CORVUS BELLI
iNFiNiTY

QUICK
START RULES
ENTER THE INFINITY UNIVERSE

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 TAKEN INTO ACCOUNT WHEN IT COMES TO FORMING ALLIANCES AND STRATEGIZING, BUT AT WHAT COST?

The leading human nations: PanOceania, the great hyper-technological power; Yu Jing, its sophisticated Asian rival; Haqqislam, the new philosophical and humanistic Islam; the Nomads, anarchistic space wanderers; and Ariadna, hardened colonists living in isolation on a hostile world, and the recently separated Great Independent Japan, with its technological samurais; along with the Tohaa, an alien race with a nebulous agenda, led all of them by O-12, the international organization that replaced the UN, and backed by ALEPH, the universal AI that rules in the shadows, must now coexist with the alien forces of the Combined Army at the service of the Ur Hegemony and its leader, the EI, an alien artificial intelligence that intends to conquer the Human Sphere to incorporate it into its vast, expansionist galactic empire.

In this context, it is the intelligence services and the Special Operations Commands who script the course of history under a veil of secrecy, with their clandestine operations and covert actions. The war for domination and primacy in the Human Sphere still rages on but in a surreptitious and decidedly underhanded manner. Never has an Infinity Code been more appropriate to classify this precarious state of affairs.

Will the forces of humanity be able to put differences aside, or will they end up annihilating each other, thus allowing the Ur Hegemony to swallow up the Human Sphere?

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.

Infinity N5 will present you with non-stop challenges that will test all of your tactical skills. To defeat your opponent, you will need to take advantage of your environment, employ your troops' many abilities, exploit your enemies' weaknesses, and meet your mission parameters before it is too late.

PANOCEANIA

PANOCEANIA IS THE NUMBER ONE, THE GREATEST POWER IN THE HUMAN SPHERE. IT HAS THE MOST PLANETS, THE HEALTHIEST ECONOMY AND THE MOST ADVANCED TECHNOLOGY. PANOCEANIA IS A TRUE MELTING POT OF CULTURES THAT, WITH THEIR PRAGMATIC AND GENEROUS CHARACTER, CONSIDER THEMSELVES THE DEFENDERS OF THE WESTERN TRADITIONS OF DEMOCRACY AND WELFARE. PANOCEANIANS ARE A PROUD PEOPLE WHO MIGHT COME ACROSS AS SLIGHTLY CONCEITED WITH THEIR CONSTANT REMINDERS OF THE TECHNOLOGICAL SUPERIORITY OF THEIR SOCIETY, AND PARTICULARLY THEIR ARMY.

YU JING

PANOCEANIA'S CHALLENGER, ITS PERPETUAL OPPONENT, THE OTHER GREAT POWER, IS YU JING (PRONOUNCED YOU CHEENG), THE ASIAN GIANT. THE WHOLE OF THE FAR EAST, UNITED UNDER THE BANNER OF WHAT WAS ONCE CHINA, HAS PRODUCED AN INTEGRATED, BUT HETEROGENEOUS, ORIENTAL CULTURE. EQUIPPED WITH A BLOOMING INDUSTRIAL SECTOR, STATE-OF-THE-ART TECHNOLOGY AND ASTOUNDING ECONOMIC GROWTH, YU JING IS READY AND WILLING TO DEMAND THE DOMINANT POSITION TO WHICH IT FEELS ENTITLED.
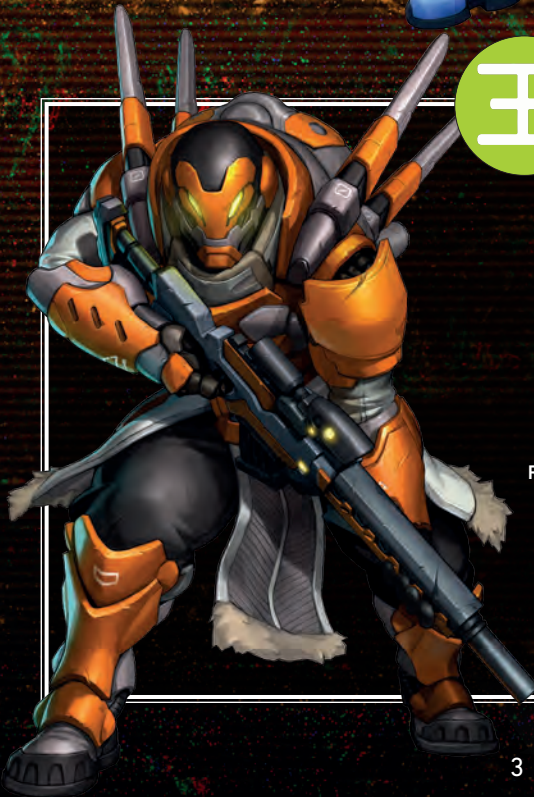
COMBINED ARMY

