Players are not required to spend all the Regular Orders in their Order Pools.

ORDER POOL EXAMPLE

LIST COMPOSED OF:

- 10 Troopers which provide a Pool of 10 Orders.
- 12 Models (including 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.

Keep in mind that a Peripheral is activated by the same Order that activates their Controller, the Trooper who is actually spending the Order. So that single Order activates both of them at the same time.

ORDER POOL EXAMPLE

The player has an Army List made up of 12 Troopers, all of them Regular, distributed in two Combat Groups. One containing 8 Troopers and the other containing 4 Troopers. Therefore, the player has 2 different Order Pools, one with 8 Regular Orders and the other one with 4 Regular Orders. The first Combat Group, with its 8 Regular Orders, could spend 1 Order on each of the Troopers in the Group, activating all of them, once. Alternatively, the player could spend all the Orders on a single Trooper, activating it 8 times. Or he could spend 4 Orders on one Trooper, 3 Orders on another, and 1 Order on a different one...

In the same way, with the second Combat Group, which has a Pool of 4 Regular Orders, the player would also be free to choose how the Orders are spent. What you cannot do is activate Troopers from the second Combat Group by spending Orders from the first Combat Group.

TROOPER ACTIVATION AND 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:

Basic Short Skills: These skills are **Move**, **Discover**, and **Idle**. They can be declared twice, or can be combined with a different Basic Short 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: Most of the Skills available in Infinity are Short Skills. They can **only** be combined in an Order with a Basic Short Skill. They **cannot** be declared twice or be combined with other Short Skills.

Long Skills: These Skills employ one whole Order and cannot be combined in any way.

You can check the Skills summary chart on page 186.

STRUCTURE OF AN ORDER		
BASIC SHORT SKILL	+	BASIC SHORT SKILL
BASIC SHORT SKILL	+	SHORT SKILL
LONG SKILL		
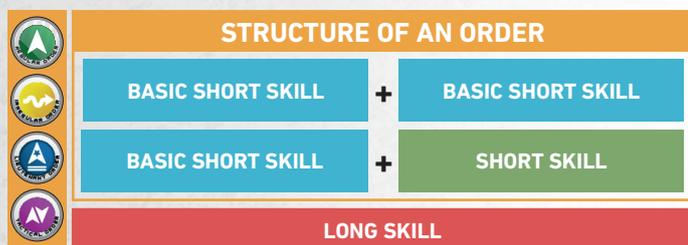
Therefore, spending an Order allows the activated Trooper to declare a maximum of two Skills, choosing from one of the following combinations and always declared in the order shown:

- » 1 Basic Short Skill + 1 Basic Short Skill.
- » 1 Basic Short Skill + 1 Short Skill.
- » 1 Long Skill (which activates the Trooper and expends the whole Order).

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 beginning or end of that route.

ARO: AUTOMATIC REACTION ORDER

In Infinity 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 by spending an Order.

The Reactive Player's Troopers **may declare an ARO** whenever they meet any of the following criteria:

- » 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 Comms Attack.

The Reactive Player must declare AROs for all eligible Troopers, Models, or Markers immediately after the Active Player declares his Long Skill, or the Basic Short Skill he intends to perform first (see: Order Expenditure Sequence, page 14). 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 Basic 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 Trooper gets one single ARO, regardless of the number of Skills the Active Player declares during that Order.

The target of an ARO must always be one of the Troopers that have been activated by the Order.

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

There is no limit to the number of Troopers that may react to an Order being spent on an 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 XXX).

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, 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 153).

> **IMPORTANT**
>
> The type, status, and expenditure of any Order (Regular, Irregular, Tactical, the Lieutenant Order, which Combat Group it belongs to, whether it has been spent or not...) is Open Information. Players must place the Tokens for each and every one of their Orders in a visible place on the gaming table, and they must inform their opponent every time they spend an Order to activate a Trooper, even if it is the Lieutenant Order.

ORDER EXPENDITURE SEQUENCE

Each time the Active Player decides to spend 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 Basic Short Skill, or the Long Skill, they want 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 may 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, they forfeit their right to declare an ARO against this Order.

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 may check from the Active Trooper if any Trooper or Game Element falls 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. Troopers are not forced to declare AROs, but if a Trooper can declare an ARO and fails to do so, they forfeit their right to declare an ARO against this Order.

5. Resolution: Check that the Skills and pieces of Equipment whose use has been declared **meet** their respective Requirements, make all necessary range measurements, determine which MODs apply, and then both players make their Rolls. If any Skill or piece of Equipment **doesn't meet** its Requirements, the Trooper instead 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 if necessary, and their effects are applied, as well as those of Alert!. End of the Order.

> **IMPORTANT**
>
> All details and choices related to the execution of a Basic Short Skill, Short Skill, or Long Skill must be specified when it is declared.
>
> For instance, if you declare a movement, you must specify the entire route.
>
> If you declare an Attack, you must specify which Weapon, piece of Equipment, Special Skill, Ammunition, or other option will be used, who the targets are, the specific point where the shots are taken from, how the Burst is divided between targets, etc.

```
Infinity. Fair play:

To streamline the game, the opponent may assist the
Active Player with measurements, checking LoF, etc.
This will make the game more exciting and dynamic.
Fair play is a win-win for both players and is
essential for a good game atmosphere. If mistakes
are made, ideally both players should come to an
agreement to fix the problem.

The tagline "in Infinity it's always your turn" isn't
just about using AROs to react during your opponent's
turns, but that it is also a tool to interact
continuously with your opponent, creating a constant
dialogue that makes the games more engaging and
enjoyable. This makes it easier to keep learning and
improving your game skills, and has helped create a
tight community of players, whose friendship reaches
across borders and oceans.
```

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

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 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.

GAME SEQUENCE

PLAYER 1
TURN

PLAYER 2
TURN

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 14).

Each Player Turn is divided into these steps:

1. Start of the Turn: Tactical Phase

 1.2 Executive Use of Command Tokens

 1.3 Retreat! Check

 1.4 Loss of Lieutenant check

 1.5 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 142).

LOSS OF LIEUTENANT CHECK

The Active Player checks whether he is in Loss of Lieutenant (see page 18).

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 the corresponding Order Pool.

Irregular Orders

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 it belongs to.

Lieutenant Special Order

If the Active Player has a Lieutenant deployed on the table, as a Model or Marker, that is not in a non-Null State, the Active Player places the Special Lieutenant Order in a visible place.

Tactical Order

For each Trooper with Tactical Awareness deployed on the table, as a Model or Marker, that is not in a Null State, the Active Player places a Tactical Order on the table, making it clear which Combat Group it belongs to.

> **REMEMBER**
>
> Each Combat Group has its own independent Order Pool, Irregular Orders, and Tactical Orders.

> **REMEMBER**
>
> **Troopers that have yet to be deployed** on the table as Models or Markers (for example, due to the Combat Jump Special Skill) **do not contribute their Order to the 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. Check the Impetuous Special Skill on page 96.

ORDERS PHASE

This is the main phase of the Player Turn, when the Active Player gets to use their Order Pool, Irregular Orders, Tactical Orders, and the Lieutenant Special Order to activate their 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 Loss of Lieutenant situation 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	BASE	HEIGHT	TEMPLATE
X	*	3 MM (BASE HEIGHT)	SX
0	25 mm	3 mm	S0
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	45 mm	S5
6	40 mm	55 mm	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.
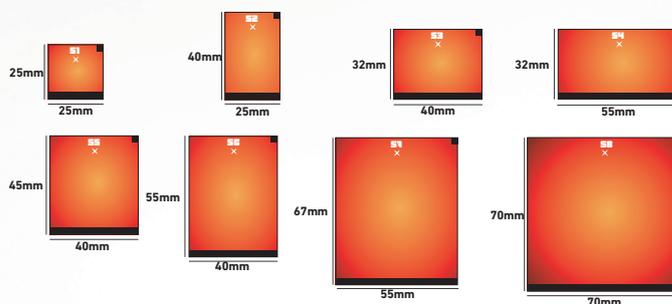
LINE OF FIRE (LOF)

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.

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.

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 who are in Engaged State **cannot** draw LoF to Troopers or game elements that are not in Engaged State with them. In addition, Troopers who are in Engaged State are not affected by Visibility Conditions or by other rules affecting LoF .

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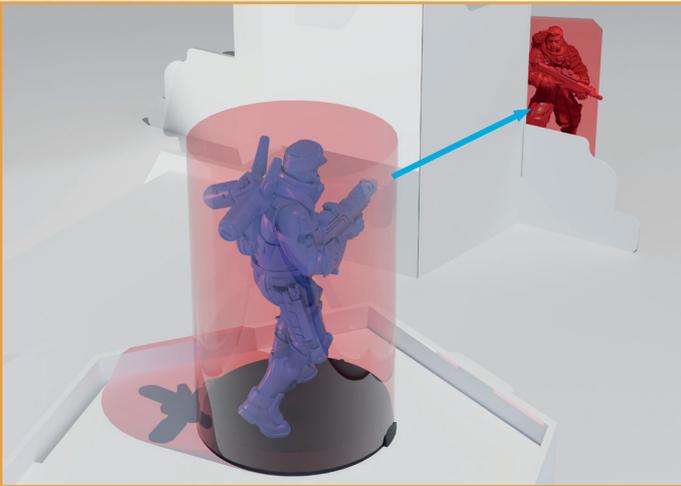
Volume of a Miniature and use of the Silhouette Template to check the LOF.

LOF EXAMPLES
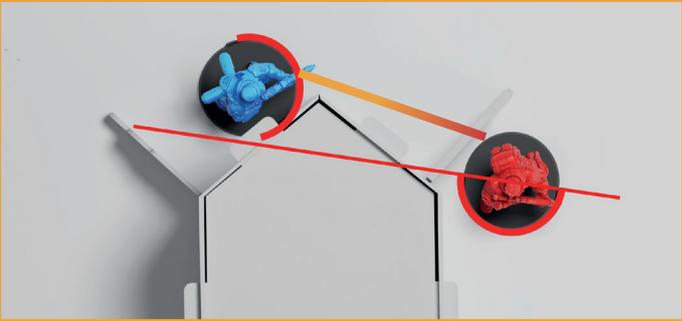
The red Trooper has no LoF, but the blue Trooper does.
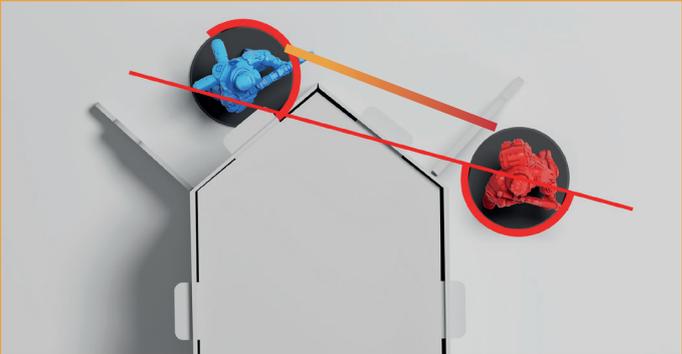
Both Troopers have a LoF
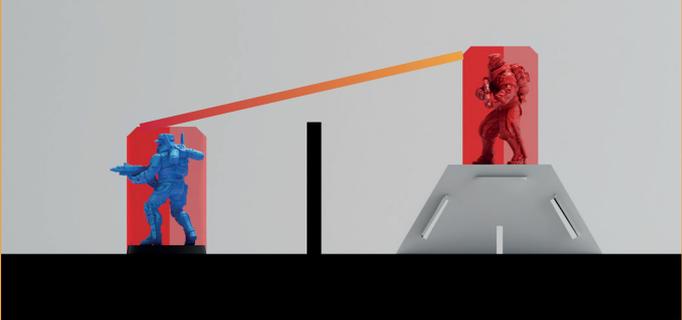
The blue Trooper has no LoF, but the red Trooper does.
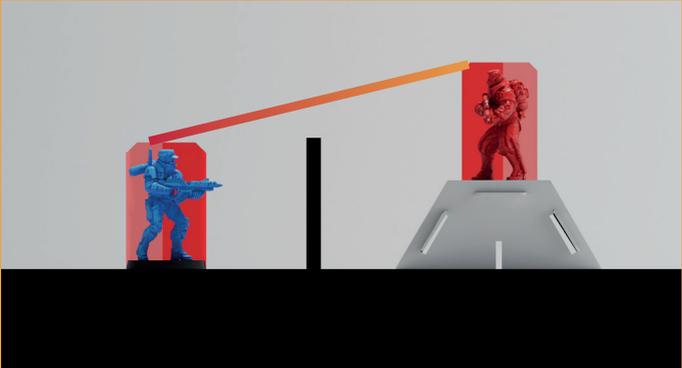
Both Troopers have LoF.

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 (see Order Expenditure Sequence, page 14).

ZONE OF CONTROL
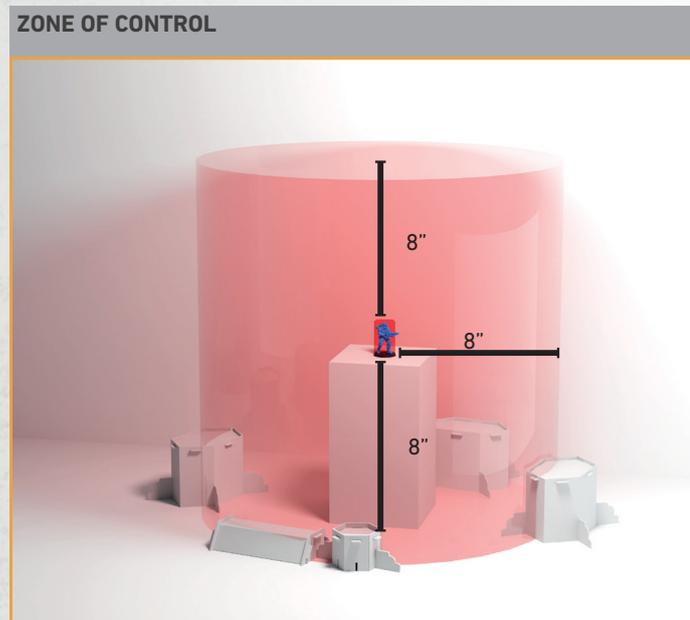
INTERACTION BETWEEN ZONES, BASES AND SILHOUETTES

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.

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

INSIDE

TOTALLY INSIDE

INSIDE

OUTSIDE
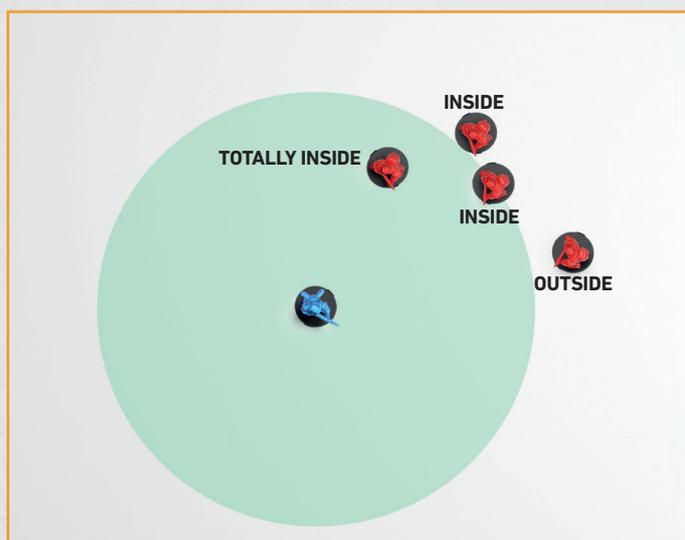
COHERENCY

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 of a Fireteam, the Controller of a Peripheral or an HVT...).

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 or ARO.

The player must check Coherency at the start of the Order, after having declared the first Short Skill of the Order, the Long Skill, 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 step**, 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 Long Skill, 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

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, 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 in Infinity, the Skills that compose an Order must be declared before taking any measurements (see Order Expenditure Sequence, page 14).

DISTANCE BETWEEN TWO MINIATURES

4"
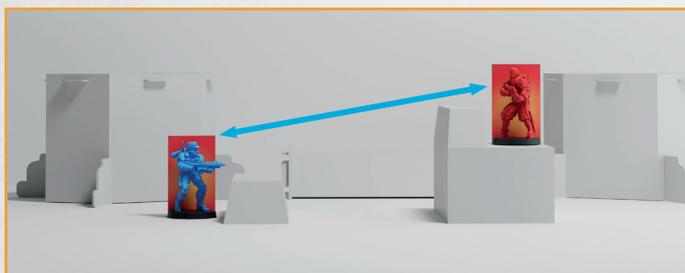
REPLACING GAME ELEMENTS

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 to 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.

Bases:
Matching Center
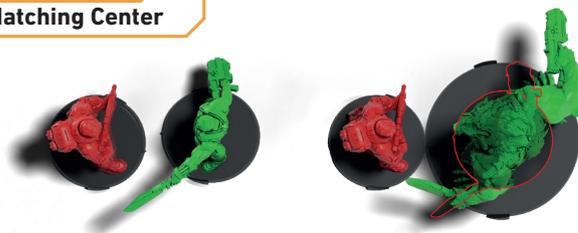
Bases:
Matching Edges

22
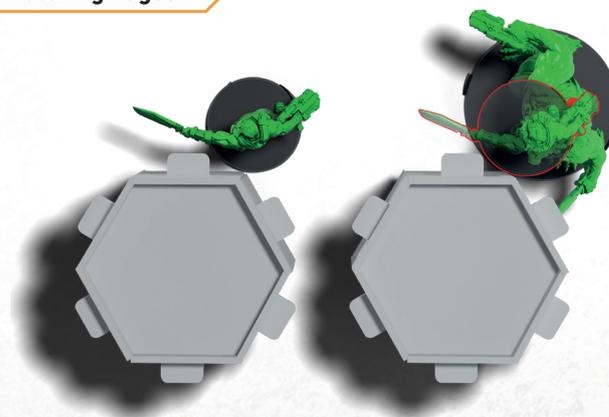
ROLLS

Infinity 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'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 lower 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 42): can modify the BS, PH and WIP Attributes.
- » **Cover** (see page 41): can modify the BS, PH, WIP, and Saving Rolls.
- » **Skills, Weapons and Equipment** (see page 75): can modify several different Attributes.
- » **States** can also modify different Attributes. If a Trooper is in several States that affect the same Attribute, their effects are cumulative.

Different Modifiers (MOD) may appear in the **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), CC Weapon (PS=6), Combi Rifle (+1B), 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 Mimetism (-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.

- » **"+1 SD"** or "+1 Special Die" in round brackets next to a Skill, Weapon, or Equipment allows the player to roll one extra die, and then select and discard one die from the Roll. This extra die does not increase the Burst value of the Special Skill, Weapon, or Equipment, and does not expend additional Disposable uses. If distributing Burst between several targets, the extra die must be allocated to one of those targets, and a die discarded from the Roll against that target.

  If used in a Face to Face roll, a die is selected and discarded after both players have rolled. If both players have to select and discard a die, the Active Player selects first. This MOD applies in both Active and Reactive Turns.

  This MOD cannot be applied to Long Skills. Also, it cannot be applied to Skills, Weapons, or Equipment that do not require a Roll, for example, Direct Template Weapons.

REMEMBER–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.

MAXIMUM MODIFIER EXAMPLE
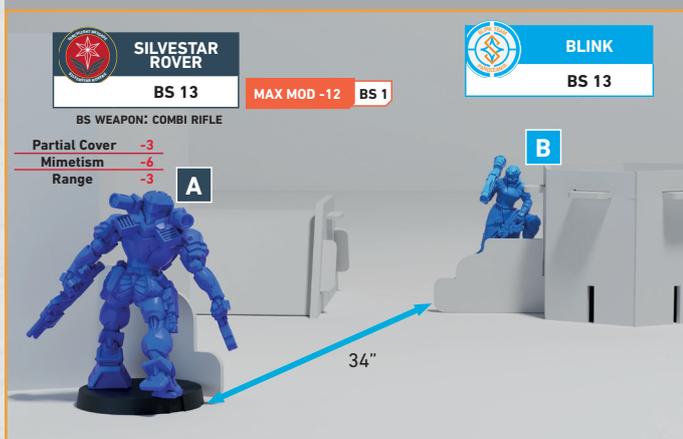
SILVESTAR ROVER		BLINK	
	BS 13		BS 13

MAX MOD -12 · BS 1

BS WEAPON: COMBI RIFLE

Partial Cover	-3
Mimetism	-6
Range	-3

A

B

34"

COMBI RIFLE

Name	Number of Saving Rolls	Saving Roll Attribute	Ammo	PS	B	Traits
Combi Rifle	1	ARM	N	7	3	SUPPRESSIVE FIRE

RANGE			
16"	32"	48"	96"
+3	-3	-6	

Trooper A declares: Move + BS Attack with his Combi Rifle. His BS Attack will apply the following MODs:

- -6 for Trooper B'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 VALUE 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 **fails automatically**.

ATTRIBUTES AND SUCCESS VALUE ABOVE 20

In other cases, an Attribute can be higher than 20, or the total positive MOD added to the Attribute can make the Success Value exceed 20.

A Success Value over 20 increase the chances of rolling a Critical success. The amount over 20 indicates the possible results on the die roll that, in addition to a 20, will give a Critical success. For instance, with a Success Value of 23, a Critical success is achieved when rolling a 20, but also when rolling a 1, 2, or 3 on the die.

EXAMPLE OF AN ATTRIBUTE AND SUCCESS VALUE OVER 20:

A Trooper has a Close Combat (CC) Attribute value of 24. Therefore, as their Success Value is 24, any result in a Normal Roll is a success. In addition, any roll of 20, 1, 2, 3, or 4 on the die is a Critical success.

NORMAL ROLL

Normal Rolls are the most common, basic dice rolls in Infinity. 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 Fennec 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 Fennec's Success Value is 9, the roll is a success. Later on, this Fusilier tries another Normal BS Roll, but this time he gets a 12. As the Success Value is 9, the Fennec 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' actions 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

FENNEC	SHENKU
BS 12	BS 11
BS WEAPON: COMBI RIFLE	BS WEAPON: COMBI RIFLE

Range +3 / Cover -3

Range +3 / Cover -3

COMBI RIFLE

Name	Number of Saving Rolls	Saving Roll Attribute	Ammo	PS	B	Traits
Combi Rifle	1	ARM	N	7	3	SUPPRESSIVE FIRE

RANGE			
16"	32"	48"	96"
+3	-3	-6	

In his Active Turn, the Fennec Fusilier (Trooper A) declares a BS Attack with his Combi Rifle against the Senku (Trooper B).

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 Senku 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 Senku's 7 wins the Face to Face Roll because it cancels out all the other successful results below 7.

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

EXAMPLE OF FACE TO FACE ROLL AND NORMAL ROLL
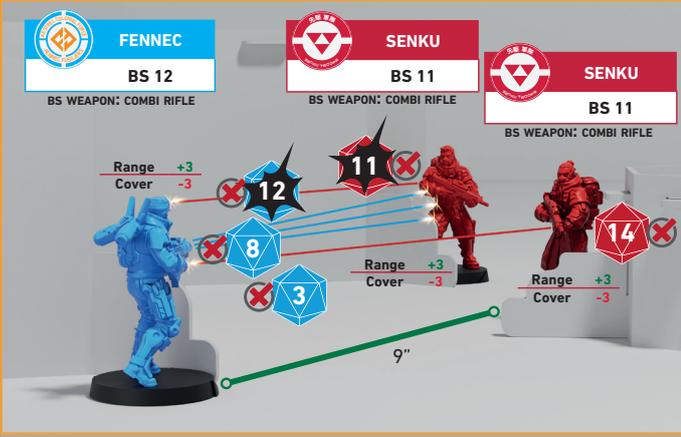
FENNEC	SENKU	SENKU
BS 12	BS 11	BS 11
BS WEAPON: COMBI RIFLE	BS WEAPON: COMBI RIFLE	BS WEAPON: COMBI RIFLE

COMBI RIFLE						
Name	Number of Saving Rolls	Saving Roll Attribute	Ammo	PS	B	Traits
Combi Rifle	1	ARM	N	7	3	SUPPRESSIVE FIRE

RANGE			
16"	32"	48"	96"
+3	-3	-6	

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

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

- Range 15 inches
- Range 9 inches

The Fennec 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 Senku 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, Senku B gets a 14 in his Roll, and, since his Success Value (SV) was 11, he misses his shot against the Fennec.

EXAMPLE OF TWO FACE TO FACE ROLLS
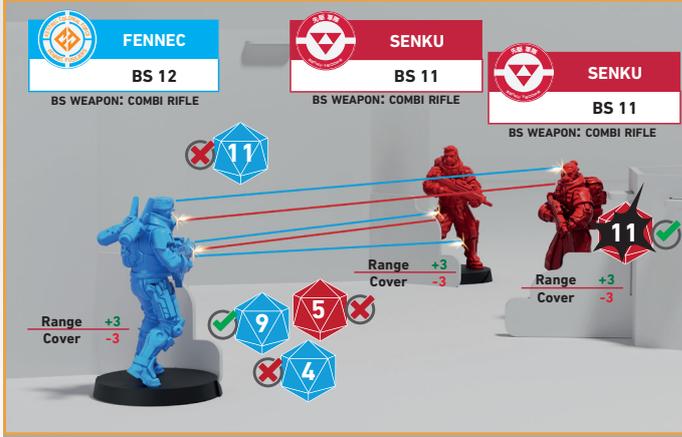
FENNEC	SENKU	SENKU
BS 12	BS 11	BS 11
BS WEAPON: COMBI RIFLE	BS WEAPON: COMBI RIFLE	BS WEAPON: COMBI RIFLE

COMBI RIFLE						
Name	Number of Saving Rolls	Saving Roll Attribute	Ammo	PS	B	Traits
Combi Rifle	1	ARM	N	7	3	SUPPRESSIVE FIRE

RANGE			
16"	32"	48"	96"
+3	-3	-6	

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

The Fennec 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 Senku 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, Fennec VS Senku 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, Senku A is successfully hit, and she will have to make a Save Roll.

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

MOVEMENT MODULE

IN INFINITY, 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 8) INDICATES THE NUMBER OF INCHES THIS TROOPER CAN MOVE WITH AN ORDER. THE MOVEMENT 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 and underside.

HORIZONTAL MEASUREMENT
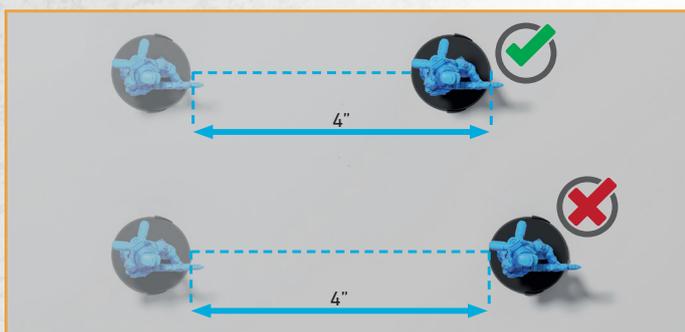
HORIZONTAL MEASUREMENT (COMPLEX PATHS)

The player measures to see how far the Trooper can reach and establishes the route they will take. After determining the end point of the route, the player places the Model or Marker there. If necessary, the player can mark the exact location of the end point and use the Model or Marker at other points along the route to check LoF and AROs. When everything is decided, the Model or Marker must be placed at the end of the route.
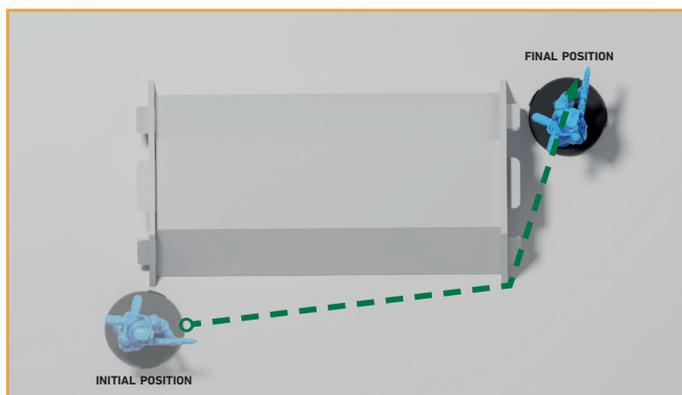
Route and final position of the Model/Marker
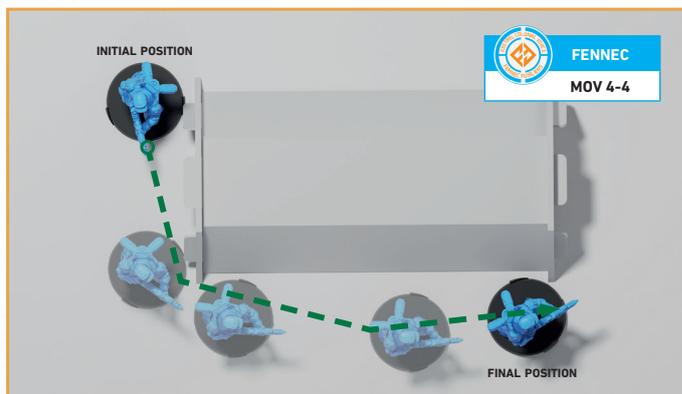
The Model/Marker is placed along the route to check LoF and AROs.

Sibylla explains

Some players, instead of establishing the full route of the Trooper from the get-go, prefer to make several measurements from one point on the game board to the next, placing the Trooper each time at each of these points in their route. For example, they would move the Trooper up to a corner, make a new measurement, and then move around it and go to the next corner and place the Model there. This is not the standard way of measuring Movement for Infinity, but it is acceptable as long as the player places the Trooper right behind the point where they are pausing the movement, so they do not gain extra Movement distance.

VERTICAL MEASUREMENT (LADDERS AND VERTICAL SURFACES)
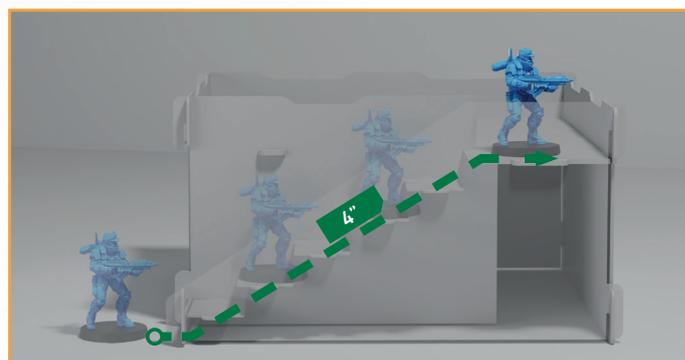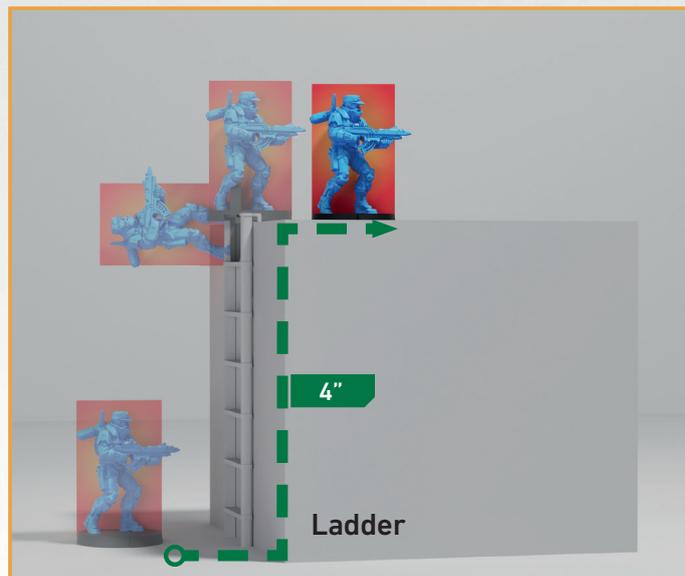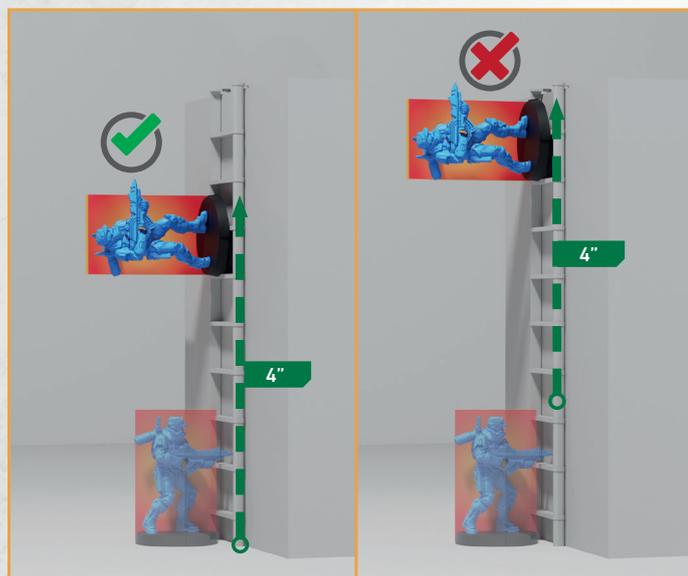
Ladder

Scenery elements featuring stairs or ladders allow Troopers to move along those vertical or diagonal surfaces as if they were horizontal surfaces. Therefore, a Trooper may use any Skill or ARO with the Movement Label without declaring Jump or Climb, and without the restrictions of Jump or Climb. The distance travelled must be measured on the surface the Trooper is moving along, as shown in the diagram.

MOVE

Basic Common Skill that allows Troopers to move about the battlefield.

MOVE

BASIC SHORT SKILL

Movement, No LoF, No Roll.

REQUIREMENTS

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

▶ At least half the Trooper's base must stay in contact with the surface on which they are moving, except when vaulting over obstacles (see General Movement Rules).

▶ 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 as their second Basic Short Skill of the Order, they may then move up to the second value of their MOV Attribute in inches.

▶ Move must follow the General Movement Rules as well as the Moving and Measuring rules.

EXAMPLE 1

Moving over catwalks and through narrow passageways.
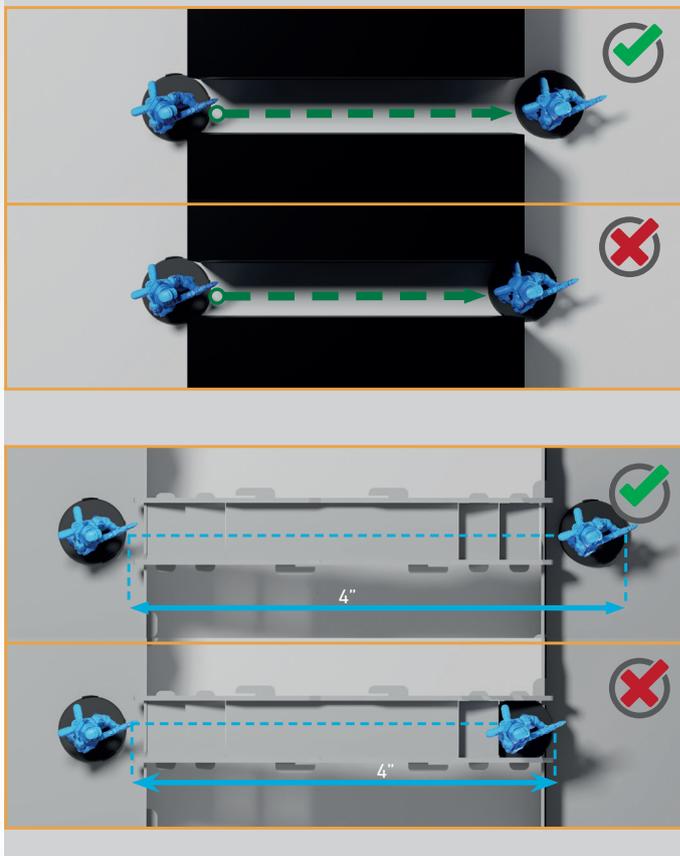
EXAMPLE 2

Order (Move + Move) on surfaces that are smaller than the base.
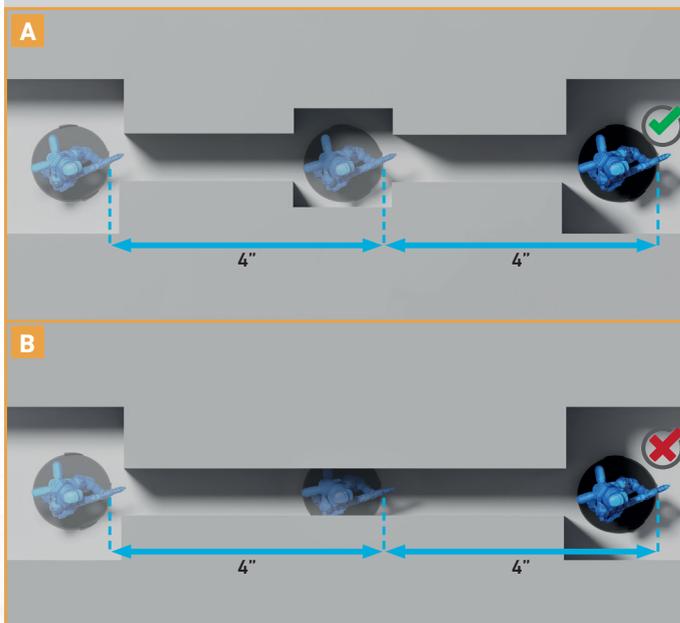
Although in both cases the distance covered is 8 inches, in case B, it is not possible to carry out the movement because there is no valid surface at the end of the first Move.

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 vault over, onto, or off 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 (see vaulting example).

» 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.

» Likewise, while they Move, a Trooper may peek over the edge of a roof or other surface with up to half of its Silhouette, notably to have LoF to Targets located on the same level or on a different level (see the example and Sibylla explains).

» A Trooper can move through Allied Models, Markers, and Tokens, but they cannot end their movement in the space occupied by another Model, Marker, or Token.

» Troopers have a LoF arc of 360º 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.

» In order to pass between an Enemy Trooper and an obstacle without entering Silhouette contact, the space in between must be wider than your Trooper's base.

» When performing a Short Skill or ARO **with the Movement Label** (except for Jump), or when moving after failing a Guts Roll, a Trooper may enter or leave Prone State at **either** the start of their Movement **or** the end of their Movement , at no cost. However, this will affect the distance they can move.

» 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 they 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.

You can check Prone State in the Infinity States Module on page .

MOVEMENT AND OBSTACLES

EXAMPLE OF VAULTING OVER OBSTACLES LOWER THAN SILHOUETTE HEIGHT.
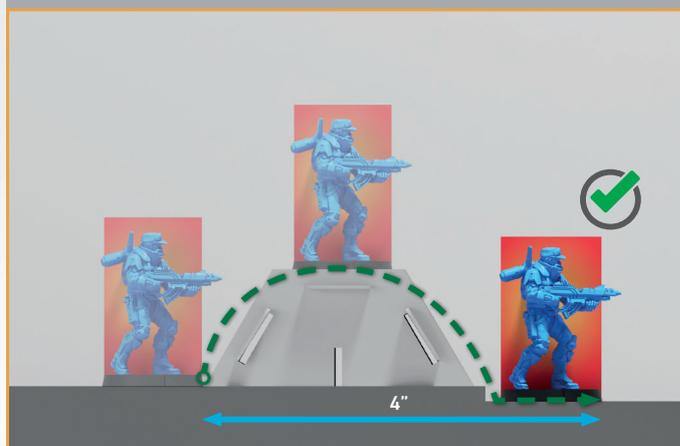
The Trooper may move over the obstacle without declaring Jump or Climb, since the obstacle's height is equal to or lower than the height of the Trooper's Silhouette Template, on both sides.
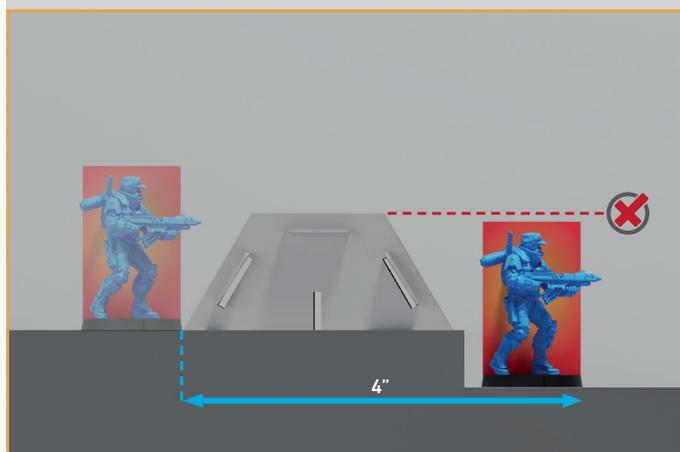
Conversely, in the second picture, the Trooper may not pass over the obstacle without declaring Jump or Climb, since the obstacle is higher than the height of the Trooper's Silhouette Template on one side.
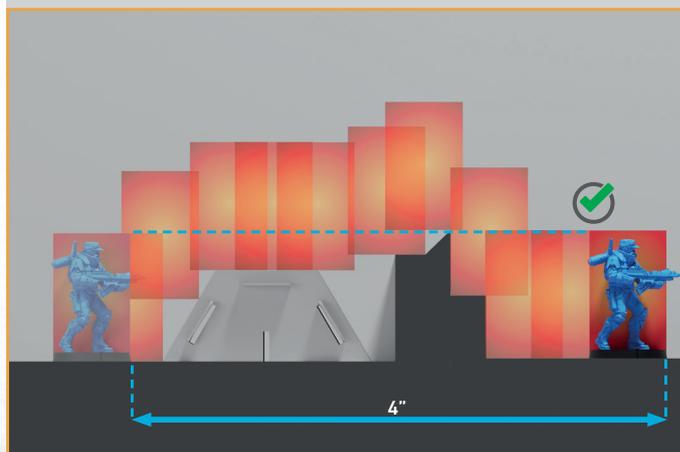
Distance is measured on the surface the Trooper is moving along. The player must keep in mind the Trooper's position all along the Trooper's route, as shown in the diagram.

