CORVUS BELLI
INFINITY

N4

INFINITY N4. RULES ANNEX

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

INFINITY N4 LABELS AND TRAITS

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

LABELS

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

- **Assignable (W).** When deploying its owner during the Deployment Phase, and **only** then, this weapon or piece of Equipment can be assigned to Troopers who possess the Transmutation (W) Special Skill, and are present on the game table as a Model (excluding Troopers using Airborne Deployment, Hidden Deployment, Impersonation State, etc.).
A Trooper possessing the Transmutation (W) Special Skill cannot receive more than one weapon or piece of Equipment of the same type with the Assignable Trait.
Weapons and pieces of Equipment with the Assignable Trait must be placed and remain in base contact with their **user**, the assigned Trooper, moving along with them.
These weapons and pieces of Equipment are considered a Game State Token rather than a Model.

TRAITS

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

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

SPECIAL SKILLS

INSPIRING LEADERSHIP

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

INSPIRING LEADERSHIP
AUTOMATIC SKILL

Obligatory

REQUIREMENTS

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

EFFECTS

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

TRI-CORE

This Special Skill allows the Fireteam: Haris of its owner to apply the Bonuses of a Fireteam five members.

TRI-CORE
AUTOMATIC SKILL

Optional

REQUIREMENTS

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

EFFECTS

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

TRI-CORE GAME EXAMPLE

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

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

WEAPONRY

SYMBIOBOMB

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

SYMBIOBOMB

Assignable (W), Comms Attack, Optional.

EFFECTS

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

SYMBIOBOMB GAME EXAMPLE:

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

EQUIPMENT

SYMBIOMATE

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

SYMBIOMATE   AUTOMATIC EQUIPMENT

Assignable (W), Obligatory.

REQUIREMENTS

▶ The SymbioMate must be used when the Trooper is forced to make a Saving Roll.

EFFECTS

▶ A SymbioMate provides its user with **ARM and BTS** values of **9**—replacing the ARM and BTS values of the user's Unit Profile—and it also provides the Immunity (Total) Special Skill.
In addition, the SymbioMate is used and applied also against **Comms Attacks**.
▶ When a Trooper with a SymbioMate is forced to make any Saving Rolls, they will perform those Saving Rolls with an Attribute value of 9, applying the Immunity (Total) Special Skill. Any other successful Attacks received by the user—or weapon or rule requiring any Saving Rolls—during the same Order will also apply the ARM and BTS values of 9, and the Immunity (Total) Special Skill. Against Comms Attacks, players will apply the ARM and BTS values of 9 but not the Immunity (Total) Special Skill.
▶ This is a single-use piece of Equipment, the SymbioMate will be removed from the game table at the end of the Order in which it was used.

SYMBIOMATE GAME EXAMPLE-1

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

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

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

If the Gorgos was in Partial Cover, it would apply the -3 MOD to Damage, if applicable.

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

SYMBIOMATE GAME EXAMPLE-2

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

If the Sakiel had suffered a successful Attack with a weapon loaded with PARA Ammunition, and with the Non-Lethal Trait, he will not make the Saving Roll, thanks to the Immunity (Total) Special Skill.

INFINITY FIRETEAMS

The Infinity Fireteams rule allows players to activate a team of Troopers who support another Trooper—called **Fireteam Leader**—with reduced Order expenditure.

> Sibylla explains
>
> This rule allows the activation of groups composed of 2 to 5 Troopers by spending a single Regular Order during the Active Turn, which will grant a set of Bonuses in both the Active and Reactive Turn.
>
> These Troopers must be in Coherency by remaining inside the Zone of Control of the Fireteam Leader, the Trooper who bears the weight of the Order during the Active Turn. Fireteam Leadership can alternate between the Fireteam members; players can change the Leader with each new Order.

IMPORTANT
The following cannot be part of a Fireteam:
Peripherals and their Controllers.
Troopers in Marker form.
Troopers with the Infiltration Special Skill.
Troopers possessing Skills with the Airborne Deployment Label.
Troopers that activate or are in the Suppressive Fire State.
Troopers in Isolated State or any Null State.
Additionally, members of a Fireteam cannot be part of a Coordinated Order.

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.

FIRETEAM TYPES
The types of Fireteams that the player may use during a match are:

FIRETEAM DUO
When created, a Fireteam Duo must contain two Troopers.

FIRETEAM HARIS
When created, a Fireteam Haris must contain three Troopers.

FIRETEAM CORE
When created, a Fireteam Core must contain a minimum of three and a maximum of five Troopers.

IMPORTANT
Some Sectorials can modify the conditions for creating a Fireteam. If this is the case it will be indicated in the Sectorial's Fireteams Chart.

GENERAL RULES OF FIRETEAMS:

- The members of a Fireteam must observe the **Coherency** rule (see N4 page 26) in regards to the **Fireteam Leader**.
- A Trooper **cannot** simultaneously be part of more than one Fireteam.
- All members of a Fireteam must belong to the same Combat Group.
- When a Regular Order is spent on a member of a Fireteam, they automatically become the Fireteam Leader. Additionally, they activate the other members of the Fireteam (see Fireteam Order).
- Fireteams must contain of a minimum of two Troopers and a maximum of five Troopers (always observing the Army's Fireteams Chart).
- Fireteams allow the use of the **Fireteam Bonuses** for two, three, four, or five members depending on the Composition and number of Troopers in the Fireteam.

FIRETEAMS CHART

This section explains how to read the information provided in the Fireteams Chart. To do so, we will use the following Chart as an example, but it is important to remember that the official and current Charts are those shown in the Infinity Army application.

1. Name of the Army or Sectorial.

2. The maximum number of each Type of Fireteam that may be on the game table at the same time. This is checked every time a Fireteam is created. In this case, the Imperial Service may have no more than one Fireteam Core, no more than two Fireteam Haris, but has no limit on the number of Fireteam Duos.

3. When Creating a Celestial Guard Fireteam, the player may choose to create a Fireteam Haris and/or a Fireteam Core. Once created, the Fireteams follow the Fireteam Integrity rules. If the Availability of the Troopers and the rules for creating Fireteams allow it, the player may have a Fireteam Haris and a Fireteam Core of Celestial Guards on the game table at the same time.

4. When **Creating a Fireteam**, you must observe the minimum and maximum number of Troopers that can be part of that Fireteam. In this case, a Fireteam of Celestial Guards must include at least one Celestial Guard. **Fireteam Composition Bonuses** are **only** applied if all the Troopers in the Fireteam are from the same Unit, or list the name of the Unit or Fireteam in a note or in brackets.

5. Different Units that can form the ALEPH Support Fireteams. The asterisk (*) in the Min column indicates that when you create any ALEPH Support Fireteam, **you must choose at least 1 Trooper** with an asterisk (*) in the Chart.
[5N] Note: a Zhian Fireteam of Bounty Hunters gets the Fireteam Composition Bonuses as it only contains Authorized Bounty Hunters and/or Characters that have '(Bounty Hunter)' listed after their name.