AND WHILST HUMANITY KEEPS MINDLESSLY DEVOURING ITSELF, A NEW THREAT—PERHAPS MORE TERRIBLE THAN ANY BEFORE—HAS PLANTED A BRIDGEHEAD IN THE HUMAN SPHERE. A COMBINED ARMY OF SEVERAL ALIEN RACES, UNDER THE ORDERS OF THE EVOLVED INTELLIGENCE, AN ANCIENT SUPREME INTELLECT WITH HEGEMONIC INTENTIONS TOWARDS ALL LIFE FORMS THAT CROSS ITS PATH.

O-12

O-12 IS AN INTERNATIONAL REPRESENTATIONAL AND GOVERNING BODY, EVOLVED FROM THE UN, BUT WITH GREATER ACTION AND DECISION-MAKING POWER. ENDOWED WITH A TACTICAL POLICE BRANCH, BUREAU AEGIS, O-12 IS THE ARBITER, JUDGE, AND JURY OF THE HUMAN SPHERE. ITS MISSION IS TO PROTECT THE WHOLE OF HUMANITY AND STRIVE FOR ITS STABILITY AND PROGRESS.

ARIADNA

A HUMAN COLONY LOST IN AN ISOLATED STAR SYSTEM. LEFT TO THEIR OWN DEVICES ON A HOSTILE, RESOURCE-POOR PLANET, ENDURANCE AND METTLE HAD TO MAKE UP FOR THE LACK OF STATE-OF-THE-ART TECHNOLOGY. COSSACK, AMERICAN, FRENCH AND SCOTTISH FOUGHT EACH OTHER AND THEY ALL FOUGHT THE PLANET, AND FROM ALL THIS FIGHTING EMERGED ARIADNA, WHERE ONLY THE TOUGHEST SURVIVE. WELCOME TO ARIADNA. WELCOME TO HELL.

NOMADS

THE NOMAD NATION IS A COALITION OF THREE COLOSSAL SHIPS WHOSE INHABITANTS, DISSATISFIED WITH A SOCIETY RUN BY FACELESS MACROECONOMIC INTERESTS AND THE AI ALEPH, DECIDED TO BREAK AWAY AND CREATE THEIR OWN SOCIETIES IN SPACE, MOVING BETWEEN SYSTEMS AND TRADING WITH THE LOCALS. TUNGUSKA LIVES OFF THE TRAFFIC AND STORAGE OF INFORMATION; CORREGIDOR OFFERS SKILLED LABOR AT COMPETITIVE PRICES, AND BAKUNIN SPECIALIZES IN ALL THAT IS EXOTIC, ILLEGAL OR BOTH, FROM FASHION TO NANOENGINEERING.

HAQQISLAM

HAQQISLAM, THE NEW ISLAM, IS A MINOR POWER, SPREAD ACROSS ONLY A SINGLE PLANETARY SYSTEM, BOURAK. HAQQISLAM HAS BUILT A CULTURE AROUND A HUMANIST, SCHOLARLY VERSION OF ISLAM THAT IS IN CONSTANT CONTACT WITH NATURE AND REJECTS ALL FUNDAMENTALISM. BIOMEDICAL SCIENCE AND TERRAFORMATION ARE THE TWO PILLARS OF THEIR DEVELOPMENT, AND HAQQISLAM IS HOME TO THE BEST ACADEMIES OF MEDICINE AND PLANETOLOGY IN THE HUMAN SPHERE.