MOVEMENT SEQUENCE AND FINAL FACING

FINAL POSITION

FENNEC
MOV 4-4

INITIAL POSITION
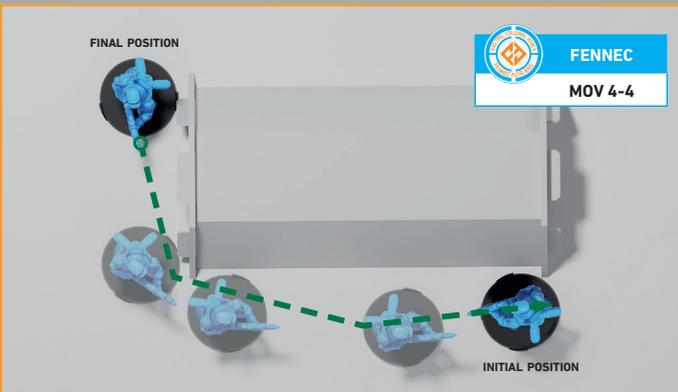
After making their movement, the Trooper can face in any direct the player chooses. Therefore, at the end of the movement in the first image, the player turns the Model to face in any direction, without moving it from its final position.

Sibylla explains

When moving, only half of the Trooper's base is required to be in contact with the surface they are moving on. Therefore, when moving, a Trooper can move part of its base over the edge of the surface, for instance to gain LoF to Targets located on the same level or on a different level. To make movement and interactions during the game easier, scenery elements such as parapets and railings must be considered when drawing LoF (see example).

MOVING AND PEEKING AROUND A CORNER

REMEMBER

Once they declare movement , 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.

EXAMPLE OF MOVEMENT

2"

FENNEC
MOV 4-4

In his Active Turn, the Fennec is leaning against a wall in Total Cover. He does not have LoF to the Senku, on the other side of the building. The Fennec declares his first Short Skill: Move.

Therefore, the Player will measure the trajectory's distance, determine his direction and path, then move the Fennec'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 Senku, the Fennec's model returns to his original position in Total Cover. His Move declaration will take him to the corner and back.

Since the Senku also gains LoF to the Fennec, he declares his ARO: BS Attack.

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

In the subsequent Face to Face Roll, the Senku must apply the Partial Cover MODs.
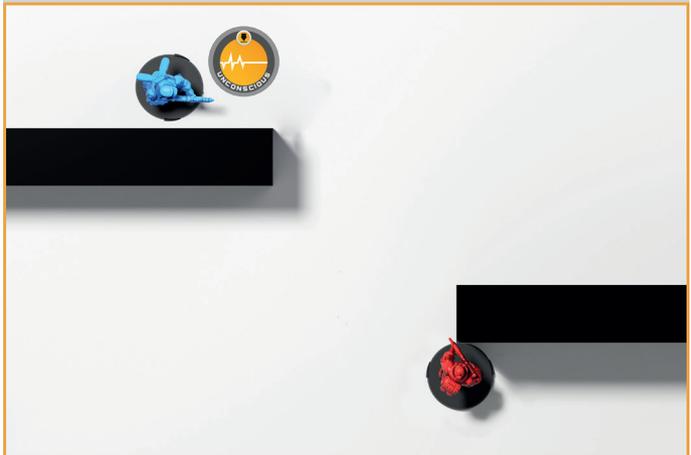
However, he wins the Face to Face Roll, while the Fennec fails his Saving Roll. Then, the Fennec would end his Order in Unconscious State behind Total Cover, where he finished his movement.

CAUTIOUS MOVEMENT

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

CAUTIOUS MOVEMENT
LONG SKILL

Movement, No LoF, No Roll.

REQUIREMENTS
▶ When a Trooper declares Cautious Movement, it must begin and end at two points on the game table that lie outside of all enemy Models and Markers' LoF and Zone of Control.
▶ When a Hackable Trooper in Model form declares Cautious Movement, it must begin and end at two points on the game table that lie outside of all enemy Hackers' Hacking Zones.

EFFECTS
▶ Allows the Trooper to move up to the first value of his MOV Attribute. If the Skill's Requirements are met, the Trooper does not generate any enemy AROs in the process.
▶ If the Cautious Movement begins or ends within the LoF or ZoC of any enemy Trooper (in Model form) or Marker, the Trooper will generate AROs as usual.
▶ If a **Hackable Trooper is in Model form** and its Cautious Movement begins or ends inside the Hacking Area of any enemy Hackers, 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 cannot declare this Common Skill. .

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 PanOceanian Trooper in Model form intends to close in on a Nomad Trooper. Since the Trooper is in Total Cover behind a tall building, outside the LoF and ZoC of the Nomad Troopers and an enemy Camouflage Marker, the PanOceanian Trooper uses part of their first MOV value to move behind a container where they will also be outside the LoF and ZoC of the Nomad Troopers and the Camouflage Marker.
No Nomad Troopers, including the Camouflage Marker, can declare AROs, since the PanOceanian Trooper's Movement begins and ends outside their LoF and ZoC.

JUMP

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

JUMP
LONG SKILL

Movement, No LoF, No Roll.

REQUIREMENTS

Players must check the Requirements of this Skill when declaring it.
▶ The Trooper must be able to reach a horizontal landing spot, which must be equal to or larger than the Trooper's base.

EFFECTS
▶ Allows the user to move horizontally, vertically, diagonally or tracing a parabola. The user can Jump up to 6 inches regardless of their MOV Attribute, measuring from the base's outer edge and underside .
▶ 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 the base's outer edge and underside.
▶ 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.
▶ Some Troopers have the Jump Skill listed in their Unit Profile with a distance shown in round brackets. These Troopers can Jump the listed distance, instead of 6 inches.
▶ Declaring Jump cancels automatically Prone State.

Sibylla explains:

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

Before the game begins, it is a good idea for both players to agree on which surfaces on the game table will require the use of the Jump Skill, taking into account potentially dubious cases.

EXAMPLE 1

FENNEC
MOV 4-4

6"
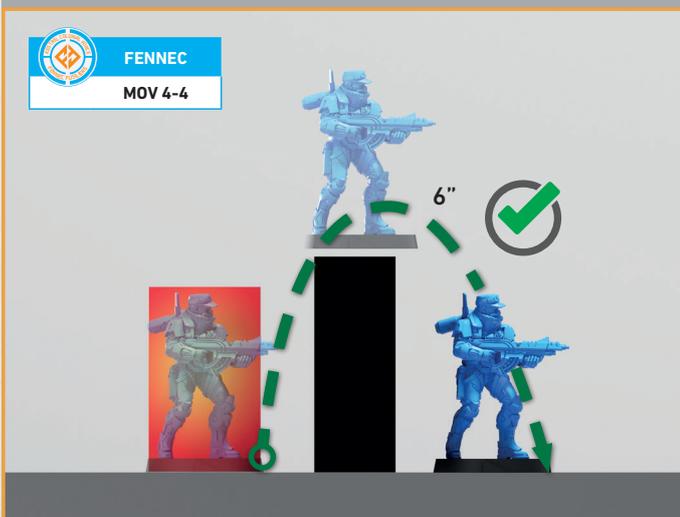
In their Active Turn, a Trooper has to clear a 1.75-inch-high obstacle. As this is higher than their Silhouette template, the Trooper must declare Jump to be able to clear it.

EXAMPLE 2

FENNEC
MOV 4-4

THE MAXIMUM DISTANCE THE TROOPER CAN JUMP IS 6 INCHES

10"
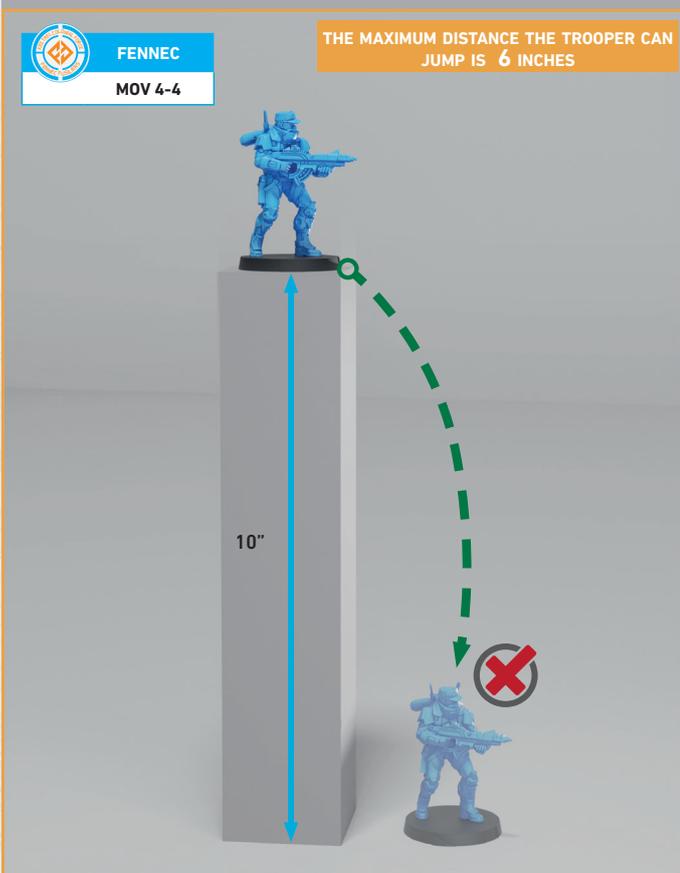
In his Active Turn, the Trooper decides to get down from the roof of a building as fast as possible, by jumping down. He declares Jump and measures the height of the building, which is 10 inches. However, the Trooper can only Jump up to 6 inches. As the distance is more than 6 inches, he cannot make this Jump and, as there is no safe alternative landing spot, he performs an Idle instead.

EXAMPLE 3

FENNEC
MOV 4-4

THE MAXIMUM DISTANCE THE TROOPER CAN JUMP IS 6 INCHES

6"
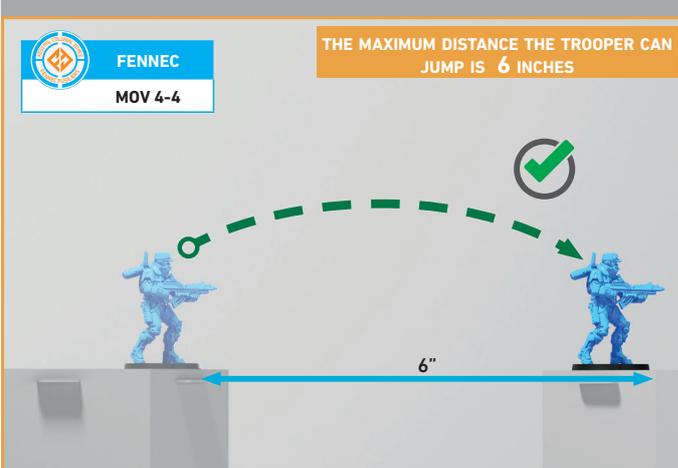
In his Active Turn, the Trooper declares he is going to Jump from one roof to another. The player measures the distance and checks that it falls within the Jump distance of 6 inches, and that the landing spot is at least as large as his base, so he can choose the spot as the final location of his movement.

If the distance is too far, or the Model's base cannot be placed on the landing spot, then the Trooper cannot Jump to that spot. He must choose a new landing spot he can reach safely and land on, or he performs an Idle instead and remains in place.

CLIMB

This Common Skill allows the user to climb and move on vertical surfaces.

CLIMB

LONG SKILL

Movement, No LoF, No Roll.

REQUIREMENTS

Players must check the Requirements of this Skill when declaring it.
▶ The Trooper's base must be in contact with a vertical surface.
▶ At least half the Trooper's base must stay in contact with the surface on which they are moving.
▶ The Trooper must be able to finish their movement on a surface that is equal to or larger than their base.

EFFECTS

▶ Allows the Trooper to Climb up to 6 inches along a vertical surface, measuring from the base's outer edge and underside.
▶ Climbing is a Common Skill that does not require a Roll.
▶ When Climbing players must measure the vertical distance from the starting point to the destination, measuring from the base's outer edge and underside.
▶ 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. The Climb Skill does not allow to move on a horizontal surface, even if the 6 inches granted by this Skill exceed the distance that needs to be Climbed. Therefore, a Trooper **will finish their Climbing movement** the moment the whole of their base in contact with a horizontal surface (see Example 1).
▶ Climbing movement must follow the General Movement rules as well as the Moving and Measuring rules
▶ Some Troopers have the Climb Skill listed in their Unit Profile with a distance shown in round brackets. These Troopers can Climb the listed distance, instead of 6 inches .

IMPORTANT

Troopers cannot be deployed on a vertical surface, neither during the Deployment Phase nor during the game.

As long as a Trooper is holding on to a vertical surface, they cannot declare any Skills other than Climb.

A Trooper who is Climbing or holding onto 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.

A Trooper who is Climbing or holding onto a vertical surface cannot benefit from Partial Cover MODs.

REMEMBER

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

Sibylla explains

Before the game begins, it is a good idea for both players to agree on which surfaces on the game table will require the use of the Climb Skill, taking into account potentially dubious cases, such as buildings with slightly angled walls.

CLIMB EXAMPLE 1

FENNEC
MOV 4-4

6"

6"

THE MAXIMUM DISTANCE THE TROOPER CAN CLIMB IS 6 INCHES
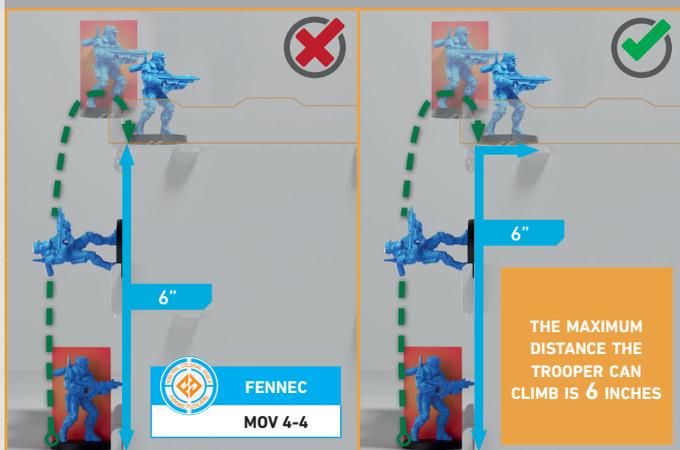
A Trooper that is in Silhouette contact with an obstacle declares the Climb Skill. When measuring, the player finds that the distance the Trooper needs to Climb is shorter than the maximum distance for this Skill (6 inches). Hence, it is enough to Climb the obstacle and move onto its upper surface. Even though the 6 inches granted by the Climb Skill exceeds the distance that needs to be Climbed, the Trooper must finish their movement as soon as the whole of their base is in contact with the upper surface of the obstacle.

CLIMB EXAMPLE 2

FENNEC
MOV 4-4

2"

6"

6"

2"
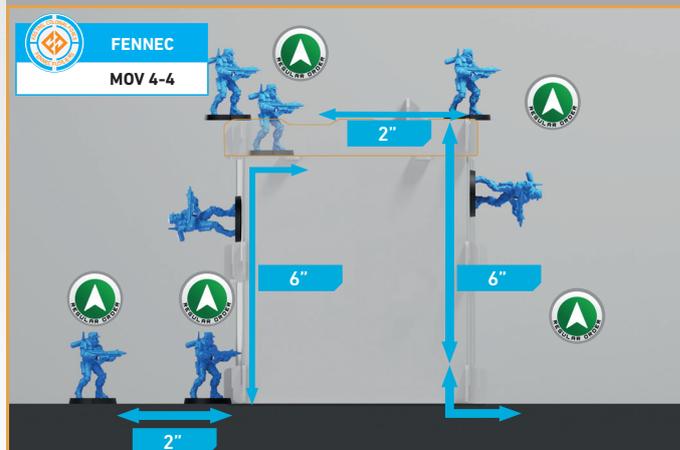
A Trooper spends an Order and declares the Move Skill until they reach base contact with an obstacle. With a second Order, they declare the Climb Skill, check that the 6 inches granted by this Skill are enough to move onto the upper surface of the obstacle, and then finish their movement on the horizontal surface.

Next, the player spends a third Order to Move to the edge of the obstacle. Since they see no enemies and there is no ARO to their Move, their Order's second Skill will be an Idle. To descend on the other side, they declare the Climb Skill again, measure the height of the obstacle, and find that the height of this side of the obstacle is greater than the 6 inches granted by Climb. Therefore, the player needs to spend another Order to finish the Climb and reach the bottom.

Remember that a Trooper **will end their Climb movement** the moment the whole of their base is in contact with a horizontal surface. If the player decides at some point not to spend any more Orders on a climbing Trooper, they will remain in the position they are in until more Orders are spent on them, or until they enter Dead State .

COMBAT MODULE

IN INFINITY, 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.

TYPES OF WEAPONS

Each weapon in Infinity has its own game profile, and some of them have special rules that are explained in the Ammunition and Weaponry chapter (see page 63). This rulebook also contains a Weapons Chart (see page 172) for you to refer to during games.

Weapons in Infinity 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**: Close-quarters weapons 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.
- » **BS Weapons (PH)**: These weapons are BS Weapons but are used with the PH Attribute instead of BS. When using these weapons, any rules or MODs that apply to BS Attacks or to the BS Attribute are applied to the PH Attribute instead. These weapons have the BS Weapons (PH) Trait.
- » **BS Weapons (WIP)**: These weapons are BS Weapons but are used with the WIP Attribute instead of BS. When using these weapons, any rules or MODs that apply to BS Attacks or to the BS Attribute are applied to the WIP Attribute instead. These weapons have the BS Weapons (WIP) Trait. The BS Attack (Shock) Skill cannot be combined with these weapons.

BURST (B)

In Infinity, 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 Basic Short 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 23).

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 23).

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 the Saving Roll 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.

POSSIBILITY OF SURVIVAL (PS)

In Infinity, the Possibility of Survival (PS) is the capacity of a weapon, Attack, Special Skill, piece of Equipment, Hacking Program, etc. to harm or impair its target. The PS 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 PS value 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 this damage.

Generally, each uncancelled 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.

Sibylla explains

The PS value indicates the lethality of a weapon, based on the probability of the target surviving the hit. The lower the PS value, the more lethal the weapon.

SAVING ROLL (SR)

The Saving Roll (SR) lets you know if the target's armor or protections save it from suffering damage from an attack.

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

To calculate the Success Value of the Saving Roll, the player must take the target's ARM or BTS Attribute value, as appropriate, and **add** the following to it:

  » The Weapon's PS value.
  » The (+3) MOD due to Partial Cover, if applicable.
  » Apply other MODs (+ or –) due to Special Skills or rules, if any.

Once the Success Value of the Saving Roll is determined, the player rolls a d20 for each hit and compares the result:

  » Saving Roll passed:
    » If the final result is equal to or lower than the Success Value of the Saving Roll, the impact does not cause damage, so the target does not receive any Wounds, and its state is not altered.
  » Saving Roll failed:
    » If the final result is higher than the Success Value of the Saving Roll, the impact causes damage. The most common consequence is that the target receives a Wound or is affected by a detrimental state.

Some Attacks, Special Ammo, or Weapons require a different type of Saving Roll. They have no PS value and instead list an Attribute with a MOD (such as PH –6), which requires a Normal Roll against the specified Attribute, applying the listed MOD.

WOUNDS

As a rule, the target of an Attack receives one Wound for each successful hit. This is represented by a Wound Token (WOUND) next to the target, with a numerical value to indicate how many Wounds the Trooper has received. If the target has received as many Wounds as the value of its VITA/STR Attribute, place an Unconscious State Token (UNCONSCIOUS) as well.

IMPORTANT

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 inflict more than one Wound with each failed Saving Roll or cause a change in the state of the target.

In these cases, the special effects are explained in the rule or the Weapon Chart.

UNCONSCIOUSNESS AND DEATH

If a target receives **as many Wounds** as the value of its VITA/STR Attribute, it enters Unconscious State.

On the other hand, if the target receives **more Wounds** than the value of its VITA/STR Attribute, it enters Dead state.

You can check Unconscious State in the Infinity States Module on page 168.

You can check Dead State in the Infinity States Module on page 155.

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
▶ Check the enemy LoF or Area of Effect from the Trooper's final position at the end of the Order, when the Guts Roll is made.
▶ When checking the enemy's LoF or Area of Effect, if the Trooper is already outside them and the Guts Roll is failed, the Trooper enters Prone State, facing in a direction of the player's choice.
▶ 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 Scenario Objectives.

IMPORTANT

Attacks that have no PS value and do not cause any State do not require a Guts Roll.

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.

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.

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.
  ▶ BS Attacks (Guided) must be carried out with the weapon's Blast Mode if it has one, or a Mode with the Impact Template (Circular) Trait. If the weapon does not have a Mode with the Impact Template (Circular) Trait, the player may choose any of the weapon's Modes and apply the Trait to that Mode.
  ▶ A Trooper can avoid a BS Attack (Guided) with a successful Dodge or Reset Face to Face Roll. If a Reset Roll is successful, in addition to avoiding the Attack, the Trooper's Targeted State is cancelled.
  ▶ **Restriction:** 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.
  ▶ **Restriction:** The distance to the target cannot exceed the weapon's maximum Range.
  ▶ **Restriction:** The target cannot be in an enclosed room; a possible trajectory for the Attack must always exist.
  ▶ **Restriction:** BS Attack (Guided) has a limit of 5 Attacks per Turn for the Active Player.
  ▶ **Restriction:** Weapons with the BS Attack (PH) or BS Attack (WIP) Traits cannot be used with the BS Attack (Guided) Skill.
  ▶ The user must apply any Range MODs. Other negative MODs (for example Mimetism, Partial Cover, Visibility Zones...) are not applied unless they specify that they work against BS Attack (Guided).

REMEMBER

The target must apply a –3 MOD to Dodge if they have no LoF towards the Attacker.
The Targeted State gives the target a –3 MOD to Reset Rolls, also any BS Attack against them gets a +3 MOD.

MOVE + BS ATTACK

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.

Sibylla explains

To determine the Range MOD when performing a BS Attack (Guided), measure the distance from the Attacker to the target in a straight line. Any other possible trajectories of this attack are not taken into account.

EXAMPLE OF BS ATTACK (GUIDED)

LANZAMISILES						
Name	**Number of Saving Rolls**	**Saving Roll Attribute**	**Ammo**	**PS**	**B**	**Traits**
MISSILE LAUNCHER (Hit Mode)	3	ARM/2	AP+EXP	6	3	Anti-Material
MISSILE LAUNCHER (Blast Mode)	3	ARM	EXP	6	3	Anti-material, Impact Template (Circular)

RANGE			
8"	24"	40"	96"
-3	0	3	-3

TARGET TROOPER

35"

REM

TRAJECTORY

RANGE

The Missile Launcher Remote declares a BS Attack (Guided) against a Trooper with the Mimetism (-6) Special Skill, who is in Targeted State.

The following MODs apply to the Remote's BS Attack (Guided) Roll:

- +3 for Range.
- +3 for the target's Targeted State.

As the Remote is using BS Attack (Guided), they do not have to apply the target's Mimetism (-6) MOD, nor any MODs for Cover. In addition, of the two firing modes available to the Missile Launcher, the Attack must be made with Blast Mode (EXP ammunition).

The target of the Attack has two ARO options:

- Dodge with a -3 MOD due to Dodging a Template Weapon without LoF to the Attacker.
- Reset with a -3 MOD due to being in Targeted State.

Therefore, the REM makes a Face-to-Face BS Attack Roll (BS +6) against the target's Dodge Roll (PH -3) or Reset Roll (WIP -3) Roll.

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 applies a +3 MOD to its Saving Roll (SR), if 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.

NO COVER

PARTIAL COVER
Partial Cover due to being in contact with a scenery element that covers part of the target's Silhouette.
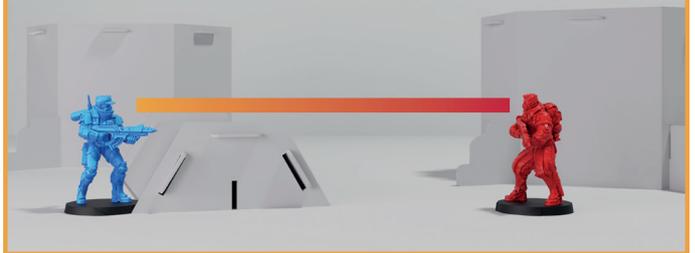
TOTAL COVER
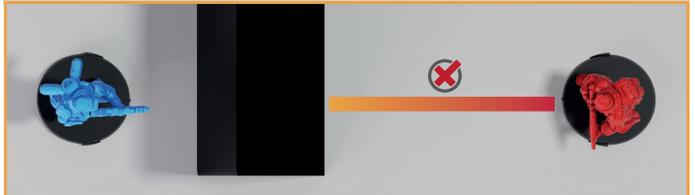
COVER AND GAME SITUATIONS
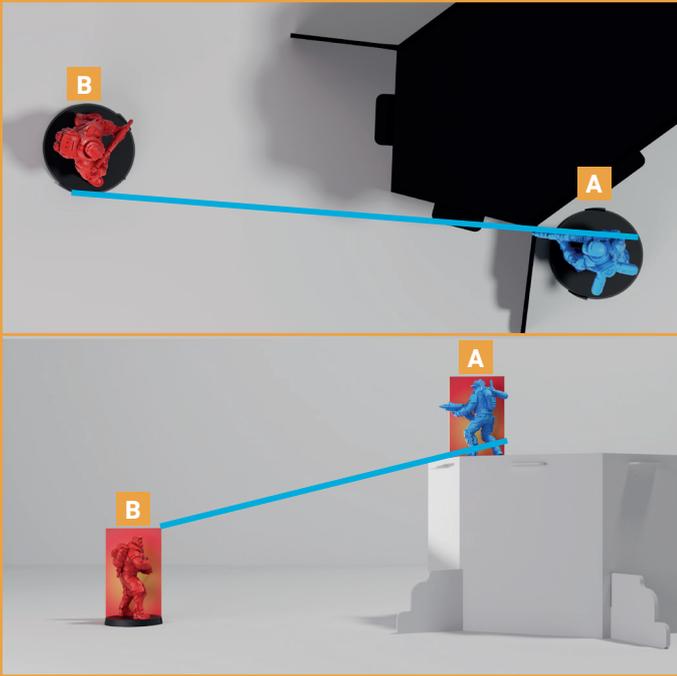
In both situations the Blue Trooper has Cover from the Orange Trooper.

RANGE

COMBI RIFLE						
Name	**Number of Saving Rolls**	**Saving Roll Attribute**	**Ammo**	**PS**	**B**	**Traits**
Combi Rifle	1	ARM	N	7	3	SUPPRESSIVE FIRE

RANGE			
16"	32"	48"	96"
+3	-3	-6	

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.

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:

» 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.

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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).

21,2cm

26cm

8.3"

10.2"

12 cm
4.7"
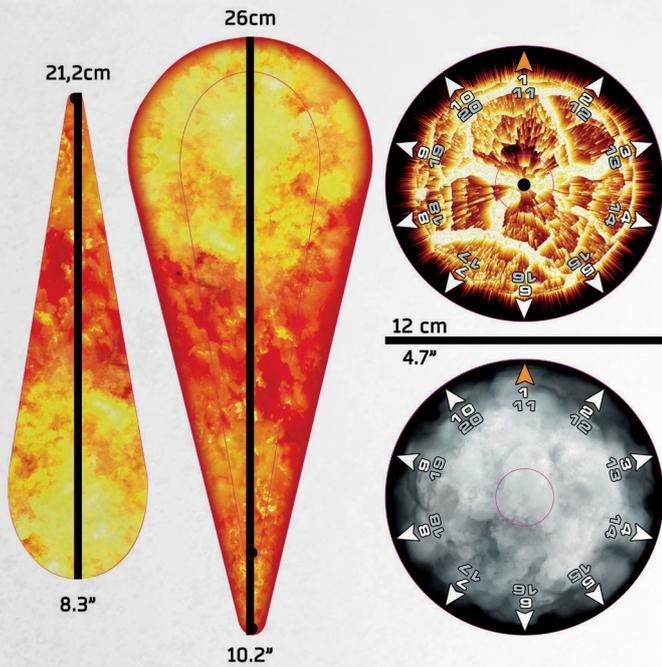
AREA OF EFFECT

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.
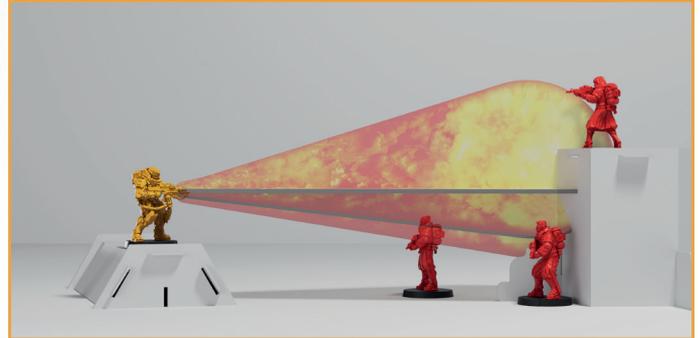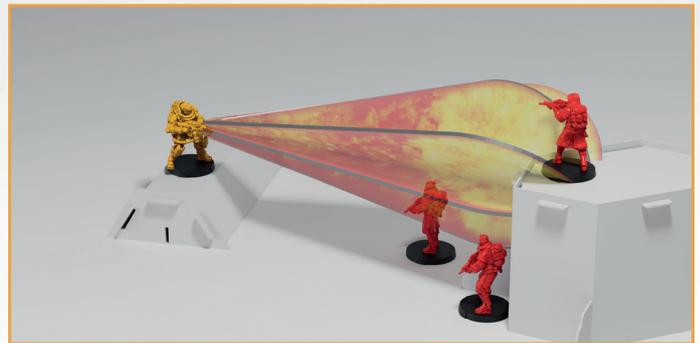
AREA OF EFFECT OF TEMPLATE WEAPONS AND EQUIPMENT

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 PS value 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 any Secondary 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 MOD to the Saving Roll (SR) 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 PS 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.

TEMPLATE WEAPONS, ALLIED AND NEUTRAL TROOPERS

Trooper 1 has B2 with their Pulzar. When declaring a BS Attack against Troopers 2 and 3 it is found that Template B affects Trooper 4 (Allied or Neutral). Template B is therefore cancelled.
Troopers 2 and 3 may declare AROs normally.

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

When using these weapons, the player may place the Template without making a Roll.

DIRECT TEMPLATE WEAPONS

EFFECTS

▶ They do not require a BS Roll to hit.

▶ When declaring the Attack, the Template must be placed on the table to check that the Main Target is within the Area of Effect, and to determine which Troopers or game elements (Markers, Deployable weapons or Equipment...) are affected by the Attack.

▶ The placement of the Direct Template depends on their type:

  ▶ **Direct Teardrop Template**: 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.

▶ 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.

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

LIÚ XÏNG JUMP INFANTRY — PH 12 — COMBAT JUMP (EXPLOSION)
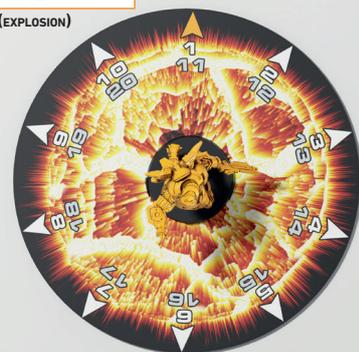
The center of the Circular Template (Blast Focus) must be over the center of the Trooper's base.

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

During his Active Turn, a Trooper with a Pulzar (B+1), a Direct Template BS Weapon, declares Move and BS Attack with B2 from the point he has chosen to perform the BS Attack. The Trooper may place each Template freely, affecting different targets if he so chooses.

The Trooper affects 3 out of 4 enemies in range. As the Active Trooper is using a Direct Template Weapon, any Attacks declared as AROs will not be Face to Face Rolls.

As Trooper n°3 is in Prone State, they are not affected by the Template, since it does not touch their Silhouette.

EXAMPLE OF A DIRECT TEARDROP TEMPLATE WEAPON. SHOT CANCELLED.
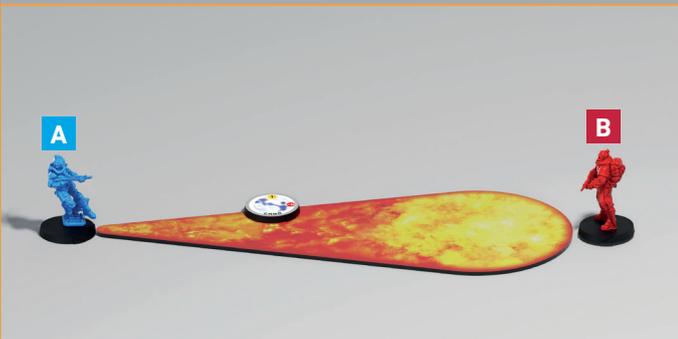
In this picture, we have Trooper A who declares a BS Attack against Trooper B with his Direct Template Weapon (a Pulzar). He places it in such a way that it affects an enemy Camouflage Marker (CAMO).

Since Trooper B 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.
▶ When the Attack is declared, the center of the Circular Template (Blast Focus) must be placed over the center of the Main Target's base. This way, the player will check the Area of Effect and determine which Troopers or game elements (Markers, weapons, Deployables...) are affected by this Attack.

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 using a valid **Main Target** as the basis. As stated above, this Roll is compared separately against the Rolls of each of the other enemy Troopers affected by the Template ("Secondary Targets" from now on).
▶ In order to Dodge an Attack with an Impact Template Weapon, the Main Target and any Secondary Targets affected by the Impact Template may 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 Main 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 over 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.

FENNEC 1
BS 12
BS WEAPON: COMBI RIFLE

FENNEC 2
BS 12
BS WEAPON: COMBI RIFLE

FENNEC 3
PH 10

UNIDRON
BS 11
BS WEAPON: PLASMA CARBINE
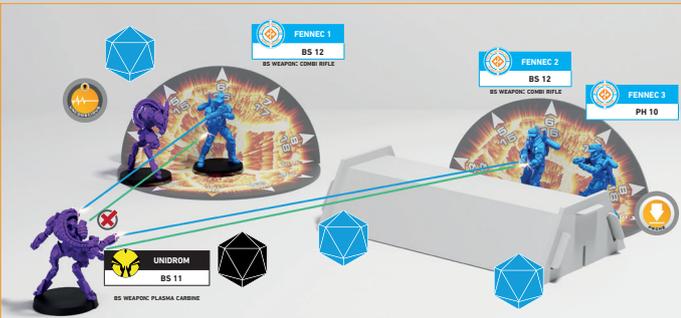
PLASMA CARBINE						
Name	**Number of Saving Rolls**	**Saving Roll Attribute**	**Ammo**	**PS**	**B**	**Traits**
Plasma Carbine (Blast Mode)	1 AND 1	ARM + BTS	N	7	2	IMPACT TEMPLATE (CIRCULAR)

RANGE			
16"	32"	40"	96"
+3	-3	-6	

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

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

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

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

Thus, the following Rolls are performed:

One Normal Roll from Fennec 1 against the Unidron.

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

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 **Burst (B) of this BS Attack is always 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 **Impact Template (Circular)** 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 this 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 Mimetism, Partial Cover, Visibility Zones...) are not applied.

Sibylla Explains

This is the procedure to perform a Speculative Attack:

1º Designate the Main Target of the Attack.

2º 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).

3º Then, a check is made to ascertain which other Troopers are affected to determine all AROs.

4º Measure the distance between the Trooper and the impact point, all relevant MODs are applied, and the Rolls are made.

EXAMPLE OF SPECULATIVE ATTACK

DĀTURAZI		
PH 14	MODS	PH 11
BS WEAPON (PH) GRENADE		

NO LINE OF FIRE

Range +3
Speculative Attack −6

6"

GRENADES

Name	Number of Saving Rolls	Saving Roll Attribute	Ammo	PS	B	Traits
Grenades	1	ARM	N	7	1	Speculative Attack, BS Weapon (PH), Impact Template (Circular).

RANGE			
8"	16"		96"
+3	−3		

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

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

Given that it is a Speculative Attack, the Dāturazi does not need to apply the Mimetism MOD (−6) of the Blink, 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
LONG SKILL

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 **Burst (B) of this BS Attack 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
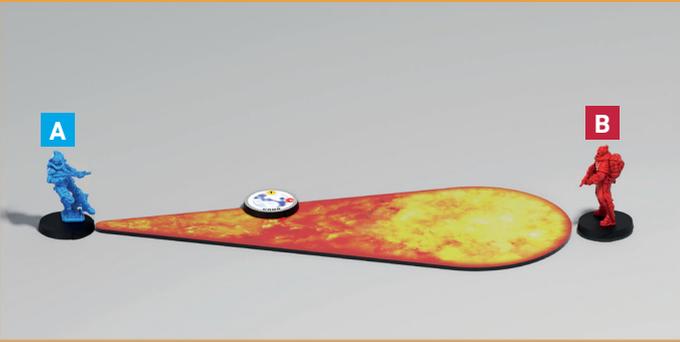
Trooper A declares an Intuitive Attack against the Camouflaged Marker [CAMO].

The Marker [CAMO] has two options:

- Declare nothing and not reveal itself unless Trooper A 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 Trooper A's WIP Roll with its ARO.

In this situation, if Trooper B was affected by the Template, his Roll would oppose Trooper A'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, 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
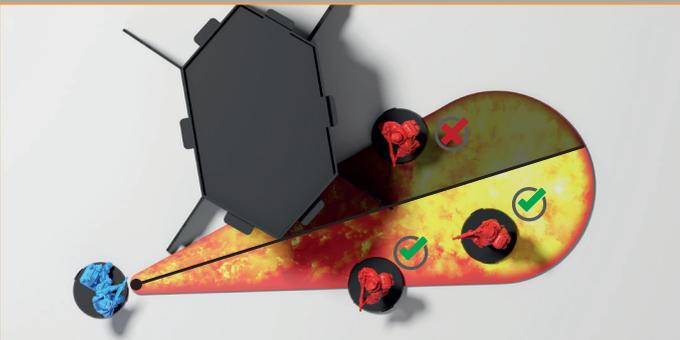
The Scenery element completely covers the enemy Trooper. Therefore, LoF cannot be traced from the Blast Focus so the Trooper is not affected by the Area of Effect.

DĀTURAZI

PH 14

BS WEAPON (PH): GRENADES

GRENADES						
Name	Number of Saving Rolls	Saving Roll Attribute	Ammo	PS	B	Traits
Grenades	1	ARM	N	7	1	Speculative Attack, BS Weapon (PH), Impact Template (Circular).