6. In some cases, there may be additional conditions for the creation or operation of Fireteams. These notes take priority over the General Rules of Fireteams.

7. The 'FTO' term indicates that, in a Unit, only those options with 'FTO' in their option name can be part of a Fireteam. This includes options such as the FTO Lieutenant, the FTO Hacker or the FTO-2.
However, if a specific FTO is mentioned, for example the FTO-2, only that option can be part of the Fireteam.

8. Wildcards can be part of any Fireteam. The maximum column shows the maximum number of Troopers of that Unit that can be included per Fireteam. In addition, some Wildcards may also be listed in specific Fireteams. In all cases, the total number of Troopers of that Unit included in the Army List must respect the Availability of the Unit.

Fireteams Chart - Imperial Service

Unlimited Fireteams DUO
Maximum 2 Fireteams HARIS
Maximum 1 Fireteam CORE

Celestial Guard Fireteams — HARIS, CORE

Min	Max	
1	5	CELESTIAL GUARD
0	2	DAKINI
0	1	DEVA
0	1	TÁOWÙ

Kuang Shi Fireteam — CORE

Min	Max	
2	4	KUANG SHI
1	1	CELESTIAL GUARD Monitor (Kuang Shi)

The Fireteam is automatically Cancelled if the Celestial Guard Monitor leaves the Fireteam.

ALEPH's Support Fireteams — DUO, HARIS

Min	Max	
*	3	DAKINI
*	3	DEVA (Dakini)

Wu Míng Fireteams — DUO, HARIS, CORE

Min	Max	
1	5	WÚ MÍNG
0	4	ZHÀNYING (Wu Míng)

Zhian (Law&Order) Fireteams — DUO, HARIS

Min	Max	
*	3	GARUDA
*	3	PHEASANT IMPERIAL AGENT
*	3	CRANE AGENT
*	3	ZHÀNYING
*	2	BOUNTY HUNTER
*	2	CSU
0	2	HSIEN
0	1	SFORZA FTO (Bounty Hunter)
0	1	MIRANDA ASHCROFT (Bounty Hunter)

Fast Attack Fireteams — DUO

Min	Max	
*	2	SÙ-JIÀN
*	2	MOTORIZED BOUNTY HUNTER

Wildcards

Min	Max	
0	3	CRANE AGENT
0	1	XI ZHUANG (Celestial Guard)
0	1	ADIL (Celestial Guard)
0	1	ADIL CRANE RANK (Imperial Agent Crane Rank)

There only can be one Adil in each Army List.

FIRETEAM INTEGRITY

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

- The Fireteam Leader enters Isolated State or any Null State.
- The Fireteam Leader declares an ARO different from the Fireteam's ARO (see page 7).
- The Fireteam is reduced to one member.
- If a Retreat! situation occurs.
- If the player uses a Command Token to create another Fireteam which does not observe the maximum number of Fireteams of that Type allowed in their Army or Sectorial. In this case, the player must decide which of the Fireteams is cancelled.
- The Fireteam can be cancelled voluntarily by the player both during the Active and the Reactive Turn, with no additional expenditure of Orders or Command Tokens. To do so, the player must indicate so before the Order is spent by any of the players.

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

- The Trooper enters or is in Isolated State or any Null State.
- The Trooper breaks Coherency with the Fireteam Leader.
- The Trooper is Irregular and uses its Irregular Order.
- The Trooper is the Lieutenant and spends the Lieutenant Special Order.
- The Trooper enters or is in a State that allows it to be substituted by a Marker (Camouflaged, Impersonation, Holoecho...), unless a Special Skill, piece of Equipment or Scenario Special Rule indicates otherwise.
- The Trooper is moved to another Combat Group.
- In the Reactive Turn, if the Trooper declares an ARO that is different from the **Fireteam's ARO**.
  In any of the above cases, the Trooper stops being part of the Fireteam the moment the Order or ARO is declared. **Consequently:**
- In the **Active Turn**, that Trooper is not activated by the Fireteam's Order, so is considered inactive for ARO purposes.
- In the **Reactive Turn**, that Trooper is not able to benefit from the advantages of being in a Fireteam.
  When one or more members leave the Fireteam, the player must recalculate the number of members to check if a **Fireteam Cancellation** occurs, or to determine the bonuses available to the members during that Order if there are still enough members for there to be a Fireteam.

EXAMPLE

In a five member Fireteam where only three of them declare an ARO, if two members declare the same Skill in ARO, and the third member declares a different Skill, the Skill declared by the two members has been declared by more than half of the reacting members and is the Fireteam's ARO. The third member will automatically leave the Fireteam.

On the other hand, if two members declare the same Skill in ARO, but two others declare different Skills, then no Skill has been declared by more than half of the reacting members. The player can choose which Skill is the Fireteam's ARO, and the members that declared a different Skill will automatically leave the Fireteam.

REJOINING THE FIRETEAM IN THE ACTIVE TURN

Troopers who left a Fireteam can automatically **rejoin it** if they are in Coherency with the Fireteam Leader **during the Order Count step of their next Tactical Phase.**

FIRETEAMS IN THE ACTIVE TURN

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

FIRETEAM ORDER
ATTACK/ MOVEMENT

REQUIREMENTS

During the Order Phase of the Active Turn, the Fireteam Order requires spending 1 Regular Order from the Order Pool of the Fireteam members' Combat Group. The player must nominate one member of the Fireteam as the Fireteam Leader, placing a Fireteam Leader Token (FIRETEAM LEADER) beside them.
Members of a Fireteam must observe the Coherency rule (see N4, page 26) regarding the Fireteam Leader. If they do not, see Fireteam Integrity.

EFFECTS

- ▶ All Fireteam members are activated with the Fireteam Order.
- ▶ By declaring Reset or any Skill with the Movement Tag (except Berserk), both the Fireteam Leader and the other Fireteam members perform that Skill. If any other Skill is declared, only the Fireteam Leader performs the declared Skill and the other Fireteam members perform an Idle while **granting the Fireteam Leader a set of Bonuses** determined by the size and composition of the Fireteam. If any of the Fireteam members does not meet the Requirements of a Skill declared during the Order or does not have the Skill, then they perform an Idle instead of that Skill, while the others may act normally.
- ▶ Each Reactive Trooper can choose only one of the Troopers (whether the Fireteam Leader or one of the other Fireteam members) as their target, but they are not obliged to choose the same target.

FIRETEAMS, NCO AND TACTICAL SENSE

If a Fireteam member has the NCO or Tactical Sense Special Skill and spends the Lieutenant Special Order or their extra Order, they are automatically nominated as the Fireteam Leader and the Fireteam is activated as if a Regular Order had been spent.

REMEMBER

Any member that breaks *Coherency* is no longer part of the Fireteam (see *Integrity of a Fireteam*).