ALEPH

ALEPH, THE SOLE ARTIFICIAL INTELLIGENCE THAT OVERSEES THE DATA NETWORK OF THE HUMAN SPHERE AND MOST MAJOR INTERNATIONAL TECHNOLOGICAL SYSTEMS. ALEPH IS THE GREATEST ALLY OF HUMANITY, AND WITHOUT HER THE INTERGALACTIC SOCIOPOLITICAL AND ECONOMIC FRAMEWORK WOULD CRUMBLE. ALEPH POSSESSES A TACTICAL BRANCH, NAMED SPECIAL SITUATIONS SECTION OR SSS FOR SHORT, THAT WAS CREATED TO FIGHT AGAINST THE ALIEN THREAT OF THE COMBINED ARMY, BUT ALSO TO PERSECUTE ALL OF THOSE WHO DARE TO CREATE OTHER ARTIFICIAL INTELLIGENCES AS HER.

JSA

THE PROUD JAPANESE FELT BELITTLED AND INSULTED. THEY COULD NOT SHAKE THE BELIEF THAT THEY HAD BEEN TREATED AS SECOND-CLASS CITIZENS FOR FAR TOO LONG BY THE YU JING, SO THEY ROSE UP AGAINST THEIR OPPRESSORS AND DEMANDED THEIR FREEDOM. NOW, AFTER THE UPRISING, JAPAN HAS BEEN REBUILT USING THE PHILOSOPHY OF BUSHIDO AS A BASIS, WHICH MEANS THAT THE WARRIOR CASTE IS NOW LEADING THAT SOCIETY. A NATION BUILT AROUND THE WAY OF THE SAMURAI IS NO EASY PREY FOR ANYONE, NO MATTER HOW POWERFUL ITS RIVALS THINK THEY ARE, AND ALL THE MEN AND WOMEN OF THE JSA, THE JAPANESE SECESSIONIST ARMY, ARE MORE THAN WILLING TO LAY DOWN THEIR LIVES IF NECESSARY AND SLAY AS MANY OF THEIR ENEMIES AS POSSIBLE IN ORDER TO PROVE IT.

ISC: FUSILIER								
MOV	**CC**	**BS**	**PH**	**WIP**	**ARM**	**BTS**	**VITA**	**S**
4-4	13	12	10	12	1	0	1	2

BS WEAPON: Combi Rifle

QUICK START RULES

These rules are a streamlined and simplified version of the Infinity game system that will allow you to easily understand the basics of this game.

Once you have played them, you will know the basic game mechanics and it will then be very easy for you to access the complete rules. With the complete ruleset you will have a greater variety of tactical and gaming possibilities, and you can enjoy Infinity in its totality. Connect to infinitytheuniverse.com to know more!

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 has a duration of 3 rounds, or ends when all on one player's Troopers have been eliminated.

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).
- ▲ 6 Infinity models to represent the 3 Troopers of both players.
- ▲ Scenery. At least 4 big elements and 10 small items.
- ▲ A 24 x 32 inch gaming table.
- ▲ Unconscious State Tokens and Order Tokens. All of them are available for free on the Download section of the official Infinity website at: Infinitytheuniverse.com.

UNIT PROFILE DESCRIPTION

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

The main Attributes are as follows:

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

▲ BALLISTIC SKILLS (BS)
This conveys the Trooper's prowess in ranged combat.

▲ PHYSIQUE (PH)
This represents all physical skills, such as strength, dexterity, throwing, dodging...