RANGE		
8"	16"	96"
+3	-3	

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, 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, on page 172. 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!
>
> Moreover, I am at your service as an AI interface at www.infinityuniverse.ai. You can ask me everything you want to know about the lore and backstory of the Infinity Universe.
>
> Sibylla's Advice

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 page 42).

Possibility of Survival (PS) indicates the destructive capability of the Weapon. The lower the PS 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. If two Types of Ammunition are shown 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.

MULTI RIFLE						
Name	**Number of Saving Rolls**	**Saving Roll Attribute**	**Ammo**	**PS**	**B**	**Traits**
MULTI RIFLE (Anti-Materiel Mode)	2	ARM	DA	7	1	ANTI-MATERIEL
MULTI RIFLE (AP Mode)	1	ARM/2	AP	7	3	SUPPRESSIVE FIRE

RANGE			
16"	32"	48"	96"
+3	−3	−6	

EXAMPLE 2

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

The **Saving Roll Attribute** column indicates which Attribute or Attributes (ARM, BTS, PH, ARM+BTS, etc.) any Saving Rolls are made against to avoid the hit's damage or Effects. As with Ammunition, saving against different Attributes or their combination may be necessary (see Possibility of Survival (PS) on page 37). The Attribute can also be shown with MODs, usually negative (–3, –6), or it can directly show the value for that Attribute (ARM=0).

The **Number of Saving Rolls (SR: No)** column indicates the number of Saving Rolls that need to be made for every hit received.

Traits are special features some Weapons and pieces of Equipment possess. They are all explained in the Labels and Traits Section (see page 169). 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 page 172) are shown.

EXAMPLE 3

BREAKER COMBI RIFLE						
Name	**Number of Saving Rolls**	**Saving Roll Attribute**	**Ammo**	**PS**	**B**	**Traits**
BREAKER COMBI RIFLE	1	ARM/2	AP	7	3	SUPPRESSIVE FIRE

RANGE			
16"	32"	48"	96"
+3	−3	−6	

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						
Name	**Number of Saving Rolls**	**Saving Roll Attribute**	**Ammo**	**PS**	**B**	**Traits**
Medikit	–	–	–	–	1	NON-LETHAL, [***].

RANGE			
8"	16"	24"	96"
+3	0	−6	

The MediKit is a piece of Equipment that is 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 CC Trait.
▶ 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 Possibility of Survival (PS) on page 37).
▶ **Coup de Grâce**: When declaring the CC Attack, if the Enemy Target is in Unconscious State (including if it is represented by a Shasvastii-Embryo Token), then, without needing to perform a roll, the target automatically goes from Unconscious to Dead State without the possibility of making a Saving Roll.
▶ Coup de Grâce cannot be used against a Trooper who has activated the **Dogged or No Wound Incapacitation** Special Skill. Therefore, the CC Attack is resolved normally.

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.

You can check Engaged State in the Game States Module on page 153.

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 (Trooper A) consumes an Order and declares Move.

Step 2:
The Reactive Player (Trooper B) declares CC Attack as their ARO.

Step 3:
The Active Player (Trooper A) 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.

FENNEC	
MOV	4-4
CC	13

MELÉE WEAPON: CCW

SENKU	
MOV	4-4
CC	15

MELÉE WEAPON: CCW

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 target 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 has a +1 MOD to Burst (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 target. The selected Trooper performs a CC Attack and has a +1 MOD to B **for each Allied Trooper or Peripheral** in in Silhouette contact with the target. 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 CC RESTRICTIONS

» When in Close Combat it is only possible to declare Berserk, CC Attack, Dodge, Idle, Reset, and Skills that specify that they can be used in Close Combat or in Engaged State.

» 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 Fennec and a Lambda Doctor with his Peripheral (Servant) Yudbot.

Step 1:

The Active Trooper (the Lambda) consumes an Order and declares Move.

Step 2:

The Reactive Trooper (the Fennec) declares a BS Attack against the Doctor as their ARO.

Step 3:

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

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

LAMBDA	
MOV	4-4
CC	14

MELÉE WEAPON: CCW

FENNEC	
MOV	4-4
BS	12

BS WEAPON: COMBI RIFLE

YUDBOT	
MOV	6-4
CC	11

MELÉE WEAPON: CCW PARA (-3)
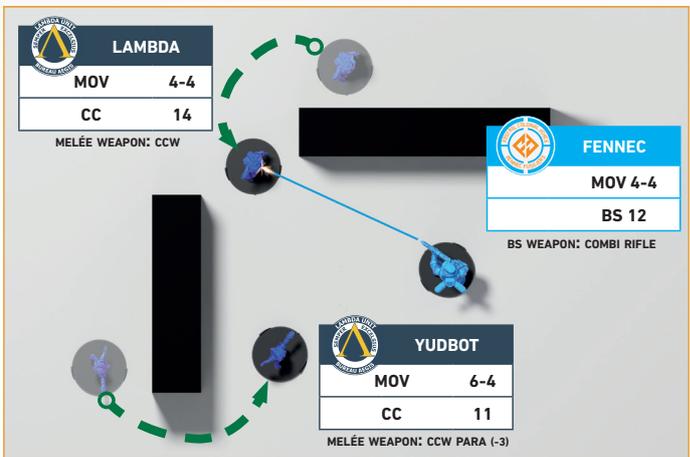
LAMBDA CC 14 / MOV 4-4
Yudbot CC 11 / MOV 15-10]

Step 4:

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

Face to Face Roll:

• Active Player: CC Attack with 2 Dice.
• Reactive Player: BS Attack with 1 Die.

LAMBDA	
MOV	4-4
CC	14

MELÉE WEAPON: CCW

YUDBOT	
MOV	6-4
CC	11

MELÉE WEAPON: CCW PARA (-3)

FENNEC	
MOV	4-4
BS	12

BS WEAPON: COMBI RIFLE
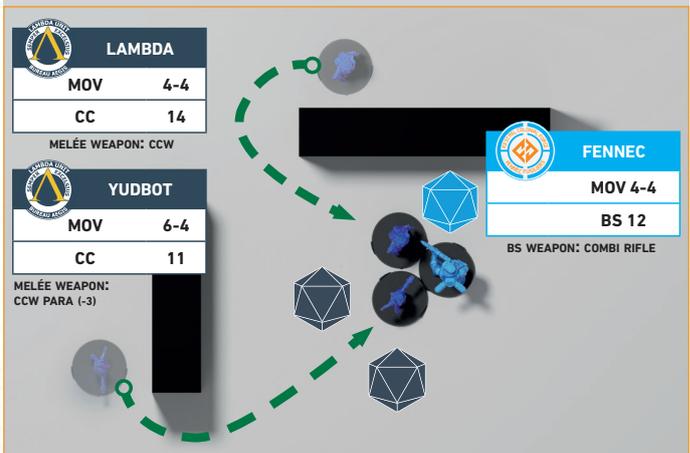
EXAMPLE OF CLOSE COMBAT AGAINST SEVERAL ENEMIES

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 Trooper (the Fennec) consumes an Order and declares Move to reach Silhouette contact with the Peripheral (Servant).

FENNEC	
MOV	4-4
CC	13

MELÉE WEAPON: CCW
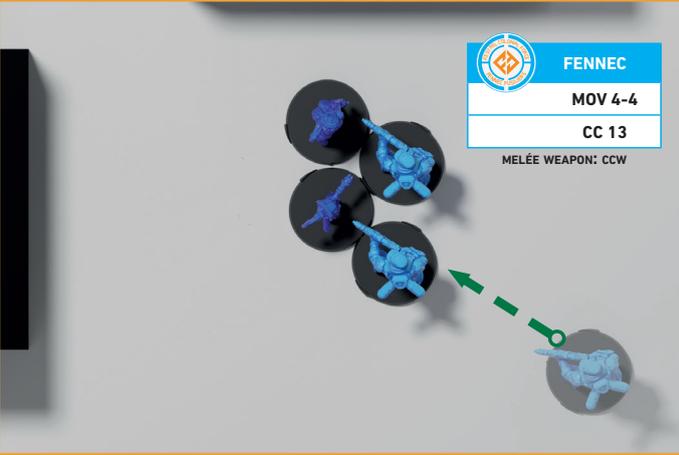
Step 2:

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

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

Step 3:

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

The Fennec gets a +1B MOD thanks to his partner being in Silhouette contact with the Peripheral (Servant).

The Peripheral does not get a +1B MOD because its Controller is not in Silhouette contact with the Active Trooper.

FENNEC	
MOV	4-4
CC	13

MELÉE WEAPON: CCW

YUDBOT	
MOV	6-4
CC	11

MELÉE WEAPON: CCW PARA (-3)
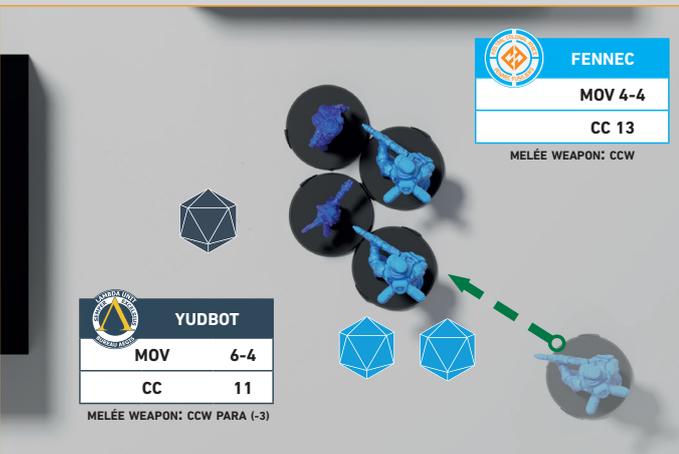
Step 4:

The corresponding Rolls are performed.

Face to Face Roll:

- Active Player. CC Attack with 2 Dice.
- Reactive Player: CC Attack with 1 Die.

SPECIAL SKILLS AND EQUIPMENT FOR CC

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).

MELEE WEAPON PROFILE

In Infinity, 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						
Name	Number of Saving Rolls	Saving Roll Attribute	Ammo	PS	B	Traits
CC WEAPON	1	ARM	N	8	1	CC

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

Possibility of Survival (PS) indicates the destructive capability of the Weapon. The lower the PS 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. If two Types of Ammunition are shown linked by a "+" it means both Types are combined.

The **Saving Roll Attribute** column indicates which Attribute or Attributes (ARM, BTS, PH, ARM+BTS, etc.) any Saving Rolls are made against to avoid the hit's damage or Effects. As with Ammunition, saving against different Attributes or their combination may be necessary (see Saving Rolls (SR) on page 37). The Attribute can also be shown with MODs, usually negative (-3, -6), or it can directly show the value for that Attribute (ARM=0).

The **Number of Saving Rolls** (SR: No.) column indicates the number of Saving Rolls that need to be made for every hit received.

Traits are special features some Weapons and Equipment pieces possess. They are all explained in the Labels and Traits Section (see page 169). An asterisk (*) in this section indicates that the Weapon or piece of Equipment has extra rules in the corresponding section of the rulebook.

EXAMPLE

	MONOFILAMENT CC WEAPON					
Name	Number of Saving Rolls	Saving Roll Attribute	Ammo	PS	B	Traits
Monofilament CC Weapon	1	ARM=0	N	8	1	CC, State: DEAD.

In the case of the Monofilament CC Weapon, its Saving Roll Attribute indicates that the target will have their ARM value reduced to 0 for their Saving Roll and its Traits indicate that, should they receive any Wounds, they will enter Dead State directly.

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

Moreover, I am at your service as an AI interface at www.infinityuniverse.ai.
You can ask me everything you want to know about the lore and backstory of the Infinity Universe.

Sibylla's Advice

QUANTRONIC COMBAT (HACKING)

In Infinity, 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.

IMPORTANT
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 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.
▶ This Special Skill remains active even when its owner is in a Null State.

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 must apply a negative MOD to his WIP Attribute, as indicated between brackets: Firewall (-3), Firewall (-6)...

▶ A Trooper benefiting from a Firewall also applies a MOD of +3 to their Saving Rolls (SR) against Comms Attacks.

▶ 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 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), 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.

REPETIDOR DE POSICIÓN						
Name	Number of Saving Rolls	Saving Roll Attribute	Ammo	PS	B	Traits
Deployable Repeater	–	–	–	–	1	DISPOSABLE (3), DEPLOYABLE.

ARM	BTS	STR	S
0	0	1	1

REMEMBER

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

The Trooper benefiting from the Firewall also applies a MOD of +3 to their Saving Rolls (SR) against the Comms Attack.

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 AREA AND AROS THROUGH REPEATERS
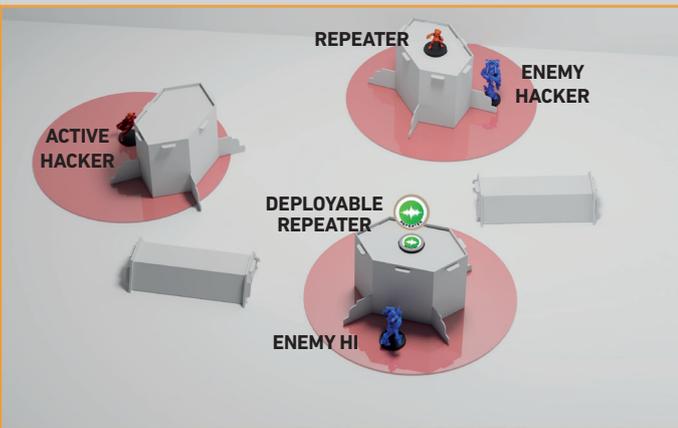
DEPLOYABLE REPEATER						
Name	Number of Saving Rolls	Saving Roll Attribute	Ammo	PS	B	Traits
Deployable Repeater	–	–	–	–	1	DISPOSABLE (3), DEPLOYABLE.

For the sake of simplicity, in this example, the Stealth Special Skill is not being used. During his Active Turn, a Hacker decides to declare Idle as the first Basic Short Skill of the Order. As shown in the picture, he is outside his enemies' LoF and ZoC, but since he is a Hacker, he can use the Deployable Repeater and a Trooper with the Repeater piece of Equipment to increase his Hacking Area, allowing him to act from his current position.

Therefore, since the Hacker is within the Hacking Area of the Enemy Hacker, the enemy declares his ARO: Oblivion.

As the Enemy Heavy Infantry is in the Active Trooper's Hacking Area, they can declare an ARO, choosing to declare a Reset.

The second Skill of the Hacker is Carbonite, dividing his B2 between the Enemy Heavy Infantry and the enemy Hacker.

The following Face to Face Rolls occur:

Reset by the Enemy Heavy Infantry vs Carbonite from the Hacker.
- No Modifiers (MOD).

Oblivion from the Enemy Hacker vs Carbonite from the Hacker.
- Enemy Hacker MODs:
  - –3 Firewall MOD for using an Enemy Repeater.
- Hacker MODs:
  - No Modifiers (MOD).

If a Saving Roll is required, the Possibility of Survival (PS) of Oblivion will suffer a +3 MOD from the Firewall.

EXAMPLE OF CAMOUFLAGED STATE AND ARO THROUGH A REPEATER

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

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

The Enemy 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.
- » **Possibility of Survival (PS)**. The value used to determine the destructive capability of a successful Hacking Program Roll. Unless otherwise stated, **the Attribute used in the Saving Roll to resist the effects of a Hacking Program is BTS.**
- » **Burst (B).** 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 (Long Skill, Short Skill, ARO, etc.) that must be spent to use the Hacking Program.
- » **Special.** This 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	PS	B	TARGET	SKILL TYPE	SPECIAL
ASSISTED FIRE	-	-	-	-	REM	LONG SKILL	TARGET MODEL GAINS MARKSMANSHIP.
CARBONITE	0	0	7	2	TAG, HI, REM, VH, 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	-	-	-	-	-	LONG SKILL	REPLACE USER WITH IMP-2 MARKER.
ENHANCED REACTION	-	-	-	-	REM	LONG SKILL	TARGET GAINS B2 IN ARO.
FAIRY DUST	-	-	-	-	TAG, REM, HI, VH	LONG SKILL	THE TARGETS GAIN FIREWALL MODS.
OBLIVION	0	0	4	2	TAG, HI, REM, VH, HACKER	SHORT SKILL / ARO	AP AMMO, NON-LETHAL, STATE: ISOLATED
TOTAL CONTROL	0	0	4	1	TAG	SHORT SKILL / ARO	DA AMMO, NON-LETHAL, STATE: POS/NORMAL
TRINITY	+3	0	6	3	HACKER	SHORT SKILL / ARO	TARGET RECEIVES 1 WOUND FOR EACH FAILED SAVING ROLL.
SPOTLIGHT	0	0	5	2	-	SHORT SKILL / ARO	AP AMMO, 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

LONG SKILL

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 98).
▶ 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, REM, TAG, VH...) 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 PS 7.
▶ Any failed Saving Roll causes 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.

You can check Immobilized-B State in the Infinity States Module on page 161.

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 Long Skill anywhere on the table.

CYBERMASK

LONG SKILL

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.

You can check Impersonation State in the Infinity States Module on page 162.

ENHANCED REACTION

LONG SKILL

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

LONG SKILL

Supportware, No roll.

REQUIREMENTS

▶ Only HIs, REMs, TAGs, or VHs 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, REM, TAG, or VH) that will benefit from **Firewall (-3)**. Every Trooper of the Hacker's Army List that belongs to the chosen Troop Type applies 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, REM, TAG, VH…) 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 a Saving Roll against their halved BTS, with PS 4.
▶ Any failed Saving Roll causes 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.

You can check Isolated State in the Infinity States Module on page .

SPOTLIGHT

SHORT SKILL / ARO

Comms Attack, Non-Lethal.

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 a Saving Roll against their halved BTS, with PS 5.
▶ Any failed Saving Roll causes the target to enter Targeted State, placing a Targeted State Token (TARGETED) by them.
▶ A Critical with Spotlight 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.

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.

You can check Targeted State in the Infinity States Module on page .

TOTAL CONTROL

SHORT SKILL / ARO

Comms Attack, Non-Lethal.

REQUIREMENTS

▶ The target must be an enemy TAG, or a TAG in Possessed State.

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 PS 4.
▶ Any failed Saving Roll causes the target to enter Possessed State, placing a Possessed State Token (POS) by them. If this Program is used against a TAG in Possessed State, any failed Saving Roll cancels the target's Possessed State, causing them to enter Normal State, and the Possessed State Token (POS) is removed.
▶ 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.

You can check Possessed State in the Infinity States Module on page .

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 PS 6.
▶ For each failed Saving Roll, the target receives 1 Wound.
▶ 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 (see page).

ZERO PAIN

SHORT SKILL / ARO

Comms Attack, Non-Lethal.

REQUIREMENTS

▶ Troopers can only perform 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, the Comms Attack fails, the user does not have to make any Saving Rolls, and they avoid any Special Effects of the Attack.

EXAMPLE OF QUANTRONIC COMBAT (HACKING)

Step 1:

The Active Trooper declares a Move from point A to point B.

The Reactive Trooper declares a Carbonite Hacking Program ARO.

The Active Trooper declares Reset for their second Skill of the Order. They do not declare a BS Attack against the Hacker because it is clear that they lack LoF to the Hacker along their entire movement path.

Step 2:

The Face to Face Rolls are performed.

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

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

They both succeed, but the Reactive Trooper's 7 cancels the Active Trooper's 3.

REVEREND CUSTODIER	
MOV	4-4
WIP	14

EQUIPMENT: HACKING DEVICE

GRIFFIN	
MOV	6-2
WIP	12

ACTION: RESET

Step 3:

Therefore, as the Hacker wins the Face to Face Roll, the Active Trooper must perform 2 Saving Rolls due to DA Ammunition, against PS 7.

Saving Roll = 13 (PS 7 + BTS 6).

Due to the 14, the Active Trooper enters Immobilized-B State, placing an Immobilized-B Token next to them.

REVEREND CUSTODIER	
MOV	4-4
WIP	14

EQUIPMENT: HACKING DEVICE

GRIFFIN	
BTS	6

SAVING ROLL
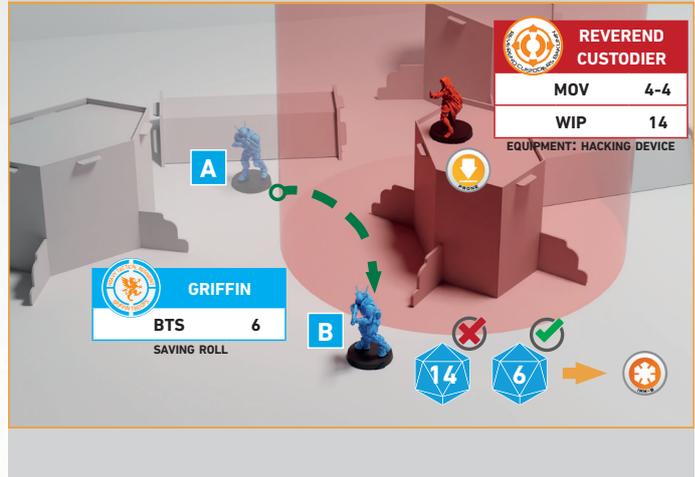
AMMUNITION AND WEAPONRY

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, weapons have different Types of Ammunition, each of them with different effects and with their own features. The Types of Ammunition available in Infinity 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. 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 inflicts 1 Wound on the target.
▶ 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 hit 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 inflicts 1 Wound on the target.
▶ 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 hit suffered.

EFFECTS

▶ Each Saving Roll failed against DA Ammunition inflicts 1 Wound on the target.

▶ 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 hit 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

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.

REMEMBER

The Area of Effect of a Template may affect Allied Troopers as long as the Template lacks the PS 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

ROLL

▶ After a successful attack using E/M Ammunition, the target must make two Saving Rolls per hit suffered, using half his BTS value (BTS/2 x 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 Isolated State, placing an Isolated Token next to it, preventing it from receiving Orders from the Order Pool.

▶ 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 (VH), 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 a hit from E/M Ammunition and fails the Saving Roll must make the usual Guts Roll, if applicable.

▶ The exceptions 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.

You can check Isolated and Immobilized-B States in the Game States Module on page 161.

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 hit suffered.

EFFECTS

▶ Each Saving Roll failed against EXP Ammunition inflicts 1 Wound on the target.
▶ 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 hit 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

ROLL

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

EFFECTS

▶ If the target fails the PH-6 Roll, it enters 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 Token will have to be placed in contact with the target's base.

You can check Immobilized-A State in the Game States Module on page 160.

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 hit suffered.

EFFECTS

▶ Each Saving Roll failed against Shock Ammunition inflicts 1 Wound to its target.
▶ Critical hits with Shock Ammunition cause the target to make an additional Saving Roll.
▶ If the target has the **VITA Attribute, with a value of 1**, 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 passes directly to Dead State.

REMEMBER

Shock Ammunition affects Unconscious State and any Special Skills that affect a Trooper's Unconscious State:

• Unconscious

• Shasvastii and 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

EFFECTS

▸ Smoke Ammunition generates a Zero Visibility Zone (see: Special Terrain, Visibility Conditions, page 139) 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.

IMPORTANT

The Area of Effect of a Template can affect Allied Troopers as long as the Template has no PS 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 has 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
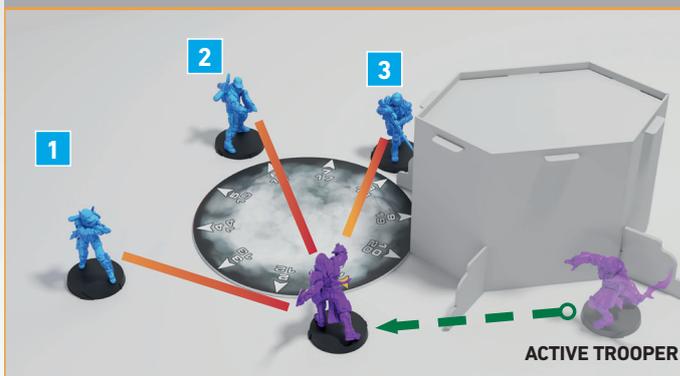
ACTIVE TROOPER

in the picture declares Move, Troopers 1, 2, and 3 declare BS Attack as their AROs As the second half of their Order, the Active Trooper 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 Active Trooper'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 Active Trooper wins the Face to Face Roll against Trooper 2.

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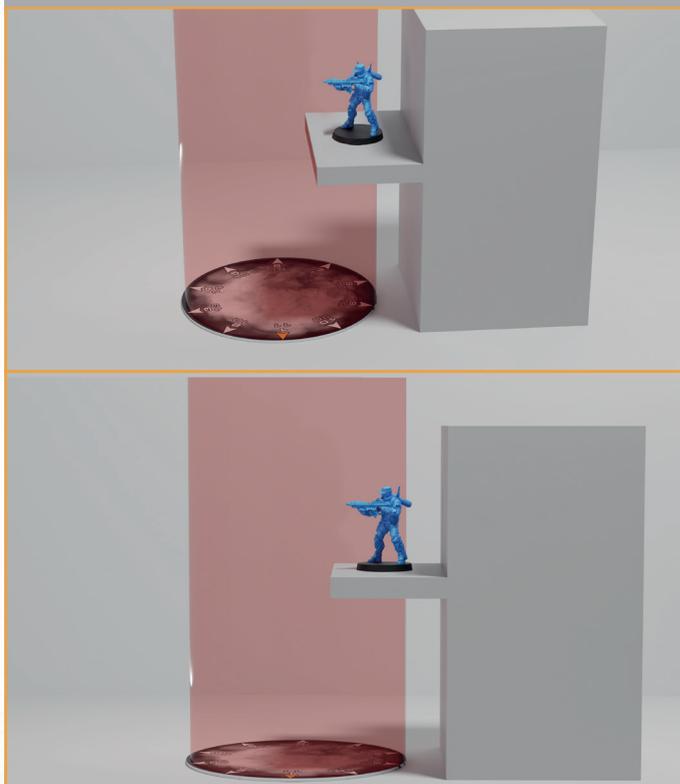
As shown in the picture, the Area of Effect of Smoke Grenades is affected by Scenery Elements. In this situation, Trooper is not inside the Smoke Template due to the balcony that is cutting off the Area of Effect of the Circular Template.

STUN AMMUNITION

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

STUN AMMUNITION

ROLL

▶ After a successful attack with Stun Ammunition, the target must make one Saving Roll per hit suffered.

EFFECTS

▶ A failed Saving Roll against Stun Ammunition causes the target to enter 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.

You can check Stunned State in the Game States Module on page 166.

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 hit suffered.

EFFECTS

▶ Each failed Saving Roll against T2 Ammunition inflicts 2 Wounds on the target.

▶ Critical hits with T2 Ammunition cause the target to make an additional Saving Roll. Failing this additional Saving Roll inflicts **only 1** additional Wound on the target. It is important to indicate, before performing the Saving Rolls, which die corresponds to the Saving Roll from the hit and which die to the additional Saving Roll from the Critical effect.

COMBINED AMMUNITION

In Infinity 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

- A hit 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 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 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 172) for you to refer to during games.

IMPORTANT

- 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 (+3), CC Weapon (PS=6), Combi Rifle (+1B), etc.— **only applies when using** the Skill, Weapon, or Equipment.
- **Positive MODs** only apply to the **user**.
- **Negative MODs** only apply to **enemies**.
- "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.
- See a more detailed explanation of the MODs in Modifiers Explained, page 75.

MIXED WEAPONS

These weapons can be used as both BS Weapons and CC Weapons, so they have two different Modes.

» In CC Weapon Mode it:
  » Uses the Trooper's CC Attribute.
  » Has the CC Trait.
  » Is a CC Weapon for all purposes.
» In BS Weapon Mode it:
  » Uses the Trooper's BS Attribute.
  » Has Range MODs.

» Is a BS Weapon for all purposes. If the weapon uses an Attribute other than BS to make BS Attacks, this will be listed in its Traits.

NAME	RANGE							PS	B	AMMUNITION	SAVING ROLL ATTRIBUTE	NUMBER OF SAVING ROLLS	TRAITS
	8"	16"	24"	32"	40"	48"	96"						
TRENCH-HAMMER (BS Mode)	0							6	1	DA	ARM	2	ANTI-MATERIEL, BS WEAPON (PH), DISPOSABLE (3), [*].
TRENCH-HAMMER (CC Mode)								6	1	DA	ARM	2	ANTI-MATERIEL, CC, DISPOSABLE (3), [*].
KOBRA PISTOL (BS Mode)	3	0	-6					7	2	N	ARM	1	[*]
KOBRA PISTOL (CC Mode)								7	1	SHOCK	ARM	1	CC, [*].

D-CHARGES

Demolition (or simply D) Charges is the generic name for any number of 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 use D-Charges in Demolition Mode, the user must be in Silhouette contact with a Building or Scenery Structure, or with an Enemy Model in an Immobilized or Null State (except Sepsitorized or Possessed).
▶ To use D-Charges in CC Mode, the user must be in Silhouette contact with an enemy Trooper.

EFFECTS

▶ D-Charges in Demolition Mode:
  ▶ Are placed using the Place Deployable Short Skill.
  ▶ **Restriction**: Cannot be used in ARO.
  ▶ Detonate during the Resolution Step of the Order, without requiring a Roll.
▶ D-Charges in CC Mode:
  ▶ Follow the CC Combat rules.
  ▶ The detonation of D-Charges doesn't affect the user.
  ▶ Both Modes of using this weapon share the Disposable (3) Trait. The user may use it just 3 times max, no matter which Mode they are using.
  ▶ The **Improvised** Trait gives a **CC-6 MOD** to the user.

NAME	RANGE							PS	B	AMMUNITION	SAVING ROLL ATTRIBUTE	NUMBER OF SAVING ROLLS	TRAITS
	8"	16"	24"	32"	40"	48"	96"						
D-CHARGES (Demolition Mode)								6	1	AP+EXP	ARM/2	3	ANTI-MATERIEL, DISPOSABLE (3), [*].
D-CHARGES (CC Mode)								6	1	AP+EXP	ARM/2	3	ANTI-MATERIEL, CC, DISPOSABLE (3), IMPROVISED, [*].

DISCO BALLER

A two-use Disposable BS support weapon that allows Speculative Attacks, uses the BS Attribute, and fires Disco Balls, light-emitting jamming devices.

DISCO BALL

BS Attack, Disposable (2), Targetless.

EFFECTS

▶ A successful BS Roll allows the player to place a Disco Ball Model or Token at the point of impact.

▶ The **Eclipse** Special Ammo Circular Template must be placed with the Disco Ball Model or Token at its center.

▶ At the start of the States Phase, the Disco Ball deactivates. Remove the Circular Template.

▶ Deactivated Disco Balls can be reactivated using the Activate Disco Ball Skill.

▶ A deployed Disco Ball remains on the table until the end of the game, or until it is destroyed.

DISCO BALL			
ARM	BTS	STR	S
0	0	1	1

ACTIVATE DISCO BALL

SHORT SKILL

Attack

REQUIREMENTS

▶ The Trooper must have the Deactivator piece of Equipment.

▶ The Disco Ball must be in the LoF or Zone of Control of the Trooper.

▶ Only allied Disco Balls can be Activated this way, never enemy Disco Balls.

EFFECTS

▶ By making a successful WIP +3 Normal Roll, this Skill allows for the remote activation of an allied Disco Ball.

▶ The Range MODs of the Deactivator are applied to the Roll.

▶ If the Roll is successful, in the Conclusion Step of the Order place the Eclipse Special Ammo Circular Template, centered on the Disco Ball Model or Token.

▶ At the start of the States Phase, the Disco Ball deactivates. Remove the Circular Template.

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, Deployable Mode and BS Mode:

▶ Drop Bear (Deployable Mode):

In this Mode, Drop Bears work just like a Mine, so are 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 (BS Mode):

You do not need a target to throw a Drop Bear as a BS 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 cannot detonate during the Order it is used in BS Mode.

In BS 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 BEARS (DEPLOYABLE MODE)

DROPBEARS						
Name	Number of Saving Rolls	Saving Roll Attribute	Ammo	PS	B	Traits
DROPBEARS	1	ARM	SHOCK	7	1	Intuitive Attack, Disposable (3), Direct Template (Small Teardrop Template), Deployable, [*]
ARM	BTS			STR		S
0	0			1		0

DROP BEARS (BS MODE)

DROPBEARS						
Name	Number of Saving Rolls	Saving Roll Attribute	Ammo	PS	B	Traits
DROPBEARS	--	--	--	--	1	BS Weapon (PH), Speculative Attack, Disposable (3), Targetless, [*]

RANGE			
8"	16"	96"	
+3	-3		

MINE DISPENSER

A Disposable BS Weapon that shoots Mines and allows its user to perform Speculative Attacks using their BS Attribute.

MINE DISPENSER

BS Attack, Targetless

EFFECTS

▶ In game terms, this weapon uses the same rules as Drop Bears in BS Mode, and the same Effects are applied when placing the Mine Token.
▶ The type of Mines in the Mine Dispenser are listed in brackets after the weapon's name in the Trooper's Unit Profile.

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 PS 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.
▶ **Restriction**: 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 it 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).
▶ **Restriction**: 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:
  ▶ As Cybermines are Deployable Template Weapons that make Comms Attack, they can only be evaded with a Reset, rather than a Dodge, applying a -3 WIP MOD.
  ▶ Troopers who are hit by a Cybermine must make **two** Saving Rolls against BTS, with PS 5. If the target fails either Saving Roll, it enters **Stunned** State.
  ▶ However, any Troopers with the **Hackable Characteristic (HI, REM, TAG, VH...)** and **Hackers** who fail either Saving Roll enter **Immobilized-B** State instead of Stunned 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 Silhouette contact with its bearer. This weapon cannot be used in CC if there are allied troopers in Silhouette 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 EXAMPLE

TRIGGER AREA

AREA OF EFFECT
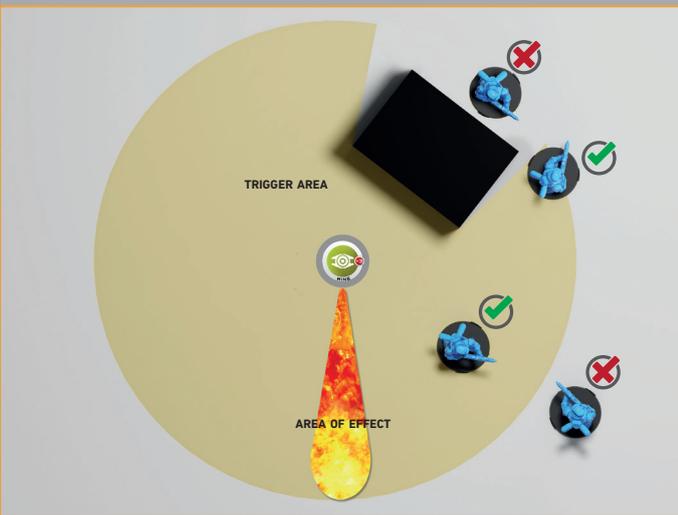
MINE

MINE			
ARM	BTS	STR	S
0	0	1	0

Sibylla Explains

You may consult the types of Mine listed in the Weapon Chart, on page 172.

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 are placed on the game table using the Place Deployable Common Skill, applying the Perimeter and Deployable rule.
▶ 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

CRAZYKOALA

MORAN MASAI

DEPLOYABLE WEAPON: CRAZYKOALA

During his Active Turn, a Moran Masai Hunter wants to intimidate an enemy Trooper 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.

CRAZYKOALA

MORAN MASAI

DEPLOYABLE WEAPON: CRAZYKOALA
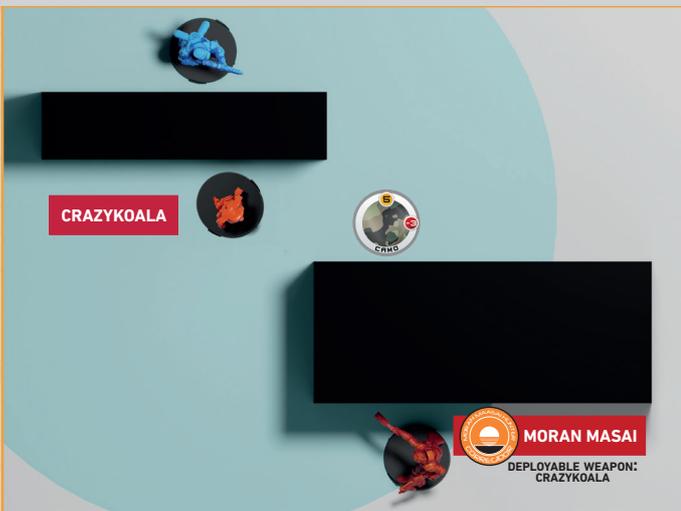
CRAZYKOALA						
Name	Number of Saving Rolls	Saving Roll Attribute	Ammo	PS	B	Traits
Crazykoala	1	ARM	SHOCK	5	1	DISPOSABLE (2), BOOST, PERIMETER, DEPLOYABLE, [*].

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.

PITCHER

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

PITCHER

BS Attack, Targetless.

EFFECTS

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

PITCHER						
Name	Number of Saving Rolls	Saving Roll Attribute	Ammo	PS	B	Traits
PITCHER	--	--	--	--	1	Disposable (2), Indiscriminate, Non-Lethal Speculative Attack, Targetless, [*]

RANGE			
24"	32"	48"	96"
0	-3	-6	

SEPSITOR

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

SEPSITOR

Attack

REQUIREMENTS

▶ The target must be a Trooper with a Cube, or a piece of Equipment that performs a similar function.

EFFECTS

▶ It works as a Direct Template Weapon, and it applies all the rules for this type of weapon with the following special features:

　▶ A successful hit with a Sepsitor forces the target to make a Saving Roll, using the PS value listed in the weapon's profile.
　▶ Critical hits with a Sepsitor force the target to make an additional Saving Roll.
▶ If the target fails the Saving Roll, it enters Sepsitorized State.

You can check Sepsitorized State in the Game States Module on page 166.

SYMBIOBOMB

The SymbioBomb is a single-use weapon that allows its owner, a Trooper whose Unit Profile must list the SymbioBomb, to assign it to another Trooper in the same army, who is known as the user, in order to grant the latter additional attack and support advantages.

SYMBIOBOMB

Assignable (Transmutation), Comms Attack, Optional.

EFFECTS

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

EXAMPLE OF SYMBIOBOMB

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

ARMED TURRET

The Armed Turret is a Deployable Weapon designed to be deployed on the battlefield to react to the enemy.

ARMED TURRET

Disposable (1), Perimeter, Deployable.

EFFECTS

▶ These weapons are placed on the game table using the Place Deployable Common Skill, applying the Perimeter and Deployable rule.
▶ The Armed Turret is a Deployable Weapon, reacting with BS Attack or CC Attack to any Order declared by an active Enemy Model (but not a Marker) within its LoF or in Silhouette contact.
▶ The Armed Turret's BS Weapon is listed in brackets after the weapon's name in the Trooper's Unit Profile.
▶ The Armed Turret must be removed from the gaming table when it suffers a number of Wounds equal or higher than its STR Attribute value.
▶ **Restriction:** The Armed Turret is stationary and cannot move.

ARMED TURRET								
MOV	CC	BS	PH	WIP	ARM	BTS	STR	S
--	5	10	--	--	2	3	1	2

Equipment: 360 Visor
Special Skills: Total Reaction
Weapons: As specified in the Trooper's Unit Profile
CC Weapons: PARA CC Weapon (-3)

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						
Name	Number of Saving Rolls	Saving Roll Attribute	Ammo	PS	B	Traits
WILDPARROT	2	BTS/2	E/M	7	1	Intuitive Attack, Disposable (1), Non-Lethal, Perimeter, Direct Template Weapon (Small Teardrop Template), Deployable, [*]
ARM	PB		EST		S	
0	0		1		1	

DEPLOYABLE PROFILES				
DEPLOYABLE	ARM	BTS	STR	S
AP MINE	0	0	1	0
CYBERMINE	0	0	1	0
DROP BEARS (Deployable Weapon)	0	0	1	0
E/M MINE	0	0	1	0
MONOFILAMENT MINE	0	0	1	0
SHOCK MINE	0	0	1	0
VIRAL MINE	0	0	1	0
WILDPARROT	0	0	1	0
CRAZYKOALA	0	0	1	1
FASTPANDA	0	0	1	1
MADTRAPS	0	0	1	1
FASTPANDA	0	0	1	1
MADTRAPS	0	0	1	1

SKILL AND EQUIPMENT MODULE

INFINITY 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.

