

CORVUS BELLI
INFINITY

N3



CORVUS BELLI
INFINITY

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CONTENTS

INTRODUCTION	6	CHARACTERISTICS AND SKILLS	46
INFINITY, A MINIATURES COMBAT GAME	7	CHARACTERISTICS	47
INFINITY: GAME SUMMARY	7	BACK-UP	47
GAME ELEMENTS: TERMINOLOGY AND ALIGNMENT	8	TRAINING	47
OPEN AND PRIVATE INFORMATION	9	FURY	47
INTRODUCTORY GAME	10	HACKABLE	49
BASIC RULES	11	COMMON SKILLS	50
VOLUME AND SILHOUETTE TEMPLATES	17	ACTIVATE	50
LINE OF FIRE (LOF)	18	ALERT	51
DISTANCES AND MEASUREMENTS	20	BS ATTACK	51
ZONE OF CONTROL	20	CAUTIOUS MOVEMENT	52
ROLLS	20	CC ATTACK	52
DISPERSION	22	CHANGE FACING	52
UNIT PROFILE	23	CLIMB	53
ARMY LIST	25	COUP DE GRÂCE	54
INITIATIVE AND DEPLOYMENT	26	DISCOVER	54
GAME SEQUENCE	27	DODGE	55
GAME ROUND	27	ENGAGE	56
PLAYER TURN	27	IDLE	57
ORDERS AND ORDER POOL	28	INTUITIVE ATTACK	58
ORDERS	28	JUMP	59
TYPES OF ORDERS	28	LEAN OUT	60
ORDER POOL	29	MOVE	60
ARO: AUTOMATIC REACTION ORDER	30	RESET	62
ORDER EXPENDITURE SEQUENCE	31	SPECULATIVE FIRE	62
LOSS OF LIEUTENANT	31	SUPPRESSIVE FIRE	63
COMBAT	32	SPECIAL SKILLS	65
BALLISTIC SKILLS (BS)	33	ADVANCED COMMAND	65
BS ATTACK DECLARATION	33	AIRBORNE DEPLOYMENT (AD)	65
BS ATTACK RESOLUTION	33	ANTIPODE	68
BS ATTACK RESULTS	34	BIOIMMUNITY	69
COVER	34	BOOTY	69
BS ATTACKS INTO CLOSE COMBAT	34	CAMOUFLAGE AND HIDING (CH)	70
TWIN WEAPONS	35	CAMOUFLAGED (STATE)	70
TEMPLATE WEAPONS AND EQUIPMENT	35	HIDDEN DEPLOYMENT (STATE)	72
CLOSE COMBAT	40	TO CAMOUFLAGED (STATE)	72
CC ATTACK DECLARATION	40	CLIMBING PLUS	74
CC ATTACK RESOLUTION	40	DOCTOR	75
CC ATTACK RESULTS	41	ENGINEER	76
INTERACTING WITH		EXECUTIVE ORDER	77
A CLOSE COMBAT	41	EXPLODE	77
DAMAGE	42	FORWARD DEPLOYMENT	78
ARM ROLL	42	FORWARD OBSERVER	78
BTS ROLL	42	GHOST (G)	78
WOUNDS	42	HACKER	79
UNCONSCIOUSNESS AND DEATH	42	HEAVYWEIGHT	80
FALLING DAMAGE	43	IMPERSONATION	80
GUTS ROLL	43	IMPERSONATION-1 (STATE)	81
WARNING!	45	IMPERSONATION-2 (STATE)	81
		INFILTRATE	83
		IMMUNITY	84
		INSPIRING LEADERSHIP	84
		KINEMATIKA	84
		LIEUTENANT	85

CONTENTS

MANNED	85	TYPES OF WEAPONS	116
MARKSMANSHIP.....	85	ADHESIVE LAUNCHER (ADHL).....	116
MECHANIZED DEPLOYMENT.....	86	BARE-HANDED	116
METACHEMISTRY	86	CC WEAPON	116
MORAT	87	CHAIN RIFLE	116
MULTITERRAIN	87	D-CHARGES.....	117
NON-HACKABLE	87	DROP BEARS.....	117
PARAMEDIC.....	88	ELECTRIC PULSE	119
PILOT.....	88	FLAMETHROWER (FT)	119
REGENERATION	88	FLASH PULSE.....	120
RELIGIOUS TROOP.....	89	GRENADES	120
SAT-LOCK.....	89	GRENADE LAUNCHER (GL)	121
SENSOR	90	HEAVY MACHINE GUN (HMG).....	122
SHASVASTII	91	HYPER-RAPID MAGNETIC CANNON (HMC)	122
SPAWN-EMBRYO (STATE).....	91	KNIFE	123
SIXTH SENSE.....	92	MINES.....	123
STRATEGOS	93	MISSILE LAUNCHER (ML)	124
SUPER-JUMP.....	93	NANOPULSER	125
TRANSMUTATION.....	96	OJOTNIK.....	125
SURPRISE SHOT	96	PANZERFAUST.....	125
TERRAIN	96	PLASMA CARBINE.....	126
TOTAL REACTION.....	96	PISTOL	126
VALOR (V).....	97	PORTABLE AUTOCANNON.....	127
DOGGED (STATE).....	97	RIFLE.....	127
NO WOUND INCAPACITATION (STATE).....	98	SEPSITOR	129
VETERAN	98	SHOTGUN	129
CC SPECIAL SKILLS	99	SPITFIRE	132
HOW TO READ CC CHARTS	99	SUPPRESSIVE FIRE MODE	132
ASSAULT	99	TACTICAL BOW	132
BERSERK	100	EQUIPMENT	133
DUAL WIELD.....	100	360° VISOR	133
MARTIAL ARTS	100	ANTIPODE CONTROL DEVICE	133
POISON	101	AUTOMEDIKIT.....	134
SCAVENGER	102	DEACTIVATOR	134
STEALTH	102	DEFLECTOR	135
SURPRISE ATTACK.....	103	DEPLOYABLE REPEATER	135
WEAPONRY AND EQUIPMENT 104		ECM	136
WEAPONRY	105	EVACUATION DEVICE (ED).....	136
WEAPON PROFILE	105	FASTPANDA	137
NORMAL (N) AMMUNITION.....	107	MEDIKIT.....	138
TYPES OF SPECIAL AMMUNITION	107	MOTORCYCLE.....	138
ADHESIVE (ADH) SPECIAL AMMUNITION	107	MULTISPECTRAL VISOR.....	139
ARMOR-PIERCING (AP) SPECIAL AMMUNITION	108	ODD: OPTICAL DISRUPTION DEVICE	140
BREAKER SPECIAL AMMUNITION	108	REPEATER.....	140
DOUBLE ACTION (DA) AMMUNITION	108	SNIFFER.....	141
DOUBLE TROUBLE (DT) SPECIAL AMMUNITION.....	109	TINBOT.....	141
ELECTROMAGNETIC (E/M) SPECIAL AMMUNITION	109	X VISOR	141
EXPLOSIVE (EXP) SPECIAL AMMUNITION.....	110	END-GAME	142
FLASH SPECIAL AMMUNITION	110	END-GAME CONDITIONS.....	143
FIRE SPECIAL AMMUNITION	110	STANDARD END-GAME CONDITION: RETREAT!	143
SMOKE SPECIAL AMMUNITION	111	ALTERNATIVE END-GAME CONDITION:	
K1 SPECIAL AMMUNITION	112	SUDDEN DEATH MODE.....	144
MONOFILAMENT SPECIAL AMMUNITION.....	112	END-GAME: SCENARIO MODE	144
NANOTECH SPECIAL AMMUNITION	112	END-GAME: LIMITED TIME FRAME MODE.....	144
NIMBUS SPECIAL AMMUNITION.....	113		
NIMBUS PLUS SPECIAL AMMUNITION.....	113		
PLASMA SPECIAL AMMUNITION	114		
SHOCK SPECIAL AMMUNITION.....	114		

TRIUMPH AND DEFEAT.	
VICTORY CONDITIONS IN INFINITY	145
STANDARD GAME	145
MISSION OR SCENARIO	145
TOURNAMENT GAME	145
ADVANCED RULES	147
COMMAND TOKENS	147
COORDINATED ORDERS	148
ADVANCED COMBAT: HACKING	150
HACKING RULES	150
HACKING PROGRAMS	152
HACKING PROGRAMS (CLAW-1)	152
HACKING PROGRAMS (CLAW-2)	154
HACKING PROGRAMS (CLAW-3)	154
HACKING PROGRAMS (SWORD-1)	155
HACKING PROGRAMS (SHIELD-1)	155
HACKING PROGRAMS (SHIELD-2)	156
HACKING PROGRAMS (SHIELD-3)	156
HACKING PROGRAMS (GADGET-1)	157
HACKING PROGRAMS (GADGET-2)	158
HACKING PROGRAMS (UPGRADE)	159
HACKING: EQUIPMENT	161
HACKING DEVICE	161
HACKING DEVICE PLUS	161
DEFENSIVE HACKING DEVICE	161
ASSAULT HACKING DEVICE	161
SPECIAL TERRAIN RULES	162
MOV DIFFICULTY	162
SATURATION	164
VISIBILITY CONDITIONS	164
TYPES OF TERRAIN	166
HOSTILE ENVIRONMENT	166
SCENERY STRUCTURES	168
SCENERY ITEM PROFILE	168
SCENERY BUILDING PROFILE	171
DAMAGE AND DESTRUCTION	172
SCENERY STRUCTURES: LIFTS	172
SCENERY STRUCTURES: LANDING CRAFTS	173
APPENDICES	174
GAME STATES	175
BLINDED	175
BURNT	175
CAMOUFLAGED	175
DAMAGED	176
DEAD	176
DISABLED	176
DESTROYED	177
DOGGED	177
ENGAGED	178
HIDDEN DEPLOYMENT	178
IMMOBILIZED-1	178
IMMOBILIZED-2	179
IMPERSONATION-1	179
IMPERSONATION-2	180
ISOLATED	181
NO WOUND INCAPACITATION	181
NORMAL	181
POSSESSED	181
PRONE	182
RETREAT!	182
SEPSITORIZED	183
SUPPRESSIVE FIRE	183
SPAWN-EMBRYO	183
TO CAMOUFLAGED	184
TARGETED	185
TRANSMUTED	185
UNCONSCIOUS	185
UNLOADED	185
SETTING UP THE GAMING TABLE	186
TERRAIN AND COVER	186
TERRAIN LAYOUT	186
SCENARIOS	188
VICTORY IN A SCENARIO	188
CLASSIFIED OBJECTIVES	188
HIGH VALUE TARGET (HVT) MODEL	188
OBJECTIVES	189
CLASSIFIED CHART MODELS	190
SCENARIO 1: ANNIHILATION	191
SCENARIO 2: THE ARMORY	192
SCENARIO 3: SUPREMACY	194
SCENARIO 4: NIMBUS ZONE	196
ARMY LISTS	198
PANOCEANIA	199
YU JING	205
ARIADNA	212
HAQQISLAM	218
NOMADS	225
COMBINED ARMY	232
MERCENARIES	238
INDEX	241
QUICK REFERENCE CHARTS	245

INTRODUCTORY GAME

WHAT IS THIS?

Consider this chapter to be your **Quick Access** to the basic game mechanics of Infinity. Simply put, this is an abridged, simplified version of the Infinity rulebook, designed to ease you into your first Infinity game as a learning experience.

After playing your first Introductory Game, you will be ready to tackle the full rulebook with a firm grasp on the basics.

YOU WILL NEED

- » Measuring tape.
- » 3 twenty-sided dice (d20) per player.
- » 3 Infinity miniatures per player.
- » Model terrain.
- » A gaming table.

MEASURING TAPE: HOW TO MEASURE

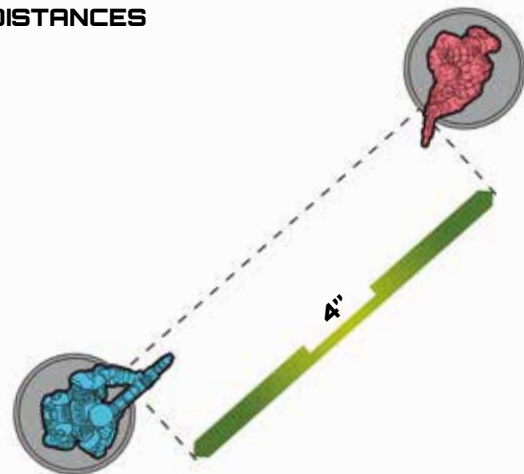
All game distances are given in inches. When measuring the distance between two troopers, players must measure between the closest base edges. When moving troopers around the battlefield, make sure to always use the same part of the base for your measurements.

GAME TABLE AND TERRAIN

We recommend using a 48" by 48" table for Infinity games, but for the Introductory Game a 32" by 24" surface should suffice.

We strongly suggest you make sure the game area includes plenty of model terrain and scenery to simulate cover and blind angles.

HOW TO MEASURE DISTANCES





FUSILIERS

MOV	CC	BS	PH	WIP	ARM	BTS	W	S
4-4	13	12	10	12	1	0	1	2

Combi Rifle
Knife



TROOP PROFILE

Each Infinity trooper has a *Troop Profile* that details his *Attributes*: a series of numeric values that represent how well the trooper can fare against the game's challenges. The different Attributes of Infinity troopers are:

- » MOV: Movement.
- » BS: Ballistic Skills.
- » CC: Close Combat.
- » PH: Physique.
- » WIP: Willpower.
- » ARM: Armor.
- » BTS: Bio-Technological Shield.
- » W: Wounds.
- » S: Silhouette.

Additionally, Troop Profiles list the trooper's Special Skills, Equipment and weapons.



LINE OF FIRE (LOF)

Line of Fire (LoF) is the criterion by which players determine whether a trooper can see his target. LoF is an imaginary straight line between a trooper and his potential target.

In Infinity, troopers have a LoF angle of 180°, that is, they can see with the front half of their base. For a trooper to be able to draw LoF to his target, these conditions must be met:

- » The target must be within the trooper's front 180° arc.
- » The trooper must be able to see a part of his target at least the size of its head.
- » LoF must not be obstructed by other troopers or by pieces of scenery.

VOLUME AND SILHOUETTE TEMPLATES

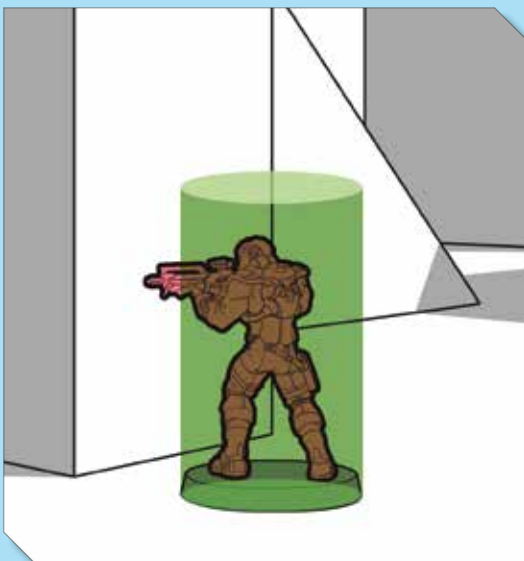
In game terms, all combatants occupy an unvarying volume on the table. This volume is cylinder-shaped, with its width determined by the base size and its height by the type of trooper.

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

If doubts about the volume of a trooper arise during a game, use the Silhouette Templates to decide exactly what cylinder-shaped space it takes up on the game table.

VOLUME AND LINE OF FIRE

VOLUME OF A MODEL



USING A SILHOUETTE TEMPLATE TO CHECK LOF



ROLLS

To figure out whether a trooper is able to successfully complete his action, roll a twenty-sided die (d20). Playing with these rules, each player might need to roll up to three dice simultaneously.

NORMAL ROLL

Only one player takes part in a Normal Roll. Roll a d20 and compare the result to the acting trooper's relevant Attribute. If the result is equal to or lower than the Attribute, the action is successful.

FACE TO FACE ROLL

When two or more troopers have opposing intentions, both players participate in a Face to Face Roll. Each player rolls a d20 and compares the result to their trooper's Attribute and to the opponent's result. The trooper with the highest result that did not go over its Attribute value wins the Face to Face Roll and cancels the opponent's attempt.

If the players can roll more than one d20, when comparing, successes cancel enemy successes with a lower die result—even if they are Cancelled, in turn, by higher enemy successes.

In the event of a tie, both rolls cancel each other and no effects are applied.

MODIFIERS (MOD)

Modifiers (sometimes called **MODs**) are penalties or bonuses different game situations can impose on a Roll. *Modifiers* can be either positive or negative and they are applied to the **Attribute before** rolling the dice.

Maximum Modifier

The **total** sum of all *Modifiers* applied to a Roll can never exceed +12 or -12.

IMPORTANT

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

CRITICALS

If the result on the dice is equal to the final value of the Attribute, the Roll is a *Critical* success.

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

INITIATIVE ROLL

To decide which player goes first, make a Face to Face Roll using *WIP*.



DEPLOYMENT

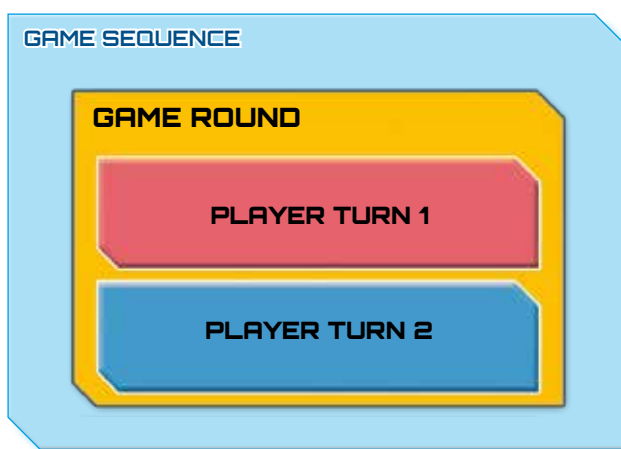
Before the game begins, players must deploy their troopers on the battlefield. The winner of the Initiative Roll will be the first to perform the Deployment. Each player has his own 12-inch-deep *Deployment Zone* on opposite sides of the game table.

Each trooper's base must be inside the *Deployment Zone* in its entirety. Troopers can be deployed over the buildings and containers placed inside the *Deployment Zone*.

You may only deploy troopers where their base fits.

GAME SEQUENCE

The game is played in a series of *Rounds*, and each *Round* is divided into two Player Turns.



The player who won the *Initiative Roll* goes first, that is, has the first Player Turn. When that Turn ends, the opponent's Turn begins. Alternate Turns until one player loses all his troopers. Then, the game ends.

ACTIVE PLAYER, REACTIVE PLAYER

The Active Player is the player currently playing his Turn. During the opponent's Turn, that player becomes the Reactive Player.

ORDER POOL

As the *Active Player*, the first thing you must do when your *Active Turn* begins is count how many of your troopers are still alive on the table. That is the number of Orders you may spend during that *Active Turn*. These make up your *Order Pool*.

By spending one Order, you may activate one trooper. You decide which trooper to activate each time you spend an Order. You could activate each trooper once, use all your Orders on one trooper, or anything in between.

Once you have spent all your Orders, your *Active Turn* ends.

MARKERS

Markers help to remember relevant information during the game. In this Introductory Game only 3 Regular Order Markers are necessary for each player.



ORDERS

During your *Active Turn*, you spend your Orders sequentially to activate your troopers. By spending one Order, you may have one of your troopers perform one of the following combinations of Skills:

- » Move + BS Attack (Ballistic Skill)
- » Move + CC Attack (Close Combat)
- » Move + Dodge
- » Move + Move

AROS

When the *Active Player* declares the first Skill of an Order, and before he can declare the second, both players check to see if any of the *Reactive Player's* troopers can react with an ARO (Automatic Reaction Order).

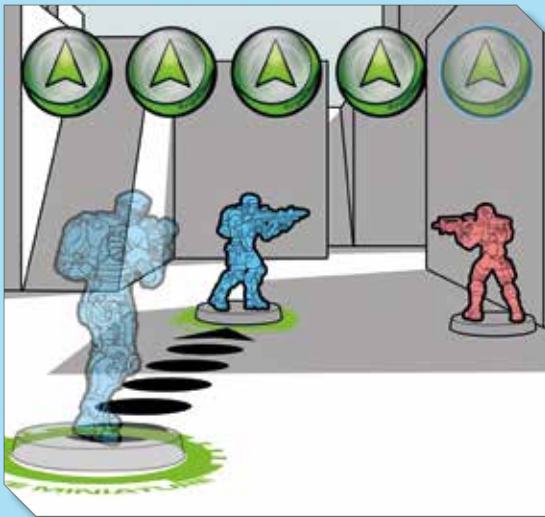
All of the *Reactive Player's* troopers that have *Line of Fire* to (that is, they can 'see') the trooper that is using the Order, may declare one of these AROs:

- » BS Attack
- » Close Combat Attack
- » Dodge

SPENDING AN ORDER

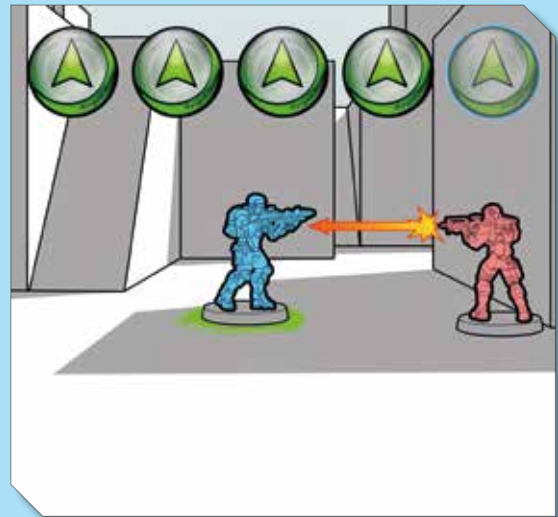
STEP 1

Active Player declares 1st Short Skill of the Order: *Move*



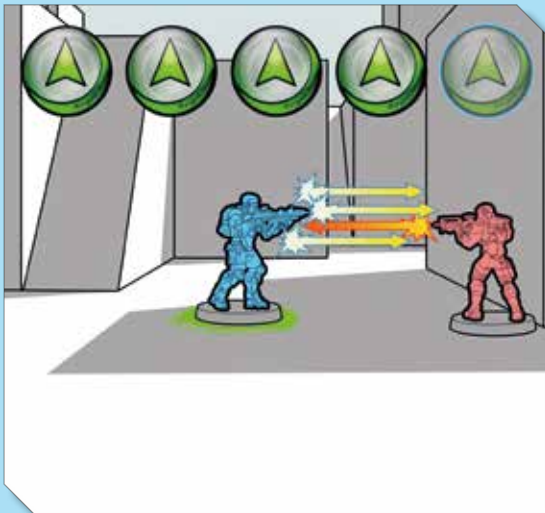
STEP 2

Reactive Player declares ARO: *BS Attack*



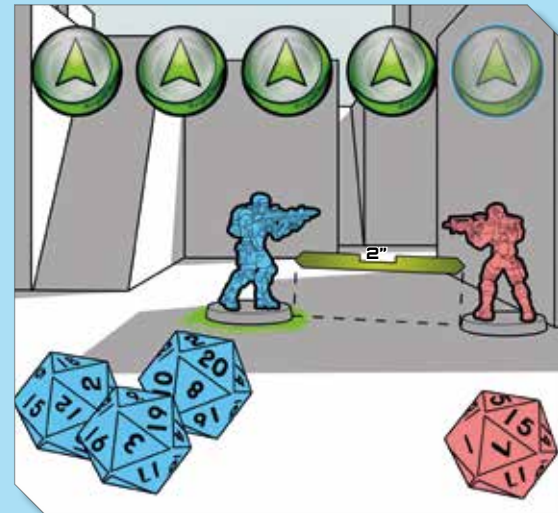
STEP 3

Active Player declares 2nd Short Skill of the Order: *BS Attack*



STEP 4

Measure *BS Attack* distance and make Rolls



SKILLS

MOVE

When a trooper declares *Move*, he may move up to his first *MOV* value in inches. While moving, he may freely change the direction he is facing.

Declaring *Move* includes disclosing the exact route the trooper follows.


The second value of the *MOV* Attribute is the number of inches a trooper may move if he declares *Move* for the second time during a single Order.

BS ATTACK

In order to declare a BS Attack, the trooper must have *Line of Fire* to his target and must not be in base to base contact with an enemy.

Before rolling the BS Attack, measure the distance between the trooper and his target and apply the appropriate *MOD* to his *BS* Attribute.

COMBI RIFLE




Distance Modifiers

0	8	16	32	48	96
+3	+3	-3	-6		


Damage: 13 **Burst: 3**

LINE OF FIRE AND COVER


NO COVER



PARTIAL COVER

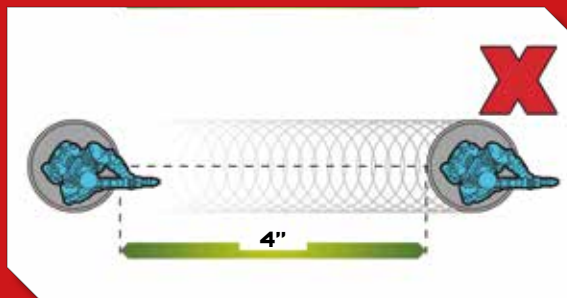
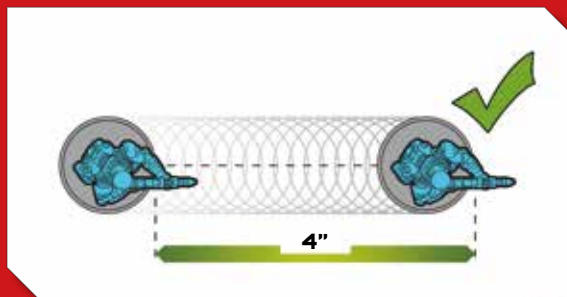


TOTAL COVER



BE CAREFUL!

Remember to measure from the same spot in the model's base at the start and at the end of a Movement.



BS Attack Roll and Burst

When one of your troopers declares a BS Attack, you make a *BS* Roll to find out whether the attack was successful. If the target declares a *BS Attack* against your trooper in response or tries to *Dodge* your attack, then you both make a Face to Face Roll. Otherwise, resolve the attack with a Normal Roll.

When he declares a *BS Attack*, a trooper in his *Active Turn* may shoot as many times as the *Burst* (*B*) value of his weapon (in this case, a Combi Rifle). The *Active Player* may distribute those shots among any number of targets, but must do so during the declaration of the attack.

The *Active Player* rolls as many d20s as the *Burst* value of his trooper's Combi Rifle, and compares the results to the *BS* of the trooper, as explained above under *Rolls*.

If the *Active Player* splits his *Burst* between different targets and these react in ARO, each Face to Face Roll is rolled separately following the order the *Active Player* wishes.

The *Burst* value of the *Reactive Player* is always 1.

Cover

Cover can obstruct *Lines of Fire* and offers troopers a modicum of protection. The target of a *BS Attack* is in Partial Cover when it is in base to base contact with a piece of scenery that partly blocks the *Line of Fire* of the attacker.

Troopers in Partial Cover impose a -3 *Modifier* to the *BS* Attribute of their attacker, and also enjoy a +3 *Modifier* to their own *ARM* Rolls.

CC ATTACK

Troopers may only declare a CC Attack if they are in base to base contact with their target.

CC Attack Roll

When one of your troopers declares a CC Attack, you make a CC Roll to find out whether the attack was successful. If the target declares another CC Attack or a BS Attack against your trooper in response or tries to Dodge your attack, then you both make a Face to Face Roll. Otherwise, resolve the attack with a Normal Roll.

Roll a d20 and compare the result to the CC Attribute of your trooper as explained above under Rolls.



DODGE

To declare *Dodge*, a trooper must be in base to base contact with, or have *Line of Fire* to, an attacking enemy.

A trooper that declared *Dodge* makes a *Physique (PH)* Roll to avoid the CC or BS Attack.

Additionally, troopers in their *Reactive Turn* that Dodge successfully may move up to 2 inches. This movement cannot be used to enter base to base contact with an enemy.

ARMOR AND DAMAGE

Successful attacks force their target to pass an *Armor (ARM)* Roll or receive injuries and be removed from play.

To make an ARM Roll, roll a d20 and add the result to the ARM Attribute of your trooper. If the sum is higher than the *Damage* value of the weapon used in the attack, the trooper passes his ARM Roll. If the sum is equal to or lower than the *Damage* of the weapon, the trooper loses one point from his *Wounds* Attribute.

If the trooper loses his last *Wounds* point, he is removed from play.

If the trooper survives an *Attack* against him from outside of his 180° *LOF*, he can turn to face the attacker, at the end of the Order and without any Roll required.

When a *Critical* success is rolled in any *Attack* Roll (Being a BS or a CC Attack) the target directly loses one point of his *Wounds* Attribute value without any ARM Roll required.



INTRODUCTION



INFINITY, A MINIATURES COMBAT GAME

Infinity is a 28mm metal 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. Missions are executed in the midst of a combat zone or behind enemy lines, but always in critical areas where the level of risk is the highest. The player assumes command of a small group of elite troops, specifically chosen before the battle begins to suit the mission's profile. This allows players to tailor their team's composition depending on the current mission, fielding different operatives from different units to find the professional troops whose skills may be the most useful during the operation.

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: GAME SUMMARY

To enjoy a game of Infinity, the players must agree on a certain number of *Army Points*, which will define the scale of the game and the type of scenario or mission that they want to play.

Once they have agreed on the number of *Army Points*, each player creates their own *Army List*, selecting those troops available to their faction that are best suited for the chosen scenario. Each troop has a *Cost* value in points. Players choose the troops they want, but the total *Cost* of the troops chosen cannot exceed the *Army Points* agreed upon.

Next, the players set the gaming table, distributing the terrain over the surface in a configuration agreeable to all players.

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 troops to activate and play with them, moving them about the table, attacking enemy troops, and accomplishing the scenario objectives. At the same time, the opponent is also playing, by reacting to the actions made by the player who is in the *Active Turn*, thanks to the Automatic Reaction Orders (ARO).

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

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).
- » Infinity miniatures to represent the troops of both players.
- » Scenery. At least 8 big elements and 6 small items. As it will be soon become apparent, scenery and terrain is a very important part of Infinity.
- » A 4ft x 4ft gaming table. Although the game can be played in surfaces of other sizes, this is the standard size of an Infinity gaming table.
- » Markers and templates, all available for free in the Download section of the official Infinity website at: www.infinitythegame.com



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. Therefore, it is important to point out which terms are used to indicate the alignment of those elements.

TERMINOLOGY

This rules set features a collection of terms which refer to very specific game elements that help to clarify the extent of the rules.

- » **Deployable weapon.** Game element with a *Troop Profile* that may belong to the *Army List* of some players, and is capable of performing and receiving *Attacks*.
- » **Civilian.** Game element with a *Troop Profile* that does not belong to the *Army List* of any player, and which cannot be targeted by *Attacks*.
- » **Figure / Model.** Game element with a *Troop Profile* represented on the table by a miniature.
- » **Marker.** Game element with a *Troop Profile* represented on the table with a token as specified by some Special Skill or Equipment.
- » **Target.** Game element capable of being targeted by *Attacks*.
- » **Deployable piece of equipment.** Game element with a *Troop Profile*, which belongs to the *Army List* of any of the players, and is able to perform some type of Special Skill or Trait. This element may also be designated as a target and receive *Attacks*.
- » **Trooper.** Game element with a *Troop Profile*, which belongs to the *Army List* of any player, **capable of spending Orders** as well as declaring and receiving *Attacks*.

KEY WORDS

Important terms are *italicized* in this rulebook to make them easier to locate when using the Index.

BACKGROUND TEXTS

Texts with this format provide information related to the Infinity universe and help the players understand the reality represented by the rules, immersing them in the game environment. However, background texts are for informative purposes only and do not constitute actual rules in the game. These texts appear especially in the Skills, Weapons, and Equipment sections.

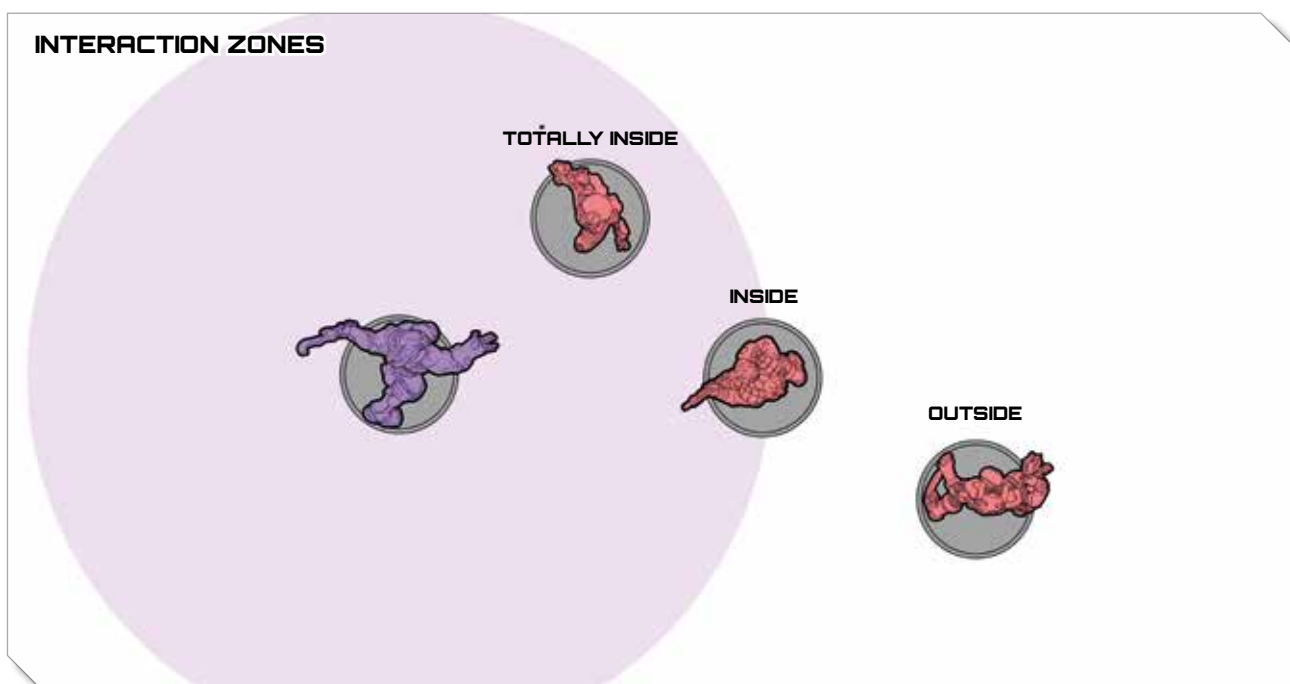
ALIGNMENT

In Infinity it is important to define which game elements belong to each player side, and which ones belong to none. This determines if those game elements are capable of being attacked, and if so, from whom these attacks may come.

The Alignment adjectives help the players know the extent of the rules over certain game elements, like *Troopers*, *Models*...

- » **Friendly.** *Troopers* that belong to the player's *Army List*, or to those of a team mate, or team mates if the game is played in pairs or groups.
- » **Enemy.** *Troopers* that belong to the opposing player's *Army List* or to his team mate or team mates if the game is played in pairs or groups.
- » **Hostile.** *Civilians* or game elements that do not belong to the *Army Lists* of either the player or the opponent, which are not a threat to them and are not capable of declaring *Attacks*, but apply negative *MODs* to *Troopers* interacting with them. Hostile is considered a subgroup within *Neutral*, and therefore any rule mentioning the term *Neutral* also applies to the *Hostile elements*.





» **Neutral.** *Civilians* or game elements that do not belong to the *Army Lists* of either the player or the opponent, which are not a threat to them and are not capable of declaring *Attacks*.

TERMINOLOGY: INTERACTION BETWEEN ZONES AND BASES

This rules set frequently uses terms that define the interaction between troops and other game elements.

- » **Base to Base contact.** One or more *Troopers* with their bases in direct contact. This term also applies when the trooper's base is in contact with a game element that may or may not have a base, like a piece of terrain.
- » **Inside.** To consider a *Trooper* inside a defined game area (like for example, a *Zone of Control*, a *Zero Visibility Zone*, or a *Difficult Terrain Zone*) its base 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 base must be inside the defined area. This is the term used in the ***Domination Areas*** and ***Quadrant Control*** rules applicable in certain missions or scenarios.

OPEN AND PRIVATE INFORMATION

Information 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 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 identity of your *Lieutenant*, whether the one originally fielded as such or one appointed in-game.
- » The presence of *Hidden Deployment* troopers.
- » The presence of *Airborne Deployment* troopers.
- » The presence of troopers disguised by *Holoprojector* (see *Infinity. Human Sphere*).
- » The contents of your *Camouflage* and *TO Camouflage Markers*.
- » The contents of your *Impersonation Markers*.
- » Any *Special Skill*, weapon or piece of *Equipment* possessing the *Private Information Label*.

Private Information about a trooper becomes Open Information when that trooper falls *Dead* and is removed from play as a casualty.



BASIC RULES



BASIC RULES

The basic rules are one of the pillars of the general game mechanics; these are the rules all players must know in order to play. This chapter, along with the next one: Combat, creates the game engine that establishes Infinity as an excellent modern tactical combat simulator.

Basic Rules establish the Infinity troops features 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 pivotal section of this chapter though is the explanation of the Orders system, as this is the central core of the game model players will be constantly using. It is the system that will enable players to participate during the entire game without having to stop playing at any point.

VOLUME AND SILHOUETTE TEMPLATES

In game terms, all troops 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 troop.

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

If doubts about the volume of a troop arise during a game, players can use the Silhouette Templates to decide exactly what cylinder-shaped space it takes up on the game table.

SILHOUETTE TEMPLATES

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



LINE OF FIRE (LOF)

Line of Fire (**LoF**) is the criterion by which players determine whether a troop can see its target (another model, a Marker, etc.). In Infinity, being able to draw LoF is a requisite for performing *BS Attacks* and many other Common and Special Skills (*Discover, Dodge...*).

The Line of Fire (**LoF**) is an imaginary straight line that joins any point of the volume of a model or Marker to any point of the volume of another.

In Infinity, troops have a LoF angle of 180°, that is, they can see with the front half of their base. Players should clearly mark the limits of that arc on their troops' bases.

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

- » The target must be within the troop's front 180° arc.
- » The troop must be able to see, at least, a part of the volume of its target with the size of the target's head, or a minimum size of approximately 3x3mm (the size of the black squares on the Silhouette Templates).
- » LoF can be drawn from any point in the troop's volume to any point in the target's volume.
- » LoF can be obstructed by figures—friendly or not—and pieces of scenery.

Unless otherwise indicated for specific purposes, Markers do not obstruct LoF.

In the same way, troops declaring a Movement (*As Move, Climb, Jump, Engage, Dodge in ARO...*) do not obstruct LoF all along their trajectory.

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, as can holding a tape measure straight between the troops to see whether anything obstructs the LoF.

LOF AND SILHOUETTE TEMPLATES

Infinity miniatures have some very dynamic poses that can sometimes make it tricky to decide whether there is LoF. To make LoF judgments easier, Infinity provides Silhouette Templates with which to determine the actual in-game volume of a figure.

LOF OF MOVING FIGURES

For the entirety of its Order, a troop that declared Movement can draw a 360° LoF.



LOF OF FIGURES IN CC

Figures engaged in CC can draw a 360° LoF, but only to whatever they are in base contact with.

Figures engaged in CC cannot draw LoF to models, Markers or any other elements with which they are not in base contact.

LOF AND FRIENDLY FIGURES

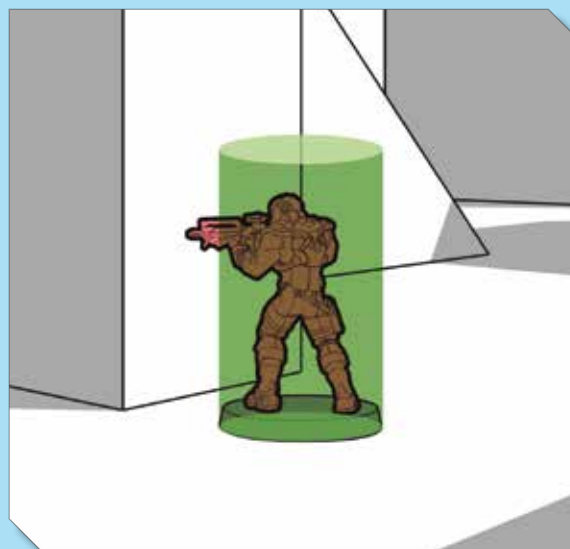
Remember that friendly figures also obstruct your vision, blocking LoF. Bear in mind that **you cannot attack friendly or Neutral units**, whether as models or Markers.

MUTUAL AWARENESS

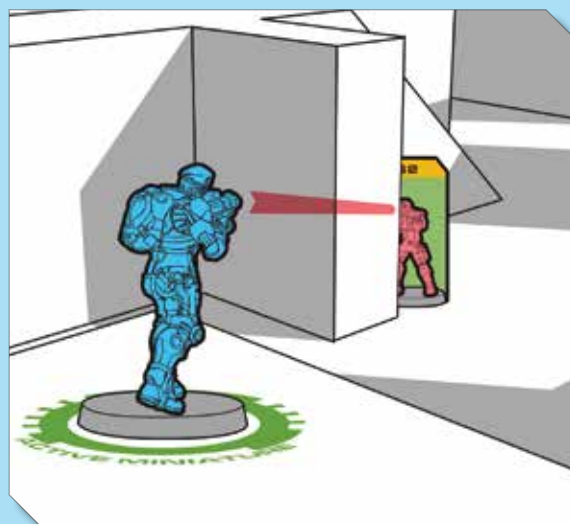
In Infinity, Line of Fire always assumes reciprocity, following the rule of thumb "if I can see you, you can see me". This means that as long as any troop can draw LoF to its target, the target can draw LoF to its attacker as well (assuming, of course, that the attacker is within the target's front 180° arc).

VOLUME AND LINE OF FIRE

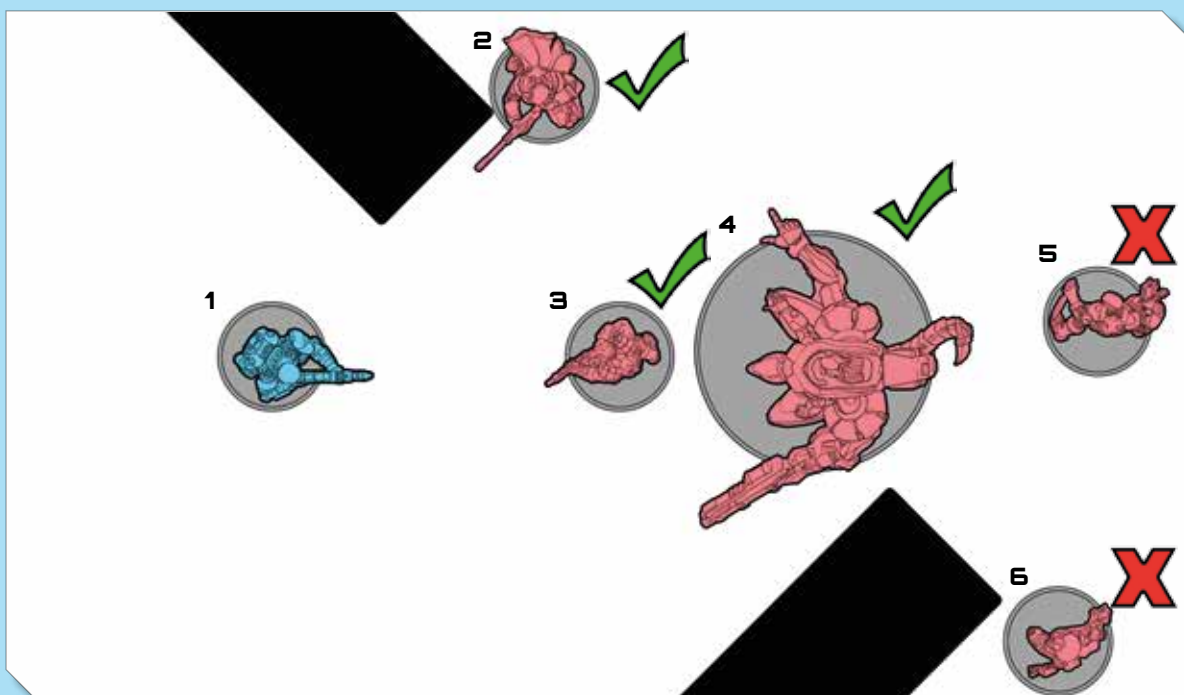
VOLUME OF A MODEL



USING A SILHOUETTE TEMPLATE TO CHECK LOF



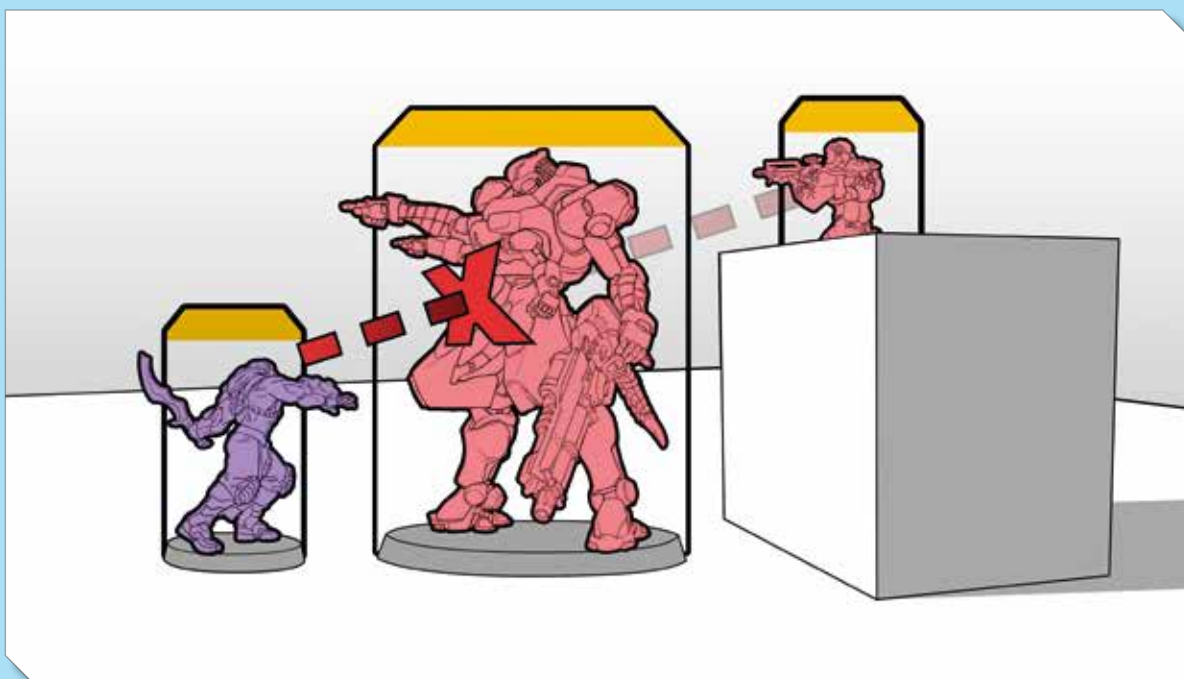
VOLUME AND LINE OF FIRE



In this Graphic you can see how the Fusilier (1) draws *LoF* to the Grenzer (2), the Alguacil (3) and also the Iguana (4). Even though it is behind the Alguacil, the Iguana has a Silhouette Template higher than the Alguacil's one, so the Fusilier can draw *LoF* over the Alguacil's head.

However, the Fusilier cannot draw *LoF* to the Spekr (5) because the Iguana, whose Silhouette Template is higher, is blocking his *LoF*.

The Fusilier cannot draw *LoF* to the Reverend Healer (6) either as the piece of scenery is blocking his *LoF*.



In this Graphic you can see how the Daturazi cannot draw *LoF* to the Alguacil on the piece of scenery because the Iguana is blocking his *LoF*.

DISTANCES AND MEASUREMENTS

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

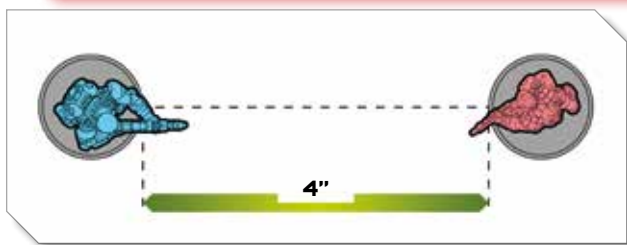
When measuring the distance between two troopers, players must measure **between the closest base edges**.

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.

IMPORTANT!

As a general rule, the Skills that compose an Order must be declared **before measuring** (see *Structure of an Order*, page 28).



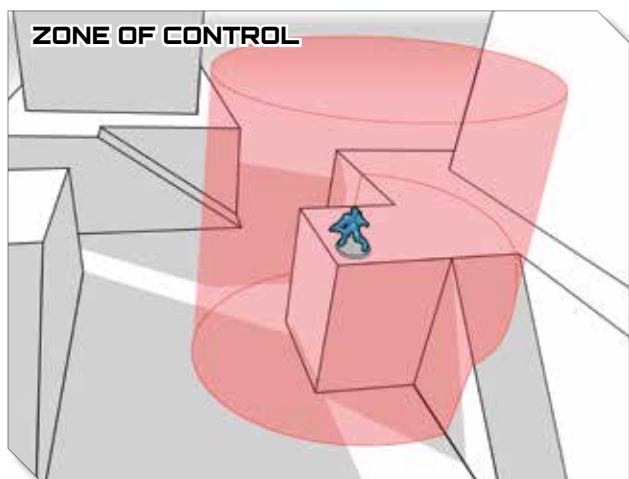
ZONE OF CONTROL

Troopers have an awareness of their surroundings thanks to rear sensors or plain (or augmented) hearing.

A trooper's **Zone of Control** is an area **8 inches** extending from the border of its base, as measured vertically or horizontally. The *Zone of Control* is projected upwards and downwards in a cylinder 8 inches high.

ZONE OF CONTROL AND ARO

Enemies entering or acting inside the *Zone of Control* of a trooper while remaining outside that figure's *LoF* can be reacted to, but **only** by using the Common Skill *Change Facing* or *Reset*, unless the trooper has a Special Skill or piece of Equipment that can be used without *LoF*.



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 troops 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.

NORMAL ROLLS

Normal Rolls are the most common, basic dice rolls in Infinity. This roll is used when a troop is not facing off against an enemy, but instead must prove successful in an uncontested or passively contested *Skill* (such as *Opening/Closing* doors, 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 troop is successful when performing a *Skill*, simply roll one d20 and compare the result against the relevant *Attribute* of the troop performing the action. If the result on the die **is equal to or lower than the Attribute, the Skill is successful**, and the troop achieves its goal.

EXAMPLE

The Fusilier Angus has to make a *Normal BS Roll*, so he rolls a *d20* and gets an 8. Since the value of Angus' *BS* Attribute is 12, he passes the roll. Later on, Angus tries another *Normal BS Roll*, but this time he gets a 15. With a *BS* Attribute of 12, he fails the roll.

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* represents that the *Skill* is harder than usual.

The most commonly used *MODs* are:

- » **Range** (see page 33): can modify the *BS* and *WIP* Attributes.
- » **Cover** (see page 34): can modify the *BS* and *ARM* Attributes.
- » **Skills and Equipment**: can modify several different Attributes.
- » **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.

MAXIMUM MODIFIER EXAMPLES

An Akal Commando declares a *BS Attack* with his Combi Rifle against a Spektr with the *Special Skill TO Camouflage*, who is in *Partial Cover*. The *Modifiers* the Akal Commando needs to apply to his *BS* Roll are: *Range* of the weapon (-6), *TO Camouflage* (-6) and *Partial Cover* (-3); totaling -15. However, the Akal Commando only applies the -12 maximum to his *BS* Roll, ignoring the excess *Partial Cover MOD*.

Let's assume that, in addition to her *TO Camouflage* and her *Partial Cover*, the Spektr is on the other side of a *Poor Visibility Zone*, and is currently in a *Targeted* state. In this unlikely scenario, the negative *MODs* to the Akal Commando's *BS* Roll would be: *Range of the weapon* (-6), *TO Camouflage* (-6), *Partial Cover* (-3) and *Poor Visibility Zone* (-6); for a total of -21. The Akal Commando has a positive *MOD* by virtue of the Spektr's *Targeted state* (+3), leaving the final *MOD* as a bleak -18. However, just as before, the Akal Commando applies only the maximum -12 to his *BS* Roll.

IMPORTANT!

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

CRITICALS

Criticals represent the improved outcomes of actions that resulted in an exceptional success. When the result on the die matches the value of the *Attribute* (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!

Attributes below 1

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

Attributes above 20

In other cases, accumulating positive *MODs* can cause the *final value* of an *Attribute* to rise above 20. In this case, consider the *final value* of the *Attribute* to be 20, but with the peculiarity that the player adds to his result on the die the amount by which the *Attribute* exceeded 20 (an *Attribute* of 23 would add 3 to the die).

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

EXAMPLE

Legendary warrior Miyamoto Mushiashi has a *Close Combat* (CC) of 25. Whenever he makes an unmodified CC roll, he adds 5 to his die. Consequently, any unmodified Normal Roll is a success and he obtains a *Critical* with a result on the die of 15 (15 + 5 = 20), 16 (16 + 5 = 21), 17 (17 + 5 = 22) etc...

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

FAILURE CATEGORY (FC)

The *Failure Category* (FC) is the margin by which the die result exceeds the relevant *Attribute*. The *FC* is used to determine how badly the action failed.

To calculate the *FC* of a roll, simply **subtract** the *final value* of the *Attribute* from the **result** on the die.

EXAMPLE

The Fusilier Angus, with a *BS* *Attribute* of 12, makes a *BS* Roll and gets an 18. His *FC* on this roll is 6 (18 - 12 = 6). If he had had a +3 *MOD* in the same roll, his *FC* would be 3 (18 - 15 = 3).

FACE TO FACE ROLLS

When two or more troops 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 troops involved in the face-off and compare each result to the relevant *Attribute*, 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 other sides'.

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

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 die cancels the enemy successes, wins the Face to Face Roll and achieves its goal.
- » **Both pass, but one of the successes is Critical.** The trooper who got a *Critical* wins the Face to Face Roll, even if the *critical* roll was lower than the enemy success.
- » **Both successes are Critical.** Neither trooper wins the Face to Face Roll as both *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.

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.

IMPORTANT!

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

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 troop. For example, dodging an Attack with several targets only cancels the attack against the troop who dodged, and does not cancel the attack against the rest of the targets.

NOTE

In a Face to Face Roll, the winner prevents the loser's action, usually meaning that the loser's shots miss. In this scenario any *Disposable* or limited weapons or equipment (such as Panzerfaust, Mines, E/Maulers...) are used up in the attempt.

**FACE TO FACE ROLL EXAMPLE:
ONE VERSUS ONE**

The Fusilier Angus opens fire against the Alguacil Ortega, who shoots back. Angus' *Ballistic Skill (BS)* is 12, while Ortega has a *BS* of 11. They both roll their dice. Angus gets a 4, and Ortega gets a 7. Both pass their rolls, but Ortega's result is higher and he wins the Face to Face Roll, canceling Angus' success. Angus gets shot before he can even pull the trigger!

FACE TO FACE ROLL PLUS NORMAL ROLL

The Fusilier Angus attempts fire against Ortega, who again shoots back. However, Angus failed to notice the Alguacil Díaz behind him, preparing to open fire into his back. The actions of Angus and Ortega affect each other's outcome, so they make a Face to Face Roll. However, Angus' action does not affect Díaz's, so he makes a Normal Roll against the Fusilier. The result of Díaz's Normal Roll is unaffected by the result of the Face to Face Roll between Angus and Ortega.

TWO SIMULTANEOUS FACE TO FACE ROLLS

Angus survives the previous attack and corrects his position so he can fire against both Ortega and Díaz. Both Alguaciles fire back. This time, two separate Face to Face Rolls are made: Angus versus Ortega and Angus versus Díaz.

Angus possesses a Combi Rifle, a weapon with Burst 3, allowing him to shoot 3 times. Angus fires two shots against Ortega and the third against Díaz. In his Face to face Roll against Ortega, Angus rolls a 9 and a 4, two successes. Meanwhile, Ortega rolls a 5, another success too. As Ortega's success is higher than the 4 rolled by Angus, this is cancelled. However, the 9 rolled by Angus cancels the 5, as this is a lower success. In this way, Ortega takes a single hit, as his roll managed to cancel the other one.

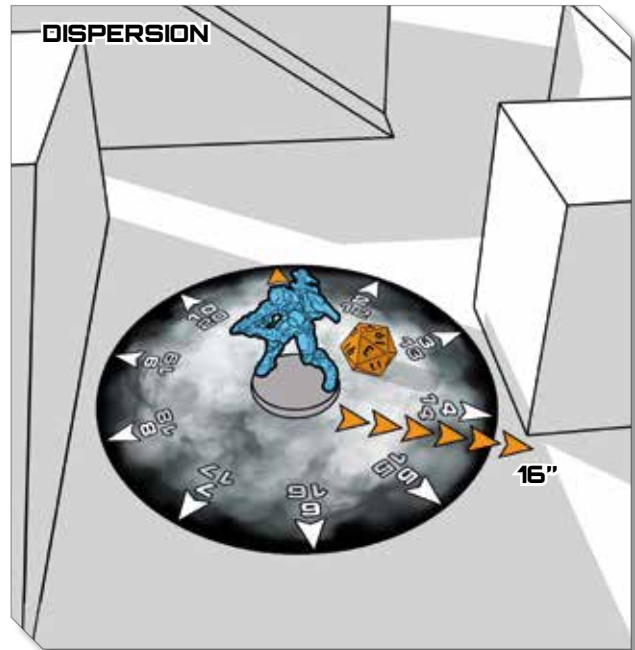
Meanwhile, in the Face to Face Roll against Díaz, Angus rolls an 11, a success. However, Díaz rolls an 11 too. This seems to be a tie, but Díaz's modified *BS* Attribute value is 11, which means he scored a Critical success, cancelling Angus' success. So, our favourite Fusilier is shot again.



DISPERSION

Some Special Skills and pieces of Equipment, including certain weapons, can malfunction or ricochet if the player fails the relevant Roll, altering the trajectory and final point of impact or landing.

- » In game terms, if a Special Skill or piece of Equipment has a description that specifies it uses the Dispersion rules, then each time the Roll to use it fails, place the *Circular Template* on the table, centered on the point of impact designated by the player when he used the Skill or Equipment.
- » Place the *Circular Template* with the number 1 facing the center of the game table (as you would when using Special Skills as *AD: Combat Jump*).
- » Once the *Circular Template* is placed, the player rolls a die to determine the direction of *Dispersion*, as indicated by the numbers printed on the *Circular Template*.
- » Next, the player moves the dispersing element (be it a troop, a Template, a piece of scenery, etc.) 16 inches in the direction indicated by the die.



Dispersion has a **fixed range of 16 inches** from the center of the *Circular Template*, unless a Special Skill or the conditions of the scenario state otherwise.

If the dispersed element is a troop, such as one using certain Deployment Special Skills (*AD: Combat Jump, Impersonation...*), and the Dispersion places the troop outside of the game table, or in any location where it cannot be placed, or within the opponent's *Deployment Zone*, then the figure is placed anywhere within the limits of its owner's *Deployment Zone* in contact with one of the borders of the game table.

If, after using the Dispersion rule, a part of the base of a troop is outside the game table, anywhere it does not fit (a narrow ledge, inside a wall, etc.), or within an area where it cannot deploy, then the previous case applies and the figure is placed next to one of the borders of the table within the limits of its owner's *Deployment Zone*.

UNIT PROFILE

In Infinity, troops are grouped into Units. A Unit is a group of soldiers of a specific army. All soldiers within 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.

The Unit Profile is what makes any given type of soldier different from the rest, and it includes the following information:

INTERNATIONAL STANDARD CODE (ISC)

All units have their own battle history and a reputation associated to their name. Sometimes, these names are popularized in their original language (such as Line Kazak or Bagh-Mari), but most often they are translated to the speaker's language (as is the case of the Orc Troops and the Hac Tao). To avoid confusion, O-12 has created an international nomenclature, called ISC, for its intelligence reports and analysis.

ISC names are shown in the header of each unit's profile, in holocards inserted into blister packs, and printed on box sets.

TROOP TYPES

Infinity units are classified according to their mobility, armor, and operational profile. The different Troop Types are:

Light Infantry (LI)

The most common foot soldiers in any army, these mobile, lightly armored troops usually have plenty of support weapons to choose from.

Medium Infantry (MI)

Medium Infantry are Special Forces with elite training and equipment, capable of carrying out specialized combat maneuvers.

Heavy Infantry (HI)

Heavy Infantry are foot soldiers equipped with heavy, often servo-powered armor. They can withstand incredible punishment, yet most remain as mobile as Light Infantry.

Skirmishers (SK)

These are light Special Forces, more focused on stealth and infiltration than raw firepower.

Warband (WB)

Warbands include light assault units who use their high mobility to engage the enemy at close quarters.

Remote (REM)

Remotes are semi-autonomous support units, usually lightly armored but extremely mobile and versatile. Your Army List must include a Hacker or a TAG to include Remotes.

TAG

TAGs (Tactical Armored Gear) combine the benefits of an augmented heavy armor and a heavily armed walking vehicle. Despite their strong armor, these units are faster than any unaided human. Having one in your Army List allows you to include REMs.

Special Units (SU)

Special Units include all units that do not fit into any of the other categories.



TROOP CLASSIFICATION

Troop classification identifies the unit's function within the army and its most salient operational features. It can determine army compositions in missions and scenarios, or in alternative Army Lists for Tournaments and Campaigns.

Garrison Troops

Lightly trained, these units usually act as reinforcements and rearguard support for the rest of the army.

Line Troops

Usually the most numerous, Line Troops form the main corps of the army.

Specially Trained Troops (Spec. Trained Troops)

Specially Trained Troops are Line Troops who have undergone specialized training for certain types of missions.

Veteran Troops

These troops have participated in many campaigns, seen more than their share of combat, and earned their reputation.

Elite Troops

Elite Troops are Special Forces given the best training and equipment and tasked with the most dangerous special ops.

Headquarters Troops

The *crème de la crème* of elite soldiers, Headquarters Troops are employed only for the most important missions.

Mechanized Troops

Mechanized Troops include units who deploy using mechanized means, whether TAG or armored transports.

Support Troops

This is an umbrella term for all units with a restricted support role in battle.

Mercenary Troops

These professional soldiers sell their combat expertise for a price. They can join a regular army.

Unless otherwise stated, players cannot add Mercenary Troops to any Combined Army or alien Army List.

ATTRIBUTES

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

Units have these Attributes:

Movement (MOV)

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

Close Combat (CC)

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

Ballistic Skills (BS)

This conveys the trooper's prowess in ranged combat.

Physique (PH)

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

Willpower (WIP)

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

Armor (ARM)

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

Bio-Technological Shield (BTS)

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

Wounds (W)

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

Structure (STR)

This represents the capacity of mechanoid troopers (TAG, REM...) and vehicles 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 troop for game purposes. The value refers to a specific type of Silhouette Template.

Support Weapons Cost (SWC)

The cost in Support Points paid for adding a Support Weapon to a troop of that Unit.

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.

SPECIAL SKILLS

This section of the Profile enumerates the Special Skills common to all troopers of the Unit (see *Special Skills*, page 65).

EQUIPMENT

These are all pieces of Equipment carried by the trooper (see *Equipment*, page 133).

OPTIONS

Each Unit Profile has one or more weapon options, organized in rows in the lower area of the profile. Each row displays the weapons, SWC, and Cost for that option, as well as any possible Special Skills or Equipment unique to that option.



UNIT PROFILE

ISC: Jeanne d'Arc

Character

JOAN OF ARC



MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	23	15	15	15	5	6	2	2	1

Special Skills: Inspiring Leadership · Martial Arts L3 · Religious Troop · V: No Wound Incapacitation

Name	BS Weapons	CC Weapons	SWC	C
JOAN OF ARC	MULTI Rifle, Nanopulser	Pistol, AP CCW	0	49
JOAN OF ARC	MULTI Rifle, Nanopulser	Pistol, DA CCW	0	50
JOAN OF ARC Lieutenant	MULTI Rifle, Nanopulser	Pistol, AP CCW	+1	49
JOAN OF ARC Lieutenant	MULTI Rifle, Nanopulser	Pistol, DA CCW	+1	50

ARMY LIST

The Army List is the list of troops 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 List will be created. This number will be decided by mutual agreement between the players, or it could be determined by the organizer in the case of a tournament.

The number of Army Points in an Army List will determine the troops the player will be able to use during the game. In order to be able to play a fair game, both players will have the same number, at least to an extent, of Army Points. Even though there can be small variations to that number of Points, the players will assess and adjust them by mutual agreement, or applying the tournament rules, in case they are playing in one. A higher number of Army Points allowed will also mean more versatility for the players when creating their Army Lists.

A standard Infinity game is organized with 300 Points, which would let players field an adequate amount of troops and give a game of average duration. For reference purposes, the standard games and missions in the Official Tournaments of the ITS, the organized game system of Infinity, are designed to play with 300 points.

On the other hand, if a quick game is preferred, then 200 points are enough, even though the versatility of the Army List of the player will be considerably limited.

Games with over 300 Points will lengthen the game duration. However, they tend to be the more appropriate choice when players have agreed on lining up a high number of high points cost troops, as is the case with, for example, TAGs.

ARMY POINTS AND VALUE

In order to create an *Army List*, the player needs to select his troops from the ones available for his faction (PanOceania, Yu Jing, Ariadna...) and add their *Costs*.

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

AVAILABILITY

All troops have an *Availability (AVA)* value on their *Unit Profile*. The *Availability* Attribute determines the maximum number of troops from that same Unit the *Army List* can use.

A **Total Availability** value allows the player to field as many troops from that Unit as desired.

The *Unit Profile* also includes a section where the *Sectorial Availability* of the troop is specified. This value determines the maximum amount of available troops for a *Sectorial Army* from that faction. The *Sectorial Armies* are army corps or specific sections from the army, or small territorial armies from a particular area, region, or planet from the faction they belong to. If the value appears marked with a color, then it means that unit can form *Fireteams* (to learn more, check Infinity: *Human Sphere*).

SUPPORT WEAPONS COST (SWC)

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

On each *Unit Profile*, the SWC for each configuration of that troop is specified, taking into account the weapons and the equipment at their disposal. Troops with basic equipment have a SWC 0. For example, a Fusilier with a Combi Rifle has a SWC 0. However, troops with Support Weapons usually have higher SWC values.

The total amount of SWC points available to use on troops equipped with Support Weapons is related to the total number of *Army Points* that make up the *Army List*. In game terms, each 50 *Army Points* will award 1 point of SWC to use on troops with Support Weapons.

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

Extra SWC

Troops with a SWC value preceded by the + symbol will award the player that much extra SWC points to be added to the total of the Support Weapons Points available for his *Army List*. Moreover, it will not cost the player any SWC to field these troops, as their SWC points value is considered to be 0.

COMBAT GROUPS

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

When the total number of troops making up an *Army List* is over 10, the player must organize the troops in different Combat Groups.

When creating the *Army List*, the player must assign each troop to a Combat Group; he will be allowed to create as many Combat Groups as desired, as long as the total amount of troops in each one is no greater than 10.

A Combat Group cannot be reorganized during the game. Because of this, once the game has begun, players are not allowed to transfer troops nor their given Orders to a different Combat Group other than the one they belong to.

LIEUTENANT

Army Lists must have a troop with the Special Skill *Lieutenant*.

However, players are not allowed to field more than one troop with the Special Skill *Lieutenant* in the *Army List*, regardless of the Level of said Special Skill.

REMOTES

In order to be able to field one or more troops of the Remote type (REM) the *Army List* must include at least one TAG or a trooper possessing the *Hacker* Special Skill. However, it does not need to be in the same *Combat Group*.

INFINITY ARMY

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

Infinity Army helps the player create his own *Army Lists* through an easy and intuitive interface. The management software of this application assesses the legality of each *Army List* the player creates keeping in consideration the guidelines for the creation of *Army Lists* for standard games, or following the different models from the ITS tournaments, chosen by the player

Furthermore, the Infinity Army has all the updated *Unit Profiles* available for Infinity. Any modification to an existing unit or the addition of a new unit made through the official Infinity website, or through the launching of a new book or supplement, will be automatically reflected in Infinity Army.

To make its use and management easier, Infinity Army has a tutorial mode in which Sibylla, the virtual assistant, will guide the player through the entire creation process of his *Army List*.

Infinity Army is the quickest and easiest way to create Army Lists, and it is available for free on the official Infinity website: <http://www.infinitythegame.com/army>

INITIATIVE AND DEPLOYMENT

INITIATIVE ROLL

Before the game begins, players make a Face to Face Roll using their respective Lieutenant's WIP Attributes. 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 case of a tie, or if both players fail the Initiative Roll, they will re-roll it.

The WIP Attribute of the Lieutenant is considered Private 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 troops 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 troops inside his *Deployment Zone*.
2. **Player Two Deployment:** Once Player One is done, Player Two places all but one of her troops inside her *Deployment Zone*.
3. **Player One Last Figure:** Then, Player One places the troop he kept back during step one.
4. **Player Two Last Figure:** Finally, Player Two places the troop she kept back during step two.

REMEMBER

Some Special Skills, such as *Infiltrate* and *Mechanized Deployment*, allow players to place certain troops outside their *Deployment Zones*.

Other Special Skills, like *Airborne Deployment* or *TO Camouflage*, allow players not to place certain troops on the battlefield at all during the Deployment Phase.

Finally, the *Strategos* Special Skill can alter the Deployment rules for both players.

Deployment Rules

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

- » The base of each troop must be entirely within the *Deployment Zone*.
- » Troops cannot be deployed in base to base contact with enemy troops, neutral troops, Markers or Objectives, regardless of their Special Skills.
- » If, at the beginning of his first *Player Turn*, the player's *Lieutenant* has been not deployed by virtue of some Special Skill, such as *Airborne Deployment*, that player begins his first *Player Turn* in a situation of *Loss of Lieutenant* (see [Loss of Lieutenant](#) in page 31).
- » When a troop deploys, its owner can choose to deploy it *Prone*. To do so, simply place a Prone Marker (PRONE) beside the troop.
- » Unless otherwise agreed upon, troops cannot deploy in a location without enough space to fit their entire base.



GAME SEQUENCE

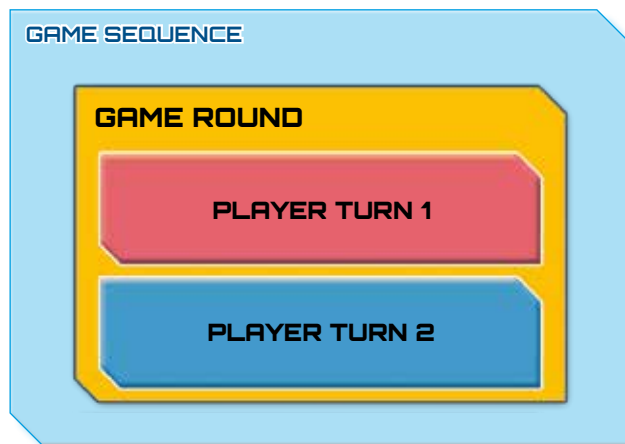
GAME ROUND

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* (see [Initiative](#), page 26).

At the end of the *Round*, all game effects (Special Skills, Weapons, Equipment...) with a *Round* duration also end.

PLAYER TURN



During each *Turn* there is an **Active Player** and a **Reactive Player**. The *Active Player* can activate his troops and execute actions, while the *Reactive Player* can react to the activation of the *Active Player's* troops (see [ARO: Automatic Reaction Order](#), page 30).

Each *Player Turn* is divided into these steps:

1. Start of the *Turn*: Tactical Phase
 - 1.1. *Retreat!* check
 - 1.2. *Loss of Lieutenant* check
 - 1.3. Order count
2. Impetuous Phase
3. Orders Phase
4. 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 he starts activating his troops.

Retreat! Check

The *Active Player* counts his *Victory Points* to see if he enters a *Retreat!* situation (see [End-Game Conditions](#), page 143).

REMEMBER

The *Active Player's* *Victory Points* are the sum of the *Cost* of all his troops not in a *Null state* (*Unconscious, Dead, Sepsitorized...*).

Loss of Lieutenant check

The *Active Player* checks whether he is in *Loss of Lieutenant* (see page 31).

Order count

The *Active Player* counts how many *Orders* he has at his disposal for this *Turn*, by counting the number, type and state of his troops. He also applies the effects of *Retreat!* and/or *Loss of Lieutenant* (if necessary). You can find out more about the types of *Orders* and their use on page 28.

Regular Orders

For each *Regular* troop deployed on the table that is not in a *Null state* (*Unconscious, Dead, Sepsitorized...*), the *Active Player* adds one *Regular Order Marker* (REGULAR) to his *Order Pool*.

REMEMBER

Each *Combat Group* has its own independent *Order Pool*.

Special Lieutenant Order

The *Active Player*, unless he is in *Retreat!* or *Loss of Lieutenant*, places a *Special Lieutenant Order Marker* (LIEUTENANT) on the table, being careful not to place the *Marker* next to his *Lieutenant*.

Irregular Orders

Then, the *Active Player* places an *Irregular Order Marker* (IRREGULAR) on the table for each of his *Irregular* troops not in a *Null state*.

Impetuous Orders

Finally, the *Active Player* places an *Impetuous Order Marker* (IMPETUOUS) next to each of his *Impetuous* troops not in a *Null state*.

UNDEPLOYED TROOPERS

Troops that have yet to deploy on the table (for example, due to the *Special Skill Airborne Deployment*) do not contribute their *Order* to their *Order Pool*. *Undeployed* troops' *Orders* are *Private Information*, so their player can keep their *Order Makers* secret and out of sight of the opponent.



IMPETUOUS PHASE

During this phase, the *Active Player* **must expend all** available Impetuous Orders (see *Impetuous Order*, page 29).

REMEMBER

The Impetuous Phase is not applied if a *Retreat!* situation is determined during the *Retreat!* Check.

ORDERS PHASE

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

END OF THE TURN

Once the *Active Player* runs out of *Orders*, or decides not to use the remaining ones, all effects created by the *Active Player* with a *Turn* duration end; Markers and Templates representing those effects are removed from play. All Order Markers still on the table are removed as well.

Lastly, if the *Player Turn* took place in a *Loss of Lieutenant* situation, the *Active Player* can appoint a new *Lieutenant*, whose identity is still *Private Information*. Then, the *Turn* ends.



ORDERS AND ORDER POOL

ORDERS

In Infinity, the capacity of an army to maneuver and take actions is measured in *Orders*. An *Order* is a game term, 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.

Each one of the aligned troopers that is **not** in one of the *Null* states (*Unconscious*, *Dead*, *Sepsitorized*, *SpawnEmbryo*...) contributes an *Order* during its *Active Turn*.

STRUCTURE OF AN ORDER

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

- » **Short Movement Skills:** Can be declared twice or combined with a different Short Movement Skill in the same *Order*. For instance, you could use an *Order* to *Move and Discover*. They can also combine with a Short Skill.
- » **Short Skills:** Can only combine within the same *Order* with a Short Movement Skill. Cannot be declared twice or combined with other Short Skills.
- » **Entire Order Skills (or just Entire Order for short):** These Skills employ one whole *Order* and cannot combine in any way.