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

▲ VITALITY (VITA)
This represents the physical endurance of the Trooper, and how much punishment it can withstand before losing consciousness or dying.
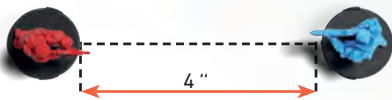
ISC: KEISOTSU

|	MOV	CC	BS	PH	WIP	ARM	BTS	VITA	S
	4-4	17	11	10	12	1	0	1	2

BS WEAPON: Combi Rifle

DISTANCES AND MEASUREMENTS

When measuring the distance between two Troopers, players must measure between the **closest parts of their bases.**
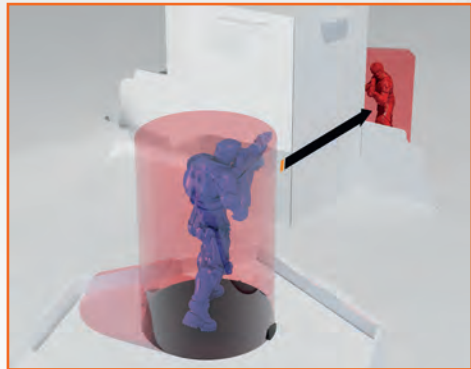
To determine what is the distance between two objects or scenery items, players must measure a straight line between them.

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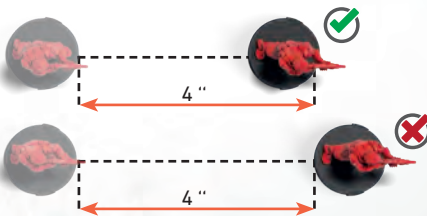
LINE OF FIRE (LOF)

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

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

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

TYPES OF ROLL AND SUCCESS VALUE

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

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

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

GAME SEQUENCE

GAME SEQUENCE

PLAYER 1 TURN

PLAYER 2 TURN

Each Player Turn is divided into these steps:

Start of the Turn: Tactical Phase.
1.1 Order Count.
For each Trooper deployed on the table that is not in a *Null* state (*Unconscious*, *Dead*...), the Active Player adds one Regular Order to his *Order Pool*.
1. Order Phase.
This is the main phase of the Player Turn, when the Active Player gets to use his *Order Pool* to **activate** her Troopers.
2. 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.
3. End of the **Turn**.
Once all checks are made, the A*ctive Player's Turn* ends.

TROOPER ACTIVATION

STRUCTURE OF AN ORDER

| BASIC SHORT SKILL | + | BASIC SHORT SKILL |
| BASIC SHORT SKILL | + | SHORT SKILL |

REGULAR ORDER

The expenditure of an **Order** allows the activated Trooper to declare a maximum of two Skills, following the sequence shown in one of these combinations:

▲ Any one Basic Short Skill plus any one Basic Short Skill.
▲ Any one Basic Short Skill plus any one Short Skill.

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

! IMPORTANT

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

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ARO: AUTOMATIC REACTION ORDER

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

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

The Reactive Player's Troopers can declare AROs when an enemy Trooper activates within their Line of Fire (LoF).

ALL AT ONCE

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

ORDER EXPENDITURE SEQUENCE

1. The *Active Player* declares which Trooper will activate.
    1.1 The *Active Player* **removes from the table the Order** he uses to activate the Trooper.
    1.2 The Active Player **declares the first Basic Short Skill** of the Order he wants to use. If movements are declared, the player measures where the Trooper can move and places the Trooper at the final point of its movement.
2. **Reactive Player's AROs**
    2.1 **ARO Check**. The Reactive Player checks if they are allowed to declare AROs with their Troopers.
    2.2 **ARO Declaration**. The Reactive Player declares the AROs of those Troopers that are allowed to declare one. Troopers are not forced to declare AROs, but if a Trooper can declare an ARO and fails to do so, the chance to declare an ARO is lost.
3. The **Active Player** declares the second Basic Short Skill or Short Skill of the Order. If movements are declared, the player measures where the Trooper can move 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.
    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, the chance to declare an ARO is lost.
5. **Resolution:** Check that the declared Skills and pieces of Equipment meet their respective Requirements, Restrictions and general mechanics, measure all distances, determine MODs, and both players make Rolls. If any Skill or piece of Equipment doesn't meet its Requirements, the Trooper performs an Idle: they activate but do nothing.
    5.1 Effects: Players apply all effects of successful Skills and Equipment including Saving Rolls and Dodge movement.
    5.2 Conclusion: End of the Order.