MODIFIERS EXPLAINED (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 (+3), CC Weapon (PS=6), Combi Rifle (+1B), 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 Mimetism (-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.

» "**+1 SD**" or "+1 Special Die" in round brackets next to a Skill, Weapon, or Equipment allows the player to roll one extra die, and then select and discard one die from the Roll. This extra die does not increase the Burst value of the Special Skill, Weapon, or Equipment, and does not expend additional Disposable uses. If distributing Burst between several targets, the extra die must be allocated to one of those targets, and a die discarded from the Roll against that target.

If used in a Face to Face roll, a die is selected and discarded after both players have rolled. If both players have to select and discard a die, the Active Player selects first.

This MOD applies in both Active and Reactive Turns.
This MOD cannot be applied to Long Skills. Also, it cannot be applied to Skills, Weapons, or Equipment that do not require a Roll, for example, Direct Template Weapons.

IMPORTANT

As a general rule, if these Modifiers (MODs) affect Burst (B), they are only applied during the Active Turn.

The maximum Burst (B) value of any Attack is 6, no matter how many MODs to B are applied. The extra dice for "+1SD" do not count towards this maximum, as they do not increase the Burst value.

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.

Mimetism (-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.

Heavy Rocket Launcher (PS=5) means that the PS of this Weapon is 5 in all usage Modes, regardless of the different PS values listed in the Weapons Chart for its Modes.

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 on page).

A good player lets their adversary know w hen 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

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 page 169.

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.

BASIC SHORT SKILLS

To declare one of these Skills, the user must expend one Basic Short Skill.

SHORT SKILLS

To declare one of these Skills, the user must expend one Short Skill.

LONG SKILLS

To declare one of these Skills, the user must expend their 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.

> **Sibylla explains**
>
> Some Skills, States, and rules have Restrictions. These Restrictions emphasize aspects of the game that cannot be done when Troopers declare or perform their actions.

> **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.

> **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

COMMON SKILLS IN INFINITY

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 Combat Module, p. 39.

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 Movement Module, p. 32.

CC ATTACK

Common Skill employed to attack in melee combat against an opponent in Silhouette contact. Check the complete rules in the Infinity Combat Module, p. 51.

CLIMB

This Common Skill allows the user to scale heights and move on vertical surfaces. Check the complete rules in the Infinity Movement Module, p. 34.

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						
Name	Number of Saving Rolls	Saving Roll Attribute	Ammo	PS	B	Traits
DISCOVER	-	-	-	-	-	[***]

RANGE			
8"	32"	48"	96"
+3	0	-3	-6

REMEMBER

Discover is a Basic Short Skill, and it may therefore be combined with any other Basic Short Skill or Short Skill (see Trooper Activation on page 13).

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 choose to do so.

DISCOVER

BASIC SHORT 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

EXAMPLE DISCOVER + BS ATTACK

1

BLINK
BS 13
STATE: CAMOUFLAGE MARKER

SENKU
WIP 12
BS WEAPON: COMBI RIFLE

PATHFINDER
BS 11
BS WEAPON: COMBI RIFLE

A Trooper declares Discover as his first Basic Short Skill of the Order. Then, the Reactive Player declares their AROs:

THE CAMOUFLAGED TROOPER AND THE REMOTE DECLARE A BS ATTACK

2A

BLINK
BS 13

PATHFINDER
BS 11
BS WEAPON: COMBI RIFLE

SENKU
BS 11
WIP 12
BS WEAPON: COMBI RIFLE

The Reactive Player declares their AROs:
The Remote declares BS Attack with its Combi Rifle.
The Trooper under the Camouflage Marker (–6) declares BS Attack with their Assault Pistol.

3A

BLINK
BS 13
BS WEAPON: ASSAULT PISTOL

PATHFINDER
BS 11
BS WEAPON: COMBI RIFLE

SENKU
BS 11
WIP 12
BS WEAPON: COMBI RIFLE

VS

VS

As the Camouflage Trooper reveals itself by declaring an ARO, the Discover Roll is no longer necessary and the corresponding Face to Face Rolls are performed.

MODS FOR TROOPER VS CAMOUFLAGE TROOPER:
+3 for Range.   +3 for Range.
–3 for Cover.   –3 for Cover.
–6 for Mimetism.

MODS FOR TROOPER VS REMOTE:
+3 for Range.   +3 for Range.
–3 for Cover.   –3 for Cover.

THE CAMOUFLAGE MARKER DOES NOT DECLARE ANY AROS AND THE REMOTE DECLARES A BS ATTACK

2B

BLINK
BS 13
STATE: CAMOUFLAGE MARKER

PATHFINDER
BS 11
BS WEAPON: COMBI RIFLE

SENKU
WIP 12
BS WEAPON: COMBI RIFLE

• The Reactive Player declares their AROs:
• The Remote declares BS Attack with its Combi Rifle.
• The Camouflage Marker (–6) does not declare an ARO.

3B

BLINK
BS 13
STATE: CAMOUFLAGE MARKER

PATHFINDER
BS 11
BS WEAPON: COMBI RIFLE

SENKU
BS 11
WIP 12
BS WEAPON: COMBI RIFLE

The Trooper declares his 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:

–6 for Mimetism.
+3 for Range.
–3 for Cover.

Discover Roll: WIP 12, SV = 6 (12 – 6 + 3 – 3).

4B

BLINK
BS 13
STATE: CAMOUFLAGE MARKER

SENKU
WIP 12
BS WEAPON: COMBI RIFLE

PATHFINDER
BS 11
BS WEAPON: COMBI RIFLE

14

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.

5B

BLINK
BS 13
STATE: CAMOUFLAGE MARKER

PATHFINDER
BS 11
BS WEAPON: COMBI RIFLE

SENKU
BS 11
WIP 12
BS WEAPON: COMBI RIFLE

VS

Since the shot assigned to the Camouflage Marker is cancelled, only the Face to Face Roll between the Trooper and the Remote is made.

4B

BLINK
BS 13
BS WEAPON: ASSAULT PISTOL

PATHFINDER
BS 11
BS WEAPON: COMBI RIFLE

SENKU
BS 11
WIP 12
BS WEAPON: COMBI RIFLE

5

If the Discover Roll is successful, the Camouflage Marker is replaced with the Camouflage Trooper's Model.

5B

BLINK
BS 13
BS WEAPON: ASSAULT PISTOL

PATHFINDER
BS 11
BS WEAPON: COMBI RIFLE

SENKU
BS 11
WIP 12
BS WEAPON: COMBI RIFLE

VS

The Trooper performs a Normal Roll against the revealed Camouflage Trooper and a Face to Face Roll against the Remote. Apply the corresponding MODs for each Roll as indicated in image (3A).

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 Comms Attacks, but the Reset Common Skill does (see page 85).
▶ 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 moves, 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.
▶ Dodge follows the General Movement Rules as well as the Moving and Measuring sidebar, both of which are explained in the Movement Module.
▶ Dodge allows the user to enter Engaged State (see Engaged State, p. 156) 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 OF DODGE AND ENGAGED

Step 1:
The Active Trooper declares Move as the first Basic Short Skill of their Order.
The enemy declares Dodge as their ARO, attempting to reach close combat, to halt the Active Trooper's advance.
The Active Trooper 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 Reactive Trooper's Success Value will be 10:
• PH = 10

ACTIVE TROOPER	
FENNEC	
MOV 4-4	
BS 12	
BS WEAPON: COMBI RIFLE

SENKU	
PH 10	
MELÉE WEAPON: CCW
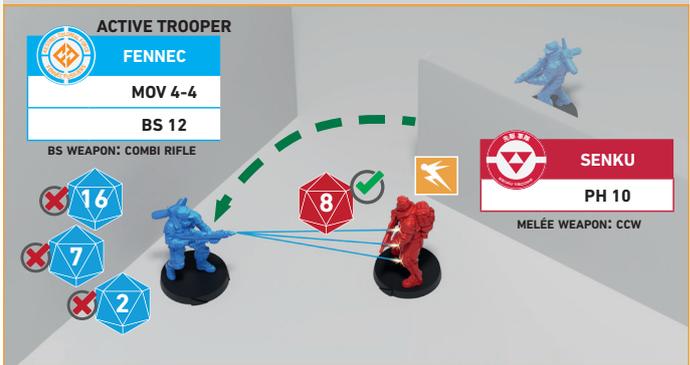
Step 2:
The corresponding Face to Face Roll is performed.
The Reactive Trooper wins the Face to Face Roll and dodges the Active Trooper's shots. If the player chooses to, they may now move the Reactive Trooper up to 2 inches in any direction.

FENNEC	
MOV 4-4	
BS 12	
BS WEAPON: COMBI RIFLE

SENKU	
PH 10	
MELÉE WEAPON: CCW
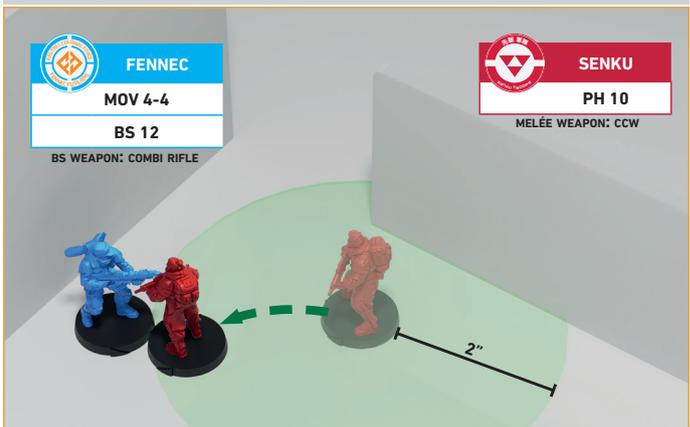
Step 3:
During step 5.1 of the Order Expenditure Sequence, the Reactive Trooper checks how far he can get with his 2 inches of movement. After checking that the Active Trooper is within that distance, he decides to move into contact, and ends up in Engaged State.

EXAMPLE OF DODGE AND DEPLOYABLE WEAPON

During his Active Turn, the Trooper declares Move as the first Basic Short Skill of their Order.

The Reactive Trooper is probably within a Mine's Trigger Area. If he declares an ARO, the Mine will detonate. Since the alternative to not declaring an ARO is to suffer three unopposed shots from the enemy, the Reactive Trooper declares Dodge as their ARO.

The Active Trooper declares BS Attack as the second Skill of their Order.

Declaring the Dodge ARO gives the Reactive Trooper a Face to Face Roll against the 3 enemy shots, and also an attempt to avoid being hit by the Mine.

The Reactive Trooper's Success Value will be 10:

- PH = 10

The Active Trooper's Success Value will be 15:

- BS = 12
- +3 for Range

Result:

The Reactive Trooper manages to avoid the Fusilier's shots by winning the Face to Face Roll with his 8.

However, the Mine hits the Reactive Trooper. The Mine is a Deployable Weapon, and it imposes a -3 MOD to Dodge. Therefore, the Reactive Trooper would only avoid the mine if his die's result was 7 or less. By failing to Dodge the Mine's impact, the Reactive Trooper will also be unable to move up to 2 inches, even though he succeeded against the Active Trooper's Attacks.

ACTIVE TROOPER
FENNEC
MOV 4-4
BS 12
BS WEAPON: COMBI RIFLE

SENKU
PH 10
MELÉE WEAPON: CCW
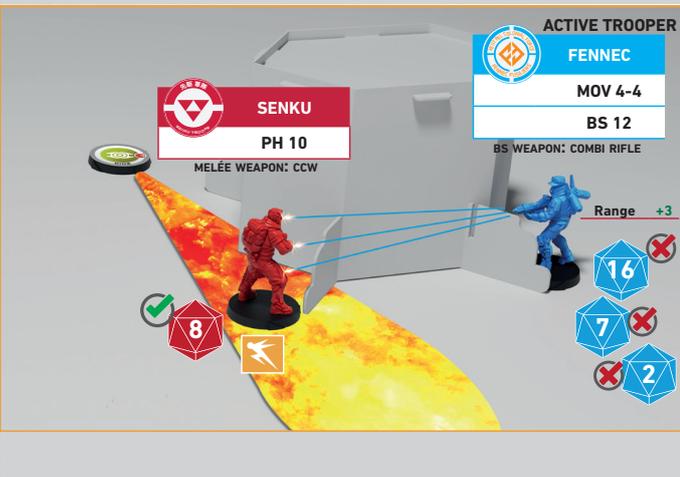
IDLE

Common Skill that allows the user to execute no action at all.

IDLE	
	BASIC SHORT SKILL

No Roll

EFFECTS

▶ 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:

  ▶ 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 Combat Module, p. .

JUMP

This Common Skill allows the user to clear obstacles and leap over small distances. Check the complete rules in the Infinity Movement Module, p. .

MOVE

Common Skill that allows the user to move about the battlefield. Check the complete rules in the Infinity Movement Module, p. .

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

Players must check the Requirements of this Skill when declaring it.
▶ The user must have LoF to an enemy Trooper or Marker who declares or performs an Order.

EFFECTS

▶ 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. This will be a Normal Roll, unless the alerted Trooper has been targeted by an Attack that can be evaded with a Face to Face Dodge Roll.
▶ The alerted Troopers may perform the Dodge (PH-3) Roll as long as they had not declared any other previous 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, Trooper A gains LoF to an enemy that has declared Move as the first Basic Short Skill of the Order, which allows him to approach Trooper B. As Trooper B is looking the other way, the enemy is outside his Line of Fire and Zone of Control.

Since the enemy is too far from Trooper A for him to shoot effectively, Trooper A decides to declare the Look Out! ARO, and the Reactive Player indicates that Trooper B will make a Dodge (PH-3) Roll as their ARO because he is alerted. The enemy declares a BS Attack against Trooper B.

Thanks to Look Out!, Trooper B may make his Dodge (PH-3) Roll. If the Trooper wins the Face to Face Roll, in addition to avoiding the Attack, he may turn around to face the enemy, if he wishes so. In that case, in the next Order that the enemy declares, Trooper 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, pieces of Equipment, and Peripherals on the game table. The Deployable item 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

▶ Have a Weapon or piece of Equipment with the Deployable Label, or have a Peripheral (Ancillary).
▶ In the Reactive Turn, LoF to the Active Trooper is required.

EFFECTS

▶ Allows the user to place a single Token or Model on the game table to represent the weapon, piece of Equipment, or Peripheral (Ancillary), with no Roll required.
▶ In the **Active Turn**, the Trooper can deploy the Token or Model 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 representing the weapon, piece of Equipment, or Peripheral (Ancillary) 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, piece of Equipment, or Peripheral (Ancillary) that is placed on the table during that Order or ARO.
▶ Once the Token has been placed on the table, the weapon, piece of Equipment, or Peripheral (Ancillary) is activated and can be used in subsequent Orders/AROs.
▶ A weapon, piece of Equipment, or Peripheral (Ancillary) deployed on the battlefield will remain in play until the end of the game, until it is destroyed, or in the case of Deployable Weapons until detonated.
  ▶ When placing a Weapon, piece of Equipment, or Peripheral (Ancillary), Deployment rules must be observed and, in the case of playing a scenario, the Deployment restrictions it may impose.
  ▶ **Restriction:** A Deployable Weapon 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 an Intuitive Attack was made.

Deployable and Perimeter:
Weapons and pieces of Equipment with both the Deployable and the Perimeter Traits have the following additional rules:
▶ When players declare the Place Deployable Common Skill, they place the Weapon or piece of Equipment totally inside the Zone of Control of the Trooper, instead of placing it in Silhouette contact.
▶ It must be possible to draw a path from the Trooper to the Perimeter Weapon's location. The path cannot be blocked 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 Perimeter Weapon to pass through.
▶ The Weapon or piece of Equipment will be placed at the Conclusion of the Order.
▶ Once the Model or Token is on the table, the Weapon or piece of Equipment becomes a static element.

REMEMBER

Deployable weapons and pieces of Equipment and Peripherals (Ancillary) have their own profiles with Attributes and can be designated as targets in games.

DEPLOYABLE AND PERIMETER EXAMPLE

ENEMY HEAVY INFANTRY

DEPLOYABLE WEAPON
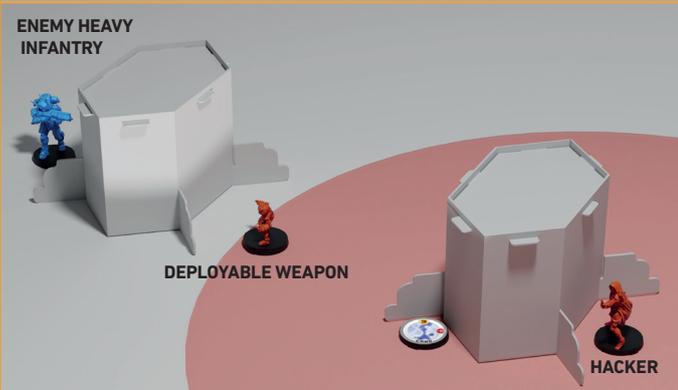
HACKER

During her Active Turn, a Hacker wants to declare a Comms Attack against an enemy who is clearly outside her Hacking Area.

To avoid the Camouflaged Marker that stands in her way, she declares Place Deployable and places her FastPanda (Repeater, Deployable, Perimeter) as shown in the picture.
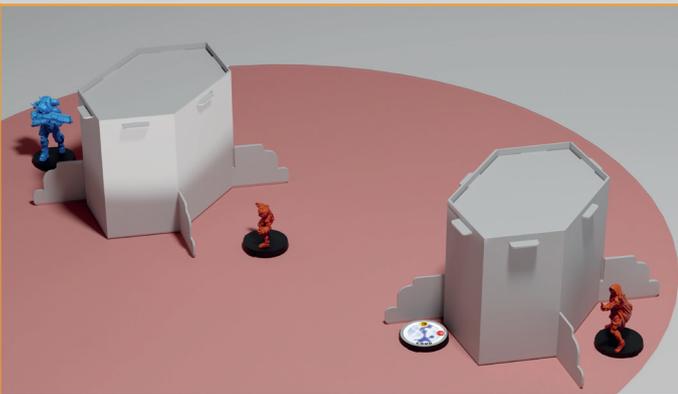
FASTPANDA

Name	Number of Saving Rolls	Saving Roll Attribute	Ammo	PS	B	Traits
Fastpanda	1	--	--	5	1	DISPOSABLE (1), INDISCRIMINATE, PERIMETER, DEPLOYABLE, ZONE OF CONTROL, [***].

ARM	BTS	STR	S
0	0	1	1

Once placed on the game table, when the Order concludes, the FastPanda is activated, and its Repeater may be used to Attack the enemy.

RELOAD

This Common Skill allows a Trooper to cancel their Unloaded State, or replenish any expended uses of Disposable weapons or pieces of Equipment.

RELOAD
SHORT SKILL /ARO

Attack

REQUIREMENTS

▶ The Trooper must be inside the Zone of Control of an Allied Trooper with the Baggage piece of Equipment. The Trooper with Baggage must be in a non-Null State.
▶ The Trooper is in Unloaded State, or has expended uses of any weapons or piece of Equipment with the Disposable Trait.

EFFECTS

▶ Without requiring a Roll, the Trooper cancels their Unloaded State, or regains all expended uses of their Disposable weapons or pieces of Equipment.
▶ **Restriction:** This effect may only be applied to a single 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.

REQUEST SPEEDBALL

This Common Skill allows players to call for tactical support on the ground and send airborne supplies to the Troopers on the battlefield by means of the so-called Speedballs.

REQUEST A SPEEDBALL

AUTOMATIC SKILL

Optional

REQUIREMENTS

▶ Have two Speedball Tokens (see Command Tokens: Strategic Use).

EFFECTS

▶ When Requesting a Speedball during their Active Turn , players must place two Speedball Tokens on the game table applying the Combat Jump Skill rules, and then make a PH Roll for each of them with a PH value of 14.

▶ Before making each of the Combat Jump Rolls, the player needs to choose what support equipment this suborbital drop contains. The player **choosing an item** from the Speedball Chart **for the first Token** and **making a roll** on the Chart **for the second Token**.

▶ Speedball Tokens cannot be placed in Silhouette contact with Models, Markers, Tokens, or scenario objectives.

▶ Any allied Trooper in a non-Null state who enters Silhouette contact with a Speedball Token automatically picks up the item it contains. The Speedball Item Token is placed in Silhouette contact with the Trooper and the Speedball Token is removed. This action automatically cancels any Marker State the Trooper is in.

▶ The items found inside a Speedball are **single-use and non-transferable**, and the Speedball Item Token must be removed from the table after use. Speedball items may be used in both Active and Reactive Turns at will, unless specified otherwise.

▶ **Restriction:** A Trooper cannot have more than one Speedball Item Token at any given time.

▶ The Speedball items available are the following:

▶ **VitaPack**: If a Trooper with the VITA Attribute receives any Wounds, they must automatically remove a Wound in the Conclusion Step 5.2 of that Order. If applicable, this will cancel their Unconscious State.
A VitaPack can be used on an Allied Trooper in Silhouette contact by spending a Short Skill of an Order.

▶ **AutoRepairS(uite)**: If a Trooper with the STR Attribute receives any Wounds, they must automatically remove a Wound in the Conclusion Step 5.2 of that Order. If applicable, this will cancel their Unconscious State.
An AutoRepairS(uite) can be used on an Allied Trooper in Silhouette contact by spending a Short Skill of an Order.

▶ **Switch On**: If a Trooper enters the Immobilized A or B, Isolated, or Stunned States, they must automatically remove all those states in Conclusion Step 5.2 of that Order.
Switch On can be used on an Allied Trooper in Silhouette contact by spending a Short Skill of the Order.

▶ **Jetpack**: The bearer can use the Super-Jump (Jet Propulsion) Special Skill during one Order only. This use of the item is restricted to Troopers with **Silhouette 2**.

▶ **Overkill**: The bearer of this Speedball item may choose between two use modes. The first mode allows its user to cancel their Unloaded State and regain all expended uses of their Disposable weapons or pieces of Equipment, in the Conclusion Step 5.2 of the Order. Alternatively, the second mode grants the user the BS Attack (SR-1) Skill during one Order only.

▶ **NanoShield**: If a Trooper has to make any Saving Rolls, they must automatically apply a +2 MOD to all their Saving Rolls in the Resolution Step 5 of that Order.

SPEEDBALL CHART			
ROLL	**ITEM**	**ROLL**	**ITEM**
1-3	VITAPACK	11-13	JETPACK (S:2)
4-6	AUTOREPAIRS	14-16	OVERKILL
7-10	SWITCH ON	17-20	NANOSHIELD

RESET

This Common Skill allows the user to sidestep cyber-attacks by quickly rebooting all systems.

RESET
SHORT SKILL / ARO

No LoF

REQUIREMENTS

Troopers can only Reset if at least one of these is true:
▶ They are the Active Trooper.
▶ In the Reactive Turn, if they are allowed to declare an ARO.

EFFECTS

▶ Allows the user to make a Face to Face Roll to evade all enemy Comms Attacks and BS Attacks (Guided) during an Order or ARO, regardless of the Burst (B) value.
▶ This Face to Face Roll pits the user's WIP Attribute against the attacker's WIP Attribute.
▶ If the user is not making a Face to Face Roll (for example they are not the target of a Comms Attack), they will instead make a Normal Roll against their WIP Attribute.
▶ Reset does not allow the user to evade other types of Attacks, but the Dodge Skill (see page 79) does.
▶ A successful Reset Roll, whether it's a Normal or Face to Face, allows the user to cancel their Targeted State and IMM-B State, applying any State-specific MODs.

REMEMBER

A Reset only allows Face to Face Rolls against Comms Attacks and BS Attacks (Guided).

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 Combat Module, p. 47.

SUPPRESSIVE FIRE

In Suppressive Fire, the soldier is more intent on saturating the combat area with gunfire, rather than actually inflicting damage to the enemy forces.

The goal of Suppressive Fire is to restrict the capacity of the enemy forces to maneuver or successfully return fire, by unleashing a barrage of overwhelming gunfire upon them.

SUPPRESSIVE FIRE
LONG SKILL

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.

You can check Suppressive Fire State in the Infinity States Module on page 85.

SPECIAL SKILLS IN INFINITY

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.

AERIAL

Troopers possessing this Special Skill have flight capabilities. While in combat, Aerial Troopers stay as close to the ground as possible to avoid being an easy target.

AERIAL
AUTOMATIC SKILL

Obligatory

EFFECTS

▶ **Restriction**: While this Skill is active, the Trooper cannot be in Prone State or Engaged State.
▶ **Restriction**: While this Skill is Active, the Trooper is never in Silhouette contact with other Models, Objectives, or scenery items, and vice versa, even if physically touching them.
▶ **Restriction**: Troopers with this Special Skill cannot declare Cautious Movement

IMPORTANT

Aerial and Guard:

The Guard Special Skill may not be used against Troopers with the Aerial Skill, unless they are in Unconscious State.

Sibylla explains:

The aerial movement of Troopers with this Skill is represented using the Super-Jump and Terrain (Total) Special Skills, which are listed in their Unit Profiles. Similarly, the fact that these Troopers are harder to hit due to their higher speed and the height they can fly at is represented using the Mimetism Special Skill.

In addition, it is impossible to enter Silhouette contact with these Troopers unless they are in Unconscious State, so if they are not Unconscious any Wounds they have received can only be removed by using a GizmoKit.

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
LONG SKILL

Attack, CC Attack, CC Special Skill, Movement, Optional.

REQUIREMENTS

▶ The target must be within the user's LoF when declaring this Skill.

EFFECTS

Allows the user to declare Move + CC Attack as a single Long Skill, with the following special effects:

▶ The Move can be as far as **both values of his MOV Attribute added together** to reach Silhouette contact with the target.
▶ If, when measuring to find where the Trooper can move, they cannot reach Silhouette contact with the target, the Trooper will perform an Idle and therefore will neither Move, nor perform the CC Attack).
▶ If a MOD appears between brackets, for example Berserk (+3), that MOD is applied to the CC Attack.
▶ This CC Special Skill may be declared without being in Silhouette contact with a target.
▶ Although Berserk is a Long Skill, when performing it the user may still apply any (+1 SD) MOD they have.

REMEMBER

As Berserk is a Long Skill, when it is declared the player must indicate both the route of the Basic Short Skill Move and the target of the CC Attack before his opponent declares any AROs.

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 deploying the Trooper in Model form on the table, 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)
9	MULTISPECTRAL VISOR L1	17	OTHER TROOP TYPES: MULTI RIFLE
10	EXP CC WEAPON	18	MULTI SNIPER RIFLE
11	ADHESIVE LAUNCHER RIFLE	19	TAG: IMMUNITY (ARM)
12	TAG: IMMUNITY (AP) OTHER TROOP TYPES: + 2 ARM	20	TAG: BS ATTACK (+1 B) 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.

You can check Camouflaged State in the Infinity States Module on page .

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
▶ This Special Skill can only be used at the start of the player's Loss of Lieutenant check.
▶ The player's Lieutenant must be in the Isolated State or any Null State.
▶ The user must be on the game table as a Model or as a Marker.
▶ The user cannot be in the Isolated State or any Null State.

EFFECTS
▶ The user automatically becomes the new Lieutenant of the Army List, gaining the Lieutenant Special Skill with no extra abilities.
▶ The Loss of Lieutenant check is successful this Turn.
▶ Even if the previous Lieutenant recovers from the Isolated or Null State, the 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
▶ With this Special Skill, the Climb Long Skill is turned into a Basic Short Skill.
▶ By turning Climb into a Basic Short Skill, the Climbing Plus Special Skill allows its user to perform other Basic Short Skills (except Move) or Short Skills (e.g. Climb + BS Attack) while moving on a vertical surface, or if hanging from a height (see Trooper Activation, p. 13).
▶ **Restriction**: 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 Skill or due to any other rule), he will be able to use Climbing Plus in the Impetuous Phase.

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.

CLIMBING PLUS AND MULTIPLE TROOPERS EXAMPLE:

In the Active Turn, several Troopers have been activated with the same Order (Fireteams, Peripherals, Coordinated Orders) and need to clear an obstacle. They declare Climb as the first Skill of the Order. Any of the Troopers who have the Climbing Plus Special Skill can declare Climb as a Basic Short Skill, while the other Troopers each have a choice of declaring Climb as a Long Skill, or declaring an Idle.

For the second Skill of the Order, any of the Troopers who declared an Idle, or Climb as a Basic Short Skill, can declare a second Basic Short Skill or Short Skill as normal. While the Troopers who declared Climb as a Long Skill have already declared their entire Order and cannot declare a second Skill.

COMBAT INSTINCT

Troopers with this Skill have a special talent for sensing danger, which enables them to react swiftly to any surprise attack.

COMBAT INSTINCT
AUTOMATIC SKILL

Optional

EFFECTS
- ▶ The user ignores **Surprise Attack** MODs from attackers.

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
LONG SKILL

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.
- ▶ 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 horizontal 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 like, 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.
- ▶ **Restriction**: 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 the 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 PS 8 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.

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 Retreat! situations, so they cannot enter Retreat! State and act 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 the adversary due to the Strategic Use of a Command Token, **increasing it to two.**

DECOY

This Special Skill generates static replicas of the user to deceive the enemy.

DECOY
DEPLOYMENT SKILL

Optional

EFFECTS

▶ Allows its user to deploy in Decoy State when they are placed on the table.

You can check Decoy State in the Infinity States Module on page .

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 Vitality Attribute and be in Unconscious State.

EFFECTS

▶ By passing a Normal WIP Roll, the target's Unconscious State is cancelled, by removing 1 single Wound from those it has received, unless a rule or Skill specified 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.
▶ This Skill may present the following variations in the Unit Profile:
  ▶ **Doctor (2W):** Allows the target to remove 2 Wounds when their Unconscious State is cancelled.
  ▶ **Doctor (ReRoll -X):** Any failed Roll with this Skill may be rerolled, but with a negative MOD (-X) to the WIP Attribute. The player must accept the result of this last Roll. This reroll does not provide a new ARO to the enemy.

IMPORTANT

Even if the player failed the roll granted by (ReRoll -X), they could still apply the Operational Use of the Command Tokens to repeat a Doctor's WIP Roll.

However, the negative MOD of the Doctor (ReRoll -X) Skill does not apply when repeating this Roll.

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 enters Unconscious State, and his player declares that he is activating 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.
  ▶ If a Trooper activates this Special Skill, then in the States Phase of that Player Turn the Trooper automatically enters Dead State and is removed from the game table.
  ▶ If the Trooper receives another Wound, they enter Dead State directly and are removed from the game table.
▶ Once activated, Dogged prevents the Trooper from being healed (by Special Skills or Equipment such as Doctor, MediKit, Regeneration...).
▶ Troopers with Remote Presence, the STR Attribute, and Dogged may activate this Special Skill when they enter any level of Unconscious State, but not if they are already in Unconscious State.
▶ This Special Skill does not interfere with any Automatic Special Skills or Automatic Equipment, which will 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, by passing a Normal WIP Roll, removing a Wound from a target with the Structure Attribute (STR). This cancels Unconscious State if applicable.
▶ This Special Skill can be declared as many times as necessary to remove all the Wounds that the target has.
▶ If the Engineer fails the Normal WIP Roll, the target receives a Wound instead of removing it, entering 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 target is in, with a single successful WIP Roll, they remove all the Wounds necessary to cancel the target's 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.
▶ Explode applies Shock Ammunition, forcing targets to make a Saving Roll against ARM, with PS7.
▶ 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 a Trooper enters Dead State directly due to a Special Skill (e.g. Dogged), an Ammunition (e.g. Shock), or because he suffers several Wounds in a single Order, this Special Skill does not activate.

If the user activates the Dogged or No Wound Incapacitation Special Skills when entering Unconscious State, he does not Explode.

REMEMBER
Template Attacks that affect allied Models or Markers are canceled, but the user of Explode still enters Dead State.

EXRAH

Special Skill specific to Exrah Troopers that determines what happens when these aliens enter Unconscious State.

EXRAH
AUTOMATIC SKILL

Obligatory.

EFFECTS
▶ If a Trooper with this Special Skill enters Unconscious State, they automatically pass directly to Dead State, without receiving an extra Wound, and must be removed from the game table.
▶ Therefore the Trooper cannot be healed in any way (through the use of Special Skills or Equipment such as Doctor, MediKit, Regeneration…).
▶ This Special Skill remains active even when its owner is in a Null State.

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 characterizes 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 with the BS Weapon (WIP) Trait, and instead of forcing the target to make a Saving Roll, causes them to enter Targeted State.
▶ Place a Targeted Token (TARGETED) beside the target of a successful Forward Observer attack.

FORWARD OBSERVER						
Name	Number of Saving Rolls	Saving Roll Attribute	Ammo	PS	B	Traits
FORWARD OBSERVER	-	-	-	-	2	BS WEAPON (WIP), State: TARGETED, NON-LETHAL, [***]
RANGE						
24"			48"			196"
0			-3			

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 has inflicted at least one Wound on an Enemy Trooper, or caused them to enter Dead State.

EFFECTS

▶ If the user inflicts at least one Wound on an enemy Trooper, or causes them to enter Dead State, then in the next States Phase the Trooper gains the following Special Skills and retains them for the remainder of the game:
  ▶ Impetuous
  ▶ Limited Cover
▶ When Frenzy Troopers gain the Impetuous Special Skill, they cancel any Marker State they are in (Camouflaged, Impersonation...), and any other States that say so. These Troopers cannot re-enter those States.

FT MASTER

A Fireteam Master is capable of turning a handful of undisciplined troopers into a well-oiled war machine.

FT MASTER
AUTOMATIC SKILL

Optional.

REQUIREMENTS

▶ The Trooper with this Special Skill must be part of a Fireteam.

EFFECTS

▶ In the Order Count step of the Tactical Phase, if this Trooper is part of a Fireteam, all the members of that Fireteam are Regular.
▶ If a Unit name is listed in brackets after this Special Skill in the Trooper's Unit Profile, and the Trooper's Fireteam contains any members belonging to that Unit, the Fireteam is automatically canceled if the FT Master Trooper is no longer in the Fireteam.

Sibylla explains

Having an FT Master in a Fireteam does not prevent its members from suffering the effects of Loss of Lieutenant.

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 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

A Posthuman Trooper has 3 Proxies on the battlefield. A Proxy Mk.2 (infiltrated and Camouflaged) armed with a MULTI Sniper Rifle, a Proxy Mk.1 (Engineer) with a Combi Rifle 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 Proxy Mk.5 Forward Observer. So, she places the Active Proxy Token beside the Mk.5 and declares her next Order: Move + Move. That is the end of the ALEPH player's Active Turn, with the Active Proxy Token beside the Proxy Mk.5 Forward Observer.

REACTIVE TURN GAME EXAMPLE
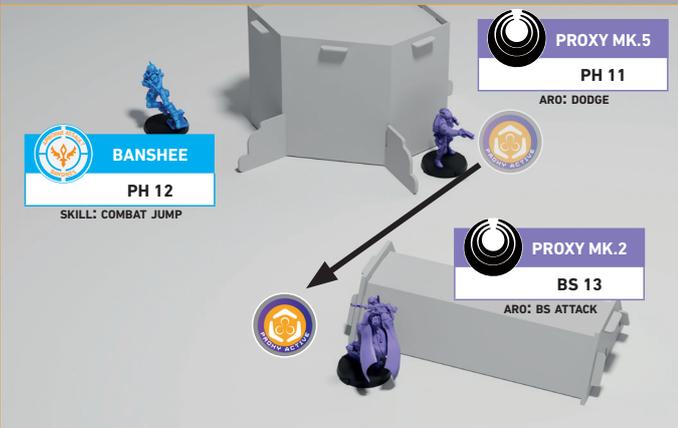
Then, the Active Turn of her opponent begins. A Trooper with the Combat Jump Special Skill lands in the rearguard of the ALEPH player, in LoF of the Inactive Proxy Mk.5, and in the ZoC of the Proxy Mk.4, the Active Proxy. The ALEPH player reacts with both Proxies, and decides to jump into the Proxy Mk.5, 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 enemy.
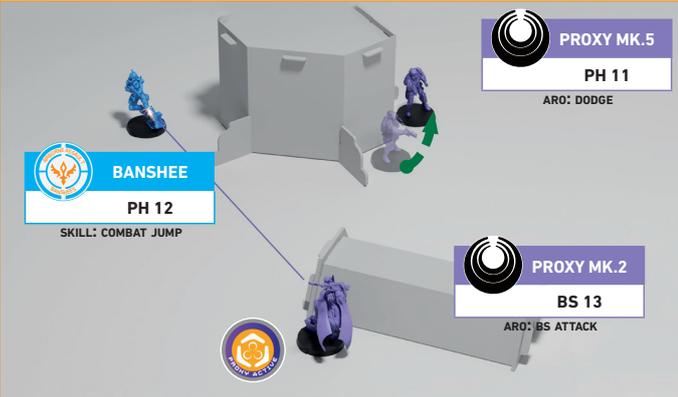
Since the enemy's Combat Jump is a Long Skill, no Face to Face Rolls are made with the Proxies. Both Proxies pass their Rolls, so the enemy must make a Saving Roll and the Proxy Mk.4 can use Dodge movement and face in the direction its player wishes.

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
▶ 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 page 54 for everything related to Hacking in Infinity.

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

You can check Hidden Deployment State in the Infinity States Module on page 157.

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 (Trait):** The Trooper ignores the special effects of the listed Trait.
  ▶ **Immunity (Ammunition):** The Ammunition listed between brackets is treated as Normal (N) Ammunition. Its special effects, and any MODs to the Attribute and number of the Saving Rolls are ignored.
  ▶ **Immunity (ARM):** Any Ammunition that requires a Saving Roll using the ARM Attribute is treated as Normal (N) Ammunition. Its special effects, and any MODs to the Attribute and number of the Saving Rolls are ignored.
    If the Weapon, Skill, or piece of Equipment used in the Attack has Traits, the Trooper is completely immune to any of those Traits that cause States, refer to inflicting Wounds, or reduce the Attributes of the target. For example, State: Dead, Continuous Damage, or ARM=0.
  ▶ **Immunity (BTS):** Any Ammunition that requires a Saving Roll using the BTS Attribute is treated as Normal (N) Ammunition. Its special effects, and any MODs to the Attribute and number of the Saving Rolls are ignored.
    If the Weapon, Skill, or piece of Equipment used in the Attack has Traits, the Trooper is completely immune to any of those Traits that cause States, refer to inflicting Wounds, or reduce the Attributes of the target. For example, State: Dead, Continuous Damage, or BTS=0.
  ▶ **Immunity (Enhanced):** A Trooper with this Special Skill has both Immunity (ARM) and Immunity (BTS).
  ▶ **Immunity (State):** the Trooper is completely immune to any Comms Attack effect or special rule effect that causes the listed State, for example Possessed (POS). The Trooper cannot enter that State.
  ▶ **Immunity (Critical):** The Trooper will not make the additional Saving Roll caused by Critical hits.

IMPORTANT

This Special Skill does not apply against **Comms Attacks**, with the sole exception of Immunity (State).

Also, Immunity does not apply against the **Non-Lethal and State: Stunned** Traits, which are always applied.

IMMUNITY AND CRITICAL HITS

If a Trooper suffers a Critical hit with the Ammunition, effect, Attribute, State, etc. which it is immune to, unless they have Immunity (Critical), they will have to make the additional Saving Roll, but ignoring any Special Effects of the Ammunition, since it is treated as Normal (N) Ammunition.

IMMUNITY EXAMPLES

Example 1
A Trooper with Immunity (ARM) is hit by a Missile Launcher. Thanks to their Immunity (ARM), instead of making three Saving Rolls due to the EXP Ammunition, they only have to make one Saving Roll using their ARM Attribute, since the hit is treated as being made with Normal Ammunition.

Example 2
A Trooper with Immunity (ARM) is hit with a Monofilament CC Weapon. Thanks to their Immunity (ARM), they only make one Saving Roll, ignoring the Weapon's ARM=0 and State: Dead Traits, so they do not reduce their ARM to 0 and the Dead State is not applied if the Saving Roll is failed.
If the impact is a Critical, the Trooper makes two Saving Rolls, ignoring the Weapon's ARM=0 and State: Dead Traits.