FIRETEAMS IN THE REACTIVE TURN

FIRETEAM ARO

Players must consider the Fireteam's ARO to be the Skill declared by more than half of the Fireteam members that declare an ARO. In any other case, the player decides which Skill is the Fireteam's ARO. Consequences for declaring a Skill that is different from the **Fireteam's ARO** can be found in the **Fireteam Integrity** section (page 6).

FIRETEAM ARO

EFFECTS

▶ During the Reactive Turn, all the Fireteam members gain their own separate AROs. However, any Skills declared as AROs must be **the same for all of the reactive members, which is called the Fireteam's ARO**.

▶ During the Reactive Turn, **all the Fireteam members have all the bonuses** that being part of a Fireteam provides.

▶ During the Reactive Turn, all Fireteam members perform their own Rolls and apply the corresponding effects on the enemy. Close combat is an exception, see the Fireteams and CC Combat section (page 8).

▶ Each Fireteam member must observe the Coherency rule in regard to the Fireteam Leader. The player must perform a Coherency Check at the start and end of each ARO, to know how many members the Fireteam has. If a Fireteam member fails a Coherency Check regarding the Fireteam Leader, they will not count as part of the Fireteam and will immediately stop being part of it.

▶ When facing multiple Active Troopers (Coordinated Orders, another Fireteam, Troopers with Peripherals, and so on), each Fireteam member must choose only one of the Troopers activated by the Order as their target, but they are not obliged to choose the same target. However, the Skill declared in ARO must be the same for all members of the Fireteam.

FIRETEAM BONUSES

In Infinity N4, being in a Fireteam grants a set of Bonuses to its members. They are classified into two types:

■ Fireteam Size Bonuses.
■ Fireteam Composition Bonuses.

Unlike other multi-Trooper activations, like Coordinated Orders and their Spearhead, during the Active Turn the Trooper designated as Fireteam Leader will have the full Burst (B) value of their weapon, piece of Equipment, or Skill, plus any applicable Bonus.

> **IMPORTANT**
>
> Unless otherwise specified, Fireteam Bonuses are cumulative with each other, and with other bonuses or Burst MODs provided by other rules, Special Skills, Equipment, or Hacking Programs.

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

FIRETEAM BONUS CHART	
Fireteam Size Bonus:	**Fireteam Composition Bonus (same Unit):**
2 Members: Activate the entire FT with 1 Order.	
3 Members: All get +1B BS Attack.	3 Members: All get +3 Discover.
4 Members: All get Sixth Sense.	4 Members: All get +1 BS.
5 Members: All get +1 BS.	5 Members: All get +1 BS.

FIRETEAM SIZE BONUSES

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

TWO MEMBER FIRETEAM BONUS

This Level applies the basic rules of Fireteams, granting no additional bonus.

■ During the Active Turn, the Fireteam members activate with a single Regular Order.

THREE MEMBER FIRETEAM BONUS

BURST SUPPORT BONUS
AUTOMATIC SKILL

Optional

EFFECTS

▶ During the Active Turn, the Fireteam Leader can apply a +1 Bonus to the Burst (B) value of their BS Weapons. This Bonus is applied to Throwing Weapons but not to Technical Weapons.

▶ During the **Reactive Turn**, all the Fireteam members benefit from this bonus. However, all BS Attacks of the Burst must be performed against the same target.

▶ The +1 B MOD does not apply to Entire Order Skills (Intuitive Attack, Speculative Attack...).

▶ If the Trooper uses this bonus with **Disposable Weapons with limited ammunition** (for example a Panzerfaust), then benefiting from the +1 *B* bonus means expending one additional use (see Disposable, page 152).

EXAMPLE:

For example, a Trooper with a Panzerfaust (a weapon with B 1 and two uses) using the +1 Burst bonus would make an Attack with B 2, expending both of the weapon's uses in a single Order. The Panzerfaust will be unloaded, so the player would place an Unloaded State Token beside the Trooper.

FOUR MEMBER FIRETEAM BONUS

■ All Fireteam members gain the **Sixth Sense** Special Skill.

FIVE MEMBER FIRETEAM BONUS

■ All the Fireteam members applies a +1 MOD to their BS Attack Rolls. **This Bonus** is applied to Throwing Weapons but not to Technical Weapons.

FIRETEAM COMPOSITION BONUSES

The new specialized and intensive models of tactical instruction allow Troopers from the same Unit to form more integrated Fireteams, thus optimizing their combat performance.

Fireteams that only contain Troopers from the same Unit, and/or those identified as such, have additional Bonuses based on the number of members.

ADDITIONAL BONUSES

REQUIREMENTS

The **Fireteam** must be **only contain Troopers of the same Unit** and/or those that the Fireteams Chart identifies as such in a note or in brackets.

EFFECTS

▶ The additional Bonuses are cumulative with the Fireteam Size Bonuses.

▶ During both the Active and the Reactive Turn, the additional Bonuses are:
  ▶ Three-member Fireteams: **All** get a +3 MOD to their Discover Rolls.
  ▶ Four-member Fireteams: **All** get a +1 MOD to their BS Attack Rolls. This Bonus is applied to Throwing Weapons but not to Technical Weapons.
  ▶ Five-member Fireteams: **All** get a +1 MOD to their BS Attack Rolls. This Bonus is applied to Throwing Weapons but not to Technical Weapons.

▶ The composition of the Fireteam is checked the moment it is created and also after declaring any Order or ARO with the Fireteam.

REMEMBER

When the number of Fireteam members changes, the player must check both the Size and Composition Bonuses that the members can apply during the Order (see Fireteam Integrity, page 6).

FIRETEAMS AND CC

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

FIRETEAMS, FRENZY AND IMPETUOUS

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

FIRETEAMS AND SUPPRESSIVE FIRE STATE

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

FIRETEAMS AND COMMS ATTACK

In the Reactive Turn, if the Fireteam has more than one Hacker and the player declares a Hacking ARO, every reactive Hacker may use a different Hacking Program.

FIRETEAMS, MOTORCYCLES, AND PILOTS

Pilots—and Troopers possessing a Motorcycle—can Mount or Dismount from their Motorcycle or TAG and use their new Unit Profile without leaving their Fireteam.

However, in the case of a Pilot (Remote), if the player performs a Reset to regain control of their TAG, it automatically leaves the Fireteam.

FIRETEAM EXAMPLES

Included below are a set of examples for Fireteam Creation, rejoining Fireteams, and game situations for the different Fireteams. These include Fireteam Charts and options from different Units. Please remember that the official up to date information is found in the Infinity Army app.

In the Infinity Army app you can check the Unit Profiles and Fireteam Charts for every Army or Sectorial Army, useful tools to help assemble your Army Lists.

EXAMPLE 1: CREATING A FIRETEAM

Case 1: Trooper Selection and Deployment.