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

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

REMEMBER

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

TYPES OF ORDERS

REGULAR ORDER

Regular Orders are those contributed by troopers with the Training Characteristic *Regular*.

The Regular Order provided by each trooper is available to any trooper in the same *Combat Group*.

Marker

Regular Orders are represented by a Regular Order (REGULAR) Marker.



The status and expenditure of Regular Orders is *Open Information*. Players must place their Regular Order Markers where all players can see them.

IRREGULAR ORDER

Irregular Orders are those contributed by troopers with the Training Characteristic *Irregular*.

Irregular Orders are only available to the trooper that provided them, and can never activate a different trooper.

Marker

Irregular Orders are represented by an Irregular Order (IRREGULAR) Marker.



The status and expenditure of Irregular Orders is *Open Information*. Players must place their Irregular Order Markers where all players can see them.



IMPETUOUS ORDER

Impetuous Orders are those contributed by troopers with the Fury Characteristic *Impetuous* or *Extreme Impetuous*.

Impetuous Orders are additional Orders used exclusively by the trooper that provided them.

Impetuous Orders are only used during the *Impetuous* Phase of their *Active Turn* and the rules governing their use are described in the section *Fury: Extreme Impetuous* (see page 47).

Marker

Impetuous Orders are represented by an Impetuous Order (IMPETUOUS) Marker placed **beside the trooper** to whom it belongs. The status and expenditure of Impetuous Orders is *Open Information*.



SPECIAL LIEUTENANT ORDER

The *Lieutenant* of each army has a special extra Order that is for his use only. This Order is not included in the Order Pool, but kept separate for the *Lieutenant* to use.

IMPORTANT!

The Special Lieutenant Order has special applications that can be very helpful, but using it broadcasts who the *Lieutenant* is in your *Army List*, giving your opponent a clear potential target. Use it judiciously.

REMEMBER

Only units and Special Characters with a *Lieutenant* option on their trooper profile are available as *Lieutenant* when building an *Army List*.

Some Special Characters provide your army with extra SWC points (+1, +2...), but only when they are fielded as your *Lieutenant*.

Marker

The Special Lieutenant Order is represented by a Special Lieutenant Order (LIEUTENANT) Marker.



The status and expenditure of the Special Lieutenant Order is *Open Information*. Players must place their Special Lieutenant Order Markers where all players can see them.

ORDER POOL

The Order Pool is the amount of Regular Orders available to each *Combat Group* during their *Active Turn*. The more troopers with the Characteristic *Regular* in a *Combat Group*, the bigger its Order Pool.

Each *Combat Group* has its own Order Pool. Furthermore, each *Combat Group* can only use its own Regular Orders, and never Orders from the Order Pool of a different *Combat Group*.

There is no limit to the number of times Regular Orders can activate the same trooper during its *Active Turn*; the only limit is the size of the Order Pool of its *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 and even *Combat Groups*.

Players are not required to expend all Regular Orders in their Order Pools.

Players recalculate Order Pools at the beginning of each of their *Active Turns*, during the *Tactical Phase*. Each time players suffer a casualty, that is, when one of their troopers enters a Null state (Unconscious, Dead, Sepsitorized...), they lose that trooper's Orders for subsequent Turns.

Structure of the Order Pool

Only Regular orders go into the Order Pool. Irregular Orders, Impetuous Orders and the Special Lieutenant Order are not part of any Order Pool.

IMPORTANT!

The status and expenditure of Order Pools is *Open Information*. Players must place the Order Markers for each of their Order Pools where all players can see them.

ORDER POOLS AND UNDEPLOYED TROOPERS

Only troopers on the battlefield, whether in the form of a figure or represented by a Marker—Camouflage, TO, Impersonation, etc.—contribute Orders to their Order Pool. Regular troopers that have not yet deployed onto the table due to Special Skills such as *Airborne Deployment* or *TO Camouflage* do not add their Order to their Order Pool until they start their *Active Turn* deployed.

The exception to this rule is provided by those troopers possessing a Special Skill as *Airborne Deployment* or *TO Camouflage* deployed using an *Impetuous Order* (see page 29).

The status and existence of Orders provided by undeployed troopers is *Private Information*. Markers for Regular Orders provided by undeployed troopers can be kept secret and out of sight of the opponent.

ORDER MARKERS AND UNDEPLOYED TROOPERS

The status and existence of Orders provided by undeployed troopers is *Private Information*.

If a trooper has a Special Skill that allows it to not deploy during the Deployment Phase, its player can keep that trooper's orders (Regular, Irregular, Impetuous, Lieutenant...) out of sight of the opponent until the trooper finally deploys.



ORDER POOL EXAMPLE

A player has an *Army List* with 12 *Regular* troopers divided in two *Combat Groups* of 8 and 4 troopers respectively. She has two Order Pools, one with 8 *Regular Orders* and a second one with 4 *Regular Orders*.

She could use her 8 *Regular Orders* in the first Order Pool to activate the 8 troopers in that *Combat Group* once. She could also give all those Orders to a single trooper, activating it 8 times. Alternatively, she could give 4 Orders to one trooper, 3 to another and 1 to a third trooper.

She can assign those 8 Orders in any combination within the first *Combat Group*, and do the same with the 4 *Regular Orders* available for the second *Combat Group*. What she cannot do is use orders from the first *Combat Group* to activate troopers in the second *Combat Group*, or vice versa.

ARO: AUTOMATIC REACTION ORDER

In *Infinity* games, thanks to the Automatic Reaction Order (ARO) mechanic, players never stop making game-altering decisions. Even during their opponent's Active Turn, they can take actions as their figures and Markers react to enemies activating with Orders.

A trooper owned by the *Reactive Player* can declare an ARO if any of the following is true:

- » It has *Line of Fire (LoF)* to a trooper being activated by the Active Player.
- » An enemy trooper activates within its *Zone of Control (ZoC)*.
- » It has a *Special Skill* or piece of *Equipment* allowing reaction to enemy actions without *LoF*.

The *Reactive Player* must declare AROs for all eligible troopers **immediately after** the *Active Player* declares his *Entire Order* or the first *Short Skill* of his Order (see: [Order Expenditure Sequence](#), page 31). 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 ARO to enemy troopers that did not have ARO against the first *Short Skill*, then those enemy troopers can declare their AROs.

Each time the *Active Player* activates a trooper by spending an order, each eligible enemy gets **one single ARO**, regardless of the number of *Skills* the *Active Player* declares during that Order.

ARO's must **choose the trooper activated by the Order as their target**.

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

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

IMPORTANT!

Using an ARO, the *Reactive Player* can only declare *Skills* that specifically state they are usable in ARO.

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 (taking 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* spends an Order to *Move*, its opponent can declare *Discover* with all troopers with *LoF* to it, but cannot declare *Discover* with one of the troopers and *BS Attack* with the rest, waiting for the *Discover Roll* to be successful (see: [Camouflage and Hiding](#), page 70).

ORDER EXPENDITURE SEQUENCE

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

- 1. Activation:** The *Active Player* declares which trooper will activate.
- 2. Order expenditure:** The *Active Player* removes from the table, or otherwise marks as spent, the Order Marker he uses to activate the trooper.
- 3. Declaration of the First Skill:** The *Active Player* declares the first Short Skill of the Order, or the Entire Order he wants to use. If movements are declared, the player measures the movement distance and places the trooper at the final point of its movement.
- 4. Declaration of AROs:** The *Reactive Player* checks which of her troopers can react against the activated trooper, and declares AROs for each of them. If a trooper can declare an ARO but fails to do so, the chance is lost. If movements are declared, the player measures the movement distance and specifies where the trooper would be at the end of its movement.
- 5. 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 the movement distance and places the trooper at the final point of its movement.
- 6. Declaration of AROs:** The *Reactive Player* can check whether new AROs are available, and declare those. If movements are declared, the player measures the movement distance and specifies where the trooper would be at the end of its movement.
- 7. Resolution:** Players take measurements, determine *MODs*, and make *Rolls*.
- 8. Effects:** Players apply all effects of successful Orders or AROs, and make *ARM/BTS* *Rolls*.
- 9. Conclusion:** If necessary, players make *Guts Rolls* and apply their effects.

IMPORTANT!

All details and choices related to the execution of a Short Skill, Short Movement Skill, or Entire Order Skill must be specified when it is declared. For instance, if you declare a movement, specify the entire route; if you declare a *BS Attack*, specify which *Weapon* will be used, who the targets are, how the *Burst* is divided, etc.

A Skill declaration is not valid if the *Requirements* for their execution are not met. For example, a *CC Attack* cannot be performed against a figure that is not in base to base contact with the attacker.

If the Player declares a Skill and, when he applies its *Effects*, he realizes the *Requirements* are not met, then the Skill is considered null. However, the trooper who declared it still generates ARO, as if he has declared an *Idle*, and loses the ammunition or equipment used, if he declared the use of a *Disposable* weapon or piece of Equipment.

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 or the previous *Lieutenant* is currently in a **Null** (*Unconscious, Dead, Sepsitorized...*) or **Isolated** state, then a situation of Loss of Lieutenant is automatically declared.

EFFECTS

When an army enters a Loss of Lieutenant situation, all troops in its Army List become **Irregular**.

CANCELLATION

The player can appoint a new *Lieutenant* at no cost at the end of the *Turn* in which he entered the Loss of Lieutenant situation. The identity of this new *Lieutenant* is still considered *Private Information*.

IMPORTANT!

Troops with the Irregular Characteristic or the REM Troop Type on their Troop Profile cannot be appointed as Lieutenant.



COMBAT



BALLISTIC SKILLS (BS)

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

The Skill used for firefights is Ballistic Skill (BS). An exchange of fire takes place within the normal Order expenditure sequence and uses the same types of Rolls as all other combat in Infinity.

BS ATTACK DECLARATION

REQUIREMENTS

For a trooper to declare a *BS Attack* in its *Active Turn* or *Reactive Turn*, it needs to:

- » Be using a BS Weapon, or a Skill or piece of Equipment capable of making a *BS Attack*.
- » Be able to draw *Line of Fire (LoF)* to the target of the *BS Attack*, unless the BS Weapon, Skill or piece of Equipment used doesn't require *LoF*.
- » Not be in base to base contact with any enemies during the Activation phase of that Order.

The player must make sure to meet all Requirements when activating the trooper by declaring the *BS Attack*.

BURST

Each time a trooper declares a *BS Attack*, it can take as many shots as the *Burst (B)* value of its BS Weapon.

During the declaration of a *BS Attack*, the player can distribute a number of shots equal to the Burst value among one or more targets, as long as they are valid (within *LoF*, if needed).

MOVE + BS ATTACK (OR VICE VERSA)

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

IMPORTANT!

The player must specify, at the time of the *BS Attack* declaration, which *BS Weapon*, Equipment or Special Skill the trooper will use. Furthermore, if the chosen *BS Weapon*, Equipment or Special Skill has different Ammunition or options, he must select which one at that moment.

Burst During Reactive Turn (ARO)

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

Burst Modifiers

Certain situations can alter the usual *B* value of a weapon. Players apply *Burst Modifiers* when declaring the *BS Attack*.

BS ATTACK RESOLUTION

Once the *BS Attack* is declared, players check which *MODs* apply, take the necessary measurements, and make the *BS Attack Rolls*.

MODIFIERS (MOD)

Before rolling, the player must check which *MODs* are applicable. The most common are:

RANGE

Most *BS Weapons*, pieces of Equipment and Special Skills that can make *BS Attacks* put a *Range MOD* on the attack that depends on the distance between the attacker and the target (see [Range](#), page 33).

If the target is farther from the attacker than the maximum Range value of the BS Weapon, piece of Equipment or Special Skill, then the *BS Attack* fails automatically (the Order is spent, Disposable weapons are used up, etc.).

COVER

If the target is in *Partial Cover*, the attacker applies a *-3 MOD* to all his *BS Attack Rolls* against that target (see [Cover](#), page 34).

VISIBILITY

If the *LoF* is drawn through an area with special *Visibility Conditions*, the attacker's Roll can suffer penalties (see [Visibility Conditions](#), page 164).

SPECIAL SKILLS AND EQUIPMENT

Certain Special Skills and Equipment can add a *MOD* to *BS Attack Rolls*.

BS ATTACK ROLL

After calculating the *MODs*, players make their Rolls using the relevant Attribute, usually *BS*. Simultaneous *BS Attack Rolls* can be made in any order.

NORMAL ROLL

If the Skills declared by the target do not affect the outcome of the *BS Attack*, the attacker can make a Normal Roll (see [Rolls](#), page 20).

The attacker makes one roll for each point of *Burst* he assigned to a target.

FACE TO FACE ROLL

If the Skills declared by the target do affect the outcome of the *BS Attack* (like declaring another *BS Attack* would, for example), then a Face to Face Roll is made (see [Rolls](#), page 20).

Both players make as one Roll for each point of *Burst* they assigned to that exchange.



BS ATTACK RESULTS

For each successful *BS Attack* Roll, the target must make an *ARM/BTS* Roll (see page 42).

CRITICALS

Rolling a *Critical* means the attack is an automatic success. Unless otherwise specified, each *Critical* rolled in a *BS Attack* causes the target to lose 1 point from their *Wounds/Structure* Attribute without making an *ARM/BTS* Roll to avoid the damage.

REMEMBER

Certain weapons use Special Ammunition capable of altering the effects of a *BS Attack*, causing more than one *ARM/BTS* Roll for each success, reducing the *ARM/BTS* of the target, etc. This can also alter the way *Criticals* work.

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*.

Cover is an essential part of *Infinity* gameplay. We recommend you make sure the game table has plenty of scenery on it, so that troopers can use *Cover* to maneuver and advance. Official *Infinity* terrain and scenery is designed to play well with the *Cover* rules and make for an interesting tactical simulation experience.

There are two categories of *Cover* in *Infinity*: *Partial Cover* and *Total Cover*.

PARTIAL COVER

Partial Cover partially blocks the attacker's vision of his target.

REQUIREMENTS

- » The target of the *BS Attack* must be in base contact with a piece of scenery.
- » For a piece of scenery to be considered a valid *Cover*, it must conceal at least a third of the target. This means that

it must have a height that is equal to or higher than one third of the target's height, and must also cover at least the equivalent of one third of its base.

- » When in doubt, check the *Silhouette (S)* attribute of the target and its *Silhouette Template* to see the measurements of that minimum height and width.
- » The trooper must be able to see, at least, a part of the volume of its target with the size of the target's head, or a minimum size of approximately 3x3mm (the size of the black squares on the *Silhouette Templates*).

EFFECTS

- » The trooper that declared a *BS Attack* must apply a -3 *MOD* to its *BS Attribute*.
- » The target of the *BS Attack* can apply a +3 *MOD* to its *ARM/BTS* Attribute in any possible subsequent *ARM/BTS* Rolls.

TOTAL COVER

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

REQUIREMENTS

For a trooper to be in *Total Cover*, one of these two must be true:

- » The pieces of scenery completely obstructs the attacking enemy's *LoF*.
- » The attacking enemy does not have *LoF* to the trooper.

EFFECTS

Troopers cannot declare *BS Attacks* with weapons, Special Skills or pieces of Equipment that require *LoF* against a target in *Total Cover*.

BS ATTACKS INTO CLOSE COMBAT

If a trooper declares a *BS Attack* against an enemy in base to base contact with an ally, he applies a -6 *MOD* to his *BS* for each ally in that *Close Combat* (this is in addition to all other *MODs* for *Range*, *Cover*, *CH: Camouflage*, etc.).

If the trooper fails his Roll and the Failure Category (FC) is less than or equal to the *MOD* applied for allied troopers (-6, -12, etc., depending on the number of allies in that CC), then an ally takes the hit and is forced to make an *ARM/BTS* Roll. If several allies were participating in the CC, the attacker can choose which one takes the hit.

EXAMPLE

Fusilier Angus watches as his comrade Fusilier Bipandra is attacked in CC by the Alguacil Ortega. Angus, always the gentleman, tries to help and declares his ARO will be to make a *BS Attack*, then opens fire on Ortega. To hit Ortega, Angus needs to roll 9 or less on his d20 [BS: 12 +3 (Range MOD) -6 (MOD for trying to avoid friendly fire) = 9]. What he rolls instead is a 12. Uh oh. He failed his Roll, and he did so because of the *MOD* for having to avoid hitting his ally engaged in that CC (10 to 15 on the die). This means his FC is 3 (12-9=3), less than the value of the *MOD* (-6), so Angus ends up shooting Bipandra by accident. Now Bipandra must make an *ARM* Roll and, if she passes it, she will want to have a word with her comrade Angus.

TWIN WEAPONS

When a trooper has two identical *BS* weapons, he may use them simultaneously for enhanced firepower.

TWIN WEAPONS

AUTOMATIC SKILL

Optional, Active Turn

REQUIREMENTS

- » The trooper must have two identical *BS* weapons (two Rifles, two Combi Rifles, two Boarding Shotguns, two Light Flamethrowers, etc.).

EFFECTS

- » Troopers with two of the same *BS* weapon can use them as a single weapon with a +1 Bonus to its *Burst* (*B*).
- » Thanks to this Bonus, in **Active Turn**, a trooper with **2 identical Direct Template Weapons** (2 Chain Rifles, 2 Light Flamethrowers...) may place the Template twice per declaration, even against different targets.
- » In order to **Dodge several Direct Templates** placed in a single Order, the target must pass a single Normal *PH* (or *PH-3*) Roll. If successful, all Templates are dodged.
- » Even if the weapons have different Shooting Modes, the whole *Burst* must use the same type of *Shooting Mode*.
- » The +1 *B* Bonus is not applicable when the attack is an **Entire Order Skill** (*Intuitive Attack*, *Speculative Fire*...).
- » If the trooper uses the *Twin Weapons* rule with **Disposable Weapons with limited ammunition** (such as two Panzerfausts), then benefiting from the +1 *B* Bonus means expending one additional projectile.
- » For example, a trooper with two Panzerfausts (a weapon capable of shooting twice and with *B* 1) using the Bonus would make an attack with *B* 2, thus consuming in a single Order one projectile from each Panzerfaust. A second *BS Attack* with both Panzerfausts would deplete them both.

REMEMBER

The Twin Weapons rule cannot be used if both weapons are not identical. For example, a trooper with a Combi Rifle and a MULTI Rifle, or one with a Chain Rifle and a Nanopulser, would **not** be able to apply this rule.

This rule is only usable in the **Active Turn**.



TEMPLATE WEAPONS AND EQUIPMENT

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

There are two kinds of Template *BS* Weapons and Equipment, depending on where and when the Template is placed: *Direct Template* and *Impact Template*.

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 base contact or inside the Area of Effect of the Template are affected by the *Attack* declared.

EFFECTS

- » Any trooper in base contact with a Template, or whose base or Silhouette Template is covered at least partially by a Template, is equally affected by the Template Weapon or Equipment.
- » Troopers 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 attacker.
- » **Dodging** an *Attack* with a Template Weapon usually involves passing a *PH* Roll.
- » However, that Roll becomes a **PH-3 Roll** in these cases:
 - » If the trooper affected by the Template Weapon **does not have LoF** to the attacker.
 - » If the Template Weapon is a **Deployable Weapon** (such as a Mine or an E/Mauler).
 - » Troopers affected by a Template Weapon who declare **Change Facing** will perform a **PH-3 Roll**.

IMPORTANT!

Troopers affected by a Template Weapon cannot benefit from the +3 *MOD* to *ARM/BTS* for **Partial Cover**.

Template Weapons on a Close Combat

Template Weapons that affect at least one trooper engaged in a Close Combat affect **all** troopers in that Close Combat, even if some of them are not in direct contact with the Template. Bear in mind that troopers cannot declare Attacks against their friendly troopers.

Template Weapons and Friendly and Neutral troopers

It is not allowed to declare *Attacks* against friendly or *Neutral* troopers. So, if the player declares an *Attack* with a Template weapon that affects a friendly or *Neutral* trooper, then that shot is considered null (But not any other shot of the same *Burst* with no *Civilian* or *Neutral* troopers affected by a Template). All those troops who were affected by the nullified shot can still declare ARO.

In such a situation, if the Template weapon has the *Expendable* Trait one use is considered spent.

Template weapons, scenery items, and Total Cover

The presence of scenery items on the game table can change a Template's *Area of Effect* as shown in the graphic examples.

Each Template has a **Blast Focus** to determine if nearby scenery protects a trooper from the Template's effects. If *LoF* can be drawn from the *Blast Focus* to the trooper, then that trooper is affected by the Template. However, if the *LoF* cannot be drawn **due to the presence of a piece of scenery**, then the trooper is considered to be in *Total Cover* and is not affected by the Template.

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

The Blast Focus can only draw *LoF* inside the *Area of Effect* of the Template.

TYPES OF TEMPLATE

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.

Templates used by Template Weapons and Equipment have a height equal to their radius or half their width (unless otherwise specified, as in the case of *Smoke Special Ammunition*, page 111). To help determine the three-dimensional Area of Effect of a Template, add a second identical template perpendicular down the middle so the cross-section forms an X.

DIRECT TEMPLATE WEAPONS

As their name implies, these weapons place a Template where their user stands.

EFFECTS

- » These weapons require no *BS* Roll to hit.
- » Place the Template down **when you declare the Attack** to determine what the *Attack* affects, as that might influence the possible second Short Skill and AROs.
- » **Teardrop Direct Template** (Chain Rifle, Flamethrower, etc.): Place the narrow end of the Teardrop Template (*Blast Focus*) contacting the edge of the attacker's base or Silhouette Template. All troopers affected by the Template suffer the *Attack* (see diagram).

- » **Circular Direct Template:** Place the center of the Circular Template (*Blast Focus*) over the center of the attacker's base. All troopers affected by the Template suffer the *Attack*.
- » Affected troopers can **Dodge** the Attack of a Direct Template Weapon by passing a **Normal PH Roll** (or *PH-3* in the cases mentioned previously under *Effects*).
- » If an affected trooper declares an *Attack* against the user of the Direct Template Weapon as the second Short Skill of an Order or as an ARO, then that *Attack* is resolved with a Normal Roll using the relevant Attribute (if the weapon, Special Skill, etc. requires a Roll) instead of a Face to Face Roll. Once the *Attack* is resolved, and regardless of the outcome, the trooper suffers the effect of the Template.
- » Direct Template Weapons with a **Burst (B) value greater than 1** allow the attacker to place the Template as many times per order as the *B* value, even sharing this *B* against different targets. You can find further information about this possibility on *Twin Weapons*, page 35.
- » Direct Template Weapons allow the user to declare the Skill **Intuitive Attack**.

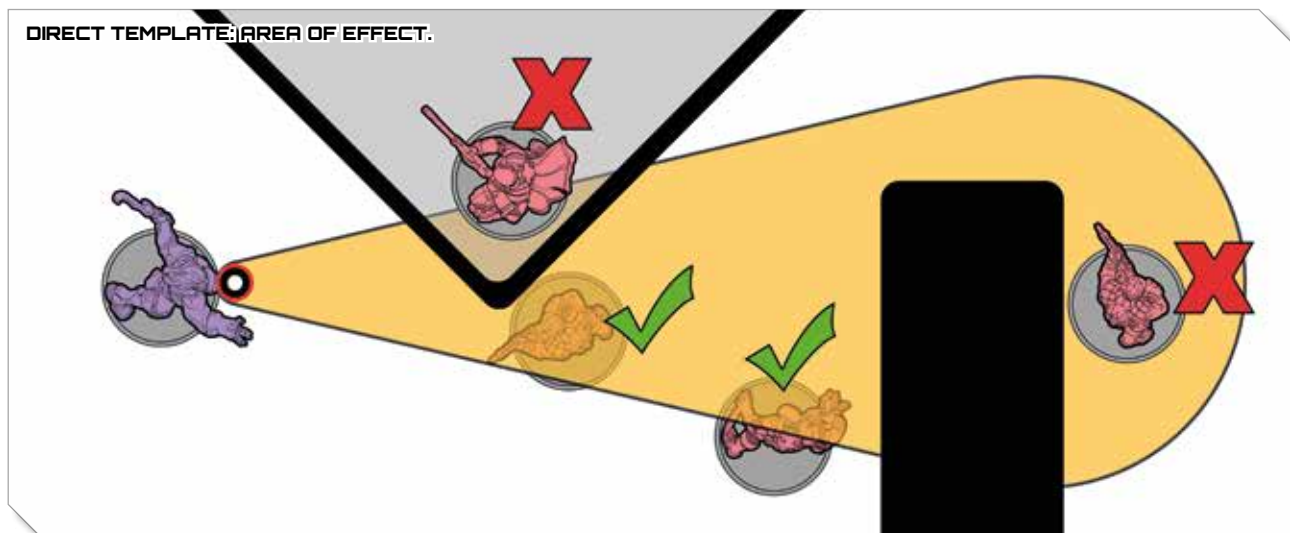
IMPORTANT!
Even in contact with the Template, troopers declaring an *Attack* with a Direct Template weapon are not affected by it, unless the description of such weapon states the contrary.

IMPACT TEMPLATE WEAPONS

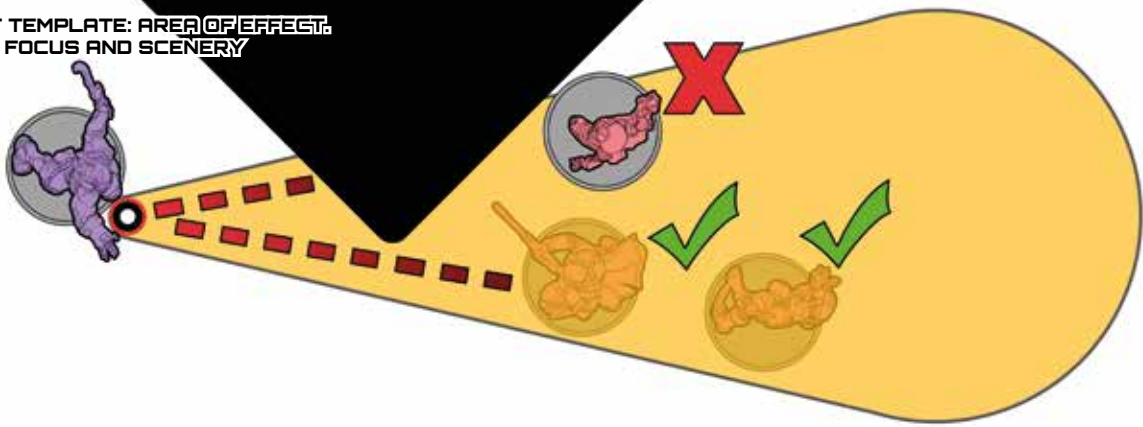
These weapons place a Template at the point of impact.

REQUIREMENTS

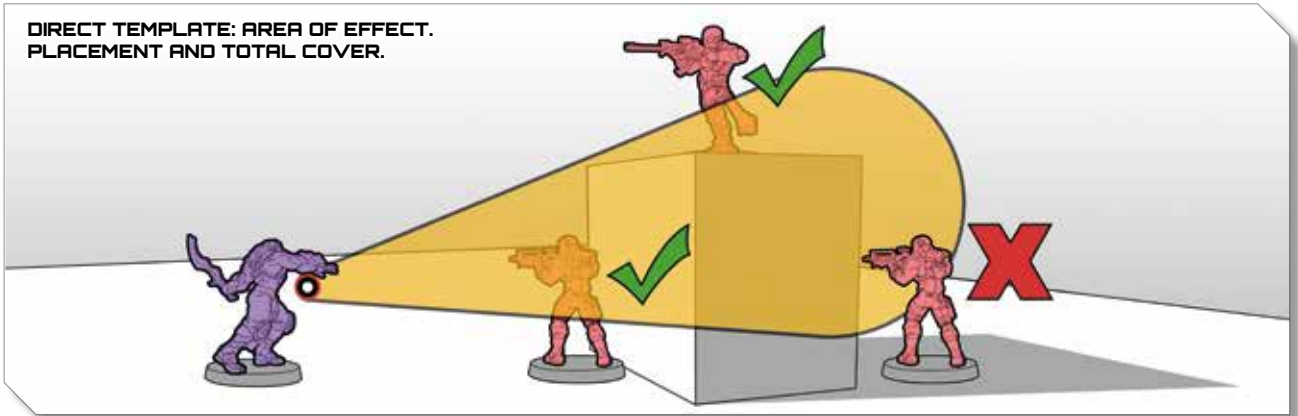
- » Unlike Direct Template Weapons, Impact Template Weapons **require an Attack Roll**, using *BS* or the appropriate Attribute, to hit.
- » The user of one of these weapons must declare a main valid target, and that target is used as a reference to place the Template.
- » Place the Template down **when you declare the Attack** to determine who is affected by that *Attack*, as that might influence the possible second Short Skill and AROs.



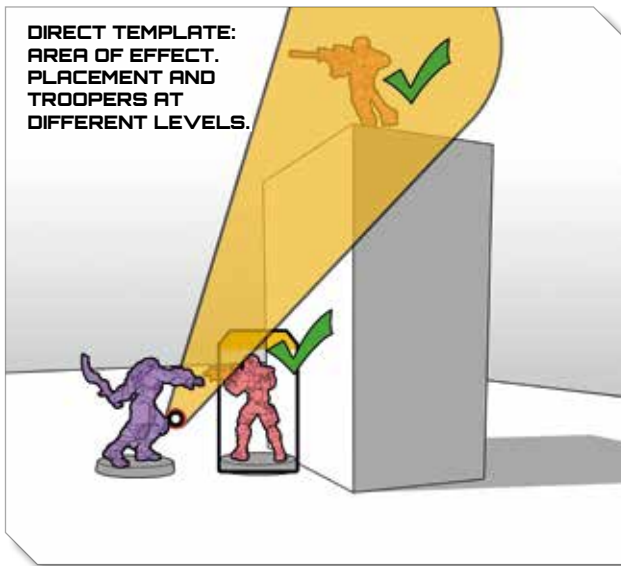
DIRECT TEMPLATE: AREA OF EFFECT.
BLAST FOCUS AND SCENERY



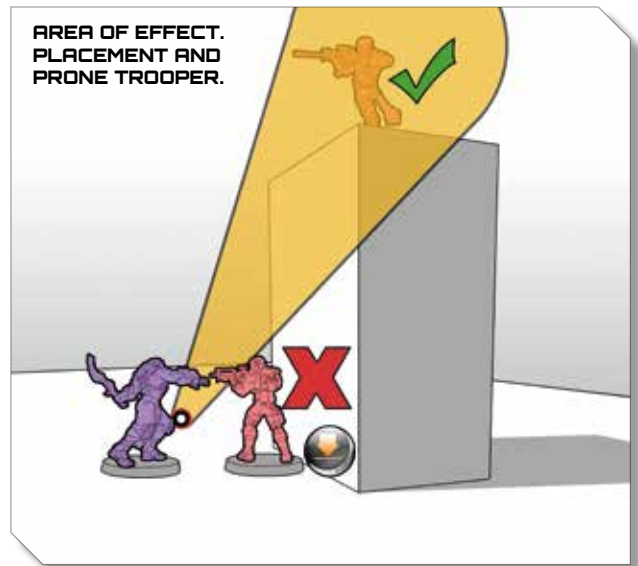
DIRECT TEMPLATE: AREA OF EFFECT.
PLACEMENT AND TOTAL COVER.



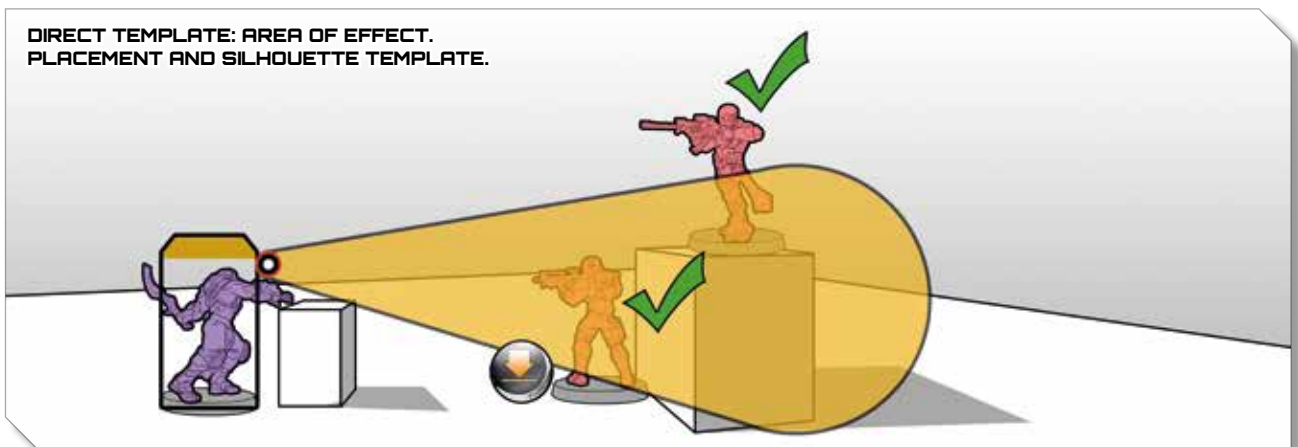
DIRECT TEMPLATE:
AREA OF EFFECT.
PLACEMENT AND
TROOPERS AT
DIFFERENT LEVELS.



AREA OF EFFECT.
PLACEMENT AND
PRONE TROOPER.



DIRECT TEMPLATE: AREA OF EFFECT.
PLACEMENT AND SILHOUETTE TEMPLATE.



EFFECTS

- » The Template only applies its effect on each affected trooper if the Attack 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 his Face to Face Roll with the Template user independent of each other; the Face to Face Roll of one affected enemy trooper does not affect the Face to Face Rolls of the others (See the example below).
- » The attacker must designate a main target, from who all *MODs* applied to his Roll will be determined. As stated above, this Roll will be compared against each enemy trooper affected by the Template.

Teardrop Impact Template (Shotgun, Plasma Rifle, etc.): Place the narrow end of the Teardrop Template (*Blast Focus*) contacting the edge of the main target's base, following the Line of Fire (see diagram).

As the diagram shows, the narrow end of the Template (*Blast Focus*) must be in contact with the edge that is closest to the attacker, so that the main target is unequivocally affected by the Template.

All other troopers affected by the Template suffer the *Attack* as well.

Circular Impact Template (Grenades, Grenade Launchers, etc.): Place the center of the Circular Template (*Blast Focus*)

over the center of the main target's base. All other troopers affected by the Template suffer the *Attack* as well.

In order to **Dodge** an *Attack* with an Impact Template Weapon, the main target or any other affected trooper can make a **Face to Face Roll with their PH** (or *PH-3* in the cases mentioned under Effects) against the attacker's Attack Roll.

CRITICAL HITS WITH TEMPLATES

Rolling a **Critical** in an *Attack Roll* with a Template Weapon causes the target of the attack (and only the target) to suffer *Damage* automatically and lose one point of *Wounds/Structure*, bypassing the *ARM* or *BTS* Roll, and applies what its Special Ammunition specifies in case of *Critical*.

Other troopers affected by the Template do not suffer the effects of the *Critical*, but they still suffer the regular effects of the Template.

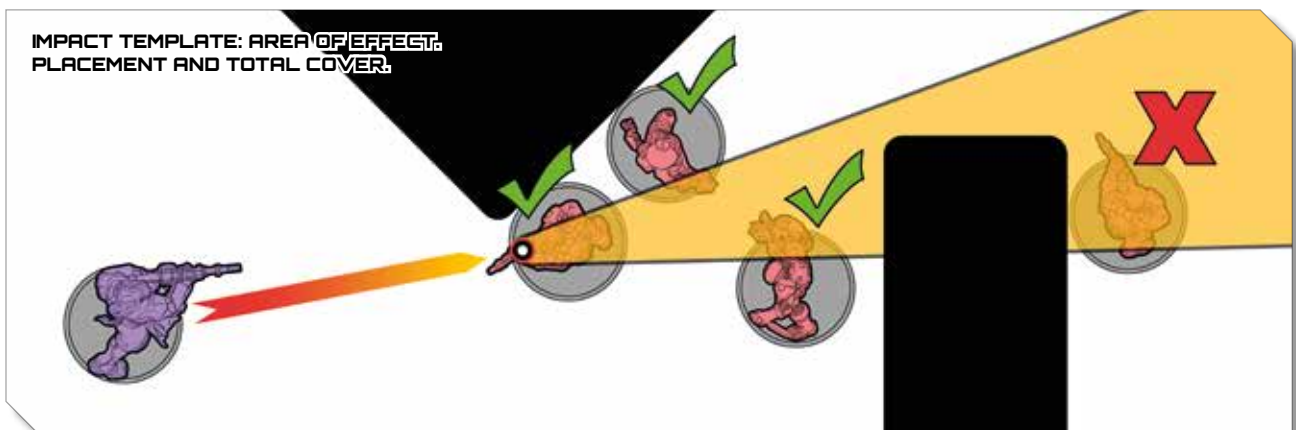
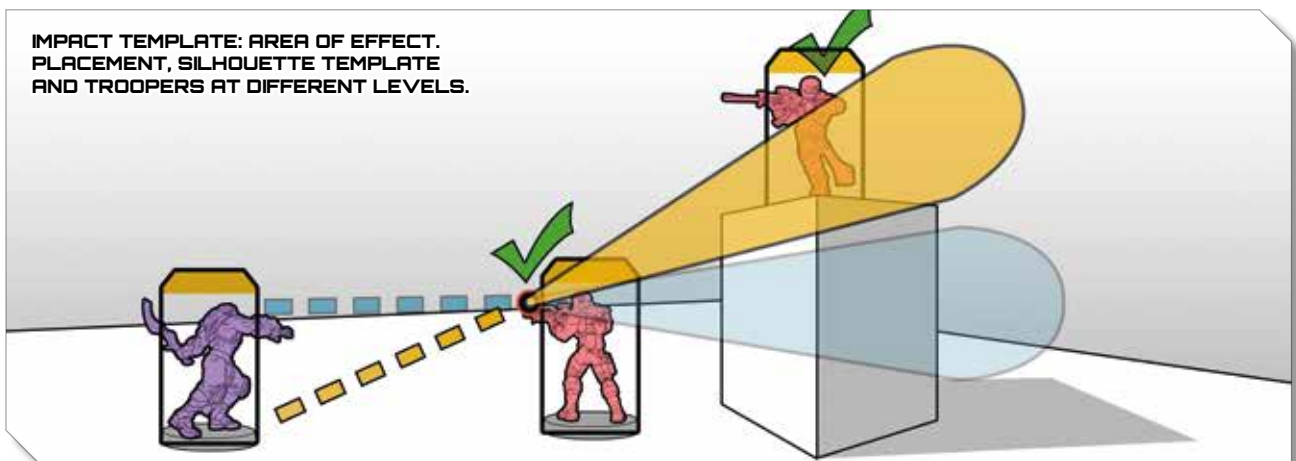
Responding to a Template Weapon Roll

Against an *Attack* with a Template Weapon that required a Roll to hit—whether it was an **Impact Template Weapon** or an **Intuitive Attack**—, each affected enemy may make a separate Face to Face Roll against the attacker.

Circular Impact Template. Special cases:

Remember that, when declaring *Speculative Fire* (page 62) with an Impact Template Weapon, you do not have to place the Template on top of the center of the target's base.

When using *Smoke* Special Ammunition, you do not need to declare an enemy as target; the target can be an area on the game table.





TEARDROP IMPACT TEMPLATE EXAMPLE. MAIN TARGET REACTS BY SHOOTING.

In his *Active Turn*, a Hellcat wielding a Boarding Shotgun, a weapon capable of using the Small Teardrop Impact Template, declares a *BS Attack* against three Fusiliers in a straight line before him. Since the Boarding Shotgun has *B2*, the Hellcat can make two *BS Attacks*, each of which, if the *BS Roll* is successful, places a Small Teardrop Template.

The players check the *Area of Effect* of the Boarding Shotgun by placing the narrow end of the Template (*Blast Focus*) on the first Fusilier, and confirm that the Teardrop Template covers the other two Fusiliers as well.

The first Fusilier, the only one with *LoF* to the Hellcat, declares a *BS Attack* as his ARO. It will be a Face to Face Roll with his *BS* against the Hellcat's two *BS* Rolls—for the Boarding Shotgun's *B2*.

The other two Fusiliers do not have *LoF* to the Hellcat because the first Fusilier is blocking him. But, since they are affected by an *Attack* with a Template Weapon, they have the option declare a *Dodge* ARO. Each Fusilier can avoid the *Damage* by winning a Face to Face *PH-3* Roll (the *MOD* is for dodging an *Attack* coming from outside their *LoF*) against the Hellcat's two *BS* Rolls.

Should the first Fusilier win his Face to Face Roll against the Hellcat, he would avoid the *Damage* from the *Attack* with the Impact Template Weapon. However, each of the other two Fusiliers would have to win his own Face to Face Roll using *PH-3* against the Hellcat's Rolls to avoid the weapon's *Damage*.

TEARDROP IMPACT TEMPLATE EXAMPLE. TARGET REACTS BY DODGING.

In the previous example, imagine the target Fusilier had declared *Dodge* as an ARO. It would be a Face to Face Roll using his *PH* (without the negative *MOD*, since he has *LoF* to the attacker) against the Hellcat's two *BS* Rolls due to his *B2*.

Like last time, the other two Fusiliers can try to *Dodge* by making each a Face to Face Roll with their *PH-3* against the Hellcat's two *BS* Rolls. Should they succeed, they would avoid the Template's *Damage* entirely.

TEARDROP IMPACT TEMPLATE EXAMPLE. ALL TARGETS REACT BY SHOOTING.

In the same example as above, imagine the three Fusiliers now have *LoF* to the Hellcat, and all three declare *BS Attack* as an ARO. In this case each Fusilier makes a Face to Face Roll using his *BS* Attribute against the Hellcat's two *BS Attack* Rolls due to his *B2*.

Each Fusilier's result only affects him, and does not affect his comrades' Face to Face Rolls against the Hellcat.

Let's suppose the main target Fusilier wins his Face to Face Roll against the Hellcat. In this case the *Attack* against him is cancelled, and the Hellcat is forced to make an *ARM* Roll.

However, the success of the main target Fusilier doesn't cancel the *Attack* of the Hellcat against the other two Fusiliers. Each of them must to face his *BS Attack* Roll against the Hellcat's two *BS Attack* Rolls. Fusilier 2 wins the Face to Face Roll against the Hellcat who is forced to make another *ARM* Roll at the end of the Order. However, the Fusilier 3 loses his Face to Face Roll, and he is the one forced to make an *ARM* Roll.

TEARDROP IMPACT TEMPLATE EXAMPLE. NULLIFIED SHOT.

Let's suppose, in the same case as above, the three Fusiliers are more separated, so the Hellcat decides to split his *B* amongst them. When placing the Teardrop Template of the first shot against the Fusilier 1, he checks the Fusilier 3 is inside the *Area of Effect* of the Template. However, when placing the Template of the second shot of his *B*, checks there is an Alguacil inside the *Area of Effect* of the Template. Since the Alguacil is a friendly trooper, the second shot is nullified. But the Fusilier still has the right to react with an ARO so he declares a *BS Attack*. This Fusilier will perform a *BS* Normal Roll against the Hellcat.

However, the Hellcat must resolve the Face to Face Roll of the previous shot, which was not nullified.

CLOSE COMBAT

Urban combat, the struggle for control of a building, ship-to-ship boarding actions... In the modern warfare environment, soldiers often face the enemy at close quarters, where there is little room to wield a rifle or machine gun with any effectiveness. In these situations, they are trained to resort to close-quarters armament: small, short-range firearms (such as pistols) and hand-to-hand weapons (knives, machetes, swords, claws...).

Close Combat (CC) encounters take place within the normal Order expenditure sequence and use the same types of Rolls as all other forms of combat in Infinity.

CC ATTACK DECLARATION

REQUIREMENTS

For a troop to declare a *CC Attack* either in its *Active Turn* or *Reactive Turn*, it needs to:

- » Be using a *CC Weapon*, or a *Skill* or piece of *Equipment* capable of a *CC Attack*.
- » Be in base to base contact with an enemy.

The player must make sure to meet all Requirements **before** activating the troop and declaring the *CC Attack*.

BURST

In the *Active Turn*, each time a troop declares a *CC Attack*, it can make as many attacks as the *Burst (B)* value of its *CC Weapon*. However, in the *Reactive Turn*, the *Burst* value is 1 but can be modified after that by some *Special Rules* or *Skills*.

During the declaration of a *CC Attack*, the player can distribute a number of attacks equal to the *Burst* value among one or more targets, as long as all targets are valid (in base to base contact with the attacker).

Burst Modifiers

Certain situations can alter the usual *B* value of a weapon. Players apply *Burst Modifiers* when declaring the *CC Attack*.

IMPORTANT!

The player must specify, at the time of the *CC Attack* declaration, which *CC Weapon*, *Equipment* or *Special Skill* the troop will use. Furthermore, if the chosen *CC Weapon*, *Equipment* or *Special Skill* has different *Ammunitions* or *options*, he must choose them at that moment.

CC PLUS MOVEMENT SEQUENCE

Close Combat typically takes place immediately after a *Movement*. This means the most common CC sequence is as follows:

An active trooper declares, using the first *Short Skill* of his *Order*, that he will *Move* into base to base contact with an enemy.

Said enemy declares an *ARO*, usually either *BS Attack* or *CC Attack*, but it might also be a *Dodge (or Reset)*, a *Hacking Program* (if available), or any *Special Skill* usable in this situation.

The active trooper declares the second *Short Skill* of his *Order*, which might be any of the above mentioned: *BS Attack*, *CC Attack*, *Dodge (or Reset)*, a *Hacking Program (if available)* or an *eligible Special Skill*.

Then, both the active trooper and the target in *ARO* make their *Face to Face Rolls* (unless one of the *Skills* used indicates otherwise).

CC ATTACK RESOLUTION

Once the *CC Attack* is declared, players check which *MODs* apply and make the *CC Attack Rolls*.

MODIFIERS (MOD)

Before rolling, the player must check which *MODs* are applicable. The most common are:

Special Skills and Equipment

Certain *Special Skills* and *Equipment* can add a *MOD* to *CC Attack Rolls* (see *CC Special Skills*, page 99).

Close Combat against several enemies

Troops declaring *CC Attack* apply a *MOD* of +1 to their *B* for each ally that is in base to base contact, and in *Engaged* state, with the target of their attack **and is not activated** either by an *Order* or an *ARO*.

The maximum number of troops in base to base contact with a model with a 25 mm round base is 4.

The maximum number of troops in base to base contact with a model with a 40 mm (or wider) round base is 6.

CC ATTACK ROLL

After calculating the *MODs*, players make their *Rolls* using the relevant *Attribute*, usually *CC*. Simultaneous *CC Attack Rolls* can be made in any order.

Normal Roll

If the *Skills* declared by the target do not affect the outcome of the *CC Attack*, the attacker can make a *Normal Roll* (see *Rolls*, page 20).



The attacker makes one roll for each point of *Burst* he assigned to a target.

Face to Face Roll

If the Skills declared by the target affect the outcome of the *CC Attack* (like declaring another *CC Attack* would, for example), then a Face to Face Roll is made (see [Rolls](#), page 20).

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

CC ATTACK RESULTS

For each successful *CC Attack* Roll, the target must make an *ARM/BTS Roll* (see page 42).

Criticals

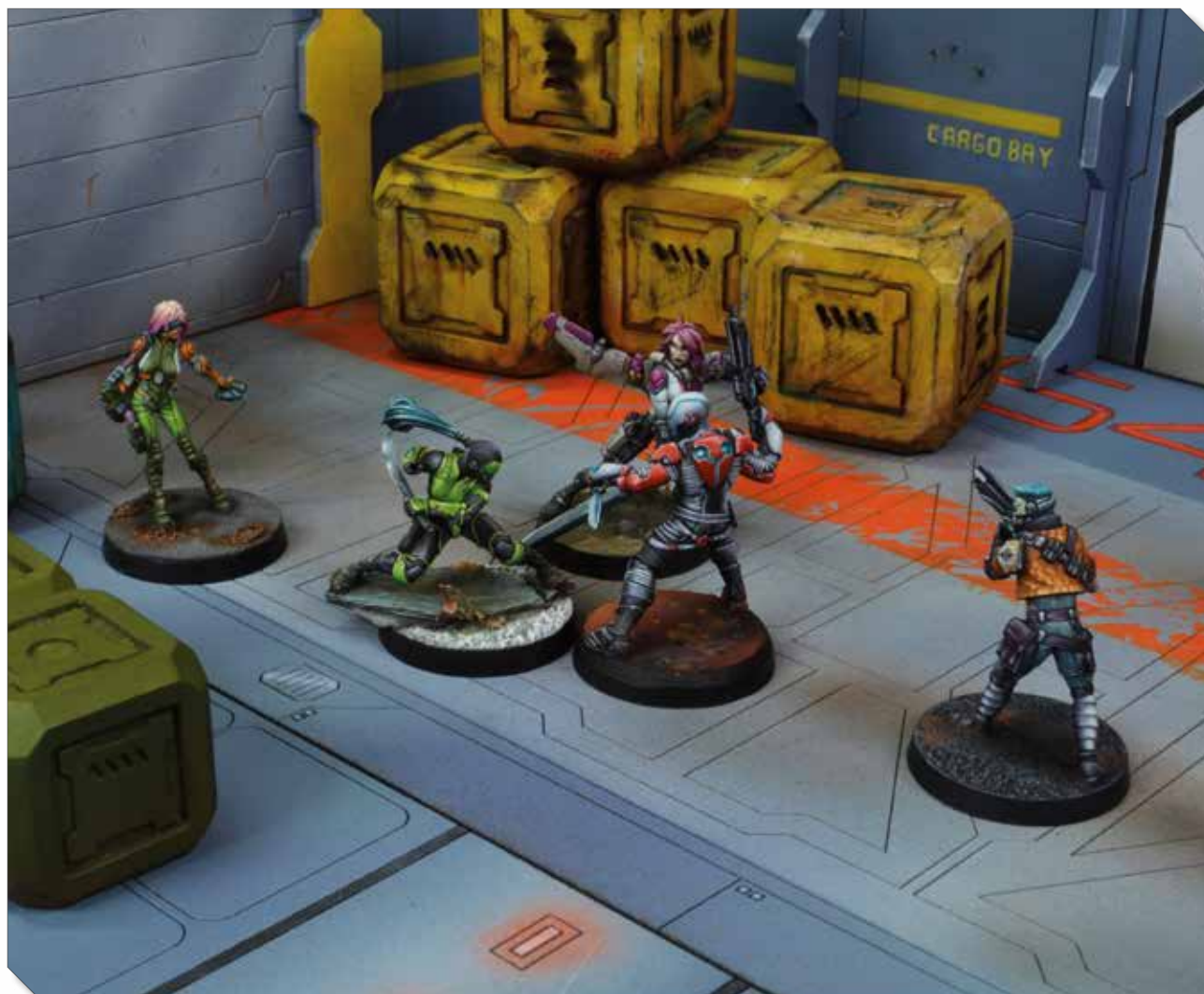
Rolling a *Critical* means the attack is an automatic success. Unless otherwise specified, each *Critical* rolled in a *CC Attack* causes the target to lose 1 point from their *Wounds/Structure* Attribute without an *ARM/BTS Roll* being made to avoid the damage.

REMEMBER

Certain weapons use Special Ammunition capable of altering the effects of a *CC Attack*, causing more than one *ARM/BTS Roll* for each success, reducing the *ARM/BTS* of the target, etc. This can also alter the way *Criticals* work.

INTERACTING WITH A CLOSE COMBAT

Any troop in base to base contact with an enemy engaged in Close Combat can only declare *CC Attack*, *Dodge*, or other skills usable in Close Combat. For example, other skills that require base to base contact but are not CC-related, such as *Doctor* or *Engineer*, cannot be declared in these circumstances.



DAMAGE

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

However, this *Damage* is not usually applied to the target as is. Most often, the target has a chance to avoid harm by passing an *ARM/BTS* Roll to ignore the *Damage*.

Generally speaking, each success in an *Attack* Roll forces the target to make one separate *ARM/BTS* Roll.

The description of the type of *Attack*, Ammunition, Special Skill, Equipment, *Hacking Program*, etc. indicates whether a successful *Attack* with it forces the target to make an *ARM* or *BTS* Roll.

ARM ROLL

ARM Rolls work slightly differently from other Rolls in Infinity. An *ARM* Roll is a Roll modified by the *ARM* Attribute.

To make an *ARM* Roll, roll a d20, add the value of the *ARM* Attribute of the target and compare the result to the *Damage* value of the *Attack*.

An *ARM* Roll is successful if the final result is higher than the *Damage* value of the *Attack*. In that case, the target receives no *Damage* and suffers no alteration to its Attribute profile or its state.

Conversely, an *ARM* Roll fails if the final result is equal to or lower than the *Damage* value of the *Attack*. When this happens, the most common consequence is the loss of one point from the target's *Wounds/Structure*, or a change in its state, depending on the weapon or ammunition used in the *Attack*.

BTS ROLL

Certain Special Ammunition types, *Attacks*, Equipment, *Hacking Programs*, etc. can force the target to use its *BTS* Attribute in place of its *ARM*.

BTS Rolls work like *ARM* Rolls, except that the value added to the result is the *BTS* Attribute instead of the *ARM*.

A *BTS* Roll is successful if the final result is higher than the *Damage* value of the *Attack*. In that case, the target receives no *Damage* and suffers no alteration to its Attribute profile or its state.

Conversely, a *BTS* Roll fails if the final result is equal to or lower than the *Damage* value of the *Attack*. When this happens, the most common consequence is the loss of one point from the target's *Wounds/Structure* or a change in its state, depending on the weapon or ammunition used in the *Attack*.

WOUNDS

Unless otherwise specified, each failed *ARM/BTS* Roll reduces by 1 the *Wounds/Structure* Attribute of the trooper that received the *Attack*. When this happens, place a Wound Marker (WOUND)

next to the trooper. Use the numbers on the Markers to indicate the number of *Wounds/Structure* points the trooper has lost so far. If the trooper has lost enough *Wounds/Structure* points to fall Unconscious, use an Unconscious/ Damaged Marker instead.

UNCONSCIOUSNESS AND DEATH

If the value of the *Wounds/Structure* Attribute of a trooper reaches 0, then that trooper falls immediately into the state of *Unconscious* (see *Game States*, page 175).

DAMAGE: EXCEPTIONS

Certain Special Ammunition, *Attacks*, Equipment, *Hacking Programs*, etc. force the target to make more than one *ARM/BTS* Roll for each success in the *Attack* Roll. Others cause the target to lose more than one *Wounds/Structure* point when an *ARM/BTS* Roll is failed, or cause a change in the state of the target... The specific effects of each type of Ammunition, *Attack*, etc. are explained in their rules.

However, if the *Wounds/Structure* Attribute falls **below 0**, the trooper enters the *Dead* state (see *Game States*, page 175).

EXAMPLE OF DAMAGE, ARM ROLL, UNCONSCIOUSNESS AND DEATH

The Fusilier Angus is involved in a deadly firefight with his arch-enemy the Alguacil Ortega. In the Face to Face Roll of the *BS Attack*, Angus gets two successes with the Normal Ammunition of his Combi Rifle, meaning Ortega must make two *ARM* Rolls. A Combi Rifle's *Damage* is 13, and Ortega has an *ARM* Attribute of 1. This means Ortega gets to add a +1 to each die, and needs to exceed 13, the *Damage* of the Combi Rifle, with both dice to avoid harm. The dice are rolled, and Ortega gets these results: 14 and 13. He adds +1 to each die for final *ARM* Rolls of 15 and 14. Both are higher than the *Damage* of the gun, so both *ARM* Rolls are successful, and Ortega suffers no *Damage*, that is, he loses no points from his *Wounds* Attribute.

After a change of *Player Turn*, the face-off continues with a new Order. This time it is Ortega who obtains two successes on his Face to Face Roll, forcing Angus to make two *ARM* Rolls. Ortega is also using a Combi Rifle, and Angus' *ARM* is also 1, so the calculations are the same as the previous turn. Angus adds +1 to the result of each die, and needs his final results to exceed 13. Angus rolls and gets an 18 and a 9. With his *ARM*, the final results are 19 and 10: one success and one failure. Consequently, Angus subtracts one point from his *Wounds*. Since his Attribute was 1, it now changes to 0, and Angus enters a state of Unconscious. An *Unconscious* Marker (UNCONSCIOUS) is placed next to poor old Angus' base.

Had Angus failed his two *ARM* Rolls, he would have lost two points from his *Wounds* Attribute, leaving him with -1 *Wounds* and making him enter the *Dead* state and be removed from play.

BTS ROLL EXAMPLE

A Reverend Healer declares a *BS Attack* with her Nanopulser against a PanOceanian Neoterra Bolt. The Bolt declares *Dodge*, but fails his Roll. He must now make a *BTS* Roll. The Nanopulser uses *Nanotech* Special Ammunition, which forces the target to make a *BTS* Roll instead of using his *ARM*.



A Nanopulser's *Damage* is 13, and the Neoterra Bolt has a *BTS* Attribute of 6. This means the Bolt gets to add +6 to the result on his die. To succeed at the *BTS* Roll, he needs a final result higher than 13, the *Damage* value of a Nanopulser. The Bolt adds +6 to his die result of 8, meaning the result of his *BTS* Roll is 14. This is higher than the *Damage* of the Nanopulser, so the *BTS* Roll is successful, and the Bolt suffers no *Damage*, that is, he loses no points from his *Wounds* Attribute.

FALLING DAMAGE

Certain game conditions, such as the *Jump* Skill (see page 59) can cause troopers to fall from heights during the course of the battle. When this happens, the trooper will receive *Damage* from the fall unless it can succeed at an *ARM* Roll.

To calculate the *Damage* received, measure the height of the fall, and use the trooper's first *MOV* value to divide this fall height into sections. Each section (even if incomplete) means the trooper receives a cumulative *Damage* value of 10.

If the *ARM* Roll is failed, the trooper loses 1 point from its *Wounds/STR* Attribute and must repeat the *ARM* Roll until it reaches a state of *Dead* or passes an *ARM* Roll.

EXAMPLE OF FALL DAMAGE

The Fusilier Angus, being who he is, trips and falls during combat. To calculate how much *Damage* to roll against in his subsequent *ARM* Roll, the height of the fall is measured: 5 inches. Since the first value of Angus' *MOV* is 4, this means he falls two sections, and therefore receives a total *Damage* of 20 (10 + 10 = 20). Angus makes his *ARM* Roll and fails, so he loses 1 point from his *Wounds* Attribute and is now *Unconscious*. However, having failed his roll, Angus must now make a new *ARM* Roll. If he were to fail that one, he would enter the *Dead* state and be removed from play.

GUTS ROLL

When a troop passes an *ARM* or *BTS* Roll, 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 troop's survival instincts can force them to recoil from danger and dive for cover.

REQUIREMENTS

Several events can force a troop to make a Guts Roll:

- » Passing one or more *ARM* or *BTS* Rolls.
- » Failing one or more *ARM* or *BTS* Rolls, but not remaining in a *Null* or *Immobilized* state.
- » Surviving one or more successful *Attacks* from weapons, types of *Equipment* or *Hacking Programs* with the *Non-Lethal* Trait, or that do not provoke *ARM* or *BTS* Rolls.



RULES FOR GUTS ROLLS (ACTIVE/REACTIVE TURN)

QUICK SUMMARY

If a troop survives an *Attack*, at the end of the Order it must make a Normal *WIP* Roll. In case of failure or forfeit, the troop must exit the danger zone or improve its *Cover* as much as possible—*Total Cover* being preferable to *Partial Cover*—with up to 2 inches of movement. If it can do neither, the troop must go *Prone*. If none of these cases applies, the troop does nothing.

- » To make a Guts Roll, a troop makes one single Normal *WIP* Roll, regardless of the number of *Attacks* the troop survived during the resolution of the Order.
- » If the Guts Roll is successful, the troop can stand its ground and must do nothing else.
- » If the troop fails its Guts Roll, it must go *Prone* or move up to 2 inches in order to abandon the danger zone, gain *Cover*, or improve its *Cover* against the attack.
- » This movement can never be towards the enemy who declared the *Attack*, nor can it be used to enter base to base contact with an enemy.
- » Guts Rolls are always made at the end of the resolution of the Order, during its *Conclusion*, after all *ARM/ BTS* Rolls have been made.
- » If a troop would have to make a Guts Roll, its owner can instead choose to fail it automatically and move the troop as required.
- » Troops in *Close Combat* do not make Guts Rolls.

How to move after a failed Guts Roll

- » If the troop has no *Cover* against the attack, it must move up to 2 inches in order to obtain *Partial* or *Total Cover* against at least one of the enemies who *Attacked* it, or go *Prone*.



- » If the troop has *Partial Cover* against the attack, it must move up to 2 inches in order to obtain *Total Cover* against at least one of the enemies who *Attacked* it, or go *Prone*.
- » If the troop is inside a danger zone, such as the *Area of Effect* of a Special Skill or a weapon that uses a Template or that requires no *LoF*, it must move up to 2 inches in order to exit the danger zone, or declare itself *Prone* if it can prevent further *Attacks* that way.
- » If none of the previous cases apply—because a 2-inch movement is not enough to improve the troop's *Cover* or make it abandon the danger zone, because the troop cannot go *Prone*, or for any other reason—, the troop does not move at all and performs no actions.
- » Troops must use the movement that results from a failed Guts Roll to obtain the best available type of *Cover*. For example, a troop must choose a *Total Cover* position before a *Partial Cover*, and abandoning a danger zone has a higher priority than gaining *Total Cover*.
- » A troop who failed its Guts Roll **cannot use its 2-inch movement to approach the enemy** who declared the *Attack* against it, even if that would allow the troop to gain better *Cover*.
- » Movement resulting from a failed Guts Roll **can never be used to enter base to base contact** with enemies or objectives.

GUTS ROLL: EXAMPLE OF PLAY-1

The Alguacil Ortega, in his *Active Turn*, faces the Fusiliers Angus and Silva, both in their *Reactive Turn*. After making and resolving the *BS* and *ARM* Rolls, Ortega and Angus both must make a Guts Roll.

Ortega fails his Guts Roll. Since he is currently in *Partial Cover* and does not have *Total Cover* within reach in a 2-inch radius, he goes *Prone*, thus exiting his *enemies' LoF* and gaining *Total Cover* against them.

Angus, in the meantime, is not in *Cover* at all, and fails his Guts Roll as well, so he must move to get to *Cover*. However, no *Cover* is available in a 2-inch radius, forcing Angus to go *Prone*.

GUTS ROLL: EXAMPLE OF PLAY-2

Fusilier Angus, in his *Reactive Turn*, faces the fearsome Irmandinho Fendetestas, who declares a *BS Attack* with his Chain Rifle—a *Direct Template* weapon—against Angus. Angus responds with a *BS Attack*, so he automatically receives a hit from the *Direct Template* weapon. After passing the *ARM* Roll, Angus must make a Guts Roll. However, Angus does not have *Cover*, so he decides to forfeit his Guts Roll. Since this is an automatic failure, Angus must move to a position that provides *Cover*. However, there is no available *Cover* in a 2-inch radius that is outside the *Area of Effect* of the *Direct Template* weapon. Angus must move away from his attacker to exit the danger zone created by the *Direct Template* weapon, even if that movement leaves him in open ground..

GUTS ROLL: EXAMPLE OF PLAY-3

A Haqqislamite Maghariba Guard TAG, in its *Active Turn*, is in *Partial Cover* when it receives a series of hits that force it to make a Guts Roll. The Maghariba fails its Normal *WIP* Roll, but there is no *Total Cover* within its 2-inch reach and, since it is a TAG, it cannot go *Prone*. The Maghariba cannot improve its *Cover*, so she stands its ground and does not move at all.



WARNING!

When deployed on the battlefield, all troopers are connected with their brothers-in-arms, so if one of them suffers an attack all other troopers close to him will become aware of it and will try to find the source of the attack.

REQUIREMENTS

To perform a Warning! the following conditions must be met:

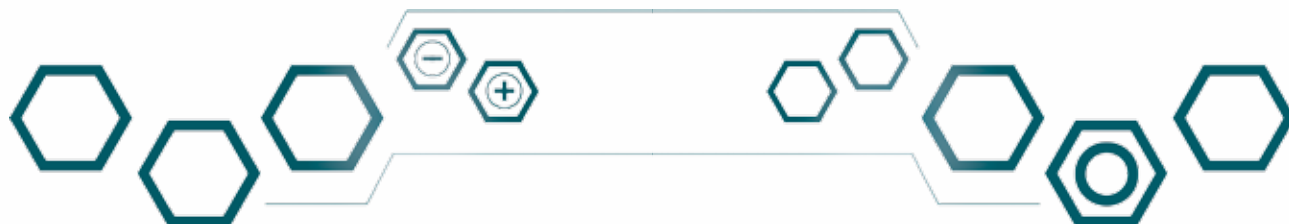
- » The trooper cannot be activated by Order or ARO in the same Order.
- » An allied trooper inside his *Zone of Control* or the trooper himself must have been targeted by an *Attack*.

WARNING! RULE (ACTIVE TURN/ REACTIVE TURN)

- » Warning! is always performed at the end of the Order, in the *Conclusion*, after the *ARM/BTS* Rolls.
- » Warning! allows the trooper to spin, without changing its position, to modify the arc of his LoF so the attacker is within it.
- » This is an automatic movement which doesn't require any Roll.
- » As Warning! is performed at the *Conclusion* of the Order, it doesn't generate an ARO.

WARNING! GAME EXAMPLE:

The unlucky Fusilier Angus suffers a hit from a Grenzer sniper positioned far away. After performing, and failing, the ARM Roll, Angus enters the Unconscious state. However, the Fusilier is inside the *Zone of Control* of his inseparable Fusilier Bipandra who was not able to react before as she had her back to the Nomads sniper. So, before this Order ends, Bipandra can declare a Warning! and spin around to place the Grenzer in LoF.



CHARACTERISTICS AND SKILLS



CHARACTERISTICS

Characteristics are distinctive traits held by all troopers, mainly related to their training, combat style, background and personality.

All Characteristics are **Obligatory**, meaning players cannot choose not to use them. There are seven possible Characteristics, identified by their correspondent icons in the *Troop Profile*. Six are grouped under three categories (*Back-up, Training and Fury*), while the seventh, *Hackable* is independent..

BACK-UP

This Characteristic indicates whether the trooper has some kind of external memory and personality storage that can be recovered after its demise.

BACK-UP: 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. This possibility is only applied in the *Campaign Rules* for Infinity (see the rulebook *Infinity Campaign: Paradiso*).

EFFECTS

- » When using the *Doctor* Special Skill (or other Special Skills or Equipment that explicitly state they benefit from this rule) to heal a trooper with a Cube, you can expend one *Command Token* to re-roll the *WIP* Roll if it was a failure.

TRAINING

This Characteristic represents the type of training the trooper received.

TRAINING: IRREGULAR

This trooper has learned to fight in an undisciplined, disorganized way, and can be expected to worry first and foremost about himself.

EFFECTS

- » Irregular troopers do not add their Orders to the *Order Pool* of their combat group, but instead keep them for their own use. Bear in mind that these troopers can still receive Orders from the *Order Pool*.



TRAINING: REGULAR

This trooper received regular military training, and can be expected to follow instructions, maintain discipline under enemy fire, work in a team and coordinate with his comrades.

EFFECTS

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



FURY

The different levels of Fury denote the ferocity of a trooper when it enters combat, and whether he can be expected to disregard his own safety for a chance to destroy the enemy. The four levels of Fury are Extremely Impetuous, Impetuous, Frenzy, and Non Impetuous.

FURY: EXTREMELY IMPETUOUS

Extremely Impetuous troopers crave only the thrill of combat, preferably up close and personal

EFFECTS

- » Extremely Impetuous troopers **cannot** benefit from *Partial Cover MODs*.
- » Being Extremely Impetuous gives the trooper an Impetuous Order. This *Impetuous Order* is generated in addition to the trooper's normal Order.
- » Troopers with this Characteristic must expend their *Impetuous Order* during the *Impetuous Phase*, and follow the rules specific to these kinds of orders.



IMPETUOUS ORDER

REQUIREMENTS

- » Troopers must expend their Impetuous Orders during the *Impetuous Phase*.
- » Impetuous Orders allow only a number of fixed combinations of Common Skills, as indicated by the Impetuous Order Chart. During an Impetuous Order, you cannot declare Skills or combinations of Skills not in the Impetuous Order Table.
- » As shown by the Chart, the order in which the Skills are declared is irrelevant (*Move* can be declared first or second).

IMPETUOUS ORDER Legal combinations of Skills
Airborne Deployment
Move + Activate (Activate + Move)
Move + Attack (Attack + Move)
Move + Dodge (Dodge + Move)
Move + Idle (Idle + Move)
Move + Move
Jump
Climb

- » The Common Skill *Move* is mandatory in all Impetuous Orders, where it works in a specific and limited way.
- » When a trooper declares *Move* as part of an Impetuous Order, he **always moves the entirety of his corresponding MOV value**.
- » For example, if an Impetuous (or Extremely Impetuous) trooper declares *Move* once during an Impetuous Order,

CHARACTERISTICS

he moves the total amount of inches indicated by the first value of his *MOV*. If *Move* is declared a second time during the Impetuous Order, he also moves the full number of inches indicated by the second value of his *MOV*.

- » A trooper using an Impetuous Order can move a distance shorter than the maximum only if he reaches base contact with an enemy, or if he enters an area of *Special Terrain* that impairs his *Movement* or forces him to declare *Jump* or *Climb* in order to keep moving.

Impetuous Order: Direction of Movement

When executing a *Move* as part of an Impetuous Order, the trooper must move towards the nearest enemy figure by the most direct route possible.

The nearest enemy figure is the one that can be reached in the least number of Orders, even if that figure is not in *LoF*. *Jump* or *Climb* skills **must** be used if that would shorten the route.

If there are no enemy figures on the table, the trooper treats the closest point in the enemy *Deployment Zone* as the closest enemy trooper and moves towards it as above. If the trooper is already in the enemy *Deployment Zone*, and there are no enemy figures on the table, then the Impetuous Order is cancelled.

Markers and figures in a Null state (*Unconscious, Sepsitorized...*) do not count as enemies for the purposes of Impetuous movement.

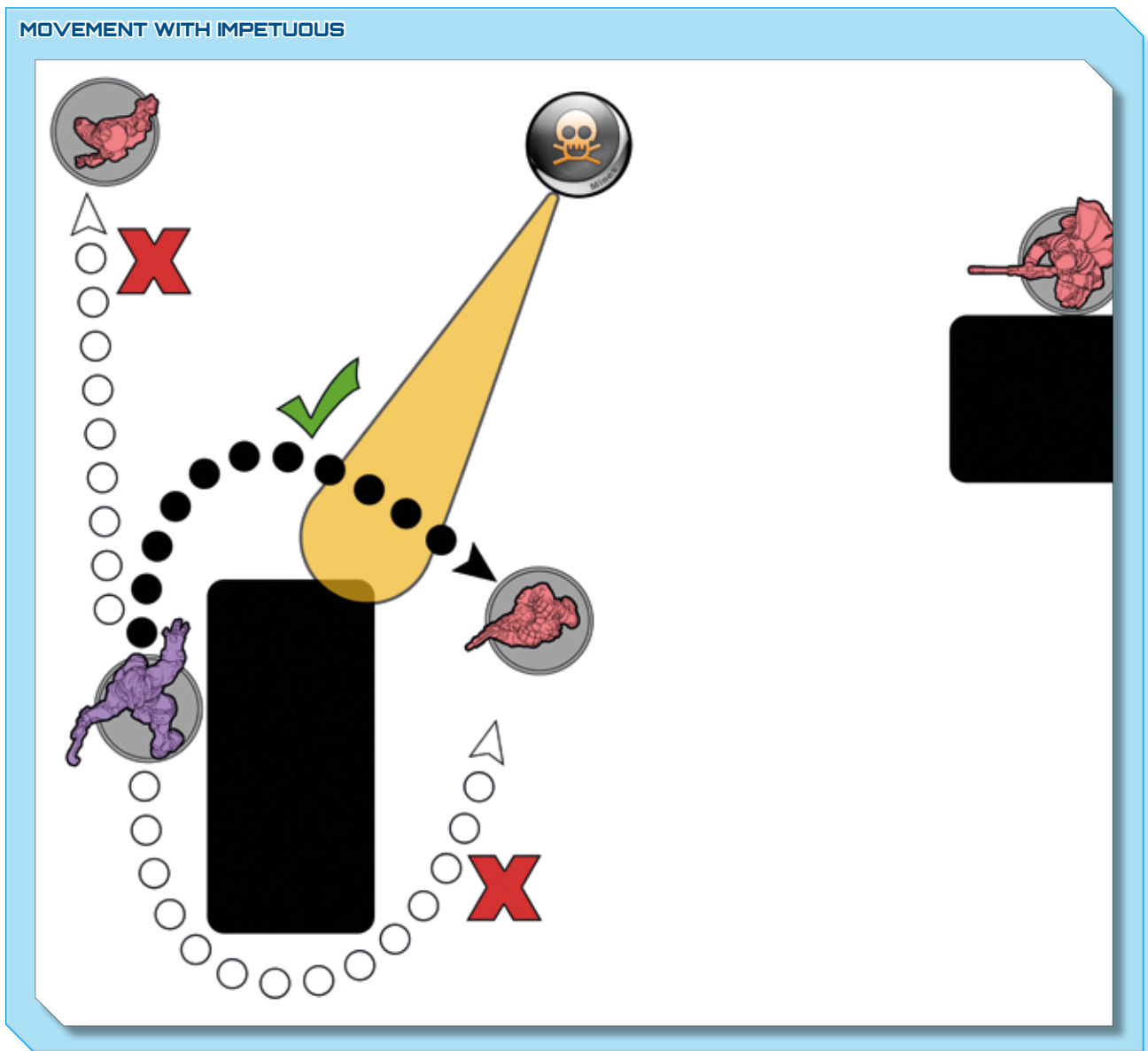
During an Impetuous Order a trooper can never *move* in a *Prone* state so he will automatically stand up at the beginning of the mandatory *Move*, or at the start of a *Jump* or *Climb*.

As shown by the *Impetuous Order Chart* (see page 47), an Impetuous (or Extremely Impetuous) trooper can substitute the combination of the mandatory Common Skill *Move* + [allowed Skill] for the Entire Order Skills *Climb* or *Jump* if these are necessary to fulfill his obligation to advance towards the nearest enemy.

In this case, as it would when using *Move*, the movement declared with *Climb* or *Jump* must be the entirety of the first value of the trooper's *MOV*, and must be directed towards the nearest enemy figure, or towards the enemy *Deployment Zone* without retreating unless forced to by terrain.

Impetuous (or Extremely Impetuous) troopers that have not deployed because of the Special Skill *Airborne Deployment* must use their *Impetuous* Orders to deploy during the Impetuous Phase of their *Player Turn*.

MOVEMENT WITH IMPETUOUS



Canceling an Impetuous Order

During their Impetuous Phase, players can cancel one Impetuous Order of an Extremely Impetuous trooper by expending one Regular Order from that Order Pool. To do so, remove the Impetuous Order Marker from that trooper, who cannot use it for any other purpose.

Canceling an Impetuous Order does not give the trooper the ability to benefit from Partial Cover MODs, as the trooper is still Extremely Impetuous.

Impetuous Order and Deployment

If the Impetuous Order is used to perform a deployment outside the *Deployment Phase* (By using a Special Skill such as *Airborne Deployment*, for example) the Impetuous (Or Extremely Impetuous) trooper will provide his Order to his owner the moment he is placed on the game table, adding it to the *Order Pool* if he is Regular, or placing it next to the trooper if he is Irregular.