Example 3
A Trooper with Immunity (Enhanced) suffers an impact from a Plasma Rifle.
We must remember that Immunity (Enhanced) avoids the special effects of any ammunition, treating it as Normal Ammunition.
Plasma weapons use Normal Ammunition, but their Saving Roll is ARM+BTS, so the Trooper with Immunity (Enhanced) must make a Saving Roll against ARM and also a Saving Roll against BTS.

Example 4
A Trooper with Immunity (BTS) is hit by a Flash Pulse. Thanks to their Immunity (BTS), the hit is treated as being made with Normal Ammunition. However, the Non-Lethal Trait of the Weapon, indicating that it does **not** inflict Wounds, is applied. In addition, the State: Stunned Trait is applied if the Trooper fails their Saving Roll.

IMPERSONATION

This Special Skill allows the user to deploy farther forward than the rest of his army and avoid detection by disguising himself 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.
▶ **Restriction**: 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, Tokens, or in contact with any mission objective.

You can check Impersonation-1 and Impersonation-2 States in the Infinity States Module on page .

IMPETUOUS

Impetuous Troopers are always eager to engage in combat: the closer and the nastier, the better.

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.
▶ **Restriction**: Impetuous activations only allow a fixed set of Skill combinations:
  ▶ Move + CC Attack.
  ▶ Move + BS Attack.
  ▶ Move + Dodge.
  ▶ Move + Idle.
  ▶ Move + Move.
  ▶ Jump.
  ▶ Climb.
  ▶ Berserk.
  ▶ Skills with the Airborne Deployment Label.
  ▶ Those Skills that specify they can be used during the Impetuous Phase.
▶ **Restriction**: In the Impetuous Phase, when declaring a Skill with the Movement Label, 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. If they cannot end their movement closer to the enemy Deployment Zone, the Trooper performs an Idle.
  ▶ Once inside the enemy Deployment Zone, the Trooper can move normally as long as they stay inside it.
▶ 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.
▶ In the Impetuous Phase, when declaring Move, Jump, or Climb, the Trooper must cancel Prone State, move the full corresponding MOV value, and cannot enter Prone State at the end of the movement.
▶ **Restriction**: 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.
▶ It also allows the user to deploy in the opponent's half of the game table by making a successful Infiltration Roll.
▶ The user cannot use Infiltration to deploy inside the enemy Deployment Zone

INFILTRATION ROLL

▶ An Infiltration Roll is required to infiltrate into the enemy's half of the table. This is a Normal Roll with PH-3.
▶ If a Trooper has Infiltration listed in its Unit Profile with a PH value between brackets, any Infiltration Roll is made using that value.
▶ The Infiltration Roll must be made after placing the user on the game table, along with any Deployable Weapon or piece of Equipment they can deploy.
▶ Failed Infiltration Roll. If the user fails the Roll, they must be placed within their player's Deployment Zone, in contact with the edge of the game table.

  Additionally, after failing this 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 that were deployed alongside them are removed from the game table.

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, 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 has a Success Value equal to their PH Attribute -3.

If the Infiltration Roll is failed, the Trooper is 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.

If the Trooper has the Infiltration (PH=18) Special Skill, the Success Value for their Infiltration Roll (PH-3) is 15 (18-3=15).

INSPIRING LEADERSHIP

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

INSPIRING LEADERSHIP
AUTOMATIC SKILL

Obligatory

REQUIREMENTS

▶ In order to apply the effects of Inspiring Leadership, the user must be the Lieutenant of the Army, 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:
  ▶ 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.

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. 11).
▶ If, during the Tactical Phase of the Turn, the Lieutenant is in Isolated State or any Null State (Unconscious, Dead, etc.) or has not been deployed on the gaming table, the Loss of Lieutenant rule will be applied (p. 18).
▶ This Special Skill remains active even when its owner is in a Null State, until a new Lieutenant is appointed. Once that happens, the owner of this Special Skill loses it.
▶ 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**. This indicates that this Lieutenant has two Special Lieutenant Orders each Turn instead of one.

> **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.

LIMITED COVER

For a variety of reasons, the Trooper cannot benefit from the BS MODs for being in Partial Cover.

LIMITED COVER
AUTOMATIC SKILL

Obligatory.

EFFECTS
▶ Attacks against this Trooper do **not** apply the **-3 BS MOD for Partial Cover**.

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 BS MODs imposed by Partial Cover, and Nanoscreen.

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 CHART			
LEVEL	ATTACK MOD	OPPONENT MOD	BURST MOD
1	0	-3	0
2	+3	-3	0
3	+3	-3	+1 SD
4	+3	-3	+1B
5	+3	-3	+1B, +1 SD

▶ **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.
▶ **Burst MOD**: A MOD to the Burst (B) value of the user's CC Weapon when making a CC Attack.
  The "+1 SD" MOD allows the player to roll one extra die, and then select and discard one die from the Roll. This extra die does not increase the Burst value of the CC Weapon and does not expend additional Disposable uses. If distributing Burst between several targets, the extra die must be allocated to one of those targets, and a die discarded from the Roll against that target.
  If used in a Face to Face roll, a die is selected and discarded after both players have rolled. If both players have to select and discard a die, the Active Player selects first.
  This MOD applies in both Active and Reactive Turns.

IMPORTANT
The MODs in the Martial Arts Chart are applied in both the Active Turn and the Reactive Turn.

> **Sibylla explains**
>
> If a Trooper has B1 and (+1SD), this MOD does not increase the Burst value and the extra die cannot be allocated to a different Trooper. However, if he has (+1 SD) and the Burst value is higher than one and he distribute the Burst between several targets, the extra die must be allocated to one of those targets, and a die discarded from the Roll against that target.

EXAMPLE 1. MARTIAL ARTS L3 VS MARTIAL ARTS L1

During his Active Turn, a Trooper with the Martial Arts L3 Special Skill declares a CC Attack against a Trooper with the Martial Arts L1 Special Skill. Applying the values that correspond to each level, the MODs are calculated:
Active Trooper:
The Trooper must apply the following MODs:
  +3 for Martial Arts L3.
  -3 for the Reactive Trooper's Martial Arts L1.
The Active Trooper's Success Value is calculated:
  SV = 23 (23 +3 - 3).
The Active Trooper has a (+1 SD) MOD to their Burst, so they roll two dice for the Face to Face Roll and discard one of them.
Reactive Trooper:
The Trooper must apply the following MODs:
  -3 for the Active Trooper's Martial Arts L3.
The Reactive Trooper's Success Value is calculated:
  SV = 18 (21 - 3).
The Reactive Trooper rolls a single die as he does not have any MOD to his Burst.

EXAMPLE 2.
MARTIAL ARTS L4 VS DOCTOR + PERIPHERAL (SERVANT)

In his Active Turn, a Trooper with the Martial Arts L4 Special Skill declares a CC Attack against a 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:
Active Trooper:
  • +3 to CC for Martial Arts L4.
The Trooper's Success Value is calculated:
  • SV = 26 (23 + 3).
The Active Trooper has a +1B MOD and +1 SD MOD to their Burst, so they roll three dice for the Face to Face Roll and discard one of them.
Doctor:
  • -3 to CC due to the Active Trooper's Martial Arts L4.
  • +1B due to the Close Combat with Multiple Troopers rule.
The Doctor's Success Value is calculated:
  • SV = 12 (15 - 3).
The Doctor only rolls two dice.

The Active Trooper performs a CC Face to Face Roll with 3 dice (although they must discard one of them, since their B value is 2) against the Doctor's two dice in ARO. The Active Trooper is in an advantageous position. Analyzing the possible outcomes of the Face to Face Roll reveals the following:

Unless the Doctor gets a Critical hit, the Active Trooper will win the Face to Face Roll if he rolls a 13 or higher. In addition, any of the dice that roll a 1, 2, 3, 4, 5, or 6 would be Critical hits.

The Doctor's CC has gone down from 15 to 12. Even though 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 + IMMUNITY (ARM)
6-7	REGENERATION	17	DOGGED + IMMUNITY (ENHANCED)
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

▶ When the user of this Special Skill is deployed, they 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
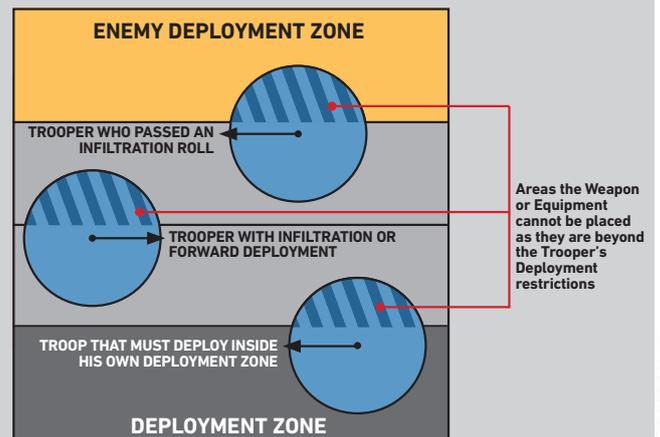
EXAMPLE OF MINELAYER AND INFILTRATION

During the Deployment Phase, a Trooper with Minelayer uses his Infiltration and Hidden Deployment Special Skills to place himself in the enemy half of the table. The player, though not placing a Model or Marker representing the Trooper on the table, may still lay a Mine within the Zone of Control of the Trooper, 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 is removed from the gaming table.

MNEMONICA

Mnemonica 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 will become 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 the game table.
▶ 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 Vitality 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 negative MODs that their enemies try to impose on them in Close Combat.

NATURAL BORN WARRIOR
AUTOMATIC SKILL

CC Special Skill

REQUIREMENTS
▶ The user must be the target of a CC Attack and must declare a CC Attack.

EFFECTS
▶ In the CC Face to Face Roll, the user ignores all negative MODs imposed by the opposing Trooper.

Sibylla explains

A Natural Born Warrior who is the target of a CC Attack from a Trooper with Surprise Attack (-3), Martial Arts Level 3, CC Attack (-3), and PARA CC Weapon (-3) and declares CC Attack themselves does not suffer any of the negative MODs normally caused by these Skills and Weapons in the Face to Face Roll.

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

▶ Allows the user to replace any Special Lieutenant Orders with Tactical Orders and assign them to the user.

▶ This Special Skill does not require the NCO and the Lieutenant to be in the same Combat Group.

▶ If the Trooper with this Special Skill is a member of a Fireteam and is designated as the Team Leader, then he may use that Tactical Order to activate his 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 during the Order Phase, even if the Lieutenant has entered a Null State since then.

NEUROCINETICS

A Trooper with this Special Skill possesses enhanced response implants, which provide him with a better reaction capability.

NEUROCINETICS
AUTOMATIC SKILL

Obligatory

EFFECTS

▶ During the **Active Turn**, the Burst (B) value of all the BS Weapons of this Trooper is reduced to 1.

▶ During the **Reactive Turn**, Neurocinetics allows the Trooper to use the whole Burst (B) value of their BS Weapons against a single target. Any MOD to B only applies in the Reactive Turn.

NO COVER

For a variety of reasons (agility, size, training...), the Trooper cannot benefit from any of the MODs granted by Partial Cover.

NO COVER
AUTOMATIC SKILL

Obligatory.

EFFECTS

▶ Troopers with this Special Skill do **not** benefit from **Partial Cover** MODs.

Sibylla explains:

Keep in mind that the most severe restriction always applies. If a No Cover Trooper also has Limited Cover due to another rule or Skill, the No Cover Skill will still apply.

NO WOUND INCAPACITATION

Troopers with this Special Skill have a higher tolerance to Wounds or combat damage.

NO WOUND INCAPACITATION
AUTOMATIC SKILL

Optional

REQUIREMENTS

▶ The Trooper enters Unconscious State, and his player declares that he is activating the No Wound Incapacitation Special Skill, whether in the Active or Reactive Turn.

EFFECTS

▶ The Unconscious State of Troopers using the No Wound Incapacitation Special Skill has the following special rules:
  ▶ 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 receives another Wound, they enter Dead State directly and are removed from the game table.
  ▶ 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...), removing one Wound, going back 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 the game table.

▶ Troopers with Remote Presence, the STR Attribute, and No Wound Incapacitation may activate this Special Skill when they enter any level of Unconscious State, but not if they are already in Unconscious State.

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
▶ 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
▶ The user must be part of a Fireteam.
▶ The Fireteam Leader of that Fireteam enters Isolated State or any Null State

EFFECTS
▶ The user may automatically become the new Fireteam Leader of his Fireteam, placing the Fireteam Leader Token beside him.
▶ Even if the Fireteam Team Leader recovers from their Isolated or Null State, the Number 2 Trooper will continue to be the Fireteam 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
LONG SKILL

Airborne Deployment (AD), Optional, Private Information.

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.
▶ 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 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.
▶ **Restriction**: During the Order this Special Skill is used, the Trooper cannot benefit from **Partial Cover**.
▶ 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

▶ When creating an Army List or determining how many Troopers each Combat Group can contain, a Controller and all its Peripherals are counted as a single Trooper.

▶ Peripherals are deployed on the game table at the same time as their Controller, unless a rule for that type of Peripheral says otherwise.

▶ If the Controller has a Deployment Skill that allows them to deploy after the Deployment Phase, but their Peripherals do not, these Peripherals are deployed during the Deployment Phase and remain in Disconnected State until their Controller is deployed on the game table and moves within the operating distance for that type of Peripheral.

▶ 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 (be it 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. 52) 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 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.

▶ **Restriction**: 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 (e.g. Cybermask), that MOD or State will also be applied to their Peripherals.

▶ The Peripheral Special Skill remains active even when its owner is in a Null State.

▶ There are different types of Peripherals, each with their own features:

▶ **Peripheral (Servant)**:

  ▶ Only Troopers with the Doctor or Engineer Special Skills may have Peripherals (Servant).

  ▶ There is no limit to the operating distance between the Trooper with Peripheral (Servant) and their Controller.

  ▶ **Restriction**: 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 regard 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, **both the Controller and all their Peripherals (Synchronized) are activated**.

► **Peripheral (Control)**:
  ► There is no limit to the operating distance between the Trooper with Peripheral (Control) and their Controller.
  ► **Restriction**: 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 regard 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 perform the Skill, and the other members of the Control Unit perform an Idle instead.
► **Peripheral (Ancillary)**:
  ► There is no limit to the operating distance between the Trooper with Peripheral (Ancillary) and their Controller.
  ► A Peripheral (Ancillary) does **not** deploy on the game table with their Controller. Instead, the Controller may deploy their Peripheral (Ancillary) by performing the Place Deployable Common Skill.
  ► If a Peripheral (Ancillary) is on the game table and is not in Disconnected State or any Null State, their Controller **cannot** be part of Coordinated Orders or Fireteams. If the Controller deploys their Peripheral (Ancillary), or its Disconnected or Null States are canceled, the Controller automatically stops being part of the Fireteam.

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 general 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 performs the Order, moving until it reaches contact with the target.

Sibylla's Advice

PERIPHERAL (SYNCHRONIZED) EXAMPLE

ENEMY B

ENEMY A

PERIPHERAL (SYNCHRONIZED)

CONTROLLER
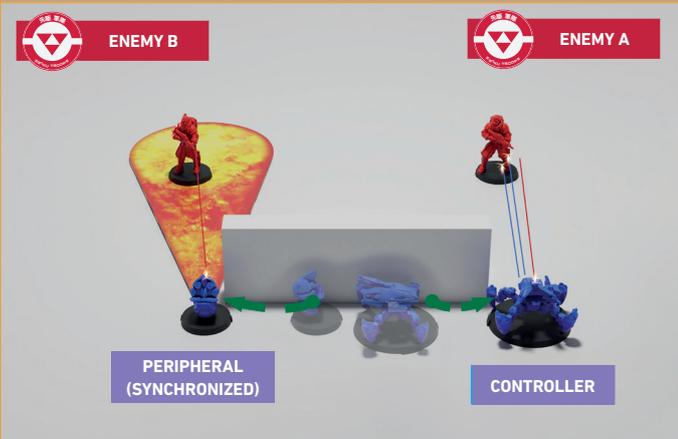
In the Active Turn, a Trooper and their Peripheral (Synchronized) are hidden behind a wall, and are planning to move to different ends of it. The player activates them both with the same single Order and declares Move as the first Basic Short Skill of the Order. Before making any measurements or moving the Models, a Coherency Check is made, and is passed. The Controller sends their Peripheral (Synchronized) to one end of the wall while he moves to the other end.

An enemy can see the Controller and declares a BS Attack ARO against him. Meanwhile, a second enemy can see the Peripheral, so he reacts with a BS Attack ARO. With the second Short Skill of the Order, the Controller and their Peripheral declare BS Attacks. The Controller fires the entire Burst (B) of his weapon at the first enemy, while the Peripheral (Synchronized) uses its Heavy Flamethrower, placing the Large Teardrop Template over the second enemy. Then, another Coherency Check is made to verify that the Peripheral (Synchronized) is still inside the Controller's ZoC.

Thanks to Peripheral (Synchronized), the Controller and their Peripheral have attacked two different enemies, using a single Order from the Order Pool.

PERIPHERAL (ANCILLARY) EXAMPLE

In the Active Turn, a Trooper with an undeployed Peripheral (Ancillary), declares his first Basic Short Skill and is not targeted by any enemy AROs. He decides to use the Place Deployable Common Skill to deploy his Peripheral (Ancillary) on the game table. The Trooper places their Peripheral (Ancillary) in Silhouette contact.

From this moment on, each time the Trooper activates, his Peripheral (Ancillary) activates as well following the Peripheral rules, with no limit to the operating distance between the Controller and the Peripheral (Ancillary).

PROTHEION

Users of this CC Special Skill can remove Wounds or increase the value of their Vitality Attribute whenever they inflict Wounds in 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 VITA Attribute.

EFFECTS

▶ For each Wound they inflict on the target of the CC Attack, or Coup de Grâce they perform, the user removes 1 Wound they have received. If the user hasn't received any Wounds, they increase their VITA Attribute value by 1.
▶ **Restriction**: The value of the user's VITA Attribute may only be increased by a maximum of **two points**.
▶ If the user's VITA Attribute is higher than its original value, the player must place a Power-Up 1 or Power-Up 2 Token to indicate the current value of the Trooper's VITA Attribute.
▶ When multiple Wounds are inflicted in the same Order, the user follows this sequence:
  ▶ First, they use Wounds they have inflicted to remove their Wounds, if they have any.
  ▶ Then they use any remaining Wounds they have inflicted to increase the value of their VITA Attribute, never increasing it beyond the maximum of two points.
▶ Finally, any Wounds inflicted on them during this Order are applied.

EXAMPLE 1

A Trooper with the Protheion Special Skill enters Close Combat against an enemy, who declares CC Attack as their ARO. The Trooper with Protheion wins the fight and the enemy fails their Saving Roll, receiving a Wound and entering Unconscious State. When the Order concludes, the Trooper with Protheion places a Power-Up 1 Token next to his base, showing that his VITA Attribute is now 2.

During the next Order, the Trooper with the Protheion Special Skill declares a CC Attack against the Unconscious enemy, 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 Trooper with Protheion places a Power-Up 2 Token next to his base, showing that his VITA Attribute is now 3.

EXAMPLE 2

A Trooper with the Protheion Special Skill and a VITA Attribute of 2, who has received a Wound in a previous combat, uses his DA CC Weapon to CC Attack an enemy who has a VITA Attribute of 2. The Trooper with Protheion wins the Roll, forcing the enemy to perform 2 Saving Rolls due to his DA CC Weapon. The enemy fails both Saving Rolls, receives 2 Wounds, and enters Unconscious State. Thanks to his Protheion Special Skill, the Trooper removes the Wound he had previously received, and increases the value of his VITA Attribute by one, placing a Power-Up 1 Token next to his base. If, in a later Order, he performs a **Coup de Grâce** against the Unconscious enemy, he increases his VITA Attribute by another point and replaces

the Power-Up 1 Token with a Power-Up 2 Token. The Trooper with Protheion now has a VITA Attribute value of 4 and the enemy is removed from the game table. Let's say that the Trooper had not received any Wounds and still inflicts two Wounds on his enemy. And, during the same Order, a different enemy opens fire on him from a distance and inflicts one Wound. In this case, the Trooper first increases his VITA value by two by inflicting two Wounds on the enemy in Close Combat, and then he receives the Wound caused by the enemy shooter. At the end of the Order, he has a VITA Attribute value of 4 represented by a Power-Up 2 Token, and one Wound.

REGENERATION

This Special Skill represents the capacity of certain Troopers to heal from damage they have received, by removing Wounds.

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 removes 1 Wound, cancelling the Unconscious State if applicable.
▶ If the Roll fails, the Trooper receives 1 additional Wound.
▶ This Special Skill remains active even when its owner is in a Null state.

NOTE:

If the Trooper receives a Wound, the player places a Regeneration Token beside 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.
▶ **Restriction**: In 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 receives as many Wounds as their STR Attribute value, they enter Unconscious State like any other Trooper. However, if the Trooper receives one Wound more than its STR value, they do not enter Dead State as usual, but instead enter a second level of Unconscious State, signified by a second Unconscious Token (UNCONSCIOUS). Only if they receive one more Wound do they enter Dead State and be removed from the table. This means that a Remote Presence Trooper only enters Dead State if it has two or more Wounds more than its STR Attribute value.

▶ Regardless of which level of Unconscious State the Trooper is in, with a single successful WIP Roll with the Engineer Special Skill, or successful PH Roll with a GizmoKit, they may remove all the Wounds necessary to 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 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 / LONG SKILL

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 not be able to enter Foxhole State and will perform an Idle instead.

EFFECTS

▶ In the Deployment Phase, the user may deploy in Foxhole State, placing a Foxhole Token beside them.

▶ In the Active Turn, a Trooper can use this Long Skill to enter Foxhole State and place a Foxhole Token beside them.

You can check Foxhole State in the Infinity States Module on page .

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 represents the characteristic behavior of Shasvastii combatants when they fall Unconscious.

SHASVASTII
AUTOMATIC SKILL

Obligatory

REQUIREMENTS

▶ The Trooper enters Unconscious State, and his player declares that he is activating the Shasvastii Special Skill, whether in the Active or Reactive Turn.

EFFECTS

▶ The Unconscious State of Troopers using the Shasvastii Special Skill (usually referred to as 'Shasvastii-Embryo') has the following special rules:
  ▶ Instead of placing an Unconscious Token next to the Trooper, place a Shasvstii-Embryo Token.
  ▶ To activate Shasvastii, the player must announce its use when the Trooper enters Unconscious State.
  ▶ **During the game**, the Trooper is 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**, the Trooper's Unconscious State loses these special rules, so they are not counted when calculating Victory Points.

SIXTH SENSE

Troopers with this Special Skill have an uncanny ability to sense imminent threats. This Sixth Sense is either an instinctive skill, or the result of a pseudo-AI designed for threat detection and appraisal that senses immediate dangers. Troopers with Sixth Sense are able to perceive the aggression level and hostile intent of their enemies without needing to see them, allowing them to respond swiftly to any attack.

SIXTH SENSE
AUTOMATIC SKILL

Optional

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.
▶ 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 or Reset, no negative MODs are applied, with the exception of the -6 PH MOD for Immobilized-A State, the -3 WIP MOD for Immobilized-B State, and the -9 WIP MOD for Isolated State.

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

SKILL: SIXTH SENSE
ARO: DODGE

ACTIVE TROOPER MOVE + BS ATTACK.

During his Active Turn, a Trooper advances in cover behind a Smoke Template. There are no AROs to his advance because the first enemy does not have LoF due to the Smoke and the second enemy is Engaged in Close Combat with another Trooper. With the second Skill of their Order, the Trooper decides to declare BS Attack against the second enemy, so he must apply the MOD for a BS Attack into a Close Combat.

As the second enemy has Sixth Sense and is the target of an Attack, he can declare Dodge as his ARO if he wants to avoid the Trooper'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

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 Cautious Movement, or a Basic Short Skill with the Movement Label, they only grant AROs to enemies that have LoF to them.
▶ If any other Skill is declared, AROs are granted normally.
▶ If the user enters Silhouette contact with an enemy without entering their LoF, and declares any of those other Skills, that enemy can only declare CC Attack, Dodge, Reset, or those Skills that can be used in Engaged State.

REMEMBER

Stealth is not effective against Troopers with the Combat Instinct or Sixth Sense Special Skills, or against Deployable Weapons or pieces of Equipment.

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 and their Peripherals 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 and their Peripherals 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.

REQUIREMENTS

► At the end of its movement, the Trooper must be able to stand on a surface equal to or larger than the size of its base.

EFFECTS

► With this Special Skill, the Jump Long Skill is turned into a Basic Short Skill.

► It also allows a Trooper to jump vertically, horizontally, diagonally, or parabolically up to the distance value of the Jump Skill (6 inches) if Jump is declared as the first Short Skill of an Order, and an additional 6 inches if it is declared again as the second Short Skill of the Order.

► By transforming Jump into a Basic Short Skill, the Super-Jump Special Skill allows its user to perform other Basic Short Skills or Short Skills while performing a Jump (for example: Jump + BS Attack) (see Trooper Activation, p. 13).

► The user of this Special Skill may declare Jump as a Long Skill and add 4 inches to his jumping distance.

► **Restriction**: When they declare Jump, Troopers with Super-Jump cannot benefit from Partial Cover MODs anywhere along their trajectory.

► If the Trooper is or becomes Impetuous (due to having the Frenzy Characteristic or any other effect), he can use Jump in the Impetuous Phase.

► The Unit Profile of certain Troopers indicates a value between brackets next to the Super-Jump Skill. It is the distance that Trooper can jump, instead of the usual 6 inches of the Jump Skill.

► Super-Jump (Jet Propulsion):
Troopers with this Skill listed in their Unit Profiles are able to control the trajectory of their Jumps, which allows them to jump in one direction and turn back through the air before they land on a surface.

REMEMBER

When declaring the use of Super-Jump, the complete and exact trajectory that a Trooper will perform must be specified so the rival player may declare all their AROs.

During their entire trajectory, Troopers have a 360° LoF.

When Jump is declared, the Prone State is automatically cancelled.

SUPER-JUMP EXAMPLE:
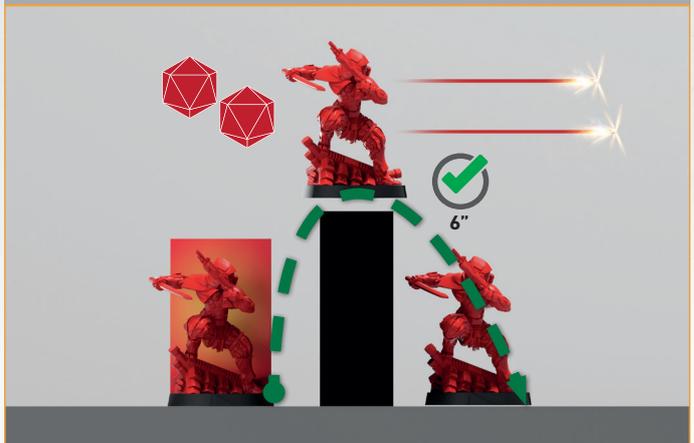
During their Active Turn, a Trooper with Super-Jump needs to get past an obstacle. As the obstacle is higher than their Silhouette Template, the Trooper must declare Jump in order to pass over it. Thanks to their Special Skill, the Trooper may declare another Short Skill, such as BS Attack during the Jump.

SUPER-JUMP AND MULTIPLE TROOPERS EXAMPLE:

In the Active Turn, several Troopers have been activated with the same Order (Fireteams, Peripherals, Coordinated Orders) and need to clear an obstacle. They declare Jump as the first Skill of the Order. Any of the Troopers who have the Super-Jump Special Skill can declare Jump as a Basic Short Skill, while the other Troopers each have a choice of declaring Jump as a Long Skill, or declaring an Idle.

For the second Skill of the Order, any of the Troopers who declared an Idle, or Jump as a Basic Short Skill, can declare a second Basic Short Skill or Short Skill as normal. While the Troopers who declared Jump as a Long Skill have already declared their entire Order and cannot declare a second Skill.

SUPER-JUMP (JET PROPULSION):

In his Active Turn, a Trooper with Super-Jump wants to Attack an enemy Trooper, but without leaving themselves exposed in the next Order. In addition, an obstacle is blocking his LoF. So, he decides to use his Super-Jump (Jet Propulsion) Special Skill to perform a diagonal Jump, tracing a path that clears the obstacle blocking his LoF allowing him to shoot at the enemy Trooper, and finally return back to the starting position of 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.
▶ If a specific Attribute is listed between brackets in the Unit Profile, such as Surprise Attack (CC-6), the negative MOD **only applies to that Attribute** of the targets of the Attack. This MOD is **not** cumulative with other MODs imposed by Surprise Attack, for example if the Trooper has both Surprise Attack (-3) and Surprise Attack (CC-6).
▶ **Restriction:** 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 Tactical Order.

TACTICAL AWARENESS
AUTOMATIC SKILL

Optional

EFFECTS
▶ This Special Skill grants its user a Tactical 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 places a Tactical Order beside the user.
▶ If the Trooper is deployed on the game table during the Order Phase, a Tactical Order must be placed next to the Trooper who has this Special Skill.
▶ If the Trooper with this Special Skill is a member of a Fireteam and is designated as the Team Leader, this Order can be used to activate the Fireteam.

TAGCOM

The TAGCom is the tactical uplink of the TAGs. It is their operational support and their eyes and ears on the ground, so it improves their survivability.

TAGCOM
AUTOMATIC SKILL

Optional

EFFECTS
▶ While the user is deployed on the table in a non-Null State, all TAGs in their Combat Group benefit from the MODs listed between brackets in the user's Unit Profile.
▶ Individual TAGCom MODs are **not** cumulative, the player may only apply those that are different from each other.

TERRAIN

Some units receive additional training to navigate and fight effectively on a certain type of terrain

TERRAIN
AUTOMATIC SKILL

Optional

REQUIREMENTS
▶ The Type of Terrain of the Terrain area must match the Type of Terrain printed on the user's Troop Profile.

EFFECTS
▶ 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
▶ 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

▶ The user must meet the condition indicated between brackets next to the Skill.

EFFECTS

▶ 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.

▶ When the Trooper transforms, the Model corresponding to the first Unit Profile is replaced with the Model corresponding to the second Unit Profile. 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.

▶ The VITA/STR Attribute points of a Trooper possessing this Special Skill are shared among all of their Unit Profiles. So, any Wounds received by one of the Unit Profiles also apply to the other Unit Profiles.

▶ Similarly, States are also shared by the different Unit Profiles, if applicable.

▶ **Transmutation (X):**
  ▶ A Trooper with this Skill is deployed with their first Unit Profile.
  ▶ The value listed between brackets in the Unit Profile after the name of this Skill specifies how many Wounds the Trooper must receive before changing to their second Unit Profile.
  ▶ The Trooper and their initial Unit Profile **must** be replaced by the second Unit Profile—and the Model representing it—at the end of the Order in which the initial Unit Profile has received at least as many Wounds as the value between brackets after the name of this Skill.

▶ **Transmutation (Escape System-X):**
  ▶ This works the same way as Transmutation (X), but when the Unit Profile and Model are replaced, an Eclipse Special Ammo Circular Template must be placed, centered on the Model.
  ▶ The number of Wounds required to change Unit Profiles is listed in the name of the Skill in brackets after "Escape System".

▶ **Transmutation (Hatching):**
  ▶ The Trooper with this Skill is deployed with its first Unit Profile, but using a Seed-Embryo Token instead of a Model.
  ▶ If the Trooper has any Skill that allows it to deploy in Marker form, it uses that Marker instead of the Seed-Embryo Token. If the Trooper is Discovered or it reveals itself, the Marker is replaced with the Seed-Embryo Token.
  ▶ Similarly, if the Trooper has any Deployment Skill with the Airborne Deployment Label, then it will deploy as a Seed-Embryo Token, and it will apply the rules of its Airborne Deployment Skill as usual.
  ▶ The Trooper will change to its second Unit Profile and replace the Marker or the Seed-Embryo Token with the Model that corresponds to its Developed Form whenever:
  ▶ It declares a Skill with the Movement Label as the first Short Skill of its Order. When this happens, its second "Developed Form" Unit Profile is used for the entire Order Sequence.
  ▶ It performs a successful Dodge ARO. The Developed Form profile is applied before the Dodge move is performed.

▶ **Transmutation (Auto):**
  ▶ The Trooper may deploy using any of their Unit Profiles.
  ▶ **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.

▶ **Transmutation (WIP):**
  ▶ The Trooper with this Skill is deployed with its first Unit Profile.
  ▶ When a Trooper activates, before declaring its Order or ARO, by passing a Normal WIP Roll the Trooper may change to its second Unit Profile. When this happens, its second Unit Profile is applied during that Player Turn.
  ▶ If the player fails the WIP Roll, the Trooper continues to use its first Unit Profile, though he may try again in its next Order or ARO.
  ▶ If a MOD is listed after the Skill in the Unit Profile, that MOD applies to these WIP Rolls.

REMEMBER

Game Sequence and Transmutation (X)/(Escape System-X):

If the number of Wounds received is equal to or higher than the value between brackets after the name of this Skill, the Unit Profiles must be changed after making the Guts Roll.

EXAMPLES OF TRANSMUTATION

TRANSMUTATION (X):

A Trooper with Transmutation (2) receives three simultaneous hits. He makes his three Saving Rolls and fails two of them, so he receives 2 Wounds. The Trooper changes to his second Unit Profile and replaces his current Model with the alternative one, placing his Wounds next to it. Thus, the Trooper will remain active on the table, but he still has 2 Wounds. If there is no alternative Model, the Transmuted Token is used to indicate the change of Unit Profile.

TRANSMUTATION (ESCAPE SYSTEM-X):

A Trooper takes multiple hits and receives 2 Wounds. Since this is the number indicated in his Transmutation (Escape System-2) Skill, the player replaces the Model of the TAG with that of its Operator and places the Eclipse Special Ammo Circular Template centered on the Operator.

If the Trooper is in Stunned and Immobilized-B States when the Unit Profile and the Model are changed, the Trooper retains both State Tokens.

TRANSMUTATION (WIP):

A Trooper with Transmutation (WIP-3) is activated in an ARO. Before declaring the Skill it will perform, its player makes a WIP-3 Roll, and it is successful. Having passed the Roll, he may use the Trooper's second Unit Profile for this ARO.

TRIANGULATED FIRE

These detection systems can also aid in the precise triangulation of the target, resulting in more effective target acquisition.

TRIANGULATED FIRE
LONG SKILL

Attack, Optional.

REQUIREMENTS
▶ The user must have LoF to the target.

EFFECTS
▶ Allows the user to declare a BS Attack against a target without applying **any MODs** to the Roll (Range, Cover, Special Skills such as Mimetism...).
▶ The only exception are MODs that affect Burst (B), which 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.

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.

WARHORSE

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.

WARHORSE
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 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.).

IMPORTANT

The Special Skill **BS Attack (-X)** has no effect against Troopers with the Warhorse Special Skill.

EQUIPMENT IN INFINITY

Same as Skills, pieces of Equipment allow a Trooper to perform unique actions or gain exclusive benefits. These special Effects provided by Equipment are detailed next.

IMPORTANT

Some pieces of Equipment can have different Levels, and these are not cumulative. Therefore, Troopers may only use the MODs and special rules of a piece of Equipment specific to the Level they have.

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.

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 different Unit Profiles, applying the Transmutation (Auto) rules to change between them:
  ▶ Use the Mounted Trooper Profile when the Trooper is riding his or her AI Motorcycle, applying the rules for the Motorcycle piece of Equipment.
  When changing to this Profile, the Dismounted Trooper Model must be in Silhouette Contact with the Peripheral Model. Replace the Peripheral Model with the Mounted Trooper Model, then remove the Dismounted Trooper Model (See Replacing Models and Markers, page 22).
  ▶ Use the Dismounted Trooper Profile when the Trooper dismounts and moves on foot, applying the rules for Peripheral (Synchronized) to the AI Motorcycle. When changing to this Profile, replace the Mounted Trooper Model with the Peripheral Model, then place the Dismounted Trooper Model in Silhouette contact with it.
▶ There are two different sets of weapons listed, the first one is for the Mounted Trooper Profile, and the second one is for the Dismounted Trooper Profile.
▶ **Restriction**: If the Peripheral (Synchronized) Remote is in Isolated, IMM, or any Null State, the Trooper cannot change to its Mounted Trooper Profile.
▶ **Restriction**: The Mounted Trooper Profile cannot benefit from any Supportware affecting the Peripheral (Synchronized) Remote, so it is canceled for that Trooper at the moment the Mounted Trooper Profile is applied.

ALBEDO

An Albedo jams Multispectral Visors and targeting systems, preventing its bearer from being the target of an Enemy Trooper carrying that piece of Equipment.

ALBEDO
AUTOMATIC EQUIPMENT

Obligatory, NFB.

EFFECTS
▶ Any enemy with a **Multispectral Visor** or the **Marksmanship** Special Skill who declares a BS Attack requiring LoF, or Discover, against the bearer of this piece of Equipment must apply a negative MOD to their Attribute, as shown in round brackets in the Unit Profile : Albedo (-3), Albedo (-6)...
▶ The Albedo MOD does **not** apply to CC Attacks.

BAGGAGE

This piece of Equipment reflects the supplies the player's combat force has available.

BAGGAGE
AUTOMATIC EQUIPMENT

Obligatory, No Roll.

EFFECTS
▶ An Allied Trooper inside the Zone of Control of this Trooper may perform the Reload Common Skill to either cancel their Unloaded State, or to regain all expended uses of their Disposable weapons or pieces of Equipment. This effect may only be applied to a single Allied Trooper per Order.
▶ In the **States Phase**, each Allied Trooper inside the Zone of Control of this Trooper may automatically cancel their Unloaded State, or regain all expended uses of their Disposable weapons or pieces of Equipment.
▶ 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.

You can check Unloaded State in the Infinity States Module on page .

BANGBOMB

Users of Bangbombs often throw them at their own feet while dodging enemy fire, because, when the Bangbombs hit the ground and detonate, they create a curtain of reflective particles that enhance the flash of the blast, making it easier for the user to dodge and evade enemy attacks.

BANGBOMB
AUTOMATIC EQUIPMENT

Optional

REQUIREMENTS
▶ An enemy Trooper within the user's LoF or ZoC declares an Attack against them.
▶ The user declares a Dodge.

EFFECTS
▶ The user applies a MOD to their Dodge Rolls. This MOD is listed in brackets after the name of this piece of Equipment in the user's Unit Profile.
▶ **Restriction:** This piece of Equipment cannot be used if the Attack is made with a **Template Weapon.**

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
▶ The user ignores the WIP-3 MOD imposed by the Impersonation-1 State.
▶ If the user passes a Discover Roll against a Trooper in Impersonation-1 State, that Trooper's Impersonation State is canceled and their IMP-1 Marker is replaced with the corresponding Model.
▶ 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
▶ 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

▶ 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				
Name	Number of Saving Rolls	Saving Roll Attribute	Ammo	PS	B	Traits
DAZER	-	-	-	-	-	DISPOSABLE (3), DEPLOYABLE, ZONE OF CONTROL.

ARM	PB	EST	S
0	0	1	0

DEACTIVATOR

This device is capable of deactivating traps and automated weapons deployed by the Enemy.

DEACTIVATOR
SHORT SKILL

Attack

REQUIREMENTS

▶ The target must be within the user's LoF or ZoC.
▶ A Deactivator can only target enemy Deployable Weapons and Deployable pieces of Equipment that have been deployed on the game table, but never Camouflage Markers.

EFFECTS

▶ The user of Deactivator, by passing a Normal WIP Roll, may deactivate the enemy Deployable Weapon or Deployable piece of Equipment (Mines, FastPandas, WildParrots, Deployable Cover, Deployable Repeaters, Artillery Turrets, etc.).
▶ 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 Deployable weapon or Deployable piece of Equipment is removed from the game table.

		DEACTIVATOR				
Name	Number of Saving Rolls	Saving Roll Attribute	Ammo	PS	B	Traits
DEACTIVATOR	--	--	--	--	1	BS WEAPON (WIP) [***]

		RANGE		
8"	16"	24"	96"	
+6	+3	-6		

DEPLOYABLE COVER

A portable defense system designed to place a Scenery Element on the battlefield to provide cover.