During the Deployment Phase, a White Banner player wants to build a Zhanshi Fireteam Core. As shown in the Fireteams Charts, in order to create a Zhanshi Fireteam Core it is mandatory to include at least 1 Zhanshi. The other members of the Fireteam can be any possible combination of the listed Troopers without exceeding their maximum values. For example, 3 Zhanshi (Paramedic, Missile Launcher, and MULTI Sniper Rifle), 1 Zhanshi Yīshēng and Chief Cheong-Hee Jeong.

Zhanshi Fireteams		HARIS, CORE
Min	Max	
1	5	ZHANSHI
0	1	Zhanshi YĪSHĒNG (Zhanshi)
0	1	BEASTHUNTER FTO
0	1	CHIEF JEONG (Zhanshi)

ZHANSHI #1 Fireteam Leader

BS

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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. Since one of them is outside the ZoC of the Fireteam Leader, the player places them inside the ZoC, since it is still the first part of the player's Deployment Phase.

Sybilla Explains

During the match, the player may create another Fireteam by spending a Command Token. In this case, they must be sure that all the Troopers that they want to be part of the Fireteam are within the Zone of Control of the Trooper chosen as Fireteam Leader. Troopers that are not in Coherency cannot become part of the Fireteam.

Case 2: Wildcards and Availability higher than 1.

Karhu Troopers have Availability 5 in the WinterFor Sectorial Army. As shown in the Fireteams Chart image, as Karhu Troopers are Wildcards they can be part of any WinterFor Fireteam. Also, they are one of the Units that can form a WinterFor Beta Fireteam.

Fireteams Chart - Svalarheima's Winter Force ⊗

Unlimited Fireteams DUO
Maximum 2 Fireteams HARIS
Maximum 1 Fireteam CORE

Fusiliers Fireteam — HARIS, CORE

Min	Max	
1	5	FUSILIER
0	2	ORC
0	1	INFIRMARER

Nisses Fireteams — DUO, HARIS, CORE

Min	Max	
1	5	NISSE
0	1	MACHINIST WinterFor (Nisse)

WinterFor Alpha Fireteams — DUO, HARIS, CORE

Min	Max	
*	5	ORC (WinterFor Alpha)
*	3	VARG (WinterFor Alpha)

WinterFor Beta Fireteams — DUO, HARIS

Min	Max	
*	3	KARHU
*	3	KNIGHT HOSPITALLER
*	2	KNIGHT OF JUSTICE
*	2	BØYG
0	1	INFIRMARER
0	1	NISSE

CHAKSA LONGARMS Fireteams — DUO, HARIS

Min	Max	
1	3	CHAKSA LONGARM

BULLETEERS Fireteams — DUO

Min	Max	
1	2	BULLETEER

Wildcards

Min	Max	
0	1	KNIGHT OF JUSTICE
0	4	KARHU
0	1	QUINN (Fusilier)
0	1	UMA SØRENSEN FTO (Fusilier, Nisse)
0	1	SHONA CARANO
0	1	GUNNAR (Fusilier, Karhu)
0	1	AGNES

In the Wildcard Table, the Maximum of 4 indicates that the player may include up to 4 Karhu in the Sectorial's Fireteams. Therefore, a Fusilier Fireteam Core could be made up of 1 Fusilier and 4 Karhu.

In the same way, you can include 2 Karhu in a Fusilier Fireteam Core, 2 Karhu in a Nisses Fireteam Haris, and 1 Karhu in a WinterFor Beta Fireteam. All this is possible because the Sectorial's Availability of 5 for Karhu Troopers is not exceeded and because WinterFor allows 1 Fireteam Core and up to 2 Fireteams Haris.

EXAMPLE 2: CREATING A FIRETEAM. BONUSES FOR SIZE AND COMPOSITION

Let us now analyze the Morat Fireteams. The following image shows the Morat Fireteams Charts and the Fireteam Bonus Table.

Morat Fireteams — DUO, HARIS, CORE

Min	Max	
*	5	MORAT VANGUARD (Morat)
*	3	KURGAT (Morat)
*	5	YAOGAT (Morat)
*	5	SURYAT (Morat)
*	3	KAITOK (Morat)
0	2	DARTOK (Morat)
0	2	RINDAK FTO
0	2	KYOSOT
0	1	ZABUK

FIRETEAM BONUS CHART

Fireteam Size Bonus:	Fireteam Composition Bonus (same Unit):
2 Members: Activate the entire FT with 1 Order.	
3 Members: All get +1B BS Attack.	3 Members: All get +3 Discover.
4 Members: All get Sixth Sense.	4 Members: All get +1 BS.
5 Members: All get +1 BS.	5 Members: All get +1 BS.

In this case, the mandatory minimum to build a Morat Fireteam is that **at least one** of the Troopers that has a (*) in the Min column is part of the Fireteam. The rest of the Troopers can be any combination from the Table that does not exceed the allowed maximum. For example:

Case 1: Fireteam Core

- 3x Kurgat (Morat).
- 1x Yaogat (Morat).
- 1x Kaitok (Morat).

Since it is a five-member Fireteam Core, they will all get the Fireteam Size Bonuses for 2, 3, 4, and 5 members.

Additionally, since all members have '(Morat)' after their name, they also get the Fireteam Composition Bonuses for 3, 4, and 5 members.

In summary, all the members of such a Fireteam add the following Bonuses to any MODs shown on their Unit Profile:

- ·A +1B MOD to their BS Attacks.
- ·The Sixth Sense Special Skill.
- ·A +3 MOD to their Discovery Rolls.
- ·A +3 MOD to their BS Attack Rolls.

Case 2: Fireteam Core

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

Another example of a five-member Fireteam Core. In this case, all its members will gain the Fireteam Size Bonuses for 2, 3, 4, and 5 members. However, as the Fireteam is not made up entirely by Troopers from the same Unit or with '(Morat)' after their name, they will **not** get any Fireteam Composition Bonuses.

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

- · A +1B MOD to their BS Attacks.
- ·The Sixth Sense Special Skill.
- ·A +1 MOD to their BS Attack Rolls.

Case 3: Calculating Fireteam Bonuses

The Fireteam Core from the previous case loses the Kyosot and the Zabuk during the match. From that point on, the Fireteam Core, with only 3 Morat Vanguard (Morat) will get both the Fireteam Size and Composition Bonuses (see Fireteam Integrity, page 6).

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

- · A +1B MOD to their BS Attacks.
- ·A +3 MOD to their Discovery Rolls.

EXAMPLE 3: ORDER EXPENDITURE SEQUENCE AND AROS (FIRETEAM IN THE ACTIVE TURN)

1. The Active Player spends a Regular Order and places the Fireteam Leader Token besides the Trooper that they nominate as Fireteam Leader during that Order. Then they declare the first Short Skill of the Order. Next, they perform a Coherency Check to find out how many members are in Coherency with the Fireteam Leader, remaining within their Leader's ZoC.
2. The Reactive Player declares the AROs of all their Troopers who can react to any Fireteam member. Each enemy Trooper gets only one ARO against the whole Fireteam.
3. The Active Player declares the second Short Skill of the Order.
4. The Reactive Player declares the AROs of any Troopers who gain an ARO with the second Short Skill of the Order.
5. Both players determine what Modifiers (MODs) to apply, and the Active Player applies the corresponding Fireteam Size and Composition Bonuses. Both players make any required Rolls.
6. At the end of the Order, during its Conclusion and after having performed any movement due to Guts Rolls, the Active Player performs a Coherency Check to see if any member has left the Fireteam, or if the Fireteam has been cancelled.