REMEMBER

The Impetuous Order cannot be used in a *Retreat!* situation.

FURY: IMPETUOUS

Impetuous troopers are always eager to engage in combat.

EFFECTS

- » Impetuous troopers have the same rules as *Extremely Impetuous* troopers, with the only exception that they are not obliged to expend their Impetuous Order, and can cancel it without paying the Regular Order cost.



- » To do so, simply remove the Impetuous Order Marker from the table, announcing that you decline to use it.

REMEMBER

Impetuous troopers cannot benefit from MODs for being in *Partial Cover*.

Canceling an Impetuous Order does not give the trooper the ability to benefit from *Partial Cover MODs*, as the trooper is still Impetuous.

FURY: 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.

REQUIREMENTS

- » Frenzy activates only after the trooper causes an enemy to lose one point from their *Wounds* or *STR* Attribute.

EFFECTS

- » When he deploys, a trooper with Frenzy is *Non Impetuous*. However, if he causes an enemy to lose one point from their *Wounds* or *STR* Attribute, then he will start his next *Active Turn* as an *Impetuous* trooper and will remain Impetuous for the rest of the game.



- » When a trooper with Frenzy becomes *Impetuous*, it loses the advantages provided by Special Skills like CH: Camouflage, CH: TO Camouflage (both are reduced to CH: *Mimetism*), *Impersonation*, *Holoprojector* (see Infinity: Human Sphere), etc.

HACKABLE

This Characteristic identifies those troopers technologically advanced enough to suffer attacks from or be aided by infowar and hacking systems.

EFFECTS

- » A trooper with the Hackable Characteristic can be targeted by both allies and enemies using certain Hacking Programs.



SKILLS

The actions available to Infinity troopers are coded into Skills. There are two major kinds of Skills: Common Skills, which are available to all troopers, and Special Skills, available only to units whose troop profile specifically states that they possess them.

Labels

Labels indicate a series of defining aspects of the Skill for quick reference. The most common Labels are:

- » **Attack.** The use of this Skill is a form of *Attack*. Remember that **you cannot declare attacks against allies or Neutral** units, whether represented by figures or Markers.
- » **Advanced Combat: Hacking.** This Skill relates to the advanced *Hacking* rules.
- » **Movement.** The use of this Skill is a form of *Movement*.
- » **No LoF.** This Skill does not require *LoF* towards the target.
- » **No Roll.** Using this Skill does not require a Roll.

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.

ARO Skills

ARO Skills are those that Troopers may perform as an ARO.

Deployment Skills

Deployment Skills are those used during the *Deployment Phase*. These Skills must observe the usual *Deployment* rules except when otherwise stated.

Entire Order Skills

To declare one of these Skills, the user must expend one Entire Order. These Skills can only be declared in *Active Turn*.

Short Movement Skills

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

Short Skills

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

COMMON SKILLS

Common Skills can be employed by any trooper, as they do not require any specific item or mention in the unit's Troop Profile.

ACTIVATE

A Common Skill that allows the user to switch interactive pieces of terrain on or off, and also to open or close doors, windows and any other mobile or interactive elements on the game table.

ACTIVATE

SHORT MOVEMENT SKILL / ARO

Movement, No Roll.

REQUIREMENTS

- » The user must be in base contact with the desired interactive element.

EFFECTS

- » Without a Roll, the user may interact with an element of the battlefield that can be opened, closed or otherwise activated, but which doesn't have its own designated usage profile.
- » Terrain elements with a usage profile designated by the special scenario rules or by mutual agreement before the game may require special conditions or actions in order to activate.





ALERT

This Skill allows the user to warn all allies of an imminent danger so that they may face in the direction of the threat.

ALERT

ARO

No Roll.

REQUIREMENTS

- » The user must have *LoF* to an active enemy who declares or executes an Order.

EFFECTS

- » By declaring this Skill, the user allows any number of his allies to declare *Change Facing* and turn towards the enemy who declared the Order, even if they do not have *LoF* or even if the enemy is outside their *Zone of Control*.
- » The selected allies declare *Change Facing* in the same Order in which the Alert Skill was declared.
- » The *Reactive Player* must select which allies declare *Change Facing* immediately after declaring Alert.
- » By *Changing Facing*, these allies expend their ARO, so any troopers who *Change Facing* cannot declare any further AROs during that Order.

Special Maneuver: Alert and Change Facing

With this Special Maneuver in the same Order in which a trooper declares Alert, other friendly troopers can declare *Change Facing* when they have no *LoF* with a foe outside their *Zone of Control* or if they were in other similar game situation.

As everything happens in the same Order, the roll to *Change Facing* can be a Face to Face Roll against the trooper in *Active Turn*, if this declared an *Attack* against the troopers declaring *Change Facing*.

ALERT EXAMPLE

In her *Reactive Turn*, Fusilier Bipandra gains *LoF* towards Alguacil Ortega, who declared *Move* as first Skill of his Order to sneak up on Fusilier Angus. Angus, Ortega's hapless nemesis, has his back turned and cannot see Ortega approaching.

Since Ortega is too far from Bipandra for an effective shot, she decides to declare *Alert* as her ARO.

This allows Angus to declare an ARO, *Change Facing*, to turn around towards Ortega. Then, the Alguacil declares his second Skill of the Order, *BS Attack*. Assuming Angus passes his *PH-3* Face to Face Roll, he not only will *Dodge* the *Attack*, but also he will enjoy *LoF* against Ortega. So, the next time the Alguacil declares an Order, Angus will be able to respond to any incoming fire from his arch-enemy.

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

- » The user must have *LoF* towards the target unless the BS Weapon, Special Skill or Equipment used states specifically that it does not require *LoF*.

EFFECTS

- » The user employs his *BS* Attribute (or that specified by the weapon) to fire upon one or more enemies.
- » At the time of the BS Attack declaration, the user must choose which of his appropriate BS Weapons, Special Skills or pieces of Equipment to use.
- » 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, he must distribute his attacks as part of the BS Attack declaration.
- » The attacker must also specify which type of Ammunition he will use, if more than one is available, as part of the BS Attack declaration.

CAUTIOUS MOVEMENT

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

CAUTIOUS MOVEMENT	ENTIRE ORDER
<i>Movement, No LoF, No Roll.</i>	
REQUIREMENTS	
» At the moment of declaration, the user must be outside the <i>LoF</i> and the <i>Zone of Control</i> of all enemy figures and Markers.	
EFFECTS	
» Allows the user to move up to the first value of his <i>MOV</i> Attribute, generating no AROs to enemies in the process.	
» For this Cautious Movement to generate no AROs, it must end at a location that is also outside the <i>LoF</i> and the <i>Zone of Control</i> of all enemy figures and Markers.	
» When you declare Cautious Movement, you can measure the distance to your intended destination to see if this Entire Order Skill is viable. If it is not, the trooper follows its declared route, but does not enjoy the other benefits of Cautious Movement, so enemies might ARO as usual.	
» You cannot use Cautious Movement inside the <i>Zone of Control</i> of an enemy.	
» Cautious Movement must follow the <i>General Movement rules</i> as well as the <i>Moving and measuring</i> sidebar, both of which are explained in the <i>Move</i> Common Skill rules (see page 60).	
IMPORTANT! TAG, Remotes, Motorcycles and Vehicles can never declare Cautious Movement.	
REMEMBER Troops in <i>Hidden Deployment</i> are neither figures nor Markers, so they cannot react to a Cautious Movement even if they have <i>LoF</i> .	

CAUTIOUS MOVEMENT EXAMPLE

Fusilier Angus wants to sneak up on his arch-enemy Alguacil Ortega. Since he is has *Total Cover* behind a tall building, Angus is outside *LoF* of Ortega and the other Nomads, including a TO Camouflage Marker. He estimates that he can reach another Total Cover behind a bin with the first value of his *MOV* where he would be safely hidden, so he declares Cautious Movement.

Ortega and all other Nomad troops, including the TO Camouflage Marker, are unable to react in ARO because Angus' Cautious Movement began and ended out of their *LoF*.

EXAMPLE OF CAUTIOUS MOVEMENT AND HIDDEN DEPLOYMENT

In her Active Turn, a player wants her Camouflage Marker to declare Cautious Movement. She checks that no enemy figures or Markers have *LoF* to her Camouflage Marker in either its current location or its final position, so she declares the Cautious Movement. Her opponent did have a trooper in Hidden Deployment who would have had *LoF* to the Camouflage Marker as it finished its Cautious Movement. However, since the trooper is not physically on the table either as a marker or as a figure, it cannot halt the Cautious Movement declaration. Once declared, by the very nature of the Cautious Movement, the Hidden Deployment unit cannot reveal itself with an ARO.

CC ATTACK

Common Skill employed to attack in melee combat against an opponent in base to base contact.

CC ATTACK	SHORT SKILL/ARO
<i>Attack.</i>	
REQUIREMENTS	
» The user must be in base to base contact with an enemy.	
EFFECTS	
» The user employs his CC Attribute to fight in <i>Close Combat (CC)</i> .	
» By declaring a CC Attack, troopers automatically draw their <i>CC Weapons</i> . If they have more than one CC Weapon in their profile, they can choose which ones to use. When declaring a <i>CC Attack</i> players can only use those weapons with the CC Trait.	
» If the attacker has more than one target and a Burst value higher than 1, he must distribute his attacks as part of the <i>CC Attack</i> declaration.	

CHANGE FACING

A reaction by which the user turns around to face an enemy who acts outside his *LoF*.

CHANGE FACING	ARO
<i>Movement, No LoF.</i>	
REQUIREMENTS	
A figure can only declare this ARO if either of these is true:	
» An allied declares an <i>Alert</i> ARO.	
» An enemy declares or carries out an Order inside the <i>Zone of Control</i> of the user.	
EFFECTS	
» Change Facing works like the <i>Dodge</i> Skill in <i>Reactive Turn</i> , but the Roll to use it is PH-3 and the user does not get to <i>Move</i> on a success, only turn around so that the active enemy is inside his <i>LoF</i> .	
» Any rules, Traits, Special Skills, etc. that would apply a <i>MOD</i> to a <i>Dodge</i> attempt also apply to this Common Skill.	

Change Facing and Template Weapons

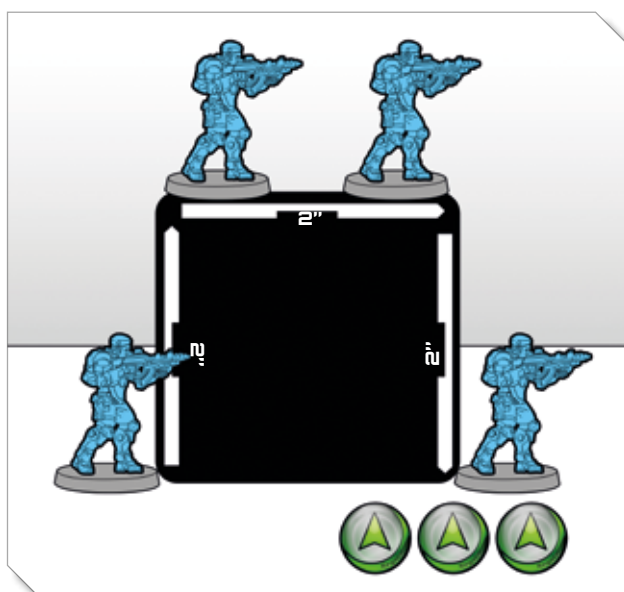
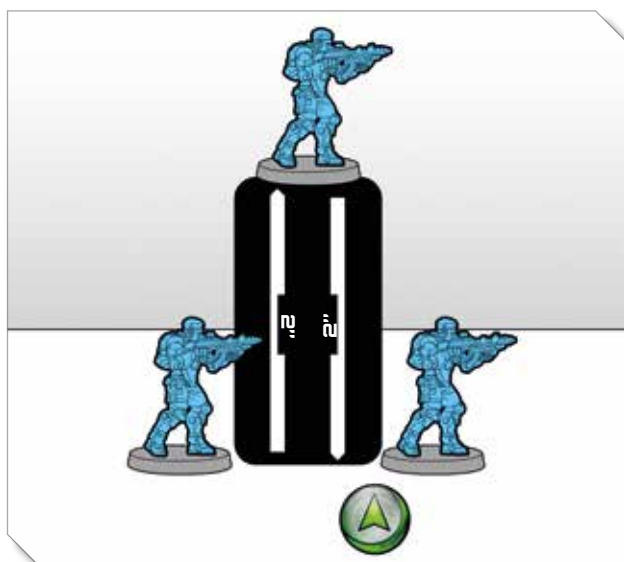
Troopers who declare **Change Facing** and are affected by a **Template Weapon** will perform a PH-3 Roll. The -3 *MOD* imposed by Template Weapons is not applied as it is considered it is included in the PH-3 Roll of Change Facing.

EXAMPLE OF CHANGE FACING AND CUMULATIVE MODS

In his *Active Turn*, an Akal Sikh Commando armed with a Boarding Shotgun declares he will *Move* as the first Short Skill of his Order. With this Movement, he will enter the *Zone of Control* of a Raicho, a Morat TAG, but will remain outside its *LoF*. Since the *Movement* takes place entirely outside the Raicho's *LoF* but inside its *Zone of Control*, the TAG can declare Change Facing as its ARO. The Akal decides to try his luck and declares that the second Short Skill of

his Order will be a *BS Attack*. This gives the Raicho the opportunity to avoid the *Attack* by Changing Facing, but first it must win the Face to Face Roll against the Akal's *BS Attack*. Even though the *Attack* is performed with a Template Weapon without *LoF* to the attacker, the roll to Change Facing is still a *PH-3* Roll. Furthermore, as a bulky TAG it suffers a -6 *MOD* to all *Dodge* attempts. The final *MOD* to the Raicho's *PH* Roll is -9.

Imagine the *Active* attacker was a Spektr armed with the same Boarding Shotgun. She also declares *Move* and sneaks into the Raicho's *Zone of Control*. The Spektr's TO Camouflage gives her the Special Skill *Stealth*, which lets her *Move* undetected inside an enemy's *Zone of Control* but out of his *LoF*. That means the Raicho does not get to ARO in response to the first Short Skill. The Spektr then declares that her second Short Skill will be a *Surprise Shot*. By declaring an *Attack*, she forfeits her *Stealth* Special Skill and gives the Raicho the opportunity to ARO. It does so by *Changing Facing* to try and evade the attack. Now it must win the Face to Face Roll against the Spektr's *BS Attack*. Even the *Attack* is performed with a Template Weapon without *LoF* to the attacker, the roll to Change Facing is still a *PH-3* Roll. Furthermore, it suffers a -3 *MOD* to its *PH* for trying to dodge a *Surprise Shot*. TAG are also not great at dodging, and suffer a -6 *MOD* to all *Dodge* attempts. The combined total of all *MODs* to the Raicho's Roll is a whopping -12, so the Raicho makes a *PH-12* Roll.



CLIMB

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

CLIMB

ENTIRE ORDER

Movement, No LoF, No Roll.

REQUIREMENTS

- » The user's base must be in contact with a vertical surface.
- » While Climbing the user's base must be **fully in contact** with the surface over which he is moving.
- » Troopers cannot Move through spaces narrower than their base.

EFFECTS

- » The user may climb vertically up to the first value of his *MOV* Attribute in inches.
- » Climbing does not require a Roll.
- » As long as the user is holding on to a vertical surface, he cannot declare any Skills other than Climb.
- » Troopers who are Climbing or holding on to a vertical surface cannot benefit from **Partial Cover** *MODs*.
- » Troops can never be in the **Prone** state while they Climb or hold on to a vertical surface.
- » For visualization purposes, troopers using the Climb Skill move with the underside of their bases in contact with the vertical surface.
- » Climb allows only movement up or down vertical surfaces; this means troopers cannot use their excess Climbing movement to keep moving on a horizontal surface once they are done climbing. Once the trooper reaches a level surface, his movement ends for that Order (see diagram).
- » Climbing movement must follow the *General Movement rules* as well as the *Moving and measuring* sidebar, both of which are explained in the [Move](#) Common Skill rules (see page 60).

IMPORTANT!

Motorcycles and Vehicles can never Climb.

REMEMBER

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

COUP DE GRÂCE

Common Skill employed to execute an *Unconscious* opponent in *Close Combat*.

COUP DE GRÂCE
SHORT SKILL

Attack, No Roll.

REQUIREMENTS

- » The user must be in base to base contact with an *Unconscious* enemy (marked by an *Unconscious* or *Spawn-Embryo* Marker).

EFFECTS

- » A *Coup de Grâce* is a *CC Attack* that does not require a *CC Roll*.
- » By declaring *Coup de Grâce*, the target is killed automatically, going from *Unconscious* to *Dead* state without the possibility of an *ARM* or *BTS* Roll.

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 the Marker represents.

DISCOVER
SHORT MOVEMENT SKILL/ARO

Movement.

REQUIREMENTS

- » The user must be able to draw *LoF* to the target.

EFFECTS

- » If the user passes a Normal *WIP* Roll, his target is no longer represented with a *Camouflage*, *TO Camouflage*, *Impersonation (...)* Marker, and must be represented by the actual Trooper model or Weapon or Equipment Marker.
- » This *WIP* Roll is modified by the same *MODs* that affect *BS Attacks* (*Cover*, *Range*, *Camouflage*, *TO Camouflage*, *ODD*, *Impersonation...*).
- » The Discover Skill has its own *Range MOD* table, as if it were a *BS Weapon*.

Modifier

0 SHORT 8	MEDIUM 32	LONG 48	MAXIMUM 96
+3	0	-3	-6

- » 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.

Special Maneuver: Discover + BS Attack

The combination of Discover + *BS Attack* in a single Order is a special maneuver that allows the trooper to make a Discover attempt and then a *BS Attack* against the same enemy, but only if the Discover attempt is successful. The game sequence for this special maneuver is:

1. The *Active Player* declares Discover against an enemy as the first Short Skill of his Order.

2. His opponent declares AROs normally. If the target declares an ARO that would reveal it, then the *Active Player* may declare *BS Attack* as the second Short Skill of his Order, ignoring the now redundant Discover Roll.
3. If the target did not reveal itself, then the *Active Player* may still declare a *BS Attack*. However, he must make his Discover Roll, and only if it is successful may he roll his *BS Attack*. If the *Active Player* fails that Discover Roll, the declared *BS Attack* is Cancelled and null.

EXAMPLE OF DISCOVER IN ACTIVE TURN

In his *Active Turn*, Fusilier Angus has an enemy *Camouflage* Marker behind *Partial Cover* in his *LoF*. Angus has been ordered to eliminate it, so he declares the first Short Skill of his Order: Discover. The enemy Marker, confident in his *CH: Camouflage* skill and the protection of its *Partial Cover*, bides its time and declares no ARO. Angus then declares the second Short Skill of his Order: *BS Attack* with his *Combi Rifle*.

For Angus to make the *BS Attack* he declared, he first needs to pass the Discover *WIP* Roll. In this case, Angus applies to his *WIP* Attribute a series of *MODs*: a +3 *Range MOD*, a -3 *Partial Cover MOD*, and a -3 *CH: Camouflage MOD*. Angus final Roll will be *WIP-3* (+3 - 3 - 3 = -3).

If he passes this Discover Roll, then he will get to roll for his *BS Attack*. If he fails the Discover Roll, then his *BS Attack* will be lost.

Angus makes his *WIP-3* Roll and succeeds, so the Marker is replaced by the model of the enemy that it represented. Now Angus can roll the *BS Attack* he had previously declared.

Had Angus failed his *WIP-3* Roll, he would have been unable to execute his *BS Attack*, and would have lost the second Short Skill of his Order.

EXAMPLE OF DISCOVER IN REACTIVE TURN

In his *Active Turn*, an enemy *Camouflage* Marker declares a Short Movement Skill within *LoF* of Fusiliers Angus and Bipandra.

The only AROs available to the Fusiliers are *Dodge* (to try to relocate slightly) and *Discover* (to reveal the Marker and be able to shoot at it in subsequent Orders). What they very specifically cannot do is have Angus declare Discover and Bipandra declare *BS Attack*. Remember that all AROs are simultaneous, and a Marker must be revealed before it can be the target of a *BS Attack*.

The Fusiliers can also delay their ARO declaration until the Marker declares the second Short Skill of its Order; but if the Marker is not revealed by its second Skill, then they would lose their chance to ARO at all.

After some deliberation, Angus will attempt to Discover and Bipandra will delay her ARO to cover all bases. The *Camouflage* Marker plans to bank on Angus' legendary poor luck and declares *Move* as his second Short Skill, remaining camouflaged for now. This means that Bipandra loses her chance to react to that Order. But Angus has a chance to pass a Normal *WIP* Roll to Discover the *Camouflage* Marker. Were he to fail this Roll, Angus would be unable to try to Discover that Marker again until the next *Player Turn*.

DODGE

This Common Skill allows the user to attempt to evade an *Attack* against him. It also gives the user the opportunity to move a short distance as an ARO.

DODGE	SHORT SKILL/ARO
<i>Movement.</i>	
REQUIREMENTS	
» The user must be able to draw LoF to the attacker.	
EFFECTS	
» Allows the user to make a Face to Face Roll to evade one or more simultaneous enemy <i>Attacks</i> .	
» This Face to Face Roll pits the user's <i>PH</i> Attribute against whichever Attribute the attacker uses (<i>BS</i> , <i>CC</i> , <i>PH</i> , <i>WIP</i> ...).	
» In the Active Turn , the Dodge Roll is compared to all attack AROs generated by the active trooper.	
» In the Reactive Turn , the Dodge Roll is compared to all <i>Burst (B)</i> attacks from all active enemies. For example, a reactive trooper could Dodge with a single Roll several shots from enemies using a <i>Coordinated Order</i> or all Close Combat attacks.	
» In <i>Reactive Turn</i> only, a successful Dodge allows the user to Move —or use another Short Movement Skill that doesn't require a Roll—up to 2 inches.	
» Movement resulting from Dodging in <i>Reactive Turn</i> can never be used to enter base to base contact with an enemy . Only the Common Skill <i>Engage</i> allows that.	
» Movement resulting from Dodging in <i>Reactive Turn</i> must follow the <i>General Movement Rules</i> as well as the <i>Moving and measuring</i> sidebar, both of which are explained in the <i>Move</i> Common Skill rules (see page 60).	
IMPORTANT! Motorcycles and Remotes suffer a -3 MOD to their <i>PH</i> Attribute in all Dodge attempts. <i>TAG</i> suffer a -6 MOD to their <i>PH</i> Attribute in all Dodge attempts.	

Dodge and Face to Face Rolls

Remember that winning a Face to Face Roll to Dodge an *Attack* does not stop the *Attack* from taking place, only keeps the user from receiving *Damage*.

Consequently, Dodging an *Attack* does not stop other friendly troopers from being affected by it.

For example, if an *Attack* with a *Template Weapon* is Dodged by its target, the trooper who won the Face to Face Roll receives no *Damage*, but the Template is still placed down and might affect other troopers. To avoid the *Damage* these others troopers would have to succeed at their own Dodge Rolls.

Coordinated Order: Dodge and Reset

If the target of a *Coordinated Order* chooses to *Dodge* or *Reset* as his ARO, then his Roll is compared in Face to Face against all attacking Rolls.

Dodging in CC: Disengaging

While in *Close Combat*, in addition to evading *Attacks*, Dodge allows the user to *Disengage* from *CC*. If the attempt is successful, in the *Active Turn*, separate the user from his opponent one millimeter, so that their bases are no longer in contact. In the *Reactive Turn*, Dodge also allows to Move up to 2 inches.

This is the only way for a trooper to abandon a Close Combat with an active enemy trooper without declaring an *Attack*.

Dodging Template Weapons

Template Weapons can be *Dodged* with a *PH* Roll.

A trooper may attempt to *Dodge* a *Template Weapon* **without LoF** to the attacker, by passing a ***PH-3* Roll**.

The Template of a ***Deployable Weapon*** can also be *Dodged* by passing a ***PH-3* Roll**.

Dodging Hacking Programs and Comms Attacks

Dodge does not allow the user to evade *Attacks* caused by *Hacking Programs* or *Comms Attacks*, but the *Reset* Skill (see page 62) does.

EXAMPLE OF DODGE IN ACTIVE TURN

In his *Active Turn*, Fendetestas the Irmandinho declares *Move* as the first Short Skill of his Order to reach the protection of a *Total Cover*. This action is seen by four enemies, all of whom declare *BS Attack* as their ARO. Fendetestas, who cannot return fire with his limited-range Chain Rifle, declares Dodge as the second Short Skill of his Order.

There is a Face to Face Roll between the Irmandinho's *PH* Roll and the four *BS* Rolls of his enemies. Fendetestas must obtain a better result than all his opponents in order to evade all *Attacks*.

Fendetestas rolls a 9 on the die, lower than his *PH* Attribute, making his Roll a success. Now his enemies need a result on their dice that is higher than 9 but lower than their own *BS* Attributes in order to hit the evasive Irmandinho. The dice roll and show 3, 5, 17 and 12. The 3 and 5 results are successes (lower than the shooters' modified *BS*), but they are lower than Fendetestas' Roll, so these two attackers lose the Face to Face Roll and cannot hit their mark. The 17 is a failure as it is higher than the shooter's *BS* plus the weapon's *Range MOD* (11+3=14), so it is discarded. The 12, however, is a success (assuming the same *BS* and *Range MOD* as the previous attacker), and it is also better than Fendetestas' result.

The end result is that Fendetestas Dodges two *BS Attacks*, a third one fails and the fourth finds its mark forcing the Irmandinho to make one *ARM* Roll.

EXAMPLE OF DODGE IN ACTIVE TURN: DODGING BS ATTACKS AND TEMPLATES

In his *Active Turn*, Fusilier Angus declares *Move* as the first Short Skill of a brand new Order. A vigilant Morat Vanguard sees him and declares a *BS Attack* ARO, while the callous Daturazi Jedak declares a *BS Attack* with his Chain Rifle, a Direct Template Weapon.

Angus, not a huge fan of shootouts, declares Dodge as the second Short Skill of his Order. The Fusilier makes a *PH* Roll that will be compared in Face to Face against the Morat Vanguard, and will act as a Normal Roll against the Daturazi's Direct Template Weapon. Angus rolls a 3, a success against the Chain Rifle's Template, which he dodges nimbly for no damage. However, the Morat Vanguard

rolls a 9 in her *BS* Roll, a better result than Angus' 3. He wins the Face to Face Roll and hits Angus with her *BS Attack*. Once again, Angus is forced to make an *ARM* Roll for his life.

EXAMPLE OF DODGE IN REACTIVE TURN

In his *Reactive Turn*, Fendetestas the Irmandinho receives a *BS Attack* at the hands of a Fusilier. The attacker is out of the range of his weapons, so Fendetestas declares Dodge as his ARO, and indicates a nearby *Total Cover* as his destination. After measuring, it turns out that the *Total Cover* is out of his 2-inch reach, so Fendetestas decides he will move his full 2 inches and end up half-way to the *Cover*. A Face to Face Roll between the *BS Attribute* of the Fusilier in *Active Turn* and the Irmandinho's *PH* will decide their fates. Today is Fendetestas' lucky day, so he wins the Face to Face Roll, moving his 2 inches and evading the *BS Attack*.

Had it not been his lucky day, he would have lost the Face to Face Roll. That would have entailed being hit by the *BS Attack*, and making an *ARM* Roll. He also would have been unable to move the two inches he had declared. Then, assuming he passed his *ARM* Roll, he would have had to make a Guts Roll.

EXAMPLE OF DODGE IN REACTIVE TURN: DODGING BS ATTACKS AND TEMPLATES

In his *Reactive Turn*, Fusilier Angus declares *Dodge* as an ARO against a *BS Attack* carried out by Alguacil Ortega and his Combi Rifle. But Angus' ARO sets off a nearby Anti-Personnel Mine.

As always, despite receiving *Attack* from different sources, Angus makes one single *PH* Roll that he then compares to each enemy's efforts. Angus compares the result on his die to all of Ortega's Rolls (3 *BS* Rolls, using a *B3* Combi Rifle). Angus also applies a -3 *MOD* to his *PH* (due to the Mine's *Deployable Trait*) and compares it to the same die result he used to fend off Ortega. If successful, he manages to avoid the Mine's *Attack*.

The possible outcomes of this scenario are:

- » Angus wins his Face to Face Roll against Ortega—Dodging his gunfire—but fails his Normal Roll to evade the Mine. This would prevent Angus from Moving at all with his *Dodge*, and would force him to make an *ARM* Roll.
- » Angus wins his Modified Normal Roll against the Mine, but loses against Ortega's attacks. Again, Angus wouldn't be able to Move, and would make the corresponding *ARM* Rolls.
- » Angus fails to evade either enemy, so he doesn't move and must make the appropriate *ARM* Rolls.
- » Angus miraculously succeeds in Dodging all attacks, so he receives no damage and can Move as allowed by the *Dodge* Skill in ARO.

ENGAGE

This Common Skill allows a trooper in the *Reactive Turn* to move into base to base contact with an enemy

ENGAGE
ARO

Movement.

REQUIREMENTS

- » In order to declare Engage as an ARO, the user must have an active enemy declare or perform an Order **within his LoF and a 2-inch radius around him.**

EFFECTS

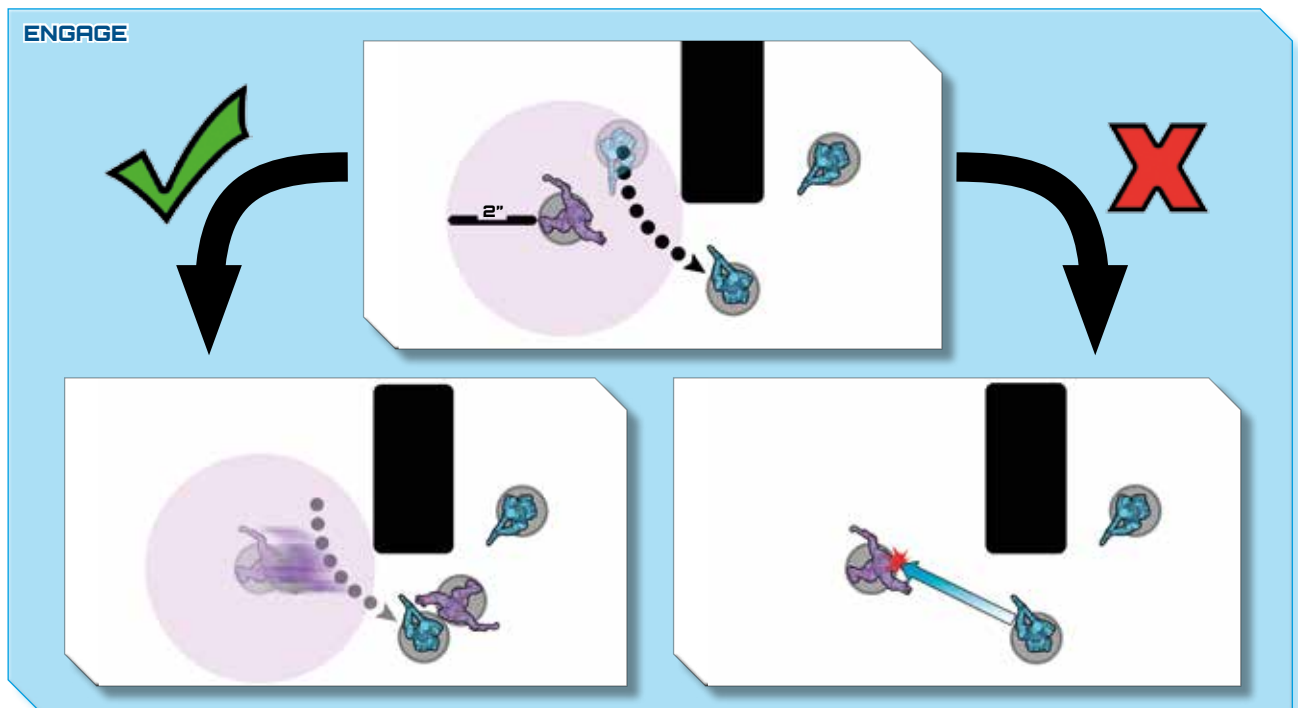
- » This ARO allows the user to move into base to base contact with an enemy activated by an Order within his *LoF* and inside a 2-inch radius.
- » You do not have to determine a specific route to follow when declaring Engage.
- » The user must pass a Normal or Face to Face *PH* Roll in order to successfully Engage.
- » If the Roll is successful, then the user *Dodges* all *Attacks* against him and moves into base to base contact with his target at the final location previously declared.
- » However, when entering **base to base contact**, the active trooper decides **where around its base** to place the reactive trooper.
- » If the user was inside the *Area of Effect* of a Deployable Weapon, then successfully Engaging his enemy does not activate or set off that *Deployable Weapon*.
- » If the user fails his Roll, then he receives all successful *Attacks* against him and does not move into *CC*.
- » If the target of Engage declares an *Attack* of any kind, including a *CC Attack*, against the user, and wins the Face to Face Roll, then the user receives all pertinent impacts and makes his *ARM/BTS* Rolls without moving.
- » Failing the Engage Roll also sets off enemy Deployable Weapons if the user is in their *Area of Effect*, forcing him to make all pertinent *ARM/BTS* Rolls without moving.
- » You cannot declare Engage if the reactive trooper would be incapable of reaching his target even if it is closer than 2 inches (for example, if there is a wall or an insurmountable chasm in the way).
- » Engage movement must follow the *General Movement rules* of the *Move* Common Skill (see page 60).
- » Any rules, Traits, Special Skills, etc. that would apply a *MOD* to a *Dodge* attempt also apply to this Common Skill.

Measuring Engage

Immediately after declaring an Engage ARO, and before the *Active Player* would declare the next Short Skill of the Order, measure to check whether the target is inside the 2-inch range.

If the target is farther than 2 inches, then the Engage ARO cannot be executed and the reactive trooper performs an *Idle* ARO instead.



**IMPORTANT!**

Motorcycles and Remotes suffer a **-3 MOD** to their *PH* Attribute in all Engage attempts.

TAG suffer a **-6 MOD** to their *PH* Attribute in all Engage attempts.

Visualizing an Engage

Engage is conceived as a movement of opportunity when an enemy passes by a reactive trooper. By passing his Roll, the reactive trooper moves into base to base contact to force a *Close Combat* situation in subsequent Orders, or simply to engage the enemy in *CC* to limit his options. If the user fails his Roll, he does not get to move or *Dodge* any incoming *Attacks*. If the target of Engage declared a *CC Attack* against the user and wins the Face to Face Roll, this represents how the user tried to approach his foe, received a hit and backtracked to his original position.

ENGAGE EXAMPLE

In his *Reactive Turn*, the vicious Daturazi Jedak is the target of a *BS Attack* at the hands of the intrepid Fusilier Angus. Since Angus seems to be close enough, Jedak declares Engage as his ARO in order to enter *Close Combat*. The Combined Army player measures the distance and confirms that the enemy Fusilier is less than 2 inches away, so the Engage attempt is legal. Once this is confirmed, Angus declares the second Short Skill of his Order: *Move into a Partial Cover*. A Face to Face Roll takes place between the *BS* Attribute of the Fusilier in *Active Turn* and the Daturazi's *PH*. Today happens to be Jedak's lucky day, so he wins the Face to Face Roll, moving his 2 inches and evading the *BS Attack*. The Daturazi enters base to base contact with poor old Angus. Now, Angus' player, as *Active Player*, gets to decide where on the Fusilier's base to place Jedak's model. She places it so that, in the almost certain eventuality that Angus should be struck down by a *CC Attack*, Jedak would be left standing within *LoF* of several PanOceanian soldiers.

Had it not been his lucky day, Jedak would have lost the Face to Face Roll. In that case, since he failed to evade the *BS Attack*, he would have made an *ARM* Roll. Additionally, his movement into base to base contact with Fusilier Angus wouldn't take place.

IDLE

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

IDLE

SHORT MOVEMENT SKILL

Movement, No LoF, No Roll.

EFFECTS

- » A trooper that declares Idle performs no action.
- » Idle is a Common Skill and, as such, its declaration 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.
- » The trooper is also considered to perform an Idle when he has declared a Skill not allowed by the rules. In such situation, the ammunition of *Expendable* weapons or pieces of Equipment is spent, too.



INTUITIVE ATTACK

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

INTUITIVE ATTACK

ENTIRE ORDER

Attack.

REQUIREMENTS

- » The user must employ a *BS Weapon* with the *Intuitive Attack Trait*.

EFFECTS

- » Allows the user to make one single *BS Attack* against an enemy in a state that would normally make him ineligible as target of *Attack* without previous *Discovery*, such as *Camouflaged*, *TO Camouflaged*, etc.
- » Intuitive Attack may also be used when the *LoF* towards the target is blocked by a *Zero Visibility Zone*.
- » In order to make an Intuitive Attack, the user must pass an unmodified *WIP Roll*. *MODs* from *Partial Cover*, *Special Skills (Camouflage, TO...)*, *Equipment (ODD...)* 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 the user fails his *WIP Roll*, he cannot attempt to make another Intuitive Attack against the same target until his next *Active Turn*.
- » If the user rolls a **Critical** in his *WIP Roll*, the target loses one point from his *Wounds* or *STR* Attribute directly, bypassing the usual *ARM* or *BTS* Roll.
- » If more than one enemy would be affected by the Intuitive Attack, the shooter must choose only one of them as the main target. Only the main target suffers the *Critical* damage.

Intuitive Attack and Burst

When declaring an Intuitive Attack, the trooper can only make one single *BS Attack* and his *B* is always 1, regardless of the *B* value of the *BS Weapon* and any *MODs* to *Burst* (such as those granted by *Twin Weapons*).

EXAMPLE OF INTUITIVE ATTACK AGAINST A CAMOUFLAGE MARKER

In his *Active Turn*, Fendetestas the Irmandinho, clutching his Chain Rifle—a *Direct Template* weapon—, declares an Intuitive Attack against a mysterious enemy Camouflage Marker a few steps away.

The Camouflage Marker, wary of the effect of Fendetestas' gun, declares a *BS Attack* ARO. There is a Face to Face Roll between the Irmandinho's *WIP* and the *BS* of his camouflaged foe. Whoever wins the Face to Face Roll will deal an impact and prevent the opponent from Attacking.

If the Camouflage Marker had declared *Dodge* as ARO, then there would be a Face to Face Roll between Fendetestas' *WIP* and the *PH* of the camouflaged stranger. If Fendetestas lost this Face to Face Roll, then his opponent would avoid the Intuitive Attack.

EXAMPLE OF INTUITIVE ATTACK FROM ZERO VISIBILITY ZONE AGAINST SEVERAL TARGETS

In his *Active Turn*, Fendetestas the Irmandinho, standing inside a Smoke Template—a *Zero Visibility Zone*—and carrying his trusty Chain Rifle, resolves to make an Intuitive Attack against a couple of Fusilier who are outside the *Zero Visibility Zone*.

The first Fusilier declares a *BS Attack* ARO, while the second chooses instead to *Dodge*.

Consequently, the Irmandinho makes one single *WIP Roll*, which is then compared in Face to Face against the first Fusilier's *BS-6 Roll* (the *MOD* imposed by the *Zero Visibility Zone* for responding to a *BS Attack* from out of *LoF*) and against the second Fusilier's *PH-3 Roll* (the *MOD* for trying to *Dodge* a *Template Weapon* without *LoF*).

If Fendetestas were to win the Face to Face Roll against both, then they would each make an *ARM Roll*.

If the first Fusilier, who declared a *BS Attack*, were to win the Face to Face Roll, then Fendetestas would be the one to make an *ARM Roll*. However, the success of the first Fusilier would not prevent the second from taking Damage; he would have to win the Face to Face Roll himself.

If the second Fusilier were to win his Face to Face Roll against the Irmandinho, then he would take no Damage and would be able to move up to 2 inches as per his *Dodge* ARO.

EXAMPLE OF INTUITIVE ATTACK WITH A DEPLOYABLE WEAPON

In her *Active Turn*, a Spektr equipped with Anti-Personnel Mines declares Intuitive Attack to place a Mine so that it catches an enemy *TO Camouflage Marker* in its *Area of Effect*.

The Marker declares no ARO, so the Spektr must pass a Normal *WIP Roll* to lay his Mine. If he fails, the Mine will not be placed on the game table, but the Spektr will have expended one of his available Mines.

If the *TO Camouflage Marker* had declared an ARO such as *BS Attack*, then there would be a Face to Face Roll between the Spektr's *WIP* and the enemy *TO's BS*.

If the Spektr were to win the Face to Face Roll, he would lay the Mine (in the form of a Camouflage Marker) on the game table. The *BS Attack* of the trooper under the *TO Camouflage Marker* would have no effect but the Mine would not detonate yet.

If the *TO Camouflage Marker* were to win the Face to Face Roll, then the Spektr would not be able to lay his Mine and would suffer the effect of the Attack (an *ARM Roll*, usually).



JUMP

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

JUMP⁰

ENTIRE ORDER

Movement, No LoF, No Roll.

EFFECTS

- » Allows the user to move horizontally (to clear a gap), vertically (to reach a higher or lower surface), diagonally or tracing a parabola, up to his first *MOV* Attribute value in inches.
- » Jump is a Common Skill that does not require a Roll.
- » When Jumping, measure the horizontal, vertical, diagonal or parabolic distance between the starting location and the landing spot.
- » If the first *MOV* value is insufficient to reach a landing spot for the Jumping model, then assume it falls vertically from the end of its available Movement to the ground. Measure this fall distance for *Falling Damage* purposes (see page 43).
- » 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* sidebar, both of which are explained in the *Move* Common Skill rules (see page 60).
- » When Jumping, the landing point cannot be narrower than the base of the trooper.

REMEMBER

Troopers can vault over obstacles smaller than their Silhouette Template at no cost. Anything higher than that requires a Jump declaration.

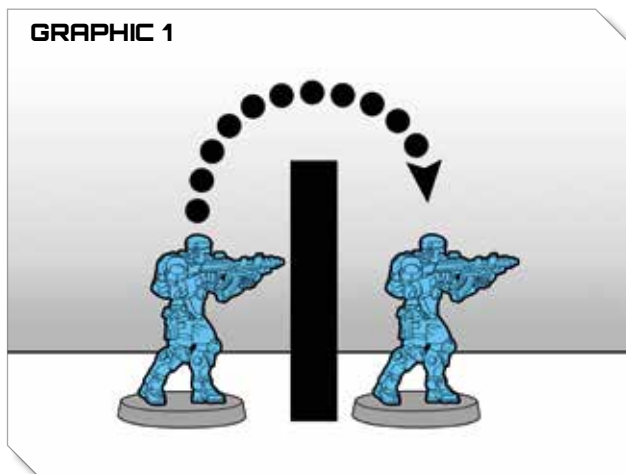
Measuring parabolas

The easiest way to measure a parabolic route is using a flexible ruler, bending it for convenience.

JUMP EXAMPLE 1

During his *Active Turn*, Fusilier Angus has to clear a 2 inch high obstacle. As this is a height greater than his Silhouette template, Angus has to declare Jump to be able to clear it (Graphic 1).

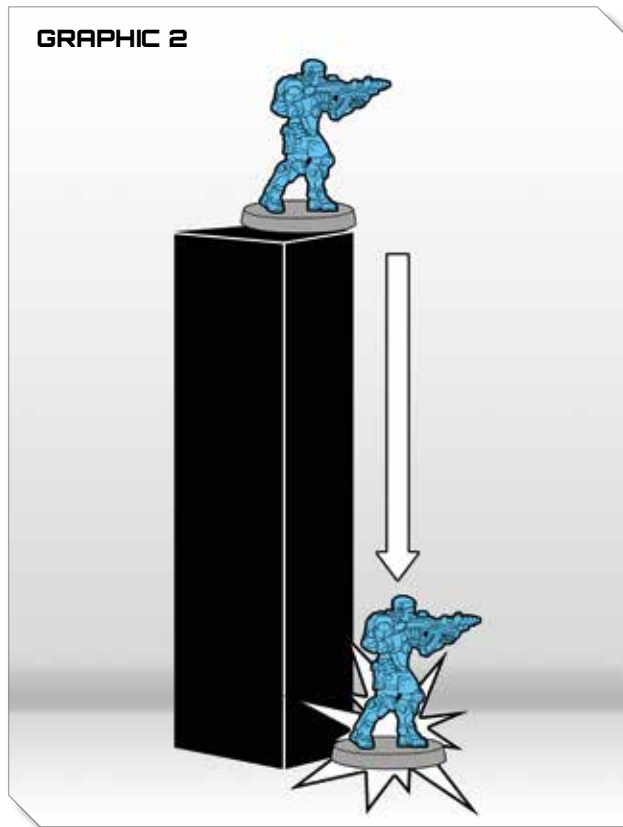
GRAPHIC 1



JUMP EXAMPLE 2

During his *Active Turn*, Fusilier Angus decides to get down from the roof of a building by the fastest way, just jumping down. The building is 6 inches high and the first *MOV* value of Angus is 4, so he has to face the remaining 2 inches as a *fall*. Following the *Falling Damage* rule, this means an *ARM* Roll with Damage 10, because it is only a single falling section. If Angus fails this roll, he must keep making *ARM* Rolls until he succeeds, or until he reaches the *Dead* state (Graphic 2).

GRAPHIC 2

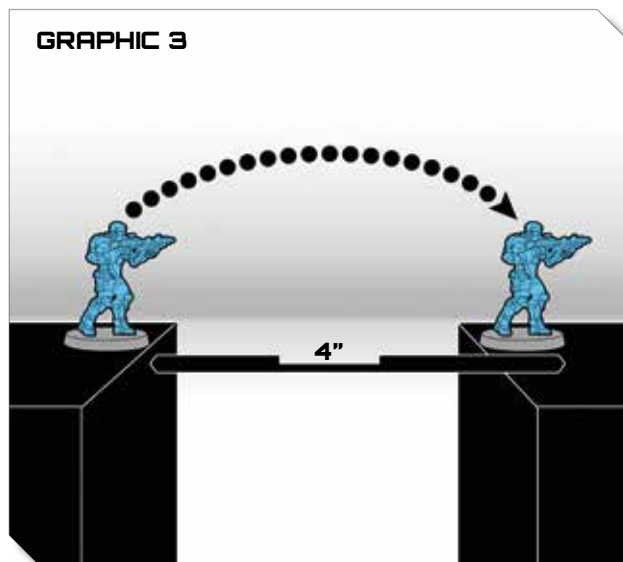


JUMP EXAMPLE 3

During his *Active Turn*, Fusilier Angus declares he is going to Jump from one roof to another. The player measures the distance, 4 inches, and checks that it corresponds with Angus' first *MOV* value, so he can perform the Jump (Graphic 3).

If the distance is bigger than his first *MOV* value, then with his Jump Angus only reaches 4 inches and will fall to the ground from that point.

GRAPHIC 3



LEAN OUT

This Common Skill represents a quick peek over of a ledge in order to fire upon an enemy below that would normally be outside *LoF*. Leaning out is useful for troopers on rooftops to attack enemies at ground level.

LEAN OUT

ENTIRE ORDER

Attack

REQUIREMENTS

- » The user must be in base contact with the edge of an elevated position or high ground (such as a rooftop, a balcony, a window, etc.).
- » If there is a terrain element along the edge of the elevated position (a parapet, a barricade, a windowsill...), **it cannot be** thicker than 1 inch or higher than half the height of the trooper who Leans Out.

EFFECTS

- » Lean Out is an *Entire Order* comprised of Move + *BS Attack*.
- » In exceptionally ambiguous cases, you can hold the model (or the Silhouette Template) in the air in base contact with the edge of the terrain in order to draw *LoF* and execute the *BS Attack*. In these cases, hold the model so that the underside of the base (or the Silhouette Template) is entirely in the air to help clarify *LoF* (see diagram).
- » At the end of the Order, place the model where it was before the Lean Out declaration.
- » By declaring Lean Out, the trooper gains **LoF** to targets directly below, near the base of the terrain element the trooper is perched upon. Likewise, these enemies gain *LoF* towards the active trooper (assuming, of course, they are facing toward him).
- » Troopers in base contact with **windows or parapets** of the right dimensions can also Lean Out. The same rules apply in these cases, with the only exception that the user of this Common Skill gains **Partial Cover**.
- » If the user is **Prone** when he declares Lean Out, he can benefit from **Partial Cover** against all enemies in lower positions.

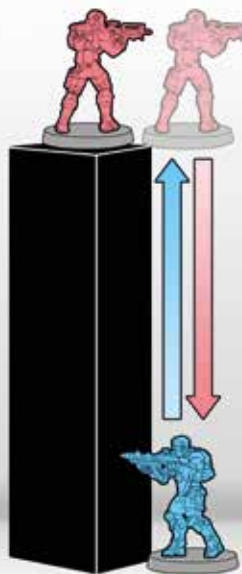
REMEMBER

When declaring the *Move* part of the Entire Order, you must specify the exact route the trooper will follow, so that the opponent can declare the appropriate AROs.

Troopers have a *LoF* arc of 360° while they are moving.

LEAN OUT EXAMPLE

LEAN OUT



In his *Active Turn*, Alguacil Ortega, who is standing on the edge of a rooftop with no parapet, tries to draw a bead on his hated adversary, Fusilier Angus, who is using that building as cover at ground level.

Ortega cannot see Angus from his position, so he declares *Lean Out* as an Entire Order. Ortega's player holds the model in the air so that its base is in contact with the outer edge of the rooftop. Then, *Lines of Fire* are drawn from that position. Once *LoF* is determined, Ortega returns to his initial position. In game terms, Ortega has moved, obtained *LoF* towards Angus for a moment and made a *BS Attack*, finishing his movement where he started. The Fusilier, who also gains *LoF* against Ortega, declares his own ARO: *BS Attack*.

In this situation, Angus is not forced to apply the negative *MODs* for *Partial Cover* to his *BS Roll*, since the rooftop does not have a parapet or any other element that would give Ortega *Partial Cover*. Conversely, if there was a conveniently sized cover along the edge of the rooftop, or if Ortega was *Prone*, then Angus would suffer the *Partial Cover MODs*.

MOVE

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

MOVE

SHORT MOVEMENT SKILL

Movement, No *LoF*, No Roll.

REQUIREMENTS

- » The user's base must be **fully in contact** with the surface over which he is moving.
- » Troopers cannot Move through spaces narrower 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 with the second Short Skill of the same Order, he may then move up to the second value of his *MOV* Attribute in inches.

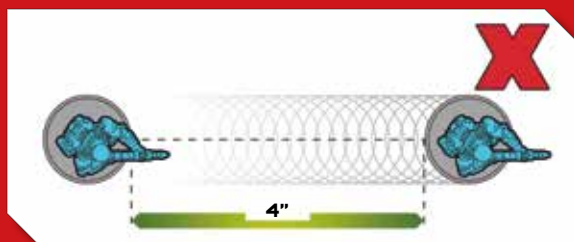
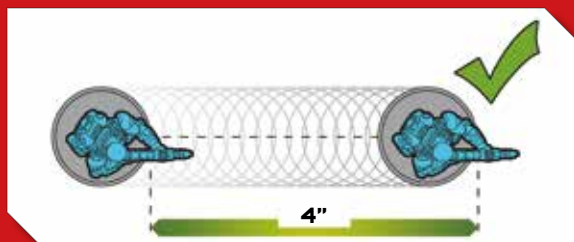
IMPORTANT!

Once declared, troopers always reach the end of their Movement, even if they fall into a *Null* or *Immobilized* state due to successful enemy *Attacks* along the way.



IMPORTANT!

When *Moving* measurements must be done always from the same point of the base

**MOVING AND MEASURING**

You can **measure** immediately after declaring Move and before determining where the trooper ends his Movement.

The sequence of events would be: Move declaration, clarifying the direction and the intention of the trooper's final location, measuring, and declaration of the real movement's ending point.

General Movement Rules

- » *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.
- » By declaring Move, a trooper may go **Prone** or revert back to the Normal standing state at the start of his Movement at no cost. Remember that troopers have reduced mobility while Prone.
- » By declaring Move, a trooper may **Mount or Dismount** a *Motorcycle, TAG, Vehicle, etc.* at the start of his Movement at no cost, the new troop profile will be applied during the whole sequence of the Order.
- » A trooper can vault over any obstacle not higher than his *Silhouette Template* (as determined by his *Silhouette Attribute*) at no cost, without declaring *Jump* or *Climb*.
- » After Moving one of your figures, you can leave it **facing any direction**.
- » When declaring any form of Movement, you must specify the exact route the trooper will follow, so that the opponent can declare the appropriate AROs.
- » Troopers have a *LoF* arc of 360° while they are moving.
- » A trooper's Movement ends automatically whenever he enters base to base contact with an enemy, even if the movement route specified is cut short as a result.

MOVEMENT EXAMPLE

In his *Active Turn*, Angus is leaning against a wall in *Total Cover*. He does not have *LoF* to his nemesis Alguacil Ortega, on the other side of the building. Ready to put an end to their feud, Angus declares his first Short Skill: Move.

Angus moves only slightly so that his base peeks around the corner just enough to gain *LoF* to his target while still in *Partial Cover*. Once he has seen Ortega, Angus' model returns to his original position in *Total Cover*. His Move declaration will take him to the corner and back.

Since Ortega also gains *LoF* to Angus, he declares his ARO: *BS Attack*.

Angus then declares the second Short Skill of his Order, another *BS Attack*.

In the subsequent Face to Face Roll, Ortega suffers the *Partial Cover MODs*. Were Ortega to win the Face to Face Roll, and Angus to fail his *ARM* Roll, then Angus would end his Order in *Unconscious* state behind the *Total Cover*, where he finished his movement.

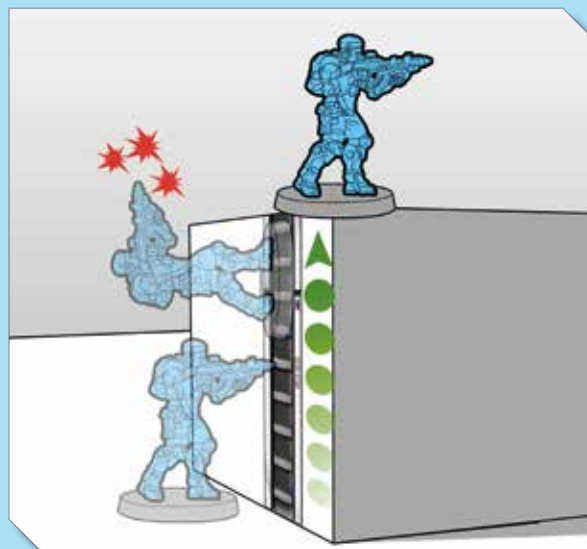
MOVE: SCENERY AND ALLIED MODELS

Any piece of scenery whose height be equal or inferior to the trooper's *Silhouette Template* does not block his Movement.

By the way, allied troopers, and only allied, whose *Silhouette Attribute* be equal or inferior to the trooper's *Silhouette Attribute* does not block his Movement.

STAIRS AND LADDERS

Those pieces of scenery representing stairs and ladders allow movement on vertical or diagonal surfaces using the Move Skill at no cost, without declaring *Jump* or *Climb*.

**GAMING ETIQUETTE**

Checking all possible Lines of Fire for all figures and Markers on the table can be cumbersome. It is perfectly acceptable for a player to ask their opponent whether existing Lines of Fire could disrupt the declaration of a given Order before declaring it. Players are expected to share this Open Information in a truthful and sportsmanlike manner. Honesty and fair play are conducive to a better gaming atmosphere, and all players benefit from that.

RESET

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

RESET	SHORT SKILL/ARO
<i>Advanced Combat: Hacking, No LoF.</i>	
REQUIREMENTS	
A trooper can only declare Reset if at least one of these is true:	
<ul style="list-style-type: none"> » The trooper is targeted by a <i>Hacking Attack</i>, i.e., any <i>Attack</i> declared using a <i>Hacking Program</i>. » The trooper is targeted by a <i>Comms Attack</i>. » The trooper is in the <i>Immobilized-1</i> state. » In his <i>Reactive Turn</i>, the trooper has an enemy declare or execute an Order in his <i>Zone of Control</i>. 	
EFFECTS	
<ul style="list-style-type: none"> » By passing a Face to Face <i>WIP Roll</i>, the trooper avoids a <i>Hacking Attack</i> or a <i>Comms Attack</i>. » The user can declare Reset even without <i>LoF</i> to the attacker, and even if the attacker is outside his <i>Zone of Control</i> and his <i>Hacking Area</i>. Reset can be also declared if the attacker is in base to base contact with the user, in <i>Engaged</i> state. » If the user wins the Face to Face <i>WIP Roll</i>, he may apply the Guts Roll rules. » By passing a Normal <i>WIP Roll</i>, the user cancels his own Immobilized-1 state. 	

Coordinated Order: Dodge and Reset

If the target of a Coordinated Order chooses to *Dodge* or *Reset* as his ARO, then his Roll is compared in Face to Face against all attacking Rolls.

In the hyper-technological modern warfare environment, nearly every piece of gear has been designed with safeguards against hostile interference. If a cyber-attack is underway, the soldier can simply perform a soft system reboot to revert to optimal operational settings and avoid its pernicious effects. This process is very quick, as it bypasses normal shutdown protocols in case of emergency. However, expert infowar operators are capable of paralyzing semi-autonomous robotic units and powered armor suits before a soft reboot can take place. For this purpose, these devices are universally fitted with a manually-controlled hard reset switch that cannot be blocked via software.

SPECULATIVE FIRE

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 FIRE	ENTIRE ORDER
<i>Attack.</i>	
REQUIREMENTS	
<ul style="list-style-type: none"> » The user must employ a <i>BS Weapon</i> with the <i>Speculative Fire</i> Trait. 	
EFFECTS	
<ul style="list-style-type: none"> » The user may make a single <i>BS Attack</i> against a target outside his <i>LoF</i>. » If the user employs a <i>BS Weapon</i> with the <i>Circular Impact Template</i> Trait, this Skill allows him to place the center of the Circular Template somewhere other than over the target of the attack. However, the target must be inside the <i>Area of Effect</i> of the Circular Template. » In that case, both the target of the attack and the point of impact may be chosen irrespective of <i>LoF</i>. » 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. » Declaring <i>Speculative Fire</i> entails a -6 MOD to <i>BS</i> or the relevant Attribute. This <i>MOD</i> is added to all others <i>MODs</i> applicable to the <i>BS Attack</i> (<i>Range, Cover, etc.</i>). 	

Speculative Fire and Burst

In *Speculative Fire*, the trooper can only make one single *BS Attack* and his *B* is always 1, regardless of the *B* value of the *BS Weapon* and any *MODs* to *Burst* (such as those granted by *Twin Weapons*).

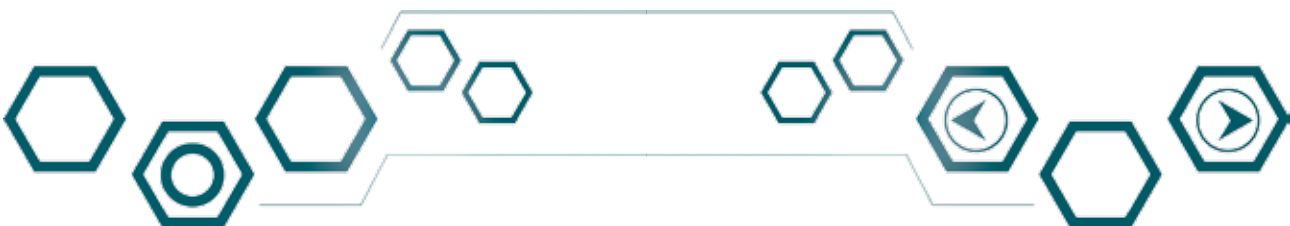
Speculative Fire and Visibility Zones

Speculative Fire ignores *MODs* imposed by *Visibility Zones* (whether Low, Poor, or Zero), considering that the penalty for not seeing your target is included in the **-6 MOD** for *Speculative Fire*.

SPECULATIVE FIRE: TACTICAL ADVICE

Speculative Fire with Template weapons can avoid *MODs* by *Partial Cover*, the *CH Special Skill*, *ODD...* by placing the Template so it is not centered on the target.

You can use *Speculative Fire* to attack enemy troopers with *CH: Camouflage*, *TO* or *ODD* who are behind a *Partial Cover*. By placing the center of the Template behind the enemy, you can bypass all *MODs* from *Partial Cover* (-3) and *TO* or *ODD* (-6), replacing them with one single *Speculative Fire MOD* (and whatever *Range MODs* are applicable).

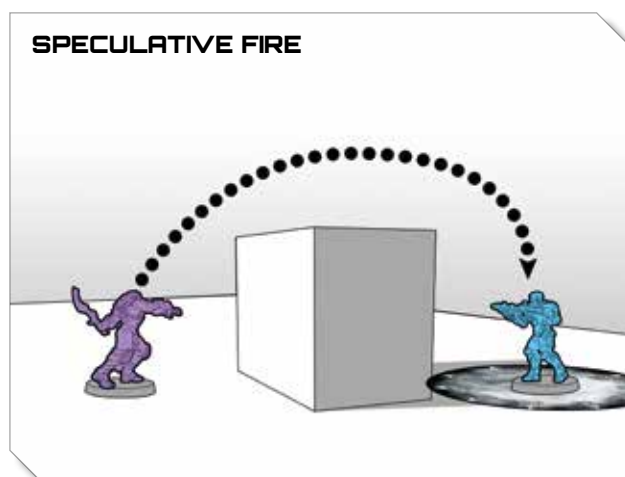




SPECULATIVE FIRE EXAMPLE

In his *Active Turn*, the vicious Daturazi Jedak wants to crush Fusilier Angus, who is standing behind a wall, in Close Combat. In order to keep Angus from shooting him down when he turns the corner, Jedak wants to throw a Smoke Grenade over the wall. Since Angus is outside the Daturazi's *LoF* and Smoke Grenades have the *Speculative Fire* Trait, Jedak is able to declare Speculative Fire.

Jedak spends an Entire Order and declares Speculative Fire. Then, he places the Circular Template so that it affects Angus. Smoke Grenades are an Impact Template weapon, so Angus can declare a *Dodge ARO* (with his *PH-3*) even though the Speculative Fire came from outside his *LoF*. As Jedak uses a weapon loaded with Smoke Special Ammunition, and Angus reacts declaring Dodge, the Order is resolved with two separate Normal Rolls. Jedak makes a Normal *PH-3* Roll (+3 for the Smoke Grenade's Range *MOD* and -6 for the Speculative Fire *MOD*= -3) and Angus a Normal *PH-3* Roll.



SUPPRESSIVE FIRE

Suppressive Fire is a combat stance that gives the user the ability to deter enemy actions and movements through concentrated fire.

While in Suppressive Fire, the soldier is more concerned with saturating the combat area with gunfire than he is with actually inflicting damage to the enemy forces. The goal of Suppressive Fire is to restrict the capacity of the enemy forces to maneuver or return fire successfully, by threatening them with indiscriminate hostile fire.

In the hands of a trained soldier providing Suppressive Fire, a gun becomes a mere area-denying tool, burning through magazines at a rate that makes their accuracy irrelevant. The only goal is to saturate the area with projectiles so that the enemy is forced to keep his head down or face hell.

SUPPRESSIVE FIRE

ENTIRE ORDER

Attack

REQUIREMENTS

- » The user must employ a weapon with the *Suppressive Fire Trait*.

EFFECTS

- » Allows the user to enter the Suppressive Fire state.

STATE: SUPPRESSIVE FIRE

Activation

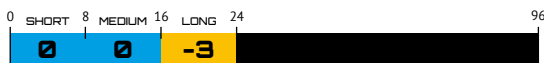
- » To activate this state, the trooper must declare the Entire Order Suppressive Fire. Place a *Suppressive Fire Marker* (SUP.FIRE) beside the user.



EFFECTS

- » Enemy troopers apply a -3 MOD to their Attribute on all Face to Face Rolls against a trooper in *Suppressive Fire*.
- » While in *Suppressive Fire*, the SF Mode profile replaces the trooper's usual BS Weapon profile. The SF Mode profile is used by all troopers engaged in *Suppressive Fire*.
- » *Suppressive Fire* allows the affected trooper to react in ARO with its full *Burst* (B) value: B3. The full *Burst* must be used against a single target and cannot be divided between several active enemies (when reacting against a *Coordinated Order*, for example).
- » The SF Mode profile alters the *Range* and *B* values of the weapon being used, but not *Damage*, which remains unchanged. Similarly, the weapon maintains *Type of Ammunition* and *Traits* while in SF Mode.

Range Modifiers



Damage: * Burst: 3
 Ammunition: * Traits: *

NOTE *: Use original weapon values.

IMPORTANT!

Only weapons with the Trait *Suppressive Fire* in their Weapons Table profile may be used to declare SF. With very few exceptions, **only weapons with B3 or higher may be used to declare SF**. Weapons with B2 or lower, or whose *Traits* box does not indicate *Suppressive Fire* capabilities, **cannot** be used to declare SF, even if they apply a MOD that would make their *B* higher than 2.



Cancellation

The *Suppressive Fire* state is automatically cancelled in any of these cases:

- » The trooper declares an *Order*.
- » The trooper declares an ARO other than a *BS Attack* using *Suppressive Fire*.
- » The trooper uses a weapon that cannot be used for *Suppressive Fire*.
- » The trooper's state changes to a Null state, or to *Blinded*, *Engaged*, *Immobilized*, *Isolated*, *Retreat!* or to any other state which specifies that it cancels *Suppressive Fire*.
- » The trooper's army enters a *Loss of Lieutenant* situation.
- » The trooper joins any kind of *Infinity Fireteam* (*Core*, *Haris*, *Enomotarchos*, *Tohaa...*) (see *Infinity*. *Human Sphere* and *Infinity*. *Campaign: Paradiso*).

SUPPRESSIVE FIRE EXAMPLE 1:

In her *Active Turn*, a PanOceania player orders her faithful Fusilier Angus to provide *Suppressive Fire*. She spends one Entire Order and places a *Suppressive Fire Marker* (SUP.FIRE) next to Angus' base. During her next *Reactive Turn*, her opponent activates a figure with a *Short Movement Skill* inside Angus' LoF, so Angus can react with his full *Burst*. However, Angus must substitute his HMG profile for the SF Mode profile. This alters his weapons' *Range MODs* and reduces its B4 to B3. The opponent declares the second *Short Skill* of his Order: a *BS Attack* on Angus. This puts him under Angus' *Suppressive Fire*, so he must apply a -3 MOD to his BS.

SUPPRESSIVE FIRE EXAMPLE 2:

The PanOceania player's opponent, during his *Active Turn*, declares a *Coordinated Order* that activates three figures inside Angus' LoF. Angus, still in *Suppressive Fire*, must decide against which one of these three enemies to unload his full SF Mode *Burst*. Next, each of the three enemies declares a *BS Attack* against poor old Angus. The figure Angus chose as his target makes a Face to Face BS Roll against Angus, suffering the -3 MOD to BS imposed by the *Suppressive Fire*. However, the other two active troopers resolve their attacks as Normal BS Rolls, since Angus can only react to one of the three incoming enemies.

EXAMPLE 3: SUPPRESSIVE FIRE THOUGH A ZERO VISIBILITY ZONE

Fusilier Angus, still in SF in his *Reactive Turn*, receives a *BS Attack* through a *Zero Visibility Zone*. Angus declares he will return fire with a *BS Attack* ARO. Angus can utilize the full *Burst* of his SF Mode weapon, but each of his Rolls suffers a -6 MOD to BS due to the *Zero Visibility Zone*.



SPECIAL SKILLS

Special Skills are available only to a select few units by virtue of their extensive training, their specialized gear, or their natural ability.

SPECIAL SKILLS AND EQUIPMENT: LABELS

Like Common Skills, all Special Skills and pieces of Equipment have one or more **Labels** that quickly mark them as having certain game features. The possible **Labels** for Special Skills and Equipment are:

- » **Attack.** The use of this Special Skill or piece of Equipment is considered an *Attack*.
- » **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 Special Skill is governed by the rules pertaining to *CC Special Skills*.
- » **Comms Attack.** The use of this Special Skill or piece of Equipment is a form of *Attack* that allows the target to declare *Reset* as a response.
- » **Movement.** The use of this Special Skill or Equipment is a form of *Movement*.
- » **Negative Feedback (NFB).** Troopers can only use one Special Skill or piece of Equipment with this Label or Trait at a time. Activating any NFB Special Skill, Equipment, *Hacking Program*, special rule, etc. automatically cancels and deactivates any other NFB Special Skills, pieces of Equipment, *Hacking Programs*, etc. the trooper might have. This effect remains until the newly activated Feedback Skill, Equipment, etc. is Cancelled.
- » **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 of your troopers has this Special Skill or Equipment is a piece of *Private Information* and you are not required to share it.

In the **Labels** section of some Special Skills you may also find **Traits** like the ones used for Weapons and Equipment. You can refer to the full list of [Traits](#) on page 105.

SPECIAL SKILL LEVELS

Some Special Skills are divided into Levels of expertise with distinct effects and uses.

Unless otherwise stated, any **numerical Level** of a Special Skill automatically grants all lower Levels of the same Skill. For example, a Level 3 also grants Levels 1 and 2.

Conversely, **alphabetical Levels** such as Level X state whether they grant any other Levels of the Skill or not.

ADVANCED COMMAND

This Special Skill identifies those soldiers with the best resources and a knack for Command and Control duties.

ADVANCED COMMAND	AUTOMATIC SKILL
<i>Optional.</i>	
EFFECTS	
» Fielding the user of this Special Skill in your <i>Army List</i> gives you one extra Command Token to use during the game.	
» You may expend this extra Command Token at any point during the game, even if the user of this Special Skill has not deployed yet, and even if he is in a Null state (<i>Unconscious, Dead, Sepsitorized...</i>).	

Some troopers have a privileged link with their Command Post, if there is one, or with Command Central if they are operating remotely. This enhanced connection allows for faster and more fluid communication with the mission commander, giving them a better understanding of the finer points of the situation as it develops. This translates into clearer, more coordinated orders, more command and control resources for the field officer, and better chances of success for the boots on the ground.

AIRBORNE DEPLOYMENT (AD)

Airborne Infantry units use air vehicles to reach key battlefield positions and create unexpected fire vectors.

AIRBORNE DEPLOYMENT	ENTIRE ORDER
<i>Optional</i>	
EFFECTS	
» You may choose not to deploy your AD troopers during the <i>Deployment Phase</i> , keeping them off the game table until you decide to deploy them during your <i>Active Turn</i> .	
» As long as they are off the game table, AD troopers add no Orders to their respective Order Pools. However, an undeployed AD trooper still generates an Order usable only to deploy with Airborne Deployment.	
» To deploy using any Level of the Airborne Deployment Special Skill, the user must declare an Entire Order and expend his own Order, which was not added to the Order Pool during the <i>Order Count</i> phase of the <i>Active Turn</i> .	
» Troopers using Airborne Deployment cannot deploy <i>Prone</i> or in base to base contact with another model, Marker, mission objective or piece of scenery.	

Airborne Deployment and Impetuosity

Impetuous and Extreme Impetuous troopers with any Level of Airborne Deployment are forced to use their Impetuous Order to deploy during the Impetuous Phase of their Active Turn. You can prevent this deployment like you would any Impetuous Order declaration.

AIRBORNE DEPLOYMENT LEVEL 1. PARACHUTIST

This unit has been trained to parachute or fast-rope from heliborne vehicles immediately before combat in order to find an alternative point of ingress into the battlefield and flank the enemy forces.

PARACHUTIST ENTIRE ORDER

Optional

PREPARATIONS

- » During the *Deployment Phase*, mentally divide the edges of the play area down the middle into eight segments (two on each side).
- » Then, choose **one** of these segments and write it down in secret for later verification. For the rest of the game, **all** your troopers with the AD: Parachutist Special Skill deploy through that segment of the play area's edge.

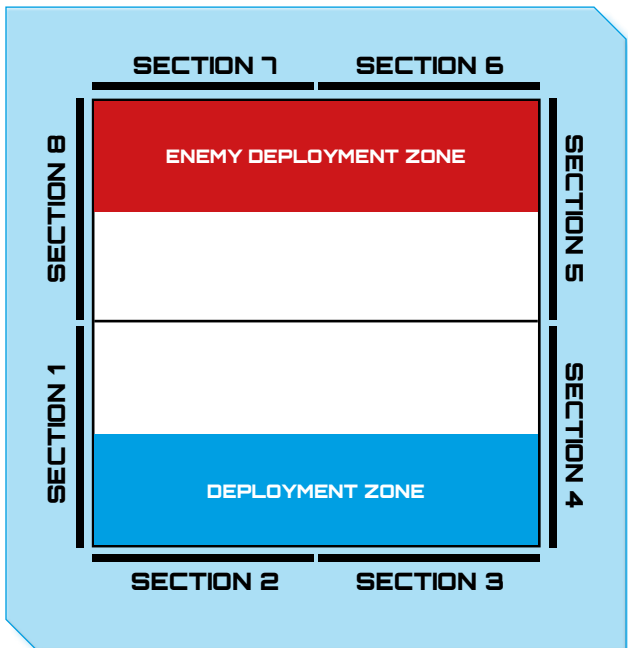
EFFECTS

- » By spending one Entire Order, the user of this Special Skill may deploy anywhere on the segment of the play area's edge secretly chosen during the *Deployment Phase*.
- » The user may **never** deploy inside the enemy *Deployment Zone*.
- » When deploying this way, the base of the model or Marker must be in contact with the edge of the play area.
- » When you place a model – but not a Marker – on the battlefield, you are required to share all *Open Information* relative to that trooper.

Table Areas

Use this diagram as reference when you divide the play area's edge into segments. Troopers with AD: Parachutist or AD: Airborne Infiltration could enter the battlefield through any point of segments 1, 2, 3 or 4; or through the halves of segments 5 or 8 that are outside the enemy *Deployment Zone*.

Troopers with AD: Tactical Jump may enter through any point of any segment, even those inside the enemy *Deployment Zone*.



AIRBORNE DEPLOYMENT LEVEL 2. AIRBORNE INFILTRATION

Troopers with the AD: Airborne Infiltration Special Skill are experienced parachutists who feel most at home in incursion operations, behind enemy lines.

AIRBORNE INFILTRATION ENTIRE ORDER

Optional

EFFECTS

- » In your *Active Turn*, when you decide to deploy one of your troopers with this Special Skill, mentally divide the edges of the play area down the middle into eight segments (two on each side).
- » By spending one Entire Order, the user of this Special Skill may deploy anywhere on the segment of the play area's edge of your choice.
- » The user may **never** deploy inside the enemy *Deployment Zone*.
- » When deploying this way, the base of the model or Marker must be in contact with the edge of the play area. When you place a model – but not a Marker – on the battlefield, you are required to share all *Open Information* relative to that trooper.

Airborne Infiltration and Coordinated Orders

If you declare a *Coordinated Order* to deploy using AD: Airborne Infiltration, all participants **must** enter the battlefield through the same segment.