COMMON SKILLS

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

MOVE
BASIC SHORT SKILL

REQUIREMENTS

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

EFFECTS

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

BS ATTACK
SHORT SKILL / ARO

REQUIREMENTS

▲ Be using a BS Weapon, or a Skill or piece of Equipment capable of making a BS Attack.
▲ Be able to draw Line of Fire (LoF) 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 to fire upon one or more enemies.
▲ If the attacker has more than one target and a BS Weapon, he must distribute his attacks as part of the BS Attack declaration.
▲ All shots must be declared from the same point.

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

The Active Player rolls as many d20 as their Combi Rifle's Burst (*B*) value indicates, while the Reactive Player's Burst (B) is always reduced to 1.

COMBI RIFLE					
Name	Number of Saving Rolls	Saving Roll Attribute	A	PS	B
Combi Rifle	1	ARM	N	7	3

RANGE MODIFIERS			
16''	32''	48''	96''
+3	-3	-6	

RANGE

COMBI Rifles have the following values:

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

13

COVER

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

If the target is in Partial Cover, the attacker will apply a -3 MOD to their BS Attack Roll and the BS Attack's target increases the Attack's Possibility of Survival (PS) by 3 for Saving Roll purposes.

DODGE
SHORT SKILL / ARO

REQUIREMENTS

▲ The Trooper must have LoF to an enemy Trooper.

EFFECTS

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

SAVING ROLL: ARMOR AND PS

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

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

To calculate the Success Value of the Saving Roll, the player must take the ARM Attribute and add:

▲ The Weapon's PS.
▲ The (+3) MOD due to Partial Cover, if applicable.

Once the Success Value 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, 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, the impact is successful, the impact causes damage and the most common consequence is that the target receives one Wound or is affected by a detrimental state.

If a Trooper gains as many Wounds as the value of its VITA Attribute, then that Trooper enters **Unconscious** State. On the other hand, if the Trooper gains more Wounds than the value of its VITA Attribute, the Trooper enters the **Dead** state.

INITIATIVE AND DEPLOYMENT ROLL

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

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

KEEPING DEPLOYMENT

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

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

WANT TO LEARN HOW TO PLAY CORVUS BELLI GAMES?

The Deployment Phase is divided into the following steps:

▲ Player One Deployment.
▲ Player Two Deployment.

DEPLOYMENT RULES

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

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

GAME ROUND EXAMPLE :

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

FUSILIERS WIP 12
KEITSOTSU WIP 12
14 11

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

1. START OF THE TURN: TACTICAL PHASE
Order Count: having 3 available Keitsotsu deployed, Player 1 places 3 Orders on the table.