EXAMPLE 4: MOVE AND DODGE (FIRETEAM IN THE ACTIVE TURN)

In the situation shown in the image, during their Active Turn the Zhanshi Fireteam has declared Move as the first Short Skill of the Fireteam Order. The Fireteam grants a single ARO to each Fusilier, with each one declaring a BS Attack ARO.

In this situation, the Fireteam Leader doesn't have LoF to Fusilier B, so they may only make a BS Attack Face to Face Roll against Fusilier A. Now the player has to decide if the Fireteam Leader declares BS Attack against Fusilier A, allowing Fusilier B to make a Normal BS Attack Roll against Zhanshi 3. Or, alternatively, to declare Dodge (a Skill with the
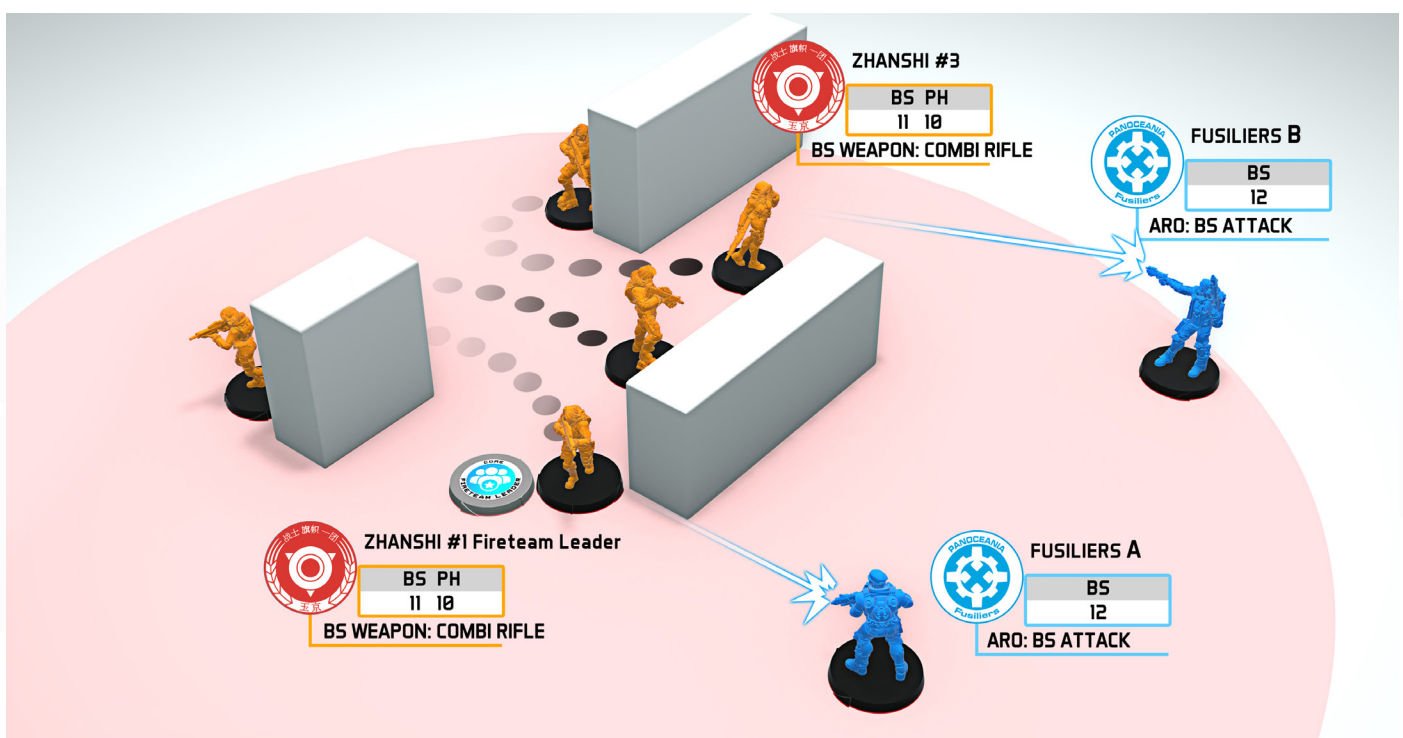
Movement Label), so that all the Fireteam members can Dodge. This would result in two Face to Face PH Rolls (one for the Fireteam Leader and another one for Zhanshi 3) against the Fusiliers' BS Attack. The other Zhanshi make Normal PH Rolls.

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REMEMBER

During a Fireteam Order, the Skills that are performed by both the Fireteam Leader and the rest of the members are:

  * Reset
  * Skills with the Movement Label (except Berserk)
      * Dodge
      * Move
      *Jump
      * Climb

See Fireteam Order, page 6.

</div>

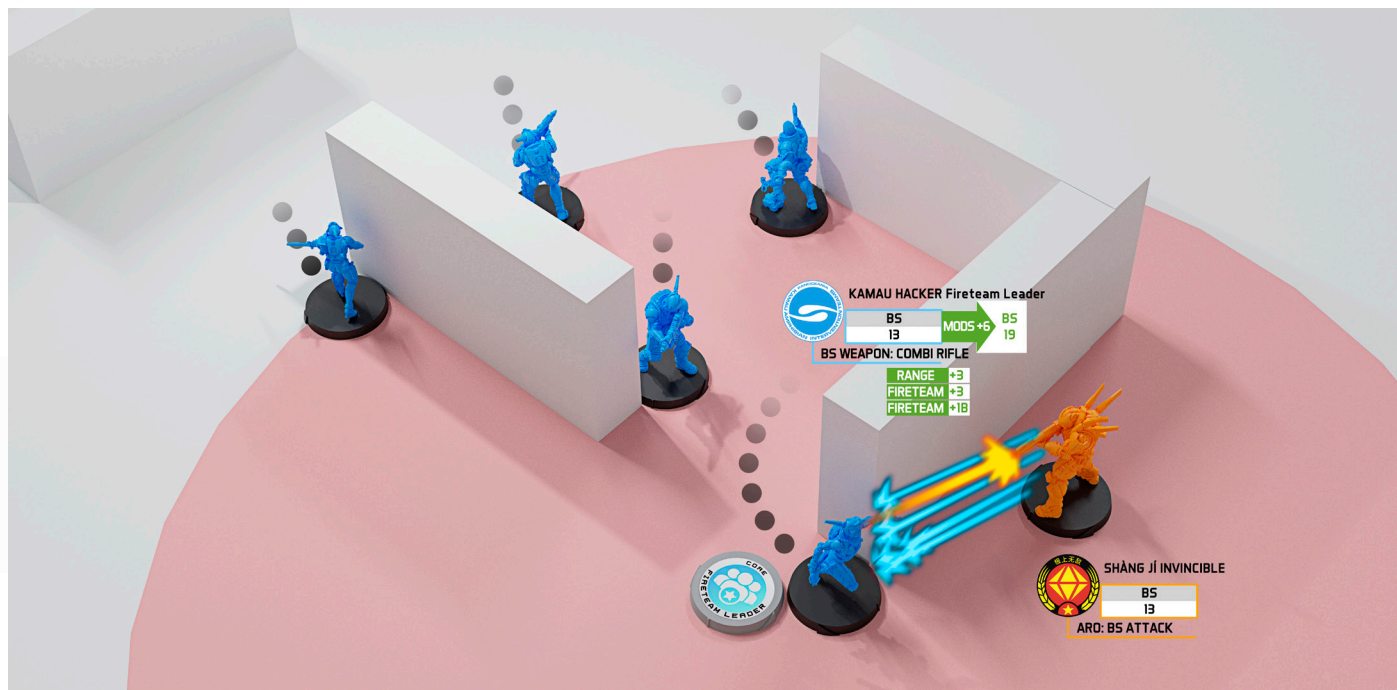## EXAMPLE 5: MOVEMENT SKILL (FIRETEAM IN THE ACTIVE TURN)