AIRBORNE DEPLOYMENT LEVEL 3. INFERIOR COMBAT JUMP

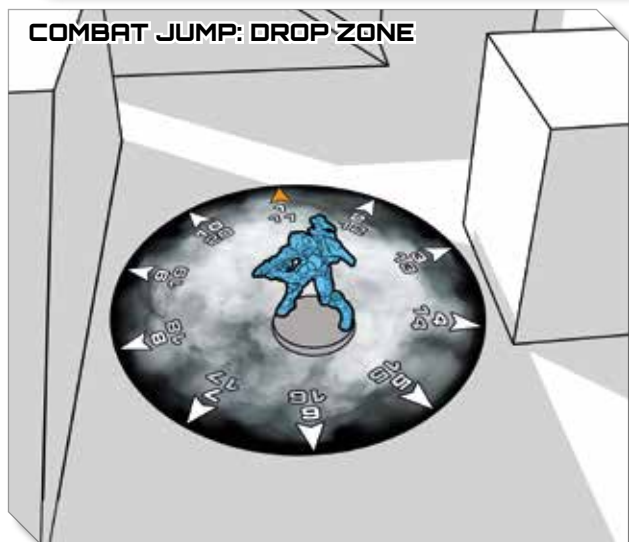
Some airborne units can only afford jump gear older than the modern military standard, but they put it to great use despite its limitations in course correction and maneuverability.

INFERIOR COMBAT JUMP ENTIRE ORDER

Optional

EFFECTS

- » Level 3 of Airborne Deployment is identical to Level 4, *Combat Jump*, with the only exception that the trooper must attempt a **PH-3** Roll when deploying.



AIRBORNE DEPLOYMENT LEVEL 4. COMBAT JUMP

Some troops, equipped with special jump gear, have been trained to dive from the sky directly onto the battlefield, falling upon the enemy in devastating surprise strikes.

COMBAT JUMP

ENTIRE ORDER

Optional

EFFECTS

- » In your *Active Turn*, when you decide to deploy one of your troopers with this Special Skill, place a Circular Template anywhere on the battlefield. This Template represents the *Drop Zone*.
- » Any horizontal flat surface the size of a Circular Template and **free of scenery** elements may be chosen as the *Drop Zone*.
- » You **cannot** place the *Drop Zone* inside or in contact with a *Low Visibility* or *Zero Visibility Zone*.
- » Place your AD: Combat Jump trooper anywhere inside the *Drop Zone*, thus selecting your preferred deployment location. The **entire base** of the model or Marker must be inside the Circular Template of the *Drop Zone*.
- » Then, the trooper makes a **PH Roll**. If the trooper passes the Roll, he successfully deploys on his chosen location. AROs are generated taking only that location into account.
- » If the trooper fails his *PH Roll*, make a *Dispersion Roll* (page 22), placing the center of the *Dispersion* Circular Template on top of the center of the trooper's base. The result of the *Dispersion Roll* determines the troop's effective deployment location.
- » When you place a model – but not a Marker – on the battlefield, you are required to share all *Open Information* relative to that trooper.

Combat Jump and Coordinated Orders

If you declare a *Coordinated Order* to deploy using AD: Combat Jump, **all participants must** use the same *Drop Zone*, but their PH Rolls and possible Dispersions are resolved **individually**.

Combat Jump and AI Beacon

If a trooper with the *AI Beacon* Special Skill (see *Infinity Human Sphere*) suffers a *Dispersion* while attempting to use AD: Combat Jump in its *Deployment Phase*, and that *Dispersion* takes it out of the play area, consider that trooper lost as a casualty for *Retreat!* and *Victory Points* purposes.

AIRBORNE DEPLOYMENT LEVEL 5. SUPERIOR COMBAT JUMP

Combatants with this level of Airborne Deployment are exceptionally gifted skydivers who always have a firm control over the jump course and a backup plan in case something goes wrong while in midair.

SUPERIOR COMBAT JUMP

ENTIRE ORDER

Optional

EFFECTS

- » This Level has the same effects and limitations as the previous one, with one exception: if the trooper fails his *PH Roll* to deploy and the subsequent *Dispersion* takes him out of the play area or into a location where he cannot deploy, then he may deploy in any point of his *Deployment Zone* spacious enough to fit the *Drop Zone* Circular Template.

AIRBORNE DEPLOYMENT LEVEL X. TACTICAL JUMP

Troopers with AD: Tactical Jump are not only outstanding parachutists, but also savvy infiltrators with a honed tactical sense.

TACTICAL JUMP

ENTIRE ORDER

Optional

EFFECTS

- » In your *Active Turn*, when you decide to deploy one of your troopers with this Special Skill, mentally divide the edges of the play area down the middle into eight segments (two on each side).
- » By spending one Entire Order, the user of this Special Skill may deploy anywhere on the segment of the play area's edge of your choice.
- » The user **may deploy inside** the enemy *Deployment Zone*.
- » When deploying this way, the base of the model or Marker must be in contact with the edge of the play area.
- » When you place a model – but not a Marker – on the battlefield, you are required to share all *Open Information* relative to that trooper.
- » This Level does not grant its user any numerical Levels of this Special Skill.

AD: Tactical Jump and Coordinated Orders

Troopers with AD: Tactical Jump may participate in a *Coordinated Order* with troopers with Levels 1 or 2 of Airborne Deployment.

However, in that case, the AD: Tactical Jump trooper must enter the battlefield through the same segment chosen for the rest of participants.



It seems apparent that the tactical and strategic possibilities of airborne deployments hinge much more crucially on their army's technological acumen, mediated by the specific budgetary and supply restrictions of the theater of war, than on the skill of their soldiers. The results expected from a force with access only to atmospheric and low-altitude aircraft — namely fast-rope insertions and HALO (High Altitude, Low Opening) or HAHO jumps — are not comparable to those of spacecraft with supra-atmospheric and orbital launch capabilities. This technological superiority translates into a tangible advantage in terms of precision and flexibility in a combat situation. Nevertheless, the realities of field work and the local conditions (adverse meteorology, lack of aerial supremacy or intel) may necessitate more archaic methods of deployment. This is one of the reasons why modern airborne units incentivize holistic training programs that prepare operatives for all possible circumstances and modes of ingress, trusting that versatile soldiers will go above and beyond to fulfill their missions regardless of the operational conditions.

Except from Manual of Tactical Jump, by Kirpal Singh. PanOceanian Hexahedron Publishing Service.

ANTIPODE

Members of this alien race have a unique in-game behavior in that they form Assault Packs.

SUMMARY

Members of an Assault Pack always act in unison as a single trooper: they all activate with a single Order, declare the same Skills, choose the same target, and generate a single ARO.

ANTIPODE	AUTOMATIC SKILL
<i>Obligatory</i>	
REQUIREMENTS	
» In order to field troopers with this Special Skill, you must include a trooper with an <i>Antipode Control Device</i> in the same <i>Combat Group</i> .	
» All members of an Assault Pack belong to the same Combat Group , where they count as one single trooper .	
» Troopers with this Special Skill deploy in Assault Packs of at least three members.	
» When you declare an Order, name one member of the Assault Pack as that Order's <i>Spearhead</i> , and place a <i>Spearhead Marker</i> (SPEARHEAD) beside him.	
EFFECTS	
» All members of an Assault Pack generate one single Order between them and activate in unison with a single Order .	
» All members of an Assault Pack must declare and execute the exact same sequence of Skills.	
» If one of the Skills of the Order demands a target, all members of the Assault Pack must act against the same single target .	
» Should one of the members of the Assault Pack be unable to execute the Entire Order (or both Short Skills of the Order) declared, then that member must remain idle while the rest act normally.	

- » Since they activate with a single Order, all members of an Assault Pack **generate one ARO only** to enemies with *LoF* or in *ZoC* to them.
- » In **Close Combat**, only one of the Antipodes may make a CC Roll, but that one Antipode benefits from a *MOD* of +1 B and +1 Damage per other member of the Pack in base to base contact with the target, and in *Engaged* state.
- » The adversary can select any member of the Pack as a target, but only one of them.
- » During their *Reactive Turn*, each member of the Assault Pack that has an enemy declare or execute an Order in their *LoF* or *ZoC* may react in ARO. All eligible members of the Assault Pack must declare the same ARO and follow the Antipode rules for Order execution.
- » Each member of an Assault Pack **must always be within the Zone of Control (ZoC) of another** member of the same Pack that is not in a *Null* state. For example, in a three-strong Assault Pack, each member must always have at least one of the other two in their *ZoC*.
- » A member of a Pack who is outside the *ZoC* of other member enters the *Immobilized-2* state at the end of the Order that happened. Place an *Immobilized-2 Marker* (IMM-2) beside the straggler's base. The *Immobilized-2* state is Cancelled automatically at the end of any Order in which the isolated Antipode is within the *ZoC* of at least one other member of his Pack.
- » At the start of each *Active Turn*, if one of your Assault Packs has lost its Controller or at least one of its members (i.e.: they are *Unconscious* or *Dead*), or if the Control Device is *Disabled*, make a single **WIP-3 Roll** for the whole Pack.
- » If the Pack passes the *WIP-3 Roll*, it continues to act normally.
- » If the Pack fails the *WIP-3 Roll*, it enters the *Retreat!* state (place a *Retreat! Marker* beside it) and must attempt to retreat **through the nearest edge of the play area**. Members of an Assault Pack in this state cannot declare Skills other than *Move* or *Dodge*.

Antipodes and Suppressive Fire

If several members of an Assault Pack enter the *LoF* of a Trooper in the *Suppressive Fire* (*SF*) state, only one of them can be chosen as target by the enemy in *SF*.

Antipode and Frenzy

Following the *Frenzy* rule, an Antipode becoming *Impetuous* will make all the other members of the Pack will become automatically *Impetuous* too.

The behavior of Antipodes is governed by a unique system of distributed intelligence that requires three members of the species to commune in order to form a fully cognizant individual. This ad hoc individual is an amalgam of the fragmentary personalities of its three Antipodes. Our standard protocols for IQ evaluation seem ill-fitted to determine the extent of these intelligences, and many consider this species to be less than sentient or rational. This outlook has become the philosophical basis for the Ariadnan treatment of Antipodes as beasts to be enslaved, trained, and forced to fight as Assault Packs, blitz units that harness the extraordinary physical capabilities of these beings by means of rudimentary radio-controlled implants that exacerbate their aggressive instincts.



BIOIMMUNITY

The user of this Special Skill has the innate or acquired ability to shrug off damage from biological or toxic weaponry.

BIOIMMUNITY	AUTOMATIC SKILL
<i>Obligatory</i>	
EFFECTS	
» The user is immune to the special effects of <i>Bio-Munitions</i> – including Shock , Viral (see <i>Infinity: Human Sphere</i>) and any others within the <i>Bio-Munition</i> Category – treating them like <i>Normal</i> Ammunition instead. However, player can choose to roll <i>ARM</i> or <i>BTS</i> .	

EXAMPLE OF BIOIMMUNITY

A Bioimmune trooper with a high *BTS* value who receives one impact with *Shock* Special Ammunition makes one single *BTS* Roll. If he failed the Roll, the trooper would suffer one *Wound* instead of the usual effects of *Shock* ammo. However, if the same trooper has a high *ARM* value and receives one impact with *Viral* Special Ammunition, he would make a single *ARM* Roll, instead of the two *BTS* Rolls of *Viral* ammo. If he failed the Roll, the trooper would suffer 1 *Wound* instead of the usual effects of *Viral* ammo.

A series of mechanisms both inborn and artificial (biotech-based or otherwise) can boost the immune response to attacks that rely on viral ammunition or have an added damage factor in the form of venoms, toxins, and infectious agents. This immunity can result from particularly sturdy physical and chemical barriers, but in the vast majority of cases it is caused either by natural (or pre-programmed) response mechanisms or by an immunity acquired through previous exposure. Subjects exhibiting this so-called Bioimmunity often present strengthened interferons and NK (Natural Killer) cells, resulting in extraordinary antiviral capabilities. Soldiers with this ability are ideally suited for operations in extremely hostile environments or against enemy agents with particularly insidious methods.

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 LEVEL 1	DEPLOYMENT SKILL
<i>Optional</i>	
EFFECTS	
» Immediately after placing each of your troopers with <i>Booty Level 1</i> on the table for deployment, you may roll on the <i>Booty L1 Table</i> once to determine that trooper's extra loot.	
» Loot obtained via the <i>Booty L1 Table</i> is added to the trooper's gear, and does not replace his own weapons or Equipment.	

BOOTY L1 TABLE			
1-3	+1 ARM	12	E/M Grenades
4	EXP CC Weapon	13	E/M CC Weapon
5	Light Shotgun	14-15	+2 ARM
6	+4 ARM	16	X Visor
7	Grenades	17	Monofilament CC Weapon
8	Adhesive Launcher	18	Combi Rifle
9	Light GL	19	AP Rifle
10	Light Flamethrower	20	AutoMediKit
11	Panzerfaust		

BOOTY LEVEL 2	DEPLOYMENT SKILL
<i>Optional</i>	
EFFECTS	
» Immediately after placing each of your troopers with <i>Booty Level 2</i> on the table for deployment, you may roll on the <i>Booty L2 Table</i> once to determine that trooper's extra loot.	
» Loot obtained via the <i>Booty L2 Table</i> is added to the trooper's gear, and does not replace his own weapons or Equipment.	

BOOTY L2 TABLE			
1-2	+1 ARM	11	MULTI Rifle
3	Chain Rifle	12	Multispectral Visor L1
4	AutoMediKit	13	Breaker Rifle
5	Nanopulser	14-15	Adhesive Launcher
6	Panzerfaust	16	+3 ARM
7	MULTI Sniper Rifle	17	Flash Pulse
8	Smoke Grenades	18	Motorcycle (MOV 8-6)
9	CH: Mimetism	19	ODD: Optical Disruptor
10	+2 ARM	20	HMG

Most soldiers keep trophies and mementos of the operations and deployments they survived. Usually, these keepsakes are small trinkets taken from enemy combatants, a proof of bravado to dazzle impressionable civilians and skeptic grandchildren. More profit-oriented soldiers are adept at getting their hands on less showy but more valuable weapons and equipment. This is particularly true of irregular units without stable and

SPECIAL SKILLS

abundant supplies, some of whom are notorious for their looting ways. Choosing a tool over a souvenir is often seen as a sign of practicality and intelligence, particularly among those bound to remain in active duty.

CAMOUFLAGE AND HIDING (CH)

This Special Skill represents the soldier's ability to conceal his position and move stealthily. There are several Levels of Camouflage and Hiding..

CH: LEVEL 1. MIMETISM

The user of this Level of CH can use any number of tricks to become a harder target to hit.

MIMETISM	AUTOMATIC SKILL
<i>Obligatory, NFB</i>	
EFFECTS	
» Any <i>BS Attack</i> against the user of CH: Mimetism suffers a -3 MOD to the relevant Attribute (<i>BS, PH, WIP...</i>).	

After intensive training, some units learn to move in such a way as to cloak their presence, hiding their intentions and becoming a harder target to lead. Combined with basic mimetic tools such as photosensitive garments, these techniques make soldiers harder to pinpoint without incurring the large expense associated with full chameleonic gear.

CH: LEVEL 2. CAMOUFLAGE

The user of this Level of CH has the tools and expertise to disappear from plain view

CAMOUFLAGE	AUTOMATIC SKILL
<i>Optional, NFB, Fire-Sensitive.</i>	
EFFECTS	
» During the Deployment Phase, allows the user to deploy in the <i>Camouflaged</i> state.	
» During the game, allows the user to be in the <i>Camouflaged</i> state.	
» Additionally, any <i>BS Attacks</i> against the user of CH: Camouflage suffer a -3 MOD to the relevant Attribute (<i>BS, PH, WIP...</i>)	
IMPORTANT! CH: Camouflage automatically grants its user the <i>Surprise Attack, Surprise Shot L1, and Stealth Special Skills.</i>	

CH: Camouflage and Fire Special Ammunition

A trooper with CH: Camouflage who is affected by *Fire Special Ammunition*, regardless of the outcome of the *ARM Roll*, has his CH downgraded to Level 1, CH: *Mimetism*, until it is repaired (by an *Engineer*, for example). To indicate this, place a *Burnt Marker* (BURNT) beside the trooper.

AROs against CH Markers

The only AROs available against a CH: Camouflage Marker (CAMO) or a CH: TO Camouflage Marker (TO CAMO) are *Discover, Change Facing, and Dodge*.

Bear in mind that when reacting to a CH: Camouflage or CH: TO Camouflage Marker, you may delay your ARO declaration until after the Marker declares its second Short Skill.

However, if you choose to delay your ARO, you may only declare it if the Camouflage Marker revealed itself with its second Short Skill. If the Marker does not reveal itself, the reactive trooper loses his right to ARO.

CAMOUFLAGED (STATE)

ACTIVATION

» Automatic in the *Deployment Phase*.

» During their *Active Turn*, troopers with CH: *Camouflage* may revert to the *Camouflaged* state by expending one *Entire Order* while outside enemy *LoF*.



EFFECTS

» While *Camouflaged*, troopers are not represented by a model on the table but by a *Camouflage Marker* (CAMO).

» Troopers cannot enter base to base contact with a *Camouflage Marker*.

» Enemies cannot declare *Attacks* against a trooper in the *Camouflaged* state without previously *Discovering* that trooper, or declaring *Intuitive Attack*.

» In order to *Discover* a *Camouflaged* trooper, the enemy must pass a *Discover Roll with a -3 MOD*.

» If an enemy successfully *Discovers* your *Camouflaged* trooper, replace the *Camouflage Marker* with the trooper's model facing in the direction of your choice.

» If an enemy fails his *Discover Roll*, that enemy cannot attempt to *Discover* the same *Camouflaged* trooper until the next *Active* or *Reactive Turn*.

» In his *Active Turn* only, a trooper in the *Camouflaged* state may use the *Surprise Attack* Special Skill.

» In his *Active Turn* only, a trooper in the *Camouflaged* state may use the *Surprise Shot L1* Special Skill to declare a *BS Attack* or a *Hacking Attack* that benefits from the *Surprise Shot L1 MODs*.

» *Camouflage Markers* (CAMO) have a **360° LoF**.

» *Camouflage Markers* (CAMO) retain the *Silhouette (S)* values printed on their troop profiles.

» If the *Camouflage Marker* is concealing a **weapon or a piece of Equipment** with the CH: *Camouflage Special Skill*, its *Silhouette (S) value is 2*.

» This State does not affect *Automatic Special Skills* or *Automatic Equipment*.

CANCELLATION

» A trooper's *Camouflaged* state is *Cancelled*, and its *Marker* replaced by its model, whenever:

- » The Camouflaged trooper declares a Skill other than **Cautious Movement** or a **Short Movement Skill** that does not require a Roll (except *Alert*).
 - » Following the previous, the Camouflaged trooper declares a **Surprise Attack** or a **Surprise Shot**.
 - » The Camouflaged trooper enters **base to base contact** with a model.
 - » The Camouflaged trooper is successfully **Discovered**.
 - » The Camouflaged trooper receives a successful hit that forces him to make an *ARM/BTS* Roll, or a *Critical* hit, without previous *Discovery* (by means of an *Intuitive Attack*, a *Template Weapon* whose target was a nearby model, etc.)
 - » The Camouflaged trooper becomes *Impetuous* (due to the *Frenzy* Characteristic or any other effect) or enters *Retreat!* state. In either case, the trooper's CH Level is downgraded to CH: *Mimetism*. The trooper recovers his original CH Level when the *Retreat!* situation is Cancelled. However, the trooper does not revert to the Camouflaged state. To regain the Camouflaged state, the trooper must follow the *Activation* rules.
- » Whenever the *Camouflaged* state is Cancelled, **replace the Camouflage Marker (CAMO)** with the trooper's model, facing whatever direction the owning player chooses.
 - » When you replace one of your Markers with a model, you are required to share all *Open Information* relative to that trooper.
 - » The cancellation of Camouflaged state is applied to the whole declared Order. So, if a Camouflaged trooper declares a *Move + BS Attack* Order, he will be considered discovered all along his Movement, even if the *BS Attack* would be performed at the end of that Movement.

EXAMPLE OF CAMOUFLAGE AND HIDING AND BASE TO BASE CONTACT

In his *Active Turn*, a SAS in the Camouflage Marker (CAMO) state declares the first Short Skill of his Order: *Moving* into base to base contact with an enemy Fusilier. Since he ends his *Movement* in base to base contact, the SAS reveals himself automatically: he loses his Camouflaged state and the Marker is replaced by his model. Remember that as a general rule, all events that take place during an Order are simultaneous. This means that by entering base to base contact at the end of his *Movement*, the SAS is revealed and acts as a model during his entire *Movement* route. The CH: Camouflage Marker (CAMO) is replaced by the SAS model the moment he declares his *Movement*, and this affects possible AROs.

Enemy troopers with *LoF* may react against the SAS, but since he executes the first Short Skill of his Order as a model and not a Marker, enemies cannot delay their ARO declarations.

They may, however, choose to react with an *Attack* against the SAS. The Fusilier, now in base to base contact with the SAS, may react by declaring a *BS Attack*, a *CC Attack*, or *Dodge*, for example.

Once enemies have declared their AROs, the SAS declares the second Short Skill of his Order. He may declare *Surprise Shot L1*, *Surprise Attack*, or *Dodge*, among others, depending on his foes' AROs.

The SAS declares Surprise Attack. Assuming there are no other enemies with *LoF*, the best course of action for the SAS is to declare a *Surprise Attack* against the lone Fusilier. This Special Skill burdens his foe with a -6 MOD in the ensuing Face to Face Roll. This Roll is between the SAS' CC Attribute and the Fusilier's CC-6 (if his ARO is a *CC Attack*), his BS-9 (-6 by *Surprise Attack*, and -3 by CH: *Camouflage*, if his ARO is a *BS Attack*), or PH-6 (if his ARO is *Dodge*).

However, since *Surprise Attack* is a *CC Attack* and must be made in base to base contact, the SAS can also benefit from his CC Special Skills and their associated MODs.

If the Fusilier declares *Dodge* and wins the Face to Face Roll, he may disengage from base to base contact with the SAS and move the distance allowed by *Dodging* in *Reactive Turn*, ending the order a few inches away from the SAS.

The SAS declares Surprise Shot L1. Let's say there are two enemies with *LoF* to the SAS in addition to the Fusilier. In that case, the SAS calculates that his best bet is to declare a *Surprise Shot L1* as his second Short Skill and split the B 3 of his Rifle between the target Fusilier he is going to reach base contact with and the other two enemies, thus giving each of them a -3 MOD in addition to the -3 imposed by his CH: *Camouflage*.

In this scenario, there are 3 Face to Face Rolls between the active trooper's BS and the modified Attributes of the three Fusiliers. If the target Fusilier declares a *BS Attack*, his *BS Attribute*, modified by the -3 MOD from *Surprise Shot L1* and the -3 MOD from CH: *Camouflage*, are pitted against the BS of the SAS.

Like in the previous case, if that target Fusilier declares *Dodge* and wins the ensuing Face to Face Roll, the two models enter base to base contact briefly but the Fusilier gets to move as per his *Dodge* ARO, and ends the Order away from the SAS model.

The SAS declares Dodge. Imagine there are many enemies with *LoF* to the SAS, all of whom declare *Attacks* against him. In this scenario, the SAS would choose to declare *Dodge* as the second Short Skill of his Order, in an attempt to avoid damage.

A Face to Face Roll is made between the PH Attribute of the SAS and the corresponding attributes of his opponents. If the SAS wins this Face to Face Roll, then he evades all *Attacks* and ends the Order in base to base contact with the Fusilier.

Like in the previous cases, if that Fusilier declares *Dodge* and wins the ensuing Face to Face Roll, the two troopers enter base to base contact briefly but the Fusilier gets to move as per his *Dodge* ARO, and ends the Order away from the SAS model.

EXAMPLE OF CAMOUFLAGE AND HIDING, STEALTH AND BASE TO BASE CONTACT WITH AN ENEMY FACING AWAY

In his *Active Turn*, a SAS in the Camouflage Marker (CAMO) state declares the first Short Skill of his Order: *Moving* into base to base contact with an enemy Fusilier who is with his back towards him.

Since the S.A.S. possesses also the *Stealth* Special Skill, his target cannot declare ARO against a Short Movement Skill declared inside his *Zone of Control* but out of his *LoF*.

However, the Fusilier can declare ARO if the S.A.S.' second Short Skill of the Order is any non-Movement Short Skill. In such situation, the Fusilier can only declare a *CC Attack* or *Dodge* ARO (or *Reset*,

SPECIAL SKILLS

but the S.A.S. is not a Hacker), as he is in *Engaged* state. If there would not be base to base contact, then the Fusilier could declare *Change Facing* as ARO..

Reconnaissance experts, through experience and training, develop a strong sense for concealment and stealth. To take advantage of their skills, these soldiers are outfitted with chameleonic gear: photo-reactive cells and adjustable, merging, environmental patterns. These technologies, weaved into their garments, body armor, and equipment — in combination with their special abilities — make for deceptive targets and ghostly figures, but fall short of absolute invisibility.

CH: LEVEL 3. TO CAMOUFLAGE

This level of expertise and gear allows a soldier to disappear into thin air and become virtually invisible.

TO CAMOUFLAGE AUTOMATIC SKILL

Optional, NFB, Fire-Sensitive.

EFFECTS

- » During the *Deployment Phase*, allows the user to deploy in the *Hidden Deployment* state.
- » During the *Deployment Phase*, allows the user to deploy in the *TO Camouflaged* state instead.
- » During the game, allows the user to be *TO Camouflaged*.
- » Additionally, any *BS Attacks* against the user of CH: TO Camouflage suffer a **-6 MOD to the relevant Attribute** (*BS, PH, WIP...*).

IMPORTANT!

CH: TO Camouflage automatically grants its user the *Surprise Attack, Surprise Shot L1, and Stealth* Special Skills.

Hidden Deployment and Infiltration

A trooper with both *CH: TO Camouflage and Infiltration* may combine the effects of Hidden Deployment with those of *Infiltration*. In that case, write down your chosen deployment location **before** making the *Infiltration* Roll, in order to determine the effects of a failed Roll.

CH: TO Camouflage and Fire Special Ammunition

A trooper with CH: TO Camouflage who is affected by *Fire* Special Ammunition, regardless of the outcome of the *ARM* Roll, has his CH downgraded to Level 1, CH: *Mimetism*, until it is repaired (by an *Engineer*, for example). To indicate this, place a Burnt Marker (BURNT) beside the trooper.

HIDDEN DEPLOYMENT (STATE)

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* but **place neither model nor Marker** on the battlefield.
- » In your *Deployment Phase*, write down the position of your *Hidden Deployment* troopers in as much detail as possible

(make sure to specify whether the trooper is in *Cover, Prone*, etc.) in order to show your opponent when their state is Cancelled and their position revealed.

- » The *Hidden Deployment* state is *Private Information*. However, once it is Cancelled, your opponent has the right to verify that trooper's deployment.
- » As long as they remain in the *Hidden Deployment* state, troopers **do not add their Order** to the Order Pool, but instead generate an Order they may only use themselves.
- » Until a trooper's *Hidden Deployment* state is Cancelled, that trooper is considered not to be on the game table at all. Consequently, such a trooper does not affect allied LoF, is not affected by Template Weapons, etc.
- » In his Active Turn only, a trooper in the Hidden Deployment state may use the Surprise Shot L1 Special Skill to declare a *BS Attack* or a *Hacking Attack* that benefits from the Surprise Shot L1 MODs.

CANCELLATION

- » The *Hidden Deployment* state is automatically Cancelled whenever the trooper declares any Short Skill, Entire Order or ARO.
- » If the Hidden Deployment trooper declares **Cautious Movement or any other Short Movement Skill that does not require a Roll** (except *Alert*), then his state of Hidden Deployment is Cancelled. Place a TO Camouflage Marker (TO CAMO) in the position you wrote down during the *Deployment Phase*.
- » If the trooper declares a Skill or Entire Order other than those previously mentioned, the *Hidden Deployment* state is also Cancelled. In that case, place the model that represents the trooper in the position you wrote down, facing in the direction of your choice.
- » When you place a model on the battlefield, you are required to share all *Open Information* relative to that trooper.
- » The *Hidden Deployment* state is Cancelled if the user is **Discovered** by means of a Special Skill that explicitly allows it (such as *Sensor*).
- » Once a trooper has lost his state of *Hidden Deployment*, he cannot regain it.

TO CAMOUFLAGED (STATE)

ACTIVATION

- » Automatic in the *Deployment Phase*.



- » Automatic during the game when the user of CH: TO Camouflage cancels his *Hidden Deployment* state by declaring a Skill that does not reveal him as a model.
- » During their *Active Turn*, troopers with CH: TO Camouflage may revert to the TO Camouflaged state by expending one Entire Order while outside enemy LoF.

EFFECTS

- » While *Camouflaged*, troopers are not represented by a model on the table but by a TO Camouflage Marker (TO CAMO).

- » Troopers cannot enter base to base contact with a TO Camouflage Marker.
- » Enemies cannot declare *Attacks* against a trooper in the TO Camouflaged state without previously *Discovering* that trooper, or declaring *Intuitive Attack*.
- » In order to *Discover* a TO Camouflaged trooper, the enemy must pass a **Discover Roll with a -6 MOD**.
- » If an enemy **successfully Discovers** your TO Camouflaged trooper, replace the TO Camouflage Marker (TO CAMO) with the trooper's model facing in the direction of your choice.
- » **If an enemy fails his Discover Roll**, that enemy cannot attempt to *Discover* the same TO Camouflaged trooper until the next *Active* or *Reactive Turn*.
- » In his *Active Turn* only, a trooper in the TO Camouflaged state may use the **Surprise Attack** Special Skill.
- » In his *Active Turn* only, a trooper in the TO Camouflaged state may use the **Surprise Shot L1** Special Skill to declare a *BS Attack* or a *Hacking Attack* that benefits from the **Surprise Shot L1 MODs**.
- » TO Camouflage Markers (TO CAMO) have a **360° LoF**.
- » TO Camouflage Markers (TO CAMO) retain the **Silhouette (S)** values printed on their troop profiles.
- » If the TO Camouflage Marker is concealing a **piece of Equipment** with the CH: TO Camouflage Special Skill, its **Silhouette (S) value is 2**.
- » This state does not affect Automatic Special Skills or Automatic Equipment, which still works as usual.

CANCELLATION

- » A trooper's TO Camouflaged state is Cancelled, and its Marker replaced by its model, whenever:
 - » The TO Camouflaged trooper declares a Skill other than **Cautious Movement** or a **Short Movement Skill that does not require a Roll** (except Alert).
 - » Following the previous, the TO Camouflaged trooper declares a **Surprise Attack** or a **Surprise Shot**.
 - » The TO Camouflaged trooper enters **base to base contact** with a model.
 - » The TO Camouflaged trooper is **Discovered**.
 - » The TO Camouflaged trooper receives a successful hit that forces him to make an *ARM/BTS* Roll, or a *Critical* hit, without previous *Discovery* (by means of an *Intuitive Attack*, a *Template Weapon* whose target was a nearby model, etc.).
 - » The TO Camouflaged trooper becomes *Impetuous* (due to the *Frenzy* Characteristic or any other effect) or enters *Retreat!* state. In either case, the trooper's CH Level is downgraded to CH: *Mimetism*. The trooper recovers his original CH Level when the *Retreat!* situation is Cancelled. However, the trooper does not revert to the TO Camouflaged state. To regain the TO Camouflaged state, the trooper must follow the *Activation* rules.
- » Whenever the TO Camouflaged state is Cancelled, **replace the TO Camouflage Marker (TO CAMO)** with the trooper's model, facing whatever direction the owning player chooses.
- » When you replace one of your Markers with a model, you are required to share all *Open Information* relative to that trooper.
- » The cancellation of the TO Camouflaged state is applied to the whole declared Order. So, if a Camouflaged trooper declares a *Move + BS Attack* Order, he will be considered discovered all along his Movement, even if the *BS Attack* would be performed at the end of that Movement.

CAMOUFLAGE EXAMPLE: REGAINING CAMOUFLAGE VS HIDDEN DEPLOYMENT

In her *Active Turn*, a player wants one of her models with the CH: Camouflage Special Skill to return to the Camouflaged state. She confirms that there aren't any enemy models or Markers with *LoF* to the trooper, and spends one Order to cloak him into a Camouflage 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 either as a model or as a Marker, he cannot disrupt the active trooper's declaration of regaining the Camouflaged 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 then becomes illegal. Additionally, if the trooper in *Hidden Deployment* were to declare an Attack as his ARO, he would make a Normal Roll.

In those rare cases when budget is not a concern, modern military forces equip expert operatives with the best in camouflage: Thermo-Optical cloaking devices. These systems use advanced field technologies to bend light around the wearer, making them all but invisible even to heat sensors. This sophisticated gear is also capable of blurring environmental disturbances caused by the user's movement, and making them undetectable by both radar and sonar.



CH: LEVEL X. AMBUSH CAMOUFLAGE

The user of the Level X of the Camouflage and Hiding (CH) Special Skill can do more than conceal his position; he can create a credible decoy to mislead the enemy.

AMBUSH CAMOUFLAGE
AUTOMATIC SKILL

Optional, NFB, Fire-Sensitive.

EFFECTS

- » Level X has all benefits and limitations of Level 2, CH: Camouflage.
- » In addition the Level 2 effects, the user may place an additional Camouflage Marker (CAMO) inside his *Zone of Control* during the *Deployment Phase* only.
- » This additional Camouflage Marker is a decoy, and hides no trooper, weapon or piece of Equipment. It must remain immobile until it is *Discovered* or until the user of Ambush Camouflage reveals himself or is *Discovered*, at which point the Camouflage Marker is simply removed from play.
- » The placement of the decoy Camouflage Marker cannot violate the *Deployment* rules or any restrictions to deployment put forth by the rules of the scenario being played.
- » When you deploy the user of Ambush Camouflage and his decoy, you must write down the number of the Camouflage Marker that acts as a decoy in order to show your opponent when the decoy or the owner of this Special Skill is revealed.

IMPORTANT!
 CH: Ambush Camouflage automatically grants its user the *Surprise Attack*, *Surprise Shot L1*, and *Stealth* Special Skills.

CLIMBING PLUS

Troopers with Climbing Plus are particularly gifted in or equipped for climbing and vertical relocation.

CLIMBING PLUS
AUTOMATIC SKILL

Optional

EFFECTS

- » This Special Skill alters the user's Climb Skill from an Entire Order Skill to a Short Movement Skill.
- » Climbing Plus allows the user to move along vertical surfaces as if executing a normal Movement on horizontal ground.
- » Climbing Plus allows its user to declare other Short Movement Skills or Short Skills (*Move + BS Attack*, for example) while moving along or holding onto a vertical surface.
- » However, as with the *Climb* Skill, the user **cannot benefit from Partial Cover MODs** as long as he is on a vertical surface.
- » In his *Reactive Turn*, the user of Climbing Plus may react in ARO normally despite holding onto a vertical surface.

REMEMBER
 When declaring the use of Climbing Plus during a Movement, you must specify the exact route the trooper will follow, so that the opponent may declare the appropriate AROs.
 Troopers have a LoF arc of 360° while they are moving.



GRAPHIC EXAMPLE. TO CAMOUFLAGE AND SURPRISE SHOT

Reactive Trooper:

- 3 MOD Surprise Shot
- 3 MOD Partial Cover
- 6 MOD TO Camouflage
- +3 MOD Range Combi Rifle

Active Trooper with TO Camouflage:

+3 MOD Range Combi Rifle

CLIMBING PLUS EXAMPLE

A Reaktion Zond, a Nomad Remote with the Climbing Plus Special Skill, declares the first Short Skill of its Order: *Moving* from its position to the top of a nearby wall. The Reaktion Zond (MOV 6-4) moves 2 inches horizontally to reach the base of the wall and climbs up his remaining 4 inches towards the top. Its opponent declares a *BS Attack* ARO as soon as he gains LoF to the Remote climbing up the wall. The Zond declares the second Short Skill of its Order, *BS Attack*, but in the ensuing Face to Face Roll it cannot benefit from *Partial Cover* MODs because it is still on a vertical surface.

Homicidal aliens lurking on the ceiling of a spaceship, soon to get the drop on their prey. Remotes zooming towards their objective who, coming up against a wall, climb upwards without losing momentum. Soldiers running down the side of a building, with guns ablaze and strides as confident as on level ground. The advantages of the mobility systems collectively called Climbing Plus are so significant that they have become a priority of all military R&D programs designing the soldier of tomorrow.

DOCTOR

Troopers with this Special Skill have the medical know-how to stabilize their unconscious comrades while on the field, saving their lives and returning them to active duty. This Special Skill has several Levels that reflect the user's depth of knowledge and access to top-of-the-line military medical gear.

In the military parlance of the Human Sphere, combat medics, soldiers qualified to practice battlefield medicine, are called 'Doctors' or just 'Docs'. These men and women have the extensive training and gear necessary to rescue their comrades from the clutches of death, and are shown more deference than a squad's Paramedic. Combat medics are tasked with providing first aid and trauma care on the ground, during evacuation of the injured and in field hospitals after combat. They also provide health-related counsel to the chain of command. But never forget that these Doctors are also trained as soldiers, and represent a fully functional and dangerous tactical threat.

Modern military medicine allows Docs to access their patient's Cube via comlog to read their biological record in addition to the information provided by the non-invasive metabolic monitors embedded on their uniforms. With these tools, the Doctor can make real-time diagnosis and come up with personalized treatments that include drugs that adapt to the patient's genome and metabolism to improve prognosis and minimize the chances of graft rejection and anaphylaxis.

The title 'Akbar' (from the Arabic أكبر, 'the great') is earned only by masters of the Tebb al Nabi, the Prophet's Medicine, the specific brand of biomedical science developed in Haqqislam. Tebb al Nabi melds science and philosophy, elevating a holistic understanding of Medicine to the category of art. Following its principles, cutting-edge biotech research is guided by a special intuition that stems from deep philosophical contemplation, and the results speak for themselves.



Doctor and Cube wearers

If the target is a trooper with a *Cube*, then the Doctor may expend one **Command Token** to reroll his failed **WIP** Roll. This Roll may be rerolled indefinitely as long as a Command Token is spent each time.

These rerolls take place during the same Order in which the *Doctor* Special Skill was declared, and generate no further AROs.

DOCTOR		SHORT SKILL
<i>Optional</i>		
REQUIREMENTS		
<ul style="list-style-type: none"> » The user must be in base to base contact with his target. » The target must have a <i>Wounds</i> Attribute. » The target must be in <i>Unconscious</i> state. 		
EFFECTS		
<ul style="list-style-type: none"> » Doctor allows the user, by passing a Normal WIP Roll, to heal 1 point of the target's <i>Wounds</i> Attribute and cancel his <i>Unconscious</i> state back to Normal. » If the user fails his WIP Roll, the target <i>Dies</i> automatically and is removed from play. » Troopers can be restored to health from <i>Unconscious</i> state as many times as necessary, declaring each time a use of this Special Skill and passing the corresponding WIP Roll. » Troopers healed by Doctor can be healed by <i>MediKit</i>, <i>AutoMediKit</i> or <i>Regeneration</i> afterwards, and vice versa. » In certain missions and scenarios, Doctors are considered Specialist Troopers, that is, they meet the requirements to fulfill certain mission objectives. 		
NOTE		
A Doctor with V: No <i>Wound Incapacitation</i> who is in <i>Unconscious</i> state may attempt to heal himself, but failing the WIP roll will cause him to Die.		

DOCTOR PLUS		SHORT SKILL
<i>Optional</i>		
REQUIREMENTS		
<ul style="list-style-type: none"> » The user must be in base to base contact with his target. » The target must have a <i>Wounds</i> Attribute. » The target must be <i>Unconscious</i>. 		
EFFECTS		
<ul style="list-style-type: none"> » Doctor Plus has the same effects and limitations as <i>Doctor</i>. » However, the user of Doctor Plus benefits from a +3 MOD to his WIP Attribute in all WIP Rolls to use this Special Skill. » Doctor Plus troopers have the same status as Doctors in any mission or scenario that considers Doctors to be <i>Specialist Troopers</i>. 		

AKBAR DOCTOR

SHORT SKILL

Optional

REQUIREMENTS

- » The user must be in base to base contact with his target.
- » The target must have a *Wounds* Attribute.
- » The target must be *Unconscious*.

EFFECTS

- » Akbar Doctor has the same effects and limitations as *Doctor*.
- » However, upon a successful use of the Akbar Doctor Special Skill, the target not only recovers from the *Unconscious* state, but also regains **all points of the Wounds Attribute** originally printed on his troop profile.
- » Akbar Doctor grants its user the **Doctor Plus** Special Skill.
- » However, the effects of these two Special Skills are not combinable, so the user must declare and benefit from them separately.
- » Akbar Doctors have the same status as Doctors in any mission or scenario that considers Doctors to be *Specialist Troopers*.



ENGINEER

Engineers have the means and the skill to repair damaged equipment on the field.

ENGINEER

SHORT SKILL

Optional

REQUIREMENTS

- » The user must be in base to base contact with his target.

EFFECTS

- » By declaring Engineer the user may **make a Normal WIP Roll to repair the target and have it regain 1 Structure point**. The user may declare uses of this Special Skill until the target has recovered its full STR.
- » If the user fails his Normal WIP Roll, his target **loses 1 Structure point** instead of regaining one.
- » Alternatively, by passing a Normal WIP Roll, the user may cancel all of the target's states susceptible of being repaired by an Engineer (***Burnt, Disabled, Immobilized, Isolated...***). When these states are Cancelled, remove the corresponding Markers. If the target is affected by more than one of these states simultaneously, one single successful WIP Roll cancels them all.
- » No ill effects are caused by failing the Normal WIP Roll to cancel the target's states, and the user may make further attempts as long as he keeps spending Orders.
- » The exception to this rule is the *Unconscious* state, which requires a separate WIP Roll to cancel, and whose cancellation does not affect other states. If the user fails his Normal WIP Roll, his target **loses 1 Structure point**, entering in *Dead* state, if applicable.
- » This Special Skill also grants its user the **Deactivator** Equipment, allowing him to deactivate enemy D-Charges and *Deployable Weapons*.
- » Troopers with this Special Skill have unique ways to interact with **Scenery Items**.
- » The rules of *Scenery Items* that are also mission objectives must always specify whether an Engineer may be used to interact with them, and how.
- » Other *Scenery Items* with predefined traits have a *Scenery Element* profile that indicates the WIP Roll necessary to interact with them using *Engineer*.
- » In certain missions and scenarios, Engineers are considered *Specialist Troopers*, that is, they meet the requirements to fulfill certain mission objectives.

Repairing G: Remote Presence troopers

If the target of the repair is a trooper with the *G: Remote Presence* Special Skill, then the Engineer may expend one **Command Token to reroll his failed WIP Roll**. This Roll may be rerolled indefinitely as long as a Command Token is spent each time.

These rerolls take place during the same Order in which the *Engineer* Special Skill was declared, and generate no further AROs.

**ENGINEER:
DETONATE D-CHARGES**

SHORT SKILL, ARO

Optional

EFFECTS

- » Troopers with the Engineer Special Skill may remotely detonate, **without range or LoF restrictions and without a Roll**, a D-Charge previously planted by themselves or by any other trooper from their army.

Combat Engineers are the handymen of the battlefield. Each Engineer is a soldier with additional training that qualifies them to undertake a wide array of technical tasks, from hot repairs to construction to combat demolitions. Traditionally, these professionals had the job of maintaining military lines of transport and hindering enemy maneuvers, but nowadays their job description involves much more than building and repairing bridges, landing strips, roads, and battlements, and even laying and clearing mines. Modern military forces require specialists in the repair and maintenance of the extremely sophisticated and delicate pieces of gear that are deployed in the battlefields of today. But despite their extensive technical training, Combat Engineers must be true soldiers at heart to carry out their duties in the thick of the crossfire, with a fire in their bellies that drives them to protect their comrades and get the job done.

EXECUTIVE ORDER

The user of this Special Skill has special authorization from his High Command to assume immediate command of the combat force..

EXECUTIVE ORDER

AUTOMATIC SKILL

Obligatory, Private Information

REQUIREMENTS

- » This Special Skill activates only when the user deploys on the game table.

EFFECTS

- » The moment the user of Executive Order is placed on the game table for deployment, he becomes his army's Lieutenant, stripping the former *Lieutenant* of his rank.
- » The identity of this new *Lieutenant* is still considered *Private Information*.

Loss of Lieutenant and Executive Order

You cannot use this Special Skill while your army is in a *Loss of Lieutenant* situation. You may nominate a trooper with Executive Order as your *Lieutenant* at the end of your Active Turn as usual.

In the military jargon shared across the Human Sphere, variations of "Executive Order" refer to priority orders from a superior officer, particularly when they come from the highest echelons of the military. The term is frequently accompanied by sarcasm and derision, as the sudden violation of standard military procedures is seen as the annoying result of external meddling, often by high rank officers far away from the battlefield.

EXPLODE

This Special Skill marks the trooper's capacity to detonate in a blast, voluntarily or otherwise. Explode is a Special Skill with several Levels.

EXPLODE LEVEL 1

AUTOMATIC SKILL

Obligatory

REQUIREMENTS

- » The user must be in the *Unconscious* state for this Special Skill to activate.

EFFECTS

- » This Special Skill forces its user to detonate automatically when he enters in the *Unconscious* state.
- » At the end of the Order in which the user entered the *Unconscious* state, place a Circular Template centered on the user's base. This Circular Template indicates the *Area of Effect* of the explosion.
- » Explode causes *Damage* 13 hits with *Shock* Special Ammunition.
- » Once all Rolls have been made, the user enters in *Dead* state and it is removed from the game table.

REMEMBER

If the user enters the *Dead* state directly due to a Special Skill (such as V: *Dogged*), a Special Ammunition (such as *Shock*) or because he suffered the loss of more *Wounds* than his current Attribute during a single Order, then he does not Explode.

NOTE

If a unit's Troop Profile indicates only "Explode", consider that unit to have Level 1 of this Special Skill.

The use of explosive devices connected to 'dead man' triggers (i.e., detonators that activate only when the operator is incapacitated) is regarded as moral anathema across the Human Sphere, as demonstrated by international laws both military and civilian (see Chapter 3 of the Concilium Convention and the titles therein). The extensive use of such devices is a hallmark of the Combined Army, particularly among the Morat race, whose contempt for the lives of other species is well documented. However, there have been denunciations of the use of similar methods by the Yu Jing Imperial Service. The Emperor himself has personally assured inquirers that all Judiciary Police units follow Yu Jing laws rigorously, and that any possible incompatibilities between these laws and international legislation are to be settled via the approved protocols in the Concilium High Court. Human Rights advocates have accused the Emperor and the Yu Jing Party of stalling all judiciary processes on the matter, both in Yu Jing and international courts.





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 LEVEL 1

DEPLOYMENT SKILL

Optional

EFFECTS

- » The user of this Special Skill can deploy freely up to 4 inches beyond the limits of his *Deployment Zone*.
- » In a standard battlefield with 12-inch *Deployment Zones*, the user of Forward Deployment L1 would be able to deploy anywhere inside a 16-inch *Deployment Zone*.

IMPORTANT!

You cannot use Forward Deployment to deploy in base to base contact with another model, Marker, or mission objective.

Some military units can be trusted to find and safely take advantageous forward positions in order to expedite contact with the enemy. These units rarely resort to anything but well-executed conventional deployment methods, but once on the ground they can unfurl both standard and special combat styles, with the added advantage of being always the first to reach the battlefield. These units differ from infiltration forces in two fundamental aspects: they do not rely on stealth and camouflage, and they operate in the no-man's-land immediately before enemy territory, where they act under the protective umbrella of their own artillery.

FORWARD OBSERVER

Forward Observers are specialist units with the ability to tag a target so that other allies may rain down indirect or guided fire upon them even without a clear Line of Fire.

FORWARD OBSERVER

SHORT SKILL

BS Attack, Optional

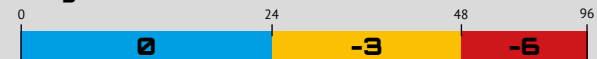
REQUIREMENTS

- » The user must be able to draw *LoF* to the target.

EFFECTS

- » The use of Forward Observer is a form of *Attack* with a *BS Weapon* that uses the *WIP* attribute, and instead of forcing the target to make an ARM Roll, forces him to enter the *Targeted* state.
- » Place a Targeted Marker (TARGETED) near the target of a successful Forward Observer attack.
- » The Forward Observer Special Skill also grants its user a *BS Weapon* called **Flash Pulse**, to be used in accordance with its description and weapon profile.
- » In certain missions and scenarios, Forward Observers are considered *Specialist Troopers*, that is, they meet the requirements to fulfill certain mission objectives.

Range



Damage: *

B: 2

Ammunition: -

Traits: Non-Lethal, Non-Lootable, Technical Weapon

NOTE*: The target enters the *Targeted* state.

Critical hits with Forward Observer

Critical hits with Forward Observer have no additional special benefits. Specifically, rolling a *Critical* with this Special Skill **does not** turn subsequent Guided Special Ammunition attacks into automatic *Criticals*.

Forward Observers are specialists armed with the tools to provide allies with telemetry and data on the exact location of hostile forces on the battlefield in order to maximize the effectiveness of indirect fire. These units are responsible for the targeting and correction of artillery and support fire coming from airspace and naval platforms and from the field itself. To do this, they carry state-of-the-art communications equipment whose signal-emitting capabilities can be repurposed as defensive Flash Pulse projectors.

GHOST (G)

This Special Skill is a distinctive trait of biomechanical or artificial soldiers operated via telepresence or an on-board pilot AI. There are several types of Ghost, but this Special Skill does not have numerical Levels.

A Ghost is an intelligence, resident or foreign, organic or artificial, that takes hold of the machine and governs its actions. What exactly is the difference between a machine and a living being?

GHOST: AUTOTOOL

AUTOMATIC SKILL

Obligatory

EFFECTS

- » This Special Skill is equivalent to *G: Remote Presence*, but additionally requires that the army field at least one trooper with *G: Mnemonica*, or *Hacker*, or a TAG, in order to field the user.
- » Despite its lack of *Cube*, a trooper with the *G: Autotool* Special Skill may receive a *G: Mnemonica* trooper's WIP value, *G: Mnemonica* Special Skill and *Lieutenant* Special Skill (if applicable).

The Autotool limited AI system was developed during the heyday of the Ur Civilization, and was modeled after Ruaria behavioral patterns. With this technology, the Ur created and mass-produced semi-autonomous tools of all kinds, revolutionizing a wide array of fields. Eventually, the EI updated the last version of the technology and repurposed it for auxiliary control of its tactical operative incarnations.

GHOST: MNEMONICA

AUTOMATIC SKILL

Optional

REQUIREMENTS

- » In order to activate this Special Skill, the user must be in a *Null* state.

EFFECTS

- » The user may transfer his own *WIP* Attribute, along with the *Ghost: Mnemonica* Special Skill and the *Lieutenant* Special Skill (if applicable), to any other trooper in the same army that is on the battlefield in the form of a figure or Marker and has a *Cube*.
- » The new *WIP* replaces the host's original value.
- » If the *G: Mnemonica* trooper was also the army's *Lieutenant*, the host becomes the new *Lieutenant*.
- » This transfer is automatic at the end of the Order in which the user entered in *Dead* state.
- » You must identify the figure or Marker that acts as host, but not whether the *Lieutenant* Special Skill is transferred—that is *Private Information*—.
- » After the transfer is complete, the original user, now in *Dead* state, is removed from play.
- » If the host falls *Unconscious*, the original user's *WIP*, *G: Mnemonica* and *Lieutenant* Special Skill may be transferred again to another ally who fulfills the same requirements (*Cube*...). This transfer makes the host go from *Unconscious* to *Dead*.
- » *G: Mnemonica* also grants its user the **Valor: Courage** Special Skill.
- » Troopers with *G: Mnemonica* do not have a *Cube*.

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 (a *Charontid*, an *Anathematic*, a fearsome *Avatar*...), overriding the host's control over his own body so that the EI may continue to lead the charge, whatever the cost in soldier's lives.

GHOST: REMOTE PRESENCE

AUTOMATIC SKILL

Obligatory

EFFECTS

- » *G: Remote Presence* grants its user the **Valor: Courage** Special Skill.
- » Troopers with *G: Remote Presence* do not have a *Cube*.
- » Troopers with *G: Remote Presence* and an *STR* Attribute have **two distinct levels of Unconsciousness**.
- » In game terms, when a trooper with *G: Remote Presence* loses all *STR* points, it enters the *Unconscious* state like any other trooper would. However, if the trooper receives damage again and loses one further *STR* point, it does not enter the *Dead* state as usual, but instead enters a second level of the *Unconscious* state signified by a second *Unconscious Marker* (UNCONSCIOUS). Only if the user loses further *STR* points does it fall *Dead* and is removed from play.
- » Troopers with *G: Remote Presence* need only an *Engineer* in base to base contact to pass a **single WIP Roll** in order to recover from either level of *Unconsciousness* and revert back to *STR* 1.
- » Additionally, when using *Engineer* (or other Special Skills or piece of Equipment that state so explicitly) to repair a trooper with *G: Remote Presence*, **you may expend one Command Token to reroll a failed WIP Roll**.

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.

HACKER

Hackers are a unit's field infowar specialists.

HACKER

AUTOMATIC SKILL

Obligatory

EFFECTS

- » The *Hacker* is equipped with a *Hacking Device* that allows him to use *Advanced Combat: Hacking* techniques.
- » Troopers with this Special Skill have unique ways to interact with **Scenery Items**.
- » The rules of *Scenery Items* that are also mission objectives must always specify whether a *Hacker* may be used to interact with them, and how.
- » Other *Scenery Items* with predefined traits have a *Scenery Element* profile that indicates the *WIP* Roll necessary to interact with them using *Hacker*.
- » In certain missions and scenarios, *Hackers* are considered *Specialist Troopers*, that is, they meet the requirements to fulfill certain mission objectives.

SPECIAL SKILLS

Infowar, short for Information War, has become a key component of the modern warfare environment both in terms of tactical and strategic approach. Nowadays, it seems nigh inconceivable for an operative team not to include at least one field infowar expert, commonly called Tactical Hackers. The function of a Tactical Hacker is to provide offensive and defensive data and communications capabilities in real time. Offensive tactical infowar is the application of a small-scale, focused, destructive force to enemy information systems, computers, and networks in order to disrupt their weapons systems, their command and control capabilities, and their most sophisticated pieces of technology. Defensive tactical infowar on the other hand is the protection of allied systems from hostile disruption, and has become one of the most critical aspects of military planning and a continuous headache for operational strategists from all military and security forces in the Human Sphere.

HEAVYWEIGHT

This Special Skill refers to those troopers possessing a size or volume bigger than the usual in their Troop Type category.

HEAVYWEIGHT	AUTOMATIC SKILL
<i>Obligatory</i>	
EFFECTS	
» Troopers possessing this Special Skill cannot cross <i>Narrow Gates</i> , no matter the <i>Silhouette</i> Attribute they have.	
» The Movement of a Heavyweight trooper ends automatically whenever he passes through a <i>Wide Gate</i> , even if the movement route specified is cut short as a result. The trooper will be placed on the far side of the Wide Gate Marker, in base to base contact with it.	

In the military jargon the sport term "Heavyweight" is applied to those tactical gears or vehicles possessing an excessive size to the usual in their category. Generally, it is considered a derogatory term by engineers and pilots, applying it to obsolete units or those deployed in areas not accurate for their operational profile.



IMPERSONATION

This Special Skill allows the user to deploy farther than the rest of his army and avoid detection by disguising as an enemy. Impersonation has several states that represent how difficult it is to identify the user as a foe.

IMPERSONATION LEVEL 1. BASIC IMPERSONATION DEPLOYMENT SKILL

Optional, NFB, Fire-Sensitive.

EFFECTS

- » During the *Deployment Phase*, allows the user to deploy anywhere on the game table except for the enemy *Deployment Zone*.
- » Allows the user to deploy in the *Impersonation-1* state.
- » Allows the user to deploy inside the enemy *Deployment Zone* by making a *WIP* Roll.
- » Roll the user's *WIP* **after** placing him on the battlefield in order to determine the effects of a failed Roll.
- » The user cannot deploy in base to base contact with any other trooper.
- » This Level of Impersonation is less effective against armies formed by members of a species alien to the user. A human trooper (in a Haqqislam army, for example) with Basic Impersonation **can never adopt the *Impersonation-1* state against an alien army** (the Combined Army, for example).

IMPORTANT!

Any Level of Impersonation automatically grants its user the *Surprise Attack*, *Surprise Shot L1* and *Stealth* Special Skills.

Impersonation: Failing a Deployment Roll.

If the user fails his *WIP* Roll, he is penalized with a *Dispersion Roll*. Place the center of the Circular Template over the center of the deployed user's base.

If the Dispersion takes the user outside the game table, or anywhere he cannot deploy, place him inside your own *Deployment Zone* in base contact with one of the borders of the game table.

Additionally, if the user fails his Deployment Roll, he loses the option to deploy in the *Impersonation-1* state, must deploy as a figure and not a Marker, and loses any *Deployable Weapons* and/or *Equipment* deployed alongside him.

IMPORTANT!

You cannot use Impersonation to deploy in base to base contact with another figure, Marker or mission objective.

This is true of all Levels of the Impersonation Special Skill unless otherwise stated in the Level rules or the conditions of the scenario being played.



IMPERSONATION-1 (STATE)

ACTIVATION

- » Automatic during the *Deployment Phase*, provided the user passes the *WIP Roll* if necessary.
- » During the user's *Active Turn*, by expending one Entire Order while outside enemy *LoF*.



EFFECTS

- » While in the *Impersonation-1* state, troopers are not represented by a model on the table but by an Impersonation-1 Marker (IMP-1).
- » Troopers cannot enter base to base contact with an *Impersonation-1* Marker.
- » Enemies cannot declare *Attacks* against a trooper in the *Impersonation-1* state.
- » In order to *Discover* an Impersonated-1 trooper, the enemy must pass a **Discover Roll with a -6 MOD**.
- » Upon a **successful Discover Roll**, the Impersonator enters the *Impersonation-2* state. To represent this, replace the Impersonation-1 Marker with an Impersonation-2 Marker (IMP-2).
- » **If an enemy fails his Discover Roll**, that enemy cannot attempt to *Discover* the same impersonator until the next (*Active or Reactive*) *Turn*.
- » In his *Active Turn* only, a trooper in the *Impersonation-1* state may use the **Surprise Attack** Special Skill.
- » In his *Active Turn* only, a trooper in the *Impersonation-1* state may use the **Surprise Shot L1** Special Skill to declare a *BS Attack* or a *Hacking Attack* that benefits from the Surprise Shot L1 *MODs*.
- » Impersonation-1 Markers (IMP-1) have a **360° LoF**.
- » Impersonation-1 Markers (IMP-1) retain the **Silhouette (S)** values printed on their Troop Profile.
- » This State does not affect Automatic Special Skills or Automatic Equipment.

CANCELLATION

A trooper's Impersonation-1 state is Cancelled whenever:

- » The impersonator declares a Skill other than **Cautious Movement** or a **Short Movement Skill that does not require a Roll** (except *Alert*). In that case, replace the Impersonation-1 Marker (IMP-1) with the user's figure.
- » The impersonator declares a **Surprise Attack** or a **Surprise Shot**.
- » The impersonator enters **base to base contact** with a trooper. In that case, replace the Impersonation-1 Marker (IMP-1) with the user's figure.
- » The impersonator is **Discovered**. In that case, the impersonator enters the *Impersonation-2* state. To represent this, replace the Impersonation-1 Marker with an Impersonation-2 Marker (IMP-2).

- » The impersonator becomes *Impetuous* (due to the *Frenzy* Characteristic or any other effect) or enters *Retreat!* state. In either case, the trooper loses his ability to use the Impersonation Special Skill. The trooper recovers his ability to use the Special Skill when the *Retreat!* situation is Cancelled. However, the trooper does not revert to the Impersonation-1 state. To regain the Impersonation-1 state, he must follow the *Activation* rules.

- » Whenever you replace an Impersonation Marker with the trooper's figure, place the model facing a direction of your choice.
- » When you place a figure on the battlefield, you are required to share all *Open Information* relative to that trooper.
- » The cancellation of Impersonation-1 state is applied to the whole declared Order. So, if a Impersonated trooper declares a *Move + BS Attack* Order, he will be considered discovered all along his Movement, even if the *BS Attack* would be performed at the end of that Movement.

IMPERSONATION-2 (STATE)

ACTIVATION

- » The *Impersonation-2* state activates when the trooper is *Discovered* while in the *Impersonation-1* state.



EFFECTS

- » While in the *Impersonation-2* state, troopers are not represented by a model on the table but by an Impersonation-2 Marker (IMP-2).
- » Troopers cannot enter base to base contact with an *Impersonation-2* Marker.
- » Enemies cannot declare *Attacks* against a trooper in the *Impersonation-2* state.
- » In order to *Discover* an Impersonated-2 trooper, the enemy must pass a *Discover Roll* that applies no *MODs*.
- » Upon a successful Discovery, replace the Impersonation-2 Marker (IMP-2) with the user's figure.
- » If an enemy fails his *Discover Roll*, that enemy cannot attempt to *Discover* the same impersonator until the next (*Active or Reactive*) *Turn*.
- » In his *Active Turn* only, a trooper in the *Impersonation-2* state may use the **Surprise Attack** Special Skill.
- » In his *Active Turn* only, a trooper in the *Impersonation-2* state may use the **Surprise Shot L1** Special Skill to declare a *BS Attack* or a *Hacking Attack* that benefits from the Surprise Shot L1 *MODs*.
- » Impersonation-2 Markers (IMP-2) have a **360° LoF**.
- » Impersonation-2 Markers (IMP-2) retain the **Silhouette (S)** values printed on their Troop Profile.
- » This State does not affect Automatic Special Skills or Automatic Equipment.

CANCELLATION

A trooper's Impersonation-2 state is Cancelled whenever:

- » The impersonator declares a Skill other than **Cautious Movement** or a **Short Movement Skill that does not require a Roll** (except *Alert*). In that case, replace the Impersonation-2 Marker (IMP-2) with the user's figure.
- » The impersonator declares a Surprise Attack or a Surprise Shot.
- » The impersonator enters **base to base contact** with a trooper. In that case, replace the Impersonation-2 Marker (IMP-2) with the user's figure.
- » The impersonator is **Discovered**. In that case, replace the Impersonation-2 Marker (IMP-2) with the trooper's figure.
- » The impersonator becomes *Impetuous* (due to the *Frenzy* Characteristic or any other effect) or enters *Retreat!* state. In either case, the trooper loses his ability to use the Impersonation Special Skill. The trooper recovers his ability to use the Special Skill when the *Retreat!* situation is Cancelled. However, the trooper does not revert to the Impersonation-2 state. To regain an Impersonation state, the trooper must follow the *Activation* rules of Impersonation-1 state.
- » Whenever you replace an Impersonation Marker with the trooper's figure, place the model facing a direction of your choice.
- » When you place a figure on the battlefield, you are required to share all *Open Information* relative to that trooper.
- » The cancellation of Impersonation-2 state is applied to the whole declared Order. So, if a Impersonated trooper declares a *Move + BS Attack* Order, he will be considered discovered all along his Movement, even if the *BS Attack* would be performed at the end of that Movement.

IMPERSONATION LEVEL 2.
IMPERSONATION PLUS DEPLOYMENT SKILL

Optional, NFB, Fire-Sensitive.

EFFECTS

- » This Level has the same effects and limitations as Impersonation L1, with one exception: Impersonation L2 may be used to impersonate a species alien to the user.

IMPORTANT!
 Enemies perceive an impersonator in the Impersonation-1 or Impersonation-2 state (IMP-1 or IMP-2 Marker) as an ally.

Reacting to an Impersonator

The only AROs available against an Impersonation Marker are Discover, Change Facing and Dodge.

Enemies in their Reactive Turn may delay their ARO declarations until the impersonator declares the second Short Skill of his Order.

Impersonation and Fire Special Ammunition

A trooper with Impersonation who is affected by **Fire** Special Ammunition, regardless of the outcome of the *ARM* Roll, loses the ability to use this Special Skill until it is repaired (by an *Engineer*, for example).

To indicate this, place a Burnt Marker (BURNT) beside the trooper

EXAMPLE OF IMPERSONATION AND BASE TO BASE CONTACT

In his Active Turn, a Hassassin Fiday in the Impersonation-1 Marker (IMP-1) state declares the first Short Skill of his Order: *Moving* into base to base contact with an enemy Fusilier. Since he ends his *Movement* in base to base contact, the Fiday reveals himself automatically: he loses his Impersonation-1 Marker state and the Marker is replaced by his figure. Remember that, as a rule, all events that take place during an Order are simultaneous. This means that by entering base to base contact at the end of his *Movement*, the Fiday is revealed and acts as a figure during his entire *Movement* route. The Impersonation-1 Marker (IMP-1) is replaced by the Fiday model the moment he declares his *Movement*, and this affects possible AROs.

Enemy troopers with *LoF* may react against the Fiday but, since he executes the first Short Skill of his Order as a figure and not a Marker, enemies cannot delay their ARO declarations.

They may, however, choose to react with an *Attack* against the Fiday. The Fusilier, now in base to base contact with the Fiday, may react by declaring a *BS Attack*, a *CC Attack*, or *Dodge*, for example.

Once enemies have declared their AROs, the Fiday declares the second Short Skill of his Order. He may declare *CC Attack*, *BS Attack* or *Dodge*, among others, depending on his foes' AROs.

The Fiday declares CC Attack. Assuming there are no other enemies with *LoF*, the best course of action for the Fiday is to declare a *CC Attack* against the lone Fusilier. This Roll is between the Fiday's *CC* Attribute and the Fusilier's *CC* (if his ARO is a *CC Attack*), *BS* (if his ARO is a *BS Attack*) or *PH* (if his ARO is *Dodge*).

However, since the *CC Attack* must be made in base to base contact, the Fiday may benefit from his *CC* Special Skills and their associated *MODs*.

If the Fusilier declares *Dodge* and wins the Face to Face Roll, he may disengage from base to base contact with the Fiday and move the distance allowed by *Dodging* in Reactive Turn, ending the order a few inches away from the Fiday.

The Fiday declares BS Attack. Imagine there is one other enemy with *LoF* to the Fiday besides the target Fusilier. In that circumstance, the Fiday declares a *BS Attack* as his second Short Skill, distributing his Light Shotgun's B 2 between his two foes.

In this scenario, there are two Face to Face Rolls between the active trooper's *BS* and the appropriate Attributes of his two enemies. If the Fusilier declares *CC Attack*, his *CC Attribute* is pitted against the Fiday's *BS*.

Like in the previous case, if that Fusilier declares *Dodge* and wins the ensuing Face to Face Roll, the two figures enter base to base contact briefly but the Fusilier gets to move as per his *Dodge* ARO, and ends the Order away from the Fiday figure.



The Fiday declares Dodge. Now imagine there are numerous enemies with *LoF* who declare Attacks against the Fiday. He might then decide to *Dodge* as his second Short Skill to maximize the chances of surviving the Order.

A Face to Face Roll is made between the *PH* Attribute of the Fiday and the corresponding attributes of his opponents. If the Fiday wins this Face to Face Roll, he evades all Attacks and ends the Order in base to base contact with the Fusilier.

Like in the previous cases, if that Fusilier declares *Dodge* and wins the ensuing Face to Face Roll, the two figures enter base to base contact briefly but the Fusilier gets to move as per his *Dodge* ARO, and ends the Order away from the Fiday figure.

IMPERSONATION EXAMPLE: REGAINING IMPERSONATION VS HIDDEN DEPLOYMENT

In her *Active Turn*, a player wants one of her figures with the Impersonation Special Skill to return to the Impersonation-1 Marker state. She confirms that there aren't any enemy figures or Markers with *LoF* to her trooper, and spends one Order to disguise him into 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 neither as a figure nor as a 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. Additionally, if the trooper in *Hidden Deployment* were to declare an *Attack* as his ARO, he would make a Normal Roll.

Operative assets under the *Impersonator* designation are considered infiltration experts and ace performers. On the field, they are equipped with sophisticated holographic masking gear. A master Impersonator can breach the enemy lines, eliminate a target and, posing as the target, take his place in the enemy ranks for a devastating blow weeks or months down the line. Impersonators are the ultimate assassins. No one is so well protected that an Impersonator cannot reach them, kill them, and then disappear amidst the crowd with the swap of a mask and a trick of smoke and mirrors.

INFILTRATE

The user of this Special Skill may deploy outside the limits of his own *Deployment Zone*. Infiltration is divided into several Levels.

Infiltrators have superior deployment capabilities that allow them to traverse the no-man's-land and penetrate the enemy lines undetected.

INFILTRATE LEVEL 0. INFERIOR INFILTRATION

DEPLOYMENT SKILL

Obligatory

EFFECTS

- » Troopers with this Special Skill **must deploy** outside their own *Deployment Zone*, and **in the enemy half of the game table**. To do that, they must attempt an *Infiltration Roll* (Normal PH-3 Roll).

INFILTRATE LEVEL 1. INFILTRATION

DEPLOYMENT SKILL

Optional

EFFECTS

This Level allows the user to choose between two forms of Deployment:

- » **Option A:** During the *Deployment Phase* and without a Roll, the user may deploy anywhere in his player's half of the game table, but never beyond the middle line.
- » **Option B:** During his *Deployment Phase*, the user may deploy anywhere in his opponent's half of the game table except the enemy *Deployment Zone*. To do that, the user must attempt an *Infiltration Roll* (Normal PH-3 Roll).

Infiltration Roll

The Infiltration Roll is a Normal *PH-3* Roll necessary to infiltrate beyond the mid line of the game table.

You must make the Infiltration Roll **after** placing the user of this Special Skill on the battlefield, in order to determine the effects of a failed Roll.

Failing an Infiltration Roll. If the user fails his Infiltration Roll, he must deploy inside his player's *Deployment Zone* and in contact with one of the edges of the game table.

Additionally, after failing an Infiltration Roll, the user loses the option to deploy in *Camouflaged* or *TO Camouflaged* state and the *Hidden Deployment* option granted by the *Camouflage and Hiding (CH)* Special Skill, as well as any *Deployable Weapons and Equipment* deployed alongside him, which are removed from the game table.

IMPORTANT!

You cannot use Infiltrate to deploy inside the enemy *Deployment Zone* or in base to base contact with another figure, Marker, or mission objective.

This is true of all Levels of the Infiltrate Special Skill unless otherwise stated in the Level rules or the conditions of the scenario being played.

INFILTRATE LEVEL 2. SUPERIOR INFILTRATION DEPLOYMENT SKILL

Optional

EFFECTS

- » Level 2 of this Special Skill is identical to Level 1, with the sole exception that the *Infiltration Roll* to use it is a **Normal PH+3 Roll**.

Modern military infiltration methods are tailored to the environment and the available technological resources. There are many ways to infiltrate an operative into enemy territory: by marine or submarine vehicle, by air or orbital craft, by a wide spectrum of mechanized ground vehicles, or simply on foot. All these methods share the essence of the mission: relinquishing the safety of the allied ranks, crossing the no-man's-land and entering the enemy lines undetected. Once in hostile territory, orders are usually to gather intel, to select targets, to monitor, to sabotage, to launch surgical attacks, or simply to spread chaos and confusion. But there is little hope of assistance if something goes wrong, and even if nothing does there's still a long way back to friendly turf.

IMMUNITY

Troopers with this Special Skill have an extraordinary innate or artificial capacity to withstand specific types of damage. There are several Immunities, but this Special Skill does not have numerical Levels.

IMMUNITY: POSSESSION AUTOMATIC SKILL

Optional

EFFECTS

- » The user is immune to any effect that would induce the *Possessed* state, including those from *Hacking Programs* and other special rules.

IMMUNITY: SHOCK AUTOMATIC SKILL

Optional

EFFECTS

- » The user is immune to the special effects of the *Shock* Special Ammunition, treating it like Normal Ammunition.

IMMUNITY: TOTAL AUTOMATIC SKILL

Optional

EFFECTS

- » The user is immune to the special effects of *Standard* Special Ammunitions—**AP, DA, EXP, Fire, Nanotech, Plasma, Shock, T2** (see *Infinity Human Sphere*)—and any other Special Ammunitions that state so explicitly, treating them like Normal Ammunition.
- » **Stun** Special Ammunition (see *Infinity Campaign: Paradiso*) does not force the user to make either ARM or Guts Rolls.

As part of the never-ending arms race between the blade and the shield, the global military complex never undertakes the design of a new weapon or ammunition without researching its countermeasures in parallel. But, despite the accumulated technological acumen of the Sphere, not all cases of resistance to exotic forms of damage can be explained as the result of human military research. Even today, research on the genetic possibilities of human-antipode hybridization yields groundbreaking results, and the mysteries of Dogface metabolism still lie uncovered.

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 his army's *Lieutenant*, whether chosen during the creation of the Army List or appointed during the battle.

EFFECTS

- » As long as the user of Inspiring Leadership remains on the battlefield in a non-Null state (any but *Unconscious, Dead, or Sepsitorized*), replace the *Training* Characteristic (**Regular/ Irregular**) of every other trooper in the *Army List* with the user's.
- » As long as the user of Inspiring Leadership remains on the battlefield in a non-Null state, all troopers under the user's command enjoy the benefits of the **V: Courage** Special Skill.
- » You may declare a **Coordinated Order** that includes the user by spending the Special Lieutenant Order only, without further expenditures of Command Tokens or extra Orders.
- » As long as the user of Inspiring Leadership remains on the battlefield in a non-Null state, his army will be not affected by the effects of the *Retreat!* rule.

Natural born leaders are recognized by their ability to inspire others effortlessly. Some of them have such overwhelming charisma that the men and women under their command would follow them without a second thought.

KINEMATIKA

This Special Skill allows the user to move further with a successful *Reactive Turn Dodge*.

Кинематика was the term chosen by the Special Training Section of the Russian Intelligence Services to refer to a series of tactical movement and in-combat relocation techniques developed by them. Kinematika techniques have the goal of gaining a tactical advantage in combat by advancing towards the enemy or into cover in a way that minimizes the possibility of being hit by enemy fire. Later on, this term was reclaimed by military research centers working on implant technologies to improve instinctual responses. With this technology, a soldier may display increased capacity for immediate acceleration, but only in short bursts to avoid overworking the tissues. This allows combatants to achieve spectacular momentum, enough to outrun Olympic champions over very short distances.



KINEMATIKA LEVEL 1

AUTOMATIC SKILL

*Obligatory***REQUIREMENTS**

- » The user may only benefit from the effects of this Special Skill when declaring *Engage* or *Dodge* in **Reactive Turn**.

EFFECTS

- » The user benefits from a 1-inch bonus to the movement distance allowed by the *Engage* ARO and the *Dodge* Skill in **Reactive Turn**.

KINEMATIKA LEVEL 2

AUTOMATIC SKILL

*Obligatory***REQUIREMENTS**

- » The user may only benefit from the effects of this Special Skill when declaring *Engage* or *Dodge* in **Reactive Turn**.

EFFECTS

- » The user benefits from a 2-inch bonus to the movement distance allowed by the *Engage* ARO and the *Dodge* Skill in **Reactive Turn**.

LIEUTENANT

The user of this Special Skill is the officer in command of his entire combat force. This Special Skill has different Levels, but any time a rule mentions the term 'Lieutenant' without specifying a Level, the statement applies to all Levels equally.

LIEUTENANT LEVEL 1

AUTOMATIC SKILL

*Obligatory, Private Information***REQUIREMENTS**

- » You must field exactly one single trooper with this Special Skill (regardless of Level) in your Army List.
- » Your Army List cannot include more than one trooper with this Special Skill (regardless of Level).

EFFECTS

- » The first Level of this Special Skill is printed on Troop Profiles as *Lieutenant*, without mentioning its Level.
- » The user of this Special Skill has a [Special Lieutenant Order](#) (see page 29).
- » During the *Tactical Phase*, if your army's *Lieutenant* is in a *Null* state (*Unconscious*, *Dead*...) or is not yet deployed on the game table, apply the [Loss of Lieutenant rules](#) (page 31).
- » Certain Special Skills, such as *Chain of Command* (see *Infinity Human Sphere*) may avert this situation.