DEPLOYABLE COVER
AUTOMATIC EQUIPMENT

Deployable, Disposable (1), Indiscriminate.

EFFECTS

▶ When the player declares the Place Deployable Common Skill, the Trooper places the Deployable Cover Scenery Element on the game table.
▶ The Deployable Cover Scenery Element has a Silhouette Attribute of 3.
▶ Deployable Cover allows the **Partial Cover** rule to be applied, or variants as specified in this rule.
▶ The Deployable Cover Scenery Element must be removed from the game table if it suffers a successful Attack from the Deactivator piece of Equipment.
▶ There are two variants of Deployable Cover, each with its own features. The player must indicate which one he is using when he declares Place Deployable:
  ▶ **Deployable Cover: Cutting Foam (CF)**:
    ▶ Enemy Troopers cannot claim Partial Cover from this type of Deployable Cover.
  ▶ **Deployable Cover: Vitroferro (VF)**:
    ▶ Troopers claiming Partial Cover from this type of Deployable Terrain do not inflict a -3 BS MOD to their attacker's BS Attack Rolls.
    ▶ When in Silhouette contact, the Trooper applies a +6 MOD to their Saving Roll, instead of the usual +3 MOD.
    ▶ **Restriction:** If the total value of the Trooper's ARM/BTS Attribute plus MODs **exceeds 12**, apply a total of 12 instead. Then add the Attack's PS value.
▶ If the Unit Profile lists only one of these variants in brackets, the Trooper may only use that variant.

DEPLOYABLE REPEATER

This is a hacking range amplifier designed for deployment onto the battlefield. You may check the Combat Module on page .

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
- ▶ In order to use this Automatic Equipment, its owner must be the target of the Attack type listed in round brackets.

EFFECTS
- ▶ 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.

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						
Name	Number of Saving Rolls	Saving Roll Attribute	Ammo	PS	B	Traits
FASTPANDA	--	--	--	--	1	Disposable (1), Indiscriminate, Perimeter, Deployable, Zone of Control

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 Combat Module on page .

GIZMOKIT

Special piece of Equipment that allows other Models with the Structure Attribute to remove Wounds.

GIZMOKIT
SHORT SKILL

Non-Lethal

REQUIREMENTS
▶ The target of a GizmoKit 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 a Non-Lethal BS Weapon. If the user passes a BS Attack Roll, applying the corresponding MODs (for Range, Cover, etc.), the target performs 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 performs a PH Roll.
▶ In both cases, by passing the PH Roll, the target removes a Wound. This cancels Unconscious State if applicable. If the PH Roll is failed, the target receives a Wound instead of removing it, entering Unconscious or Dead State if applicable.
▶ The target of a GizmoKit does not perform a Saving Roll.
▶ A GizmoKit can be used as many times as necessary to remove all the Wounds that the target has.
▶ If, due to 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 removes a Wound. Even if the Trooper passes every PH Roll, they only remove one single Wound.
▶ 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 and Remote Presence**:
  Regardless of which level of Unconscious State the target is in, with a single successful PH Roll, they remove all the Wounds necessary to cancel their Unconscious State.

	GIZMOKIT						
Name	Number of Saving Rolls	Saving Roll Attribute	Ammo	PS	B	Traits	
GizmoKit					1	No-Letal	
		RANGE					
8"	16"	24"			96"		
+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
EQUIPMENT

Comms Equipment

EFFECTS
▶ Allows the use of the Carbonite, Oblivion, Spotlight, and Total Control Hacking Programs.

HACKING DEVICE PLUS
EQUIPMENT

Comms Equipment

EFFECTS
▶ Allows the use of the Carbonite, Cybermask, Oblivion, Spotlight, Total Control, and White Noise Hacking Programs.

KILLER HACKING DEVICE
EQUIPMENT

Comms Equipment

EFFECTS
▶ Allows the use of the Cybermask and Trinity Hacking Programs.

EVO HACKING DEVICE
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 54.

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

EFFECTS
▶ During the Deployment Phase, it allows the user to deploy in HoloMask State.
▶ In game, it allows the user to enter HoloMask State.

You can check Holomask State in the Infinity States Module on page 160.

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.

You can check Holoecho State in the Infinity States Module on page 158.

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 a Non-Lethal BS Weapon. If the user passes a BS Attack Roll, applying the corresponding MODs (for Range, Cover, etc.), the target performs a single PH Roll.
▶ A MediKit can also be used in Silhouette contact. To do so, the user must spend one Short Skill without needing a Roll, and their target performs a PH Roll.
▶ In both cases, by passing the PH Roll, the target may remove one Wound and cancel their Unconscious State. If the PH Roll is failed, the target automatically enters Dead State and is removed from the game table.
▶ The target of a MediKit does not perform a Saving Roll.
▶ A MediKit can be used as many times as necessary to cancel a Trooper's Unconscious State, as long as they pass the corresponding PH Roll.
▶ If, due to 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 removes a Wound and cancels their Unconscious State. In this case, even if the Trooper passes every PH Roll, they only remove one single Wound.

MEDIKIT						
Name	Number of Saving Rolls	Saving Roll Attribute	Ammo	PS	B	Traits
Medikit	–	–	–	–	1	No-Letal, [***]
RANGE						
8"	16"	24"			96"	
+3	0	-6				

MOTORCYCLE

Motorcycles are single-person light transports that offer great maneuverability at top speeds. For game purposes, Motorcycles are not a Vehicle (VH).

MOTORCYCLE
AUTOMATIC EQUIPMENT

EFFECTS
- ▶ **Restriction**: Troopers mounted on a Motorcycle cannot enter Prone State.
- ▶ **Restriction**: Troopers mounted on a Motorcycle cannot declare Climb or use ladders.
- ▶ **Restriction**: Troopers mounted on a Motorcycle cannot Jump vertically or diagonally upward, they can only Jump horizontally and vertically or diagonally downward.
- ▶ **Restriction**: Troopers mounted on a Motorcycle cannot declare Cautious Movement.

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.

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
- ▶ This Visor reduces MODs from Mimetism and from Visibility Zones to 0.
- ▶ In addition, it allows its user to draw LoF through Visibility Zones without having to apply that Zone's MODs **to any Skill that requires LoF** .
- ▶ Troopers equipped with this piece of Equipment do not make Face to Face Rolls against weapons that use Smoke Ammunition.

MULTISPECTRAL VISOR LEVEL 3
AUTOMATIC EQUIPMENT

Obligatory

EFFECTS
- ▶ This Visor reduces MODs from Mimetism, and from Visibility Zones, to 0.
- ▶ In addition, it allows its user to draw LoF through Visibility Zones without having to apply that Zone's MODs **to any Skill that requires LoF**.
- ▶ Troopers equipped with this piece of Equipment do not make Face to Face Rolls against weapons that use Smoke Ammunition.
- ▶ When performing Discover against a target in Camouflaged State, the user's WIP Roll is automatically a success.
- ▶ 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.
- ▶ Additionally, the user may perform an Attack on a Camouflage Marker (CAMO) without making a previous Discover Roll, but they must apply the Mimetism MOD indicated on the Marker. Performing this Attack does not reveal the target before the rest of the army.

NANOSCREEN

This is a device that generates a thick cloud of nanobots that protects its user against ranged Attacks.

NANOSCREEN
AUTOMATIC EQUIPMENT

Obligatory

REQUIREMENTS
- ▶ The user is the target of a **BS Attack**.

EFFECTS
- ▶ The Nanoscreen imposes a **-3 BS MOD** on the attacker's BS Attack Rolls, and provides a **+3 MOD** to the user's **Saving Rolls**.

REMEMBER

This device cannot be used against **CC Attacks**.

REPEATER

This is a range amplifier for Hackers. You may check the Combat Module on page .

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 (Transmutation), 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 (Enhanced) Special Skill. In addition, the SymbioMate can be used against Comms Attacks.
▶ When a Trooper with a SymbioMate is forced to make any Saving Rollsagainst ARM or BTS, they perform those Saving Rolls with an ARM/BTS Attribute value of 9, applying the Immunity (Enhanced) Special Skill if applicable. Any other Saving Rolls against ARM or BTS during the same Order also apply the ARM and BTS values of 9, and the Immunity (Enhanced) Special Skill.
▶ Against Comms Attacks, players apply the ARM and BTS values of 9 but **not** the Immunity (Enhanced) 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.

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 (X) 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 (Enhanced) 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 (Enhanced) 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.

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 (Enhanced) 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 suffers a successful Attack with a weapon loaded with PARA Ammunition, he cannot apply the Immunity (Enhanced) Special Skill as PARA Ammunition does not force Saving Rolls against the ARM or BTS Attributes.

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

▶ 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

▶ TinBot Models and Tokens are 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 benefits 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.

EXAMPLES OF TINBOT TYPES

TinBot: Firewall (-3)

Indicates that, when the owner of the TinBot is targeted by a Comms Attack, the Enemy applies a -3 Firewall MOD.

TinBot: Guided (-6)

Indicates that, when the owner of the TinBot is targeted by a Guided Attack, the Enemy applies a -6 MOD.

TinBot: Discover (+3)

Indicates that, when the owner of the TinBot declares the Discover Skill, they apply a +3 WIP MOD.

X-VISOR

This piece of Equipment increases its user's accuracy at difficult ranges.

X-VISOR
AUTOMATIC EQUIPMENT

Obligatory.

EFFECTS

▶ 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.

COMMAND MODULE

THIS MODULE 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. 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.

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.
- » Operational 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. Those actions are divided into Procedural and Logistical:

- » **Procedural:** The player who has the **first Player Turn** may spend 1 single Command Token during their Deployment in order to set aside one extra Trooper and their Peripherals, which they will be able to deploy after their opponent, in step 3 of the Deployment Phase.

- » **Procedural:** The player who has **the second Player Turn** may make Strategic Use of their Command Tokens during the Tactical Phase of their opponent's first Turn to perform one of the following actions:

  - » Remove 2 Regular Orders for this Turn from their opponent's Order Pool. The player may choose which Combat Groups these Orders correspond to. This option **may only be performed** during the opponent's Tactical Phase, **right after the Order Count**. The player may only remove the Orders from Army Lists that have **more than 10 Orders** (Regular + Irregular + Tactical).
  - » 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.

- » **Logistical:** After both players have completed their Deployment, and following the established Initiative order, each player may spend 1 Command Token to gain 2 Speedball Tokens (see Request Speedball on page 84).

Each player may spend **a maximum of two** Command Tokens for Strategic Use, but the player must choose a different action with each Command Token.

COMMAND TOKENS: EXECUTIVE USE

Executive Use of Command Tokens is made during the player's Executive Use of Command Tokens step of their 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 and all their Peripherals to a different Combat Group, keeping in mind the 10-member limit.
- » Cancel the Possessed State of an Allied Trooper.

COMMAND TOKENS: OPERATIONAL USE

Players may make Operational Use of their Command Tokens in their Active Turn. This represents the tactical use of intel resources by Mission Control. For each Command Token expended, the player may perform one of the following actions:

- » 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.
- » Create a new Fireteam by placing a Fireteam Leader Token (FIRETEAM LEADER) next to a Trooper that meets the army's Fireteam Chart Requirements.

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.

EXAMPLE OF USE OF COMMAND TOKENS: REROLLING

During her Active Turn, a Doctor tries to use her Special Skill Doctor to heal an Allied Trooper, 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 Doctor 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 Doctor one further opportunity to pass her WIP Roll and heal the Allied Trooper. 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, they perform an Idle instead, 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.

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: 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.

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.

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 for this Turn.

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 for this Turn.

COORDINATED ORDER EXAMPLE: MOVEMENT + BS ATTACK

In their Active Turn, a PanOceanian player coordinates a group of 3 Fennec Fusiliers and 1 Griffin Trooper to mount an attack against a Mechazoid, a TAG of the JSA. The PanOceanian player spends a Command Token and a Regular Order and assigns the Spearhead role to the Griffin by placing a Spearhead Token beside him. Then, they declare the first Basic Short Skill of their Coordinated Order: Move.
The JSA 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 Griffin. The Griffin's BS is higher and his B, even halved, is better than that of the coordinated Fennecs, so he is more likely to inflict serious damage.
The PanOceanian player declares the second Short Skill of their Coordinated Order: BS Attack against the JSA TAG.
The exchange is resolved with a Face to Face BS Roll between the Griffin, whose HMG has its Burst reduced to 2, and the Mechazoid. The three Fennecs, meanwhile, make one Normal BS Roll each, as their B is 1.

COORDINATED ORDER EXAMPLE: MOVEMENT + CC ATTACK

During his Active Turn, a PanOceanian player decides to coordinate a group of 4 Fennecs and sic them into Close Combat against a Mechazoid. They spend a Command Token and a Regular Order, place a Spearhead Token beside one of the PanOceanians, and declare the first Basic Short Skill of their Coordinated Order: Move.

The Mechazoid can only react against one of the oncoming Fennecs, so it declares BS Attack against the Spearhead Fennec.

The PanOceanian player declares the second Short Skill of their Coordinated Order: CC Attack against the JSA TAG.

There is a Face to Face Roll between the Spearhead Fennec's CC and the Mechazoid's BS. The Fennec has the +1 MOD to their Burst provided by each one of their comrades engaged in that CC, so the Fennec 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 fulfill the Requirements of one of the declared Skills, we will go back to the previous example of 3 Fennecs and 1 Griffin Trooper against a Mechazoid.

After selecting the Griffin as Spearhead and declaring the first Basic Short Skill of the Order, Move, the player measures and moves her four Troopers. The Mechazoid declares its ARO, and it becomes apparent that there is no LoF between the TAG and one of the Fennecs. Despite this, the PanOceanian player declares a BS Attack against the Mechazoid with the second Short Skill of the Coordinated Order. The Fusilier without LoF will simply be unable to open fire. Specifically, the Fennec will not perform the BS Attack, and performs an Idle instead.

COORDINATED ORDER EXAMPLE:

COORDINATING TROOPERS IN MARKER STATES

In her Active Turn, the PanOceanian player wants to coordinate 2 Camouflage Markers and 1 Griffin against the fearsome Mechazoid. The PanOceanian player spends a Command Token and a Regular Order, selects the Griffin as Spearhead, and declares the first Basic Short Skill of their Coordinated Order: Move.

The JSA 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 Mechazoid may delay its ARO, so it waits until the PanOceanian player declares the second Short Skill of their 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 Mechazoid 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 Mechazoid will lose their right to declare an ARO.

FIRETEAMS MODULE

THE INFINITY FIRETEAMS RULE ENABLES A TEAM OF TROOPERS TO MOVE AND ACT AS ONE IN SUPPORT OF ITS FIRETEAM LEADER, USING FEWER ORDERS THAN USUAL.

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 Troopers 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 who deploy in Decoy State.
- Troopers in Isolated State or any Null State.

Additionally, members of a Fireteam cannot be part of a Coordinated Order.

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, and must follow all the rules and instructions in the Fireteams Chart.

REJOINING THE FIRETEAM IN THE STATES PHASE

At the end of the States Phase, any Troopers who left a Fireteam may automatically rejoin it if they are in Coherency with the Fireteam Leader.

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, which will be listed in the Sectorial's Fireteams Chart.

GENERAL RULES FOR FIRETEAMS:

» The members of a Fireteam must observe the **Coherency** rule (see page 21) in regard 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 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 Fireteam Level.

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 app.

» 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 Morat Aggression Force may have no more than one Fireteam Core, and no more than two Fireteam Haris, but has no limit on the number of Fireteam Duos.

» 3. When Creating a Rodoks Fireteam, the player may choose to create a Fireteam Duo and/or a Fireteam Haris. 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 Duo of Rodoks 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 Hungries Fireteam must include at least one Oznat FTO. **Fireteam Bonuses** apply based on the number of Troopers in the Fireteam who 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 Morat Fireteams. The asterisk (*) in the Min column indicates that, **when you create** any Morat Fireteam, you must choose **at least 1 Trooper** with an asterisk (*) in the Chart.

　» [5N] Note: The Fireteam Bonus level of a Morat Fireteam depends on how many Troopers in the Fireteam have "(Morat)" or are from the same Unit.

» 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 in the chart 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.

Fireteams Chart - Morat Aggression Forces

Unlimited Fireteams DUO
Maximum 2 Fireteams HARIS
Maximum 1 Fireteam CORE

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
0	1	FAREDAK

Tarlok Fireteams — DUO, HARIS, CORE

Min	Max	
*	5	MORAT VANGUARD (Tarlok)
*	5	YAOGAT (Tarlok)
*	5	SURYAT (Tarlok)
*	3	KAITOK (Tarlok)
0	2	DARTOK (Tarlok)

It is considered that all members of a Tarlok Fireteam possess the Terrain (Jungle) Skill.

Rodoks Fireteams — DUO, HARIS

Min	Max	
*	3	RODOK
*	2	KRAKOT RENEGADE

DĂTURAZI Fireteams — DUO, HARIS, CORE

Min	Max	
1	5	DĂTURAZI

Hungries Fireteams — HARIS, CORE

Min	Max	
1	2	OZNAT FTO
0	4	GAKI
0	4	PRETA

Morat Armored Fireteams — DUO

Min	Max	
*	2	RAICHO
*	2	BULTRAK
*	2	SOGARAT

Wildcards

Min	Max	
0	2	RAKTORAK (Morat)
0	1	KORNAK (Morat)
0	1	ANYAT (Morat)

FIRETEAM INTEGRITY

In the **Active and Reactive Turns**, a Fireteam is automatically cancelled in the following situations:

» The Fireteam Leader enters Isolated State or any Null State.

» If the Fireteam Leader is activated during the Impetuous Phase of the Player Turn.

» The Fireteam Leader declares an ARO different from the Fireteam's ARO (see page 131).

» The Fireteam is reduced to one member.

» A Retreat! situation occurs.

» The player uses a Command Token to create another Fireteam, and exceeds 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.

» In the Active or Reactive Turn, the player voluntarily chooses to cancel the Fireteam. This requires no additional expenditure of Orders or Command Tokens.   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 their Irregular Order.

» The Trooper is the Lieutenant and spends their Lieutenant Special Order.

» The Trooper is Impetuous and is activated during the Impetuous Phase of the Player Turn.

» 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 enters Suppressive Fire State.

» The Trooper is moved to a different 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, the Trooper is not activated by the Fireteam's Order, so he is considered inactive for ARO purposes.

» In the Reactive Turn, the 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.

REMEMBER

REJOINING THE FIRETEAM IN THE STATES PHASE

Troopers who left a Fireteam can automatically rejoin it if they are in Coherency with the Fireteam Leader once again at the end of the States 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 Orders 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 21) 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, both the Fireteam Leader and the other Fireteam members declare and perform that Skill. If a different Skill is chosen, only the Fireteam Leader declares and performs it, while the rest of the members of the Fireteam declare and perform an Idle, while granting the Fireteam Leader a set of Bonuses determined by the Fireteam Level.

▶ 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 a Tactical Order, they are automatically designated as the new Fireteam Leader, and the Fireteam is activated as if a Regular Order had been spent.

> **REMEMBER**
>
> Any member that breaks Coherency with the Fireteam Leader 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. The consequences for declaring a Skill that is different from the Fireteam's ARO can be found in the Fireteam Integrity section (see page 130).

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 on page 52).

▶ 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, being in a Fireteam grants a set of Bonuses to its members, which are divided into several levels.

The **Fireteam Level** is based on the **number of Troopers** in the Fireteam who belong to **the same Unit**.

When calculating the Fireteam level, Troopers belong to the same Unit if they have the same Unit name or are listed in the Fireteams Chart with the same term between brackets.

FIRETEAM LEVEL CHART	
FIRETEAM LEVEL	**REQUIREMENTS**
LEVEL 1	THE TROOPERS CAN ALL BELONG TO DIFFERENT UNITS.
LEVEL 2	AT LEAST 2 TROOPERS BELONG TO THE SAME UNIT.
LEVEL 3	AT LEAST 3 TROOPERS BELONG TO THE SAME UNIT.
LEVEL 4	AT LEAST 4 TROOPERS BELONG TO THE SAME UNIT.
LEVEL 5	ALL 5 TROOPERS BELONG TO THE SAME UNIT.

Unlike other multi-Trooper activations, like Coordinated Orders and their Spearhead, during the Active Turn the Fireteam Leader has 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 MODs provided by other rules, Special Skills, Equipment, or Hacking Programs.

Therefore, as a quick reference summary, here is the Fireteam Bonuses Chart:

FIRETEAM BONUSES CHART	
FIRETEAM LEVEL	**BONUS**
LEVEL 1	FIRETEAM MEMBERS ARE ACTIVATED WITH A SINGLE REGULAR ORDER
LEVEL 2	BS ATTACK (+1 SD)
LEVEL 3	+3 DISCOVER AND +1 DODGE
LEVEL 4	+1 BS
LEVEL 5	SIXTH SENSE

The Fireteam Level needs to be checked when the Fireteam is created as well as after it declares any Orders or AROs.

FIRETEAM BONUS LEVEL 1

» In the Active Turn, all the Fireteam members activate with a single Regular Order.

FIRETEAM BONUS LEVEL 2

» **BS Attack (+1 SD)**: This Bonus allows the player to roll one extra die, and then select and discard one die from the Roll. This extra die does not increase the Burst value of the Special Skill, Weapon, or Equipment, and does not expend additional Disposable uses. If distributing Burst between several targets, the extra die must be allocated to one of those targets, and a die discarded from the Roll against that target.

If used in a Face to Face roll, a die is selected and discarded after both players have rolled. If both players have to select and discard a die, the Active Player selects first.

» In the Reactive Turn, all the Fireteam members benefit from this MOD too.

» This MOD cannot be applied when declaring **Long Skills**. Also, it cannot be applied to Skills, Weapons, or Equipment that do **not require a Roll**, for example, Direct Template Weapons.

FIRETEAM BONUS LEVEL 3

» In Active and Reactive Turn, all Fireteam members:
  » Have a +3 MOD to their Discover Rolls.
  » Have a +1 MOD to their Dodge Rolls.

FIRETEAM BONUS LEVEL 4

» All Fireteam members have a +1 MOD to their BS Attack Rolls. This MOD also applies to weapons with the BS Weapon (PH) and BS Weapon (WIP) Traits.

FIRETEAM BONUS LEVEL 5

» All Fireteam members have the Sixth Sense Special Skill.

> **REMEMBER**
>
> When the number of Fireteam members changes, the player must recalculate the Bonuses that the members can apply during the Order (see Fireteam Integrity on page 130).

> **IMPORTANT**
>
> A Fireteam's Bonuses are Private Information until the player declares a BS Attack or Discover, or some other Skill that benefits from these Bonuses.

> **REMEMBER**
>
> The maximum Burst (B) value of any Attack is 6, no matter how many MODs to B are applied. The extra dice for "+1SD" do not count towards this maximum, as they do not increase the Burst value.

> **Sibylla explains**
>
> During the game, a player decides to perform a BS Attack with a Fireteam made up of 4 Fennec and 1 Griffin. This is a Level 5 Fireteam because the Griffin has (Fennec) listed in the Fireteams Chart. The player designates the Griffin Trooper with the HMG as the Fireteam Leader, who will apply the following MODs and Bonuses to his BS Attack:
> - Burst 4 (+1 SD) with the HMG, since he has B = 4 +1 extra die thanks to the Level 2 FT Bonus. Therefore, he will roll 5 dice for his BS Attack, and will have to choose and discard one of the dice.
> - He applies a +1 MOD to his BS Attribute to determine the Success Value of the Roll, thanks to the Level 4 FT Bonus.
> After both players have made their Rolls, the PanOceanian player must discard 1 of the 5 dice he rolled to check the result of the Face to Face Roll.

> **REMEMBER**
>
> If a Trooper has B1 and (+1 SD), this MOD does not increase the Burst value and the extra die cannot be allocated to a different target. However, if he has (+1 SD) and the Burst value is greater than one and he distributes the Burst between several targets, the extra die must be allocated to one of those targets, and a die discarded from the Roll against that target.

FIRETEAMS AND CC COMBAT

» 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 AND SUPPRESSIVE FIRE

» A Trooper stops being part of a Fireteam if he declares the Suppressive Fire Common Skill. In addition, a Trooper's Suppressive Fire State is automatically cancelled if they join 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.

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, as long as their maximum value is not exceeded. For example, 3 Zhanshi (Paramedic, Missile Launcher, and MULTI Sniper Rifle), 1 Zhanshi Yīshēng and Chief Cheong-Hee Jeong.

HANSHI FIRETEAMS HARIS, CORE	MIN	MAX
ZHANSHI	1	5
GŪDǍN FTO (Zhanshi)	0	2
SHÀNG JÍ	0	2
Zhanshi YĪSHĒNG (Zhanshi)	0	1
Chief CHEONG-HEE JEONG (Zhanshi)	0	1
QÍSHÌ, TAG pilots	0	1
BEASTHUNTER FTO	0	1
OKTAVIA	0	1

ZANSHI #1 FIRETEAM LEADER
BS 11
BS WEAPON: COMBI RIFLE

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. One of them is outside the ZoC of the Fireteam Leader, but as it is still the first part of the player's Deployment Phase the player places them inside the ZoC.

CASE 2: WILDCARDS AND AVAILABILITY HIGHER THAN 1.

Kempeitai Troopers have Availability 3 in the JSA Ōban Sectorial Army. As shown in the Fireteams Chart image, as Kempeitai Troopers are Wildcards, they can be part of any Ōban Fireteam.

Fireteams Chart - Ōban

Unlimited Fireteams DUO
Maximum 1 Fireteam HARIS
Maximum 1 Fireteam CORE

Fireteams de KEISOTSUS		HARIS, CORE
Min	Max	
1	5	KEISOTSU
0	1	DOMARU
0	1	DAIYŌKAI
0	1	OYAMA
0	1	TAGURAIDĂ

Fireteams de DOMARU		DUO, HARIS, CORE
Min	Max	
1	5	DOMARU
0	1	OYAMA (Domaru)
0	3	TANKŌ
0	1	DAIYŌKAI

Fireteams ŌBAN		DUO, HARIS
Min	Max	
*	3	DOMARU
*	3	KARAKURI
*	2	SHIKAMI
0	1	OYAMA (Domaru)

Fireteams Banzai		DUO, HARIS
Min	Max	
1	3	TANKŌ
0	1	MIYAMOTO MUSHASHI FTO

Fireteams Aragoto		DUO, HARIS
Min	Max	
1	2	ARAGOTO
0	1	KUROSHI RIDER (Aragoto)
0	1	RUI SHI

Wildcards		
Min	Max	
0	3	KEMPEI (Keisotsus)
0	1	YURIKO ODA FTO (Keisotsus)

In the Wildcard Table, the Maximum of 3 indicates that the player may include up to 3 Kempeitai in each of the Sectorial's Fireteams. Therefore, a Keisotsu Fireteam Core could be made up of 2 Keisotsu and 3 Kempeitai.

In the same way, you can include 2 Kempeitai in a Keisotsu Fireteam Core and 1 Kempeitai in a Domaru Fireteam Haris, because you cannot exceed the Sectorial's Availability of 3 for the Kempeitai .

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.

EXAMPLE 2: CREATING A FIRETEAM. FIRETEAM LEVEL BONUSES

Let us now analyze the Morat Fireteams. The following image shows the Morat Fireteams Charts and the Fireteam Level Bonuses.

Fireteams Chart - Morat Aggression Forces

Unlimited Fireteams DUO
Maximum 2 Fireteams HARIS
Maximum 1 Fireteam CORE

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
0	1	FAREDAK

Tarlok Fireteams — DUO, HARIS, CORE

Min	Max	
*	5	MORAT VANGUARD (Tarlok)
*	5	YAOGAT (Tarlok)
*	5	SURYAT (Tarlok)
*	3	KAITOK (Tarlok)
0	2	DARTOK (Tarlok)

It is considered that all members of a Tarlok Fireteam possess the Terrain (Jungle) Skill.

Rodoks Fireteams — DUO, HARIS

Min	Max	
*	3	RODOK
*	2	KRAKOT RENEGADE

DĂTURAZI Fireteams — DUO, HARIS, CORE

Min	Max	
1	5	DĂTURAZI

Hungries Fireteams — HARIS, CORE

Min	Max	
1	2	OZNAT FTO
0	4	GAKI
0	4	PRETA

Morat Armored Fireteams — DUO

Min	Max	
*	2	RAICHO
*	2	BULTRAK
*	2	SOGARAT

Wildcards

Min	Max	
0	2	RAKTORAK (Morat)
0	1	KORNAK (Morat)
0	1	ANYAT (Morat)

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).

The Fireteam Level is determined based on the number of Troopers of the same Unit in a Fireteam. Since all members have '(Morat)' after their name, they gain all the Fireteam Level Bonuses.

In summary, all the Troopers with the same name, or which are labeled in the same way in their Fireteams Chart, may add the following Bonuses to any other MODs any of them might have on their Unit Profile:

- BS Attack (+1 SD).
- +3 MOD to Discover Rolls and +1 MOD to Dodge Rolls.
- +1 MOD to BS Attack Rolls.
- The Sixth Sense Special Skill.

Case 2: Fireteam Core

- 3x Morat Vanguard (Morat)
- 1x Kyosot
- 1x Zabuk

Another example of a five-member Fireteam Core. In this case, only 3 members of the Fireteam are Troopers belonging to the same Unit – those identified as (Morat). Therefore, all the Fireteam members have the Level 3 Bonuses.

In summary, all the members of such a Fireteam get the following Bonuses:

- BS Attack (+1 SD).
- +3 MOD to Discover Rolls and +1 MOD to Dodge Rolls.
- +1 MOD to BS Attack 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 Basic 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 Fireteam Level 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 Keisotsu Fireteam has declared Move as the first Short Skill of the Fireteam Order. The Fireteam grants a single ARO to each enemy, with each one declaring a BS Attack ARO.

KEISOTSU 3

FENNEC
ARO: BS ATTACK

B

KEISOTSU 1 FIRETEAM LEADER

FENNEC
ARO: BS ATTACK

A
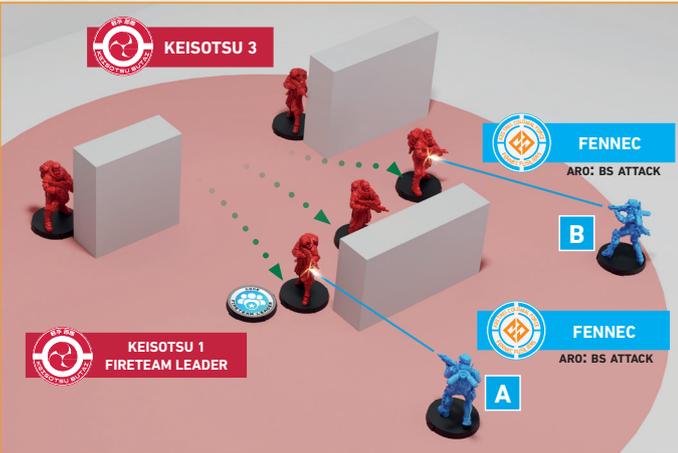
In this situation, the Fireteam Leader doesn't have LoF to enemy B, so they may only make a BS Attack Face to Face Roll against enemy A. Now the player has to decide if the Fireteam Leader declares BS Attack against enemy A, allowing enemy B to make a Normal BS Attack Roll against Keisotsu 3. Or, alternatively, 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 Keisotsu 3) against the enemies' BS Attack. The other Keisotsu 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 130.

Sibylla explains

If the Fireteam Leader declares the Berserk Skill, only the Fireteam members who have that Skill will be able to declare and perform it, the rest of the Troopers will declare and perform an Idle.

EXAMPLE 5: MOVEMENT SKILL
(FIRETEAM IN THE ACTIVE TURN)

ZANSHI A

ZANSHI B

ZANSHI #1 FIRETEAM LEADER

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)

FENNEC
HACKER

SHÄNG JI INVENCIBLE
ARO: RESET

During their Active Turn, the player with a Fireteam made up of five Fennec Fusiliers aims to carry out a Comms Attack against the enemy. To that end, during their new Fireteam Order, they decide that the Fennec Fusilier Hacker will be the Fireteam Leader and place the Fireteam Leader Token besides him.

Next, he declares 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 MODs for Fireteam Level Bonuses are 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 Basic Short 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 this Fireteam is made up of 5 Troopers (Fennec Fusiliers), the Leader applies the Level 5 Fireteam Bonuses, so he gains BS Attack (+1 SD) and a +1 MOD to his BS Attack.

Had Discover been declared as the second Short Skill instead of a 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 this Fireteam made up of 5 Troopers (Fennec Fusiliers) 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 Fennec Fusilier Paramedic. Next, they declare the first Basic Short Skill: 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 Fennec Fusilier.

During the second Short Skill, 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.

EXAMPLE 8: FIRETEAM ARO (FIRETEAM IN THE REACTIVE TURN)

As seen in the image, a Dāturazi 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 Level Bonuses, and so their ARO only gets Burst 1 and a +3 Distance MOD. 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 Level 4 Fireteam Bonuses.

REMEMBER

If Zhanshi 5 is in Coherency with the Fireteam Leader during the next States 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, they will have to spend a Command Token and recreate the Fireteam following the Fireteam Creation rules.

EXAMPLE 9: FIRETEAM ARO 2
(FIRETEAM IN THE REACTIVE TURN)

ZANSHI #2
FIRETEAM LEADER
ARO: BS ATTACK

3
2
4
5
1

KIRANBOTS
ACTION: BS ATTACK

ARJUNA UNIT
ACTION: BS ATTACK

During their Active Turn, an Arjuna and his Kiranbot declare Move as the first Basic Short Skill of the Order, in LoF of the five-Zhanshi Fireteam. All five Zhanshi 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 Zhanshi 1 as the second Short Skill of the Order, and the Kiranbot also declares a BS Attack, but aimed at Zhanshi 2. As the Zhanshi form a Fireteam with 5 members belonging to the same Unit, all of them may apply the corresponding Fireteam Level Bonuses. A series of Face to Face Rolls ensues between the Arjuna, and Zhanshi 1 who has a +1 BS Attack MOD and BS Attack (+1 SD) in ARO, so he rolls 2 dice and discards 1. Since the Kiranbot attacks with a Direct Template Weapon, Zhanshi 2 makes a Normal BS Roll, rolling 2 dice and discarding 1 thanks to his BS Attack (+1 SD) in ARO, and applying a +1 MOD to his BS Attack. However, he will have to make a Saving Roll due to the Direct Template Weapon. The rest of the Zhanshi have not been attacked, so they also make Normal Rolls, applying the Fireteam Level Bonuses to their AROs.

EXAMPLE 10: FIRETEAM IN CC COMBAT VS.
MARTIAL ARTS L5 (FIRETEAM IN ACTIVE TURN)

A three-Zhanshi Fireteam Haris in their Active Turn declares a Move + CC Attack against Miyamoto Mushashi, who has the Martial Arts L5 Special Skill. Only the Zhanshi 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 (+1 SD), and targets the Zhanshi Fireteam Leader. A Face to Face Roll ensues between the Zhanshi's B3 and Miyamoto Mushashi's B2 with (+1 SD).

REMEMBER

Mushashi can choose any of the three Zhanshi 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)

| 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
0	1	FAREDAK

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 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-Fennec 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 gain all the Bonuses of a Level 5 Fireteam in ARO. In this case, both can apply the +1 MOD to BS Attack and BS Attack (+1 SD).

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 Fennec 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 Level 5 Fireteam Bonuses (+1 BS Attack and BS Attack (+1SD)). The player decides to divide their Fireteam Leader's Burst 4 (Heavy Machine Gun B4 with (+ 1SD)) between the Fusiliers, with three Face to Face BS Attacks against Fusilier 1 and a Normal BS Attack Roll with one extra die thank to the (+1SD) MOD against Fusilier 2.

Thanks to the Bonuses provided for being part of a Level 5 Fireteam, Fusilier 2 can shoot in ARO with BS Attack (+1 SD) and with higher accuracy (+1 MOD to BS Attacks).

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 Level 4 Fireteam Bonuses now. Spending a new Order, they place the Fireteam Leader Token next to Zhanshi 3, who is armed with a Combi Rifle. The player declares Move as the first Basic Short Skill, but they only move the new Fireteam Leader, who gains LoF to Fennec Fusilier 2. The PanOceanian player decides to declare Dodge. The Fusilier Fireteam is now a Level 4 Fireteam, so they can only apply the corresponding Bonuses. Having declared Dodge, and thanks to their Fireteam Bonuses, the members of the Fireteam gain a +1 MOD to their Dodge Rolls.

Zhanshi 3 declares BS Attack against Fennec Fusilier 2. Now the players must make the appropriate Rolls to find out how this 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 Fennec 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 Fennec Fusilier Hacker. As the Fireteam are out of range of any enemy Troopers, they declare Move + Activate Console as the Fireteam Order. The Fennec 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 Basic Short Skill of the Order, and they perform an Idle for the second Short Skill.

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. 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 ZONESL

▶ In Infinity, 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 112).

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.

REQUISITOS

▶ 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.

EFECTOS

▶ 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

Algunas zonas de terreno como las espesuras, las áreas muy rocosas y las tormentas de arena o nieve presentan numerosos obstáculos tanto a la visión como al disparo. Para reflejarlo se aplican unas condiciones especiales de juego. Estas Zonas se dividen en cuatro categorías:

▶ 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 ZONE
BEACH	AQUATIC	YES	--	NO
OPEN SEA	AQUATIC	YES	--	NO
SWAMP	AQUATIC	YES	--	YES
ROCKY GROUND	DESERT	OPTIONAL	--	YES
SAND DUNES	DESERT	YES	--	NO
LOW MOUNTAIN OR STEEP HILLS	MOUNTAIN	--	--	NO
ARTIC PLAINS	MOUNTAIN	OPTIONAL	--	NO
MID-MOUNTAIN	MOUNTAIN	YES	LOW VISIBILITY	NO
HIGH MOUNTAIN	MOUNTAIN	YES	LOW VISIBILITY	YES
WOODS	JUNGLE	OPTIONAL	LOW VISIBILITY	YES
JUNGLE	JUNGLE	YES	POOR VISIBILITY	YES
DENSE JUNGLE	JUNGLE	YES	POOR VISIBILITY	YES
PRIMEVAL FOREST	JUNGLE	YES	ZERO VISIBILITY	YES
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	YES
GENERATOR ROOM	OPTIONAL ZERO-G	YES IF ZERO-G	WHITE NOISE	YES
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).

El Tamaño de Acceso de los Elementos de Escenografía debe ser decidido y consensuado entre los Jugadores antes de comenzar la partida.

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.

IMPORTANTE

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 MODULE

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, 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 Retreat! situation.

END-GAME: RETREAT!	
ARMY POINTS	POINT VALUE OF SURVIVORS (25% ARMY POINTS)
400	100 POINTS OR LESS
350	88 POINTS OR LESS
300	75 POINTS OR LESS
250	63 POINTS OR LESS
200	50 POINTS OR LESS
150	38 POINTS OR LESS

CHARACTERISTICS OF AN ARMY IN THE RETREAT! SITUATION

» An army in a Retreat! situation is automatically in a Loss of Lieutenant situation.

» As long as the army is in the Retreat! situation, the player cannot name a new Lieutenant. If the Retreat! situation is cancelled and the army has a Lieutenant, then the Loss of Lieutenant situation is also cancelled.

» 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.

» 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 whose army is in a Retreat! situation 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.

» At the beginning of each of their Active Turns, players 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 player's Retreat! situation is cancelled, the Retreat! Tokens (RETREAT!) are removed from their Troopers, and the Troopers' Retreat! States are cancelled.

You can check Retreat! State in the Game States Module on page .

MISSION OR SCENARIO

The tactical flexibility and troop variety of Infinity 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.Infinityuniverse.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 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.