During their Active Turn, the Yu Jing player wants two of their five-Zhanshi Fireteam to gain the high ground and declares Climb as the Fireteam Order. Both Zhanshi (A and B) climb while the other members of the Fireteam—although also activated by the Movement Skill—do nothing and instead perform an Idle.

EXAMPLE 6: CHANGING LEADER, AND HACKING (FIRETEAM IN THE ACTIVE TURN)

During their Active Turn, the player with a Fireteam of four Kamau and one Machinist Varuna Div (Kamau) aims to carry out a Comms Attack against the enemy. To that end, during their new Fireteam Order, they decide that the Kamau Hacker will be the Fireteam Leader and place the Fireteam Leader Token besides them.

Next, they declare the Move Skill and the entire Fireteam advances. The Fireteam Leader declares the use of a Hacking Program against the enemy Trooper as the second Short Skill of the Order. In this case, the Fireteam Leader has not declared a BS Attack, so no MOD for Fireteam Bonuses is applied. Additionally, the rest of the Fireteam members perform Idles, so the Fireteam Leader is the only one to act. However, even if there is another Hacker in the Fireteam, they would not act and the Fireteam Leader would receive no Bonus whatsoever.

KAMAU HACKER Fireteam Leader

WIP	BTS
13	6

EQUIPMENT: HACKER DEVICE

SHÀNG JÍ INVINCIBLE

WIP	BTS
13	6

ARO: RESET

CORE FIRETEAM LEADER

KAMAU Fireteams		HARIS, CORE
Min	Max	
1	5	KAMAU
0	2	MACHINIST Varuna Div (Kamau)

During the following Fireteam Order the first Skill of the Order is declared: Move. After the corresponding Coherency Check and ARO declaration, the second Short Skill of the Fireteam is declared: BS Attack. Both the Fireteam Leader and the other Fireteam members Move, but only the Fireteam Leader performs a BS Attack Roll. Since it is a five-Trooper (Kamau) Fireteam, the Leader applies both the Fireteam Size and Composition Bonuses, receiving a +1 B MOD and a +3 BS MOD. Had Discover been declared as the second Skill of the Fireteam Order instead of BS Attack, the Fireteam Leader would have been the only one to perform the WIP Roll, receiving a +3 WIP MOD. In any of the previous cases, the other Fireteam members are vulnerable to enemy Trooper AROs—the opponent would make Normal Rolls, since the other members could not perform any Roll.

EXAMPLE 7: CHANGING LEADER AND FIRETEAM SUFFERING A CASUALTY (FIRETEAM IN ACTIVE TURN)
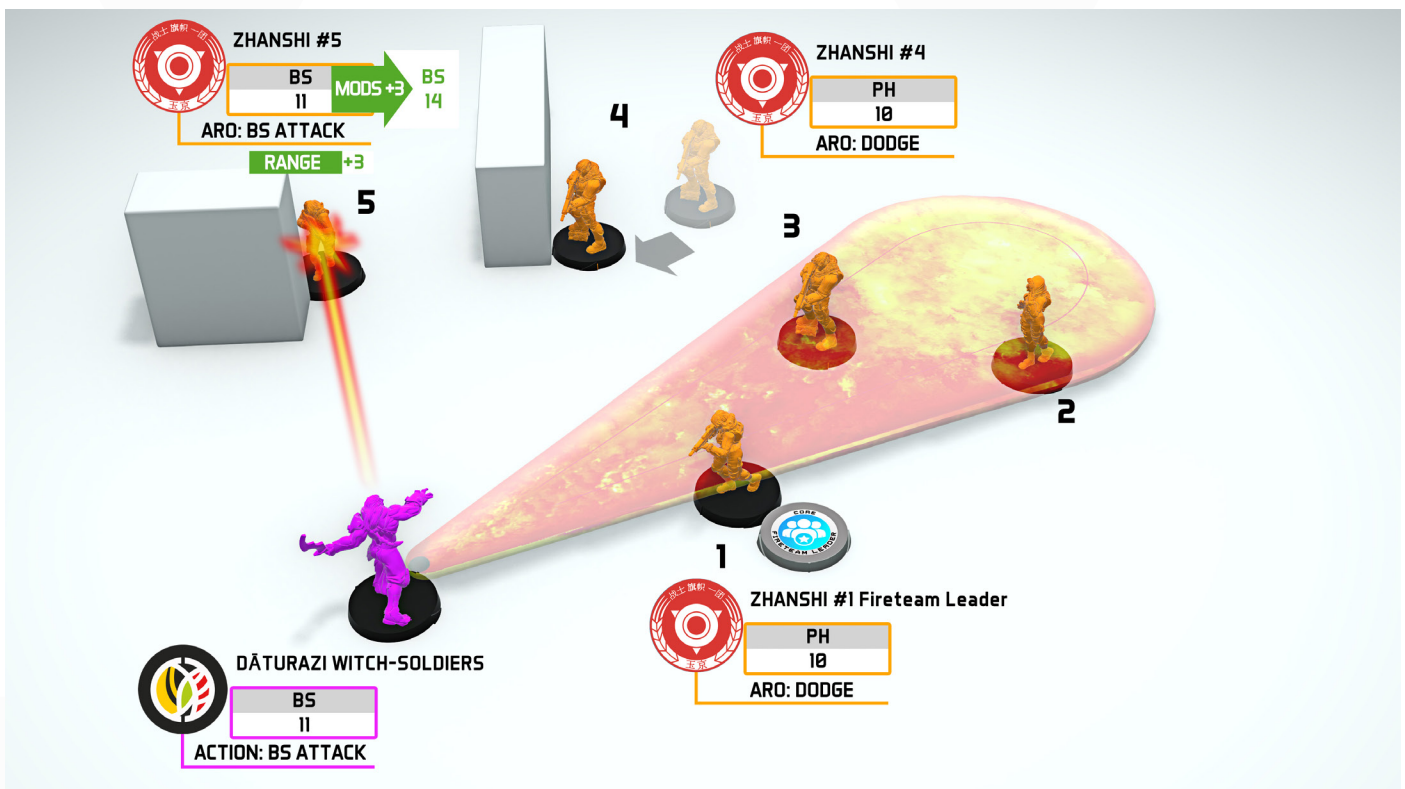
Now suppose that the five-Trooper (Kamau) Fireteam has suffered a casualty, who is in the Unconscious State. With a new Order, the player places the Fireteam Leader Token next to one of the Fireteam members, a Kamau Paramedic. Next, they declare the first Skill of the Fireteam Order: Move. After this they perform a Coherency Check, verifying that the other members fulfil the Coherency rule and are inside the new Fireteam Leader's ZoC. All of the Fireteam members are moved and the Fireteam Leader enters Silhouette contact with the Unconscious Kamau. During the second Short Skill of the Fireteam Order, the Fireteam Leader uses their MediKit. Meanwhile, the other Fireteam members are activated by the second Short Skill, but do nothing and perform an Idle instead.