In the military pidgin understood by soldiers across the Human Sphere, the term "Lieutenant" does not refer only to that specific officer rank, but to the generic call code for the leader of a combat force deployed for a special operation of some sort. This team leader might be anything from a sub-officer to an officer from the highest rungs of the military ladder, but they are all referred to as "LT" while the mission is underway, to confound enemy eavesdroppers. The Lieutenant is the direct

link between the boots on the ground and Mission Control, and has a wider range of operational options than a regular soldier. Every trooper in the task force uses the Lieutenant as reference. Lieutenants define the action parameters for the mission at hand, plan its tactical execution, and monitor its development on the ground, making choices in real time while intimately engaged with the enemy force. You want your LT to be a natural-born leader, quick to make a decision, and collected on the battlefield. A Lieutenant who commands respect and inspires confidence can be counted upon to secure a decisive, efficient victory.

MANNED

This Special Skill is characteristic of certain TAG and Vehicles with an actual on-board pilot who can abandon the cockpit and take arms if necessary.

MANNED

AUTOMATIC SKILL

*Obligatory***EFFECTS**

- » The user can be the target of certain *Hacking Programs* with that requirement.
- » Units with this Special Skill have an alternative *Troop Profile* with the *Pilot* Special Skill on it.
- » This Special Skill allows the user to receive Orders from its Order Pool despite being **Unconscious**. These Orders can only be used to Dismount the *Pilot* (see [General Movement Rules](#), page 61) and use the *Pilot's Troop Profile*.
- » A Manned trooper whose *Pilot* has dismounted cannot use its TAG or Vehicle *Troop Profile* to declare Orders or AROs.
- » The TAG or Vehicle figure of a Manned trooper whose *Pilot* has dismounted is still a valid target for enemy attacks.
- » If the TAG or Vehicle figure of a Manned trooper whose *Pilot* dismounted enters the *Dead* state, remove both the TAG or Vehicle and the *Pilot* from play.

MARKSMANSHIP

Users of this Special Skill are exceptional sharpshooters, adept at hitting their target's weakest spots and making every shot count.

Some soldiers earn renown for the spectacular precision of their shots, but more than anything the military values the capacity to be accurate and deadly even when firing instinctively from the hip. The ability to pull the trigger first and still hit the mark can be inborn or obtained through extensive training or a wealth of combat experience, but it is not something the average military professional can expect to achieve. The trick is to not just hit the target—there are visors and aim aids for that—, but find his unprotected points, and exploit his weaknesses. That is where the killer instinct of a predator shines through.





MARKSMANSHIP LEVEL 1 AUTOMATIC SKILL

Optional

REQUIREMENTS

- » The user may only benefit from this Special Skill when he declares a *BS Attack*.

EFFECTS

- » In addition to their usual Ammunition, all *BS Weapons* wielded by the user have *Shock Special Ammunition*.
- » The benefits of *Shock Special Ammunition* granted by Marksmanship are added to any other Special Ammunitions employed by the *BS Weapon*.
- » However, these benefits do not apply to *BS Weapons* with any of these Traits: **Throwing Weapon, Technical Weapon, and Non-Lethal**.

MARKSMANSHIP LEVEL 2 AUTOMATIC SKILL

Optional

REQUIREMENTS

- » The user may only benefit from this Special Skill when he declares a *BS Attack*.

EFFECTS

- » The user may ignore the negative **MOD to BS** imposed by the target's *Partial Cover*.

MARKSMANSHIP LEVEL X AUTOMATIC SKILL

Optional

REQUIREMENTS

- » The user may only benefit from this Special Skill when he declares a *BS Attack*.
- » The user must be using a *BS Weapon* with a *B* value of 2 or more after applying Modifiers.

EFFECTS

- » This Special Skill allows the user to **reduce the B value of his weapon to 1**, and in return apply to that single shot a **+6 BS MOD**. This *MOD* is added to any other applicable *MODs*.
- » This *Special Skill* is only usable in *Active Turn*.
- » Marksmanship Level X **does not include** any other Levels of the *Marksmanship Special Skill*.

MECHANIZED DEPLOYMENT

This Special Skill distinguishes those troopers, usually part of mechanized regiments, who have an enhanced freedom of deployment that stems from their use of transport vehicles.

MECHANIZED DEPLOYMENT LEVEL 1 DEPLOYMENT SKILL

Optional

REQUIREMENTS

- » All your troopers who use this Special Skill must deploy inside the *Zone of Control* of one of them, chosen by you..

EFFECTS

- » The user of this Special Skill may ignore the restriction to deploying outside his *Deployment Zone*, and may deploy anywhere in his half of the gaming table.

IMPORTANT!

You cannot use Mechanized Deployment to deploy in base to base contact with another model, Marker, or mission objective.

NOTE

If a unit's Troop Profile indicates only "Mechanized Deployment", consider that unit to have Level 1 of this Special Skill.

Soldiers with access to mechanized deployment methods usually belong to Mechanized Infantry units that rely on armored vehicles to reach forwards positions from which to cover their comrades' advance. Mechanized Infantry corps are a staple of expeditionary forces, and are often tasked with security in hostile environments, owing to their superior mobility, protection, and firepower compared to Light Infantry units. However, these units also have heightened maintenance and personnel requirements. The extra burden to supply lines and, particularly, their excessive conspicuousness, make use of these units inadvisable in quick in-and-out missions or covert operations.

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 each of your troopers with MetaChemistry on the table for deployment, you may roll on the *MetaChemistry Table* once to determine that trooper's extra *MOD* or Special Skill.



METACHEMISTRY

1-3	Natural Armor (+1 ARM)	12-13	V: No Wound Incapacitation
4-5	V: Dogged	14	Sixth Sense L2
6	Bioimmunity	15-16	Regeneration
7-8	Enhanced Mobility (MOV: 8-4)	17-18	Super-Jump
9	Reinforced Biotech (+6 BTS)	19	Climbing Plus
10-11	Enhanced Physique (+3 PH)	20	Total Immunity

MetaChemistry is the codename for a nano-chemical compound designed to control aggression and induce physical fitness in a military environment. As a side effect of the MetaChemistry memetic conditioning, the subject becomes more receptive to physical, neural, and metabolic augmentations in the form of cybernetic and biotechnological implants.

MORAT

A Special Skill that codifies the toughness and sense of duty so characteristic of members of the Morat species.

MORAT

AUTOMATIC SKILL

Obligatory

EFFECTS

- » This trooper has the Special Skills *Veteran L1* and *Religious Troop*.

Morats are the quintessential militaristic race. Morat troops have a strong sense of belonging to their appointed combat units. Their training fosters the formation of attack forces where personal notions of duty and honor are replaced by their collective counterparts. Morats are always stern and disciplined, and can be trusted upon to fight to the last of them, never disbanding or retreating until their mission is fulfilled.



MULTITERRAIN

This Special Skill distinguishes its user as having a special competence to operate in a variety of environments.

MULTITERRAIN

AUTOMATIC SKILL

Optional

REQUIREMENTS

- » Before deploying, the user must choose which *Type of Terrain* to specialize in.
- » The user can choose only one single *Type of Terrain* from those listed in the rulebook (*Water, Desert, Mountain, Jungle or Zero-G*).
- » If the Troop Profile includes a list of *Types of Terrain* in parentheses after Multiterrain, then the user may only choose from that list.
- » You must declare the user's chosen *Type of Terrain* when you deploy him.

EFFECTS

- » Troopers with this Special Skill can move normally through the *Type of Terrain* of their choosing, ignoring all the usual restrictions to Movement imposed by Difficult Terrain and Very Difficult Terrain (see *MOV Difficulty*, page 162).

Special units with an expeditionary calling prepare carefully for each mission, going as far as using simulators or seeking training areas with similar environmental characteristics to their next deployment. Some other units have their headquarters in locations with a variety of adverse environments nearby, such as on a river delta surrounded by rainforest. Such 'lucky' soldiers are accustomed to the quirks of their homeland, and can move around their known terrains with ease.

NON-HACKABLE

Whatever technological systems this unit might carry are rudimentary enough 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* include that the target be a specific *Troop Type* (HI, REM, TAG...) usually subject to hacking attempts.

NON-HACKABLE EXAMPLES

A Veteran Kazak, part of a Non-Hackable unit whose Troop Type is HI, cannot be the target of *Hacking Programs* such as *Gotcha!*, *Basilisk* or *Carbonite*, even though the *Requirements* of these *Hacking Programs* necessitate only that the target be a HI. These *Hacking Programs* manipulate systems that are absent in the Veteran Kazak's primitive HI armor suit.

However, the Veteran Kazak could be the target of a *Hacking Program* such as *Spotlight*, which induces the Targeted state, because its *Requirements* don't specify the target must belong to a series of Troop Types. This is because this *Hacking Program* doesn't rely on the target's HI armor systems, but instead uses external systems, such as air-remotes and satellites, to tag him.

SPECIAL SKILLS

Anachronistic as it may sound, entire technological systems still used in the Sphere do not have datasphere access capabilities. Despite the obvious detrimental effects in terms of performance, efficiency, and sustainability, imperviousness to computer intrusion can be a beneficial side effect in a military environment where cyber-combat is a key tactical element. As the Ariadnan forces demonstrated during the Commercial Conflicts, a shrewd strategist can exploit this upside to great effect.

PARAMEDIC

Paramedics provide their unit with first aid treatment on the field.

PARAMEDIC	AUTOMATIC SKILL
<i>Obligatory</i>	
EFFECTS	
» A Paramedic is equipped with <i>MediKits</i> to stabilize his fallen comrades.	
» A Paramedic's supply of <i>MediKits</i> is unlimited.	
» In certain missions and scenarios, Paramedics are considered <i>Specialist Troopers</i> , that is, they meet the requirements to fulfill certain mission objectives.	

Paramedics are foot soldiers with specific emergency combat trauma and first aid treatment. With their limited medical knowledge and instruments, Paramedics help their patients survive during those critical first few minutes after a combat injury takes place, giving them the chance to reach a field hospital and receive proper medical treatment. Combat Paramedics are practically indistinguishable from their regiment's regular troops, except for their *MediKit* bag full of charges.

PILOT

Users of this Special Skill are pilots or drivers of vehicles or TAG with the *Manned* Special Skill.

PILOT	AUTOMATIC SKILL
<i>Obligatory</i>	
REQUIREMENTS	
» This Special Skill activates only when the user deploys on the game table.	
EFFECTS	
» This Special Skill allows the user to use an alternative <i>Troop Profile</i> .	
» This <i>Pilot Troop Profile</i> is usable only after the trooper declares a <i>Move Short Skill</i> and specifies he will use it to Dismount his <i>Manned</i> TAG or Vehicle.	
» The <i>Pilot Troop Profile</i> may also activate as a result of a successful enemy <i>Hacking Program</i> with that <i>Effect</i> .	
» The Pilot of an <i>Unconscious</i> Vehicle or TAG generates no Orders for himself or for his Order Pool.	
» The Pilot of an <i>Unconscious</i> Vehicle or TAG is not considered either as a survivor or a casualty for <i>Victory Points</i> , <i>Retreat!</i> or any other purposes.	



REGENERATION

This Special Skill represents the capacity of certain troopers to mend the *Wounds* they incurred and overcome *Unconsciousness* without external help.

REGENERATION	ENTIRE ORDER
<i>Optional</i>	
EFFECTS	
» This Special Skill allows its user to spend the Entire Order required to activate it even when on the battlefield in a <i>Null</i> state.	
» Regeneration allows its user, by passing a <i>PH</i> Roll, to regain 1 point previously lost from his <i>Wounds</i> Attribute .	
» If the user fails his <i>PH</i> Roll, he loses 1 additional point from his <i>Wounds</i> Attribute.	
» If the user is <i>Unconscious</i> and fails his <i>PH</i> Roll, he immediately <i>Dies</i> and is removed from play.	
» If the user lost enough points from his <i>Wounds</i> Attribute to enter the <i>Dead</i> state before he could attempt to activate Regeneration, he cannot use this Special Skill and must be removed from play. (For example, if a trooper with <i>Wounds</i> 1 receives three hits from a <i>Burst</i> and fails two <i>Armor</i> Rolls).	
» Troopers with Regeneration do not generate Orders for themselves or for their <i>Order Pool</i> while they are <i>Unconscious</i> .	
IMPORTANT!	
Regeneration automatically grants its user the <i>Shock Immunity</i> Special Skill.	
Regeneration is compatible with the use of <i>MediKit</i> or <i>Doctor</i> . This means that a trooper with Regeneration can be healed by Regeneration after being healed by a <i>Paramedic</i> or a <i>Doctor</i> , and vice versa, as long as all Requirements are met.	

When we say 'Regeneration', what we mean is that the organism is endowed with super-human self-healing and physical repair capabilities. Commonly referred to as "healing factor", this ability allows the subject's metabolism to repair tissue damage much faster than normal humans do. Regenerative individuals also exhibit resistances to a wide array of diseases, almost to the point of biological immunity to sickness.

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

- » Troopers with this Special Skill pass all their *Guts Rolls* automatically without rolling any dice.
- » This means that troopers with this Special Skill **are forced to hold their position** and cannot withdraw or seek cover after surviving one or more *ARM* or *BTS* Rolls.
- » However, the user has the chance to voluntarily make a *Guts Roll* after surviving one or more *ARM* or *BTS* Rolls or a Non-Lethal *Attack*.
- » In that case, the Religious Troop Special Skill makes that *Guts Roll* have the **opposite effect**, that is, the user must pass his *Guts Roll* in order to go *Prone* or move up to 2 inches to abandon the danger zone, gain *Cover* or improve his *Cover*.
- » This movement can never be towards the enemy who declared the *Attack*, nor can it be used to enter base to base contact with an enemy.
- » Troopers with the Religious Troop Special Skill are unaffected by the **Retreat!** rules, acting normally until the end of the game.
- » Additionally, during a *Retreat!* situation, troopers with this Special Skill **cannot voluntarily abandon the game table** unless the scenario rules indicate otherwise.

RELIGIOUS TROOP EXAMPLE

A PanOceania Father-Knight who is in *Partial Cover* is hit by an *Attack* but survives all *ARM* Rolls. Since he has the Religious Troop Special Skill, he does not have to make a *Guts Roll* and must maintain his position.

However, the Father-Knight decides he is too exposed in that spot. After making all necessary *ARM* Rolls, and before the Order sequence ends, the Father-Knight declares he will attempt to make a *Guts Roll* to seek cover. If he passes the *Guts Roll*, he may declare *Prone* or move 2 inches seeking *Total Cover*.

If nothing else, the military history of the Human race has shown fanaticism, religious or otherwise, to be an excellent tactical recourse. Countless battles, by all accounts hopelessly lost, have seen the tide turn by dint of the deeply held convictions and the fervent stubbornness of the losing side. A troop's morale, their belief in the loftiness of their goal, is the key to victory.



SAT-LOCK

The user of this Special Skill is able to connect to the satellite network and use it to detect hidden threats and remotely tag enemies as artillery targets.

SAT-LOCK

ENTIRE ORDER

Comms Attack, Comms Equipment, Optional, No LoF, Zone of Control.

REQUIREMENTS

- » In addition to Sat-Lock, the user must also have both the *Forward Observer* and *Sensor* Special Skills.
- » The target must be inside the user's **Sensor Area**.

EFFECTS

- » This Special Skill allows its user to declare a *Comms Attack* with a **WIP-6** Roll against a target within **Sensor Area**.
- » This Roll applies no further *MODs* (for *Range*, *Cover*, *CH*, *ODD...*) or bonuses unless otherwise specified.
- » Upon a successful Roll, the target enters the **Targeted** state, signified by a Targeted Marker (TARGETED).
- » The user need not have **LoF** to the target.
- » With this Special Skill, the *Comms Attack* may be declared against an enemy **Camouflage** or **TO Camouflage Marker**. In that case, a successful Roll not only tags the target as *Targeted*, but also *Discovers* him, replacing the Marker with the target's model.

For centuries, the scope of warfare has tended to expand upwards. Nowadays, any theater of operations is covered in air-remotes and flying tactical units that monitor and broadcast the progression of the battle in real time. But in-situ surveillance units are extremely fragile and vulnerable to hostile activities. This led to further vertical expansion into orbital support for foot soldiers, particularly in the form of low-orbit spy satellites with extremely sophisticated and precise tracking systems. The most efficient way to harness the potential of this satellite network is through specialized units with the tactical role of identifying threats and locating priority targets. With eyes in the sky and appropriate fire support, the operational performance of these units goes through the proverbial roof.



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 *Range* or *Camouflage* and *Hiding* Modifiers) to simultaneously *Discover* all enemy troopers, Weapons or pieces of Equipment in the *Hidden Deployment*, *Camouflaged* or *TO Camouflaged* states inside the user's *Sensor Area*.
- » To declare Sensor, you do not need to have *LoF* to the target, or indeed designate any target at all.
- » Enemies with the *CH: Camouflage* or *CH: TO Camouflage* Special Skills cannot regain the *Camouflaged* or *TO Camouflaged* state inside the *Zone of Control* of a trooper with the Sensor Special Skill.
- » Sensor also grants its user, automatically and without making Rolls or spending Orders, a +6 *MOD* to *WIP* when declaring **Discover** against *Camouflage* or *TO Camouflage* Markers.
- » Sensor also grants its user the ability to declare *Sensor: Triangulated Fire*.

SENSOR: TRIANGULATED FIRE ENTIRE ORDER

BS Attack, Optional.

REQUIREMENTS

- » The user must have the *Sensor* Special Skill.
- » The user must also have *LoF* to the target.

EFFECTS

- » Allows the user to declare a *BS Attack* with one of his *BS Weapons* against a target within *LoF* by making a *BS-3 Roll*, ignoring all other applicable *MODs* (*Range*, *Cover*, Special Skills such as *Camouflage*, *TO*, *ODD...*).

REMEMBER

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.

Sensor and Area of Effect

Sensor is an Area of Effect Special Skill: it does not require a target, but instead applies equally over an Area of Effect and may reveal several Markers and enemies in Hidden Deployment with a single Roll.

Other than the number of available Orders, there is no limit to the number of times a trooper can declare the Sensor Special Skill in Active Turn, even on the same area.

SENSOR AREA

A trooper's Sensor Area is the Area of Effect of his Sensor Special Skill, and it comprises both his *Zone of Control* (ZoC) and the *Zones of Control* of allied Sniffers.

What we call Sensor is the result of either high-sensitivity detection equipment or an impeccable sense of smell, with the end goal of being able to locate hidden enemies at short ranges. These detection systems can also aid in the precise triangulation of the target, resulting in more effective target acquisition. Sensor field assets are ideal trackers and watchdogs; a perimeter of these can make an area unassailable via surreptitiousness.



SENSOR AREA



SHASVASTII

Racial Special Skill that represent the characteristic behavior of Shasvastii combatants when they fall *Unconscious*.

SHASVASTII

AUTOMATIC SKILL

Obligatory

EFFECTS

» Troopers with this Special Skill have a special form of Unconscious state called **SpawnEmbryo**.

SHASVASTII EXAMPLE

A Shasvastii Shrouded falls *Unconscious* and its player places a SpawnEmbryo Marker (SPAWN-EMBRYO) near its model. At the end of the Turn, the Shrouded, in the *SpawnEmbryo* state, is not counted as a casualty by its army.

During the following turn, an enemy hits the *SpawnEmbryo* Shrouded with a successful *BS Attack*. The Shrouded maintains its usual *ARM* value in the subsequent *ARM Roll*, but nevertheless fails and is removed from play. At the end of that *Turn*, the Shrouded finally joins the list of casualties.

As a fundamental part of their obsessive plan to colonize the entire universe, the Shasvastii race has voluntarily bioengineered its physiology to guarantee the survival of the species, if not of any individual member. With these modifications, all Shasvastii carry inside their torso a *SpawnEmbryo* with which to seed new territories or maintain control of a contested area even after the death of the host.

The alien morphophysiology of the Shasvastii, a result of their overdeveloped survival instinct, is nothing like our own. All Shasvastii are partially hermaphroditic and host a fast-growing *SpawnEmbryo* that can be planted in enemy territory. These *SpawnEmbryos* are also capable of feeding on the host's corpse, thus increasing the chances of survival of the genetic strain. After a short time, the *SpawnEmbryo* hatches a full-grown Shasvastii with the hard-coded genetic instructions necessary to advance the expansionist agenda of the Shasvastii Continuum.

SPAWN-EMBRYO (STATE)

LABELS

Null

ACTIVATION

» This state is activated when a trooper with the Special Skill *Shasvastii* would fall *Unconscious*.



EFFECTS

Spawn-Embryo is the name of the *Unconscious* state for troopers with the Special Skill *Shasvastii*.

The Spawn-Embryo state works like the *Unconscious* state, with the following discrepancies:

- » Instead of placing an Unconscious Marker (UNCONSCIOUS) next to the trooper, place a Spawn-Embryo Marker.
- » During the game, troopers in the Spawn-Embryo state **do not count as casualties** for the purposes of **determining the total point cost of surviving troopers**. Similarly, the opposing army cannot count them as casualties when determining the point cost of eliminated troopers.
- » If a trooper in the Spawn-Embryo state receives an *Attack*, it uses the regular *ARM* value indicated in its profile.
- » Troopers in the Spawn-Embryo state are not removed from the battlefield even if their player does not have the means to heal them (*Doctor*, *Paramedic*, *AutoMediKit*...).
- » At the end of the game, troopers in the Spawn-Embryo state are treated like *Unconscious* troopers, that is, **they do not count towards their players' Victory Points**.

CANCELLATION

- » As with the *Unconscious* state, a trooper in the Spawn-Embryo state that loses one or more further *Wounds* points enters the *Dead* state and is removed from play as a casualty.
- » Similarly, as with the *Unconscious* state, the Spawn-Embryo state is cancelled if the trooper regains at least one point of its *Wounds* Attribute and enters the Normal state thanks to being healed by a Special Skill (*Doctor*, *Regeneration*...), a piece of Equipment (*AutoMedikit*, *MediKit*...), or any other effect.

REMEMBER

The Spawn-Embryo state is a type of *Unconscious* state, and troopers in either state do not generate Orders.



SIXTH SENSE

Troopers with this Special Skill have an uncanny ability to sense imminent threats. There are several levels of Sixth Sense representing the extent of this ability.

Sixth Sense is an instinctive knack—or a recreation thereof by means of a threat-evaluating pseudo-AI—for locating immediate threats to one’s safety. Soldiers with Sixth Sense are somehow capable of perceiving the hostile intentions of an enemy without actually seeing him, thus reacting with swiftness and adroitness to surprise attacks.

SIXTH SENSE LEVEL 1

The user of this Level is never caught unawares by rear attacks or hidden enemies within earshot.

SIXTH SENSE LEVEL 1	AUTOMATIC SKILL
<i>Optional, Zone of Control.</i>	
REQUIREMENTS	
In order to use Sixth Sense L1,	
» An enemy must be inside the user’s Zone of Control.	
» That enemy must declare an Attack against the user.	
EFFECTS	
» Allows the user to respond with a Face to Face Roll to Attacks (and only Attacks) directed at him by an enemy inside his Zone of Control, even without LoF to the attacker and regardless the facing of the user.	
» In Close Combat, the user may ignore the negative MOD to his Roll imposed by an enemy Surprise Attack.	
» If the user is the target of a Surprise Shot from within his Zone of Control, he may ignore the negative MOD to his Roll imposed by any level of that Special Skill.	
» Sixth Sense L1 allows its user to respond to Attacks against him through a Zero Visibility Zone without suffering the usual -6 MOD, as long as the attacker is within the user’s Zone of Control.	
» In the Reactive Turn, Sixth Sense L1 allows its user to delay his ARO declaration until after the declaration of the second Short Skill of the enemy inside his Zone of Control.	
» When attacked with a template weapon from outside his LoF but within his ZoC, the user may ignore the -3 MOD to Dodge a template from outside his LoF.	

EXAMPLE OF SIXTH SENSE L1 VS A TO CAMOUFLAGE MARKER

A TO Camouflaged Spektr declares the first Short Skill of his Order: Moving towards a Maakrep Tracker with her back turned. The Spektr is inside the Tracker’s Zone of Control, but he has not declared an Attack so she cannot use her Sixth Sense L1 to shoot back.

The Maakrep Tracker chooses to delay her ARO declaration until after the Spektr declares his second Short Skill. The Maakrep Tracker is allowed to delay her ARO both because the active trooper is a TO Marker and because of her Sixth Sense L1. The Spektr declares a BS Attack as the second Short Skill of his Order. Now that she is the target of an Attack, the Maakrep Tracker may benefit from her Sixth Sense L1 to react as if she was facing the Spektr and ignore the handicap imposed by the Spektr’s Surprise Shot L1. The Tracker chooses to declare a BS Attack so the Order is resolved with a Face to Face BS Roll between both soldiers.

EXAMPLE OF SIXTH SENSE L1 VS A REAR ATTACK

An Alguacil, in his Active Turn, declares the first Short Skill of his Order: Moving towards a Maakrep Tracker with her back turned, keeping outside her LoF. The Alguacil is now inside the Tracker’s Zone of Control so she uses her Sixth Sense L1 Special Skill to delay her ARO, waiting for the Alguacil to make his move.

The Alguacil declares a BS Attack as the second Short Skill of his Order. Now that she is the target of an Attack, the Maakrep Tracker uses her Sixth Sense L1 to react as if she was facing towards the Alguacil. The Tracker chooses to declare a BS Attack so the Order is resolved with a Face to Face BS Roll between both soldiers.

Had the Alguacil declared a further Movement instead of a BS Attack, the Maakrep Tracker would have been able to declare an ARO against an unseen active enemy inside her Zone of Control (Change Facing).

SIXTH SENSE LEVEL 2 (AUTOMATIC SKILL)

The user of this Level cannot be taken by surprise by Camouflaged, TO or Impersonated enemies, or by enemies outside his Line of Fire.

SIXTH SENSE LEVEL 2	AUTOMATIC SKILL
<i>Optional</i>	
REQUIREMENTS	
» In order to use Sixth Sense L2, the user must be the target of an Attack.	
EFFECTS	
» Allows the user to respond with a Face to Face Roll to Attacks (and only Attacks) directed at him by an enemy outside his LoF and regardless the facing of the user.	
» If the user is the target of a Surprise Shot, he may ignore the negative MOD to his Roll imposed by any level of that Special Skill.	
» Sixth Sense L2 allows its user to respond to Attacks against him through a Zero Visibility Zone without suffering the usual -6 MOD.	
» When attacked with a template weapon from outside his LoF the user may ignore the -3 MOD to Dodge a template from outside his LoF.	

Sixth Sense Special Skill and Speculative Fire

A trooper with Sixth Sense may react to a Speculative Fire Attack against him from outside his LoF by declaring a Dodge, Engage... with an unmodified PH Roll, as if the attacker was inside his LoF. In the case of Sixth Sense L1, this is only true as long as the attacker is inside the user’s ZoC. Sixth Sense L2 has no such range restriction.

Sixth Sense Special Skill and Guided Weaponry

Similarly, a trooper with Sixth Sense may react to an Attack with a Guided weapon declared against him from outside his LoF by declaring a Dodge, Engage... with an unmodified PH Roll, as if the attacker was inside his LoF. In the case of Sixth Sense L1, this is only true as long as the attacker is inside the user’s ZoC. Sixth Sense L2 has no such range restriction.

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 LEVEL 1	AUTOMATIC SKILL
<i>Optional</i>	
REQUIREMENTS	
» In order to benefit from this Level of Strategos, the user must be his army's <i>Lieutenant</i> .	
EFFECTS	
» At the beginning of your <i>Active Turn</i> , during your <i>Order Count</i> , replace the <i>Special Lieutenant Order Marker</i> with a Regular Order Marker.	
» Add this Marker to the Order Pool of the user's <i>Combat Group</i> .	

STRATEGOS LEVEL 2	DEPLOYMENT SKILL
<i>Optional</i>	
REQUIREMENTS	
» In order to benefit from this Level of Strategos, the user must be his army's <i>Lieutenant</i> .	
EFFECTS	
» During the <i>Deployment Phase</i> , you may set aside two troopers to deploy after your opponent instead of the usual one.	

STRATEGOS LEVEL 3	DEPLOYMENT SKILL
<i>Optional</i>	
REQUIREMENTS	
» In order to benefit from this Level of Strategos, the user must be his army's <i>Lieutenant</i> .	
EFFECTS	
» During the <i>Deployment Phase</i> , you may prevent your opponent from setting aside one trooper to deploy after you.	

EXAMPLE: STRATEGOS L2 VS STRATEGOS L3

An army led by a Strategos L2 facing an army led by a Strategos L3 may set aside one trooper in the *Deployment Phase*, while the L3 may set aside two.

EXAMPLE: STRATEGOS L3 VS STRATEGOS L3

Two armies led by Strategos L3 troopers deploy normally, each setting aside one trooper to deploy after the opponent.

Etymologically, the Greek verb *Stratego* means “to plan the destruction of one’s enemies through effective use of resources”. But a modern Strategos not only masters the Art of War, he lives by it. Every action is a reflection of its principles, and every strategy must be studied, planned, revised, and updated constantly. That’s why a Strategos is always your ‘man with a plan’.

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
<i>Movement, Optional</i>	
EFFECTS	
» This Special Skill alters the user's <i>Jump Skill</i> from an Entire Order Skill to a Short Movement Skill.	
» It also allows the user to jump vertically, diagonally or horizontally as many inches as the first value of his <i>MOV</i> Attribute.	
» Super-Jump allows its user to declare other Short Movement Skills or Short Skills (<i>Jump + BS Attack</i> , for example) while jumping in the air.	
» The user may declare the <i>Jump Skill</i> as an Entire Order to add up both his <i>MOV</i> values into one single mighty jump.	
» However, as with the <i>Jump Skill</i> , the user cannot benefit from <i>Partial Cover MODs</i> while in the air. The user of Super-Jump may benefit from <i>Partial Cover MODs</i> (assuming all other requirements are met) while on the ground, at the beginning and end of the jump.	

Obstacles

When the user of Super-Jump moves normally on the ground, he may vault over obstacles up to his height without penalty.

Fall Damage and Super-Jump

A trooper with Super-Jump only suffers Fall Damage on the portion of his fall that exceeds the sum of both his *MOV* values in inches. In other words, subtract the user's total *MOV* value from his fall distance to calculate Fall Damage. For example, a Super-Jumper with *MOV* 4-4 who leaps down from the rooftop of a 10-inch building suffers Fall Damage for the last 2 inches ($10 - 4 - 4 = 2$). By *Falling Damage* rules (see page 43), he must make an *ARM Roll* to overcome a Damage 10 hit.

Falling and AROs

Enemies may react normally in ARO to an activated trooper's free fall movement, even if the fall causes the active trooper to move farther than his *MOV*.

REMEMBER

When declaring the use of Super-Jump, you must specify the exact trajectory the trooper will follow, so that the opponent may declare the appropriate AROs.

Troopers have a *LoF* arc of 360° while they are moving.



SUPER-JUMP EXAMPLE

In the Super-Jump Example Diagram, you can see the three most common situations for this Special Skill. The protagonist is Tarik Mansuri, who has Super-Jump, MOV 6-4, Wounds 2 and Silhouette 5.

A - An obstacle of the same height as the trooper (for simplicity's sake, 1 inch tall). Tarik may move straight through it, traversing the entirety of this first MOV value (Graphic A).

B - An obstacle of the maximum height Tarik can jump and still execute another Short Skill (such as BS Attack). During Tarik's 6-inch jump, and while he is peeking over the obstacle to make a BS Attack, he cannot benefit from Cover MODs. The 4-inch fall is harmless to Tarik, as it is shorter than the sum of his MOV values (Graphic B).

C - A more complex situation. Tarik is overlooking a 12-inch drop, and he has several possible declarations, depending how daring he feels today.

Avoid risking an ARM Roll. To do so, Tarik has several options:

Just declaring a Super-Jump Short Skill + BS Attack or Move after hitting the ground, Tarik can:

To jump vertically downwards to the ground (Graphic C-1).

Jump diagonally down up to point W (Graphic C-2).

By declaring a single Super-Jump adding both his MOV values (6 + 4 = 10), Tarik can jump diagonally down up to point Z (Graphic C-3).

Choosing Jump + Move would have the same effect as declaring a single Super-Jump in one direction. It would also allow Tarik to Move into a more beneficial position after landing.

Either way, enemies who see Tarik falling may declare AROs.

Risk an ARM Roll. In this situation Tarik has several options:

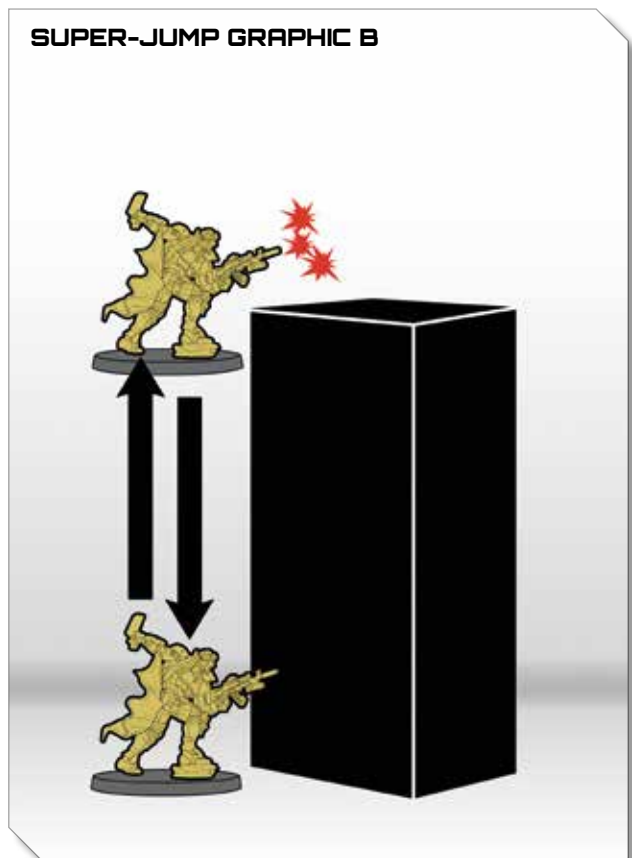
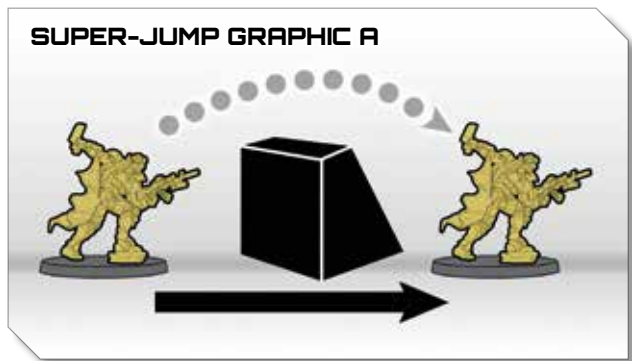
To jump horizontally up to the point X declaring a Super-Jump Short Skill + BS Attack or Move after hitting the ground. The height of the falling will force Tarik to make a Fall Damage ARM Roll (Graphic C-4).

By declaring a single Super-Jump adding both his MOV values (6 + 4 = 10), Tarik can:

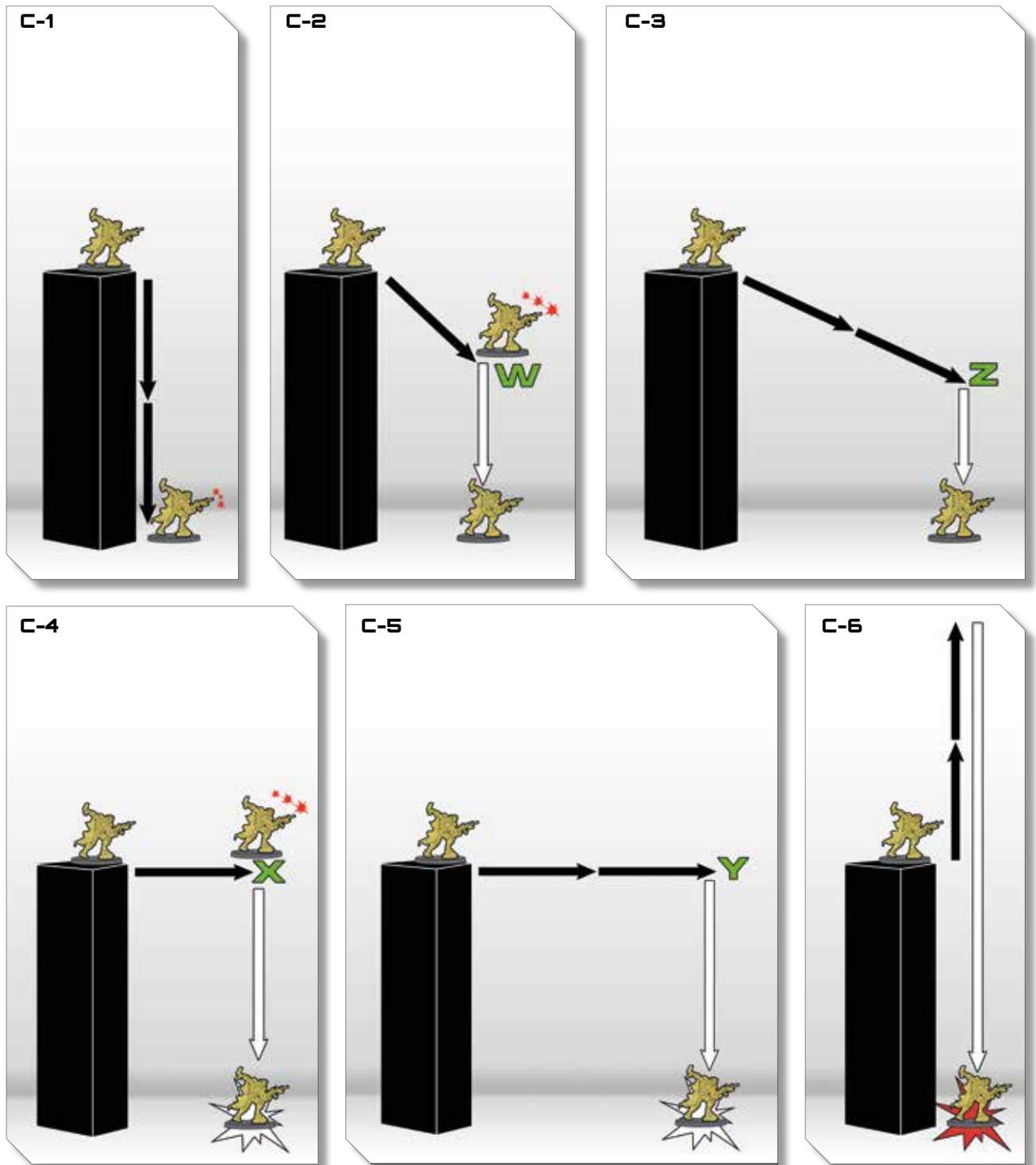
To jump horizontally up to the point Y that signals the longest possible forward jump, a horizontal leap. Tarik will be forced to make a Fall Damage ARM Roll (Graphic C-5).

To jump vertically. If Tarik jumps upwards beyond an 22-inch height, then he will fall to his Death because the accumulated Damage would exceed what Tarik could overcome with an ARM Roll (Graphic C-6).

As before, enemies who see Tarik falling may declare AROs.



SUPER-JUMP GRAPHIC C



Urban combat is characterized by its vertical development, so having mobility options that bypass obstacles and clear gaps when walkways and ledges have fallen to the crossfire is an unquestionable advantage. For this reason, many avenues of research into improved personal tactical gear include short-range retro-propulsion units, most of which allow soldiers to literally advance by leaps and bounds on the battlefield. Irregular assets of Antipodean origin, and many of the Dog-Warrior hybrids, require little to no training to control the trajectory of their powerful pounces, relying instead on their instincts. But nothing catches the eye quite like the results of certain Super-Soldier programs—namely

Runihura, meaning *Destructor*—developed behind closed doors at certain Haqqislamite biotech labs. These fascinating experiments give us a glimpse of what may be Humanity's next evolutionary step.



SURPRISE SHOT

Using this Special Skill, a trooper can open fire upon unsuspecting enemies, making them fumble to respond.

SURPRISE SHOT L1		SHORT SKILL
<i>BS Attack, Optional</i>		
REQUIREMENTS		
<ul style="list-style-type: none"> » In addition to Surprise Shot, the user must be able to use one of the Special Skills <i>CH: Camouflage</i>, <i>CH: Limited Camouflage</i>, <i>CH: TO Camouflage</i>, <i>Impersonation</i> or any other that explicitly allows its user to make Surprise Shots. » The user of this Special Skill must be in a Marker state (<i>Camouflaged</i>, <i>TO</i>, <i>Impersonation-1...</i>) or in the Hidden Deployment state at the time when he receives an Order and activates. 		
EFFECTS		
<ul style="list-style-type: none"> » In a Face to Face Roll between the user's <i>BS Attack</i> or <i>Hacking Attack</i> and an enemy, the enemy suffers a -3 MOD to the relevant Attribute. This -3 MOD is added to other MODs caused by <i>Camouflage</i> and <i>Hiding</i>, <i>Range</i>, <i>Cover</i>, etc. » The user of this Special Skill cannot declare Surprise Shot again until he regains the <i>Marker state</i>. 		

The special training undergone by all operatives with concealment, camouflage and disguise backgrounds invariably includes setting up effective ambushes and making the most of an unforeseen fire vector with lightning attacks. After an attack so quick that the befuddled victims can do nothing to save themselves, the operative is free to relocate onto a new vantage point.

TERRAIN

Troopers with this Special Skill have superior reaction capabilities, packing as much of a punch in ARO as on the offense.

TERRAIN	AUTOMATIC SKILL
<i>Optional</i>	
REQUIREMENTS	
<ul style="list-style-type: none"> » The Type of Terrain on the game table must match the Type of Terrain printed on the user's Troop Profile. 	
EFFECTS	
<ul style="list-style-type: none"> » Troopers with this Special Skill can move normally through their appointed <i>Type of Terrain</i>, ignoring the all usual restrictions to <i>Movement</i> imposed by <i>Difficult Terrain</i> and <i>Very Difficult Terrain</i> (see <i>MOV Difficulty</i>, page 162). 	

TOTAL REACTION

Troopers with this Special Skill have superior reaction capabilities, packing as much of a punch in ARO as on the offense.

TOTAL REACTION	OPTIONAL
<i>Optional</i>	
EFFECTS	
<ul style="list-style-type: none"> » The user may use the full <i>Burst (B)</i> of his weapon against a single target in ARO. 	

Notes on Total Reaction

If the *BS Roll* is a Normal Roll, make as many Rolls as the weapon's *B* value, like you would in *Active Turn*.

If the *BS Roll* is a Face to Face Roll, the resolution is similar to firing in *Active Turn*, but taking more dice into account. Players make all *BS Rolls* and then compare them. All modified results that are better than the opponent's best Roll hit their mark and force the target to make an *ARM Roll*.

TOTAL REACTION EXAMPLE

Fusilier Angus is standing on open ground, 12 inches away from a Total Reaction-enabled Yaókòng Hùsòng Remote. In his *Active Turn*, Angus declares a *BS Attack* against the Yaókòng Hùsòng. The Remote reacts by declaring a *BS Attack* ARO. With its Total Reaction Special Skill, the Yaókòng Hùsòng shoots four times (his HMG has *B4*) instead of just once.

Angus' Combi Rifle has *B3*, so he makes three Face to Face *BS Rolls* against the Remote's four. Angus has *BS 12*. With his Combi Rifle's *Range MOD (-3)*, his modified Attribute is $12 - 3 = 9$. Angus rolls and gets a 3 (success), a 17 (failure) and an 8 (success). The Yaókòng Hùsòng has a modified *BS* of $11 + 3$ (*Range MOD*). His four dice show a 2 (success), a 14 (Critical hit), a 13 (success) and a 20 (failure). The Yaókòng Hùsòng gets to hit with all dice better than Angus' best (an 8). That means the Remote hits twice, with his 14 and his 13. As a result, Angus loses one point from his *Wounds* Attribute automatically (for the *Critical*) and must make one single *ARM Roll*.

With the help of special servos, response time enhancements and mobility systems, some units are capable of reacting faster and more accurately to threats, giving them an invaluable offensive-defensive edge. This feature is common among robotic units designed for surveillance and security, but anti-sniper units also exhibit similar capabilities.

TRANSMUTATION

This Special Skill represents the user's ability to transform into a different type of trooper with its own Attributes and Skills. The most illustrative example is a Dogface's transformation into a Dog-Warrior.

TRANSMUTATION	AUTOMATIC SKILL
<i>Obligatory</i>	
REQUIREMENTS	
<ul style="list-style-type: none"> » For this Special Skill to activate, the user must lose his first point of <i>Wounds/STR</i>. 	
EFFECTS	
<ul style="list-style-type: none"> » The user substitutes his Troop Profile with the alternative version indicated on the Army List. » Replace the user's model with his alternate form at the end of the Order in which he lost the first point of his <i>Wounds/STR</i> Attribute. From that moment on, the user adopts his alternate form's Troop Profile. » If the user does not have an alternate form model, place a Transmuted Marker (TRANSMUTED), or the specific Marker required by the user's alternate form, next to the user's model to represent his new status. » For example, use a Transmuted Marker (TRANSMUTED) to mark that a Fractaa has adopted her Survival Form. » If the user lost more than one point of his <i>Wounds/STR</i> Attribute during the Order, deduct the remainder from the new profile at the end of the Order. 	

TRANSMUTATION EXAMPLE

Mikhail, a stone-cold, badass Dogface, receives three simultaneous hits. He makes his three *ARM* rolls and fails one of them, so he loses 1 point from his current *Wounds* Attribute. His player replaces the Dogface model with a Dog-Warrior model, and Mikhail swaps his Troop Profile for a Dog-Warrior's, which comes into being with *Wounds* 2.

Imagine the fierce Mikhail had failed two of his *ARM* rolls and lost two points of his *Wounds* Attribute. Mikhail would then subtract one single point of *Wounds* from his Dogface profile, replace his profile with the Dog-Warrior form, and subtract the other point from the *Wounds* Attribute of his new profile. Mikhail is still standing, but his current *Wounds* Attribute is 1 instead of a Dog-Warrior's initial 2.

If Mikhail had had the misfortune to fail his three *ARM* Rolls, he would suffer the loss of three points of his *Wounds* Attribute. Mikhail would then subtract one single point of *Wounds* from his Dogface profile, replace his profile with the Dog-Warrior form, and subtract the remaining two points from the *Wounds* Attribute of his new profile. Mikhail's Dog-Warrior profile is left with *Wounds* 0 instead of the original 2 (2-2=0 *Wounds*), so he would enter the Unconscious state, represented by an Unconscious Marker next to the Dog-Warrior model.

Despite numerous open avenues of research, modern science has yet to crack the secrets of the radical physiological changes undergone by creatures capable of Transmutation. For the transformation to take place, the subject must experience severe stress, such as that produced by physical trauma. The combination of pain and fear results in a discharge of adrenaline and the CTH hormone responsible for fight or flight responses. This discharge is orders of magnitude more intense than that of normal human subjects, and sets off a cascade of cellular reactions that completely transforms the subject's physique.

VALOR (V)

This Special Skill codifies a soldier's courage and determination in combat. There are three Levels of Valor, each representing a different level of tenacity, commitment to duty, and endurance to pain.

"There is no virtue greater than bravery. Courage is the substance of heroes that urges us to accomplish impossible feats. Valor is the only pathway to godhood."

Chieftain Taharat, warlord of the Unstoppable Host during the Age of the Flail, Second Morat Era.

VALOR LEVEL 1. COURAGE

This trooper is unafraid of death and ready to lay down his life in the execution of his duty.

VALOR LEVEL 1. COURAGE

AUTOMATIC SKILL

Optional

EFFECTS

- » V: Courage allows its user to choose the outcome of any of his own *Guts* Rolls.
- » Troopers with the V: Courage Special Skill are unaffected by the Retreat! state, acting normally until the end of the game.
- » However, even in a Retreat! situation, troops possessing V: Courage are affected by Loss of Lieutenant.

VALOR LEVEL 2. 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.

VALOR LEVEL 2. DOGGED AUTOMATIC SKILL

Optional

EFFECTS

- » Troopers with this Special Skill have a special form of Unconscious state called Dogged.

DOGGED (STATE)**ACTIVATION**

- » The trooper entered the Unconscious state and his player announced he would activate the Special Skill Dogged, whether in an Active or Reactive Turn.

**EFFECTS**

The Unconscious state of troopers using the Special Skill Dogged has the following special rules:

- » Instead of placing an Unconscious Marker next to the trooper, place a V2 Marker.
- » To activate the state, the player must announce the trooper uses Dogged when he falls Unconscious.
- » Dogged temporarily alters the Unconscious state of the user, removing the Null Label.
- » This means that Dogged allows the trooper to ignore the effects of the Unconscious state, treating it like the Normal state instead, but only for the rest of that Player Turn.
- » At the end of the Turn, the trooper in the Dogged state automatically falls Dead and is removed from play.
- » If the trooper in this state loses one or more further points of his *Wounds* Attribute, he enters the Dead state directly and is removed from play.
- » Once activated, this state prevents the trooper from being healed by Special Skills or Equipment such as Doctor, AutoMedikit, MediKit, Regeneration...).
- » This state does not affect Automatic Special Skills or Automatic Equipment.

CANCELLATION

- » The Dogged state is automatically cancelled when the trooper loses another point from his *Wounds* or the Player Turn ends. In either case, he falls Dead and is removed from play.



VALOR LEVEL 3. NO WOUND INCAPACITATION

This soldier has a super-human capacity to endure pain and maintain consciousness in the face of terrible injuries.

VALOR LEVEL 3. NO WOUND INCAPACITATION AUTOMATIC SKILL

Optional

EFFECTS

- » Troopers with this Special Skill have a special form of *Unconscious* state called No Wound Incapacitation.

NO WOUND INCAPACITATION (STATE)

ACTIVATION

- » The trooper entered the *Unconscious* state and his player announced he would activate the Special Skill No Wound Incapacitation, whether in an *Active* or *Reactive Turn*.



EFFECTS

The *Unconscious* state of troopers using the Special Skill No Wound Incapacitation has the following special rules:

- » Instead of placing an Unconscious Marker next to the trooper, place a V3: NWI Marker.
- » To activate the skill, the player must announce the trooper uses No Wound Incapacitation when he falls *Unconscious*.
- » No Wound Incapacitation alters the *Unconscious* state of the user, removing the *Null* Label.
- » This means that No Wound Incapacitation allows the trooper to ignore the effects of the *Unconscious* state, treating it like the Normal state instead.
- » However, if the trooper in this state loses one further point of his *Wounds* Attribute, he enters the *Dead* state directly and is removed from play.
- » This state does not affect Automatic Special Skills or Automatic Equipment.

CANCELLATION

- » The No Wound Incapacitation state is automatically cancelled when the trooper loses a further point from his *Wounds*. He then falls *Dead* and is removed from play.
- » The No Wound Incapacitation state may also be cancelled by healing the affected trooper (using Special Skills or Equipment such as *Doctor*, *AutoMediKit*, *MediKit*, *Regeneration*...), making it recover at least one point of its *Wounds* Attribute and returning it to the Normal state.
- » If the Roll to heal a trooper in the No Wound Incapacitation state fails, the trooper automatically enters the *Dead* state and is removed from play.



VETERAN

This soldier has survived years of active duty in the thick of the fight, and has picked up more than a few tricks along the way.

These are battle-hardened veterans, and they can overcome any kind of pain and smell a sniper before he pulls the trigger. Any veteran who has been forged by the heat of the fray is worth three soldiers trained in simulators or detailed to low-conflict areas. Once you've seen the gritty horror of war, once you've felt the icy gasps of death real close... Once you've been through that, the rest is gravy.

VETERAN L1 SUMMARY

During the game, the user always remains **Regular** and not affected by *Retreat!* state.

VETERAN LEVEL 1 AUTOMATIC SKILL

Optional

EFFECTS

- » If the user's army enters a **Loss of Lieutenant** situation, the user remains **Regular**.
- » If the user's army enters a **Retreat!** situation, the user remains **Regular** and is not affected by the **Retreat!** state, acting normally until the end of the game.
- » The user ignores all the **Isolated** state effects (caused by **E/M** Special Ammunition, the **Oblivion Hacking Program**, scenario special rules, etc.).

VETERAN LEVEL 2 AUTOMATIC SKILL

Optional

EFFECTS

- » Veteran L2 grants its user the **Sixth Sense L2** (see page 92) and **V: No Wound Incapacitation** (see page 97) Special Skills.



CC SPECIAL SKILLS

CC Special Skills are Specials Skills that can be used while engaged in Close Combat.

All Skills included in the group of CC Special Skills share a few common traits:

- » Their use is **optional**.
- » They are only usable in *Close Combat*, so a trooper must be in base to base contact with an enemy in order to use them.
- » CC Special Skills, as well as all MODs provided by them, work and are applied in both *Active and Reactive Turns*, unless otherwise specified.
- » If a trooper has more than one CC Special Skill, he can use them all and combine their effects. For instance, a trooper with *Berserk* and *Martial Arts* can apply both and combine the MODs provided by the former with the MODs of one of the Levels of the latter.

If a CC Special Skill is an exception to these rules, it is stated explicitly in its description.

HOW TO READ CC CHARTS

Some CC Special Skills give a trooper a series of MODs and advantages that are displayed in Charts with the following elements:

- » **Attack MOD:** A MOD to the CC Attribute of the user when making a CC Attack.
- » **Opponent MOD:** A MOD applied to the Attribute of an enemy when making a Face to Face Roll.
- » **Damage MOD:** A MOD to the PH Attribute of the user to determine the *Damage* of a successful CC Attack.
- » **Burst MOD:** A MOD to the *B* value of the user's **CC Weapon** (Knife, CC Weapon, Pistol...) when making a CC Attack.
- » **Type of Damage:** Special effects applied to the *Damage* done in CC by the user.
- » **Special:** General special effects the user can apply.

ASSAULT

Certain troopers, highly trained in assault techniques, are capable of making the most of the momentum gained when charging headfirst towards the enemy, diving into melee with unstoppable force.

ASSAULT
ENTIRE ORDER

Movement, CC Special Skill.

REQUIREMENTS

- » The target must be within the user's *LoF* when this CC Special Skill is declared.
- » The target must be within a maximum distance equal to or smaller than the sum of the user's two *MOV* values.

EFFECTS

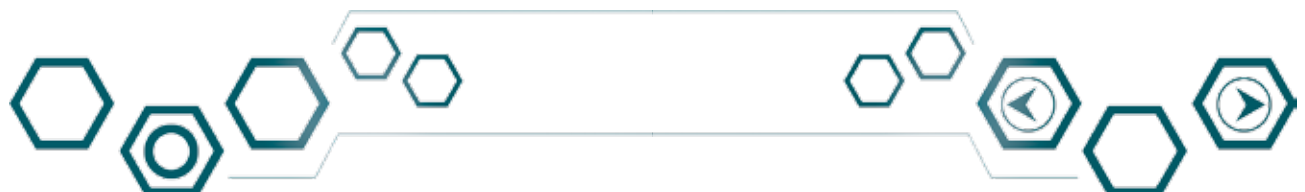
- » Assault is an *Entire Order* made up of the Short Movement Skill **Move + CC Attack**.
- » The user can declare Assault to **add up the two values of his MOV Attribute** into a single Short Movement Skill that lets him enter base to base contact with an enemy.
- » Assault also applies an Attack MOD, as shown in the *Assault Chart*.
- » This CC Special Skill applies the *Movement General Conditions* and also the *Movement and Measurement Sidebar* of the *Move* Common Skill.

REMEMBER
When declaring Assault as an *Entire Order*, you must declare both the Short Movement Skill *Move* and the target of the CC Attack **before** the opponent declares AROs.

IMPORTANT: MEASURING ASSAULT
When a trooper declares Assault as an *Entire Order*, players must check whether the target is within range of the Assault charge, that is, the sum of the two values of the user's *MOV* Attribute, **by measuring immediately after the Assault declaration is made** and before the Reactive Player declares AROs.
If the distance to the target is bigger than the sum of the two *MOV* values of the user, then the user **will only Move the distance and trajectory declared**.

ASSAULT					
Attack MOD	Opponent MOD	Damage MOD	Burst MOD	Type of Damage	Special
-3	0	0	0	--	*

NOTE *: Allows the user to perform the Assault CC Special Skill.



BERSERK

A berserk trooper is overcome with bloodlust or such single-minded determination that all concern for personal safety is cast aside in an attempt to annihilate the opponent.

IMPORTANT!

Troopers with the *Berserk* Special Skill automatically have the *V: Courage* Special Skill even when not in *Close Combat*.

BERSERK	AUTOMATIC SKILL
<i>Optional, CC Special Skill.</i>	
REQUIREMENTS	
» The user must enter or be in base to base contact with an enemy. This Special Skill can be used in both <i>Active</i> and <i>Reactive Turns</i> .	
EFFECTS	
» The user of this <i>CC Special Skill</i> can choose between two <i>CC Combat Modes</i> , as shown in the Berserk Chart (see page 101).	
» The user can choose to use either <i>CC Combat Mode</i> , but not both, as their effects do not combine.	
» When declaring the use of Berserk, the user can only choose one CC Combat Mode.	
» The player must indicate to his adversary which <i>CC Combat Mode</i> will be in use when he declares the use of <i>Berserk</i> .	

EXAMPLE OF BERSERK ATTACK

A Highlander from the 45th Highlander Rifles is in base to base contact with a Svalarheima Nisse. The Highlander declares a *CC Attack* with his Berserk Special Skill, so he applies the effects of *Berserk Attack*. The Nisse declares a *CC Attack* in response. Due to the special effect of Berserk Attack, they both make one Normal *CC Roll* and not a *Face to Face Roll* with their *CC* as they would normally. However, the Highlander can add the +6 *MOD* to his *CC* provided by his Berserk Attack. If both were to pass their respective *Normal CC Rolls*, they would each have to make an *ARM Roll*.

DUAL WIELD

Troopers with this *CC Special Skill* have been specially trained to be able to effectively wield a *Close Combat* weapon in each hand.

DUAL WIELD	AUTOMATIC SKILL
<i>Optional, CC Special Skill.</i>	
REQUIREMENTS	
» The user must enter or be in base to base contact with an enemy. This Special Skill can be used in both <i>Active</i> and <i>Reactive Turns</i> .	
EFFECT	
» This <i>CC Special Skill</i> allows the user to combine the effects of the Special Ammunitions of two different <i>CC Weapons</i> .	

EXAMPLE OF DUAL WIELD

Miyamoto Mushashi, Mercenary duelist with the *Dual Wield* Special Skill, has succeeded in a *Face to Face CC Roll* against a PanOceania Swiss Guard. Since Miyamoto has an *AP CC Weapon* as well as an *EXP*

CC Weapon, the Swiss Guard must make three *ARM Rolls* (caused by the *EXP Special Ammunition*) and apply the effect of the *AP Special Ammunition* (halving the *ARM* value of the target) to each of them.

MARTIAL ARTS

Thanks to meditation, rigorous discipline and intense training, troopers with this Special Skill have superior hand-to-hand skills that translate into advantages to their *Close Combat* abilities.

IMPORTANT!

Troopers with any Level of Martial Arts automatically have the *Surprise Attack*, *Stealth* and *V: Courage* Special Skills, even when not in *Close Combat*.

MARTIAL ARTS	AUTOMATIC SKILL
<i>Optional, CC Special Skill</i>	
REQUIREMENTS	
» Either in an <i>Active</i> or <i>Reactive Turn</i> , a trooper must reach or be in base to base contact with an enemy in order to be able to use this Special Skill.	
EFFECTS	
» Each Level of Martial Arts gives a series of specific <i>MODs</i> and advantages to <i>CC</i> , as shown in the Martial Arts Chart (see page 101).	
» If a trooper has a Level of Martial Arts, it automatically has all lower Levels. However, you cannot combine the advantages of different Levels of this Special Skill.	
» When using Martial Arts, a trooper can employ only one Level from those at its disposal.	
» A player must indicate which Level of <i>Martial Arts</i> will be in use when he declares the use of this Special Skill.	

Martial Arts L5 ARO against Coordinated Orders and Antipodes

During the *Reactive Turn*, in a *Face to Face Roll* against the *Spearhead of a Coordinated Order* or *Antipodes* if the trooper with Martial Arts L5 declares a *CC Attack* his *B* will always be equal to the *B* of his adversary.

EXAMPLE 1. MARTIAL ARTS L5 IN ACTIVE TURN

During his *Active Turn*, Miyamoto Mushashi, a Mercenary with Martial Arts L5, uses the first Short Skill of his Order to enter base to base contact with three Fusiliers. Each of the three reacts in ARO by declaring a *CC Attack*. As the second Short Skill of his Order, Miyamoto also declares a *CC Attack* and announces he will use the fifth Level of his Martial Arts. This means he can make one *CC Attack* against each of the Fusiliers. Three separate *Face to Face CC Rolls* are made (Miyamoto against each one of the three Fusiliers). In each of these *Face to Face Rolls*, the Fusilier involved has to apply a *MOD* of -6 to his *CC* due to Miyamoto's Level 5 Martial Arts.

EXAMPLE 2. MARTIAL ARTS L5 IN REACTIVE TURN

If the three Fusiliers had been in their *Active Turn* and one of them had declared a *CC Attack* against Miyamoto, the attacking Fusilier would have applied a *MOD* of +1 to his *B* in *Close Combat* for each allied trooper in base to base contact with Miyamoto. In this case,

the Fusilier would have *B* 3 in Close Combat (his usual *B* 1 plus a +2 *MOD* provided by the other two Fusiliers in base to base contact with Miyamoto).

However, thanks to his Level 5 Martial Arts, Miyamoto can react in Close Combat by matching the *B* of the *CC Attack* against him, so he has *B* 3 in Close Combat as well. Thus, a *Face to Face Roll* is made using *CC*, but the Fusilier must apply a *MOD* of *CC-6* due to Miyamoto's Martial Arts L5.

EXAMPLE 3. MARTIAL ARTS L5 VS COORDINATED ORDER

Assume that, during their Active Turn, the three Fusiliers declared a Coordinated Order consisting of *Movement + CC Attack*.

In a Coordinated Order, the three Fusiliers move in unison and enter base to base contact at the same time. Only the Fusilier designated as *Spearhead* can perform the *CC Attack*, getting a *MOD* of +1 to his *B* by each other Fusilier participating in the Coordinated Order. However, Miyamoto can make use of his Level 5 Martial Arts, which allows him to react returning attacks with the same *B* as the *Spearhead*.

EXAMPLE 4. ACTIVE TURN: MARTIAL ARTS L5 VS MARTIAL ARTS L3

Miyamoto Mushashi, the relentless duelist, is now in base to base contact with three Shaolin monks. In his Active Turn, Miyamoto uses his Martial Arts L5 to declare a *CC Attack* against all of them. The Shaolin monks react by declaring *CC Attack* in response. Three separate *Face to Face CC Rolls* are made (Miyamoto against each of the three Shaolin monks). The Shaolin monks have Martial Arts L3 and decide to use the third Level of that Special Skill. Consequently, each Shaolin applies the *CC+3 MOD* for this Level to his *Face to Face Roll*, minus the *CC-6 MOD* for Miyamoto's Level 5 (*CC MOD: 3 - 6 = -3*). Miyamoto, in turn, must apply a -3 *MOD* to his *CC* in each of his *Face to Face Rolls* because of the Martial Arts L3 of the Shaolin Monks.

EXAMPLE 5. REACTIVE TURN: MARTIAL ARTS L5 VS MARTIAL ARTS L3

This time Miyamoto is in his Reactive Turn and it is one of the three Shaolin monks who decides to declare a *CC Attack* against him. The Shaolin Monk uses Level 3 of his Martial Arts but, in addition to the *MODs* from this Special Skill, he applies a *MOD* of +1 to his *B* in Close Combat for each allied trooper in base to base contact with Miyamoto. In this case, the Shaolin monk has *B* 3 in Close Combat (his normal *B* 1 plus a +2 *MOD* from the other two monks in base to base contact with Miyamoto).

However, thanks to his Level 5 Martial Arts, Miyamoto can react in Close Combat by matching the *B* of the *CC Attack* against him, so he has *B* 3 in Close Combat as well. A *Face to Face CC Roll* is then made, but the Shaolin monk must apply not only the +3 *MOD* to his *CC* from his Martial Arts L3, but also the -6 *MOD* to his *CC* from Miyamoto's Martial Arts L5 (*CC MOD: 3 - 6 = -3*). Miyamoto must take a -3 *MOD* to his *CC* from the attacking monk's Martial Arts L3.

POISON

Thanks to advanced biomodifications, or due some evolutionary advantages, the trooper is able to secrete a neurotoxin which makes his blows highly lethal.

POISON	AUTOMATIC SKILL
<i>Optional, CC Special Skill</i>	
EFFECTS	
» In <i>Close Combat</i> , this Special Skill forces the target to make an extra <i>BTS Roll</i> for each successful <i>CC Attack</i> declared by the user.	
» The extra <i>BTS Roll</i> must be made regardless of the <i>CC Weapon</i> or <i>Special Ammunition</i> used in the <i>CC Attack</i> .	
» The <i>Damage</i> of this <i>BTS Roll</i> is determined by the user's <i>PH Attribute</i> and the type of <i>CC Weapon (Knife, CC Weapon...)</i> used in the <i>CC Attack</i> .	
» A Critical hit in the <i>CC Attack Roll</i> has no effect on the extra <i>BTS Roll</i> imposed by this Special Skill.	
» Troopers with a Structure (STR) Attribute instead of <i>Wounds</i> are immune to the effects of this Special Skill.	

	BERSERK					
	Attack MOD	Opponent MOD	Damage MOD	Burst MOD	Type of Damage	Special
Berserk Attack	+6	0	0	0	--	*
Assault	-3	0	0	0	--	**

NOTE *: Turns the *Face to Face Roll* into a *Normal Roll*. Both troopers make a *Normal Roll*, instead of the usual *Face to Face Roll*. Whoever declares an *Attack* and passes their *Normal Roll* forces the enemy to make an *ARM Roll*, and as a result both combatants may suffer *Damage*.

NOTE **: Allows the user to use the *Assault* Special Skill (see page 99).

	MARTIAL ARTS					
Level	Attack MOD	Opponent MOD	Damage MOD	Burst MOD	Type of Damage	Special
1	0	-3	+1	0	--	--
2	0	0	+3	0	--	--
3	+3	-3	0	0	--	--
4	0	0	0	+1	--	--
5	0	-6	0	0	--	*

NOTE *: Level 5. During the **Active Turn**, by declaring one Short Skill of an Order, this Level allows the user to make a *CC Attack* against each enemy in base to base contact with him, and in *Engaged* state. During the **Reactive Turn**, in a *Face to Face Roll* when the user declares a *CC Attack* his *B* will always be equal to the *B* of his adversary.

POISON EXAMPLE:

A misguided remark by Fusilier Angus about Haqqislamite women has escalated to a brief brawl between him and Tarik Mansuri. Angus readily loses the *Face to Face* CC Roll, so he must make two ARM Rolls due to the Special Ammunition on Tarik's DA CC Weapon. Angus also has to make a BTS Roll due to Mansuri's Poison Special Skill. If Angus survives the barrage, maybe—just maybe—he will have learned a valuable lesson.

From the point of view of military research, Nature is a treasure trove of poisons, venoms and toxins with interesting potential applications. But, despite Nature's wide offer, military laboratories have synthesized many more, and tailored their effects to create fearsome bioweapons.

Some creatures have venom glands that turn their claws, teeth or spines into powerful offensive weapons. With these as a model, military biotech has developed enhanced glands that can be grafted onto a subject to have him generate lethal or incapacitating toxins. The effects of these synthetic toxins vary widely from manufacturer to manufacturer, but their mechanism ranges from blocking cellular metabolism—causing a quick, painful death—, to causing respiratory paralysis, to death by rapid cardiovascular collapse... The list goes on. Whatever its flavor, the purpose of a poisoned weapon is to cause a terrible, ineluctable death.

SCAVENGER

Troopers with this Special Skill have the sense of opportunity and lack of scruples necessary to procure materiel from fallen enemies.

SCAVENGER	ENTIRE ORDER
<i>CC Attack, CC Special Skill, Optional</i>	
REQUIREMENTS	
» The user of this Special Skill must be in <i>Active Turn</i> .	
» The user must be in base to base contact with an <i>Unconscious</i> enemy trooper and spend one Entire Order.	
EFFECTS	
» The Scavenger Special Skill allows the user to take one item (a piece of Equipment , a BS Weapon or a CC Weapon) from an enemy in the <i>Unconscious</i> state.	
» The user may take only one item from among those printed on the enemy's <i>Troop Profile</i> .	
» Each time the user takes a new item from an <i>Unconscious</i> enemy, he must discard any other items previously looted with this Special Skill.	
» The user cannot take any items with the <i>Non-Lootable</i> Trait.	
» Scavengers may use and benefit from any looted item they carry (for example, they can make full use of a Hacking Device).	
» By using this Special Skill to take an item, the user also automatically makes a Coup de Grâce against the enemy. Consequently, use of this Special Skill is a form of <i>CC Attack</i> .	

In times of war, the soldiery's behavior is often less than exemplary. This is a fact that we must take into account, if by no means tolerate. Further, some acts of war are so repulsive that they echo some of the darkest moments of human history. Some units, in a show of poor discipline, abandon their duties to scavenge anything of value from the fallen, cutting the throats of those victims with enough strength left in them to protest. The actions of these carrion birds, pure cruelty behind a thin veneer of pragmatism, fly in the face of our humanitarian duties and any conceivable military code, and are subject to punishments up to and including summary execution. .

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
<i>CC Special Skill, Optional</i>	
REQUIREMENTS	
» The user of this Special Skill must be in his <i>Active Turn</i> .	
EFFECTS	
» Allows the user to make <i>Cautious Movements</i> inside the <i>Zone of Control</i> of an enemy.	
» A trooper with Stealth that declares a Short Movement Skill or <i>Cautious Movement</i> within the <i>Zone of Control</i> of one or more enemies but outside their <i>LoF</i> does not grant AROs to those enemies, even if he reaches base contact with them.	
» However, if the second Short Skill of the Order is any non-Movement Skill, then those enemies can react normally in ARO.	
» If the Movement of the trooper with Stealth ends in base to base contact with an enemy and declares any non-Movement Short Skill, then the enemy can only declare <i>CC Attack</i> , <i>Dodge</i> , <i>Reset</i> , or those Skills that can be used in <i>Engaged</i> state.	

Stealth, Sixth Sense and Deployable Equipment

This Special Skill is **not** effective against troopers with the *Sixth Sense* Special Skill nor, for obvious reasons, against *Deployable Weapons or Equipment (Mines, E/Maulers...)*.

SURPRISE ATTACK, STEALTH AND CH: CAMOUFLAGE AND HIDING / IMPERSONATION

If a trooper has access to these three Special Skills, it can combine their effects to obtain further advantages to its maneuvers. There are some game examples of this on page 71.



SURPRISE ATTACK

Using this Special Skill, a trooper can fall upon an unsuspecting enemy with sudden Close Combat attacks that are not easily countered.

SURPRISE ATTACK

SHORT SKILL

Attack, CC Special Skill.

REQUIREMENTS

To be able to use Surprise Attack, the trooper must fulfill **all** the following Requirements:

- » In addition to Surprise Attack, the user needs to be able to use one of the *CH: Camouflage*, *CH: Ambush Camouflage*, *CH: Limited Camouflage*, *CH: TO Camouflage*, *Impersonation* Special Skills or another Special Skill that explicitly allows the user to make a Surprise Attack.
- » The user of this Special Skill must be in **Marker state** (*Camouflage*, *TO*, *Impersonation-1...*) or in **Hidden Deployment** state when he is assigned an Order and activates.
- » The user of this *CC Special Skill* must enter **base to base contact** with the target in the course of the same Order its use is declared.

EFFECTS

- » If all requirements are satisfied, the user of this *CC Special Skill* can apply the Surprise Attack MOD when in *Close Combat*, as shown in the [Surprise Attack Chart](#).
- » The user of this *CC Special Skill* cannot use Surprise Attack again until it regains the *Marker* state.

“There is but one dagger more lethal than that which you cannot see, and is the one you see in the hands of someone you thought a friend.”

Hassassin proverb.

SURPRISE ATTACK AND CH: CAMOUFLAGE AND HIDING / IMPERSONATION

If a trooper has access to both these Special Skills, it can combine their effects to obtain further advantages to its maneuvers. There are some game examples of this on page 71.

EXAMPLE OF STEALTH + SURPRISE ATTACK

During her *Active Turn*, a Ninja advances on an unsuspecting Orc Trooper. The Ninja is in a state of *TO Camouflage Marker* thanks to her *CH: TO Camouflage* Special Skill, and she declares that both Short Skills of her Order will be to *Move* get close to the Orc Trooper.

The Ninja chooses the route of her *Movement* so that it avoids the *LoF* of a nearby Fusilier, but crosses his *Zone of Control*. The Fusilier cannot react by *Changing Facing* nor *Alerting* as it might normally do, because the *CH: TO Camouflage* Special Skill gives the Ninja the additional *Stealth* Special Skill, which prevents the Fusilier from noticing her.

In her next Order the Ninja declares that the first Short Skill will be to *Move* to enter base to base contact with the Orc Trooper. The Ninja’s movement also avoids the *LoF* of the Orc Trooper, but as the movement ends in base to base contact, the Orc Trooper can react with a *CC Attack* without having to *Change Facing* first. The Ninja, smiling under her mask, declares that she will make a *CC Attack* on the Orc as the second Short Skill of her Order.

Having declared a *Movement* that ends in base to base contact, the *TO Camouflage Marker* is automatically replaced by her figure. However, when the Ninja was activated she was still a *TO Marker* and, even though the *Movement* was made as a figure and not a *Marker*, the Ninja can use the *CC Surprise Attack Special Skill* to give her opponent a *-6 MOD* to his *CC*. In addition, the Ninja also has *Martial Arts L3*, another *CC Special Skill* that can be combined with Surprise Attack. The Ninja chooses to use the second Level of her *Martial Arts*, which gives her a *+3 MOD* to the *Damage* of her *CC Weapon*. All told, in the *Face to Face Roll* the Orc must take a *MOD* of *-6* to his *CC* from the Surprise Attack and, if he were to lose the Roll, the Ninja would enjoy a *+3 MOD* to the *Damage* of her *AP CC Weapon*.

Even if he lost the *Face to Face Roll*, the Orc Trooper could only lose one point from his *Wounds* Attribute, and he has two. So, with her next Order, the Ninja declares *CC Attack* again to end him once and for all. However, since the Ninja is now a figure and not a *TO Camouflage Marker*, she is unable to make another Surprise Attack and must rely on her *CC* prowess and her *Martial Arts L3*.

SURPRISE ATTACK						
Attack MOD	Opponent MOD	MOD Damage	Burst MOD	Type of Damage	Special	
0	-6	0	0	-	-	



WEAPONRY AND EQUIPMENT



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.

Each weapon in Infinity has its own game profile, and some of them have special rules. This chapter will teach you how to read these profiles, and explain each individual weapon's rules. This rulebook also contains a [Weapons Chart](#) (see page 251) for you to refer to during games.

WEAPON PROFILE

All usable weapons have their own profile. To explain how to read a weapon's profile, we will look at a Combi Rifle, the most common weapon in Infinity.