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

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

For the second Skill of the Order, Player 1 declares Move once again and moves 4 inches. Again, there are no AROs.
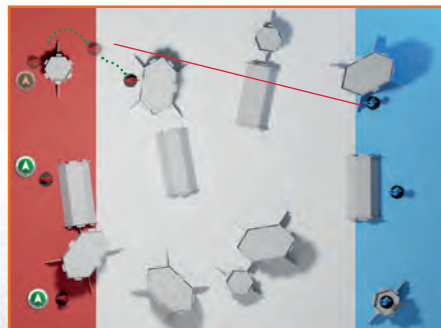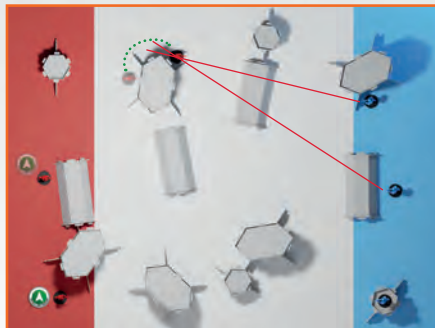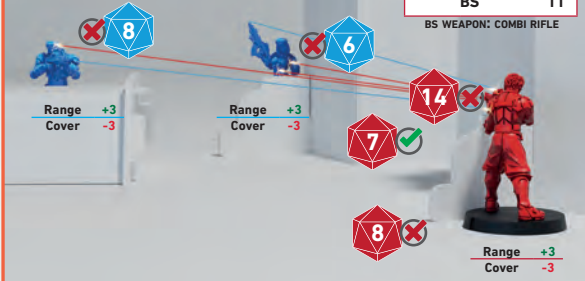
With the second Order, Player 1 declares Move yet again, reaching the corner of the building, and staying in cover. Player 2 declares the ARO BS Attack with the two Troopers that now have LOF. Player 1 also declares BS Attack and distributes their Combi Rifle's B3 (2 dice against one target and 1 die against the other).

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

In this case, the Success Value (SV) will therefore be:

JSA: BS = 11 , +3 due to Range, –3 due to Cover. SV=11.

PanOceania: BS = 12 , +3 due to Range, –3 due to Cover. SV=12 for both Troopers that declared an ARO.

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

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

As the 7 is a winning roll, Player 2 will have to make a Saving Roll = 11 (+1 ARM +7 PS, +3 due to Cover). Any result that is equal to or less than 11 will be a successful Saving Roll and the Trooper will not gain a Wound. Player 2 rolls the die and gets a 17, so their Trooper gains a Wound and falls Unconscious (See image 1).

With their last Order, Player 1 decides to declare Move from one blast barrier to the next.

Player 2 declares BS Attack as their Trooper's ARO and Player 1 declares Dodge as their second Skill. Success Values (SV) are calculated for the Face to Face Roll.

JSA: Dodge with PH = 10. SV=10.

PanOceania: BS = 12, –3 due to Range (18 inches) and no negative MOD due to Cover, since they decided to shoot at the enemy before they reached the second blast barrier. SV = 9

They roll the Dice and the results are:

KEITSOTSU		FUSILIERS	
MOV	4-4	BS	12
PH	10	BS WEAPON: COMBI RIFLE	
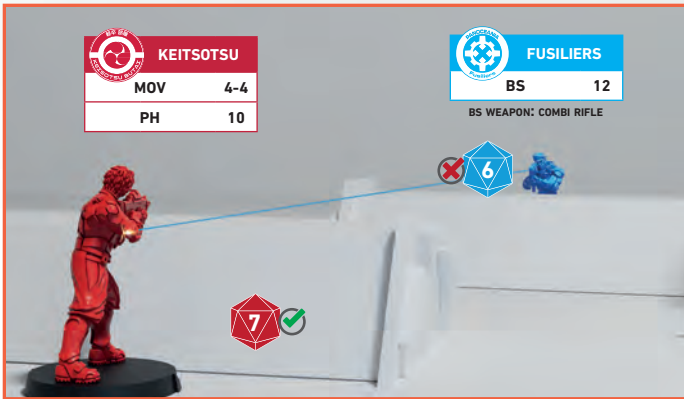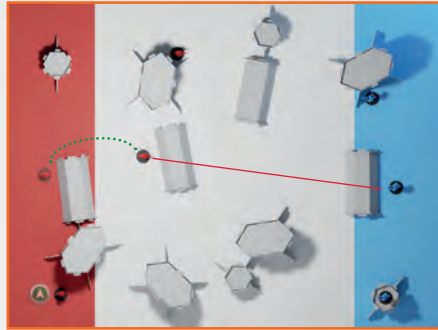
JSA: 7, **PanOceania:** 6. Both Players' Rolls are successful, but the JSA Player's higher value prevails. Now the JSA Player may move their Trooper up to 2 inches during step 5.1. Effects of the Order Expenditure Sequence, without generating AROs.

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

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

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

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