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'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 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, 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, 350 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.
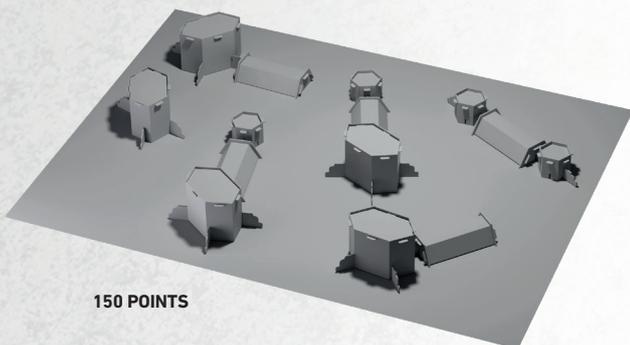
150 POINTS
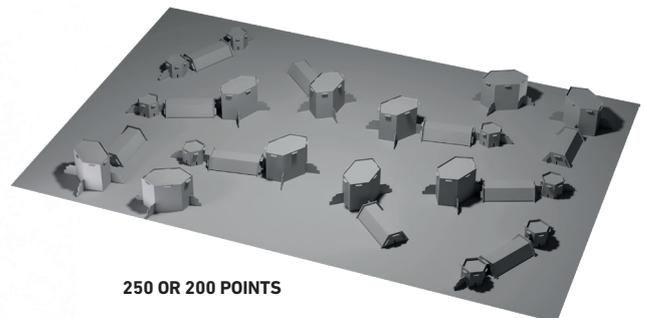
250 OR 200 POINTS
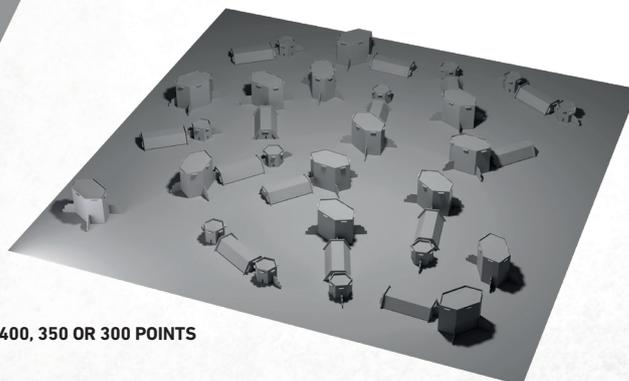
400, 350 OR 300 POINTS

SCENARIOS

THE TACTICAL FLEXIBILITY INHERENT IN INFINITY ALLOWS GAMES TO BE 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 OF 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: INFINITYUNIVERSE.COM.

ANNIHILATION

MISSION OBJECTIVES

150-POINT GAME	200-POINT GAME	250-POINT GAME	300-POINT GAME	350-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 85 to 175 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 176 to 270 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 270 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 85 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 176 to 270 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 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	350	7	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.

400, 350 OR 300 POINTS

| DEPLOYMENT ZONE A |
| DEPLOYMENT ZONE B |

48"
12"
48"

250 OR 200 POINTS

| DEPLOYMENT ZONE A |
| DEPLOYMENT ZONE B |

48"
12"
32"

150 POINTS

| DEPLOYMENT ZONE A |
| DEPLOYMENT ZONE B |

32"
8"
24"
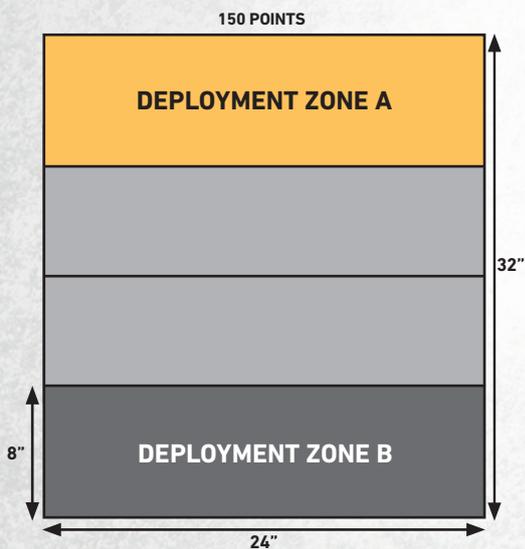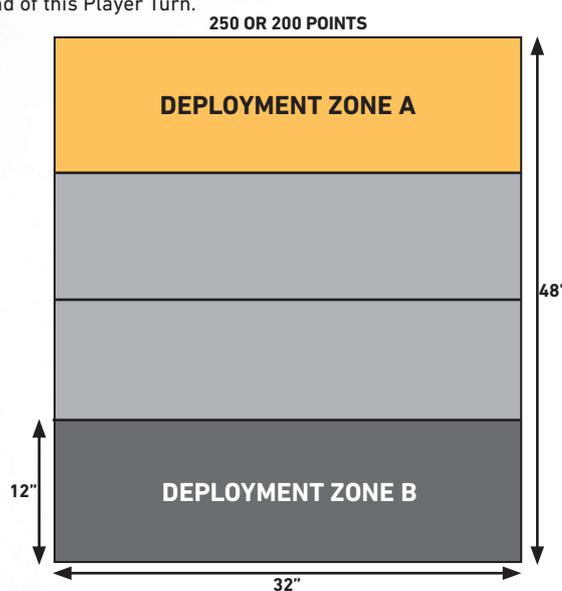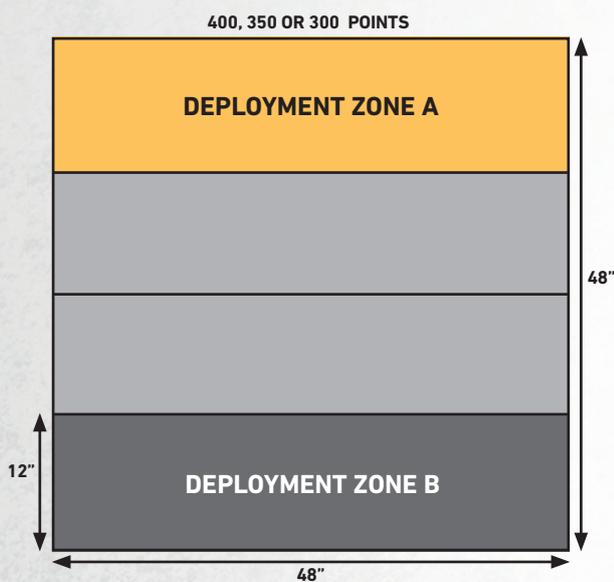
DOMINATION

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	350	6	48 IN X 48 IN	12 IN X 48 IN	88
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 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.

400, 350 or 300 POINTS

QUADRANT 1	QUADRANT 2
QUADRANT 3	QUADRANT 4

6"
48"
12"
DEPLOYMENT ZONE B
12"   24"

● CONSOLE

250 OR 200 POINTS

DEPLOYMENT ZONE A

QUADRANT 1	QUADRANT 2
QUADRANT 3	QUADRANT 4

6"
48"
12"
DEPLOYMENT ZONE B
8"   16"

● CONSOLE

150 POINTS

DEPLOYMENT ZONE A

QUADRANT 1	QUADRANT 2
QUADRANT 3	QUADRANT 4

4"
32"
8"
DEPLOYMENT ZONE B
6"   12"

● CONSOLE

SUPPLIES

MISSION OBJECTIVES

» Control a Supply Box at the end of the battle (2 Objective Points 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	350	7	48 IN X 48 IN	12 IN X 48 IN	88
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.

400, 350 or 300 POINTS

DEPLOYMENT ZONE A

DEPLOYMENT ZONE B

48"

12"

12"

24"

● SUPPLY BOXES

250 OR 200 POINTS

DEPLOYMENT ZONE A

DEPLOYMENT ZONE B

48"

12"

8"

16"

● SUPPLY BOXES

150 POINTS

DEPLOYMENT ZONE A

DEPLOYMENT ZONE B

32"

8"

8"

12"

● SUPPLY BOXES

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	350	7	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.

400, 350 or 300 POINTS

DEPLOYMENT ZONE A

DEPLOYMENT ZONE B

48"

12"

48"

250 OR 200 POINTS

DEPLOYMENT ZONE A

DEPLOYMENT ZONE B

48"

12"

32"

150 POINTS

DEPLOYMENT ZONE A

DEPLOYMENT ZONE B

32"

8"

24"
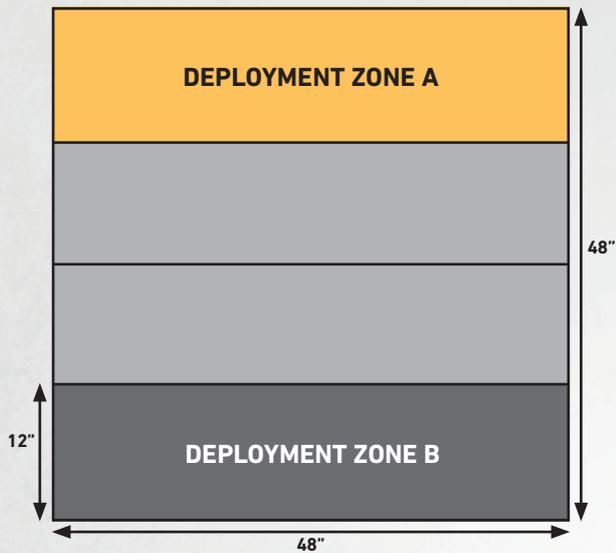
GAME STATES AND GLOSSARY MODULE

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.

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.

> REMEMBER
> States can modify various Attributes. If a Trooper is in several States that affect the same Attribute, their effects are cumulative.

CAMOUFLAGED STATE

CAMOUFLAGED
Marker

ACTIVATION
▶ Automatic during the Deployment Phase
▶ During the Active Turn, Troopers may only return to this state by spending a Long Skill, while 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.
▶ **Restriction:** You cannot enter Silhouette contact with an Enemy Camouflaged Marker.
▶ **Restriction:** 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 Camouflaged Marker has a LoF of 360º.
▶ A Camouflaged Marker has the same Silhouette (S) value as the Trooper it represents. However, the Camouflaged Marker of a Weapon or piece of Equipment in Camouflaged State has a Silhouette (S) value of 2.
▶ This state does not interfere with Automatic Special Skills or Automatic Equipment, which will remain functioning normally.
▶ **Restriction:** A Trooper in Camouflaged State cannot be part of a Fireteam. If a member of a Fireteam enters Camouflaged State they automatically stop being part of the Fireteam.
▶ **Restriction:** 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

Camouflaged State is canceled whenever:

▶ The Camouflaged Marker declares an Attack, Look Out!, or any Skill that requires a Roll.

▶ The Camouflaged Marker declares a Long Skill 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 Special Skill or any other effect), or enters the Retreat! State.

▶ When Camouflaged State is canceled, the 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 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 Camouflaged (CAMO) Marker are Discover, Dodge, Look Out!, or Reset.

- Against a Marker, the enemy can delay declaring their ARO until the Marker declares the second Short Skill of its Order.

- In this case, they may declare an ARO only if the Camouflaged Marker reveals themselves with the second Short Skill of their Order. If the second Short Skill of the Order does not reveal the Marker, the Reactive 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.
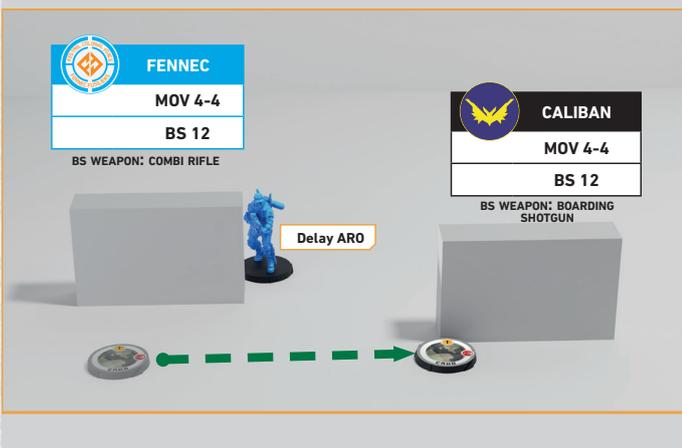
STEP 3:

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.
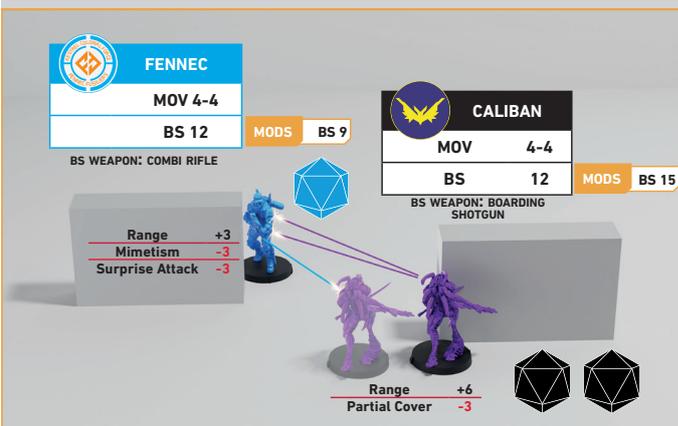
RESOLUTION:

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.

DEAD STATE

DEAD

Null

ACTIVATION

▶ A Trooper or a game element ("Trooper" from now on) receives more Wounds than their VITA/STR Attribute value.

▶ A Trooper in the Unconscious State receives more Wounds.

EFFECTS

▶ The Trooper is removed from the game table and their Combat Group.

▶ The Trooper ceases to generate Orders in successive Player 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.

DECOY STATE

DECOY STATE

ACTIVATION

▶ Automatic when deployed.

EFFECTS

▶ When deploying, this state allows the user to deploy up to two Decoy Markers (DECOY-1 / DECOY-2) in addition to the Trooper, within Coherency of the user's Model and respecting the general conditions of 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 deploys in Marker form instead of as a Model, for example in Camouflaged or Impersonation States, the player places (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.

CANCELLATION

▶ A replica Decoy must be automatically removed from the gaming table as soon as:
  ▶ It is Discovered.
  ▶ It is hit by a successful Attack. In this case, the replica Decoy does not make the Saving Roll and is simply removed.
  ▶ An enemy Model enters Silhouette contact with it.
  ▶ The Trooper with this Special Skill reveals themself 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, other than Combat Jump .
  ▶ The Decoy user declares a Long Skill of any kind, other than Cautious Movement, Parachutist, or Combat Jump.
  ▶ The Decoy user fails an Infiltration Roll or a Combat Jump Roll.
  ▶ An enemy Model enters Silhouette contact with the Decoy user, or vice-versa .
  ▶ The Decoy user is Discovered.
  ▶ The Decoy user is forced to make a Saving Roll.
  ▶ The Decoy user becomes Impetuous (due to the Frenzy Special Skill or any other effect) or enters Retreat! State.

▶ If the user was hidden as a Decoy Marker, the 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 Open Information.

DISCONNECTED STATE

DISCONNECTED

Null

ACTIVATION

▶ The Controller of this Trooper is in Isolated State or any 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

▶ **Restriction:** The Peripheral cannot be activated or declare Orders or AROs.
▶ Automatic Special Skills and Automatic Equipment have no effect while in this state, with the exception of the Peripheral Special Skill.
▶ **Restriction:** The Peripheral does not count towards the Player's Victory Points.

CANCELLATION

▶ This state is automatically canceled if the Controller of this Peripheral recovers from the Isolated State or Null State which activated the 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 canceled by passing a Coherency Check at the end of an Order or ARO.

ENGAGED STATE

ENGAGED STATE

ACTIVATION

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

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 Into a Close Combat rule must be applied (see page 40).
▶ 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 canceled when the Trooper is no longer in Silhouette contact with any Enemy Troopers.
▶ A Trooper's Engaged State is automatically canceled if, in the 5.1 Effects step of any Order, all enemies in Silhouette contact are in an Immobilized or Null State (except for Sepsitorized or Possessed).
▶ 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.

FOXHOLE STATE

FOXHOLE

ACTIVATION
▶ Automatic during the Deployment Phase.
▶ During the Active Turn, Troopers may only return to this state by spending a Long Skill.

EFFECTS
▶ The Trooper has a Silhouette Attribute value of 3 (S3). If the Trooper's Unit Profile has a higher Silhouette Attribute value, they use that value while in this state.
▶ 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 Canceling Foxhole State when declaring the Skill. By doing so, the state is canceled 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 Canceling Foxhole State, the Trooper loses all the advantages provided by it, the Foxhole State Token is removed from the game table and the Trooper recovers his MOV and Silhouette 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.

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 canceled and their position revealed.
▶ Until a Trooper's Hidden Deployment State is canceled, 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.
  However, the player must consider the written down position of the Trooper in Hidden Deployment, to check whether they may declare AROs.
▶ 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 Holoechoes on the game table and which of them is the real Trooper. When the Trooper's Hidden Deployment State is canceled you must perform a Coherency Check. Any Holoechoes 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's 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 a Troopers' Hidden Deployment State has been cancelled, they cannot regain it.

CANCELLATION

▶ The Hidden Deployment State is canceled if the user is Discovered by means of a Special Skill that explicitly allows it (for example Sensor).

▶ The Hidden Deployment state is automatically canceled whenever the Trooper declares an Order or ARO.

▶ The Trooper's Model or Marker is 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 a Marker State (for example Camouflage), they will be able to keep that State as long as:

  ▶ They declare Cautious Movement or any Basic Short Skill that does not require making a Roll (except Look Out!).

  ▶ They delay their ARO against a Marker.

  ▶ They prevent an Enemy Trooper from entering a Marker State.

▶ If the Trooper in a Marker State declares a Short Skill, Long Skill, or ARO other than those listed above, their Marker 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.

▶ If a Model or a Marker, ally or enemy, occupies the same space as a Trooper in Hidden Deployment and this Trooper declares an Order or ARO, they are revealed and are placed as close as possible to their written down position. They cannot be placed in Silhouette contact with the Model or Marker.

▶ The Hidden Deployment State is canceled if the Trooper becomes Impetuous (due to a game situation) or enters Retreat! State.

▶ When the Model is placed on the battlefield, the player must provide their adversary with the Trooper's complete Open 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

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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 the Active Turn, Troopers may only return to this state by spending a Long Skill, 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 terms of 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. A Reactive Trooper may delay the declaration of his ARO until the Active Trooper in Holoecho State has declared the second Short Skill of their Order. However, if the Reactive Trooper delays his ARO, then he may only declare the ARO if the Active Trooper reveals themselves with the second Short Skill of their Order, reacting against the Holoprojector bearer. If the Active Trooper does not reveal themself, the delaying Trooper loses his right to declare an ARO.

▶ Holoechoes have a 180° LoF, matching 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.

▶ **Restriction**: A Trooper in Holoecho State cannot replicate those Deployable weapons or pieces of Equipment represented by Tokens or Models (FastPandas, CrazyKoalas, Mines deployed with the Minelayer Special Skill...) that the Holoprojector bearer may have.

▶ However, Holoecho State replicates the State Tokens (Prone, Unloaded, etc.) or pieces of Equipment (TinBots, for instance) that the Holoprojector bearer may have.

▶ The effects of Holoecho State can be combined with the effects of HoloMask State.
  ▶ This combo 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 need to be the Model of the real Holoprojector bearer. In this way, the opponent will know he is facing a Trooper in Holoecho State and may to choose to delay his AROs.
▶ 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 canceled 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.
▶ **Restriction**: A Trooper in Holoecho State cannot be part of a Fireteam. If a member of a Fireteam enters Holoecho State, they automatically stop 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 requires a Roll.
  ▶ The Holoprojector bearer declares a **Long Skill** other than Cautious Movement.
  ▶ The Holoprojector bearer enters **Silhouette contact** with an enemy Model, or vice-versa.
  ▶ 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 Special Skill or any other effect) or enters **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 Silhouette contact with an enemy Model, or vice-versa.
  ▶ It is hit by a successful Attack. 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 canceled 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 Private Information. This includes any Special Skills, weapons, and pieces of Equipment they have.

EXAMPLE OF HOLOECHO STATE AND MODELS:

A player, who has the second Player Turn, decides to intimidate their rival by deploying three Troopers armed with Sniper Rifles on different rooftops, when in reality they only deploy one Holoprojector and HoloMask bearer and their two holographic decoys in the form of Sniper Models. This maneuver is possible because the HoloMask effect can be combined with the Holoecho effect.

The player does not need to place a Holoecho Token next to one of the Sniper Models until the start of their Active Turn, indicating to their rival that they have a Trooper with Holoprojector.

HOLOMASK STATE

HOLOMASK

ACTIVATION
▶ Automatic when deployed.
▶ During the Active Turn, Troopers may only return to this state by spending a Long Skill, while 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.
▶ **Restriction**: 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.
▶ **Restriction**: 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 a Long Skill 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 Special Skill 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 Private Information. This includes any Special Skills, weapons, and pieces of Equipment they have.

EXAMPLE OF HOLOMASK AND PRIVATE INFORMATION

A Trooper in HoloMask State who is imitating a different Trooper with Mimetism (–3) is the target of an Enemy BS Attack. Even though their Special Skills, weapons and pieces of Equipment are considered Private Information, the HoloMasked Trooper cannot apply the Mimetism (–3) Special Skill of the other Trooper. This means that during the Resolution step of the Order, when MODs are applied, the HoloMasked Trooper's player must inform his opponent that there is no Mimetism MOD to apply.

EXAMPLE OF HOLOMASK AND A FIRETEAM

A Fireteam Core of Janissaries includes a Trooper in HoloMask State who is imitating another Fireteam member. The Fireteam declares a Move + BS Attack Order. The HoloMasked Trooper, who is not the Team Leader, moves and provides support to the Team Leader. As they perform a Support Skill, the HoloMasked Trooper 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. In this situation, the HoloMasked Trooper is revealed automatically.

IMMOBILIZED-A STATE

IMMOBILIZED-A

ACTIVATION
▶ The Trooper or game element ("Trooper" from now on) suffers 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 Trooper is in Immobilized-A state.

Then, the Active Trooper spends an Order, declares Move + BS Attack, and uses their Spitfire against the Immobilized-A Trooper.

In this state, the Immobilized-A Trooper 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 Immobilized-A Trooper 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 Active Trooper 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 Immobilized-A Trooper lose the Dodge Roll, so he suffers 3 Spitfire hits, since the 4th (with a result of 14) is a miss for the Active Trooper.

IMMOBILIZED-B STATE

IMMOBILIZED-B

ACTIVATION

▶ The Trooper or game element ("Trooper" from now on) suffers 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).

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 this state by spending a Long Skill, while outside the LoF of enemy Markers or Troopers.
▶ This state may also be activated as indicated by Special Skills, Hacking Programs, etc.

EFFECTS

▶ **Restriction**: Troopers cannot enter Silhouette contact with an enemy Impersonation Marker.
▶ **Restriction**: Troopers cannot declare Attacks against Impersonation-1 Markers (IMP-1).
▶ **Restriction**: Troopers cannot declare Attacks against Impersonation-2 Markers (IMP-2), it is required to Discover that Marker first (Discover + Attack maneuver).
▶ **Restriction**: As noted above, an **Intuitive Attack** may not be declared against a Trooper in Impersonation-1 State or Impersonation-2 State.
▶ **Restriction**: 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.
▶ **Restriction**: A Trooper in Impersonation State cannot be part of a Fireteam. If a member of a Fireteam enters Impersonation State they automatically stop being part of the Fireteam.
▶ **Restriction**: 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 **-3 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 a Long Skill 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 Special Skill or any other effect) or enters Retreat! State.
▶ When Impersonation State is canceled, 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 declared 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 the second Short Skill of its Order.
- In this case, they may declare an ARO only if the Impersonation Marker reveals themselves with the second Short Skill of their 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 canceled, 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
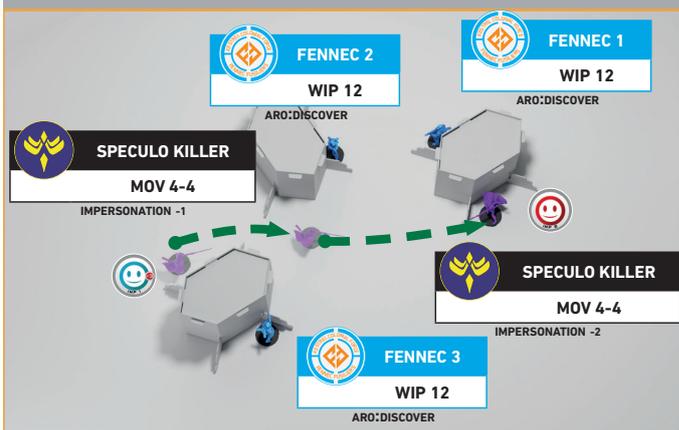
During her Active Turn, a Speculo Killer in Impersonation-1 (IMP-1) State declares the first Short Skill of her Order: Move.

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.

ISOLATED STATE

ISOLATED

ACTIVATION
▶ The Trooper or game element ("Trooper" from now on) suffers a successful Attack or Effect using an Ammunition, or a game condition or Scenario Special Rule, capable of causing this state.

EFFECTS
▶ **Restriction:** Troopers in Isolated State cannot receive Orders from their Order Pool.
▶ **Restriction:** If, at the start of their following Active Turns, the Trooper is still Isolated, then during that Turn they are Irregular and do not add his Order to their Order Pool.
▶ **Restriction:** The Irregular Order of an Isolated Trooper cannot be transformed in a Regular Order.
▶ **Restriction:** 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. Other Automatic Special Skills and Equipment continue to work in this state.
▶ 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 canceled before then.
▶ **Restriction:** Troopers with the NCO Special Skill may not use the Lieutenant's Special Order if the Lieutenant is in Isolated State.
▶ If a Peripheral or a Peripheral's Controller enters Isolated State, the Peripheral automatically enters Disconnected State.
▶ Troopers in this state must apply a -9 WIP MOD to their Reset rolls.
▶ **Restriction:** A Trooper in Isolated State cannot be part of a Fireteam. If a member of a Fireteam enters Isolated State they automatically stop being part of the Fireteam.
▶ In addition, remember that if the Isolated Trooper is the Team Leader the Fireteam will break.
▶ **Restriction:** Troopers in Isolated State cannot take part in a Coordinated Order.

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.
▶ If the army is in a Loss of Lieutenant situation as a result of the Lieutenant being in Isolated State, Canceling the Lieutenant's Isolated State does not cancel the Loss of Lieutenant situation.

NORMAL STATE

NORMAL STATE

ACTIVATION
▶ Unless otherwise noted, all Troopers and game elements ("Trooper" from now on) deploy in this state.
▶ Troopers in any Null State revert to the Normal State if their Null States are cancelled.
▶ Therefore, Troopers in Unconscious State revert to Normal State if a Wound is remove d.

EFFECTS
▶ The Trooper generates 1 Order for their player to use during the Tactical Phase.
▶ The Trooper counts towards the player's Victory Points.

CANCELLATION
▶ Normal State is canceled 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.

▶ A Trooper may change its status from Normal to Prone, and vice versa, at **either** the start of their Movement **or** at the end of their Movement, by performing any Short Skill or ARO with the Movement label (except for Jump) or as a result of a failed Guts Roll. However, this will affect their Silhouette and the distance they can move around the game table .

▶ If a Trooper enters **Unconscious** State, it automatically enters Prone State unless it has the Motorcycle piece of Equipment, or it is a VH or TAG, Troop Types that cannot enter Prone State.

EFFECTS

▶ Prone Troopers have a Silhouette (S) value of X, that is, equivalent to their base's height and width.

▶ While in this state, Troopers halve the distance they can move when performing 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.

CANCELLATION

▶ A Trooper may change its status from Normal to Prone, and vice versa, at **either** the start of their Movement **or** at the end of their Movement, by performing any Short Skill or ARO with the Movement label (except for Jump) or as a result of a failed Guts Roll. However, this will affect their Silhouette and the distance they can move around the game table.

▶ This state is automatically canceled when the Jump Common Skill is declared.

▶ Canceling a Trooper's **Unconscious** State automatically cancels their Prone State as well.

POSSESSED STATE

POSSESSED

Null

ACTIVATION

▶ The Trooper or game element ("Trooper" from now on) suffers a successful Attack or Effect using an Ammunition, Hacking Program or a game condition or Scenario Special Rule, capable of causing this state.

EFFECTS

▶ **Restriction:** 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.

▶ **Restriction:** A Trooper in Possessed State cannot be part of a Fireteam. If a member of a Fireteam enters Possessed State they automatically stop being part of the Fireteam.

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

*NOTE * - USE THE TROOPER'S ORIGINAL ATTRIBUTE 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 canceled if the owning player successfully affects the Possessed Trooper with the Total Control Hacking Program.

RETREAT! STATE

RETREAT!

ACTIVATION
▶ At the beginning of the Player Turn, the Trooper's army enters the Retreat! situation.

EFFECTS
▶ When the Retreat! situation is declared at the beginning of a player's Active Turn, that player places a Retreat! Token (RETREAT!) beside each of their surviving troops.
▶ The Trooper can only use Basic Short Skills, Cautious Movement, Dodge, or Reset (or any Special Skills that explicitly say so).
▶ Troopers in Holoprojector 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 Courage, Religious Troop, or Warhorse Special Skills, or any other Special Skill that protects them from the effects of the Retreat! situation, do not enter Retreat! State.

CANCELLATION
▶ At the beginning of the player's Turn, their army leaves the Retreat! situation.
▶ The Retreat! State of a Trooper can be cancelled by spending a Command Token. That Trooper will ignore the effects of Retreat! State until the end of the game.

SEPSITORIZED STATE

SEPSITORIZED
Null

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

EFFECTS
▶ **Restriction:** 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.
▶ **Restriction:** 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.
▶ **Restriction:** A Sepsitorized Trooper does not count towards either Players' Victory Points.
▶ **Restriction:** A Trooper in Sepsitorized State cannot be part of a Fireteam. If a member of a Fireteam enters Sepsitorized State, they automatically stop being part of the Fireteam.

STUNNED STATE

STUNNED

ACTIVATION
▶ The Trooper or game element ("Trooper" from now on) suffers a successful Attack or Effect using an Ammunition, Hacking Program, or a game condition or Scenario Special Rule, capable of causing this state.

EFFECTS
▶ **Restriction:** 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 **Vitality (VITA)** 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 canceled at the start of the States Phase of the Player Turn in which it was caused.

SUPPRESSIVE FIRE STATE

SUPPRESSIVE FIRE

ACTIVATION

▶ The Trooper declared the Suppressive Fire Long Skill.

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 SF 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 PS, Ammunition, etc. remain unchanged.

▶ This state does not interfere with Automatic Special Skills or Automatic Equipment, which will remain functioning normally.

CANCELLATION

▶ Suppressive Fire State is automatically canceled 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 does not have the Suppressive Fire Trait.
  ▶ 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 Fireteam.

TARGETED STATE

TARGETED

ACTIVATION

▶ The Trooper or game element ("Trooper" from now on) suffers 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 or Comms Attack against a Trooper in 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.

▶ **Restriction**: While in this state, **Cautious Movement** may not be declared.

▶ **Restriction**: A Trooper in this state may not use the **Stealth** Special Skill.

▶ This state does not interfere with Automatic Special Skills or Automatic Equipment, which will function normally.

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).

SUPPRESSIVE FIRE MODE WEAPON						
Name	Number of Saving Rolls	Saving Roll Attribute	Ammo	PS	B	Traits
Suppressive Fire Mode Weapon	*	*	*	*	3	[***]

RANGE			
16"	24"		96"
0	-3		

(*): Use original Weapon values.

UNCONSCIOUS STATE

UNCONSCIOUS

Null

ACTIVATION

▶ A Trooper or game element ("Trooper" from now on) receives as many Wounds as their VITA/STR Attribute value.

EFFECTS

▶ **Restriction**: Troopers in this state cannot declare Orders or AROs.
▶ Unconscious Troopers automatically enter **Prone State** 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 in this state.
▶ The Trooper does not count towards the Player's Victory Points.

CANCELLATION

▶ A Wound is removed from the Trooper, leaving them with less Wounds than their VITA/STR Attribute value.
▶ Doctors can remove Wounds from Troopers with the VITA Attribute, while Engineers can remove Wounds from Troopers with the STR Attribute. In both cases, the Wound is removed by performing the Doctor/Engineer Special Skill 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 removal of Wounds as indicated in their rules.
▶ Canceling **Unconscious** State automatically cancels **Prone** State as well.

UNLOADED STATE

UNLOADED

ACTIVATION

▶ The Trooper or game element ("Trooper" from now on) 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

▶ The Trooper performs the Reload Common Skill, which does not require a Roll , while inside the Zone of Control of an Allied Trooper with the Baggage piece of Equipment. The Trooper with Baggage must be in a non-Null State.
▶ In the States Phase, the Trooper is inside the Zone of Control of an Allied Trooper with the Baggage piece of Equipment. The Trooper with Baggage must be in a non-Null State.
▶ 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 those rules.
▶ Canceling this state returns all weapons and pieces of Equipment with the Disposable Trait that the trooper possesses to their full capacity.

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. www.infinityuniverse.com

TERMINOLOGY

This set of rules features a collection of terms which refer to very specific game element 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. 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 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 terms 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 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.

» **Assignable (Transmutation)**. 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 (X) 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 (X) Special Skill cannot receive more than one weapon or piece of Equipment of the same type with the Assignable (Transmutation) Label.

Weapons and pieces of Equipment with the Assignable Label 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 Game State Tokens rather than Model.

» **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.

» **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 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 or Label 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.

» **Movement**. The use of this Skill or Equipment is a form of Movement.

» **Negative Feedback (NFB)**. The use of 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 automatically 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.

» **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.

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.

» **BioWeapon.** This weapon applies the combination of DA+Shock Special Ammunition to targets with the Vitality (VITA) Attribute.

» **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.

» **BS Weapon (PH)**. This weapon can make BS Attacks, but uses the PH Attribute in place of BS. When using this weapon, all rules and MODs that affect the Trooper's BS affect their PH Attribute instead.

» **BS Weapon (WIP)**. This weapon can make BS Attacks, but uses the WIP Attribute in place of BS. When using this weapon, all rules and

MODs that affect the Trooper's BS affect their WIP Attribute instead. The BS Attack (Shock) Skill cannot be used with weapons with this Trait.

» **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 Camouflaged State. 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 receives a Wound and will have to keep making Saving Rolls until it passes a Saving Roll or until it enters 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 enters Unconscious State, it automatically passes directly to Dead State, without receiving an extra Wound, and 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 (X)**. 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, through a figure in brackets after the Disposable trait, the number of uses for that weapon or Equipment. Once all the available uses 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 to any MOD uses up a Disposable use. For example, a Trooper with a Panzerfaust (a two-use weapon with B 1) and BS Attack (+1B) must make a BS Attack with B 2, consuming in a single Order the two available uses in the Panzerfaust, so the weapon is unloaded, and the player must place an Unloaded Token next to the Trooper.

Burst (B) MODs cannot raise the B value higher than the remaining available 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 the 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.

» **Improvised**. This weapon or piece of Equipment is being used in a manner it was not designed for, making it difficult to use. Therefore, the Improvised Trait imposes a **MOD of -6** to the corresponding Attribute **of the user**.

» **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 inflict Wounds on the target, 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 inflicts Wounds on the target.

» **Perimeter**. When declaring Place Deployable, the player applies 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 are also applied to Troopers who have the **Marksmanship** Special Skill or are equipped with a **Multispectral Visor** of any Level, or with any other piece of Equipment that specifies the same.

» **Silent (X)**. If you use this weapon or piece of Equipment to make an Attack while inside the target's ZoC and outside their LoF, the target must apply the MOD between brackets to any Face to Face Dodge Roll they make against the Attack. This MOD is cumulative with other Dodge MODs.

» **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 enter Suppressive Fire State, substituting its usual profile with the SF Mode profile.

» **Target (Attribute)**. This weapon or piece of Equipment is only effective against targets with the Attribute indicated between brackets, either VITA or STR. If the target does not have the indicated Attribute, they do not need to make the Saving Roll, as this weapon or piece of Equipment has no effect on them.

» **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.

» **Zone of Control (ZC)**. The range of this weapon or piece of Equipment is equivalent to the user's Zone of Control (8 inches).

QUICK REFERENCE CHARTS

WEAPON CHART

BOWS												
NAME	RANGE							PS	B	AMMUNITION	SAVING ROLL ATTRIBUTE	NUMBER OF SAVING ROLLS	TRAITS
	8"	16"	24"	32"	40"	48"	96"					
TACTICAL BOW	+3	0	-6					8	1	DA	ARM	2	ANTI-MATERIEL, SILENT (-6).
VIRAL TACTICAL BOW	+3	0	-6					8	1	N	BTS	1	BIOWEAPON (DA+SHOCK), SILENT (-6).

CARBINES												
NAME	RANGE							PS	B	AMMUNITION	SAVING ROLL ATTRIBUTE	NUMBER OF SAVING ROLLS	TRAITS
	8"	16"	24"	32"	40"	48"	96"					
E/M CARBINE	+3		-3		-6			7	2	E/M	BTS/2	2	NON-LETHAL, [**].
PLASMA CARBINE (Blast Mode)	+3		-3		-6			7	2	N	ARM and BTS	1 and 1	IMPACT TEMPLATE (CIRCULAR)
PLASMA CARBINE (Hit Mode)	+3		-3		-6			6	2	N	ARM and BTS	1 and 1	

CC WEAPONS											
NAME	RANGE							PS	B	AMMUNITION	SAVING ROLL ATTRIBUTE	NUMBER OF SAVING ROLLS	TRAITS
	8"	16"	24"	32"	40"	48"	96"						
AP CC WEAPON								8	1	AP	ARM/2	1	CC.
AP+DA CC WEAPON								8	1	AP+DA	ARM/2	2	ANTI-MATERIEL, CC.
AP+EXP CC WEAPON								8	1	AP+EXP	ARM/2	3	ANTI-MATERIEL, CC.
AP+SHOCK CC WEAPON								8	1	AP+SHOCK	ARM/2	1	CC.
AP+T2 CC WEAPON								8	1	AP+T2	ARM/2	1	CC.
CC WEAPON								8	1	N	ARM	1	CC.
DA CC WEAPON								8	1	DA	ARM	2	ANTI-MATERIEL, CC.
E/M CC WEAPON								8	1	N+E/M	BTS/2	2	CC, [**].
EXP CC WEAPON								8	1	EXP	ARM	3	ANTI-MATERIEL, CC.
MONOFILAMENT CC WEAPON								8	1	N	ARM=0	1	CC, State: DEAD.
PARA CC WEAPON								--	1	PARA	PH-6	1	CC, State: IMMOBILIZED-A, NON-LETHAL.
SHOCK CC WEAPON								8	1	SHOCK	ARM	1	CC.
T2 CC WEAPON								8	1	T2	ARM	1	CC.
TRENCH-HAMMER (BS Mode)	0							6	1	DA	ARM	2	ANTI-MATERIEL, BS WEAPON (PH), DISPOSABLE (3), [*].
TRENCH-HAMMER (CC Mode)								6	1	DA	ARM	2	ANTI-MATERIEL, CC, DISPOSABLE (3), [*].
VIRAL CC WEAPON								8	1	N	PB	1	BIOARMA (DA+SHOCK), CC.
VORPAL CC WEAPON (BS Mode)	+3							8	1	N	ARM=0	1	BS WEAPON (PH), State: DEAD, [*].
VORPAL CC WEAPON (CC Mode)								8	1	N	ARM=0	1	CC, State: DEAD, [*].

DISPOSABLE SUPPORT WEAPONS

NAME	RANGE							PS	B	AMMUNITION	SAVING ROLL ATTRIBUTE	NUMBER OF SAVING ROLLS	TRAITS
	8"	16"	24"	32"	40"	48"	96"						
AKRYLAT-KANONE	-3	0	+3		-3			--	1	PARA	PH-6	1	DISPOSABLE (2), State: IMMOBILIZED-A, NON-LETHAL.
BLITZEN	-3	0	+3		-3			6	1	E/M	BTS/2	2	DISPOSABLE (2), NON-LETHAL [**].
FLAMMENSPEER (Blast Mode)	-3	0	+3		-3			6	1	N	ARM	1	CONTINUOUS DAMAGE, DISPOSABLE (2), IMPACT TEMPLATE (CIRCULAR).
FLAMMENSPEER (Hit Mode)	-3	0	+3		-3			6	1	AP	ARM/2	1	CONTINUOUS DAMAGE, DISPOSABLE (2).
PANZERFAUST	-3	0	+3		-3			6	1	AP+EXP	ARM/2	3	ANTI-MATERIEL, DISPOSABLE (2).

FLAMETHROWERS

NAME	RANGE							PS	B	AMMUNITION	SAVING ROLL ATTRIBUTE	NUMBER OF SAVING ROLLS	TRAITS
	8"	16"	24"	32"	40"	48"	96"						
HEAVY FLAMETHROWER								6	1	N	ARM	1	INTUITIVE ATTACK, CONTINUOUS DAMAGE, DIRECT TEMPLATE (LARGE TEARDROP).
LIGHT FLAMETHROWER								7	1	N	ARM	1	INTUITIVE ATTACK, CONTINUOUS DAMAGE, DIRECT TEMPLATE (SMALL TEARDROP).