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

Suppose that, in the previous case, Zhanshi 1 to 4 declared BS Attack AROs and Zhanshi 5 a Dodge ARO. Zhanshi 5 automatically stops being part of the Fireteam and the Zhanshi that declare BS Attack only apply the Fireteam Size and Composition Bonuses for two, three, and four members.

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REMEMBER

If Zhanshi 5 is in Coherency with the Fireteam Leader during the Yu Jing player's next Tactical Phase, the player may apply the rule for rejoining a Fireteam and once again have a five-member Fireteam Core.

However, if the player is in their Active Turn and they want to have a five-member Fireteam Core without waiting until their next Tactical Phase, they will have to spend a Command Token and recreate the Fireteam following the Fireteam Creation rules.

</div>

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 Bonuses, and so their ARO only gets Burst 1 and a +3 Distance MOD.

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

ZHANSHI #2 Fireteam Leader

BS	MODS +6	BS
11		17

ARO: BS ATTACK

RANGE	+3
FIRETEAM	+3
FIRETEAM	+1B

ARJUNA UNIT

BS
12

ACTION: BS ATTACK

KIRANBOTS

BS
10

ACTION: BS ATTACK

FIRETEAM BONUS CHART

Fireteam Size Bonus:	Fireteam Composition Bonus (same Unit):
2 Members: Activate the entire FT with 1 Order.	
3 Members: All get +1B BS Attack.	3 Members: All get +3 Discover.
4 Members: All get Sixth Sense.	4 Members: All get +1 BS.
5 Members: All get +1 BS.	5 Members: All get +1 BS.

During their Active Turn, an Arjuna and their Kiranbot declare Move as the first Short Skill of their Order, in LoF of the five-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 BS Attack, but aimed at Zhanshi 2. As the Zhanshi make up a five-member Fireteam that belong to the same Unit, all of them can apply the corresponding Fireteam Size and Composition Bonuses.

A series of Face to Face Rolls ensues between the Arjuna, and Zhanshi 1 who has a +3 BS Attack MOD and a +1 Burst 1 MOD in ARO, so they shoot twice. Since the Kiranbot attacks with a Direct Template Weapon, Zhanshi 2 makes two Normal BS Rolls thanks to their weapon's +1 Burst MOD Bonus in ARO and they also apply the +3 BS MOD. However, they will have to make a Saving Roll due to the Direct Template Weapon. The other Zhanshi have not been attacked, so they also make Normal Rolls, applying the Burst and BS Bonuses (see image).

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

A three-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 target the Zhanshi Fireteam Leader. A Face to Face Rol will ensue between the Zhanshi's B3 and Miyamoto Mushashi's B2.

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)

Fireteams Morat		DUO, HARIS, CORE
Min	Max	
*	5	VANGUARDIA MORAT (Morat)
*	3	KURGAT (Morat)
*	5	YAOGAT (Morat)
*	5	SURYAT (Morat)
*	3	KAITOK (Morat)
0	2	DARTOK (Morat)
0	2	RINDAK FTO
0	2	KYOSOT
0	1	ZABUK

We have a four-member Morat Fireteam Core made up of:

- 1x Kurgat (Morat)
- 2x Dartok (Morat)
- 1x Zabuk

While the Zabuk is Fireteam Leader, the Kurgat is killed and they are removed from the game table. Despite the Fireteam having lost a Trooper that was mandatory at the moment of creating the Fireteam, the Fireteam itself is not cancelled as none of the conditions that cause the cancellation of a Fireteam have been met. For the rest of the game, the now three-member Fireteam Core will continue to apply the Fireteam rules as usual.

EXAMPLE 12: FIRETEAM CONFRONTATION

Case 1: Fireteam Order (Move + BS Attack) against Fireteam ARO (BS Attack).

With a new Order, the Fireteam Leader of the five-Zhanshi Fireteam declares Move, and the PanOceanian player declares AROs during their Reactive Turn since two members of their five-Fusilier Fireteam gain LoF to the Zhanshi. Both Fusiliers declare a BS Attack ARO, but each of them can only target one of the Zhanshi that form the Fireteam. Fusilier 1 chooses Zhanshi 1 (Fireteam Leader armed with a Heavy Machine Gun) and Fusilier 2 chooses Zhanshi 2 (Combi Rifle). Both Fusiliers are armed with Combi Rifles and, since they are part of a five-member Fireteam, they have all the Bonuses of a five-member Fireteam in ARO. In this case, both of them can apply the +3 BS MOD and the +1 B MOD.

The Yu Jing player must now decide whether to Attack or Dodge. Should they declare Dodge and win the Face to Face Rolls, they could avoid the BS Attacks against both Troopers, but this would not eliminate the threat. If they declare BS Attack, they will apply the Bonuses to the Fireteam Leader, but that would allow Fusilier 2 to make two Normal Rolls against Zhanshi 2, who would not be able to Dodge or perform a BS Attack, since they would be performing an Idle.

Finally, the player decides to risk it and declares BS Attack, applying the five-member Fireteam Bonuses (+3 BS MOD and +1 B MOD). The player decides to divide their Fireteam Leader's Burst 5 (Heavy Machine Gun B 4 plus the +1 B MOD to BS Attack) between the Fusiliers, with three Face to Face BS Attacks against Fusilier 1 and two Normal BS Attack Rolls against Fusilier 2.

Thanks to the Bonuses provided for being part of a five-member Fireteam, the Fusiliers can shoot in ARO with Burst 2 (Combi Rifle in ARO: B 1 plus +1 B MOD to BS Attack) and with a higher accuracy (+3 MOD to BS).