COMBI RIFLE^o



Ranges

0	SHORT	8	MEDIUM	16	LONG	32	MAXIMUM	48	96
+3		+3		-3		-6			

Damage: 13 **Burst:** 3 **Ammunition:** N

Traits: Suppressive Fire

RANGE

This indicates the range of the weapon in inches, and how effective it is when firing against a target at different distances. Weapons have four possible Ranges: Short, Medium, Long and Maximum.

In the table, each Range has two values. The first is the upper distance limit, in inches, for that Range. The second is the *Modifier (MOD)* applied to attacks within that Range.

BS Attacks against a target farther than the Maximum *Range* of the weapon fail automatically without a Roll.

EXAMPLE

A Combi Rifle firing against a target at Short Range (from 0.01" to 8") applies a +3 MOD to the shooter's *BS* Attribute.

At Medium Range (8.01" to 16"), it applies a +3 MOD to the shooter's *BS*.

At Long Range (16.01" to 32"), the Combi applies a -3 MOD to the shooter's *BS*.

Finally, at Maximum Range (32.01" to 48"), the Combi Rifle applies a -6 MOD to the shooter's *BS*. Any *BS Attack* made with this weapon against a target farther than 48 inches fails automatically.

DAMAGE

The weapon's destructive potential. The higher a weapon's Damage value, the more dangerous it is. Use the Damage value to calculate the difficulty of *ARM/BTS Rolls* against that weapon (see page 42).

BURST (B)

The *B* value is the number of shots the weapon is capable of firing in a single *BS Attack* Skill declaration. This value only applies during the *Active Turn*.

During the Reactive Turn, the B value is reduced to 1.

When firing, you can distribute the weapon's Burst amongst any number of enemies within *LoF*. Choose this distribution when declaring the Short Skill *BS Attack*.

This means that when you declare a *BS Attack* with a Combi Rifle, you can make three *BS Rolls* - each one an attempt to hit a target - because the weapon's *Burst* is 3.

TRAITS

Most weapons and Equipment have special features, called Traits.

Traits usually relate to Common or Special Skills, or to specific effects that make these weapons or pieces of Equipment special. Some of them are self-explanatory, but here is a list of all major Traits for reference purposes:

- » **Anti-materiel.** This weapon's Special Ammunition can affect structures and pieces of scenery.
- » **ARO.** This weapon or piece of Equipment is only usable in ARO.
- » **Attack.** The use of this piece of Equipment is a form of *Attack*.
- » **CC.** This weapon can make *CC Attacks*.
- » **Comms Equipment.** The technology of this piece of Equipment depends on signals and communications. This Equipment is vulnerable to the effects of certain *Hacking Programs* and Special Ammunition.
- » **Concealed.** This weapon or piece of Equipment benefits from some or all the effects of the Special Skill *CH: Camouflage (Camouflage Marker, -3 BS, etc.)*. 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.

- » **Deployable.** The user of this weapon or piece of Equipment can place it on the battlefield—but never on a vertical surface—whereupon it becomes an independent element.

Deployable weapons and Equipment have their own profile with *Attributes*, and are targetable by *Attacks* and *Skills*.

The placement of Deployable weapons and Equipment cannot violate the *Deployment* rules or any restrictions on deployment put forth by the rules of the scenario being played.

In the **Active Turn**, the trooper can deploy the Deployable weapon or Equipment in base contact or, if he moved, in base contact with any part of his route. In the **Reactive Turn**, the trooper must deploy the Deployable weapon or Equipment in base contact.

A Deployable weapon or Equipment is not considered deployed until the **Conclusion** of the Order.

- » **Direct Template.** This weapon or piece of Equipment uses the Direct Template rules, firing the Template indicated in brackets.
- » **Disposable.** This weapon or Equipment has a limited amount of ammunition or uses, and one is expended every time you declare its use, regardless of the success or failure of the Roll involved. The profile indicates, by means of a figure in brackets after the Disposable trait, the number of uses for that weapon or Equipment.
- » **Dodge.** This weapon can be used as a *Special Dodge*, page 111.
- » **Duration.** Indicates the duration of the effect of this weapon or piece of Equipment. *Turn* means the effect ends automatically at the end of that *Player Turn*. *2 Turns*, for example, indicates the effect ends automatically at the end of the next *Player Turn*.
- » **Fire-Sensitive.** *Fire* Special Ammunition affects this weapon or piece of Equipment.
- » **Guided.** In *Active Turn*, this weapon can make a *BS Attack* against a target in the **Targeted** state, ignoring *LoF* and making a **BS+6** Roll (This includes the *Targeted MOD*. Apply no other *MODs* for *Range, Cover, CH: Camouflage, etc.*).

Resolve the Attack with a Face to Face Roll if it used an **Impact Template Weapon**, or if the target had *LoF* to the attacker.

When using the Guided Trait, the weapon's **B is always 1**, ignoring all possible bonuses and Modifiers.

The Guided Trait is **limited to 5 Attacks per Active Turn**.

Guided projectiles are **Hackable** and can be neutralized by **ECM**.

- » **Heavy MULTI.** This is a multipurpose weapon capable of utilizing different types of Heavy Special Ammunition. Heavy MULTI weapons have 2 Fire Modes:
 - » **Burst Mode. AP or Shock Special Ammunition.** The shooter chooses which of these types of Ammunition to use. The whole *Burst* must use the same type of Ammunition. This Mode allows the use of the *Suppression Fire Trait*.
 - » **Anti-materiel Mode.** Using this Fire Mode, the shooter fires *EXP* Special Ammunition. The *Burst* value of the weapon is reduced to 1. This Mode possess the *Anti-materiel Trait*.

- » **Impact Template.** This weapon or piece of Equipment places a Template on the point of impact. The specific type of Template used is indicated in brackets.

- » **Indiscriminate.** This weapon or piece of Equipment is usable or deployable even if there is a Camouflage and Hiding Marker in its Area of Effect, and even if there is no valid target nearby.

- » **Intuitive Attack.** This weapon can make *Intuitive Attacks*.

- » **Light MULTI.** This is a multipurpose weapon capable of utilizing different types of Light Special Ammunition. Light MULTI weapons have 2 Fire Modes:
 - » **Burst Mode. AP or Shock Special Ammunition.** The shooter chooses which of these types of Ammunition to use. The whole *Burst* must use the same type of Ammunition. This Mode allows the use of the *Suppression Fire Trait*.
 - » **Anti-materiel Mode.** Using this Fire Mode, the shooter fires *DA* Special Ammunition. The *Burst* value of the weapon is reduced to 1. This Mode possess the *Anti-materiel Trait*.

- » **Medium MULTI.** This is a multipurpose weapon capable of utilizing different types of Medium Special Ammunition. Medium MULTI weapons have 2 Fire Modes:
 - » **Anti-tank Mode. AP Special Ammunition.** The shooter can only use this type of Ammunition.
 - » **Anti-materiel Mode. DA Special Ammunition.** The shooter can only use this type of Ammunition. This Mode possess the *Anti-materiel Trait*.

- » **Anti-tank Mode. AP Special Ammunition.** The shooter can only use this type of Ammunition.
- » **Anti-materiel Mode. DA Special Ammunition.** The shooter can only use this type of Ammunition. This Mode possess the *Anti-materiel Trait*.

- » **Anti-tank Mode. AP Special Ammunition.** The shooter can only use this type of Ammunition.
- » **Anti-materiel Mode. DA Special Ammunition.** The shooter can only use this type of Ammunition. This Mode possess the *Anti-materiel Trait*.

- » **Anti-tank Mode. AP Special Ammunition.** The shooter can only use this type of Ammunition.

- » **Anti-materiel Mode. DA Special Ammunition.** The shooter can only use this type of Ammunition. This Mode possess the *Anti-materiel Trait*.

- » **NFB (Negative Feedback).** Like the Label of the same name, the use of this piece of Equipment is incompatible with any other piece of Equipment or Special Skill possessing the same Label or Trait (see *Labels*, page 50).

- » **Non-Lethal.** This weapon or piece of Equipment utilizes a Type of Ammunition that does not cause *Damage*, or does not require its target to make *ARM* or *BTS* Rolls when hit.

- » **Non-Lootable.** This weapon or piece of Equipment cannot be looted with the Special Skill *Scavenger*.

- » **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 will be also applied to troopers equipped with a *Multispectral Visor* of any Level, or any other piece of Equipment that specifies the same.

- » **Silent.** If you use this weapon or piece of Equipment to make an *Attack* while outside the target's *LoF*, that target cannot react by *Changing Facing* or apply the *Warning!* rule unless he survives the *Attack* (that is, isn't in a *Null* state after the *Attack* is resolved).

Additionally, enemies without **LoF** in whose *Zone of Control* the *Attack* took place or was declared cannot declare AROs or apply the *Warning!* rule unless the target survives the *Attack*. This means that these enemies must delay their ARO declaration until after the *Attack* is resolved.

- » **Speculative Fire.** This weapon can perform *Speculative Fire*.
- » **State.** This weapon or piece of Equipment can cause the target to enter the state indicated by the profile
- » **Suppressive Fire (SF).** This weapon can engage in *Suppressive Fire*, substituting its usual profile with the *SF Mode* profile.
- » **Targetless.** This weapon utilizes a Special Ammunition capable of firing without designating an enemy as a target.
- » **Technical Weapon.** This weapon can make *BS Attacks*, but uses the *WIP* Attribute in place of *BS*. When using this weapon, consider all rules and *MODs* that would affect the trooper's *BS* as affecting his *WIP* Attribute instead.
- » **Throwing Weapon.** This weapon can make *BS Attacks*, but uses the *PH* Attribute in place of *BS*. When using this weapon, consider all rules and *MODs* that would affect the trooper's *BS* as affecting his *PH* Attribute instead.
- » **Zone of Control (ZoC).** The *Area of Effect* of this weapon or piece of Equipment is equivalent to the user's *Zone of Control* (a radius of 8 inches).

AMMUNITION

The Class of Ammunition used by the weapon. There are two Classes of Ammunition: Normal (N) and Special.

Ammunition Categories

Categories are a way to classify Ammunition depending on its properties. There are three Categories:

- » **Standard:** The Special Skill *Immunity: Total* affects this Ammunition.
- » **Exotic:** This Ammunition ignores the effects of the Special Skill *Immunity: Total*.
- » **Bio-Munition:** The Special Skill *Bioimmunity* affects this Ammunition.

NORMAL (N) AMMUNITION

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

Category

Standard.

Roll

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

Effects

- » Each *ARM* Roll failed against Normal (N) Ammunition causes the target to lose one point from his *Wounds/STR* Attribute.
- » **Critical** hits with Normal Ammunition cause the target to lose 1 point directly from his *Wounds/STR* Attribute, bypassing the usual *ARM* Roll.

TYPES OF SPECIAL AMMUNITION

Certain weapons can fire ammunition with effects that differ from the standard Normal Ammunition. Listed below are the different Types of Special Ammunition and their effects.

COMBINING SPECIAL AMMUNITION

Weapons with two or more Special Ammunition types in brackets separated by the 'plus' symbol (*AP+DA*, for example) apply the effects of both in each of their *Attacks*.

Certain Special Skills, such as *Dual Wield*, allow the user to combine the effects of two or more types of Special Ammunition.

In either case, when the combined effects involve the same Attribute (*ARM*, for example), apply both in the same Roll. For example, in the case of *AP+DA*, two Special Ammunition types that affect *ARM*, each successful attack would cause the target to make two *ARM* Rolls (due to *DA* Special Ammunition) with his *ARM* value halved (due to *AP* Special Ammunition) in both Rolls.

Otherwise—if the Special Ammunition affects different Attributes—then their effects are not combined, but applied separately, forcing the target to make a separate Roll for each affected Attribute. For example, in the case of *AP+E/M*, the target must make a halved *ARM* Roll (due to *AP* Special Ammunition) and, additionally, a halved *BTS* Roll (due to *E/M* Special Ammunition).

ADHESIVE (ADH) SPECIAL AMMUNITION

This Ammunition projects a charge of extremely strong, ultra-fast-hardening cement designed to immobilize the target.

Category

Exotic.

Roll

After a successful attack using Adhesive Special Ammunition, the target must make a *PH-6* Roll.

Effects

- » If the target fails the *PH-6* Roll, it enters the *Immobilized-2* state. Place an *Immobilized-2* Marker (*IMM-2*) next to it.
- » Troops who failed the *PH-6* Roll and are rendered *Immobilized-2* cannot make the subsequent *Guts* Roll.
- » **Critical** hits with Adhesive Special Ammunition cause the target to enter the *Immobilized-2* state directly, bypassing the *PH-6* Roll.

Adhesive Ammunition is a kind of multi-purpose, non-lethal armament. It is an inexpensive alternative to standard armor-piercing ammunition as an anti-tank solution, halting and immobilizing almost any kind of vehicle regardless of the strength of its armor plating. However, by far the most common use of this special ammunition is as an anti-riot and crowd control measure, where it is particularly useful for its capacity to subdue and detain targets quickly and without severe or permanent damage to them.

ARMOR-PIERCING (AP) SPECIAL AMMUNITION

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

Category
Standard.

Roll

After a successful attack using AP Special Ammunition, the target must make an *ARM* Roll using half his *ARM* value.

Effects

- » AP Special Ammunition reduces the *ARM* value of its target to half of its original value, rounding up. Consequently, any *ARM* above 0 cannot be reduced below 1.
- » The effects of AP Special Ammunition apply only to the *ARM* value of the target, and not to the *Partial Cover MOD*, which remains unaltered.
- » Each *ARM* Roll failed against AP Special Ammunition causes the target to lose one point from his *Wounds/STR* Attribute.
- » *Critical* hits with AP Special Ammunition cause the target to lose 1 point from his *Wounds/STR* Attribute directly, bypassing the usual *ARM* Roll.

AP projectiles have one of several different types of anti-armor technology capable of boring through most physical protections like a hot knife through butter. Edged weapons and other melee weapons can be classified as *AP* if they are used as a deployment system for nanomachines with specific anti-armor capabilities, or if they are manufactured using Teseum, a neomaterial with excellent armor-piercing properties.

BREAKER SPECIAL AMMUNITION

A type of ammunition devised to pierce the biotechnological protections of troops and vehicles.

Category
Standard.

Roll

After a successful attack with Breaker Special Ammunition, the target must make a *BTS* Roll using half his *BTS* value.

Effects

- » Breaker Special Ammunition reduces the *BTS* value of its target to half of its original value, rounding up.
- » The effects of Breaker Special Ammunition apply only to the *BTS* value of the target, and not to the *Partial Cover MOD*, which remains unaltered.
- » Each *BTS* Roll failed against Breaker Special Ammunition causes the target to lose one point from his *Wounds/STR* Attribute.
- » *Critical* hits with Breaker Special Ammunition cause the target to lose 1 point from his *Wounds/STR* Attribute directly, bypassing the usual *BTS* Roll.

BREAKER AMMO QUICK REFERENCE CHART

BTS Attribute	Value against Breaker ammo
0	0
3	2
6	3
9	5

'Breaker' is an umbrella term for a number of types of ammunition designed to pierce the defensive barriers of modern bio-technological shielding (Chemical, Biological, Radiological and Nuclear). The name references the technical expression 'Breakthrough time', a criterion used in the evaluation of CBRN protection that measures the time until the hazardous agent reaches the body. Breaker ammunition can have a variety of different operational mechanisms—nanotechnological, chemical, biological, electromagnetic, etc.—but the design philosophy is always to pierce or degrade the materials that constitute the target's defenses.

DOUBLE ACTION (DA) AMMUNITION

This Special Ammunition uses high-impact light caliber projectiles.

Category
Standard.

Roll

After a successful attack using DA Special Ammunition, the target must make two separate *ARM* Rolls.

Effects

- » Double Action (DA) Special Ammunition forces its target to make two *ARM* Rolls per impact suffered.
- » The second *ARM* Roll is mandatory, even if the target fails the first one or falls *Unconscious*.
- » Each *ARM* Roll failed against DA Special Ammunition causes the target to lose one point from his *Wounds/STR* Attribute.
- » *Critical* hits with DA Special Ammunition cause the target to lose 1 point directly from his *Wounds/STR* Attribute, bypassing the first *ARM* Roll (the target must still make the remaining Roll).

DA ammo and terrain

DA Special Ammunition can affect structures and pieces of scenery that have a profile with Attributes and have been identified as possible targets by previous agreement or by the scenario rules.

ATTENTION: Use of this Special Ammunition is prohibited by the Concilium Convention. Violators shall be prosecuted by international courts.

Double Action ammunition was developed recently in order to cover a military need for lightweight ordnance that maximizes stopping power while remaining compatible with standard-issue infantry weapons.

DOUBLE TROUBLE (DT) SPECIAL AMMUNITION

The name of this Special Ammunition identifies several types of wide-spectrum, high-impact munitions.

Category
Standard.

Roll
After a successful attack using DT Special Ammunition, the target must make two separate *BTS* Rolls.

- Effects**
- » Double Trouble (DT) Special Ammunition forces its target to make two *BTS* Rolls per impact suffered.
 - » The second *BTS* Roll is mandatory, even if the target fails the first one or falls *Unconscious*.
 - » Each *BTS* Roll failed against DT Special Ammunition causes the target to lose one point from his *Wounds/STR* Attribute.
 - » *Critical* hits with DT Special Ammunition cause the target to lose 1 point directly from his *Wounds/STR* Attribute, bypassing the first *BTS* Roll (the target must still make the remaining Roll).

ATTENTION: Use of this Special Ammunition is prohibited by the Concilium Convention. Violators shall be prosecuted by international courts.

Double Trouble is a very broad descriptive term for a variety of munitions that, using very different technologies, nonetheless have the identical effect of being highly toxic. Due to its increased lethality, DT ammunition is categorized as military-use only. Access to this type of ammunition is nigh-impossible outside the military, and civilian possession is a severe crime everywhere in the Sphere.

ELECTROMAGNETIC (E/M) SPECIAL AMMUNITION

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

Category
Exotic.

Roll
After a successful attack using E/M Special Ammunition, the target must make a *BTS* Roll using half his *BTS* value.

- Effects**
- » E/M Special Ammunition reduces the *BTS* value of its target to half of its original value, rounding up.
 - » Failing a *BTS* Roll against E/M Special Ammunition causes the target to enter the *Isolated* state, preventing it from receiving Orders from the *Order Pool*. In that case, place an *Isolated Marker* next to the affected figure.

If, at the start of his following *Active Turns*, the trooper is still *Isolated*, then he is considered to be *Irregular* and it does not add his Order to that *Turn's Order Pool*.

» If the target fails the *BTS* roll and is *Heavy Infantry (HI)*, a *TAG*, a *Remote (REM)* or a *Vehicle*, then it is rendered *Immobilized-2* in addition to *Isolated*. In that case, place an *Immobilized-2 Marker (IMM-2)* next to it in addition to the *Isolated Marker*.

» If the target fails the *BTS* and has one or more pieces of Equipment with the *Comms Equipment* Trait, then that equipment enters the *Disabled* state (in addition to the *Isolated* and *Immobilized* states, if applicable). In that case, place a *Disabled Marker (DISABLED)*, in base to base contact with it.

» A trooper who receives an impact from E/M Special Ammunition and fails the *BTS* Roll must make the usual *Guts Roll*.

The exception to this are HIs, TAGs, Remotes and Vehicles that, having failed the *BTS* Roll, are now *Immobilized-2* and cannot make *Guts Rolls*. Also, troopers possessing the *V: Courage* Special Skill or an equivalent can ignore this rule.

» *Critical* hits with E/M Special Ammunition cause the target to suffer its effects (*Isolated*, etc.) directly, bypassing the usual *BTS* Roll.

E/M Special Ammunition and CC Weapons

Close Combat Weapons that use E/M Special Ammunition cause Normal damage in addition to the E/M effect. *Critical* hits in CC are always applied to the E/M effect.

Consequently, the target must make an *ARM* Roll in addition to the *BTS* Roll (with half its usual *BTS* value). For both Rolls, the *CC Weapon's Damage* is the trooper's *PH* Attribute.

E/M AMMO QUICK REFERENCE CHART

BTS Attribute	Value Against E/M Ammo
0	0
3	2
6	3
9	5

EXAMPLE OF E/M SPECIAL AMMUNITION

Fusilier Angus is resting against *Partial Cover*, when an E/M Grenade suddenly explodes nearby. Since the Grenade's *Circular Template* affects Angus, he must make a *BTS* Roll. He predictably fails his Roll, so now an *Isolated Marker (ISOLATED)* is placed beside him. Next, Angus must make a *Guts Roll*.

Meanwhile, Fusilier Spencer, who was behind Angus and the *Cover*, was also affected by the *Circular Template*, so he makes his *BTS* Roll, the *BTS* Roll is successful, but he still has to make a *Guts Roll* if he wants to stay put.

The well-aimed Grenade also affected *Father-Knight Bernhardt*, who failed his *BTS* Roll. He now gets an *Isolated Marker (ISOLATED)* and, even worse, his armor suit shuts down, leaving him *Immobilized-2* and trapped inside. This is signaled by placing an *Immobilized-2 Marker (IMM-2)* beside him.

ATTENTION: This Special Ammunition affects Cubes and its use is prohibited by the Concilium Convention. Violators shall be prosecuted by international courts.

Despite not causing direct physical damage to living organisms, E/M Ammunition is extremely useful against heavier support or offensive units, disabling them and stopping their movement. Electromagnetic pulses are currently one of the most common offensive elements in the realm of electronic warfare. Their potential for disabling electronic and quantum components is crucial when communications are essential in maximizing the operational effectiveness of infantry soldiers. E/M Ammunition can reduce modern-day hyper-sophisticated enemy soldiers to warriors of antiquity, leaving them stranded from the rest of their combat force.

EXPLOSIVE (EXP) SPECIAL AMMUNITION

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

Category

Standard.

Roll

After a successful attack using Explosive Special Ammunition, the target must make three separate ARM Rolls.

Effects

- » Explosive Special Ammunition forces its target to make three ARM Rolls per impact suffered.
- » The three ARM Rolls are mandatory, even if the target fails one of them or falls *Unconscious*.
- » Each ARM Roll failed against EXP Special Ammunition causes the target to lose one point from his *Wounds/STR* Attribute.
- » **Critical** hits with Explosive Special Ammunition cause the target to lose 1 point directly from his *Wounds/STR* Attribute, bypassing the first ARM Roll (the target must still make the remaining two Rolls).

Exp ammo and terrain

Explosive Special Ammunition can affect structures and pieces of scenery that have a profile with Attributes and have been identified as possible targets by previous agreement or by the scenario rules.

ATTENTION: Use of this Special Ammunition is prohibited by the Concilium Convention. Violators shall be prosecuted by international courts.

Explosive Ammunition combines the devastating effects of a hollow point and a nano-enhanced HE (High Explosive) core in a single projectile. Hand-to-hand combat weapons classified as Explosive have advanced proprietary military technology and are very rare. These weapons utilize similar mechanisms to electro-thermal ammunition: the edge or head of the weapon is covered in micro-grooves filled with superconducting gel. Kinetic impact from the strike turns the gel into ionized plasma, creating a small but potent directed blast.

FLASH SPECIAL AMMUNITION

A variety of non-lethal weapons and devices capable of temporarily incapacitating a target by overloading his visual receptors.

Category

Exotic.

Roll

After a successful attack using Flash Special Ammunition, the target must make a *BTS* Roll.

Effects

- » Failing the *BTS* Roll causes the target to enter the *Blinded* state, placing a Blinded Marker (BLINDED) beside him.
- » Additionally, failing the *BTS* Roll causes the target to fail the subsequent *Guts* Roll for having survived an attack, unless he has the *Special Skill V: Courage* or an equivalent.
- » The target remains *Blinded* until the end of the *Player Turn* in which he entered the state.
- » **Critical** hits with Flash Special Ammunition cause the target to enter the *Blinded* state directly, bypassing the usual *BTS* Roll.

Flash Special Ammunition emits focused beams of light and sound to stun the target. This term is also used for concentrated bursts of data capable of jamming a target's sensory ports. Generally speaking, the overwhelming Flash interferes with the target's eyes and sensors, causing temporary blindness and disorientation. Against organic beings, it can also affect the inner ears, provoking vertigo and nausea. Against inorganic troops, the sensory overload cascades into the control systems, causing similar effects.

FIRE SPECIAL AMMUNITION

A variety of flamethrowers and incendiary ammunitions that damage the target by saturating the area around it with long-lasting flames and heat.

Category

Standard.

Roll

After a successful attack using Fire Special Ammunition, the target must make an ARM Roll.



Effects

- » If the target fails its *ARM* Roll, it loses 1 point from its *Wounds/STR* Attribute and must keep making *ARM* Rolls until it reaches the *Dead* state or passes an *ARM* Roll. When the target passes an *ARM* Roll, the Fire dies out.
- » Additionally, a trooper affected by Fire Special Ammunition who has **Fire-Sensitive** Special Skills or Equipment will enter the **Burnt** state, regardless of the result of the *ARM* Roll.
- » Place a Burnt Marker (BURNT) beside all troopers with *Fire-Sensitive* Special Skills or Equipment when they are affected by Fire Special Ammunition.
- » **Critical** hits with Fire Special Ammunition cause the target to lose 1 point directly from his *Wounds/STR* Attribute, bypassing the *ARM* Roll, and to make an additional *ARM* Roll. The target must keep making *ARM* Rolls until it reaches the *Dead* state or passes an *ARM* Roll.

ATTENTION: Use of this Special Ammunition is prohibited by the Concilium Convention. Violators shall be prosecuted by international courts.

Since the dawn of time, fire has been the epitome of a terrible, destructive force. This still holds true today. Modern advances in flammable materials capable of long-lasting, accelerated deflagration have made fire-based weapons even more cruel and fearsome than ever.

SMOKE SPECIAL AMMUNITION

Smoke Special Ammunition is a non-lethal ammunition used to block enemy lines of fire, allowing allied forces to advance and maneuver. This type of ammunition is governed by special rules.

Category

Exotic.

Effects

- » Smoke Special Ammunition generates a *Zero Visibility Zone* (see: *Visibility Conditions*, page 164) the size of a Circular Template and with infinite height.
- » The Smoke Template remains on the table until the end of the *Player Turn* in which it was placed.
- » Smoke Special 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.
- » Shooting or throwing Smoke Special Ammunition is a *Special Dodge*.
- » **Critical** hits with Smoke Special Ammunition have no additional effect.

Smoke and Special Dodge

Unlike other Special Ammunition, Smoke can be used to avoid enemy *Attacks*, but only if those *Attacks* require *LoF* and a Roll, and their *LoF* is blocked by the Smoke Circular Template being placed.

Smoke has the special property of being able to stop an *Attack* in the same Order it was declared. For this reason, using this Special Ammunition is a **Special Dodge**.

However, a trooper who throws Smoke in ARO **cannot move** up to 2 inches the way a normal *Dodge* would allow.

Bear in mind that *Special Dodge* and the *Dodge* Skill are different things with different rules.

Smoke and Template Weapons

The fact that using Smoke is a *Special Dodge* affects the rules governing Template Weapons in two separate ways:

- » When, as part of an Order or ARO, the trooper throwing Smoke is facing off against several enemies, his Roll is used against all eligible Face to Face *Attack* Rolls, but he will need to win **every single** Face to Face Roll in order to leave the Smoke Template on the table.
- » Enemies affected by the *Area of Effect* of the Smoke Template that declare *Dodge* as an ARO to abandon said *Area of Effect* make a **Normal Roll** and not a Face to Face Roll against the Smoke-throwing trooper.

Smoke and Speculative Fire

Certain weapons that use Smoke Special Ammunition allow the user to use the *Speculative Fire* Common Skill. In that case, the Common Skill *Speculative Fire* works normally, even though it is a *Special Dodge* and not an *Attack*.

Smoke and Surprise Shot

This Ammunition is usable as part of a *Surprise Shot* despite being a *Special Dodge*.

EXAMPLE OF IMPACT

TEMPLATE WEAPONS AND SMOKE

In his *Active Turn*, a Shaolin Monk decides to lob a Smoke Grenade at a few Fusiliers in order to sneak up on them. The Shaolin declares a *Special Dodge* with his Smoke Grenade and places the Template on the table. A total of 3 Fusiliers are affected by the Template's *Area of Effect*.

Two of them declare *BS Attack* as their ARO against the Shaolin's declaration. This means there are two Face to Face *BS* Rolls against the one *PH* Roll made by the Shaolin.

The third Fusilier does not have *LoF* to the Shaolin but, being affected by the *Area of Effect*, he can react with a *Dodge* in ARO. He declares *Dodge* so that, if he passes his Roll, he can move outside the Template. In this situation, the Fusilier must make a Normal *PH-3* Roll to *Dodge*.

The dice roll, and the Shaolin does better than the two firing Fusiliers, so he gets to leave his *Smoke* Circular Template on the table and avoid both attacks.

Meanwhile, the *Dodging* Fusilier passes his Normal *PH-3* Roll and moves 2 inches to get outside the Circular Template.

Imagine that one of the Fusiliers who declared a *BS Attack* loses his Face to Face Roll against the Shaolin, but the other Fusilier who declared a *BS Attack* wins it. In that case, the Shaolin would avoid the first Fusilier's *Attack*, but would be forced to make an *ARM* Roll by the second Fusilier's *BS Attack*. In addition, the owner of the Shaolin would have to remove the Smoke Template from the table.

Smoke is a non-harmful form of munition with extensive tactical applications. From visual signaling, to defense, to offensive uses, Smoke can be a soldier's best friend or his worst enemy. Smoke screens are routinely employed to conceal allied movement and maneuvers in exposed or otherwise sensitive areas. Smoke clouds can as easily cloak the advance of assault troops as a tactical withdrawal. However, the most effective use of smoke is in joint operations with 'seek and destroy' or high offensive profile units, using it as a key element to blind the enemy while eliminating high-priority targets by using Multispectral Visors.

K1 SPECIAL AMMUNITION

High-technology ordnance designed to penetrate even the densest armor plating currently in use.

Category

Exotic.

Roll

After a successful attack using K1 Special Ammunition, the target must make an *ARM* Roll.

Effects

- » K1 Special Ammunition ignores the armor of the target, treating his *ARM* Attribute as 0.
- » K1 Special Ammunition has a fixed **Damage** value of **12**, regardless of the weapon used to fire it. This *Damage* 12 can **never** be altered by bonuses or Modifiers (*MODs*) from Special Skills (such as *Martial Arts L2*), Equipment, scenario rules, etc., unless otherwise specified.
- » Each *ARM* Roll failed against K1 Special Ammunition causes the target to lose one point from his *Wounds/STR* Attribute.
- » **Critical** hits with K1 Special Ammunition cause the target to lose 1 point from his *Wounds/STR* Attribute directly, bypassing the usual *ARM* Roll.

K1 Special Ammunition and Cover

K1 Special Ammunition has no effect on Cover Modifiers, which apply normally.

K1 Ammo and terrain

K1 Special Ammunition can affect structures and pieces of scenery that have a profile with Attributes and have been identified as possible targets by previous agreement or by the scenario rules.

K1 ammunition is the result of extensive parallel research into an armor-piercing projectile small enough to be fired from light, small-bore weapons, giving foot soldiers the capacity to eliminate fortified or heavy units without special-purpose supplies. The exact mechanism behind this ammunition is classified as Top Secret, Level Alpha-1. However, some say its development was made possible by reverse-engineering an alien munition classified as VoodooTech. Although K1 ammunition allows the arms industries of the Sphere to move away from Teseum as an anti-tank solution, the technology involved and the high cost of producing a single K1 round mean that it will remain a rare sight on the battlefields for the foreseeable future.

MONOFILAMENT SPECIAL AMMUNITION

Monofilament technology is very sophisticated and used to cut through any material with minimal effort.

Category

Exotic.

Roll

After a successful attack using Monofilament Special Ammunition, the target must make an *ARM* Roll.

Effects

- » Monofilament Special Ammunition ignores the armor of the target, treating his *ARM* Attribute as 0.
- » Monofilament Special Ammunition has a fixed **Damage** value of **12**, regardless of the weapon used to fire it. This *Damage* 12 can **never** be altered by bonuses or Modifiers (*MODs*) from Special Skills (such as *Martial Arts L2*), Equipment, scenario rules, etc., unless otherwise specified.
- » Monofilament Special Ammunition kills directly, so a failed *ARM* Roll against it causes the target to enter the *Dead* state and be removed from the game, regardless of his remaining *Wounds, Structure* points or Special Skills (*SpawnEmbryo, G: Remote Presence...*).
- » **Critical** hits with Monofilament Special Ammunition cause the target to *Die* and be removed from the game, bypassing the usual *ARM* Roll.

Monofilament Special Ammunition and Cover

Monofilament Special Ammunition has no effect on Cover Modifiers, which apply normally.

Monofilament weapons use a weaponized monomolecular wire - that is, a single-molecule-thick edge stabilized by a faint E/M field. Monofilament devices are the absolute cutting edge of cutting edges, an extremely sophisticated and experimental technology too costly to see widespread use.

NANOTECH SPECIAL AMMUNITION

A military-use technology based on the short-range dispersal of microscopic robots programmed to destroy the target.

Category

Standard.

Roll

After a successful attack using Nanotech Special Ammunition, the target must make a *BTS* Roll.

Effects

- » Each *BTS* Roll failed against Nanotech Special Ammunition causes the target to lose one point from his *Wounds/STR* Attribute.
- » **Critical** hits with Nanotech Special Ammunition cause the target to lose 1 point directly from his *Wounds/STR* Attribute, bypassing the usual *BTS* Roll.

Nanotech Ammunition sprays a cloud of weaponized nanobots, microscopic robots with full-lethality attack programming. The metabolic effect on the target differs depending on their specific programming, but the final result is always the same: crippling pain and severe tissue damage.

NIMBUS SPECIAL AMMUNITION

Nimbus is a non-lethal ammunition used to obscure enemy lines of fire and reduce the firepower of any *BS Attack* that crosses the area.

Category

Exotic.

Effects

- » Nimbus Special Ammunition generates an area with the effects of both a *Low Visibility Zone* and a *Saturation Zone* (see [Visibility Conditions](#) and [Saturation](#), page 164) the size of a Circular Template and with infinite height.
- » The *MODs* of *Low Visibility Zone* due to Nimbus Special Ammunition will be also applied to troopers equipped with a **Multispectral Visor** of any Level, or any other piece of Equipment that specifies the same.
- » The Nimbus Template remains on the table until the end of the *Player Turn* in which it was placed.
- » Firing Nimbus Special Ammunition is an *Attack*.
- » Nimbus Special 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.
- » *Critical* hits with Nimbus Special Ammunition have no additional effect.

Nimbus Special Ammunition is a non-lethal application of military nanotechnology, whose localized deployment abides by the restrictions in nanotech proliferation imposed by international law after the Nanotech Wars debacle. Nimbus ammunition is a double-purpose nanotechnological system. On one hand, it blocks and interferes with both visual and signal information with a nanobot cloud thick enough to reduce visibility and the penetration rate of radiation. On the other hand, the nanobot screen serves as a firepower dampening system, reacting to penetration with a localized increase in thickness that can divert or deflect ten to fifty percent of overall projectiles. Nimbus technology was developed as a cover element for tactical groups, and has been successful in increasing their survival rates in the field.

NIMBUS PLUS SPECIAL AMMUNITION

Nimbus Plus Special Ammunition is a more advanced and potent application of Nimbus technology.

Category

Exotic.

Effects

- » Nimbus Plus Special Ammunition works identically to Nimbus Special Ammunition, but the area generated is both a **Poor Visibility Zone** and a *Saturation Zone* (see [Visibility Conditions](#) and [Saturation](#), page 164).
- » The *MODs* of *Poor Visibility Zone* due to Nimbus Plus Special Ammunition will be also applied to troopers equipped with a **Multispectral Visor** of any Level, or any other piece of Equipment that specifies the same.

Nimbus Plus Special Ammunition is the next generation of Nimbus munitions. Thanks to recent advancements, these nanobots can form a thicker screen, further reducing transparency to light and other signals.



PLASMA SPECIAL AMMUNITION

This sophisticated Special Ammunition has a double effect, forcing its target to make both an *ARM* and a *BTS* Roll.

Category

Standard.

Roll

After a successful attack using Plasma Special Ammunition, the target must make an *ARM* Roll and a *BTS* Roll.

Effects

- » Plasma Special Ammunition uses the Small Teardrop *Impact Template*.
- » Each *ARM* Roll failed against Plasma Special Ammunition causes the target to lose one point from his *Wounds/STR* Attribute.
- » Each *BTS* Roll failed against Plasma Special Ammunition causes the target to lose one point from his *Wounds/STR* Attribute.
- » **Critical** hits with Plasma Special Ammunition cause the target to lose 1 point directly from his *Wounds/STR* Attribute, bypassing the usual *ARM* Roll (the target must still make the *BTS* Roll). The effect of a *Critical* hit only applies to the target of the attack, and not to other figures affected by the *Impact Template*.

This type of ammunition is named after the plasma-like ionized gas it holds by means of electromagnetic fields. Upon impact, the E/M containment field dissipates, causing the plasma to expand explosively. A hallmark of VoodooTech, the technology of the alien Ur Rationalists, Plasma is the most sophisticated technology on the battlefields of Paradiso. Until the alien invasion, this ammunition was confined to science fiction novels and Maya serials, but now it is part of the reality of warfare in the Human Sphere. Weapons capable of generating these hyper-advanced projectiles, typically carried only by the most elite troops of the EI, are invaluable technological treasures.

SHOCK SPECIAL AMMUNITION

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

Category

Bio-Munition, Standard.

Roll

After a successful attack using Shock Special Ammunition, the target must make an *ARM* Roll.

Effects

- » Each *ARM* Roll failed against Shock Special Ammunition causes the target to lose one point from his *Wounds/STR* Attribute.
- » If the target has a *Wounds* Attribute of 1 on his profile and fails an *ARM* Roll against Shock Special Ammunition, then he enters the *Dead* state directly, bypassing the *Unconscious* state.
- » This specific special effect does not apply to:
 - » Units whose *Wounds* Attribute is higher than 1 on their profile (such as Heavy Infantry).
 - » Troopers who, during the course of the game, increased their *Wounds* Attribute above 1.
 - » Units with a *Structure (STR)* Attribute instead of a *Wounds* Attribute, such as Remotes, TAGs, Vehicles, etc. Against these, Shock Special Ammunition has the same effects as Normal Ammunition.



SPECIAL AMMO QUICK REFERENCE CHART

Special Ammunition	Type of Roll	Number of Rolls	Special Effect
Adhesive	PH-6	1	Immobilized-2
AP	ARM	1	Halved ARM
Breaker	BTS	1	Halved BTS
DA	ARM	2	-
DT	BTS	2	-
E/M	BTS	1	Halved BTS Isolated Immobilized-2 (HI, REM, TAG)
EXP	ARM	3	-
Fire	ARM	1+	Roll until success, Burnt
Flash	BTS	1	Blinded
K1	ARM	1	ARM = 0
Monofilament	ARM	1	ARM = 0, Dead
Nanotech	BTS	1	-
Nimbus	-	-	Low Visibility Zone Saturation Zone
Nimbus plus	-	-	Poor Visibility Zone Saturation Zone
Plasma	ARM + BTS	One of each	Small Teardrop Template
Shock	ARM	1	Dead (troops with Wounds 1)
Smoke	-	-	Zero Visibility Zone

IMPORTANT!

Shock Special Ammunition cancels the effects of the target's Special Skills *Valor L2: Dogged* and *Valor L3: No Wound Incapacitation*. *Shock Special Ammunition* also cancels the effects of the *Spawn-Embryo* part of the *Shasvastii* Special Skill.

ATTENTION: Use of this Special Ammunition is prohibited by the Concilium Convention. Violators shall be prosecuted by international courts.

Shock Special Ammunition is designed to cause a strong hydrostatic shock in its target's body, maximizing internal damage after penetration. Shock mechanisms depend on the manufacturer. The cheapest alternatives are hollow-point bullets that shatter into tiny metal fragments once inside the body, tearing internal organs. Melee Shock weapons typically have their edges covered with a rapid-action, selective neurotoxin of synthetic manufacture.



TYPES OF WEAPONS

ADHESIVE LAUNCHER (ADHL)

A non-lethal *BS* Weapon designed to immobilize targets without inflicting damage on them.

Range



Damage: - **B:** 1 **Ammunition:** Adhesive
Traits: Non-Lethal

Due to the size of the self-propelled canisters of ultra-rapid setting liquid cement, these weapons are usually loaded via large-bore rotary drum magazines. Adhesive Launchers are most often used as an anti-vehicle weapon, immobilizing enemy vehicles so they can be safely disabled. Adhesive Launchers cannot be used to kill, but they are economical to use and can disable even the most well-armed and armored enemies. TAGs and vehicle drivers have learned to fear the immobilizing goo and what comes next. An accurate shot with an Adhesive Launcher can render the most terrible war machine completely defenseless.

BARE-HANDED

Troopers without *CC Weapons* can attempt to fight in *CC* using their fists or other parts of their body to inflict damage on their opponent.

Damage: PH - 2 **B:** 1 **Ammunition:** N **Traits:** CC

It is uncommon for modern troops to find themselves without a weapon to use in hand-to-hand combat, but nonetheless they all receive a modicum of bare-handed combat training as part of the “comprehensive soldier” training philosophy. Certain troops, such as TAGs, do not need weapons at all to deal massive amounts of damage in melee combat. Thanks to their size and weight, a bare-fisted strike can be as destructive as an artillery volley.

CC WEAPON

The term “Close Combat (CC) Weapon” covers all full-sized melee weapons (swords, sabers, axes, spears...) an Infinity soldier might carry. CC Weapons can use the Special Ammunitions stated in their Weapons Table profile.

NAME	DAMAGE	B	AMMUNITION	TRAITS
CC Weapon	PH	1	N	CC
AP CC Weapon	PH	1	AP	CC
DA CC Weapon	PH	1	DA	Anti-materiel, CC
E/M CC Weapon	PH	1	N + E/M*	CC
EXP CC Weapon	PH	1	EXP	Anti-materiel, CC
Monofilament CC Weapon	12	1	Mono-filament	CC
Shock CC Weapon	PH	1	Shock	CC

NOTE: ARM Roll + BTS Roll; Damage = PH.

NOTE

The skill and training of certain elite units make them capable of using a combat knife with the effectiveness of a full-sized CC Weapon. In these cases, their profile says ‘CC Weapon’ even if their miniature carries a knife.

Though often overlooked as an option, those who follow the Way of the Sword know that, at close range, a sharp blade can be as deadly as any high-tech alternative. The array of bladed weapons (machete, katana, high-grade steel blade, Teseum blade...) considered standard issue by the armies of the Sphere is too wide to list. The Master says: “Honor your blade and guard against your enemy’s.”



CHAIN RIFLE

A Direct Template *BS* Weapon, very useful within Large Teardrop range and against large groups, where its low Burst is offset by a big *Area of Effect*.

Damage: 13 **B:** 1 **Ammunition:** N
Traits: Direct Template (Large Teardrop), Intuitive Attack.

ATTENTION: Use of this weapon is prohibited by the Concilium Convention. Violators shall be prosecuted by international courts.

The Chain Rifle uses a length of chain as ammunition, firing it as a cone of red-hot shrapnel via an electric mechanism. It was developed to arm untrained militias in Third World campaigns. A Chain Rifle’s wide firing arc makes it devastating at short ranges, where missing is almost impossible. The low production cost and deadly effectiveness of this weapon made it a resounding success in conflicts all over the Human Sphere.



D-CHARGES

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

D-CHARGES

SHORT SKILL, ARO

CC Attack

REQUIREMENTS

- » The user must be in or enter base to base contact with the target.

EFFECTS

Using D-Charges is a two-step process: Planting and Detonating.

- » **Planting a D-Charge on an enemy figure.** The user, in base to base contact, spends one Short Skill of an Order or ARO, and passes a Face to Face Roll using his CC.
- » **Planting a D-Charge on a piece of scenery or an Unconscious or Immobilized enemy.** In base to base contact, spend one Short Skill of an Order or ARO. No Roll needed.
- » **Detonating a D-Charge.** The user, or another friendly trooper with D-Charges or the Special Skill *Engineer*, spends one Short Skill of an Order or an ARO. No Roll needed.
- » D-Charges can only be detonated if they have been previously planted.

Damage: 14 **B:** 1 **Ammunition:** AP + EXP
Traits: Anti-materiel, CC, Deployable, Disposable (3).

D-Charges have been designed to cause a controlled, directed detonation capable of penetrating a target's armor. They have a directional cover over a hollow charge, so the explosion affects only the surface to which they are attached. This limits collateral damage and allows the operator to detonate them while in the proximity of the target. As their name implies, D-Charges are typically used for demolition purposes and they are particularly useful in destroying and dismantling vehicles, structures and walls.



DROP BEARS

"Drop Bear" is the colloquial name used in the military for a thrown version of the Anti-Personnel 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 BEARS

SHORT SKILL/ARO

Attack

REQUIREMENTS

- » In the **Reactive Turn**, *LoF* to the Active trooper is required.

EFFECTS

- » This weapon is a modified version of Anti-Personnel Mines and has two different in-game uses, each with its weapon profile: as a *Throwing Weapon* and as a *Deployable Weapon*. When you use your Drop Bear, use the appropriate profile for your chosen method of deployment.
- » As a **Throwing Weapon**. A Drop Bear can be tossed or thrown, becoming a regular Anti-Personnel Mine when it touches the ground.
- » You do not need a target to throw a Drop Bear as a *Throwing Weapon*, simply point the desired location and make the corresponding Roll. If you pass the Roll, the Drop Bear is successfully deployed, placing a **Mine Marker (MINE)** at the **Conclusion** of the Order, and becomes an Anti-Personnel Mine.
- » This means that a **Drop Bear never detonates during the same Order in which it is thrown as a Throwing Weapon**.
- » As a **Deployable Weapon**. Using this deployment option, Drop Bears are identical to Anti-Personnel Mines, with the single peculiarity that **they are placed on the table as a Mine Marker (MINE)**, not as a Camouflage Marker.

IMPORTANT!

- » Deploying a Drop Bear as a *Throwing Weapon* can never be an *Intuitive Attack*. Consequently, they cannot be thrown if there is a Camouflage or TO Marker inside the Trigger Area, unless a valid target is also inside it.
- » In order to make an *Intuitive Attack* using a Drop Bear, you must deploy it as a *Deployable Weapon*.
- » If you fail the *PH* Roll to throw a Drop Bear, it is lost and expended.
- » Troopers carry three Drop Bears, and expend one of them each time they declare their use, either as a *Throwing Weapon* or a *Deployable Weapon*.





Dodging a Detonating Drop Bear:

Drop Bears are *Template Weapons* and *Deployable Weapons*, so their effect can be *Dodged* by passing a **PH-3** Roll.

DROP BEAR			
ARM	BTS	STR	S
0	0	1	0

DROP BEAR AS A THROWING WEAPON

Range



Damage: - **B:** 1 **Ammunition:** -
Traits: Disposable (3), Speculative Fire, Targetless, Throwing Weapon.

DROP BEARS AS A DEPLOYABLE WEAPON

Damage: 13 **B:** 1 **Ammunition:** Shock
Traits: Deployable, Direct Template (Small Teardrop), Disposable (3), Intuitive Attack.

EXAMPLE OF DROP BEARS AS A THROWING WEAPON:

During his *Active Turn*, a Neoterra Bolt wants to toss a Drop Bear near a wall corner. To reduce the chance of failing and losing his Drop Bear, the Bolt Moves within 8 inches of the corner so he can benefit from the Drop Bear's +3 *Range MOD*. He places the Mine Marker and makes his Roll. It is a success, so the Marker stays.

With his next Order, the Neoterra Bolt wants to place another Drop Bear, but this time he wants to toss it over the wall, outside his *LoF*. Without *LoF* to the Drop Bear's resting place, all the Bolt can do is declare *Speculative Fire* and spend one Entire Order. Since he is within 8 inches of his target spot, the Bolt applies a +3 MOD to his *PH*, partly offsetting the -6 MOD for *Speculative Fire*. He again passes the Roll, and leaves the Mine Marker on the spot he had previously declared.

ATTENTION: Use of this weapon is prohibited by the Concilium Convention. Violators shall be prosecuted by international courts.

The first troops to receive the new Mk3 Multi-Purpose Mines developed by Armatech Solutions were the Neoterran units of the Darwin Military Base, notoriously proud of their Australian cultural heritage. Due to the plump design of the mines themselves and the ease with which they could be made to rain down upon the enemy with deadly consequences, the Neoterran troops dubbed them Drop Bears after a fictitious koala-like predator said to lurk in Australian treetops.



E/MAULER

The E/Mauler is a deployable weapon that uses E/M Special Ammunition. As a weapon, it is useful to disrupt and isolate techno-dependent professional troops.

E/MAULER		SHORT SKILL, ARO
<i>Attack</i>		
REQUIREMENTS		
» In the <i>Reactive Turn</i> , LoF to the Active trooper is required.		
EFFECTS		
E/Maulers work exactly like <i>Anti-Personnel Mines</i> (see page 123), with the following exceptions:		
» E/Maulers use E/M Special Ammunition and have <i>Damage</i> 13.		
» Replace the E/Mauler's Camouflage Marker with an E/Mauler Marker when it is <i>Discovered</i> by an enemy.		
REMEMBER		
E/Maulers and Intuitive Attacks: This weapon allows the user to make <i>Intuitive Attacks</i> : by passing a <i>WIP</i> Roll, you can lay an E/Mauler even if an enemy Camouflage and Hiding Marker is inside the <i>Trigger Area</i> .		

Dodging an E/Mauler:

E/Maulers are *Template Weapons* and *Deployable Weapons*, so their effect can be Dodged by passing a **PH-3** Roll.

E/MAULER			
ARM	BTS	STR	S
0	0	1	0

Damage: 13 **B:** 1 **Ammunition:** E/M
Traits: Concealed, Deployable, Direct Template (Small Teardrop), Disposable (3), Intuitive Attack.

ATTENTION: This weapon disables Cubes and its use is prohibited by the Concilium Convention. Violators shall be prosecuted by international courts.

E/Maulers are hybrid-design weapons, a mix between a pulse device and a Mine. They are equipped with a motion detector and an IFF, both of them connected to a single use E/M pulse emitter: E/Mauler design is a Nomad patent, but Ariadna bought an ample supply of them during the Commercial Conflicts.



ELECTRIC PULSE

A contact-activated, electricity-based CC Weapon.

ELECTRIC PULSE		SHORT SKILL/ARO
<i>CC Attack</i>		
REQUIREMENTS		
» Base to base contact.		
EFFECTS		
» Electric Pulse is a weapon that does not require a CC Roll to use.		
» When an enemy in base to base contact declares a <i>CC Attack</i> or a <i>Dodge</i> against the user of an Electric Pulse, this CC weapon applies a -6 MOD to that enemy's CC or PH for the appropriate Normal Roll.		
» If the opponent fails his CC or PH Roll with a <i>Failure Category</i> equal to or less than 6 (that is, if he fails his CC or PH Roll due to the -6 MOD), then that enemy is rendered <i>Immobilized-2</i> (with his correspondent IMM-2 Marker) for 2 Turns (the state is Cancelled automatically at the end of the next <i>Player Turn</i>).		
» Electric Pulse can be used proactively by declaring a CC Attack with it, but the effect only applies if the enemy declares an ARO.		

Damage: - **B:** 1 **Ammunition:** -
Traits: 2 Turns, CC, IMM-2, Non-Lootable, Non-Lethal.

An *Electric Pulse* is a defensive system that can be installed in vehicles and secured areas. It generates an electric discharge strong enough to incapacitate an opponent or intruder without killing them.

FLAMETHROWER (FT)

A BS Weapon that places a Direct Template using FIRE Special Ammunition.

ATTENTION: Use of this weapon is prohibited by the Concilium Convention. Violators shall be prosecuted by international courts.

Flamethrowers are an elementary assault weapon whose successful design has evolved very little in recent decades. Current flamethrowers are smaller and lighter, safer and generally easier to use, but the basic premise behind their tactical role is the same: to create a tongue of fire with which to clear a path or, with a pull of the trigger, clear enclosed areas of hostile elements.

VARIANTS

Heavy Flamethrower (Heavy FT)

A heavy duty version of the Flamethrower, with a longer and hotter stream.

Damage: 14 **B:** 1 **Ammunition:** Fire
Traits: Direct Template (Large Teardrop), Intuitive Attack.

ATTENTION: Use of this weapon is prohibited by the Concilium Convention. Violators shall be prosecuted by international courts.

The Heavy Flamethrower is, in essence, an apocalyptic weapon. The mere vision of their use can instill fear in the heart of a seasoned soldier: a massive tongue of fire that devours everything it encounters, leaving nothing but ash and devastation in its wake.

Light Flamethrower (Light FT)

A lightweight, portable Flamethrower that sacrifices some effective range and power for a compact design.

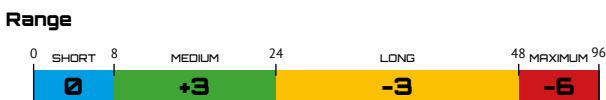
Damage: 13 **B:** 1 **Ammunition:** Fire
Traits: Direct Template (Small Teardrop), Intuitive Attack.

ATTENTION: Use of this weapon is prohibited by the Concilium Convention. Violators shall be prosecuted by international courts.

Safety advances and added features in the design of light flamethrowers have popularized them as secondary weapons for assault troops in all armies of the Human Sphere. These advances are two-pronged: the fear of a user's lethal immolation caused by accidental or hostile puncture of the fuel tanks was removed with the use of neutral combustion agents, which were also optimized and highly concentrated, giving the operator maximum rates of fire with minimum encumbrance. Added safety and mobility rekindled the popularity of flamethrowers, making them a staple of modern warfare, used mainly during confrontations in enclosed areas, such as spaceships, orbital stations and urban environments.

FLASH PULSE

A BS Weapon designed to incapacitate the target briefly without causing lasting damage.



Damage: 13 **B:** 1 **Ammunition:** Flash
Traits: Non-Lootable, Technical Weapon.

This sophisticated piece of equipment emits a focused beam of light or data, the Flash Pulse itself, towards a target. The massive Flash discharge interferes with the target's vision or sensory systems, causing temporary blindness and disabling it as an active hostile element.



GRENADES

A BS Throwing Weapon, useful at short range against groups of enemies or obscured targets.



Damage: 13 **B:** 1 **Ammunition:** N
Traits: Impact Template (Circular), Speculative Fire, Throwing Weapon.

The tactical possibilities of hand grenades, particularly in assault operations, are spectacular. Grenades are indispensable in urban or jungle combat conditions, and seasoned combatants tend to carry a good supply of them.



VARIANTS

Smoke Grenades

A non-Lethal variant of hand grenades that uses Smoke Special Ammunition.



Damage: - **B:** 1 **Ammunition:** Smoke
Traits: Impact Template (Circular), Non-Lethal, Special Dodge, Speculative Fire, Targetless, Throwing Weapon.

Modern armies give primacy to mobility criteria: the key to modern operations is to outmaneuver the enemy, dictating when to get close, how to use the battlefield for your benefit, and when to retreat. As a consequence, reducing the maneuverability of the enemy is a priority, and the most effective way to do this is by using hostile fire. Assault troops respond to this staple of modern warfare with Smoke Grenades that give them the opportunity to advance toward the enemy to take a position or engage in close quarters combat by blocking the field of vision of enemy combatants. But the usefulness of Smoke Grenades does not end with assaults. A good tactician will be able to rely on smoke-wielding assets as essential elements of any combat strategy, using the cover they provide to maneuver slower troops and specialists into key positions.



E/M Grenades

This version of the standard Grenade emits a strong E/M pulse that can render enemy communication systems inoperative and is highly effective against high tech targets.

Range



Damage: 13 **B:** 1 **Ammunition:** E/M
Traits: Impact Template (Circular), Speculative Fire, Throwing Weapon.

ATTENTION: This weapon disables Cubes and its use is prohibited by the Concilium Convention. Violators shall be prosecuted by international courts.

In modern warfare, electronics and quantronics are a key component of virtually all arms systems and combat information devices. For this reason, electronic warfare, formerly managed in command centers via satellites, has descended to the tactical level, where it is surgically applied in Close Quarters Battle. Portable weapons like E/M Grenades can be used to disable enemy gear and weapons, and even reduce a TAG to little more than a pile of incredibly expensive junk.

Nimbus Grenades

A non-lethal variant that produces a cloud of Nimbus Special Ammunition nanobots.

Range



Damage: - **B:** 1 **Ammunition:** Nimbus
Propiedades: Impact Template (Circular), Non-Lethal, Reflective, Speculative Fire, Targetless, Throwing Weapon.

Nimbus Grenades create localized areas that obstruct visual and communication signals and reduce the accuracy and firepower of the enemy. Their tactical usefulness in the field is evident, but these non-lethal tools have even further utility in covert missions carried out by elite operatives.

Nimbus Plus Grenades

Non-Lethal hypertechnology weapons that deploy Nimbus Plus Special Ammunition, a more up-to-date version of Nimbus technology.

Range



Damage: - **B:** 1 **Ammunition:** Nimbus Plus
Traits: Impact Template (Circular), Non-Lethal, Reflective, Speculative Fire, Targetless, Throwing Weapon.

Nimbus Plus Grenades are a technological step forward from the already advanced Nimbus models. The functionality of these non-lethal devices is identical to their predecessors, but these have a much higher rate of effectiveness. The nanobot cloud produced by Nimbus Plus is thicker, creating a more effective visual obstruction that significantly adds to the survival rate of the user.

GRENAD LAUNCHER (GL)

A BS Weapon capable of accepting different types of projectiles (explosive, smoke, E/M...) and using Speculative Fire.

Grenade Launchers give soldiers the power to bombard enemy positions with grenades while standing safely outside their direct line of fire. They are particularly useful against tight groups of enemies and as a way to cover the advance of friendly troops.

VARIANTS

Light Grenade Launcher (Light GL)

The light version of the weapon has a reduced range, but enough firepower to command respect.

Range



Damage: 13 **B:** 1 **Ammunition:** N
Traits: Impact Template (Circular), Speculative Fire.

There are still single-purpose Light Grenade Launchers on the market; but nowadays these weapons are typically attached to rifles and other infantry firearms in modern armies. This simple attachment greatly increases the versatility of the foot soldier, who can act as a grenadier to provide his comrades with fire support in combat.

Light E/M Grenade Launcher (Light E/M GL)

A variant of the light GL model that fires projectiles using E/M Special Ammunition.

Range



Damage: 13 **B:** 1 **Ammunition:** E/M
Traits: Impact Template (Circular), Speculative Fire.

The versatility of Grenade Launchers comes from the variety of munitions they can accept without modification, serving a wide array of purposes depending on the projectiles they are fed. Grenade Launchers loaded with E/M ammunition are used in electronic warfare environments to make the most of the disruptive capabilities of these pulse-emitting projectiles.

Light Nimbus Grenade Launcher

Light version of the tactical Grenade Launcher that fires projectiles loaded with the advanced Nimbus Special Ammunition.

Range



Damage: 13 **B:** 1 **Ammunition:** Nimbus
Traits: Impact Template (Circular), Non-Lethal, Reflective, Speculative Fire, Targetless.

The Light Grenade Launcher is the most suitable tactical platform to increase the operational range of the consistently effective Nimbus Grenades. Their utility in special actions, where support resources are frequently limited due to operational needs, is always outstanding.

Light Smoke Grenade Launcher (Light Smoke GL)

This variant fires only non-lethal Smoke Special Ammunition.

Range



Damage: - **B:** 1 **Ammunition:** Smoke
Traits: Impact Template (Circular), Non-Lethal, Special Dodge, Speculative Fire, Targetless.

The remarkable range of Grenade Launchers compared to hand grenades makes them ideal for the deployment of smoke-generating canisters. Using this weapon, a soldier can easily provide cover for his allies to maneuver behind without abandoning his rearguard position. Smoke GLs are also employed by fast-moving units who need to traverse long stretches of the battlefield. Certain light transports and single-rider motorcycle models have this weapon integrated into their structural design.

Heavy Grenade Launcher (Heavy GL)

The heavy variant of this weapon has a longer effective range, but no greater firepower than more conventional models.

Range



Damage: 14 **B:** 1 **Ammunition:** N
Traits: Impact Template (Circular), Non-Lootable, Speculative Fire.

The added weight and size of Heavy GL projectiles make these support weapons too cumbersome for foot soldiers. They are conceived as mobile artillery guns, and mounted on TAGs, vehicles and support Remotes, or carried by units with extreme physical strength.

HEAVY MACHINE GUN (HMG)

A powerful long-range support BS weapon with a high Burst value.

Range



Damage: 15 **B:** 4 **Ammunition:** N
Traits: Suppressive Fire.



Considered by some to be the “mother of all support weapons”, the range, destructive power and high rate of fire of the HMG makes it a force to be reckoned with on any battlefield.

VARIANTS

AP HMG

A Heavy Machine Gun loaded with AP Special Ammunition.

Range



Damage: 15 **B:** 4 **Ammunition:** AP
Traits: Suppressive Fire.

No other weapon exemplifies the advantages of access to abundant Teseum deposits like the Ariadnan AP HMG. The copious amount of Teseum mined by Ariadna allows it to level the technological playing field with carefree bursts of one of the most expensive ammunitions known to man.

MULTI HMG

The main advantage of the MULTI HMG is its capacity to fire Heavy MULTI Ammunition, giving the user the chance to choose between two different Shooting Modes on the fly.

MULTI HMG (BURST MODE)

Range



Damage: 15 **B:** 4 **Ammunition:** AP/Shock
Traits: Heavy MULTI, Non-Lootable, Suppressive Fire.

MULTI HMG (ANTI-MATERIEL MODE)

Range



Damage: 15 **B:** 1 **Ammunition:** EXP
Traits: Anti-materiel, Heavy MULTI, Non-Lootable.

Conceived as heavy support weapons, MULTI HMGs are auto-cooled, allowing their operator to fire continuously for long periods of time without fear of heat damage to the barrel or the firing mechanisms. Multiple feeding magazines and preprogrammed systems give this weapon more versatility by enabling the operator to choose the ammunition best suited to the variable conditions of battle.

HYPER-RAPID MAGNETIC CANNON (HMC)

A support BS Weapon that shoots Light MULTI Ammunition, giving the user the chance to choose between two different Shooting Modes on the fly. H-Magnetic Cannons have one of the highest Burst values on the Infinity Weapons Table.

HMC (BURST MODE)

Range



Damage: 15 **B:** 5 **Ammunition:** AP/Shock
Traits: Light MULTI, Non-Lootable, Suppressive Fire.

HMC (ANTI-MATERIEL MODE)

Range



Damage: 15 **B:** 1 **Ammunition:** DA
Traits: Anti-materiel, Light MULTI, Non-Lootable.

The Hyper-Rapid Magnetic Cannon uses a Gatling-style array of railguns—cannons that use electrically-induced magnetism to accelerate a projectile to hypersonic speeds—to achieve incredible fire rates. The projectiles launched by this weapon are 3mm metal shards, but their kinetic energy is far superior to normal bullets, making their penetration capabilities and effective range on par with a HMG. Due to their size and weight, HMCs are mounted weapons used exclusively by armored units

KNIFE

A small bladed weapon, usually less capable of inflicting damage than bigger CC Weapons, but more easily concealed and more precise for silent takedowns.

Damage: PH - 1 **B:** 1 **Ammunition:** Shock
Traits: CC, Silent.

The comparatively small blade of a knife makes it a last-resort weapon for a soldier, or the perfect tool for a covert assassination. However, modern combat knives, despite differences in design and manufacture, are multi-purpose tools: they are attachable as a bayonet, lightweight and balanced for hand-to-hand combat, and trustworthy and sharp enough to be used as survival tools.



MINES

Mines are a type of Deployable Weapon used to control small areas of the battlefield and influence the movement of enemy troops.

International law banned the manufacture of mines designed to incapacitate single targets. These cheap, easily deployable landmines created difficult post-conflict situations and caused numerous civilian casualties and collateral damage. Current designs are bigger and easier to spot, and also more expensive to manufacture, making scattering them indiscriminately over an area impractical. Modern mines have complex IFF systems and tracking devices that allow friendly troops to easily reclaim them once the conflict is over. Despite these advances, anti-personnel mines are still considered cruel contraptions that pose unacceptable risks to civilian populations, so they remain banned by the Concilium Convention.

VARIANTS

Anti-Personnel Mines

This is the standard design for Mines, capable of exploding in an arc of Shock Special Ammunition.

MINES

SHORT SKILL/ARO

Attack

REQUIREMENTS

- » In the **Reactive Turn**, LoF to the Active trooper is required.

EFFECTS

- » By spending a Short Skill or ARO, the user places a Camouflage Marker (CAMO) on the game table to represent the camouflaged Mine. This action is an **Attack**.

In the **Active Turn**, the trooper can deploy the Camouflage Marker in base contact or, if he moved, in base contact with any part of his route. In the **Reactive Turn**, the trooper must deploy the Camouflage Marker in base contact.

Mines or Camouflage Markers are not considered deployed until the **Conclusion** of the Order.

- » Replace the Camouflage Marker with a Mine Marker (MINE) when it is **Discovered** by an enemy.
- » Mine Markers retain the beneficial MODs provided by the CH: **Mimetism** Special Skill (**BS-3**).
- » Mines have a **360°** LoF arc.
- » Mines ignore all **Visibility Conditions**.
- » Once on the game table, Mines must trigger when an enemy figure or Marker declares or executes an **Order** or **ARO** inside their **Trigger Area**.
- » As a Direct Template Weapon, when a Mine triggers it places a **Small Teardrop Template** with **Damage 13** and **Shock** Special Ammunition.
- » The Small Teardrop Template must be placed so that it affects the enemy figure or Marker that triggered the Mine.
- » A Mine never triggers if the Small Teardrop Template also affects an ally, even if that ally is **Unconscious**.
- » **Impersonation** Markers (IMP-1 and IMP-2) do not trigger enemy Mines.
- » Once a Mine triggers, it is removed from play.

REMEMBER

A Mine cannot be placed if there is an enemy Camouflage or TO Marker inside its **Trigger Area**. This rule does not apply if there is a valid, non-camouflaged enemy inside the **Trigger Area**, or if the Mine is deployed as an **Intuitive Attack**.



Dodging a Mine:

Mines are *Template Weapons* and *Deployable Weapons*, so their effect can be Dodged by passing a **PH-3** Roll.

MINE (ANTI-PERSONNEL/MONOFILAMENT)			
ARM	BTS	STR	S
0	0	1	0

Damage: 13 **B:** 1 **Ammunition:** Shock
Traits: Concealed, Deployable, Direct Template (Small Teardrop), Disposable (3), Intuitive Attack.

ATTENTION: Use of this weapon is prohibited by the Concilium Convention. Violators shall be prosecuted by international courts.

The design of modern anti-personnel mines has its roots in the mid-20th century Claymore models. The function of this weapon is to propel large quantities of shrapnel in a narrow arc toward the enemy who triggered it, potentially injuring more than one enemy soldier. The complex, quasi-intelligent IFF mechanisms of modern mines ensure that they will under no circumstances affect a member of the army who laid them. These systems facilitate the process of deployment and, just as importantly, removing friendly mines once the conflict is over, thus reducing the cost in resources of mine-clearing operations and collateral civilian damage.

Monofilament Mines

The most sophisticated version of this weapon, it uses *Monofilament Special Ammunition* to great effect.

MONOFILAMENT MINES SHORT SKILL/ARD

Attack

REQUIREMENTS

» In the Reactive Turn, LoF to the Active trooper is required.

EFFECTS

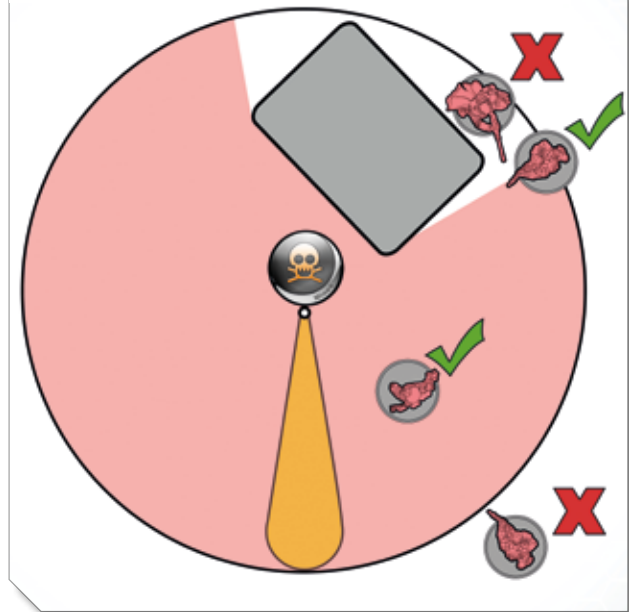
» Monofilament Mines follow the same rules as Anti-Personnel Mines, but using Monofilament Special Ammunition instead of Shock.

Damage: 12 **B:** 1 **Ammunition:** Monofilament
Traits: Concealed, Deployable, Direct Template (Small Teardrop), Disposable (3), Intuitive Attack.

ATTENTION: Use of this weapon is prohibited by the Concilium Convention. Violators shall be prosecuted by international courts.

Monofilament Mines are the stuff of nightmares for any soldier: a deadly puff of monomolecular wires too thin to be seen with the naked eye, but nonetheless capable of cutting through metal like it was air. The devastating effects of the dense but short-lived monofilament weave discharged by these exotic mines make them an invaluable tool against heavily armored opponents.

TRIGGER AREA



Trigger Area:

The Trigger Area of a Mine (whether it is a Camouflage or a Mine Marker) 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.

MISSILE LAUNCHER (ML)

A support BS Weapon that fires self-propelled explosive ordnance. Missile Launchers have been designed for use in long-range combat against armored targets or clusters of enemies.

Modern portable Missile Launchers fire Needle projectiles, micromissiles whose small size does not offset their offensive capabilities. Needle micromissiles give ML operators the chance to carry their own spare ammunition for sustained fire without depending on another soldier to reload. Alternatively, spare ammunition for a shoulder-fired missile launcher can be spread between the members of a squad without significantly altering the weight of their gear. Tactical Missile Launchers have a double effect. The projectile penetrates the armor of the enemy, maximizing internal damage, then the projectile explodes in a fiery conflagration that shrouds the target's surroundings in a ball of fire.



VARIANTS

Missile Launcher, ML

This is a very powerful support weapon due its high *Damage* value and the *Special Ammunition* it loads. The Missile Launcher possesses two different Shooting Modes from which players can choose.

Blast Mode possess the *Impact Template (Circular)* Trait and applies the *EXP* Special Ammunition across the whole *Area of Effect* of the Circular Template. Meanwhile, the **Antitank Mode** lacks the Impact Template Trait, but applies the combined effects of the *AP* and *EXP* Special Ammunition.

Missile Launcher (Blast Mode)

Range



Damage: 14 **B:** 1 **Ammunition:** EXP
Traits: Anti-materiel, Impact Template (Circular).

Missile Launcher (Antitank Mode)

Range



Damage: 14 **B:** 1 **Ammunition:** AP + EXP
Traits: Anti-materiel .

The *Blast Mode* of the Tactical Missile Launchers has a double effect. Its projectiles have been conceived to maximize the internal damage on its target, exploding in a fiery conflagration that shrouds the target's surroundings in a real inferno. However, with the *Antitank Mode*, the projectile does not explode, avoiding collateral damages, and focusing all the damage in the target so its armor is easily penetrated.

Smart Missile Launcher (Smart ML)

Smart Missile Launchers are a lighter and more advanced version of the Missile Launcher, possessing two different Shooting Modes from which players can choose.

Guided Mode applies the *Guided* Trait that allows its projectiles home in on a target previously flagged by a *Forward Observer*. Meanwhile, the *Auto-Aim Mode* possesses a weapon profile with improved accuracy.

Like regular Missile Launchers, this version applies both Special Ammunitions across the whole *Area of Effect* of the Circular Template.

Smart Missile Launcher (Guided Mode)

Damage: 14 **B:** 1 **Ammunition:** AP + DA
Traits: Anti-materiel, Guided, Impact Template (Circular).

Smart Missile Launcher (Auto-Aim Mode)

Range



Damage: 14 **B:** 1 **Ammunition:** AP + DA
Traits: Anti-materiel, Impact Template (Circular).

Smart Missile Launchers fire intelligent homing projectiles that find their target using data provided by a remote *Forward*

Observer and updated via satellite tracking. The guidance system of Needle micromissiles can use different target acquisition programs, or can be disconnected altogether for satellite-assisted direct fire, thus neutralizing the possibility of *Hacker* or *ECM* interference.

NANOPULSER

A hyper-tech BS Weapon that fires a Direct Template of Nanotech Special Ammunition.

Damage: 13 **B:** 1 **Ammunition:** Nanotech
Traits: Direct Template (Small Teardrop), Intuitive Attack, Non-Lootable.

ATTENTION: Use of this weapon is prohibited by the Concilium Convention. Violators shall be prosecuted by international courts.

Operating a Nanopulser is very straightforward. Nanobots have short-range propulsion and are shot in a wide arc, making aiming aids redundant. For this reason, Nanopulsers are usually integrated/implanted into the operator's torso or body armor, and can be fired instantly without extending the collapsible barrel at the cost of reduced range. An entirely invisible, silent weapon, it is military-use only, and its possession is prohibited across the Human Sphere.

OJOTNIK

Mid/long range precision BS weapon available only to certain elite Ariadnan troops.

Range



Damage: 14 **B:** 2 **Ammunition:** AP **Traits:** -

The Ojotnik is the military version of an Ariadnan big-game hunting rifle. It is more potent than a conventional assault rifle, but its rate of fire is lower. What gives the Ojotnik an edge is its ammunition, manufactured using Teseum for fearsome armor-piercing capabilities. The stock of an Ojotnik is made out of wood from trees native to Ariadna, very lightweight and durable, and the bore is covered in Teseum. These precision weapons use the best scopes available in Ariadna, comparable to the ones used by long-range sniper rifles. Ojotniks are entirely hand-crafted, and are a prized heirloom that passes from parent to child and from marksmen to their most talented pupils. Rare and treasured, these rifles have become a symbol of status in the Ariadnan society, and a source of pride for the Scouts of the Cossack Spetsnaz Corps.

PANZERFAUST

A disposable BS weapon that fires rocket-propelled explosive projectiles at long range.

Range



Damage: 14 **B:** 1 **Ammunition:** AP + EXP
Traits: Anti-materiel, Disposable (2).

Panzerfausts are the light anti-tank weapon of choice for infantry. Thanks to their reduced weight and collapsible tube design, transport is not an issue, and any foot soldier can be outfitted with a Panzerfaust without sacrificing other important pieces of gear.

PISTOL

A BS weapon useful both at short range and in CC.

Range



Damage: 11 **B:** 2 (1 in CC)
Ammunition: N **Traits:** CC.

Pistols are standard-issue sidearms capable of burst fire. An evolution of civilian-use handguns, almost every soldier carries a Pistol for use in close combat and at point-blank range.



VARIANTS

Breaker Pistol

A Pistol model capable of loading Breaker Special Ammunition.

Range



Damage: 12 **B:** 2 (1 in CC)
Ammunition: Breaker **Traits:** CC.

Each of the many types of Breaker Pistols available in the arms market is based on a different proprietary technology, from nanotechnological, to viral, to electromagnetic, etc. However, they are all alike in their ability to reduce the effectiveness of the target's biotech defenses, thus increasing the lethality of their projectiles. This sidearm is restricted to military and law enforcement officials, but the cheaper Breaker Pistol models are widespread across the black markets and can be found in the inventory of freelance arms dealers everywhere in the Sphere.