GRENADES

NAME	RANGE							PS	B	AMMUNITION	SAVING ROLL ATTRIBUTE	NUMBER OF SAVING ROLLS	TRAITS
	8"	16"	24"	32"	40"	48"	96"						
ECLIPSE GRENADES	0	-3						--	1	ECLIPSE	--	--	SPECULATIVE ATTACK, BS WEAPON (PH), IMPACT TEMPLATE (CIRCULAR), NON-LETHAL, REFLECTIVE, TARGETLESS, [**].
E/M GRENADES	+3	-3						7	1	E/M	BTS/2	2	SPECULATIVE ATTACK, BS WEAPON (PH), IMPACT TEMPLATE (CIRCULAR), NON-LETHAL, [**].
GRENADES	+3	-3						7	1	N	ARM	1	SPECULATIVE ATTACK, BS WEAPON (PH), IMPACT TEMPLATE (CIRCULAR).
SMOKE GRENADES	0	-3						--	1	SMOKE	--	--	SPECULATIVE ATTACK, BS WEAPON (PH), IMPACT TEMPLATE (CIRCULAR), NON-LETHAL, TARGETLESS, [**].

GRENADE LAUNCHERS												
NAME	RANGE							PS	B	AMMUNITION	SAVING ROLL ATTRIBUTE	NUMBER OF SAVING ROLLS	TRAITS
	8"	16"	24"	32"	40"	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			7	1	E/M	BTS/2	2	SPECULATIVE ATTACK, NON-LETHAL, IMPACT TEMPLATE (CIRCULAR), [**].
GRENADE LAUNCHER	0			-3	-6			7	1	N	ARM	1	SPECULATIVE ATTACK, IMPACT TEMPLATE (CIRCULAR).
SMOKE GRENADE LAUNCHER	0			-3	-6			--	1	SMOKE	--	--	SPECULATIVE ATTACK, NON-LETHAL, IMPACT TEMPLATE (CIRCULAR), TARGETLESS, [**].

HEAVY MACHINE GUNS												
NAME	RANGE							PS	B	AMMUNITION	SAVING ROLL ATTRIBUTE	NUMBER OF SAVING ROLLS	TRAITS
	8"	16"	24"	32"	40"	48"	96"						
AP HEAVY MACHINE GUN	-3	0	+3	-3				5	4	AP	ARM/2	1	SUPPRESSIVE FIRE
HEAVY MACHINE GUN	-3	0	+3	-3				5	4	N	ARM	1	SUPPRESSIVE FIRE
MULTI HEAVY MACHINE GUN (Anti-Materiel Mode)	-3	0	+3	-3				5	1	EXP	ARM	3	ANTI-MATERIEL
MULTI HEAVY MACHINE GUN (AP Mode)	-3	0	+3	-3				5	4	AP	ARM/2	1	SUPPRESSIVE FIRE
MULTI HEAVY MACHINE GUN (Shock Mode)	-3	0	+3	-3				5	4	SHOCK	ARM	1	SUPPRESSIVE FIRE

MARKSMAN RIFLES											
NAME	RANGE						PS	B	AMMUNITION	SAVING ROLL ATTRIBUTE	NUMBER OF SAVING ROLLS	TRAITS
	8"	16" 24"	32" 40"	48"	96"						
AP MARKSMAN RIFLE	-3	+3	-3	-6		7	3	AP	ARM/2	1	SUPPRESSIVE FIRE
K1 MARKSMAN RIFLE	-3	+3	-3	-6		7	3	N	ARM=0	1	ANTI-MATERIEL, SUPPRESSIVE FIRE
MARKSMAN RIFLE	-3	+3	-3	-6		7	3	N	ARM	1	SUPPRESSIVE FIRE
MULTI MARKSMAN RIFLE (Anti-Materiel Mode)	-3	+3	-3	-6		7	1	DA	ARM	2	ANTI-MATERIEL
MULTI MARKSMAN RIFLE (AP Mode)	-3	+3	-3	-6		7	3	AP	ARM/2	1	SUPPRESSIVE FIRE
MULTI MARKSMAN RIFLE (Shock Mode)	-3	+3	-3	-6		7	3	SHOCK	ARM	1	SUPPRESSIVE FIRE
SHOCK MARKSMAN RIFLE	-3	+3	-3	-6		7	3	SHOCK	ARM	1	SUPPRESSIVE FIRE
T2 MARKSMAN RIFLE	-3	+3	-3	-6		7	3	T2	ARM	1	ANTI-MATERIEL, SUPPRESSIVE FIRE
VIRAL MARKSMAN RIFLE	-3	+3	-3	-6		7	3	N	BTS	1	BIOWEAPON (DA+SHOCK), SUPPRESSIVE FIRE.

MINES												
NAME	**RANGE**							**PS**	**B**	**AMMUNITION**	**SAVING ROLL ATTRIBUTE**	**NUMBER OF SAVING ROLLS**	**TRAITS**
	8"	16"	24"	32"	40"	48"	96"						
AP MINES	ARM=0 | BTS=0 | STR=1 | S=0							7	1	AP	ARM/2	1	INTUITIVE ATTACK, CONCEALED, DISPOSABLE (3), DIRECT TEMPLATE (SMALL TEARDROP), DEPLOYABLE, [*].
CHEST MINES (CC Mode)								7	1	SHOCK	ARM	1	CC ATTACK (+3), DISPOSABLE (2). [*]
CHEST MINES (BS Mode)								7	1	SHOCK	ARM	1	INTUITIVE ATTACK, DISPOSABLE (2), DOUBLE SHOT, DIRECT TEMPLATE (SMALL TEARDROP), [*].
CYBERMINES	ARM=0 | BTS=0 | STR=1 | S=0							5	1	--	BTS	2	COMMS ATTACK, INTUITIVE ATTACK, CONCEALED, DISPOSABLE (3), State: STUNNED/IMMOBILIZED-B, NON-LETHAL, DIRECT TEMPLATE (SMALL TEARDROP), DEPLOYABLE, [*].
DROP BEARS (BS Mode)	+3	–3							1				BS WEAPON (PH), SPECULATIVE ATTACK, DISPOSABLE (3), TARGETLESS, [*].
DROP BEARS (Deployable Mode)	ARM=0 | BTS=0 | STR=1 | S=0							7	1	SHOCK	ARM	1	INTUITIVE ATTACK, DISPOSABLE (3), DIRECT TEMPLATE (SMALL TEARDROP), DEPLOYABLE, [*].
E/M MINES	ARM=0 | BTS=0 | STR=1 | S=0							7	1	E/M	BTS/2	2	INTUITIVE ATTACK, CONCEALED, DISPOSABLE (3), DIRECT TEMPLATE (SMALL TEARDROP), NON-LETHAL, DEPLOYABLE, [**].
MINE DISPENSER	0	+3	–3	–6					1				SPECULATIVE ATTACK, DOUBLE SHOT, DISPOSABLE (2), TARGETLESS, [*].
MONOFILAMENT MINES	ARM=0 | BTS=0 | STR=1 | S=0							8	1	N	ARM=0	1	INTUITIVE ATTACK, CONCEALED, DISPOSABLE (3), DIRECT TEMPLATE (SMALL TEARDROP), DEPLOYABLE, State: DEAD, [*].
PARA MINES	ARM=0 | BTS=0 | STR=1 | S=0							--	1	PARA	PH-6	1	INTUITIVE ATTACK, CONCEALED, DISPOSABLE (3), DIRECT TEMPLATE (SMALL TEARDROP), NON-LETHAL, DEPLOYABLE, [*].
SHOCK MINES	ARM=0 | BTS=0 | STR=1 | S=0							7	1	SHOCK	ARM	1	INTUITIVE ATTACK, CONCEALED, DISPOSABLE (3), DIRECT TEMPLATE (SMALL TEARDROP), DEPLOYABLE, [*].
VIRAL MINES	ARM=0 | BTS=0 | STR=1 | S=0							7	1	N	BTS	1	INTUITIVE ATTACK, BIOWEAPON (DA+SHOCK), CONCEALED, DISPOSABLE (3), DIRECT TEMPLATE (SMALL TEARDROP), DEPLOYABLE, [*].
WILDPARROT	ARM=0 | BTS=0 | STR=1 | S=1							7	1	E/M	BTS/2	2	INTUITIVE ATTACK, DISPOSABLE (1), NON-LETHAL, PERIMETER, DIRECT TEMPLATE (SMALL TEARDROP), DEPLOYABLE, [*].

PHEROWARE TACTICS (PT)							
NAME	RANGE	PS	B	AMMUNITION	SAVING ROLL ATTRIBUTE	NUMBER OF SAVING ROLLS	TRAITS
PT: ENDGAME		7	2	AP	BTS/2	1	TECHNICAL WEAPON, COMMS ATTACK, DISPOSABLE (2), TARGET (VITA), NO LOF, ZONE OF CONTROL.
PT: ERASER		6	2	DA	BTS	2	TECHNICAL WEAPON, COMMS ATTACK, TARGET (VITA), State: ISOLATED, NON-LETHAL, NO LOF, ZONE OF CONTROL.
PT: MIRRORBALL		--	1	ECLIPSE	--	--	TECHNICAL WEAPON, COMMS ATTACK, IMPACT TEMPLATE (CIRCULAR), NON-LETHAL, REFLECTIVE, NO LOF, TARGETLESS, ZONE OF CONTROL.

PISTOLS													
NAME	RANGE							PS	B	AMMUNITION	SAVING ROLL ATTRIBUTE	NUMBER OF SAVING ROLLS	TRAITS
	8"	16"	24"	32"	40"	48"	96"						
AP HEAVY PISTOL	+3	0	-6					6	2	AP	ARM/2	1	
ASSAULT PISTOL	+3	0	-6					7	4	N	ARM	1	
BOARDING PISTOL (Blast Mode)								7	1	N	ARM	1	INTUITIVE ATTACK, DIRECT TEMPLATE (SMALL TEARDROP).
BOARDING PISTOL (Hit Mode)	+3	0	-6					7	2	N	ARM	1	
BREAKER PISTOL	+3	0	-6					8	2	AP	BTS/2	1	
HEAVY PISTOL	+3	0	-6					6	2	SHOCK	ARM	1	
KOBRA PISTOL (BS Mode)	+3	0	-6					7	2	N	ARM	1	[*]
KOBRA PISTOL (CC Mode)								7	1	SHOCK	ARM	1	CC, [*].
MULTI PISTOL (Anti-Materiel Mode)	+3	0	-6					7	1	DA	ARM	2	
MULTI PISTOL (AP Mode)	+3	0	-6					7	2	AP	ARM/2	1	
MULTI PISTOL (Shock Mode)	+3	0	-6					7	2	SHOCK	ARM	1	
PISTOL	+3	0	-6					9	2	N	ARM	1	
SILENCED PISTOL	+3	0	-6					8	2	AP+SHOCK	BTS/2	1	SILENT (-6)
STUN PISTOL	+3	0	-6					8	2	STUN	BTS	1	NON-LETHAL, State: STUNNED.
VIRAL PISTOL	+3	0	-6					8	2	N	BTS	1	BIOWEAPON (DA+SHOCK)

RED FURIES

NAME	RANGE							PS	B	AMMUNITION	SAVING ROLL ATTRIBUTE	NUMBER OF SAVING ROLLS	TRAITS
	8"	16"	24"	32"	40"	48"	96"						
MULTI RED FURY (Anti-Materiel Mode)	0	+3	-3	-6				7	1	DA	ARM	2	ANTI-MATERIEL.
MULTI RED FURY (AP Mode)	0	+3	-3	-6				7	4	AP	ARM/2	1	SUPPRESSIVE FIRE
MULTI RED FURY (Shock Mode)	0	+3	-3	-6				7	4	SHOCK	ARM	1	SUPPRESSIVE FIRE
RED FURY	0	+3	-3	-6				7	4	SHOCK	ARM	1	SUPPRESSIVE FIRE

RIFLES

NAME	RANGE							PS	B	AMMUNITION	SAVING ROLL ATTRIBUTE	NUMBER OF SAVING ROLLS	TRAITS
	8"	16"	24"	32"	40"	48"	96"						
ADHESIVE LAUNCHER RIFLE	0	+3	-3		-6			--	2	PARA	PH-6	1	NON-LETHAL
AP RIFLE	0	+3	-3		-6			7	3	AP	ARM/2	1	SUPPRESSIVE FIRE
BREAKER COMBI RIFLE	+3		-3		-6			7	3	AP	BTS/2	1	SUPPRESSIVE FIRE
BREAKER RIFLE	0	+3	-3		-6			7	3	AP	BTS/2	1	SUPPRESSIVE FIRE
COMBI RIFLE	+3		-3		-6			7	3	N	ARM	1	SUPPRESSIVE FIRE
K1 COMBI RIFLE	+3		-3		-6			7	3	N	ARM=0	1	ANTI-MATERIEL, SUPPRESSIVE FIRE.
MULTI RIFLE (Anti-Materiel Mode)	+3		-3		-6			7	1	DA	ARM	2	ANTI-MATERIEL
MULTI RIFLE (AP Mode)	+3		-3		-6			7	3	AP	ARM/2	1	SUPPRESSIVE FIRE
MULTI RIFLE (Shock Mode)	+3		-3		-6			7	3	SHOCK	ARM	1	SUPPRESSIVE FIRE
PLASMA RIFLE (Blast Mode)	+3		-3		-6			7	3	N	ARM and BTS	1 and 1	SUPPRESSIVE FIRE, IMPACT TEMPLATE (CIRCULAR).
PLASMA RIFLE (Hit Mode)	+3		-3		-6			6	3	N	ARM and BTS	1 and 1	SUPPRESSIVE FIRE
RIFLE	0	+3	-3		-6			7	3	N	ARM	1	SUPPRESSIVE FIRE
T2 RIFLE	0	+3	-3		-6			7	3	T2	ARM	1	ANTI-MATERIEL, SUPPRESSIVE FIRE.
VIRAL COMBI RIFLE	+3		-3		-6			7	3	N	BTS	1	BIOWEAPON (DA+SHOCK), SUPPRESSIVE FIRE.
VIRAL RIFLE	0	+3	-3		-6			7	3	N	BTS	1	BIOWEAPON (DA+SHOCK), SUPPRESSIVE FIRE.

RIOTSTOPPERS

NAME	RANGE							PS	B	AMMUNITION	SAVING ROLL ATTRIBUTE	NUMBER OF SAVING ROLLS	TRAITS
	8"	16"	24"	32"	40"	48"	96"						
HEAVY RIOTSTOPPER								--	1	PARA	PH-6	1	State: IMMOBILIZED-A, NON-LETHAL, DIRECT TEMPLATE (LARGE TEARDROP).
LIGHT RIOTSTOPPER								--	1	PARA	PH-6	1	State: IMMOBILIZED-A, NON-LETHAL, DIRECT TEMPLATE (SMALL TEARDROP).

ROCKET LAUNCHERS

NAME	RANGE							PS	B	AMMUNITION	SAVING ROLL ATTRIBUTE	NUMBER OF SAVING ROLLS	TRAITS
	8"	16"	24"	32"	40"	48"	96"						
HEAVY ROCKET LAUNCHER (Blast Mode)	-3	0	+3		-3			6	2	N	ARM	1	CONTINUOUS DAMAGE, IMPACT TEMPLATE (CIRCULAR).
HEAVY ROCKET LAUNCHER (Hit Mode)	-3	0	+3		-3			5	2	N	ARM	1	CONTINUOUS DAMAGE
LIGHT ROCKET LAUNCHER (Blast Mode)	0	+3		-3	-6			7	2	N	ARM	1	CONTINUOUS DAMAGE, IMPACT TEMPLATE (CIRCULAR).
LIGHT ROCKET LAUNCHER (Hit Mode)	0	+3		-3	-6			6	2	N	ARM	1	CONTINUOUS DAMAGE

SHOTGUNS

NAME	RANGE							PS	B	AMMUNITION	SAVING ROLL ATTRIBUTE	NUMBER OF SAVING ROLLS	TRAITS
	8"	16"	24"	32"	40"	48"	96"						
BOARDING SHOTGUN	+6	0	-3					6	2	AP	ARM/2	1	
HEAVY SHOTGUN	+6	0	-3					5	2	AP	ARM/2	1	
LIGHT SHOTGUN	+6	0	-3					7	2	N	ARM	1	
T2 BOARDING SHOTGUN	+6	0	-3					6	2	T2	ARM	1	ANTI-MATERIEL
VULKAN SHOTGUN	+6	0	-3					6	2	AP	ARM/2	1	CONTINUOUS DAMAGE

SNIPER RIFLES

NAME	RANGE							PS	B	AMMUNITION	SAVING ROLL ATTRIBUTE	NUMBER OF SAVING ROLLS	TRAITS
	8"	16"	24"	32"	40"	48"	96"						
AP SNIPER RIFLE	-3	0	+3				-3	5	2	AP	ARM/2	1	
K1 SNIPER RIFLE	-3	0	+3				-3	7	2	N	ARM=0	1	ANTI-MATERIEL
MULTI SNIPER RIFLE (AP Mode)	-3	0	+3				-3	5	2	AP	ARM/2	1	
MULTI SNIPER RIFLE (Shock Mode)	-3	0	+3				-3	5	2	SHOCK	ARM	1	
MULTI SNIPER RIFLE (Anti-Materiel Mode)	-3	0	+3				-3	5	2	DA	ARM	2	ANTI-MATERIEL
PLASMA SNIPER RIFLE (Blast Mode)	-3	0	+3				-3	6	2	N	ARM and BTS	1 and 1	IMPACT TEMPLATE (CIRCULAR)
PLASMA SNIPER RIFLE (Hit Mode)	-3	0	+3				-3	5	2	N	ARM and BTS	1 and 1	
SNIPER RIFLE	-3	0	+3				-3	5	2	SHOCK	ARM	1	
T2 SNIPER RIFLE	-3	0	+3				-3	5	2	T2	ARM	1	ANTI-MATERIEL
VIRAL SNIPER RIFLE	-3	0	+3				-3	5	2	N	BTS	1	BIOWEAPON (DA+SHOCK)

SPITFIRES

NAME	RANGE							PS	B	AMMUNITION	SAVING ROLL ATTRIBUTE	NUMBER OF SAVING ROLLS	TRAITS
	8"	16"	24"	32"	40"	48"	96"						
AP SPITFIRE	0	+3	-3	-6				6	4	AP	ARM/2	1	SUPPRESSIVE FIRE
MULTI SPITFIRE (Anti-Materiel Mode)	0	+3	-3	-6				6	1	DA	ARM	2	ANTI-MATERIEL.
MULTI SPITFIRE (AP Mode)	0	+3	-3	-6				6	4	AP	ARM/2	1	SUPPRESSIVE FIRE
MULTI SPITFIRE (Shock Mode)	0	+3	-3	-6				6	4	SHOCK	ARM	1	SUPPRESSIVE FIRE
SPITFIRE	0	+3	-3	-6				6	4	N	ARM	1	SUPPRESSIVE FIRE

SUBMACHINE GUNS

NAME	RANGE							PS	B	AMMUNITION	SAVING ROLL ATTRIBUTE	NUMBER OF SAVING ROLLS	TRAITS
	8"	16"	24"	32"	40"	48"	96"						
AP SUBMACHINE GUN	+3	0	-3	-6				7	3	AP	ARM/2	1	SUPPRESSIVE FIRE
SUBMACHINE GUN	+3	0	-3	-6				7	3	N	ARM	1	SUPPRESSIVE FIRE

UNCATEGORIZED												
NAME	**RANGE**							**PS**	**B**	**AMMUNITION**	**SAVING ROLL ATTRIBUTE**	**NUMBER OF SAVING ROLLS**	**TRAITS**
	8"	16"	24"	32"	40"	48"	96"						

NAME	8"	16"	24"	32"	40"	48"	96"	PS	B	AMMUNITION	SAVING ROLL ATTRIBUTE	NUMBER OF SAVING ROLLS	TRAITS
CHAIN-COLT								7	1	N	ARM	1	INTUITIVE ATTACK, DIRECT TEMPLATE (SMALL TEARDROP).
CHAIN RIFLE								7	1	N	ARM	1	INTUITIVE ATTACK, DIRECT TEMPLATE (LARGE TEARDROP).
CONTENDER	0	+3	0					7	2	T2	ARM	1	ANTI-MATERIEL
CRAZYKOALA	ARM=0 | BTS=0 | STR=1 | S=1							5	1	SHOCK	ARM	1	DISPOSABLE (2), BOOST, PERIMETER, DEPLOYABLE, [*].
D-CHARGES (Demolition Mode)								6	1	AP+EXP	ARM/2	3	ANTI-MATERIEL, DISPOSABLE (3), [*].
D-CHARGES (CC Mode)								6	1	AP+EXP	ARM/2	3	ANTI-MATERIEL, CC, DISPOSABLE (3), IMPROVISED, [*].
DAZER	ARM=0 | BTS=0 | STR=1 | S=1												DISPOSABLE (3), DEPLOYABLE, ZONE OF CONTROL.
DEACTIVATOR	+6	+3	-6						1	--	--	--	BS WEAPON (WIP) [***]
DEPLOYABLE REPEATER	ARM=0 | BTS=0 | STR=1 | S=1							--	1	--	--		DISPOSABLE (3), DEPLOYABLE.
DISCO BALLER	0	+3	-3	-6	-6	-6			1				SPECULATIVE ATTACK, DISPOSABLE (2), DOUBLE SHOT, TARGETLESS, [*].
DISCO BALL	ARM=0 | BTS=0 | STR=1 | S=1												
DISCOVER	+3	0	0	-3	-3	-6							[***]
E/MARAT								7	1	E/M	BTS/2	2	INTUITIVE ATTACK, NON-LETHAL, DIRECT TEMPLATE (LARGE TEARDROP), [**].
E/MITTER	-3	0	+3	0				7	2	E/M	BTS/2	2	NON-LETHAL, [**].
FASTPANDA								--	1	--	--	--	DISPOSABLE (1), INDISCRIMINATE, PERIMETER, DEPLOYABLE, ZONE OF CONTROL, [***].
FEUERBACH (Blast Mode)	-3	0	+3	0				6	1	EXP	ARM	3	ANTI-MATERIEL
FEUERBACH (Burst Mode)	-3	0	+3	0				6	2	AP+DA	ARM/2	2	ANTI-MATERIEL
FLASH PULSE	0	+3	+3	-3	-3	-6		7	1	STUN	BTS	1	BS WEAPON (WIP), NON-LETHAL, State: STUNNED.
FORWARD OBSERVER	0	0	0	-3	-3	-6			2			1	BS WEAPON (WIP), State: TARGETED, NON-LETHAL, [***]
GIZMOKIT	+3	0	-6						1				NON-LETHAL, [***].
HYPER-RAPID MAGNETIC CANNON (Anti-Materiel Mode)	-3	0	+3	0	0			5	1	DA	ARM	2	ANTI-MATERIEL
HYPER-RAPID MAGNETIC CANNON (AP Mode)	-3	0	+3	0	0			5	5	AP	ARM/2	1	SUPPRESSIVE FIRE

NAME	RANGE							PS	B	AMMUNITION	SAVING ROLL ATTRIBUTE	NUMBER OF SAVING ROLLS	TRAITS
	8"	16"	24"	32"	40"	48"	96"						
HYPER-RAPID MAGNETIC CANNON (Shock Mode)	-3	0	+3		0			5	5	SHOCK	ARM	1	SUPPRESSIVE FIRE
JAMMER								7	1	N	BTS	1	BS WEAPON (WIP), COMMS ATTACK, INTUITIVE ATTACK, DISPOSABLE (2), State: ISOLATED, NON-LETHAL, NO LOF, ZONE OF CONTROL.
KATYUSHA MRL	-3	3		0	-6			6	1	DA	ARM	2	ANTI-MATERIEL, SPECULATIVE ATTACK, IMPACT TEMPLATE (CIRCULAR).
MADTRAPS								--	1	PARA	PH-6	1	DISPOSABLE (2), BOOST, NON-LETHAL, PERIMETER, DEPLOYABLE, [*].
MEDIKIT	+3	0	-6						1				NON-LETHAL, [***].
MISSILE LAUNCHER (Blast Mode)	-3	0		+3		-3		6	1	EXP	ARM	3	ANTI-MATERIEL, IMPACT TEMPLATE (CIRCULAR).
MISSILE LAUNCHER (Hit Mode)	-3	0		+3		-3		6	1	AP+EXP	ARM/2	3	ANTI-MATERIEL
MK12	0	+3	-3	-6				5	3	N	ARM	1	SUPPRESSIVE FIRE
NANOPULSER								7	1	N	BTS	1	DIRECT TEMPLATE (SMALL TEARDROP).
OHOTNIK	0	+3		0	-3	-6		6	2	T2	ARM	1	ANTI-MATERIEL
PITCHER	0			-3	-6				1				SPECULATIVE ATTACK, DISPOSABLE (2), INDISCRIMINATE, NON-LETHAL, TARGETLESS, [*].
PORTABLE AUTOCANNON	-3	0	+3		-3			5	2	AP+EXP	ARM/2	3	ANTI-MATERIEL
PULZAR								7	1	N	BTS	1	INTUITIVE ATTACK, DIRECT TEMPLATE (LARGE TEARDROP).
SEPSITOR								4	1		BTS	1	INTUITIVE ATTACK, DISPOSABLE (2), DIRECT TEMPLATE (LARGE TEARDROP), State: SEPSITORIZED, [*].
SEPSITOR PLUS								3	1		BTS	1	INTUITIVE ATTACK, DIRECT TEMPLATE (LARGE TEARDROP), State: SEPSITORIZED, [*].
SUPPRESSIVE FIRE MODE WEAPON	0	-3						*	3	*	*	*	[***]
THUNDERBOLT	-3	0	+3		0			6	2	N	ARM	1	
URAGAN MRL (Blast Mode)	-3	+3	0		-6			6	3	AP+SHOCK	ARM/2	1	SPECULATIVE ATTACK, IMPACT TEMPLATE (CIRCULAR), BURST: SINGLE TARGET.
URAGAN MRL (Hit Mode)	-3	+3	0		-6			5	3	AP+SHOCK	ARM/2	1	BURST: SINGLE TARGET.
ZAPPER								7	1	E/M	BTS/2	2	INTUITIVE ATTACK, NON-LETHAL, DIRECT TEMPLATE (SMALL TEARDROP), [**].

QUICK REFERENCE CHARTS

GAME SEQUENCE

| PLAYER 1 TURN | PLAYER 2 TURN |

PLAYER TURN

Each Player Turn consists of the following phases:

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

The Orders that Regular Troopers contribute to their army are added to the Order Pool, and they may be used to activate other Troopers belonging to the same Combat Group.

IRREGULAR ORDER

The Orders of Irregular Troopers are not added to their Combat Group's Order Pool, and they may keep them for their own exclusive use.

SPECIAL LIEUTENANT ORDER

The Special Lieutenant Order is not added to the army's Order Pool, and the Lieutenant may keep it for his own exclusive use.

TACTICAL ORDER

Tactical Orders are a special kind of Order that are not added to the Order Pool, and the Troopers they belong to may keep them for their own use, although they may also use them for advanced game mechanics and when they are part of a Fireteam (see page 112).

ORDER EXPENDITURE SEQUENCE

Each time the Active Player decides to spend 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 Basic Short Skill, or the Long Skill, they want 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 may 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, they forfeit their right to declare an ARO against this Order.

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 may check from the Active Trooper if any Trooper or Game Element falls 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. Troopers are not forced to declare AROs, but if a Trooper can declare an ARO and fails to do so, they forfeit their right to declare an ARO against this Order.

5. Resolution: Check that the Skills and pieces of Equipment whose use has been declared **meet** their respective Requirements, make all necessary range measurements, determine which MODs apply, and then both players make their Rolls. If any Skill or piece of Equipment **doesn't meet** its Requirements, the Trooper instead 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 if necessary, and their effects are applied, as well as those of Alert!. End of the Order.

STRUCTURE OF AN ORDER	
BASIC SHORT SKILL +	BASIC SHORT SKILL
BASIC SHORT SKILL +	SHORT SKILL
LONG SKILL	

ORDERS AND AROS REFERENCE CHART

BASIC SHORT SKILLS		
NAME	TYPE	PAGE
DISCOVER	COMMON	77
IDLE	COMMON	80
MOVE	COMMON	29

LONG SKILLS		
NAME	TYPE	PAGE
ASSISTED FIRE	HACKER	59
BERSERK	SPECIAL	86
CAUTIOUS MOVEMENT	COMMON	32
CYBERMASK	HACKER	59
COMBAT JUMP	SPECIAL	88
CLIMB	COMMON	34
ENHANCED REACTION	HACKER	60
FAIRY DUST	HACKER	60
INTUITIVE ATTACK	COMMON	48
JUMP	COMMON	32
PARACHUTIST	SPECIAL	103
SAPPER	SPECIAL	108
SPECULATIVE ATTACK	COMMON	47
SUPPRESSIVE FIRE	COMMON	85
TRIANGULATED FIRE	SPECIAL	114

SHORT SKILLS		
NAME	TYPE	PAGE
ACTIVATE DISCO BALL	EQUIPMENT	70
BS ATTACK	COMMON	39
CARBONITE	HACKER	59
CC ATTACK	COMMON	51
CONTROLLED JUMP	HACKER	59
DEACTIVATOR	EQUIPMENT	117
DOCTOR	SPECIAL	89
DODGE	COMMON	79
ENGINEER	SPECIAL	90
FORWARD OBSERVER	SPECIAL	92
GIZMOKIT	EQUIPMENT	119
MEDIKIT	EQUIPMENT	120
MORPHO-SCAN	SPECIAL	101
OBLIVION	HACKER	60
PLACE DEPLOYABLE	COMMON	82
RELOAD	COMMON	83
RESET	COMMON	85
SENSOR	SPECIAL	108
SPOTLIGHT	HACKER	60
TOTAL CONTROL	HACKER	61
TRINITY	HACKER	61
WHITE NOISE	HACKER	61
ZERO PAIN	HACKER	61

AROS		
NAME	TYPE	PAGE
BS ATTACK	COMMON	39
CARBONITE	HACKER	59
CC ATTACK	COMMON	51
CONTROLLED JUMP	HACKER	59
DISCOVER	COMMON	77
DODGE	COMMON	79
FORWARD OBSERVER	SPECIAL	92
LOOK OUT!	COMMON	81
OBLIVION	HACKER	60
PLACE DEPLOYABLE	COMMON	82
RELOAD	COMMON	83
RESET	COMMON	85
SPOTLIGHT	HACKER	60
TOTAL CONTROL	HACKER	61
TRINITY	HACKER	61
ZERO PAIN	HACKER	61

IMPETUOUS TROOPER ACTIVATION

Skill combinations allowed:

- » Move + CC Attack.
- » Move + BS Attack.
- » Move + Dodge.
- » Move + Idle.
- » Move + Move.
- » Jump.
- » Climb.
- » Special Skills with the Airborne Deployment Label.
- » Berserk
- » Skills that may be used in the Impetuous Phase

MARTIAL ARTS CHART			
LEVEL	ATTACK MOD	OPPONENT MOD	BURST MOD
1	0	-3	0
2	+3	-3	0
3	+3	-3	+1SD
4	+3	-3	+1B
5	+3	-3	+1B, +1SD

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 (ARM) OTHER TROOP TYPES: + 4 ARM
11	ADHESIVE LAUNCHER RIFLE	19	MIMETISM (-6)
12	TAG: IMMUNITY (AP) OTHER TROOP TYPES: + 2 ARM	20	TAG: BS ATTACK (+1 B) OTHER TROOP TYPES: HMG

METACHEMISTRY CHART			
1-3	+3 PH	15	NO WOUND INCAPACITATION
4-5	SUPER-JUMP	16	+1 ARM + IMMUNITY (ARM)
6-7	REGENERATION	17	DOGGED + IMMUNITY (ENHANCED)
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	IT HALVES THE TARGET'S ARM OR BTS ATTRIBUTE.
DA	ARM / BTS *	2	
E/M		2	STATE: ISOLATED STATE: IMM-B AGAINST HI, REM, VH, AND TAG IT HALVES THE TARGET'S ARM OR BTS ATTRIBUTE.
ECLIPSE	-	-	IT BLOCKS LOF NON-LETHAL REFLECTIVE
EXP	ARM / BTS *	3	
PARA	PH-6	1	STATE: IMM-A
SHOCK	ARM / BTS *	1	IT CANCELS UNCONSCIOUS
SMOKE	-	-	IT BLOCKS LOF NON-LETHAL
STUN	ARM / BTS *	2	STATE: STUNNNED
T2	ARM / BTS *	1	IT INFLICTS 2 WOUNDS

(*) THE ATTRIBUTE FOR THE SAVING ROLL CAN BE EITHER ARM OR BTS DEPENDING ON THE WEAPON

HACKING PROGRAMS CHART							
NAME	**ATTACK MOD**	**OPPONENT MOD**	**PS**	**B**	**TARGET**	**SKILL TYPE**	**SPECIAL**
ASSISTED FIRE	''	''	''	''	REM	LONG SKILL	TARGET GAINS MARKSMANSHIP.
CARBONITE	0	0	7	2	TAG, HI, REM, HACKER, VH	SHORT SKILL / ARO	DA AMMO, STATE: IMM-B, NON-LETHAL.
CONTROLLED JUMP	''	''	''	''	''	SHORT SKILL / ARO	+3/-3 PH MOD TO ALL TROOPERS PERFORMING COMBAT JUMP.
CYBERMASK	''	''	''	''	''	LONG SKILL	REPLACE THE HACKER WITH AN IMPERSONATION 2 MARKER.
ENHANCED REACTION	''	''	''	''	REM	LONG SKILL	TARGET GAINS B2 IN ARO.
FAIRY DUST	''	''	''	''	TAG, HI, REM, VH	LONG SKILL	TARGETS GAIN THE FIREWALL MODS.
OBLIVION	0	0	4	2	TAG, HI, REM, HACKER, VH	SHORT SKILL / ARO	AP AMMO, NON-LETHAL, STATE: ISOLATED.
SPOTLIGHT	0	0	5	2	''	SHORT SKILL / ARO	AP AMMO, STATE: TARGETED, NON-LETHAL.
TOTAL CONTROL	0	0	4	1	TAG	SHORT SKILL / ARO	DA AMMO, NON-LETHAL, STATE: POS/NORMAL.
TRINITY	+3	0	6	3	HACKER	SHORT SKILL / ARO	TARGET SUFFERS 1 WOUND FOR EACH FAILED SR.
WHITE NOISE	-	-	''	1	''	SHORT SKILL	NFB, REFLECTIVE: CIRCULAR TEMPLATE WITHOUT LOF FOR MULTISPECTRAL VISORS.
ZERO PAIN	0	-3	''	2	''	SHORT SKILL / ARO	NULLIFIES COMMS ATTACK, B2 IN ARO, NON-LETHAL.

PROGRAMS LOADED BY EACH HACKING DEVICE

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 Motorcycles cannot go Prone, declare Cautious Movement, Climb, use ladders, or perform an upwards Jump.

Troopers with the Aerial Special Skill cannot go Prone or declare Cautious Movement.

Vehicles (VH) cannot go Prone.

Remotes (REM) may not declare Cautious Movement or be chosen as Lieutenant.

Irregular Troops may not be chosen as Lieutenant.

RETREAT! AND LOSS OF LIEUTENANT SUMMARY CHART

UNIT	LOSS OF LIEUTENANT	RETREAT!	UNIT	LOSS OF LIEUTENANT	RETREAT!
NORMAL	(Irregular Order)	(Irregular Order) (Retreat!)	REGULAR RELIGIOUS TROOP	(Irregular Order)	(Irregular Order)
IMPETUOUS	(Irregular Order) (Impetuous)	(Irregular Order) (Retreat!)	WARHORSE	(Regular Order)	(Regular Order)
COURAGE	(Irregular Order)	(Irregular Order)			

RETREAT! QUICK REFERENCE CHART

*IF A PLAYER'S SURVIVING TROOPERS ACCOUNT FOR ONLY 25% OR LESS OF THE ARMY LIST, THEN THAT PLAYER DECLARES A RETREAT!

*THE ARMY IS IN LOSS OF LIEUTENANT SITUATION.

*AS A RESULT OF THE LOSS OF LIEUTENANT SITUATION, ALL TROOPERS BECOME IRREGULAR (THERE MAY BE EXCEPTIONS DUE TO SPECIAL SKILLS OR OTHER CIRCUMSTANCES) AND THE CORRESPONDING IRREGULAR ORDER MARKER IS PLACED NEXT TO EACH ONE OF THEM.

* A RETREAT! MARKER IS PLACED NEXT TO EACH ONE OF THE TROOPERS ON THE GAMING TABLE.

* TROOPERS WITH A RETREAT! MARKER MAY ONLY PERFORM BASIC SHORT SKILLS, DODGE, RESET, AND CAUTIOUS MOVEMENT.

* TROOPERS WITH A RETREAT! MARKER THAT EXIT THE TABLE THROUGH THE BROADER SIDE OF THEIR DEPLOYMENT ZONE ARE COUNTED AS VICTORY POINTS.

* AT THE BEGINNING OF EACH TURN, VICTORY POINTS MUST BE COUNTED, AND SHOULD THE SURVIVING TROOPERS ACCOUNT FOR MORE THAN 25% OF THE ARMY LIST, THEN THE RETREAT! IS CANCELLED.

RETREAT! CHART	
TOTAL ARMY POINTS	**VICTORY POINTS (25% OF THE ARMY LIST)**
400	100 POINTS OR LESS
350	88 POINTS OR LESS
300	75 POINTS OR LESS
250	63 POINTS OR LESS
200	50 POINTS OR LESS
150	38 POINTS OR LESS

FIRETEAM BONUSES CHART		
FIRETEAM LEVEL	**BONUS**	**REQUIREMENTS**
LEVEL 1	FIRETEAM TROOPERS ARE ACTIVATED WITH A SINGLE REGULAR ORDER	THE TROOPERS CAN ALL BELONG TO DIFFERENT UNITS.
LEVEL 2	BURST BONUS +1 SD	AT LEAST 2 TROOPERS BELONG TO THE SAME UNIT.
LEVEL 3	+3 DISCOVER AND +1 DODGE	AT LEAST 3 TROOPERS BELONG TO THE SAME UNIT.
LEVEL 4	+1 BS ATTACK	AT LEAST 4 TROOPERS BELONG TO THE SAME UNIT.
LEVEL 5	SIXTH SENSE	ALL 5 TROOPERS BELONG TO THE SAME UNIT.

[DIVE ACTIVE]

[ACCESSING MAYA: ONLINE]

ONE-HUNDRED AND EIGHTY-FIVE YEARS INTO THE FUTURE, HUMANKIND HAS REACHED THE STARS, COLONIZED SEVERAL STAR SYSTEMS, CLASHED WITH AN ENORMOUSLY POWERFUL ALIEN EMPIRE, AND SURVIVED AGAINST ALL ODDS. IT HAS NOT WON ANYTHING YET... BUT IT HAS SURVIVED. AN UNEASY TRUCE WITH THE UR HEGEMONY HAS UTTERLY TRANSFORMED THE POLITICAL AND MILITARY LANDSCAPE OF THE HUMAN SPHERE. HUMANITY'S FORMER ALIEN ADVERSARY IS NOW AN UNWELCOME ALLY, ANOTHER FORCE TO BE CONSIDERED WHEN IT COMES TO FORMING ALLIANCES AND STRATEGIZING, BUT AT WHAT COST?

INFINITY N5 IS A TABLETOP WARGAME THAT USES 35 MM METAL AND PLASTIC MINIATURES TO CREATE SKIRMISHES IN A HI-TECH SCI-FI SETTING
INFLUENCED BY MANGA AESTHETICS—AN EXCITING, ACTION-PACKED VISION OF THE NEAR FUTURE
WHERE SPECIAL OPERATIONS DETERMINE THE FATE
OF HUMANITY.

[FIREWALL: ACTIVE]

[INCREASING DIVE SPEED]

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