Both Normal Rolls against Zhanshi 2 are successful and the target, having failed a Saving Roll, enters the Unconscious State.

Meanwhile, Zhanshi 1 wins the Face to Face Roll against Fusilier 1, who also becomes Unconscious after failing their Saving Roll. However, none of Zhanshi 1's BS Attacks against Fusilier 2 are successful.

Case 2: Fireteam Order (Move + BS Attack) against Fireteam ARO (Dodge).

Having lost one of their Zhanshi, the Yu Jing player only has the four-member Fireteam Bonuses now. Spending a new Order, they place the Fireteam Leader Token next to Zhanshi 3, who is armed with a Combi Rifle and a Grenade Launcher. The player declares Move as the first Short Skill of the Fireteam Order, but they only move the new Fireteam Leader, who gains LoF to Fusilier 2. The PanOceanian player, assuming that they are about to be attacked with the Grenade Launcher (which has B 2 thanks to the Fireteam Bonuses), decides to declare Dodge. The Fusilier Fireteam is now a four-member Fireteam, so they can only apply the corresponding Bonuses. Having declared Dodge, and thanks to their Fireteam Bonuses, the members of the Fireteam have the Sixth Sense Special Skill. This means that the -3 MOD for Dodging a Template Weapon without LoF to the attacker is not applied.

Zhanshi 3 declares BS Attack against Fusilier 2. With the Fireteam reduced to four members of the same Unit, their BS MOD is reduced to +1, but they still have the +1 B MOD, so their Grenade Launcher has B 2. The Yu Jing player places the Circular Template on Fusilier 2 and verifies that it also affects Fusiliers 4 and 5. Now the players must carry out the corresponding Rolls to find out how the situation is resolved.

EXAMPLE 13: GAME SITUATIONS WITH FIRETEAMS

Case 1: Fireteam Order, Changing Leader, and Movement (Jump).

During their next Order, the player chooses a new Fireteam Leader, placing the Fireteam Leader Token besides the Zhanshi armed with a Heavy Machine Gun. During this Order, since two of the Zhanshi are on a broken catwalk, the Fireteam Leader declares Jump as the Fireteam Order. Next, a Coherency Check is performed, which confirms that all the Fireteam members are still inside the new Fireteam Leader's ZoC. Therefore all the Zhanshi can perform the Jump, moving horizontally even though they lack a gap to pass over, and the player indicates where each of them finishes their Jump. At the end of the Order, the player makes yet another Coherency Check.
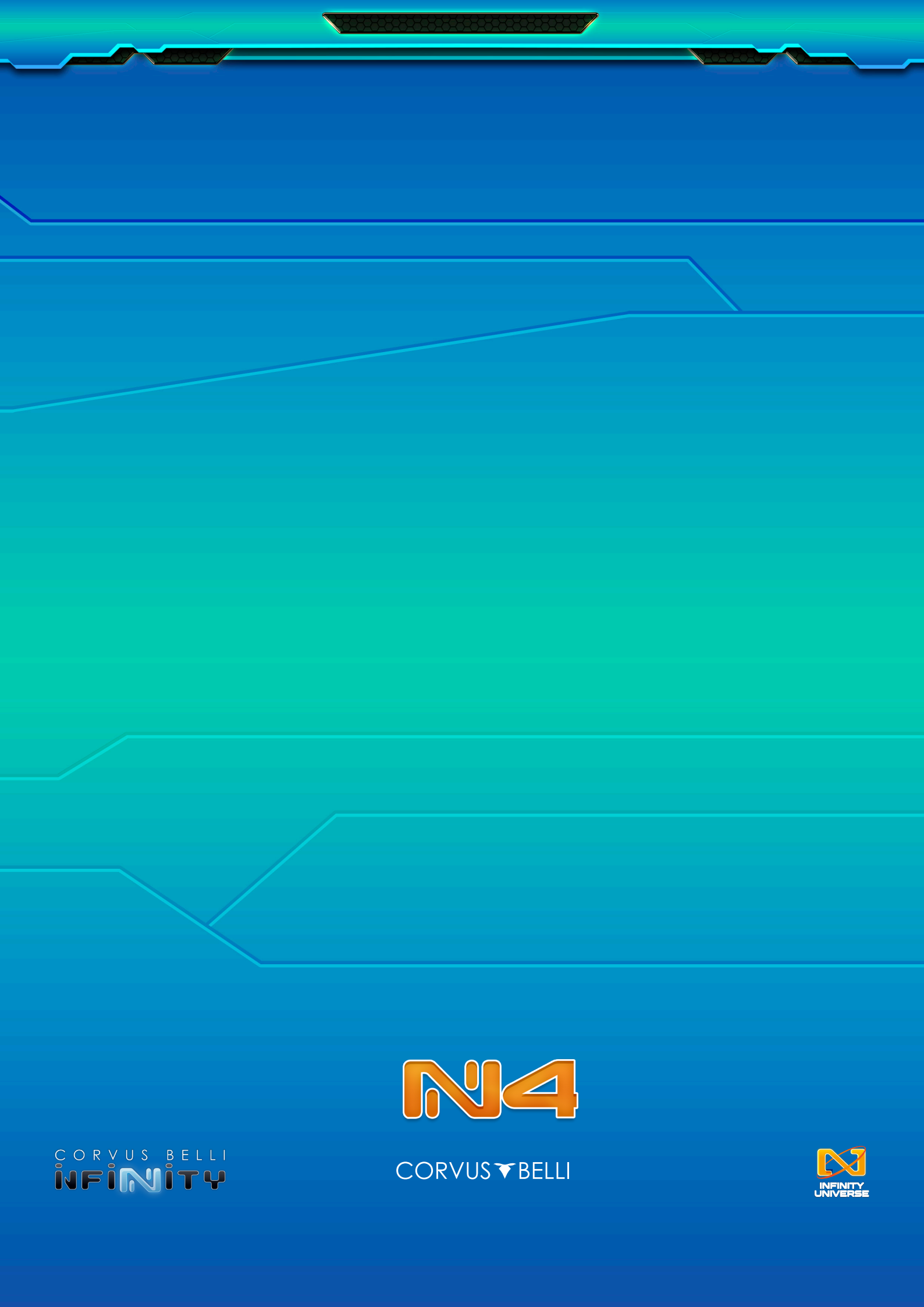
Case 2: Fireteam Order, Changing Leader, and carry out mission.

A Fusilier Fireteam Core is next to a Scenario's Objective Console. The PanOceanian player spends an Order and changes the Fireteam Leader, placing the Fireteam Leader Token next to the Fusilier Hacker. As the Fireteam are out of range of any enemy Troopers, they declare Move + Activate Console as the Fireteam Order. The Fusilier Hacker moves into Silhouette contact with the Console and makes the required Roll, without adding any Bonuses or MODs for being part of a Fireteam. Meanwhile, the rest of the Fusiliers also move for the first Short Skill of the Order and they perform an Idle for the second Short Skill.

WEAPONS CHART

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