Heavy Pistol

A variant of the standard Pistol that can inflict more Damage.

Range



Damage: 14 **B:** 2 (1 in CC)
Ammunition: Shock **Traits:** CC.

The term "Heavy Pistol" refers to a diversity of large-caliber handguns, sometimes used for big-game hunting, and to the short-range secondary weapons certain TAGs use for close quarters combat in enclosed areas.

AP Heavy Pistol

A variant of the Heavy Pistol that fires AP Special Ammunition.

Range



Damage: 14 **B:** 2 (1 in CC)
Ammunition: AP **Traits:** CC.

The AP Heavy Pistol is the anti-armor variant of the popular Heavy Pistol. The characteristic Ariadnan Teseum stockpiles allow for the manufacture of large-caliber ammunition for handguns capable of functioning as a short-range anti-armor solution despite the weapon's small size. However, actually firing one of these weapons with any accuracy requires intense training and considerable strength to compensate for their extraordinary recoil.

PLASMA CARBINE

A cut-down version of the Plasma Rifle. Like its Rifle counterpart, this is a hyper-technological alien weapon that uses Plasma Special Ammunition. This version sacrifices fire rate and accuracy in favor of a bigger payload.

The Plasma Carbine possesses two different Shooting Modes from which players can choose.

Blast Mode possess the *Impact Template (Small Teardrop)* Trait and applies the *Plasma* Special Ammunition across the whole *Area of Effect* of the Teardrop Template. Meanwhile, the **Hit Mode** lacks the Impact Template Trait, but it possesses a higher *Damage* value.

PLASMA CARBINE (BLAST MODE)

Range



Damage: 13 **B:** 2 **Ammunition:** Plasma
Traits: Impact Template (Small Teardrop)

PLASMA CARBINE (HIT MODE)

Range



Damage: 14 **B:** 2 **Ammunition:** Plasma
Traits: -

The Plasma Carbine is the short-barreled, mass-produced version of the Plasma Rifle, a tour de force of the industrial capacity of VoodooTech, whose capabilities go beyond merely pioneering the design of next-generation weaponry. The firepower of a Carbine is similar to that of the Plasma Rifle by virtue of generating a projectile with the same incandescent plasma content. The energy output, however, is inferior to that of its big sister. As a standard-issue weapon for certain Combined Army troops, the Plasma Carbine is regarded as a lower-quality, more economical weapon. This is made patently

clear by its lower fire rate, its stronger recoil and its higher reload times. The Plasma Carbine may not be as scary as its Rifle counterpart, but it is an expeditious, decisive weapon capable of terminating several targets with a single shot.

PORTABLE AUTOCANNON

A high-powered Support BS weapon with a long-range window of effectiveness. The combined effect of its two Special Ammunitions (AP + EXP) make up for its reduced Burst.



Damage: 15 **B:** 2 **Ammunition:** AP + EXP
Traits: Anti-materiel.

The Portable Autocannon is a compact, lightweight version of the main weapon mounted on primitive light armored vehicles of the mid-21st century. Ariadnan technicians have been able to reduce the size of the feed and report suppression systems. To achieve maximum portability, this cannon has been designed with a manual firing mechanism and an optical aiming system. Despite its archaic look, this weapon packs an undeniable punch that can neutralize even the heaviest ground units in the Human Sphere.

RIFLE

The rifle is the standard *BS weapon*. A versatile firearm, it has considerable power and is most effective at medium range. Due to its success as a standard-issue gun, it is the basis for a profusion of variants.



Damage: 13 **B:** 3 **Ammunition:** N
Traits: Suppressive Fire.

The rifle is the inseparable companion of the infantry soldier: conceived for mass combat, it is now the most common weapon in the battlefields of the Sphere. Recent technological advances have made it more lightweight and accurate, making it viable for covert operatives.

Nowadays, both normal rifles and their more modern Combi and MULTI counterparts have standardized modular attachments that can be used to install the mechanism and ammunition of the light version of a shotgun, a flamethrower or a grenade launcher. This external module is usually a single piece, barely altering the external aspect or the weight of the weapon. These



attachments are connected to the trigger mechanism for ease of use, making reactive fire a possibility. Armies with the budget and technology to afford these modules make frequent use of them for their undeniable versatility.

VARIANTS

AP Rifle

The main feature of this variant of the Rifle is that it uses AP Special Ammunition.



Damage: 13 **B:** 3 **Ammunition:** AP
Traits: Suppressive Fire.

Armor-Piercing Ammunition is frequently manufactured using Teseum, a costly neomaterial that is lightweight but very resistant to deformation, making it perfect for armor penetration. Teseum is the only reason why light weapons such as Rifles can load and fire Armor-Piercing rounds effectively. Any other material would deteriorate the accuracy and fire rate of the weapon. The abundance of Teseum ore in the soil of planet Dawn gives the Ariadnan military forces a steady supply of this powerful Special Ammunition that other armies in the Sphere can only dream of.

Breaker Rifle

This version of the conventional Rifle uses Breaker Special Ammunition.



Damage: 13 **B:** 3 **Ammunition:** Breaker
Traits: Suppressive Fire.

Breaker Ammunition is named after its ability to break through its target's Biotech shielding. As a technical munition, its development is closely tied to an advanced understanding of biotechnological and pharmaceutical sciences. The Haqqislamite military industry has, unsurprisingly, pioneered the application of these technologies to multipurpose medium calibers. Despite its initial success, manufacturing Rifle-usable Breaker Ammunition is still too expensive a procedure to consider for mass production, so its use is restricted to select units.

Combi Rifle

A more modern variant of the Rifle, this weapon is less cumbersome and more accurate at close ranges, giving it a positive MOD at Short Range.



Damage: 13 **B:** 3 **Ammunition:** N
Traits: Suppressive Fire.

The Combi Rifle is a lightweight, easy to handle firearm, perfect for the dynamic demands of a modern warfare environment. Its design maximizes recoil suppression and aim optimization, giving it excellent accuracy both at close and medium ranges.

Breaker Combi Rifle

A version of the Combi Rifle that employs Breaker Special Ammunition.

Range



Damage: 13 **B:** 3 **Ammunition:** Breaker
Traits: Suppressive Fire.

Breaker Combi Rifles are categorized as advanced weapons because their ammunition, called Breaker for its capacity to break through a soldier's BTS, is an example of the most sophisticated military technology in the Human Sphere.

K1 Combi Rifle

A version of the Combi Rifle customized to use K1 Special Ammunition.

Range



Damage: 12 **B:** 3 **Ammunition:** K1
Traits: Anti-materiel, Suppressive Fire.

A complex process of customization allows these Combi Rifles to fire the dreaded K1 ammunition, projectiles capable of penetrating the thickest armor with negligible loss of momentum.

Plasma Rifle

A hyper-technological variant of the Combi Rifle that fires Plasma Special Ammunition. This exotic, alien weapon is the rarest Rifle used on the battlefields of the Human Sphere.

The Plasma Rifle possesses two different Shooting Modes from which players can choose.

Blast Mode possess the *Impact Template (Small Teardrop)* Trait and applies the *Plasma* Special Ammunition across the whole *Area of Effect* of the Teardrop Template. Meanwhile, the **Hit Mode** lacks the Impact Template Trait, but it possesses a higher *Damage* value.

PLASMA RIFLE (BLAST MODE)

Range



Damage: 13 **B:** 3 **Ammunition:** Plasma
Traits: Impact Template (Small Teardrop), Suppressive Fire.

PLASMA RIFLE (HIT MODE)

Range



Damage: 14 **B:** 3 **Ammunition:** Plasma
Traits: Suppressive Fire.

The Plasma Rifle is the best example of the quality and the level of sophistication of VoodooTech, the high technology of the Ur Rationalists. Human scientists study and analyze these guns tirelessly, hoping to crack the secrets of their mechanisms to reproduce them with human technology. Members of very select special forces are occasionally allowed to use weapons captured from the enemy, so it is conceivable that some human troops would use these Rifles for black ops. Plasma Rifles are valuable loot for any soldier able to get their hands on one, and they have been known to fetch very high prices in clandestine scientific operations and the black market of weapons.

MULTI Rifle

MULTI Rifles are variants of the Combi Rifle that give their user the ability to choose between two different Shooting Modes on the fly.

MULTI RIFLE (BURST MODE)

Range



Damage: 13 **B:** 3 **Ammunition:** AP/Shock
Traits: Light MULTI, Suppressive Fire.

MULTI RIFLE (ANTI-MATERIEL MODE)

Range



Damage: 13 **B:** 1 **Ammunition:** DA
Traits: Anti-materiel, Light MULTI.

The MULTI Rifle is a modern version of the Combi Rifle, a very complex machine available only to the more technologically or financially blessed armies of the Sphere. The MULTI Rifle is given only to specially prepared troops who have received both extensive tactical training—to make the most of the versatility of this costly weapon—and technical education—to be able to perform the daily maintenance of its complex machinery. What few contest is the effectiveness of this type of gun, one of the best tools any soldier could receive to maximize his output of lethal damage against any enemy.



SEPSITOR

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

Sepsitor technology, which name comes from *Classic Greek* *septos* (*corruption*), is the epitome of *VoodooTech* applied to combat: a short-range discharge of memetic viral vectors. It allows powerful computer minds to infiltrate inferior systems and networks and take control of them. The most insidious application of this technology is intruding into memory *Cubes*, corrupting them and ultimately possessing their wearer; taking complete command of their cognitive functions. Troops that succumb to the terrifying effects of a *Sepsitor* renounce their former loyalties, and their sole aim seems to be achieving the goals of the intelligence that *sepsitorized* them.

VARIANTS

Sepsitor

The standard application of *Sepsitor* technology, this *Disposable Weapon* is limited to 2 uses.

SEPSITOR SHORT SKILL/ARO

BS Attack

EFFECTS

This weapon uses the *Direct Template Weapon* rules, with these differences:

- » This weapon's *Damage* is equal to its operator's *WIP* value.
- » Upon receiving a successful attack with *Sepsitor* Special Ammunition, the target must make a *BTS* Roll.
- » If the target fails the *BTS* Roll, it automatically enters the *Sepsitorized* state.

Damage: WIP **B:** 1 **Ammunition:** -

Traits: Direct Template (Large Teardrop), Disposable (2), Intuitive Attack, Non-Lootable

Sepsitor Plus

A more potent version of this fearsome weapon, without any limitations on the number of times it can be fired in battle.

SEPSITOR PLUS SHORT SKILL/ARO

BS Attack

EFFECTS

» This weapon uses the same rules as a *Sepsitor*, but **it is not a Disposable Weapon**, so it can be fired indefinitely.

Damage: WIP **B:** 1 **Ammunition:** -

Traits: Direct Template (Large Teardrop), Intuitive Attack, Non-Lootable



SHOTGUN

There are different kinds of shotguns, but all are short-range *BS* weapons, packing quite a punch despite their comparatively low Burst.

VARIANTS

Boarding Shotgun

A more advanced, powerful Shotgun that offers two different Shooting Modes from which players can choose.

Blast Mode possess the *Impact Template (Small Teardrop)* Trait. Meanwhile, the **AP Mode** lacks the *Impact Template* Trait, but applies the *AP Special Ammunition*.

BOARDING SHOTGUN (BLAST MODE)

Range



Damage: 14 **B:** 2 **Ammunition:** N

Traits: Impact Template (Small Teardrop).

BOARDING SHOTGUN (AP MODE)

Range



Damage: 14 **B:** 2 **Ammunition:** AP

Traits: -

ATTENTION: Use of this weapon is prohibited by the Concilium Convention. Violators shall be prosecuted by international courts.

The *Boarding Shotgun* was developed according to specs defined by naval assault units, who needed a close-quarters firearm capable of working reliably in thin-atmosphere environment and even in a vacuum. However, the design of the *Boarding Shotgun* was also aimed at making use of the qualities of the different types of projectiles that these weapons can fire. The final result was a versatile weapon capable of firing flechette rounds like a *Light Shotgun*, useful in assault and close combat situations, and high-powered slugs capable of penetrating the protection of armored combatants. A *Boarding Shotgun* is the ultimate tool to end any confrontation in a definitive way.



Heavy Shotgun

A higher-Damage variant of the Boarding Shotgun that offers two different Shooting Modes from which players can choose.

Blast Mode possess the *Impact Template (Small Teardrop)* Trait. Meanwhile, the **AP Mode** lacks the Impact Template Trait, but applies the AP Special Ammunition.

HEAVY SHOTGUN (BLAST MODE)

Range



Damage: 15 B: 2 Ammunition: N
 Traits: Impact Template (Small Teardrop).

HEAVY SHOTGUN (AP MODE)

Range



Damage: 15 B: 2 Ammunition: AP
 Traits: -

ATTENTION: Use of this weapon is prohibited by the Concilium Convention. Violators shall be prosecuted by international courts.

Heavy Shotguns are a primarily vehicle-mounted alternative to Boarding Shotguns. They are heavyweight, high-caliber weapons classified as portable artillery. Heavy Shotguns are typically found on support vehicles, but can sometimes be seen in the hands of troops with exceptional strength or servosystems capable of withstanding the extreme recoil of these weapons.

Light Shotgun

The basic shotgun model, useful at short ranges.

Range



Damage: 13 B: 2 Ammunition: N
 Traits: Impact Template (Small Teardrop).

ATTENTION: Use of this weapon is prohibited by the Concilium Convention. Violators shall be prosecuted by international courts.

Shotguns fire flechette ammunition, high-caliber shells filled with small, aerodynamic, pointed projectiles with sharp fins. The design of the flechettes makes them rotate during flight, stabilizing their trajectory, and inside the body, maximizing internal damage and hydrostatic shock. Modern shotguns have laser-aided target selectors that feed the data to the chambered shell. The shell has a rudimentary proximity detector that makes it detonate at a given distance from its target, saturating the area with flechettes. Shotgun shells are heavy, making full-auto shotguns impractical, but their reliability and stopping power at short range has made them the weapon of choice for many soldiers likely to enter close-quarters combat.

SNIPER RIFLE

A BS Weapon capable of great accuracy at extreme distances.

Range



Damage: 15 B: 2 Ammunition: Shock
 Traits: -

Sniper Rifles are precision weapons with such long-range accuracy that they can dominate an entire battlefield. A well-placed marksman armed with one of these weapons can potentially deter the advance of a whole army.

VARIANTS

AP Sniper Rifle

A variant of the Sniper Rifle that fires AP Special Ammunition.

Range



Damage: 15 B: 2 Ammunition: AP
 Traits: -

Each and every soldier ever deployed on Dawn, the Ariadnan home planet, has learned to fear their sharpshooters. Due to the proliferation of Sniper Rifles capable of using armor-piercing ammunition, not even heavily armored units are safe against them. All foreign troops know that at any given moment they might be the target of a sniper armed with one of these powerful guns, and the last thing they feel would be a projectile penetrating their personal armor like a hot knife through butter.

Plasma Sniper Rifle

This might be the most advanced Sniper Rifle ever created, firing Plasma Special Ammunition.

The Plasma Sniper Rifle possesses two different Shooting Modes from which players can choose.

Blast Mode possess the *Impact Template (Small Teardrop)* Trait and applies the *Plasma* Special Ammunition across the whole *Area of Effect* of the Teardrop Template. Meanwhile, the **Hit Mode** lacks the Impact Template Trait, but it possesses a higher *Damage* value.

Plasma Sniper Rifle (Blast Mode)

Range



Damage: 14 B: 2 Ammunition: Plasma
 Traits: Impact Template (Small Teardrop).

Plasma Sniper Rifle (Hit Mode)

Range



Damage: 15 B: 2 Ammunition: Plasma
 Traits: -



Perhaps the most fearsome addition to the Plasma family, this long-range Sniper Rifle has been seen covering the battlefields of Paradiso with high-powered Plasma blasts, much to the dismay of human troops. Plasma Sniper Rifles blend the accuracy of other sniper weapons with the strongest power of any Plasma weapon in use by the Combined Army. This weapon is a clear example of the superiority of VoodooTech arms, which Humanity can only aspire to imitate, and that only if they can reverse-engineer its workings first.

K1 Sniper Rifle

This advanced version of the Sniper Rifle has been customized to fire K1 Special Ammunition.

Range



Damage: 12 **B:** 2 **Ammunition:** K1
Traits: Anti-materiel.

Only select troops from the more industrially advanced armies have access to the powerful K1 ammunition, a sophisticated form of ammunition capable of penetrating any form of armor like it was not even there. A Sniper Rifle firing K1 projectiles can rule over an entire battlefield, stopping even the most heavily armored enemy troops in their tracks.

MULTI Sniper Rifle

A modernized, more versatile version of the standard Sniper Rifle, it can fire a range of Medium MULTI Special Ammunitions that give their user the ability to choose between two different Shooting Modes on the fly.

MULTI Sniper Rifle (AP Mode)

Range



Damage: 14 **B:** 2 **Ammunition:** AP
Traits: Medium MULTI.

MULTI Sniper Rifle (Anti-materiel Mode)

Range



Damage: 15 **B:** 2 **Ammunition:** DA
Traits: Anti-materiel, Medium MULTI.

The MULTI Sniper Rifle is the next evolutionary step in long-range precision firearms. The versatility of this weapon stems from its munition selector. Basic models have multiple magazines and interchangeable or rotating systems, while the more sophisticated versions use adaptive ammunition that is altered in-chamber to suit the needs of the operator. Carrying only a MULTI Sniper Rifle, a sharpshooter can switch seamlessly between an anti-tank gun capable of piercing thick armor, and an anti-personnel weapon that can neutralize even the most resilient targets.



SPITFIRE

A support *BS* Weapon particularly useful at medium ranges thanks to its signature high Burst value.

Range



Damage: 14 **B:** 4 **Ammunition:** N

Traits: Suppressive Fire.

NOTE: This profile replaces the one introduced in the rulebook Infinity, Human Sphere, and is the only officially sanctioned Spitfire profile for ITS events.

The Spitfire is a mid-range machine gun designed for close quarters and urban combat. Regardless of its specific incarnation, this type of weapon has carved its way into the history of weapons due to its high fire rate and notable accuracy. Internationally known by different iterations of the name “Fire Spitter”, it is widely regarded as the ‘most effective automatic firearm in the Sphere’. Compared to its big sister, the Heavy Machine Gun, a Spitfire barrel is shorter and its ammunition lighter, two factors that define its usefulness as assault and support weapon in urban combat environments. Coupled with its sturdy build and ease of use, the Spitfire has all the features of a legendary weapon.



SUPPRESSIVE FIRE MODE

In the hands of a trained soldier providing Suppressive Fire, a gun becomes an area-denying tool, burning through magazines at a rate that makes accuracy irrelevant. The only goal is to saturate the area with projectiles so that the enemy is forced to keep his head down or face a storm of lead.

Range



Damage: * **B:** 3 **Ammunition:** *

Traits: *

NOTE *: use original weapon values.

Trained soldiers know how to use the automatic fire option of their weapons to saturate an area with a hail of bullets. When doing this, the other tactical specs of their guns are beside the point, and the window of effectiveness is reduced to the specific task at hand. Precision is no longer a concern for the shooter, whose goal is simply to prevent the desire of enemy combatants to stand in the crossfire.

TACTICAL BOW

This close-combat, hand-operated *BS* weapon remains relevant for its capacity to make silent attacks from a distance.

Range



Damage: PH **B:** 1 **Ammunition:** DA

Traits: Anti-materiel, Silent.

The Tactical Bow is a modern twist on this traditional weapon, better suited to the needs of the contemporary warfare environment. Compared to present-day firearms, the range of a Tactical Bow is short, but it can deliver enough of a blow to remain relevant, particularly in situations where the report of a firearm would be counterproductive.

On Dawn, the use of bows as a widespread warfare tool came about as a result of US Ariadnan settlers’ experiences against bow-wielding Antipodes. The stopping power of these weapons, coupled with the scarcity of traditional ammunition in the more remote settlements beyond the Eastern and Southern borders, rekindled their manufacture and use beyond big game hunting. But, as the design was refined and optimized, the Tactical Bow became more than a self-defense weapon every borderlands US Ariadnan could use. It became a tool for the hunting of the most dangerous game: intelligent, hostile beings. Both Antipode hunters and manhunters started using bow and arrow in their ambushes, learning how to make the most of the thick foliage of Ariadnan woods, where a well-hidden archer is impossible to spot.



EQUIPMENT

In Infinity, game-relevant pieces of materiel and gear are collectively called Equipment. Their use is usually non-offensive, but they give their users special abilities and bonuses that improve their prospects of survival on the battlefield.

EQUIPMENT: LABELS AND TRAITS

Like Special Skills, all pieces of Equipment have one or more **Labels** that quickly mark them as having certain game features. You can refer to the full list of [Labels](#) on page 50.

In the *Labels* section of some pieces of Equipment you can also find **Traits** like the ones used for Weapons. The full list of [Traits](#) is on page 105.

EQUIPMENT: LEVELS

Like Special Skills, certain pieces of Equipment are divided into several alphabetic or numeric [Levels](#) (see page 65) that represent grades of effectiveness and refinement of the same basic technology.

360° VISOR

This piece of Equipment expands the user's *LoF* arc.

360° VISOR	AUTOMATIC EQUIPMENT
<i>Obligatory.</i>	
EFFECTS	
» This Visor gives the user a 360° <i>LoF</i> arc, instead of the usual 180°.	

Whether technological or evolutionary in origin, a 360° visor gives its wearer the ability to perceive his surroundings as an encompassing sphere. The great challenge of the 'Thousand Eyes' technology wasn't giving the user eyes on the back of his head, as wearable micro-cameras and other miniature sensors have been commonplace and inexpensive for years. The hurdle was presenting that comprehensive information in a way that was comprehensible to the user. It was not enough to merely restructure the subject's nervous system with new circuitry to connect the sensors to his brain's sensory centers (visual, auditory and, olfactory). Specific neural interface software had to be developed from scratch for subjects to make sense of the incoming data flood. Fortunately, the research needed to create artificial bodies and biosynthetic brains for Lhosts could be repurposed, leading to the current invasive, yet benign, surgical procedure. For those users without the capacity or willingness to undergo the necessary bodily modifications, there are available 'hard' versions of our products that present the user with a holographic representation of the visual data via superimposed screens. Naturally, hardware-only three-sixty visors are not as intuitive as their wetware counterparts, and users may need longer training periods to be able to process the data quickly and instinctively.

ANTIPODE CONTROL DEVICE

This piece of Equipment allows the user to deploy and control the Antipodes of an Ariadnan Assault Pack.

ANTIPODE CONTROL DEVICE	AUTOMATIC EQUIPMENT
<i>Comms Equipment, Non-Lootable</i>	
EFFECTS	
» A Requirement for enlisting and deploying an Assault Pack.	
REMEMBER	
If the Control Device user falls Unconscious or Dead, or is rendered Isolated by the effect of <i>E/M</i> Special Ammunition or the <i>Blackout Hacking Program</i> , refer to the Antipode rules (see page 68).	

Much like K-9 unit handlers, Antipode Handlers are responsible not only for commanding these creatures while on duty, but also for their training and conditioning. Despite the inevitability of Handlers establishing affective ties with their appointed Antipodes, they are encouraged to remain relatively detached, particularly given the high casualty rates of the creatures, which must be replaced regularly. Handlers issue verbal commands to their Antipodes via radio, and reinforce them with RF or microwave signals that activate electrodes inside the creatures' craniums. The electrodes generate electrical impulses that can regulate the intensity of the Antipodes' response, achieving acceptable levels of obedience and compliance even while under the effects of their characteristic state of bloodlust.



AUTOMEDIKIT

This piece of Equipment allows users to heal themselves, recovering from the *Unconscious* state without intervention from *Doctors* or *Paramedics*.

AUTOMEDIKIT	ENTIRE ORDER
<i>Non-Lootable</i>	
REQUIREMENTS	
» The user of this piece of Equipment must be in <i>Unconscious</i> state.	
EFFECTS	
» This piece of Equipment allows its user to spend the Entire Order required to activate it despite being in a <i>Null</i> state.	
» The user of AutoMediKit must spend one Entire Order and then make a <i>PH</i> Roll.	
» If the <i>PH</i> Roll is successful, the user recovers one point of <i>Wounds</i> automatically, canceling the <i>Unconscious</i> state and removing the <i>Unconscious</i> Marker from the game.	
» If the <i>PH</i> Roll fails, the user enters the <i>Dead</i> state directly and must be removed from the game.	
» Using AutoMediKit, troopers can recover from the <i>Unconscious</i> state as many times as desired, as long as they keep declaring Entire Orders and passing their <i>PH</i> Rolls.	

An AutoMediKit is a nano-medical device integrated into the personal tactical gear of certain select units. It is an incredibly sophisticated contraption used only by the most technologically advanced armies. In addition to monitoring the wearer's vitals, it responds to injury by injecting a fast-acting nanorepair serum that stabilizes the soldier long enough to continue serving as a combat asset or evacuate to a field hospital for further treatment.

DEACTIVATOR

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

DEACTIVATOR	SHORT SKILL
<i>BS Attack, Non-Lootable.</i>	
REQUIREMENTS	
» The user of this piece of Equipment must have <i>LoF</i> to the target.	
» Deactivator may be used only against enemy weapons deployed on the game table, and never against <i>Camouflage</i> Markers.	
EFFECTS	
» Deactivator allows the user, by passing a Normal <i>WIP</i> Roll, to deactivate enemy <i>D-Charges</i> or <i>Deployable Weapons</i> (<i>Mines</i> , <i>E/Maulers</i> ...) within <i>LoF</i> .	
» The <i>WIP</i> Roll is only <i>Modified</i> by <i>Range</i> , never by <i>Special Skills</i> (<i>CH: Mimetism</i> , for example), <i>Equipment</i> (such as <i>ODD: Optical Disruptor</i>) or <i>Cover</i> .	
» If the user passes the <i>WIP</i> Roll, the enemy weapon is removed from play.	
Range	
0 SHORT 8 MEDIUM 16 LONG 24 96	
+6 +3 -6	
Damage: - Ammunition: - B: 1	
Traits: BS Attack, Non-Lootable.	

Deactivators are a widespread tool amongst *Combat Engineers*. They are used to safely demine an area and clear it of booby traps and other static offensive elements. Deactivators are very useful to safeguard personnel and materiel traffic through roads suspected of enemy foul play.





DEFLECTOR (DEFLECTOR)

This anti-hacking protection system merges several different technologies to safeguard its bearer and all members of his *Fireteam* (See *Infinity: Human Sphere*).

In the modern warfare environment, many key troops require extra protection from hostile *Tactical Hackers*. Deflectors merge several different technologies to create a defensive umbrella that protects the user and all linked troops in his vicinity from cyber attacks. Combining an advanced NDIS system with an architecture that includes a proprietary blend of Honeypots (baits for cyber attacks) a Deflector can seamlessly safeguard the user from the pernicious effects of software assault.

DEFLECTOR LEVEL 1 AUTOMATIC EQUIPMENT

Comms Equipment, Non-Lootable

EFFECTS

- » Allows the user to deploy with an active Deflector, which requires no Orders or Rolls.
- » Any *Hacking Attack* against the user of a Deflector, or against the associated trooper if the user is not carrying the Deflector himself (for example, if he has a *TinBot*) or, by extension, against any member of the user's *Fireteam* (see *Infinity: Human Sphere*) must apply a **-3 MOD** to the *Attribute* used to perform the *Hacking Attack*.

DEFLECTOR LEVEL 2 AUTOMATIC EQUIPMENT

Comms Equipment, Non-Lootable

EFFECTS

- » This level of Deflector works exactly like Level 1, but applies a **-6 MOD** to the *Attribute* used by the *Hacking Attack*.

DEPLOYABLE REPEATER

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

DEPLOYABLE REPEATER SHORT SKILL, ARO

Attack, Comms Equipment, Deployable, Disposable (3), Indiscriminate, Zone of Control

REQUIREMENTS

- » LOF with the Active trooper' should be 'LoF to the Active trooper

EFFECTS

- » By spending a Short Skill or ARO, the user places a Deployable Repeater Marker (REPEATER) on the game table. This action is an Attack.
- » In the **Active Turn**, the trooper can deploy the Deployable Repeater Marker in base contact or in any point of his Movement, if he declared any. In **Reactive Turn**, the trooper will deploy the Deployable Repeater Marker in base contact.
- » Players will place the Deployable Repeater Marker at the **Conclusion** of the Order.
- » Once placed on the table, the Deployable Repeater starts functioning in the following Orders.
- » A Deployable Repeater is a piece of Equipment that contains a *Repeater*.
- » A deployed Repeater remains on the table until the end of the game or until it is destroyed.

DEPLOYABLE REPEATER			
ARM	BTS	STR	S
0	0	1	1

Deployable Repeater is a generic name for portable hacking range amplifiers. Manufactured by a plethora of telecom hardware companies with defense contracts, all models of this type of Repeater meet almost identical specs, to the point that the logo is sometimes the only distinctive feature in what is an almost standard design. Deployable Repeaters have been conceived so that they can be planted in a static position to cover a specific area with the signals generated by field infowar specialists. Nowadays, Deployable Repeaters are a staple of any strategy for infoelectronic supremacy, as they give non-specialist soldiers the ability to extend the operative area for tactical Hackers to ply their craft.



ECM

Electronic Counter-Measures are systems installed on vehicles and TAGs with the goal of disrupting and deactivating enemy guided projectiles.

Standard ECM include fire detection radars that can pinpoint the location and course of enemy ordnance, and a small battery of short-range micromissiles that deploy nanotechnological chaff. The chaff interferes with the guiding systems, deviating enemy projectiles and making them detonate harmlessly out of range. Ariadnan ECM are similarly effective, but bulkier. Instead of nanotech micromissiles, their ECM fire a battery of rockets that create a wall of shrapnel to destroy enemy projectiles.

ECM	AUTOMATIC EQUIPMENT
ARO	
REQUIREMENTS	
» This Automatic Equipment only activates against <i>BS Attacks</i> that benefit from the <i>Guided Trait</i> .	
EFFECTS	
» Allows its user to react with ECM in ARO against any <i>BS Attacks</i> against him that benefit from the <i>Guided Trait</i> , even if the user cannot draw <i>LoF</i> to the attacker.	
» ECM cancel the +6 <i>MOD</i> to <i>BS</i> granted by the <i>Guided Trait</i> .	
REMEMBER	
If a trooper declares ECM as an ARO, he cannot attempt to <i>Dodge</i> as well; the ARO against that Order is spent activating the ECM.	

ECM EXAMPLE:

In its *Active Turn*, a Son-Bae Yaókòng Remote, equipped with a Smart Missile Launcher, declares a *BS Attack* against a Drāgao TAG that had previously been *Targeted* by a *Forward Observer*.

The Drāgao, outside the *LoF* of the Yaókòng Remote, can still declare an ARO because the Attack uses an *Impact Template*, and also because the attack is *Guided* and the TAG has ECM. The Drāgao must choose between *Dodging* the *Template* [Face to Face *PH-9 Roll* (TAG *Dodging* -6 to *PH*, and *Impact Template* out of *LOF* -3 to *PH*) against the Remote's *BS*+6], or activating his ECM (thus canceling the +6 *MOD* to the Remote's *BS Roll*).

After weighing his chances, the Drāgao pilot chooses the ECM option. The Yaókòng Remote fails its unmodified Normal *BS Roll*, and the projectile is innocuously lost.

ADVANCED ECM	AUTOMATIC EQUIPMENT
ARO	
REQUIREMENTS	
» This Automatic Equipment only activates against <i>BS Attacks</i> that benefit from the <i>Guided Trait</i> .	
EFFECTS	
» Advanced ECM is governed by the same rules as ECM but, in addition to canceling the +6 <i>MOD</i> to <i>BS</i> granted by <i>Targeted</i> , it applies a -3 <i>MOD</i> to the <i>BS</i> of the enemy who declared a <i>Guided BS Attack</i> against the user.	

EVACUATION DEVICE (ED)

This piece of Equipment encompasses all systems designed to prolong the life of TAG and vehicle pilots by evacuating them in case of mortal danger.

ED: ESCAPE SYSTEM

This is a mechanism designed to swiftly expel the crew from inside a TAG or vehicle. This piece of Special Equipment permits the evacuation of the Operator from the cockpit by means of an automated emergency protocol.

ED LEVEL 1: ESCAPE SYSTEM	AUTOMATIC EQUIPMENT
<i>Non-Hackable, Non-Lootable, Obligatory.</i>	
REQUIREMENTS	
» The Escape System activates automatically at the end of any Order during which the TAG lost its last <i>STR</i> point, whether the TAG itself is in its <i>Active Turn</i> or its <i>Reactive Turn</i> .	
EFFECTS	
The activation process of an Escape System has two steps:	
1. At the end of the Order during which the TAG lost its last <i>STR</i> point, place the TAG Operator model in base to base contact with the TAG model.	
2. Then, remove the TAG model and replace it with a <i>Smoke Circular Template</i> .	
» If the TAG lost more <i>STR</i> points than it had remaining, the excess points are subtracted from the Operator's profile.	
» The activation process must always be completed , even if the Operator is already <i>Unconscious</i> or <i>Dead</i> , and even if the TAG is <i>Immobilized</i> (due to <i>Hacking</i> , <i>Adhesive Special Ammunition</i> or any other reason).	
» A TAG equipped with an Escape System provides its Order to the player who fielded it until its Operator enters a <i>Null</i> state (<i>Unconscious</i> , <i>Dead</i> , <i>Sepsitorized</i> ...).	
» If the Operator would be vulnerable to <i>Hacking</i> or <i>E/M Ammunition</i> , he cannot be <i>Hacked</i> or harmed by <i>E/M</i> until after its model is placed on the game table.	
REMEMBER	
» Always use the <i>ARM</i> value of the TAG until after the Operator model is placed on the game table.	
» Activating the Escape System does not require the expenditure of any Orders, and therefore enemies cannot react in any way to the ejection of the Operator.	
» Always place the <i>Smoke Circular Template</i> , even if the Operator lost all his <i>Wounds</i> and was ejected <i>Dead</i> .	

ESCAPE SYSTEM EXAMPLE:

The mercenary Jenny Molina, piloting her Anaconda TAG, faces several foes in her active turn. The dice roll unfavorably for the Anaconda, who receives a *Critical* plus an additional impact whose *ARM* roll it fails. Jenny's TAG just lost 2 *STR*. At the end of that Order, after the *ARM* and *Guts* Rolls, the Anaconda's Escape System activates. Her player places Jenny's model in base to base contact with the Anaconda, and then

replaces the Anaconda with a *Smoke Circular Template*. The Operator is thus protected by a *Zero Visibility Zone*. Jenny might have lost her Anaconda, but she still has her Spitfire and a lot of fight in her.

If the confrontation had resulted in Jenny's Anaconda receiving a *Critical* hit and failing two additional *ARM* Rolls, then the Anaconda would have lost 2 *STR* points and Jenny would have subtracted 1 point from her Wounds Attribute. Note that all Rolls would have used the Anaconda's *ARM* value. In that case, the Anaconda's Escape System would have activated anyway, and evacuated an Unconscious Jenny in base to base contact with the TAG, which would then be replaced by a *Smoke Circular Template*. Hopefully there is a *Doctor* nearby who can save her. If the same Anaconda had received a *Critical* hit and failed three additional *ARM* Rolls, then Jenny would have lost 2 *Wounds* and entered the *Dead* state. In that case, there would be no need to place her model on the table, but the *Smoke Circular Template* would still be placed.

The Escape System is the simplest and lightest personal evacuation device for ground units in the market. The system includes a mechanism for emergency opening of the cockpit via a series of "detonating cord" charges, in tandem with an expulsion device that propels the whole seat outwards using guide rails to safely and swiftly remove the user from the endangered unit. Simultaneously, a number of smoke generators cover the evacuation area in a thick smokescreen that protects the user from hostile fire. The Escape System was designed to safeguard the user under high-risk conditions brought about by critical malfunction of the unit or direct enemy fire.

FASTPANDA

The Fast Panda is a self-propelled hacking range amplifier designed for short-range remote deployment to key areas of the battlefield.

FASTPANDA

SHORT SKILL, ARO

Attack, Disposable (1), Comms Equipment, Deployable

REQUIREMENTS

» In the *Reactive Turn*, *LOF* with the Active trooper is required.

EFFECTS

- » By expending one Short Skill or one ARO, without any Rolls needed, the user of this piece of Equipment can deploy the FastPanda model a maximum of 8 inches from his base.
- » To deploy a FastPanda, place it next to the user's base and then move it as if it had declared the Short Movement Skill *Move* with one single *MOV* value of 8 inches.
- » FastPandas are placed at the **Conclusion** of the Order.
- » The Short Skill Deploy FastPanda is an *Attack*.
- » Enemies can react in **ARO to the declaration in Active Turn** of the Short Skill Deploy FastPanda, but only against the figure activated by the Order and not against the FastPanda itself, as troopers cannot react to a FastPanda.
- » The FastPanda is a piece of Equipment that contains a **Repeater**.
- » Once deployed, the FastPanda becomes a static element and cannot move or be moved.
- » A deployed FastPanda remains on the table until the end of the game or until it is destroyed.

FASTPANDA				
MOV	ARM	BTS	STR	S
8	0	0	1	1

Repeater

FASTPANDA EXAMPLE:

During her *Active Turn*, the wicked Interventor Morgana is standing inside a room when she decides to *Deploy FastPanda* to place it outside. However, the Nomad Interventor forgot that the door is a Security Gate and requires one Short Skill to open. The FastPanda can do nothing except the one Short Movement Skill *Move*, so when it reaches base to base contact with the door it cannot continue. To the chagrin of the wicked Morgana, the FastPanda remains deployed by the door.

Had the Security Gate been open, the FastPanda would have moved up to its *MOV* 8 and deployed where the Interventor wanted. Even if there had been several enemies with *LoF* to the FastPanda as it dashed to its resting point, none of them could have reacted against it, since it is not a figure activated by an Order but a piece of Equipment. However, all enemies with *LoF* to Morgana could have reacted to her declaring *Deploy FastPanda*.

The unquestionable value of Repeaters in the modern Infowar environment has only underscored the need for safer deployment methods. Recent advances in the field of robotics have made it possible to manufacture pseudo-humanoid devices with limited off-road mobility. The ADRD-02 (Autonomous-Deployment Repeater Device) designed by PraxiTec and manufactured under license by a number of companies Spherewide, is undoubtedly the most recognizable model thanks to its effective use in the hands of the Nomad Military Force. Following cost-of-production criteria, and due to the dominant paradigm that these devices are disposable once deployed, PraxiTec decided on a low-capacity, high-output battery for its design. The limited range propulsive unit is depleted after its first ignition, making the delivery system effectively one-use only. The speed with which the ADRD-02 reaches its designated location, coupled with the pudgy design and the black and white pattern of the test units, made the Nomad military researchers come up with the iconic code name that has spread so fast across the Human Sphere.



MEDIKIT

MediKits are Special Equipment that can help allies regain consciousness. The MediKit is the injury treatment medical device used by all *Paramedics*.

MEDIKIT
SHORT SKILL

REQUIREMENTS

- » MediKits can only be used on **Unconscious** friendly troopers.
- » A MediKit can be used in one of two ways:
 - » To use it **remotely**, the user must have *LoF* to the target.
 - » To use it as contact equipment, the user must be **in base to base contact** with the target.

EFFECTS

- » Used remotely, a MediKit is a piece of Equipment that acts as a *Non-Lethal. BS Weapon*. If the user spends one Short Skill and passes a *BS Roll* with all applicable *MODs (Range, Cover, Camouflage and Hiding, ODD...)*, the target gets to make just a **PH-3** Roll.
- » The MediKit can also be used in base to base contact simply by spending one Short Skill. This gives the target the chance to make a **PH-3** Roll.
- » If the target passes the **PH-3** Roll, he recovers 1 point of its *Wounds* Attribute, automatically recovering from *Unconsciousness*.
- » If the target fails the Roll, he immediately enters the *Dead* state and is removed from play.
- » Using a MediKit **never** causes the target to make an *ARM* Roll or a *Guts* Roll.
- » Using a MediKit, troopers can be recovered from the *Unconscious* state as many times as desired, as long as they keep passing their **PH-3** Rolls.

REMEMBER

MediKits can only be used to heal friendly troopers in the *Unconscious* state, and they can recover only 1 point of their *Wounds* Attribute at a time. MediKits cannot heal more than 1 point of *Wounds*, and they have no effect on *non-Unconscious* troopers.

Range

0 SHORT 8 MEDIUM 16 LONG 24 96

Damage: - Ammunition: - B: 1

Traits: Non-Lethal.

MediKit and Marker troopers

Using MediKit on a remote target is not an Attack, but it nonetheless reveals the user if he was in a Marker state (*Camouflage, TO, Impersonation...*).

By far the most widespread nano-injection medical device in the military, the MediKit has had many incarnations throughout the years. The newest model is handgun sized, and its chamber is surrounded by a magnetic coil. Once the desired nanotreatment capsule is loaded and the electric trigger pulled, the coilgun launches a microprojectile with enough force to penetrate the skin and deliver the treatment. The microprojectile itself is little more than capsule with a dose of medical nanobots suspended in a liquid nutrient colloid. Less modern versions deliver the treatment via *hypospray*, which has slightly longer response times, or via archaic pneumatic pistols.

MOTORCYCLE

Motorcycles are single-person light transport capable of great maneuverability and top speeds. For game purposes, Motorcycles are not a Vehicle (*VH*).

MOTORCYCLE
AUTOMATIC EQUIPMENT

Non-Hackable.

EFFECTS

- » Units equipped with a Motorcycle have two separate pairs of *MOV* values in their profile. Use the first *MOV* pair when the trooper is riding his Motorcycle and the second pair when the trooper dismounts and moves on foot.
- » Likewise, any trooper with a Motorcycle has two different *Silhouette (S)* Attributes. Use the first Silhouette Template when the trooper is riding his Motorcycle and the second type of Silhouette Template when he dismounts and moves on foot.
- » When a trooper on a Motorcycle declares the Short Skill *Move* and announces he will *Dismount*, replace the mounted figure by a Motorcycle Marker (MOTORCYCLE) or a piece of scenery of similar diameter. Place the trooper's model in base to base contact with the Motorcycle Marker, or measure his movement from the edge of the Marker's base, as you prefer.

A Motorcycle Marker has these Attributes:

MOTORCYCLE			
ARM	BTS	STR	S
0	0	1	4

IMPORTANT!

- » While mounted on a Motorcycle, troopers have a **-3 MOD to their PH** when attempting to *Dodge, Change Facing or Engage*.
- » Troopers mounted on a Motorcycle **cannot go Prone**.
- » Troopers mounted on a Motorcycle **cannot Climb**.
- » Troopers mounted on a Motorcycle **cannot Jump** vertically or diagonally **upward**, they can only **Jump horizontally** (as in *Jump Example 3*, page 59) and vertically or diagonally **downward**.
- » Troopers mounted on a Motorcycle **cannot** benefit from *MODs* for *Partial Cover*.

Modern military motorcycles are multi-purpose, all-terrain vehicles for use in a variety of scenarios and environments.

The new models of the Haqqislamite manufacturer Dirayat Ind. have a characteristically compact structure inspired by the old 'chopper' style. These bikes are stabilized by a system of gyroscopes and an intelligent suspension that responds to the rider's shifts in posture. The military-use Dirayat Fatih (Conqueror) is the most widespread model amongst Kum Motorized Troops, but each pilot is allowed a certain degree of customization of his 'ride'.

MULTISPECTRAL VISOR

This piece of Equipment was designed to combat the effects of different military concealment and camouflage technologies.

A Multispectral Visor is any device that augments the visual input of the user into normally invisible wavelengths, giving him a super-human ability to detect concealed enemies. These devices have become commonplace in teams dedicated to internal security details, mobility protection, and perimeter control tasks, but Multispectral Visors are one of the most distinctive elements of units with an operational profile based on "Seek and Destroy" missions. These goggles have become the symbol of military hunting parties.

MULTISPECTRAL VISOR LEVEL 1

AUTOMATIC EQUIPMENT

Obligatory

EFFECTS

- » This Visor adjusts the *CH: Mimetism, CH: Camouflage and Low Visibility Zone* MODs suffered by the user from -3 to 0.
- » Additionally, it adjusts the *CH: TO Camouflage, ODD and Poor Visibility Zone* MODs suffered by the user from -6 to -3.

MULTISPECTRAL VISOR LEVEL 2

AUTOMATIC EQUIPMENT

Obligatory

EFFECTS

- » This Visor adjusts all levels of the *Camouflage and Hiding (CH) Special Skill, Optical Disruption Devices (ODD), Low Visibility and Poor Visibility Zones* MODs suffered by the user to 0.
- » Additionally, it allows the user to draw *LoF* through *Zero Visibility Zones*, and ignore the -6 MOD imposed by those Zones on *BS Attacks*.
- » A trooper equipped with this piece of Equipment ignores the *Dodge* effect of *Smoke* Special Ammunition.

MULTISPECTRAL VISOR LEVEL 3

AUTOMATIC EQUIPMENT

Obligatory

EFFECTS

- » The user of this piece of Equipment automatically passes all *WIP* Rolls to *Discover* an enemy with any level of the Special Skill *Camouflage and Hiding (CH)*.
- » When engaged in *CC Combat* against an enemy with the Special Skill *Camouflage and Hiding (CH)*, the user of a Multispectral Visor L3 ignores the -6 MOD to his Roll imposed by the Special Skill **Surprise Attack**.
- » When fired upon by an enemy in *LoF* with the Special Skill *Camouflage and Hiding (CH)*, the user of a Multispectral Visor L3 ignores the -3 MOD to his Roll imposed by the Special Skill **Surprise Shot L1**.



ODD: OPTICAL DISRUPTION DEVICE

A complex photon-bending device that makes it hard to draw a bead on the user.

ODD LEVEL 1: OPTICAL DISRUPTOR	AUTOMATIC EQUIPMENT
<i>Fire-Sensitive, NFB, Obligatory</i>	
EFFECTS	
» Allows the user to deploy with an active Optical Disruptor, which requires no Orders or Rolls.	
» Enemies suffer a -6 MOD to all <i>BS Attacks</i> against the user of an Optical Disruptor.	
» CC: Optical Disruptor has no effect in CC.	

ODD and Fire Special Ammunition

If the user of ODD is affected by Fire Special Ammunition, then this piece of Equipment is rendered Burnt, regardless of the result of the ARM Roll. Place a Burnt Marker beside the user, who remains in that state until his Equipment is repaired (usually by an Engineer).

An *Optical Disruptor* is a device that generates a photon-bending field around the wearer, distorting his outline and apparent position. A sophisticated tactical concealment device, it is only available for elite troops with operational spectra that make such an expense cost-effective. This technology was developed in parallel with *TO Camouflage*, which prompted a dispute for authorship and patent rights between the PanOceanian company Sparkdyne Research and the Absynth research module of Praxis, in Bakunin. The lawsuit, which remains open in the High Court of O-12, has been plagued by allegations of industrial espionage that have become a bone of bitter contention between PanOceania and the Nomad Nation.



REPEATER

This is a range amplifier for Hackers.

REPEATER	AUTOMATIC EQUIPMENT
<i>Comms Equipment, Obligatory, Zone of Control.</i>	
EFFECTS	
» Repeater broadens the <i>Hacking Area</i> of all <i>Hackers</i> in play.	
» <i>Hackers</i> in the same <i>Army List</i> as the Repeater, and their possible allies in multiplayer games, can hack in the <i>Zone of Control</i> (8-inch radius) of the Repeater as if it was their own.	
In the same way, they can also react with Hacking Programs to enemy Orders declared in the <i>Zone of Control</i> of the Repeater as if it were their <i>Zone of Control</i> .	
» <i>Hackers</i> can also attempt to hack through an enemy Repeater only if the Repeater is inside their Zone of Control . By doing this, they can perform hacking attempts against targets inside the <i>Zone of Control</i> of the enemy Repeater, and also against any enemy <i>Hacker</i> , but they suffer the Firewall <i>MODs</i> (a -3 MOD to their <i>WIP Roll</i> , while their target gets a +3 MOD to his <i>BTS</i>).	
IMPORTANT!	
This piece of Equipment is automatically active and cannot be deactivated by its owner.	

Repeater + Impersonation or Camouflage and Hiding

Troopers or pieces of Equipment that have Repeater in addition to any Special Skills that allows them to act as Markers instead of figures (*Camouflage and Hiding, Impersonation...*) reveal themselves automatically if a friendly *Hacker* attempts to use their Repeater ability.

Hackers cannot use a repeater carried by an enemy trooper in a Marker state.

Repeater and Hidden Deployment

Troopers with Repeater who are using *Hidden Deployment* reveal themselves automatically if a friendly *Hacker* attempts to use their Repeater ability.

Repeater and AROs

Troopers cannot react against a Repeater being used by an enemy *Hacker*. They can only react against the *Hacker* himself, if possible.

Repeaters are sophisticated artifacts that expand the signal emission and reception capabilities of authorized *Hacking Devices*. The current design philosophy behind military-grade *Hacking Devices* is centered on security and encryption rather than range and output. Recent disastrous events that included the freezing of entire tactical systems during ongoing battles due to enemy intrusion have showcased the need to limit the signal capabilities of *Hacking Devices* in order to heighten security. To offset the reduced range of modern *Hacking Devices*, Repeaters amplify the data signal before forwarding it, reducing signal degradation. With these new Repeaters, military *Hackers* can act remotely against key enemy assets without compromising their own tactical data network.

Repeaters are signal amplifying systems that broaden a Hacker's area of influence. By opening access points into the virtual battleground, an army can expose its own vulnerabilities to enemy Hackers, who might use them to launch devastating backdoor cyber attacks. This led to the optimization of firewall technology, capable of crippling a potential intruder's maneuverability and offensive potential in the virtual realm. Despite this, veteran Hackers know not to overextend themselves by deploying Repeaters en masse. Better to be safe than sorry, particularly in a context where 'sorry' means a charred frontal lobe.

SNIFFER

This is a non-Lethal Deployable device that collects sensory information for using Sensor remotely.

SNIFFER		SHORT SKILL, ARO	
<i>Attack, Comms Equipment, Deployable, Disposable (3), Indiscriminate, Zone of Control.</i>			
REQUIREMENTS			
» In the <i>Reactive Turn</i> , LOF with the Active trooper is required.			
EFFECTS			
» A Sniffer can be used by friendly troopers with the Special Skill Sensor to declare that Special Skill in the Sniffer's <i>Zone of Control</i> (an 8-inch radius) as if it were their own.			
» Troopers with Sensor need not have LOF to, nor be within a specific distance of, a Sniffer in order to use it.			
» A Sniffer can only be used by friendly troopers with <i>Sensor</i> .			
» By spending a Short Skill or ARO, the user places a Sniffer Marker (SNIFFER) in on the game table. This action is an <i>Attack</i> .			
» In the <i>Active Turn</i> , the trooper can deploy the Sniffer Marker in base contact or in any point of his Movement, if he declared any. In <i>Reactive Turn</i> , the trooper will deploy the Sniffer Marker in base contact.			
» Players will place the Sniffer Marker at the Conclusion of the Order.			
» Once the Sniffer Marker is on the table, the Sniffer is active and, in following Orders, friendly <i>Sensor</i> units can declare their Special Skill in its <i>Zone of Control</i> .			
» A deployed Sniffer remains on the table until the end of the game or until it is destroyed.			

SNIFFER			
ARM	BTS	STR	S
0	0	1	1

Sniffer and Camouflage and Hiding

A trooper with the Special Skill *CH: Camouflage* or *CH: TO Camouflage* cannot return to their Camouflaged or TO states inside the *Zone of Control* of an enemy Sniffer as long as there is a trooper with Sensor in that army that is not in a *Null* state

Sniffers scan their immediate surroundings for specific particles or signals, giving operators the chance to 'sniff' the area without risking their lives. Thanks to their distant deployment method, these sensors allow small teams to establish wide security perimeters, even in areas outside their field of vision. Sniffers are particularly useful in preventing the intrusion of enemy troops through unguarded allied lines.

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	
<i>Comms Equipment, Deployable (1), Non-Lootable, Prior Deployment.</i>			
REQUIREMENTS			
» While the owner of a TinBot is in a <i>Null</i> state (<i>that is, Unconscious, Dead, Sepsitorized...</i>) or <i>Isolated</i> , the TinBot ceases to exert its effect.			
EFFECTS			
» During the <i>Deployment Phase</i> , place the TinBot in base to base contact with its owner.			
» The TinBot always remains in base to base contact with its owner, and moves alongside him.			
» For all game purposes, a TinBot is treated as a Marker and not a figure.			
» If the owner of a TinBot falls <i>Dead</i> , remove the TinBot from the game alongside its owner.			
» A TinBot can have a variety of Special Skills and pieces of Equipment; use only those specified in its owner's profile.			

Examples of TinBot profiles

These are some of the different TinBot models you will find on the Infinity lists:

- » **TinBot A** (Deflector L1)
- » **TinBot B** (Deflector L2)

TinBots are basically a mobile platform for infantry support technologies. The limited scope of their functionality allows for straightforward, cost-effective designs like the ones designed by Moto.tronica and XinHào Tech and manufactured by multiple licensees in different nations. However, what makes TinBots uniquely convenient are their semi-autonomous operational capabilities. They can be seamlessly linked to their user's comlog and will follow him anywhere using their rudimentary vision and satellite positioning cues from the military data sphere. As a TinBot user, you need not pay any heed to your robotic protector, as it will always be at your side. A TinBot will always have your back with all the technology they can cram into its wee frame.

X VISOR

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

X VISOR		AUTOMATIC EQUIPMENT	
<i>Obligatory</i>			
EFFECTS			
» This piece of Equipment alters the <i>Range MODs</i> of the user's <i>BS Weapons</i> , Special Skills, and Equipment from -3 to 0 and from -6 to -3.			
» X Visor benefits also apply to Common Skills with <i>Range</i> bands, such as <i>Discover</i> and <i>Suppressive Fire</i> .			

Technological aids or evolutionary boons give some units the impressive ability to receive visual information at all distances. In combat, an X Visor increases the effective range and accuracy of the user's aimed gear.

END GAME



END-GAME CONDITIONS

Depending on the desired length and type of battle, players can choose different ways to decide when an Infinity game is over.

The Infinity game system has a standard end-game condition called *Retreat!*, designed to be used by default, and a series of alternative end-game conditions that players can use if they agree to beforehand or if they are playing a tournament or special mission that requires them.

STANDARD END-GAME CONDITION: RETREAT!

Under *Retreat!* rules, the game ends when one of the players has lost all available troops, either because they fell in combat or because they withdrew and abandoned the battlefield.



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 must, at the beginning of their *Active Turn*, during the *Tactical Phase*, make a count of their surviving troops. For this purpose, consider any troops that have not yet been placed on the table (*Airborne Deployment*, *Hidden Deployment*...) as survivors. If the sum of the survivors' *Cost* in points is equal to or less than 25% of the points available for building the Army List, then that army enters a state of *Retreat!*

END-GAME: RETREAT!	
Army points	Point value of survivors (25% Army points)
400	100 Points or less
300	75 Points or less
200	50 Points or less
150	38 Points or less
100	25 Points or less

An army in *Retreat!* is automatically considered to be in a state of *Loss of Lieutenant*.

As long as the army is in *Retreat!*, its owner **cannot name a new *Lieutenant***. If the state of *Retreat!* is Cancelled and the army has a *Lieutenant*, then the *Loss of Lieutenant* state is Cancelled as well.

When the *Retreat!* state is declared at the beginning of a player's *Active Turn*, that player places a *Retreat!* Marker (RETREAT!) beside each of his surviving troops.

Troops with a *Retreat!* Marker (RETREAT!) can only use **Short Movement Skills, Cautious Movement, Change Facing, Dodge or Reset** (or any Special Skills that allow it explicitly). This Marker can only be removed by canceling the state of *Retreat!* altogether.

Troops with the Special Skill V: *Courage* (or any that include its effects, such as *Martial Arts*, *G: Remote Presence*, *G: Mnemonica*...), *Religious Troop*, or any other Special Skill that protects them from the effects of *Retreat!* state do not receive a *Retreat!* Marker (RETREAT!) and ignore all effects of *Retreat!* state until the end of the game.

REMEMBER

During his *Active Turn*, a player can expend a **Command Token** for each trooper he wants to have ignore the effects of *Retreat!* These troops ignore the effects of the *Retreat!* state until the end of the game.

In a *Retreat!* situation, all troops who exit the game table via the widest side of their *Deployment Zone* are considered to have survived the battle and can be counted as *Victory Points* by their owner.

When a player in *Retreat!* has lost or evacuated all troops in his Army List, the battle ends (unless the specific end-game conditions of the scenario being played indicate otherwise).

IMPORTANT!

In a *Retreat!* situation the *Impetuous Phase of the Player Turn* is not applied, so those *Extremely Impetuous*, *Impetuous*, and *Frenzy* troopers **cannot use their Impetuous Order**.





CANCELING THE STATE OF RETREAT!

At the beginning of each of their *Active Turns*, players can make a count of their surviving troops. If the point cost of the survivors is more than the 25% threshold—because an *Unconscious* troop was restored to combat readiness, for example—then the *Retreat!* state is Cancelled, the relevant *Retreat!* Markers (RETREAT!) are removed, and the *Active Turn* can be played normally.

RETREAT!

QUICK REFERENCE CHART

- » If a player's surviving troops add up to 25% or less of the Army List points, that player is declared in *Retreat!*
- » The army is in *Loss of Lieutenant*.
- » All troops (save Special Skill exceptions) become *Irregular* as per the *Loss of Lieutenant* rules. Place an Irregular Order Marker beside each of them
- » Place a *Retreat!* Marker beside each affected troop on the battlefield.
- » Troops with a *Retreat!* Marker can only declare Short Movement Skills, *Cautious Movement*, *Dodge* and *Reset*.
- » Troops with a *Retreat!* Marker who exit the table through the broad side of their *Deployment Zone* will be counted as *Victory Points*.
- » At the start of each turn, re-count the survivors. If they add up to more than 25% of the Army List, cancel *Retreat!*

ALTERNATIVE END-GAME CONDITION: SUDDEN DEATH MODE

This mode is simpler and has been designed to facilitate quick, fun games. Sudden Death Mode is particularly useful for beginners, but is recommended for all players who prefer their games short and dramatic.

In Sudden Death Mode, the game ends when one of the players has lost too many troops to continue to fight, and must fall back.

In game terms, both players count their survivors at the end of each *Active Turn*, following the same method as in *Retreat!* Condition. If the sum of the survivors' *Cost* in points is equal to or less than 25% of the available points for building the Army List, that player is immediately Defeated and the game ends, (unless the specific end-game conditions of the scenario being played indicate otherwise).

END-GAME: SUDDEN DEATH

Army points	Point value of survivors (25% Army points)
400	100 Points or less
300	75 Points or less
200	50 Points or less
150	38 Points or less
100	25 Points or less

If at any point both armies have less than 25% of their *Cost* in surviving troops, then the victor is the army with a higher percentage of surviving troops. Bear in mind that undeployed troops (*Airborne Deployment*, *Hidden Deployment...*) are considered survivors.

END-GAME: SUDDEN DEATH EXAMPLE:

At the end of the PanOceanian player's turn, both he and his opponent, a Yu Jing player, count the points they have available. PanOceania has a total of 74 points in survivors, from a 300-point Army List, so that player would be automatically Defeated. However, the Yu Jing player has a total of 53 points in surviving troops (19 points for his Zhanshi armed with a HMG and 34 points worth of Ninja still in Hidden Deployment) from a 300-point Army List (meaning Yu Jing suffered 247 points in casualties). This is 21 points less than his opponent, so the PanOceanian player wins the game.

END-GAME: SCENARIO MODE

This end-game mode is used when playing a mission or scenario with explicit end-game conditions. In this case, apply the end-game conditions stated in the scenario rules.

END-GAME: LIMITED TIME FRAME MODE

The Limited Time Frame Mode establishes a time limit for the game. This mode is most often used in tournaments and championships, but can serve as a way for players to increase the difficulty of the game by restricting the time they have to execute their strategy.

In Limited Time Frame Mode, players must be informed beforehand of the total time limit for the game, and also of the time limit for each of their player turns.

TRIUMPH AND DEFEAT. VICTORY CONDITIONS IN INFINITY

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.

At the end of a Standard Game, both players compare their **Victory Points**. In Infinity, *Victory Points* are the player's *Surviving Troops Points*. That is, the sum of the *Cost* in points of those troops that survived the battle (by not finishing it in one of the *Null* states). The player with the most *Victory Points* wins the game.

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 (such as downloading crucial data from a console in the middle of the game table) or that add unusual game conditions (different *Deployment Zones* or variable time limits, for instance). When a game has goals beyond wholesale elimination of the enemy, it becomes a mission, or a scenario.

Missions pose an additional challenge to players, who must prioritize between eliminating the enemy and pursuing the objectives.

Each scenario or mission must specify the objectives players will strive to complete. During the mission, achieving objectives nets players **Objective Points**, at a rate determined beforehand by the mission rules. Missions and scenarios can also have their own Victory Conditions, specified in the **End of Mission** section of their rules. These may include, for example, an objective or objectives that must be accomplished to achieve victory. The player who fulfills all Victory Conditions of the scenario wins the game. If no specific Victory Conditions are stipulated, victory goes to the player with the most *Objective Points* at the end of the game.

The amount of *Victory Points* each player has is always used to **break ties** if both players earn the same amount 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 Infinity Tournament System section on the official Infinity website, where you can download the official tournament rules.

TOURNAMENT GAME

In a Tournament, Victory Conditions depend on the type of event. In an official ITS tournament, Victory Conditions are determined by the official ITS rules. In a non-ITS event, tournament rules are determined by the organizers.

ITS RULES

Remember that the ITS rules, Infinity's organized play system, are freely available from the Downloads section of the official Infinity website.



ADVANCED RULES



ADVANCED RULES

Advanced rules bring a new level of interest to Infinity. This chapter gathers all those rules that, even though they are not entirely required in order to play Infinity, complement the game by providing a more strategic, futuristic, and simulative component.

The game mechanics of these Advanced Rules are based on the basic mechanics of Infinity. Therefore, the difficulty level is not 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 a player has tried these Advanced Rules on the game table he 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 two different gaming use modes: Strategic Use and Tactical Use.

COMMAND TOKENS: STRATEGIC USE

The Strategic Use of the Command Tokens has a special and unique nature, reflecting intel defensive actions deployed by Mission Control.

Only the player who has the second *Player Turn* can apply the Strategic Use of the Command Tokens.

The player can only apply the Strategic Use **in the first Turn of the first Game Round**.

Only during the **Tactical Phase** of the enemy *Turn* the player can spend one single Command Token to perform one of the following options:

- » Nullify two Regular Orders of the enemy *Order Pool* during that *Turn* only. The player using the Command Token will decide from which *Combat Group* or *Groups* the nullified Orders will come. The player can only perform this option in the enemy *Tactical Phase*, **after the Order Count**.
- » Prevent the adversary from using more than one single Command Token during that first *Turn*.

COMMAND TOKENS: TACTICAL USE

Players can apply the Tactical Use of the Command Tokens during the game. This reflects the tactical usage of intel resources by Mission Control.

By expending one Command Token, you may do one of the following:

- » Permanently move an allied troop to a different *Combat Group*, but respecting the 10 members limit. This option can only be used **during the Order Count in the Tactical Phase** of the *Active Turn*.
- » Cancel the *Possessed* state of a friendly trooper in an *Active Turn* that follows the turn in which the model became *Possessed*. This option can only be used **before the Order Count in the Tactical Phase** of the *Active Turn*.
- » Declare a *Coordinated Order*, expending a Regular Order from the Order Pool as well.
- » Have an allied troop automatically pass or fail a *Guts Roll*, as desired, ignoring the result on the die and any Special Skills the troop might have.
- » Transform the Irregular Order provided by an *Irregular* troop into a single Regular Order, substituting the corresponding Order Marker but only for that *Player Turn*.
- » Have one troop be unaffected by *Retreat!* This troop 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 troop 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 troop with the *Ghost* Special Skill. This reroll does not provide a new ARO to the enemy.

Except those options that specify the contrary, players may use Command Tokens either at the beginning of their *Active Turn*, during the *Tactical Phase* before making the *Order Pool* count, or at any point during their *Active Turn's Impetuous Phase* and *Orders Phase*.

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.

Players cannot expend Command Tokens during their **Reactive Turn**.

EXAMPLE OF USE OF COMMAND TOKENS: REROLLING

During her *Active Turn*, a Reverend Healer tries to use her Special Skill *Doctor* to heal the courageous Alguacil Ortega, 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 Reverend Healer 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 Reverend Healer one further opportunity to pass her *WIP Roll* and heal Ortega. 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 (REGULAR ORDER + COMMAND TOKEN)

Labels: *Attack/Movement*

REQUIREMENTS

- » To declare a Coordinated Order, you must spend 1 Regular Order and 1 *Command Token*.
- » Up to **4** troopers can participate in a Coordinated Order.
- » When you declare a Coordinated Order, name one of the participating troopers as that Order's Spearhead, and place a Spearhead Marker (SPEARHEAD) beside him. 
- » All participating troopers must declare and execute the exact same sequence of Skills.
- » If one of the Skills of the Coordinated Order demands a target, all troops 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 usual Burst (B)** of his weapon, including any bonuses, rounded up.
- All other troopers participating in the Coordinated Order have their **B reduced to 1**, regardless of their weapon.
- » The group of troopers in a Coordinated Order provokes **one single ARO** to each enemy within *LoF* or *ZoC*.
- Reactive troopers may choose which of the coordinated troopers they will declare their ARO against, and are not obligated to choose the same target.
- » If one or more of the participants in the Coordinated Order is unable to complete any of the Short Skills of the Order, then they only complete those they can. However, for the purposes of ARO generation, these troopers count as having declared all Short Skills of the Order.
 - » In **Close Combat**, only the Spearhead trooper will perform the CC Roll, getting a *MOD* of +1 to his *B* and +1 to the *PH* Attribute for *Damage* for each friendly trooper participating in the Coordinated Order engaged with the adversary.
 - » Other friendly troopers engaged in that CC but not participating in the Coordinated Order don't provide any Bonus to the Spearhead trooper.
 - » When the Coordinated Order is finished, the player must remove the Spearhead Marker (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 count as a *BS Attack*.

However, in a *BS Attack* part of a Coordinated Order, none of the participants could declare *Speculative Fire* or *Intuitive Attack*, since these Skills are different than a *BS Attack*.

Coordinated Order: Hacking

Hacking *Programs* cannot be used in Coordinated Order unless there is a scenario special rule, or the player has a trooper in the Army List possessing a piece of equipment or Special Skill, which specifies otherwise.

Coordinated Order: Dodge, Change Facing, Engage and Reset

If the target of a Coordinated Order chooses to *Dodge, Change Facing, Engage* or *Reset* as his ARO, then his Roll is Face to Face against attacking Rolls.

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, then each failure in the Rolls cancels one success. In the event of a draw, the target suffers no effect at all.

COORDINATED ORDER EXAMPLE: MOVEMENT + BS ATTACK

In her *Active Turn*, a PanOceanian player coordinates a group of 3 Fusiliers and 1 Orc Troop to mount an attack against a Raicho, a Morat TAG of the Combined Army. The PanOceanian player spends a *Command Token* and a Regular Order, and assigns the Spearhead role to the Orc Troop by placing a Spearhead Marker beside it. Then, she declares the first Short Skill of her Coordinated Order: *Move*.

The Morat TAG can only declare ARO against one of the four PanOceanian troopers in its LoF, so it declares a *BS Attack* against the Spearheading Orc Troop. The Orc's BS is higher and his *B*, even halved, is better than that of the coordinated Fusiliers, so he is more likely to inflict serious damage.

The PanOceanian player declares the second Short Skill of her Coordinated Order: *BS Attack* against the Morat TAG.

The exchange is resolved with a Face to Face *BS* Roll between the Orc Troop, whose MULTI Rifle has its *Burst* reduced to 2, and the Raicho. The three Fusiliers, meanwhile, make one Normal *BS* Roll each, as their *B* is 1.

COORDINATED ORDER EXAMPLE: MOVEMENT + CC ATTACK

During his *Active Turn*, a Combined Army player decides to coordinate a group of 4 Vanguard Infantry Morats and sic them into Close Combat against a Dragão. He spends a *Command Token* and a Regular Order, places a Spearhead Marker beside one of the Morats, and declares the first Short Skill of his Coordinated Order: *Move*.

The Dragão can only react against one of the oncoming Vanguards, so it declares *BS Attack* against the Spearhead Morat.



The Combined Army player declares the second Short Skill of his Coordinated Order: *CC Attack* against the PanOceanian TAG.

There is a Face to Face Roll between the Spearhead Morat's *CC* and the Dragão's *BS*. The Morat has the +1 *MOD* to his *B* provided by each one of his comrades engaged in that *CC*, so the Morat has a *B*'s total value of +4 (1+3). If the Morat wins the *CC* Face to Face Roll, then he will also have the +1 *MOD* to his Damage provided by each one of his comrades engaged in the fight (Damage +3).

COORDINATED ORDER EXAMPLE: FAILED ACTIVATION

To see what happens when one of the coordinated troopers is unable to carry out one of the Skills declared, we will go back to the previous example of 3 Fusiliers and 1 Orc Troop against a Raicho.

After selecting the Orc Troop as Spearhead and declaring the first Short Skill of the Order, *Movement*, the player measures and moves her four troopers. The Raicho declares its ARO, and it becomes apparent that there is no *LoF* between the TAG and one of the Fusiliers. In spite of this, the PanOceanian player declares a *BS Attack* against the Raicho with the second Short Skill of the Coordinated Order. The Fusilier without *LoF* will simply be unable to open fire. Specifically, the Fusilier does not perform the declared *BS Attack*, and just stands there instead. However, the Fusilier has been activated and for the purposes of ARO generation has declared the *BS Attack* the same as his comrades.

COORDINATED ORDER EXAMPLE: COORDINATING MARKER TROOPERS

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

The Morat TAG can only declare its ARO against one of the three looming PanOceanian troopers, and chooses to react to one of the TO Camouflage Markers. Since he is reacting to a TO Camouflage Marker, the Raicho may delay its ARO, so it waits until the PanOceanian player declares the second Short Skill of her Order to see if the chosen TO Marker reveals itself before declaring ARO.

ADVANCED COMBAT: HACKING

In a modern battlefield, computer and electronic systems are just as important as bombs and rifles, since they are the ones ensuring that everything works and moves in the right direction. Long distance communications are carried out with quantum devices rather than by radio, which is now relegated to emergency situations and mainly used for short distance communications. Without proper communications, supplies and backup will never get anywhere, the artillery will never be able to take up a position, missiles will never be guided towards their targets, and troops will be unaware of the battlefield conditions and will not know what they are up against. A situation of general confusion reminiscent of the battlefields from the dawn of the twentieth century will take place. The only troops that can cause or prevent this kind of situation are the Tactical Hackers: experts on infowar, cyberassault and electronic defense and combat. They are the troopers equipped and trained to use Hacking Devices in the maelstrom of the modern battlefield.

Hacking Devices are small quantum computers, specially set up for infowar and cybercombat. They are used both to attack the enemy computer systems and as a defense against these kinds of attacks. Each Hacking Device uses specific skills and hacking programs to fulfill a particular role in combat.

HACKING RULES

In the Infinity universe, cybercombat and infowar operations are collectively referred to as Hacking. Operatives equipped with a *Hacking Device* are called simply *Hackers*.

Hacking Devices come in various models with different degrees of specialization and *Hacking Program* suites.

Depending on their intended purpose, *Hacking Programs* allow their user to deploy offensive or defensive measures, support his allies, interact with his environment, etc.

Hackers may only use the *Hacking Programs* available to their Hacking Device.



DABBLING IN HACKING

Hacking rules are advanced rules. This doesn't mean they are complex or convoluted, but they are extensive and committing them to memory in one sitting may be a daunting task. To ease you into the use of these advanced rules, we recommend an incremental approach.

Hacking works very similarly to other mechanics in Infinity, for example CC Special Skills. Start by reading the first few sections: Types of Hacking Programs, Hacking Area, Hacking Devices and Hacking Programs: Characteristics, Firewalls, and the legend to the Hacking Programs Table.

Next, choose the Hacking Device you intend to use (we recommend you try out a basic Hacking Device at least for the first few games) and check its entry in the quick reference table (page 250). Familiarize yourself with the programs available to you and how to use them. Hacking Programs are fairly straightforward. The info included in their table entry should be enough to give you a good idea of what their purpose is, but you can find a more detailed explanation in the rules text for each individual program.

Once you feel comfortable assessing the merits of a given Hacking Device, compare them to find which model suits your tactical needs best. With a solid grasp on the virtues of each available Hacking Device, you will be able to take full advantage of these advanced rules in no time. Get connected!

TYPES OF HACKING PROGRAMS

For ease of reference, Hacking Programs in Infinity are organized in a number of ways. They are primarily divided into a series of Types, according to their function and effect on the battlefield.

The different Types of Program are further organized by Level. Access to one Level automatically grants the *Hacker access* to all lower Levels of the same Type.

- » **Control Programs (CLAW).** Offensive programs designed to disable and stall enemy targets.
- » **Attack Programs (SWORD).** These programs are deployed with the specific purpose of incapacitating enemy Hackers.
- » **Defensive Programs (SHIELD).** These programs are used to defend from or neutralize the effects of enemy attacks.
- » **Utility Programs (GADGET).** A miscellaneous group of programs *Hackers* may deploy to affect their environment, their allies, or themselves.
- » **Upgrade Programs (UPGRADE).** Custom-made software tailored to the style and preference of specific infowar operatives. These programs are too complex for standard-issue Hacking Devices.



PROGRAM CATEGORIES

Hacking Program Categories help sort programs for ease of reference.

- » **Anti-Hacker Protocols (AHP).** Anti-Hacker Protocols are attack programs capable of incapacitating or killing enemy *Hackers*.
- » **Comm-Sat.** Comm-Sat programs enable tampering with the communications system of the enemy datasphere.
- » **Defense Protocols (DP).** Protective software deployed to fend off cyberattacks that rely on Anti-Hacker Protocols.
- » **Infowar.** Infowar programs are very diverse, but they all impose or cancel states on troopers, hackable or otherwise.
- » **ITAG.** ITAG programs are offensive pieces of software specifically designed to penetrate TAG defenses.
- » **Supportware.** These programs are designed to aid allies in the fight, granting them certain combat bonuses.
- » **Toolbox.** Toolbox programs exert a passive effect on the environment, maximizing the *Hacker's* chances of survival.

HACKING AREA

This term refers to the *Area of Effect of Hacking Programs* when it covers not only the *Hacker's Zone of Control (ZoC)*, but also the *Zones of Control* of all usable Repeaters.

Using friendly *Repeaters* carries no penalty, but using *Repeaters* deployed by the enemy is only possible within their *Zone of Control* and carries some negative *MODs* (see [Repeater](#), page 140).

HACKING DEVICES AND HACKING PROGRAMS: CHARACTERISTICS

Hacking Devices and their suite of *Hacking Programs* obey a series of general rules:

- » They act in *Zone of Control*, be it the *Hacker's* or a *Repeater's* if the specific *Hacking Program* allows hacking in Hacking Area.
- » Their target need not be within the *Hacker's LoF*, unless otherwise specified by the *Hacking Program's* rules.
- » They automatically identify whether a figure—but not a *Marker*—inside the *Hacker's Hacking Area* is targetable by a specific *Hacking Program*.
- » They allow the player to enlist REMs in his *Army List*.

FIREWALLS

Certain pieces of Equipment, *Hacking Devices*, and programs incorporate defense mechanisms against *Hacking 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.

In game terms, Firewall imposes **an additional -3 MOD to the WIP of the trooper who declared the *Hacking Attack***. Additionally, Firewall **grants the target of the Attack a +3 *BTS MOD***.

Firewall *MODs* apply only once per Roll, regardless of the number of intervening Firewalls.

FIREWALL EXAMPLE

A *Hacker* declares a *Hacking Attack* through an enemy *Repeater* against another *Hacker* equipped with a Defensive *Hacking Device*. Both the *Repeater* (which was deployed by the enemy) and the Defensive *Hacking Device* deploy Firewalls against the Attack, but

the Firewall MODs apply only once, not once per Firewall involved. Consequently, the attacking Hacker suffers a -3 MOD to her WIP, and her target enjoys a +3 MOD to his potential BTS Roll.

LEGEND TO QUICK REFERENCE HACKING PROGRAMS CHART

Hacking Programs grant the user a series of MODs and advantages that are displayed in charts with the following elements:

- » **Attack MOD:** A MOD applied to the WIP Attribute of the user when employing the Hacking Program.
 - » **Opponent MOD:** A MOD applied to the WIP Attribute of enemies in a Face to Face Roll against the user of the Hacking Program.
 - » **Damage:** A value used to determine the Damage applied to the target upon a successful use of the Hacking Program. Unless otherwise specified, the Attribute used to resist Damage from Hacking Programs is BTS.
 - » **Burst:** A numeric value representing the number of Attacks or attempts granted by each Order spent in that Hacking Program in the Active Turn. If the B value is higher than 1, it can be focused on a single target or distributed among several targets.
- In Reactive Turn, B is always 1 unless otherwise specified.
- » **Target:** The list of Troop Types susceptible of being chosen as targets of the Hacking Program.
 - » **Skill Type:** Indicates the type of Skill (Entire Order, Short Skill, ARO...) that the user must spend in order to employ the Hacking Program.
 - » **Special:** Lists the special effects that govern the use of the Hacking Program.

It may include the **duration** of the effect. **Turn** means the effect ends automatically at the end of that Player Turn. **2 Turns** indicates the effect ends automatically at the end of the following Player Turn.

It may also include the **range** of the Hacking Program. **Hacking Area** includes the Hacker's Zone of Control plus the Zones of Control of any usable Repeaters. Conversely, **Zone of Control** includes only the Hacker's. If no range is mentioned, assume the range of the Hacking Program to cover the entire game table.

This section may also include the **state** induced on the target, or the type of **Special Ammunition** the Program uses.

It may also indicate whether the Hacking Program belongs to a **Special Category** of Hacking Devices.



HACKING PROGRAMS

This Hacking Programs list is organized by *Type of Program* and Level.

HACKING PROGRAMS: LABELS

Like Common Skills, Special Skills, and pieces of Equipment, Hacking Programs have one or more **Labels** that quickly mark them as having certain game features (see *Labels*, page 50) and relay their *Type of Program* and Level.

HACKING PROGRAMS (CLAW-1)

BLACKOUT (INFOWAR) SHORT SKILL/ARO

Attack, CLAW-1.

REQUIREMENTS

- » The target must carry a piece of Equipment with the *Comms Equipment Trait (Hacking Device, Repeater, Sniffer...)*.
- » The target of this Hacking Program need not have the Hackable Characteristic.

EFFECTS

- » Allows the user to make a WIP Roll against the target.
- » A successful Roll forces the target to make a BTS Roll versus Damage 15.
- » Failing the BTS Roll causes the target to enter the **Disabled** state, signified by a Disabled Marker (DISABLED) in base to base contact.
- » The effects of this program persist until the opponent cancels the induced state by whatever means.
- » The range of this program is the *Hacker's Hacking Area*.

REMEMBER

The target may declare Reset as his ARO, regardless of his Troop Type (LI, MI, HI...) and even if the Hacking Attack takes places outside of his LoF.

However, pieces of Equipment (Deployable Repeaters, Sniffers, FastPandas...) are unable to declare Reset.



HACKING PROGRAMS CHART								
Program Type	Name	Attack MOD	Opponent MOD	Damage	B	Target	Skill Type	Special
CLAW-1	Blackout	0	0	15	1	Comms Equipment	Short Skill/ARO	Hacking Area. State: Disabled.
CLAW-1	Gotcha!	0	0	13	2	TAG, HI, REM, Hacker	Short Skill/ARO	2 Turns. Hacking Area. State: IMM-1.
CLAW-1	Overlord	0	0	14	1	TAG	Short Skill/ARO	Hacking Area. Breaker Spec. Ammo. State: POS.
CLAW-1	Spotlight	-3	0	--	1	--	Short Skill	Turn. Hacking Area. State: Targeted.
CLAW-3	Basilisk	0	0	13	3	TAG, HI, REM, Hacker	Short Skill/ARO	2 Turns. Hacking Area. State: IMM-1.
CLAW-3	Carbonite	+3	0	13	2	TAG, HI, REM, Hacker	Short Skill/ARO	Hacking Area. DT Spec. Ammo. State: IMM-1.
CLAW-2	Expel	0	0	13	1	Manned TAG	Short Skill/ARO	Hacking Area. The TAG expels its Pilot.
CLAW-2	Oblivion	0	0	16	1	TAG, HI, REM, Hacker	Short Skill/ARO	Hacking Area. State: Isolated
CLAW-3	Total Control	0	0	16	1	TAG	Short Skill/ARO	Hacking Area. DT Spec. Ammo. State: POS.
SWORD-1	Brain Blast	0	0	14	2	Hacker	Short Skill/ARO	Hacking Area. Loss of 1 Wounds/STR.
SHIELD-1	Exorcism	0	-3	18	2	Possessed TAG	Short Skill	Cancels Possession. DT Spec. Ammo.
SHIELD-1	Hack Transport Aircraft	-6	--	--	1	--	ARO	Face to Face Roll vs PH of the user of Combat Jump. Apply Dispersion rules.
SHIELD-1	U-Turn	--	-3	--	1	Guided Spec. Ammo	ARO	Cumulative MOD to Attacks with Guided Spec. Ammo.
SHIELD-2	Breakwater	0	-6	--	1	Hacker	Short Skill/ARO	Nullifies Hacking Attack.
SHIELD-3	Counterstrike	-3	-3	--	1	Hacker	Short Skill/ARO	Reflects Hacking Attack back to attacker.
SHIELD-3	Zero Pain	0	0	--	2*	Hacker	Short Skill/ARO	Nullifies Hacking Attack. B2 in ARO.
GADGET-1	Fairy Dust	--	--	--	1	HI	Entire Order	2 Turns. All HIs gain Firewall MODs.
GADGET-1	Lockpicker	0	0	--	1	--	Short Skill	Base to base contact. Can open/activate Security terrain. d.
GADGET-1	Controlled Jump	--	--	--	1	--	Entire Order	Turn. +3 PH MOD to all Combat Jumps.
GADGET-2	Assisted Fire	--	--	--	1	REM	Entire Order	2 Turns. Target gains Marksmanship L2.
GADGET-2	Enhanced Reaction	--	--	--	1	REM	Entire Order	2 Turns. Target gains B2 in ARO.
UPGRADE	Cybermask	0	0	--	1	--	Entire Order	Replace user with Impersonation-2 Marker.
UPGRADE	White Noise	0	0	--	1	--	Short Skill	Turn. NFB. Hacking Area. Circular Template that obstructs LoF of Multispectral Visors.
UPGRADE	Stop!	0	0	16	2	TAG, HI, REM, Hacker	Short Skill/ARO	2 Turns. Hacking Area. Breaker Spec. Ammo. State: IMM-1.
UPGRADE	Sucker Punch	0	-3	16	1	Hacker	Short Skill/ARO	Hacking Area. DT Spec. Ammo. Loss of 1 Wounds/STR.

GOTCHA! (INFOWAR) SHORT SKILL/ARO

Attack, CLAW-1.

REQUIREMENTS

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

EFFECTS

- » In the *Active Turn*, the user may distribute two *WIP* Rolls among one or two targets.
- » Each successful Roll forces the target to make a *BTS* Roll versus Damage 13.
- » Failing the *BTS* Roll causes the target to enter the *Immobilized-1* state, signified by an Immobilized-1 Marker (IMM-1).
- » The effect of this *Hacking Program* is Cancelled automatically at the end of the following *Player Turn* after the declaration of this program, but the induced state may be Cancelled earlier by other means.
- » The range of this program is the *Hacker's Hacking Area*.

OVERLORD (ITAG) SHORT SKILL/ARO

Attack, CLAW-1.

REQUIREMENTS

- » The target must be an enemy TAG.
- » If the target is a **Manned** TAG, its *Pilot/Operator* must be inside it.

EFFECTS

- » Allows the user to make a *WIP* Roll against the target.
- » A successful Roll forces the target to make a *BTS* Roll versus **Damage 14 while suffering the effects of Breaker Special Ammunition**, that is, using only half its *BTS* value (see page 108).
- » Failing the *BTS* Roll causes the target to enter the **Possessed** state, signified by a Possessed Marker (POS) in base to base contact.
- » The effects of this program persist until the opponent cancels the induced state by whatever means.
- » The range of this program is the *Hacker's Hacking Area*.

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

NOTE *: Use the trooper's original values.

SPOTLIGHT (INFOWAR)

SHORT SKILL

Attack, CLAW-1, Non-Lethal.

REQUIREMENTS

- » You may choose any enemy within range as target of this program.
- » The target of this *Hacking Program* need not have the *Hackable Characteristic*.

EFFECTS

- » In the *Active Turn*, allows the user to make a *WIP-3* Roll against the target.
- » Upon a successful Roll, the target enters the *Targeted* state, signified by a Targeted Marker (TARGETED) in base to base contact.
- » The effect of this program is Cancelled automatically at the end of the current *Player Turn*, but the induced state may be Cancelled earlier by other means.
- » The range of this program is the *Hacker's Hacking Area*.

REMEMBER

The target may declare **Reset** as his ARO, regardless of his Troop Type (LI, MI, HI...) and even if the *Hacking Attack* takes places outside of his *LoF*.

However, pieces of Equipment (Deployable Repeaters, Sniffers, FastPandas...) are unable to declare *Reset*.

Expel and Evacuation Devices

This *Hacking Program* cannot interact with *Evacuation Devices (ED)*, such as *Escape System* or *Ejection System* (see *Infinity: Human Sphere*). When used against TAG with this piece of Equipment, Expel works normally, as described here, but replacing "the Pilot" with "the Operator".

OBLIVION (INFOWAR)

SHORT SKILL/ARO

Attack, CLAW-2.

REQUIREMENTS

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

EFFECTS

- » Allows the user to make a *WIP* Roll against the target.
- » A successful Roll forces the target to make a *BTS* Roll versus *Damage 16*.
- » Failing the *BTS* Roll causes the target to enter the **Isolated** state, signified by an Isolated Marker (ISOLATED) in base to base contact.
- » The effects of this program persist until the opponent cancels the induced state by whatever means.
- » The range of this program is the *Hacker's Hacking Area*.

HACKING PROGRAMS (CLAW-2)

EXPTEL (ITAG)

SHORT SKILL/ARO

Attack, CLAW-2.

REQUIREMENTS

- » The target must be an enemy TAG with the **Manned** Special Skill.
- » The target must not be **Possessed**.

EFFECTS

- » Allows the user to make a *WIP* Roll against the target.
- » A successful Roll forces the target to make a *BTS* Roll versus *Damage 13*. Failing the Roll forces the opponent to place, at the end of the Order, the *Pilot* model in base to base contact with the TAG.
- » From that point on, the opponent must substitute the *Pilot* profile for the TAG's.
- » For the opponent to be able to use the TAG's *Troop Profile* instead of the *Pilot*'s, the *Pilot* must declare a Short Movement Skill (or an ARO) to mount the TAG again. The trooper regains the TAG's Troop Profile at the beginning of the following Order after mounting the TAG.
- » An expelled *Pilot* continues to generate Orders for her Order Pool.
- » Enemies may choose the TAG as a target while the *Pilot* is outside it.
- » The range of this program is the *Hacker's Hacking Area*.

HACKING PROGRAMS (CLAW-3)

BASILISK (INFOWAR)

SHORT SKILL/ARO

Attack, CLAW-3.

REQUIREMENTS

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

EFFECTS

- » In the *Active Turn*, the user may distribute three *WIP* Rolls among one or several targets.
- » Each successful Roll forces the target to make a *BTS* Roll versus *Damage 13*.
- » Failing the *BTS* Roll causes the target to enter the *Immobilized-1* state, signified by an *Immobilized-1* Marker (IMM-1).
- » The effects of this *Hacking Program* are Cancelled automatically at the end of the following *Player Turn* after its declaration, but the induced state may be Cancelled earlier by other means.
- » The range of this program is the *Hacker's Hacking Area*.

CARBONITE (INFOWAR) SHORT SKILL/ARO

Attack, CLAW-3.

REQUIREMENTS

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

EFFECTS

- » In the *Active Turn*, the user may distribute two *WIP*+3 Rolls among one or two targets.
 - » A successful Roll forces the target to make two *BTS* Rolls versus *Damage* 13, **applying the effects of DT Special Ammunition** (see page 109).
- Failing either or both Rolls causes the target to enter the *Immobilized-1* state, signified by an **Immobilized-1** Marker (IMM-1).
- » The effect of this program is Cancelled automatically at the end of the current *Player Turn*, but the induced state may be Cancelled earlier by other means.
 - » The range of this program is the *Hacker's Hacking Area*.

TOTAL CONTROL (ITAG) SHORT SKILL/ARO

Attack, CLAW-3.

REQUIREMENTS

- » The target must be an enemy TAG.
- » If the target is a **Manned** TAG, its *Pilot/Operator* must be inside it.

EFFECTS

- » Allows the user to make a *WIP* Roll against the target.
- » A successful Roll forces the target to make two *BTS* Rolls versus *Damage* 16, **applying the effects of DT Special Ammunition** (see page 109).
- » Failing the *BTS* Roll causes the target to enter the *Possessed* state, signified by a *Possessed* Marker (POS) in base to base contact.
- » The effects of this program persist until the opponent cancels the induced state by whatever means.
- » The range of this program is the *Hacker's Hacking Area*.

POSSESSED TROOPER

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

NOTE *: Use the trooper's original values.

HACKING PROGRAMS (SWORD-1)

BRAIN BLAST (AHP) SHORT SKILL/ARO

Attack, SWORD-1.

REQUIREMENTS

- » The target must be an enemy *Hacker*.

EFFECTS

- » In the *Active Turn*, the user may distribute two *WIP* Rolls among one or two targets.
- » A successful Roll forces the target to make a *BTS* Roll versus *Damage* 14.
- » For each failed *BTS* Roll, the target loses one point of his *Wounds/Structure* Attribute.
- » The range of this program is the *Hacker's Hacking Area*.

HACKING PROGRAMS (SHIELD-1)

EXORCISM (INFOWAR) SHORT SKILL

Attack, Non-Lethal, SHIELD-1.

REQUIREMENTS

- » The target must be a TAG in the *Possessed* state.

EFFECTS

- » The user may distribute two *WIP* Rolls among one or two targets.
- » In a *Face to Face* Roll, this program imposes a -3 *MOD* on the target's Attribute. (for example, on the target's *WIP* if it reacted by declaring a *Reset*).
- » A successful Roll forces the target to make two *BTS* Rolls versus *Damage* 18, **applying the effects of DT Special Ammunition** (see page 109).
- » If the target fails that Roll, its *Possessed* state is Cancelled. Remove the corresponding Marker from play.
- » The range of this program is the *Hacker's Hacking Area*.



HACK TRANSPORT AIRCRAFT (COMM-SAT)

(ARO)

ARO, SHIELD-1.

REQUIREMENTS

- » This program may only be used in response to the opponent declaring an AD: *Combat Jump* Order.

EFFECTS

- » Allows the user to react in ARO to the declaration of an AD: *Combat Jump*, even without *LoF* to the target.
- » By using this program, the Hacker may make a Face to Face Roll with his *WIP*-6 versus the *PH* Roll of the enemy making a *Combat Jump*. If the *Hacker* wins, the enemy making a *Combat Jump* suffers the effects of a *Dispersion*. If the Hacker does not win the Face to Face Roll, the *Combat Jump* proceeds as normal, but the *Hacker* suffers no further ill effects.
- » This program's range covers the entire game table.

U-TURN (COMM-SAT)

AUTOMATIC SKILL / ARO

ARO, SHIELD-1.

REQUIREMENTS

- » This program may only be used in response to the opponent declaring an *Attack* with a weapon with the *Guided* Trait.

EFFECTS

- » Allows the user to react in ARO to the declaration of an *Attack* that employs a weapon with the *Guided* Trait, even without *LoF* to the attacker.
- » By declaring the use of this program, the enemy who declared an *Attack* with a weapon with the *Guided* Trait automatically suffers a cumulative -3 *MOD* to his *BS* Roll.
- » This program's range covers the entire game table.



HACKING PROGRAMS (SHIELD-2)

BREAKWATER (DP)

SHORT SKILL / ARO

SHIELD-2.

REQUIREMENTS

- » The user must be chosen as the target of a *Hacking Attack*.

EFFECTS

- » Allows the user to make a *WIP* Roll against the attacking *Hacker*.
- » If this results in a Face to Face Roll, this program imposes a -6 *MOD* on the attacker's Attribute.
- » A successful Roll means the user nullifies the *Hacking Attack* against him and avoids all *Damage* and special effects from the *Attack*.
- » This program may be used each time the user is the target of a *Hacking Attack*.

HACKING PROGRAMS (SHIELD-3)

COUNTERSTRIKE (DP)

SHORT SKILL / ARO

SHIELD-3

REQUIREMENTS

- » The user must be chosen as the target of a *Hacking Attack*

EFFECTS

- » Allows the user to make a *WIP*-3 Roll against the attacking *Hacker*.
- » If this results in a Face to Face Roll, this program imposes a -3 *MOD* on the attacker's Attribute.
- » If the user wins, he not only avoids all *Damage* and special effects from the *Attack* against him, but additionally reflects the *Attack* back to the attacker, who suffers the *Attack's* *Damage* and special effects, if applicable.
- » This program may be used each time the user is the target of a *Hacking Attack*.

ZERO PAIN (DP)

SHORT SKILL / ARO

SHIELD-3

REQUIREMENTS

- » The user must be chosen as the target of a *Hacking Attack*.

EFFECTS

- » In *Active* or *Reactive Turn*, this program allows the user to make two *WIP* Rolls against the attacking *Hacker*.
- » If the user wins with either Roll, he nullifies the *Hacking Attack* against him and avoids all *Damage* and special effects from the *Attack*.
- » This program may be used each time the user is the target of a *Hacking Attack*.



HACKING PROGRAMS (GADGET-1)

CONTROLLED JUMP (SUPPORTWARE)

ENTIRE ORDER

GADGET-1

REQUIREMENTS

- » Only troopers with AD: Airborne Deployment may benefit from the effects of this Hacking Program.
- » The target of this Hacking Program need not have the Hackable Characteristic.

EFFECTS

- » Controlled Jump allows all troopers from the user's Army List who, during that Player Turn, declare the AD: Combat Jump Special Skill to benefit from a +3 MOD to their PH Attribute when deploying.
- » When the user activates this program, which does not require a Roll, place a numbered Supportware Marker (SUPPORTWARE) beside him.
- » The effects of Controlled Jump persist until the end of the Player Turn, at which point you must remove all corresponding Markers.
- » This program's range covers the entire game table.
- » The MOD granted by this Supportware is not cumulative.



REMEMBER

Each Hacker can only sustain one active Supportware program at a time.
 Hackers may voluntarily cancel an active Supportware program by declaring another and expending the corresponding Order.
 Supportware programs are automatically Cancelled whenever their user enters in a Disabled or Isolated state or any Null state.

LOCKPICKER (TOOLBOX)

SHORT SKILL/ARO

GADGET-1

REQUIREMENTS

- » The user must be in base to base contact with a piece of terrain identified as a Scenery Item with the Hackable Trait.

EFFECTS

- » By passing a WIP Roll, the user may activate, deactivate, open or shut the Hackable Scenery Item.

REMEMBER

This WIP Roll may be modified by the profile of the Hackable Scenery Item or by the scenario Special Rules.



FAIRY DUST (SUPPORTWARE)

ENTIRE ORDER

GADGET-1.

REQUIREMENTS

- » Only HIs from the same Army List as the user may be chosen as targets.
- » Targets cannot benefit from the effects of a different GADGET Program during the same Order/ARO. HIs can only benefit from the effects of a single GADGET Program during any particular Order or ARO.

EFFECTS

- » Fairy Dust grants all HIs from the Hacker's Army List a Firewall, allowing any of them to benefit from the corresponding MODs whenever they suffer a Hacking Attack.
- » When the user activates this program, which does not require a Roll, place a Fairy Dust Supportware Marker (SUP: FAIRYDUST) beside him.
- » The effects of Fairy Dust persist until the end of the following Player Turn after the declaration of this Hacking Program, at which point you must remove all corresponding Markers.
- » This program's range covers the entire game table.



REMEMBER

Each Hacker can only sustain one active Supportware program at a time.
 Hackers may voluntarily cancel an active Supportware program by declaring another and expending the corresponding Order.
 Supportware programs are automatically Cancelled whenever their user enters in a Disabled or Isolated state or any Null state.



HACKING PROGRAMS (GADGET-2)

ASSISTED FIRE (SUPPORTWARE) ENTIRE ORDER

GADGET-2

REQUIREMENTS

- » The target must be a REM from the same *Army List* as the user, and must be inside the user's *Hacking Area*.
- » The target cannot currently be benefiting from the effects of another GADGET Program.

EFFECTS

- » Assisted Fire grants the target REM the *Marksmanship L2 Special Skill* (see page 85).
- » When the user activates this program, which does not require a Roll, place a numbered Supportware Marker (SUPPORTWARE) beside him.
- » Also, place a Marksmanship L2 Marker (MARKSMANSHIP L2) in base to base contact with the REM.
- » The effects of Assisted Fire persist until the end of the following *Player Turn* after the declaration of this *Hacking Program*, at which point you must remove all corresponding Markers.
- » Once activated, this program's range covers the entire game table

REMEMBER
 Each Hacker can only sustain one active Supportware program at a time.
 Hackers may voluntarily cancel an active Supportware program by declaring another and expending the corresponding Order.
 Supportware programs are automatically Cancelled whenever their user enters in a Disabled or Isolated state or any Null state.

ENHANCED REACTION (SUPPORTWARE) ENTIRE ORDER

GADGET-2

REQUIREMENTS

- » The target must be a REM from the same *Army List* as the user, and must be inside the user's *Hacking Area*.
- » The target cannot currently be benefiting from the effects of another GADGET Program.

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 numbered Supportware Marker (SUPPORTWARE) beside him.
- » Also, place an Enhanced Reaction: B2 Marker (E. REACTION: B2) in base to base contact with the REM.
- » The effects of Enhanced Reaction persist until the end of the following *Player Turn* after the declaration of this *Hacking Program*, at which point you must remove all corresponding Markers.
- » Once activated, this program's range covers the entire game table.

REMEMBER
 Each Hacker can only sustain one active Supportware program at a time.
 Hackers may voluntarily cancel an active Supportware program by declaring another and expending the corresponding Order.
 Supportware programs are automatically Cancelled whenever their user enters in a Disabled or Isolated state or any Null state.

HACKING PROGRAMS (UPGRADE)

CYBERMASK (SUPPORTWARE) ENTIRE ORDER

NFB, UPGRADE.

REQUIREMENTS

- » The user must be outside the LoF of all enemies.

EFFECTS

- » By passing a WIP Roll, the user enters the *Impersonation-2* state.
- » Replace the user's model with an Impersonation-2 Marker (IMP-2).
- » The effects of this program persist until the user reveals himself as per the *Impersonation-2* state rules (see page 180).
- » This program affects only the *Hacker* himself and therefore has no range.

REMEMBER

A *Hacker* in the *Camouflaged*, *TO* or similar state may not enter the *Impersonation-2* state, and vice versa.

STOP! (INFOWAR)

SHORT SKILL/ARO

Attack, UPGRADE.

REQUIREMENTS

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

EFFECTS

- » The user may distribute two WIP Rolls among one or two targets.
- » A successful Roll forces the target to make a *BTS* Roll versus *Damage* 16, **while suffering the effects of Breaker Special Ammunition**, that is, using only half his *BTS* value (see page 108).

Failing the *BTS* Roll causes the target to enter the *Immobilized-1* state, signified by an *Immobilized-1* Marker (IMM-1) in base to base contact.

- » The effects of this *Hacking Program* are Cancelled automatically at the end of the following *Player Turn* after its declaration, but the induced state may be Cancelled earlier by other means.
- » The range of this program is the *Hacker's Hacking Area*.

SUCKER PUNCH (AHP)

SHORT SKILL/ARO

Attack, UPGRADE.

REQUIREMENTS

- » The target must be an enemy *Hacker*.

EFFECTS

- » Allows the user to make a *WIP* Roll against the target.
- » In a *Face to Face* Roll, this program imposes a -3 *MOD* on the target's Attribute.
- » A successful Roll forces the target to make two *BTS* Rolls versus *Damage* 16, **applying the effects of DT Special Ammunition** (see page 109).
- » For each failed *BTS* Roll, the target loses one point of his *Wounds/Structure* Attribute.
- » The range of this program is the *Hacker's Hacking Area*.

WHITE NOISE (TOOLBOX)

SHORT SKILL/ARO

NFB, UPGRADE.

EFFECTS

- » By passing a *WIP* Roll, the user may place a *White Noise* Circular Template inside his *Hacking Area*.

The *White Noise* Template must be entirely within the *Hacking Area*.

- » The effects of this program persist until the end of the *Player Turn*, at which point you must remove the *White Noise* Circular Template.
- » The range of this program is the *Hacker's Hacking Area*.

WHITE NOISE: SUMMARY

Troopers wearing a *Multispectral Visor* cannot draw *LoF* through a *White Noise Zone* (see page 165).





HACKING EXAMPLE 1:

During her *Active Turn*, the perfidious Interventor Morgana decides to Hack two enemies, an Orc Troop and a Father-Knight, two PanOceanian HIs that she thinks are both inside her *Hacking Area*, within 8 inches or less of her FastPanda equipped with a *Repeater*. She declares the *Basilisk* Hacking Program, and splits the *B3* of the Program: two *Attacks* against the Father-Knight and other against the Orc Troop.

The Father-Knight declares a *Reset* ARO. The Orc Troop thinks he is not inside the *Hacking Area* and declares a *BS Attack*.

When the measurements are checked during the *Resolution* step of the Order, the Father-Knight is within the *Hacking Area*, however, the Orc Troop is not because it is nine inches from the FastPanda. Therefore, the *Attack* against the Orc Troop is invalid and it can make a Normal *BS Attack Roll*.

A *WIP* Face to Face Roll occurs between the Interventor and Father-Knight. The Interventor performs two *WIP* Rolls for her two attacks (*B2*) and the Father-Knight makes one *WIP* Roll for his *Reset*. The Hacker gets 6 and 11, while the HI gets an 8. The result of the rolls - the Father-Knight's 8 cancels the attacking 6, because it is a lower success, but the 11 of the Hacker is even higher and the HI must make a *BTS* roll to avoid the effects of the *Hacking Attack*.

HACKING EXAMPLE 2:

During her *Active Turn*, the perfidious Interventor Morgana decides to use the *Spotlight* Hacking Program vs. the savage Daturazi Jedak. While the Daturazi does not have the *Hackable* characteristic, the *Spotlight* Program indicates that it is not necessary for the target to have it.

In response to this attack, the Daturazi declares a *Reset* ARO. This produces a Face to Face Roll between the Interventor's *WIP-3* (the Attacker *MOD* of the *Spotlight* Program) and the Daturazi's *WIP*. If the Interventor wins the roll, the effect of the *Hacking Program* is applied and the Daturazi is marked, entering the Targeted state without making a Roll.



HACKING: EQUIPMENT

HACKING DEVICE

This is the standard version of the Hacking Device, a multi-purpose and versatile piece of Equipment.

HACKING DEVICE
EQUIPMENT

Comms Equipment.

EFFECTS

- » This piece of Equipment allows use of the following *Hacking Programs*: CLAW Level 1, SWORD Level 1, SHIELD Level 1 and also all GADGET Programs.
- » This piece of Equipment allows the player to enlist REMs in his *Army List*.

SPECIAL CATEGORY: EI

- » Unless specified the contrary, all the Hacking Devices showed in the Combined Army's *Army List* possess this Special Category.
- » This Special Category also allows use of the Sucker Punch UPGRADE Program.

DEFENSIVE HACKING DEVICE

This is the basic version of the Hacking Device, a very useful piece of Equipment to support the combat force.

DEFENSIVE HACKING DEVICE
EQUIPMENT

Comms Equipment.

EFFECTS

- » This piece of Equipment allows use of the following *Hacking Programs*: SHIELD Level 3 and also GADGET Level 1 Programs.
- » If the user is targeted by a Hacking Attack, it allows application of *Firewall MODs*.
- » This piece of Equipment allows the player to enlist REMs in his *Army List*.

HACKING DEVICE PLUS

This is the advanced version of the Hacking Device, a piece of Equipment more powerful than the standard version.

HACKING DEVICE PLUS
EQUIPMENT

Comms Equipment.

EFFECTS

- » This piece of Equipment allows use of the following *Hacking Programs*: CLAW Level 2, SWORD Level 1, SHIELD Level 2 and also all GADGET Programs.
- » Also, it allows use of the following UPGRADE Programs:
 - » Cybermask (Toolbox).
 - » Sucker Punch (AHP).
 - » White Noise (Toolbox).
- » This piece of Equipment allows the player to enlist REMs in his *Army List*.

ASSAULT HACKING DEVICE

This is the offensive version of the Hacking Device, a piece of Equipment designed to perform cyberattacks against high tech enemy troops.

ASSAULT HACKING DEVICE
EQUIPMENT

Comms Equipment.

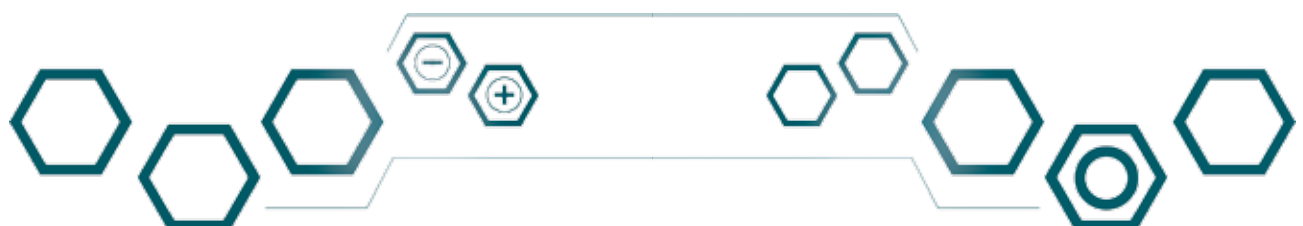
EFFECTS

- » This piece of Equipment allows use of CLAW Level 3 Hacking Programs.
- » This piece of Equipment allows the player to enlist REMs in his *Army List*.

SPECIAL CATEGORY: EI

- » Unless specified the contrary, all the Hacking Devices showed in the Combined Army's *Army List* possess this Special Category.
- » This Special Category also allows use of the Stop! UPGRADE Program.

SIBYLLA'S ADVICE
 Check the different Hacking Devices Quick Reference Charts in the pages 249-250.



SPECIAL TERRAIN RULES

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.

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 while setting up the game table.
- » Special Terrain areas are categorized according to their *MOV Difficulty*, *Saturation*, *Visibility Conditions* and *Type of Terrain*.
- » Each Special Terrain must have one *Type of Terrain* and at least one other characteristic.

AREA OF EFFECT OF SPECIAL TERRAIN ZONES

The Area of Effect of a Special Terrain zone is the area in where its special effects are applied.

Any trooper in base contact with a Special Terrain zone, or whose base or Silhouette Template is covered at least partially by Special Terrain zone, is equally affected by the Effects of the zone.

MOV DIFFICULTY

Traversing certain areas of the battlefield can be challenging to regular soldiers. Terrain hindrances are codified into two possibilities: Difficult Terrain and Very Difficult Terrain.

DIFFICULT TERRAIN

REQUIREMENTS

- » Troopers must apply the Difficult Terrain rules when their base is inside or in contact with a Difficult Terrain area and they declare a Movement Skill such as *Move*, *Cautious Movement*, *Jump*, *Climb*, the Special Skill *Assault* (in Active Turn), *Dodge* and *Engage* (in Reactive Turn).
- » Difficult Terrain also affects troopers who make base contact with it during an Order.

EFFECTS

- » Entering base contact with a Difficult Terrain area immediately and automatically ends the trooper's Movement, regardless of its type.

If the trooper chooses to continue to move through the Difficult Terrain area, he must declare a new Order and suffer the following effects:

- » In Difficult Terrain, troopers use only their second *MOV* value.
- » Troopers that declare a *Move + Move* Order use their second *MOV* value for both Short Skills.
- » During their *Reactive Turn*, troopers in Difficult Terrain that declare *Dodge* or *Engage* or fail a *Guts Roll* can move no more than 1 inch.

MOVEMENT THROUGH

DIFFICULT TERRAIN. EXAMPLE 1

A trooper in *Active Turn* with a *MOV* Attribute of 4-2 is outside a Difficult Terrain area. She declares the Short Movement Skill *Move* and makes contact with the Difficult Terrain, whereupon





her Movement ends immediately, even if she would normally be able to move the rest of her MOV (if she had moved 3 inches, she would forfeit her remaining 1 inch). She would need to declare a new Order to keep moving, and for the purposes of that Order her MOV would be 2–2.

Similarly, in her *Reactive Turn*, she declares *Dodge* outside the Difficult Terrain area, and her *Dodge* moves her into base contact with the Difficult Terrain, whereupon her *Dodge* movement ends immediately, even if she had not exhausted it.

MOVEMENT THROUGH DIFFICULT TERRAIN. EXAMPLE 2

A trooper in *Active Turn* with MOV 4–2 that is in base contact with a Difficult Terrain and declares *Move + Move* gets to move up to 2 + 2 inches.

That same trooper, in *Reactive Turn*, can only move up to 1 inch when ; that is, half the usual value

If the trooper had the Special Skill called *Kinematika* L1, he could move up to 2 inches in his *Reactive Turn* (1 for *Dodge* or *Engage* + 1 for *Kinematika* L1).

VERY DIFFICULT TERRAIN

REQUIREMENTS

- » Troopers must apply the Very Difficult Terrain rules when their base is inside or in contact with a Very Difficult Terrain area and they declare a Movement Skill such as *Move*, *Cautious Movement*, *Jump*, *Climb*, the Special Skill *Assault* (in *Active Turn*), *Dodge* and *Engage* (in *Reactive Turn*).
- » Very Difficult Terrain also affects troopers who make base contact with it during an Order.

EFFECTS

- » Entering base contact with a Very Difficult Terrain area immediately and automatically ends the trooper's Movement, regardless of its type.

If the trooper chooses to continue to move through the

Very Difficult Terrain area, he must declare a new Order and suffer the following effects:

- » In Very Difficult Terrain, troopers use only their second MOV value.
- » In Very Difficult Terrain, troopers cannot declare two Short Movement Skills in the same order.
- » During their *Reactive Turn*, troopers in Very Difficult Terrain that declare *Dodge* or *Engage* or fail a *Guts Roll* can move no more than 1 inch.

MOVEMENT THROUGH VERY DIFFICULT TERRAIN. EXAMPLE 1

A trooper in *Active Turn* with a MOV Attribute of 4–2 is outside a Very Difficult Terrain area. She declares the Short Movement Skill *Move* and makes contact with the Very Difficult Terrain, whereupon her Movement ends immediately, even if she would normally be able to move the rest of her MOV (for example, if she had moved 3 inches, she would forfeit her remaining 1 inch). She would need to declare a new Order to keep moving, applying the effects of Very Difficult Terrain.

Similarly, in her *Reactive Turn*, she declares *Dodge* outside the Very Difficult Terrain area, and her *Dodge* moves her into contact with the Very Difficult Terrain, whereupon her *Dodge* movement ends immediately, even if she had not exhausted it.

MOVEMENT THROUGH VERY DIFFICULT TERRAIN. EXAMPLE 2

A trooper in *Active Turn* with MOV 4–2 that is in base contact with a Very Difficult Terrain and declares *Move + BS Attack* gets to move up to 2 inches.

That same trooper in contact with a Very Difficult Terrain area in his *Active Turn* cannot declare *Move + Move*.

In his *Reactive Turn*, the trooper would only be able to move up to 1 inch, half the usual movement granted by *Dodge* and *Engage*.

If the trooper had the Special Skill called *Kinematika* L1, he could move up to 2 inches in his *Reactive Turn* (1 for *Dodge* or *Engage* + 1 for *Kinematika* L1).

SATURATION

This characteristic describes the existence of solid obstacles that can limit the effectiveness of projectiles that traverse the area.

SATURATION ZONE

EFFECTS

- » Any *BS Attack* from, into, or through a Saturation Zone suffers a **-1 Burst MOD**.
- » Consequently, any *BS Attack* whose *LoF* makes contact with a Saturation Zone suffers the **-1 B MOD**.
- » The minimum *Burst* value is always 1.

SATURATION ZONE. EXAMPLE 1

In his *Active Turn*, indefatigable Fusilier Angus declares a *BS Attack* against his dire foe Alguacil Ortega. The *LoF* between Angus and Ortega crosses a Saturation Zone. Angus has a B3 Combi Rifle, so with the -1 B MOD for Saturation Zone, he gets to shoot twice ($B3 - 1 = 2$).

Ortega shoots back, declaring a *BS Attack ARO*. Ortega's *LoF* also crosses the Saturation Zone, but he does not suffer the -1 B MOD because his ARO is only B1 to begin with, and cannot be modified below that by a Saturation Zone.

SATURATION ZONE. EXAMPLE 2

Manek, a Morat Vanguard Infantry trooper, aims his HMG in his *Active Turn* and declares a *BS Attack* against a group of Fusiliers: the charismatic Angus, his reluctant sidekick Bipandra, and Spencer the dauntless. Angus is standing in the open, but Manek's *LoF* to Bipandra and Spencer crosses a Saturation Zone.

When he declares his *BS Attack*, Manek divides his weapon's *Burst* (B) among his potential targets. He allocates 1 shot to Angus and 1 to Spencer. Manek immediately recognized Bipandra as the dangerous element of the team, so he will shoot her twice, exhausting his B. But apparently, Manek failed to take into account the Saturation Zone and its effect on the B of his *BS Attack*. The B1 attack against Spencer remains unchanged, as a Saturation Zone cannot modify the *Burst* below 1. However, the B 2 attack against Bipandra becomes B 1 ($2-1=1$).

Manek's *Active Turn* ends and Bipandra remains unscathed. Now, Bipandra declares a *BS Attack* and uses her Combi Rifle's full *Burst* 3 against Manek. However, since she is inside the Saturation Zone, her *LoF* must go through it, and her B 3 becomes a measly B 2 ($3-1=2$).

HIGH SATURATION ZONE

EFFECTS

- » A High Saturation Zone acts like a Saturation Zone, but the **Burst MOD to BS Attacks that traverse it is -2** instead of -1.
- » Consequently, any *BS Attack* whose *LoF* makes contact with a High Saturation Zone suffers the **-2 B MOD**.
- » The minimum *Burst* value is **always 1**.

VISIBILITY CONDITIONS

Due to thick vegetation, jagged rocks, snow, sandstorms and any number of other reasons, some areas obscure a soldier's vision and his ability to aim accurately. This is represented by the following game rules. Vision-obscuring areas are divided into two categories:

IMPORTANT!

Visibility **MODs** never stack with other Visibility **MODs**. If an area would be affected by two or more Visibility Zones of whatever type, apply only the most obscuring.

For example, if a Low Visibility Zone (-3 MOD) coincides with a Poor Visibility Zone (-6 MOD), treat that area as a Poor Visibility Zone. If two Poor Visibility Zones coincide, apply only one single -6 MOD.

Visibility Conditions and AD: Combat Jump

You cannot use *AD: Combat Jump* nor place the *Landing Zone* Template inside of, or in contact with, an area with Low, Poor, or Zero Visibility Conditions.

LOW VISIBILITY ZONE

EFFECTS

- » Any Skill, Special Skill or piece of Equipment that requires *LoF* and is declared from, into, or through a Low Visibility Zone suffers a **-3 MOD** to the relevant Attribute in the required Roll.
- » Consequently, any Skill, Special Skill or piece of Equipment whose *LoF* makes contact with a Low Visibility Zone suffers the **-3 MOD**.
- » This -3 MOD for Low Visibility **stacks with other MODs** for Special Skills, Equipment, *Partial Cover*, *Range...* **but never** with other **Zone of Visibility MODs**.

LOW VISIBILITY ZONE. EXAMPLE 1

Our intrepid Fusilier Angus, in *Active Turn*, wants to spray his enemies with a *Burst* of his Combi Rifle. To do so, he declares a *BS Attack* and divides his B3 between his three foes. One of them, his dreaded arch-nemesis Alguacil Ortega, is on the other side of a Low Visibility Zone. Ortega is not inside the Low Visibility Zone, but Angus' *LoF* must traverse it, so the Fusilier suffers a -3 MOD to his *BS Attribute*.

The second shot of the *Burst* goes to a Spektr who is standing inside the Low Visibility Zone. In addition to the -6 MOD to *BS* for the Spektr's *CH: TO Camouflage*, Angus suffers the -3 MOD for Low Visibility, for a total of -9 to his *BS*.

Lastly, Angus' barrage affects a Reverend Healer who has *Partial Cover* inside the Low Visibility Zone. Against this target, Angus must apply a -3 *BS MOD* for the Reverend's *CH: Mimetism*, a -3 *BS MOD* for her *Partial Cover*, and another -3 MOD for the Low Visibility Zone. The final MOD to Angus' *BS* is -9.

LOW VISIBILITY ZONE. EXAMPLE 2

A Forward Observer Alguacil tries to target the diligent Fusilier Angus, who is standing on the other side of a Low Visibility Zone. Since the Alguacil's *LoF* crosses a Low Visibility Zone, his *WIP Roll* to hit suffers a -3 MOD.

LOW VISIBILITY ZONE. EXAMPLE 3

The valiant Angus declares *Discover* on a Camouflage Marker inside a Low Visibility Zone. Angus suffers a -3 *WIP MOD* due to the Maker's *CH: Camouflage*, and an additional -3 *MOD* for Low Visibility Zone. The final *MOD* to Angus' *WIP* is -6.

POOR VISIBILITY ZONE**EFFECTS**

- » Any Skill, Special Skill or piece of Equipment that requires *LoF* and is declared from, into or through a Poor Visibility Zone suffers a -6 *MOD* to the relevant Attribute in the required Roll.
- » Consequently, any Skill, Special Skill or piece of Equipment whose *LoF* makes contact with a Poor Visibility Zone suffers the -6 *MOD*.
- » This -6 *MOD* for Poor Visibility **stacks with other MODs** for Special Skills, Equipment, *Partial Cover*, *Range...* **but never** with other **Zone of Visibility MODs**.

ZERO VISIBILITY ZONE**EFFECTS**

- » Troopers cannot draw *LoF* through a Zero Visibility Zone.
- » Inside a Zero Visibility Zone, troopers can only declare Skills that do not require *LoF* or that require them to be in base to base contact with their target.
- » Any trooper who is the **target of a *BS Attack*** into or out of a Zero Visibility Zone, or whose *LoF* traverses a Zero Visibility Zone, may respond to the attacker even without *LoF*, provided the trooper is facing the attacker.
- » However, without a clear *LoF* to his target, the trooper's ARO (or second Short Skill of his Order in *Active Turn*) options are reduced to ***BS Attack with a -6 MOD*** or ***Dodge*** without the *MOD*.
- » This -6 *BS MOD* stacks with other *MODs* to *BS* from Special Skills, Equipment, *Partial Cover*, *Range, etc.*, **but never with other Visibility Zone MODs**.
- » If the trooper is not facing the attacker, but the *Attack* is performed inside his *Zone of Control*, then the ARO can be ***Change Facing***.

Visibility Zones and Speculative Fire

Speculative Fire whose *LoF* crosses a Visibility Zone (of any type) or part of it, need not apply the negative *MOD* for the Visibility Zone, only the -6 *MOD* for Speculative Fire.

ZERO VISIBILITY ZONE. EXAMPLE 1: MULTISPECTRAL VISOR L2

In his *Active Turn*, Zakalwe, the Intruder, declares a *BS Attack* against Fusiliers Angus, Bipandra and Spencer, all of whom are on the other side of a Zero Visibility Zone (Zakalwe's Multispectral Visor L2 allows him to draw *LoF* through Zero Visibility Zones.)

Fusilier Spencer declares a *BS Attack* ARO, which means he must apply a -6 *MOD* to his Face to Face Roll against the Intruder. Spencer adds this Zero Visibility Zone *MOD* to all other *MODs* for *Range*, *Partial Cover* and the Intruder's *CH: Camouflage Special Skill*.

Fusilier Bipandra, thinking on her feet, declares a different ARO: *Dodge*. That way, she does not suffer the Zero Visibility Zone *MOD* nor, in fact, any other *MODs* in her Face to Face Roll against the Intruder.

Fusilier Angus had his back turned, and cannot declare an ARO. Being the target of that *BS Attack* would normally give him the right to ARO, but he cannot draw *LoF* to the Intruder even disregarding the Zero Visibility Zone, since he is not facing in the direction of the threat.

Meanwhile, Fusilier Silva, whose *LoF* to the Intruder is also obscured by the Zero Visibility Zone, cannot declare an ARO against the Intruder because she was not a target of his *BS Attack*.

ZERO VISIBILITY ZONE. EXAMPLE 2: INTUITIVE ATTACK

In his *Active Turn*, vicious Daturazi Jedak, standing inside a Zero Visibility Zone, declares an Intuitive Attack with his Chain Rifle against good old Fusilier Angus, who is outside that Zero Visibility Zone.

Since an *Intuitive Attack* is a *BS Attack*, Jedak's target can react to his Entire Order. The clash is resolved with a Face to Face Roll because Angus reacts to Jedak declaring a *BS Attack*, even if the Daturazi fails his own Roll and never gets to shoot.

If Angus' ARO was a *BS Attack*, he would suffer a -6 *MOD* to his Face to Face Roll. So, Angus decides to *Dodge* instead, and suffers a -3 *MOD* to his *PH* Attribute for trying to *Dodge* a Template Weapon without *LoF* to the attacker.

WHITE NOISE ZONE**EFFECTS**

- » 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.
- » This means Troopers wearing a *Multispectral Visor* cannot draw *LoF* through a White Noise Zone.
- » Inside a White Noise Zone, troopers with a *Multispectral Visor* can only declare Skills that do not require *LoF* or that require them to be in base to base contact with their target.
- » Any trooper with a Multispectral Visor who is the target of a *BS Attack* into or out of a White Noise Zone, or whose *LoF* traverses a White Noise Zone, may respond to the attacker even without *LoF*, provided the Visor-wearing trooper is facing the attacker.
- » However, without a clear *LoF* to his target, the trooper's ARO (or second Short Skill of his Order in *Active Turn*) options are reduced to ***BS Attack with a -6 MOD*** or ***Dodge*** without the *MOD*.
- » This -6 *BS MOD* **stacks with other MODs** to *BS* from Special Skills, Equipment, *Partial Cover*, *Range, etc.*, **but never with other Visibility Zone MODs**.
- » If the trooper is not facing the attacker, but the *Attack* is performed inside his *Zone of Control*, then the ARO can be ***Change Facing***.

Notes on White Noise Zones

Speculative Fire from a trooper equipped with a *Multispectral Visor* whose *LoF* crosses a White Noise Zone or part of it need not apply the negative *MOD* for that Visibility Zone, only the -6 *MOD* for *Speculative Fire*.

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 Special Skills *Terrain* and *Multiterrain*.

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.

HOSTILE ENVIRONMENT

You can complete your *Special Terrain* by using the Hostile Environment rules introduced in the Infinity. Campaign: *Paradiso rulebook*. To do so, simply assign a *Hostility Level* to each area.





SPECIAL TERRAIN SUGGESTIONS AND EXAMPLES					
Examples	Type of Terrain	MOV Difficulty	Visibility Conditions	Saturation	Hostility Level
Beach	Aquatic	Difficult	--	No	--
Open sea	Aquatic	Very Difficult	--	No	Insecure
Swamp	Aquatic	Very Difficult	--	Saturation Zone	Insecure
Rocky ground	Desert	Difficult	--	Saturation Zone	--
Sand dunes	Desert	Very Difficult	--	No	Adverse
Low mountain or steep hills	Mountain	Difficult	--	No	--
Arctic plains	Mountain	Difficult	--	No	Insecure
Mid-mountain	Mountain	Very Difficult	--	No	--
High mountain	Mountain	Very Difficult	Low Visibility	Saturation Zone	Adverse
Woods	Jungle	Difficult	Low Visibility	Saturation Zone	Insecure
Jungle	Jungle	Very Difficult	Low Visibility	Saturation Zone	Adverse
Dense jungle	Jungle	Very Difficult	Poor Visibility	High Saturation Zone	Dangerous
Primeval forest	Jungle	Very Difficult	Zero Visibility	High Saturation Zone	Dangerous
Zero-G	Zero-G	Very Difficult	--	No	--
Storm	Aquatic/Desert/Mountain/Jungle	--	Increases Visibility Conditions by one level	--	--
Engine Room	-- (Optional: Zero-G)	-- (If Zero-G: Difficult)	Low Visibility	Saturation Zone	--
Generator Room	-- (Optional: Zero-G)	-- (If Zero-G: Difficult)	White Noise	Saturation Zone	--
Energy Core Room	-- (Optional: Zero-G)	-- (If Zero-G: Difficult)	Low Visibility + White Noise	--	--

SCENERY STRUCTURES

Guns and explosives can destroy more than foes. Some of them, using specific Special Ammunitions, can also demolish or dismantle structures and objects on the battlefield. This is represented by assigning a **Scenery Item** Profile to certain pieces of scenery or a **Scenery Building** Profile to certain buildings and structures. These two types of Scenery Structure profiles allow troopers to act upon select pieces of terrain and scenery on the battlefield.

Both players must agree on the Scenery Structure Profiles for their game table before the game starts. **Missions and scenarios do not normally allow the use of the Scenery Structure profiles;** players can only use them if they are specifically described in the scenario rules.

IMPORTANT!

Weapons and Ammunition with the **Anti-materiel** trait are the only means of attacking Scenery Structures.

A Scenery Item cannot be chosen as the target of an **Attack** that would also affect troopers, be they enemy or allied.

SCENERY ITEM PROFILE

A Scenery Item is usually a single piece of scenery with a simple, contained structure, such as a section of wall, a doorway, a barricade, a console, etc.

The Scenery Item Profile Chart contains several examples of Scenery Items you can use in your games or as a guide for your own creations.

For a better reference, the different items are grouped in three Types of Scenery Items:

- » **Access.** Indicates an element that provides access to an area of the game table or into a Scenery Building.

REPRESENTING PROPS

Some missions and scenarios in the Infinity Tournament System require specific Props on the battlefield for troopers to interact with. We recommend you use Official Infinity Terrain to represent these Props, as it has been designed with the help of the Infinity team to fit the requirements of the scenario and has the futuristic feel of the Infinity universe.

You can also represent these Props with the printable **Markers** available at the Downloads section of the official Infinity website (www.infinitythegame.com).

In game terms, both the official Infinity pieces of terrain and any you create yourself **provide Cover** just like regular pieces of scenery and terrain.

However, if you use **Markers** instead of physical, three-dimensional pieces of scenery, these **do not provide Cover** of any kind.

- » **Construction.** This is a structural element which supports a Scenery Building, but it can also be found as a separate item on the game table.
- » **Props.** These are the different and separate scenery items troopers can interact with.

Each Scenery Item profile has the following mandatory Attributes:

ARMOR (ARM)

This value determines how resistant to damage the Scenery Item is. The higher the value, the more resilient the element, and thus the more it reduces the damage of enemy attacks. Scenery ARM values range from 0 to 12.





BIO-TECHNOLOGICAL SHIELD (BTS)

BTS is a numeric value for the Scenery Item's NBC (Nuclear, Biological, Chemical), Nanotechnological, and Electromagnetic protections. Scenery BTS values range from 0 to 12 in intervals of 3 (0, 3, 6, 9 or 12).

STRUCTURE (STR)

This value represents how durable a Scenery Item is and how much damage it can withstand before it is destroyed or dismantled. Scenery STR values range from 1 to 8.

ACCESS WIDTH (AW)

This indicates the dimensions of a Scenery Item—or part of it—that allows troopers to pass through, such as a doorway, a window, etc. There are three possible Access Widths:

- » **Narrow.** This ingress point is only wide enough for troopers with a *S* Attribute of 2 or lower. It is marked by a Narrow Gate Marker (NARROW GATE).
- » **Wide.** This entry point allows all troopers to pass through, regardless of their *S* value. It is marked by a Wide Gate Marker (WIDE GATE).
- » **Cargo.** This ingress point allows all troopers to pass through freely, regardless of their *S* value and the *Heavyweight* Special Skill. It is marked by a Cargo Gate Marker (CARGO GATE).

All Scenery Items with access points must note their Access Width on their profile.

TRAITS

This section includes all Traits codifying the special rules that govern the Scenery Item. The most common Traits are:

- » **Capacity.** Capacity is a Trait that marks how many troopers it can hold. The number of troopers that can fit inside the Warcraft depends on their *Silhouette* Attribute.

» **Cargo Single.** The Capacity of this item is limited to one single trooper with *S* 1 or *S* 2.

» **Cargo Standard.** Three configurations are available with this Capacity:

- » 4 troopers with *S* 1 or *S* 2.
- » 1 trooper with *S* 3 or *S* 5 + 1 trooper with *S* 1 or *S* 2.
- » 1 trooper with *S* 4 or *S* 6 or *S* 7.

» **Cargo Plus.** This transport has an upgraded cargo capacity. Five configurations are available with this Capacity:

- » 6 troopers with *S* 1 or *S* 2.
- » 2 troopers with *S* 3 or *S* 5.
- » 1 trooper with *S* 3 or *S* 5 + 2 troopers with *S* 1 or *S* 2.
- » 1 trooper with *S* 4 or *S* 6 or *S* 7 + 1 trooper with *S* 1 or *S* 2.
- » 1 trooper with *S* 8.

» **Compartment.** Troopers inside this piece of scenery may declare *Dodge* to exit it as a response to an *Attack* against it. If the trooper *Dodges* successfully, place her in base to base contact outside the piece of scenery.

» **Hackable.** This piece of scenery is vulnerable to manipulation by means of the *Lockpicker Hacking Program* or the *Engineer* Special Skill. The *WIP* Roll can be modified by the Special Rules of some scenarios.

» **Logistics.** By spending one Short Skill of an Order and succeeding at a *WIP* Roll, a trooper in base contact with this piece of scenery can make a Roll on any of the *Booby Charts* to obtain weaponry or equipment. Once a success has been rolled, that trooper cannot use the Logistics Trait of this piece of scenery again.

SCENERY ITEM PROFILE CHART						
TYPE OF ELEMENT	NAME	ARM	BTS	STR	AW	TRAITS
Access	Armored Door	8	3	3	Optional	Hackable (WIP Roll)
	Armored Window	2	3	1	Optional	Hackable (WIP Roll)
	Doorway	1	0	1	Optional	--
	High Security Gate	4	6	2	Optional	Hackable (WIP-3 Roll)
	High Security Window	4	6	2	Optional	Hackable (WIP-3 Roll)
	Security Gate	3	3	2	Optional	Hackable (WIP Roll)
	Security Window	1	0	1	Optional	Hackable (WIP Roll)
	Window	0	0	1	Optional	Hackable (WIP Roll)
Construction	Biowall	5	0	2	--	Fire-Vulnerable
	Bulkhead	6	0	3	--	--
	Girder Structure	11		3	--	--
	Inner Wall	8	0	3	--	--
	Outer Wall	10	0	3	--	--
	Partition	3	0	1	--	--
	Ramp	4	0	2	--	Runway
	Reinforced Wall	12	0	4	--	--
Props	Walkway	4	0	2	--	--
	Armory/ Panoply/ Locker	0	0	1	--	Logistics
	Balcony	2	0	2		--
	Beacon	1	0	1	--	Hackable (WIP Roll)
	Console	0	0	1	--	Hackable (WIP Roll)
	Elevator	0	0	1	--	Compartment, Cargo Single
	Hoist	0	0	1	--	Cargo Plus, Compartment
	Piece of Street Furniture	0	0	1	--	--
	Security Console	1	3	1	--	Hackable (WIP-3 Roll)
	Supply Crate	1	0	1	--	--
	Tech-Coffin	1	0	1	--	--
	Transmission Antenna	4	3	2	--	Hackable (WIP Roll)

» Troopers possessing the *Booty* or the *Scavenger* Special Skill, or any other Skill which specifies so, don't need to make the *WIP* Roll and may automatically make a Roll on any of the *Booty* Charts.

A trooper in base contact with this piece of scenery may spend one Short Skill of an Order to cancel his **Unloaded** state.

» **Fire-Vulnerable.** *Fire* Special Ammunition has the *Anti-materiel* Trait when used against this piece of scenery.

» **Landing Aid.** A Landing Aid is an automatic beacon device specifically intended to provide a safe descent and landing. Any trooper or *Landing Craft* whose *Drop Zone* is a on *Scenery Building* with this Trait, or inside the *Area of Effect* of a *Scenery Item* possessing this Trait, gets a +3 MOD to the *PH* Roll.

» **Runway.** A *Scenery Item* possessing this Trait allows *motorcycles* and *Vehicles (VH)* in base to base contact with its higher end to declare a diagonally upward *Jump*.





Transparent and semi-transparent scenery
Some Scenery *Items* possess transparent or semi-transparent plastic acrylic pieces. In game terms, players must consider they **block LoF** as any other opaque item.

SCENERY BUILDING PROFILE

A Scenery Building is usually a more complex, bigger piece of terrain composed of several Scenery Items.

The Scenery Building Profile Chart contains several examples of buildings and structures you can use in your games or as a guide for your own creations.

When you design a Scenery Building profile, remember to detail the profiles of each Scenery Item in it. Almost every Scenery Building has at least a few walls and an access

point. That means each Scenery Building profile has these mandatory fields:

- » **Type of Construction.** Lists the type of Construction elements (*Walls, Partitions...*) that form the building. The number of these elements is indicated in parentheses.
- » **Type of Access.** Lists the types of Access that allow ingress into or through the building. The number of these elements is indicated in parentheses.
- » **Access Width.** Lists the size of each Type of Access in the building.
- » **Traits.** Lists the special features of the building, if any. This field is usually reserved for *Special Terrain Zones (Visibility, Saturation...)*, number of levels and *Lifts* if required.

SCENERY BUILDING PROFILE CHART				
Type of building	Type of construction	Type of access	Access width	Traits
Administration Building	Outer Wall (x4)	Security Gate (x4)	Narrow Access (x2) Wide Access (x2)	-
Biobungalow	Biowall (x4)	Doorway (x2)	Narrow Access (x2)	
Bunker	Reinforced Wall (x4)	Armored Door (x4)	Narrow Access (x2) Wide Gate (x2)	-
Colony Prefab	Bulkhead (x4)	Doorway (x2)	Narrow Access (x1) Wide Gate (x1)	-
Engine Room	Outer Wall (x4)	Security Gate (x2)	Wide Access (x2)	Saturation Zone
Landing Pad	Girder Structure (x4)	-	-	Landing Aid
Multitower	Inner Wall (x4)	Security Gate (x1)	Narrow Access (x1)	-
Residence	Inner Wall (x4)	Doorway (x2)	Narrow Access (x2)	



Scenery Buildings: Roofs

Unless specified to the contrary, the roof of a Scenery Structure will correspond with the Type of Construction indicated in its Scenery Building Profile.

DAMAGE AND DESTRUCTION

If the *Structure* Attribute of a Scenery Item reaches zero, the element enters the *Damaged* state (see *Game States*, page 175).

Conversely, if the *Structure* Attribute reaches a value **below 0**, the *Scenery* Item is *Destroyed* (see *Game States*, page 175).

SCENERY STRUCTURES: LIFTS

Lifts allow troopers to change the level in a Scenery Building or structure faster than using the stairways.

There are two different types of Lifts: **Elevators** and **Hoists**, possessing a different *Capacity* Trait (see *Scenery Item Profiles Chart*, page 170).

Depending on the Type of Elevator, these Scenery Items must be represented by a Elevator Marker, a Hoist Template or with a scenery piece of the same diameter. Players must place the Marker, Template or scenery item on each level of the Scenery Building.

EFFECTS

- » To activate a Lift it is necessary that a trooper be in base contact or inside the Lift and declare the **Activation** Common Skill. The player must specify which level he wants the Lift to reach when declaring *Activation*.
- » Everything inside a Lift will appear in the level declared by the player, **at the end of the Order**, in its *Conclusion*, after the *Guts Rolls*, if they were necessary.
- » If both players declare *Activation* in the same Order, but specifying different levels, then the Elevator will be blocked and will not move in that Order.
- » A Lift is always available. If there are any troopers or items inside the Lift on the same level the player has declared he wants the Lift to reach, then they are placed outside the Lift with their base in contact **at the end of that Order**, in its *Conclusion*.
- » Unless the scenario rules indicate otherwise, *Access* points on Lifts are always open.

LIFTS EXAMPLE

During their *Reactive Turn*, the ubiquitous Fusilier Angus and his loyal partner Fusilier Bipandra are on Level 3 (Lingerie) of a commercial building. Angus is placed inside an Elevator. Meanwhile Bipandra, who is outside, has LoF to the Elevator.

TYPE	LANDING CRAFTS CHART					TRAITS
	PH	ARM	BTS	STR	AW	
Dropship	15	8	9	3	Wide Access (x1)	Cargo Standard, Compartment, Hackable, Combat Jump.
Dropcarrier	15	8	9	3	Cargo Access (x1)	Cargo Plus, Compartment, Hackable, Combat Jump.

On Level 1 (Perfumery) of the same building, there is a stealthy Spektr who spends 1 Order to enter the Elevator, place an Antipersonnel Mine, and leave the Elevator. With a new Order the Alguacil Ortega, Angus' bitter enemy, moves to reach base contact with the Elevator and declares *Activation* with the second Short Skill of the Order. This means Angus is moved outside the Elevator, with his base in contact with the Elevator while the Camouflage Marker representing the Mine appears on Level 3 inside the Elevator. Angus and Bipandra have *LoF* to the Marker placed inside the Elevator, but neither of them can declare any ARO to this Order because, apart from the fact the Order was declared outside their *LoF* and *ZoC*, the Mine only becomes visible at the end of the Order.

SCENERY STRUCTURES: LANDING CRAFTS

Landing Crafts are transport aircraft or orbital vehicles that act as Scenery Items and, in certain scenarios, as Props with special rules for deployment and exfiltration.

EFFECTS

Troopers inside a Landing Craft have *Total Cover* against *Attacks* from outside.

Unless the scenario rules indicate otherwise, *Access* points on Landing Crafts are always open.

Landing Crafts have some special Traits:

COMBAT JUMP

A piece of scenery with this Trait can, under certain circumstances, use a variant of the *AD: Combat Jump* Special Skill.

- » The Landing Craft can only use the *AD: Combat Jump* Level, or the *AD: Inferior Combat Jump* when specified by the scenario rules.
- » If this piece of scenery is not aligned with either player and its *Dispersion* causes it to leave the game table, then both players roll a d20. The player with the highest result gets to decide on which *Deployment Zone* to place the piece of scenery in contact with an edge of the table.
- » Any troopers holding onto or on top of the exterior of this piece of scenery when it takes off fall to their *Deaths* automatically and are removed from play.

Dropship Template

Some missions and scenarios require you to use Dropships. To represent these Props, you can use a piece of scenery of approximate size or one of the printable cut-outs and Dropship Templates you can download free from the Downloads section of the official Infinity website (www.infinitythegame.com).

These cut-outs are the size of a Cargo Standard Dropship.



APPENDICES



GAME STATES

BLINDED

ACTIVATION

- » The trooper suffered a successful attack from an enemy using *Flash* Special Ammunition or another Special Ammunition or Special Scenario Rule capable of causing this state.



EFFECTS

Blinded troopers cannot draw *LoF*; consequently:

- » Blinded troopers may only declare Short Movement Skills (except *Discover*) and Short Skills or AROs that do not require *LoF*.
- » Blinded troopers cannot use Special Skills that require *LoF*.
- » This state does not affect Automatic Special Skills or Automatic Equipment

Blinded and Template Weapons

All *Attacks* with a Template Weapon against a Blinded trooper are made from outside its *LoF*, so the trooper may only Dodge by passing a *PH-3* Roll.

CANCELLATION

- » The Blinded state is automatically cancelled at the end of the *Player Turn* during which it was caused.

BURNT

ACTIVATION

- » Troopers with Special Skills or pieces of Equipment with the *Fire-Sensitive* Trait enter this state by receiving a hit from a weapon using *Fire* Special Ammunition, regardless of the result of their *ARM* Roll.



EFFECTS

Causes all *Fire-Sensitive* Special Skills and pieces of Equipment of the affected trooper to malfunction:

- » Any Level of the Special Skill *Camouflage and Hiding (CH)* the trooper had is reduced to Level 1, CH: *Mimetism*, even if the trooper passes its *ARM* Roll.
- » Similarly, *Fire* Special Ammunition disables all Levels of the *Impersonation* Special Skill and all Levels of *ODD*, *Holoprojector* (see *Infinity Human Sphere*) and any other pieces of Equipment or Special Skills that indicate so in their description, even if the affected trooper passed his *ARM* Roll.

CANCELLATION

- » A trooper with the Special Skill *Engineer* (or an equivalent Skill) may cancel the Burnt state by spending one Short Skill of an Order while in base to base contact with the affected trooper and passing a Normal *WIP* Roll (or the Roll specified by the Special Skill or Scenario that caused the state).

CAMOUFLAGED

ACTIVATION

- » Automatic in the *Deployment Phase*.
- » During their *Active Turn*, troopers with CH: *Camouflage* may revert to the *Camouflaged* state by expending one Entire Order while outside enemy *LoF*.



EFFECTS

- » While *Camouflaged*, troopers are not represented by a model on the table but by a Camouflage Marker (CAMO).
- » Troopers cannot enter base to base contact with a *Camouflage* Marker.
- » Enemies cannot declare *Attacks* against a trooper in the *Camouflaged* state without previously *Discovering* that trooper, or declaring *Intuitive Attack*.
- » In order to *Discover* a *Camouflaged* trooper, the enemy must pass a **Discover Roll with a -3 MOD**.

- » If an enemy successfully *Discovers* your *Camouflaged* trooper, replace the *Camouflage Marker* with the trooper's model facing in the direction of your choice.

- » If an enemy fails his *Discover* Roll, that enemy cannot attempt to *Discover* the same *Camouflaged* trooper until the next *Active* or *Reactive Turn*.

- » In his *Active Turn* only, a trooper in the *Camouflaged* state may use the **Surprise Attack** Special Skill.

- » In his *Active Turn* only, a trooper in the *Camouflaged* state may use the **Surprise Shot L1** Special Skill to declare a *BS Attack* or a *Hacking Attack* that benefits from the *Surprise Shot L1 MODs*.

- » Camouflage Markers (CAMO) have a **360° LoF**.

- » Camouflage Markers (CAMO) retain the **Silhouette (S)** values printed on their troop profiles.

- » If the Camouflage Marker is concealing a **weapon or a piece of Equipment** with the CH: *Camouflage* Special Skill, its **Silhouette (S) value is 2**.

- » This State does not affect Automatic Special Skills or Automatic Equipment.

CANCELLATION

- » A trooper's *Camouflaged* state is Cancelled, and its Marker replaced by its model, whenever:

- » The *Camouflaged* trooper declares a Skill other than **Cautious Movement** or a **Short Movement Skill that does not require a Roll** (except *Alert*).

- » Following the previous, the *Camouflaged* trooper declares a **Surprise Attack** or a **Surprise Shot**.

GAME STATES

- » The Camouflaged trooper enters **base to base contact** with a model.
- » The Camouflaged trooper is successfully **Discovered**.
- » The Camouflaged trooper receives a successful hit that forces him to make an ARM/BTS Roll, or a Critical hit, without previous Discovery (by means of an Intuitive Attack, a Template Weapon whose target was a nearby model, etc.)
- » The Camouflaged trooper becomes *Impetuous* (due to the *Frenzy* Characteristic or any other effect) or enters *Retreat!* state. In either case, the trooper's CH Level is downgraded to CH: Mimetism. The trooper recovers his original CH Level when the *Retreat!* situation is Cancelled. However, the trooper does not revert to the Camouflaged state. To regain the Camouflaged state, the trooper must follow the *Activation rules*.
- » Whenever the *Camouflaged* state is Cancelled, **replace the Camouflage Marker (CAMO)** with the trooper's model, facing whatever direction the owning player chooses.
- » When you replace one of your Markers with a model, you are required to share all *Open Information* relative to that trooper.
- » The cancellation of Camouflaged state is applied to the whole declared Order. So, if a Camouflaged trooper declares a *Move + BS Attack Order*, he will be considered discovered all along his Movement, even if the *BS Attack* would be performed at the end of that Movement.

DAMAGED

ACTIVATION

- » A piece of scenery or of Equipment that loses the last point of its *Structure (STR)* Attribute, leaving it with exactly zero, enters the Damaged state automatically.
- » A *Scenery Building* with half (rounded up) of its *Construction Scenery Items* in the Damaged state is considered to be in Damaged state too.



EFFECTS

- » While in this state, whatever functionality the Scenery Item had has no effect.
- » Whatever *Automatic Special Skills* and *Automatic Equipment* the piece of scenery had have no effect while it is Damaged.
- » A *Scenery Building* in the Damaged state is considered to be **Difficult Terrain**.

CANCELLATION

- » A trooper with the Special Skill **Engineer** (or an equivalent Skill) may cancel the Damaged state by spending one Short Skill of an Order while in base contact with the affected Scenery Item and passing a Normal **WIP** Roll (or the Roll specified by the Special Skill or Scenario that caused the state). If the Damaged state is Cancelled, the Element regains 1 point of its STR Attribute.
- » Certain Special Skills, pieces of Equipment and special scenario rules can also cancel the Damaged state.

DEAD

LABELS

- » *Null*.

ACTIVATION

- » If a trooper in the Normal state loses all the points of his *Wounds/ Structure* Attribute, and takes one or more extra points of damage, he enters the Dead state automatically.
- » If a trooper in the *Unconscious* state loses one or more points from his *Wounds/Structure* Attribute, he enters the Dead state automatically.

EFFECTS

- » Troopers in this state are removed from play.
- » Troopers in this state count as casualties for all purposes, and are not considered as survivors for the purposes of *Retreat!*
- » Troopers in this state cease to generate Orders in successive turns.
- » Players **cannot count their Dead troopers as survivors for Victory Point** purposes at the end of the game.

CANCELLATION

- » The Dead state is generally 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.

DISABLED

ACTIVATION

- » The trooper suffered a successful attack using *E/M Special Ammunition* or a *Hacking Program* capable of causing this state.
- » The trooper suffered the effect of a piece of scenery, or a Special Scenario Rule or condition capable of causing this state.



EFFECTS

- » All of the trooper's pieces of Equipment with the **Comms Equipment** Trait stop working and cannot be used.
- » All of the trooper's weapons and pieces of Equipment specified by the Special Scenario Rule stop working and cannot be used.

CANCELLATION

- » A trooper with the Special Skill **Engineer** (or an equivalent Skill) may cancel the Disabled state by spending one Short Skill of an Order while in base to base contact with the affected trooper and passing a Normal **WIP** Roll (or the Roll specified by the Special Skill or Scenario that caused the state).

DESTROYED

LABELS

Null.



ACTIVATION

- » A *Scenery Item* or a piece of Equipment that loses more points of *Structure* than its current *STR* Attribute enters the Destroyed state automatically.
- » If a *Damaged Scenery Item* or a piece of Equipment loses one or more points from its *Structure* Attribute, it enters the Destroyed state automatically.
- » A *Scenery Building* with half (rounded up) of its *Construction Scenery Items* in the Destroyed state is considered to be in the Destroyed state too.

EFFECTS

- » If the *Scenery Item* or the piece of Equipment was represented by a Marker, simply remove it from play. If it was a physical piece of scenery, place a Destroyed Marker (DESTROYED) beside it.
- » If it was a *Construction Scenery Item* (Wall, Partition...) on its own or as part of a *Scenery Building*, place a Narrow Gate Marker (NARROW GATE) on the point of impact.
- » **LoF can never be drawn** through Narrow Access points created by the Destroyed state.
- » A trooper's base can never be completely or partially inside a Narrow Access created in this way. When moving through one of these openings, the trooper goes from base contact with one side of the Narrow Access to base contact with the other.
- » A *Scenery Building* in the Destroyed state is considered to be **Very Difficult Terrain** and a **Saturation Zone**.
- » If there are any troopers or *Scenery Items* inside the *Scenery Building* when it enters in the Destroyed state, they will not be affected.

CANCELLATION

- » The Destroyed state is generally 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.

DOGGED

ACTIVATION

- » The trooper entered the Unconscious state and his player announced he would activate the Special Skill Dogged, whether in an *Active* or *Reactive Turn*.



EFFECTS

The *Unconscious* state of troopers using the Special Skill Dogged has the following special rules:

- » Instead of placing an *Unconscious* Marker next to the trooper, place a V2 Marker.
- » To activate the state, the player must announce the trooper uses Dogged when he falls *Unconscious*.
- » Dogged temporarily alters the *Unconscious* state of the user, removing the *Null* Label.
- » This means that Dogged allows the trooper to ignore the effects of the *Unconscious* state, treating it like the *Normal* state instead, but only for the rest of that Player Turn.
- » At the end of the Turn, the trooper in the *Dogged* state automatically falls *Dead* and is removed from play.
- » If the trooper in this state loses one or more further points of his *Wounds* Attribute, he enters the *Dead* state directly and is removed from play.
- » Once activated, this state **prevents** the trooper from being healed by Special Skills or Equipment such as *Doctor*, *AutoMedikit*, *MediKit*, *Regeneration...*
- » This state does not affect Automatic Special Skills or Automatic Equipment.

CANCELLATION

- » The Dogged state is automatically cancelled when the trooper loses another point from his *Wounds* or the *Player Turn* ends. In either case, he falls *Dead* and is removed from play.



ENGAGED

ACTIVATION

- » This state activates when the trooper is in base contact with an enemy trooper.

EFFECT

- » Troopers in Engaged state are considered to be in *Close Combat (CC)*.
- » For this reason, they can only declare *CC Attack*, *Coup de Grâce*, *Dodge* and those Skills which specify that they can be used in *CC Combat* or in the Engaged state, as *Reset*.
- » Troopers in the Engaged state cannot draw *LoF* outside their *Close Combat*.
- » Troopers in the Engaged state can only use those weapons with the *CC Trait*.
- » When declaring a *BS Attack* against a trooper in Engaged state, then the rule *BS Attacks into Close Combat* (page 34) must be applied.
- » Template Weapons that affect a trooper in Engaged state affect **all** troopers in that *Close Combat*, even if some of them are not in direct contact with the Template.

CANCELLATION

- » This state is cancelled when the trooper ceases to be in base contact with any enemy troopers.
- » The Engaged state can be cancelled when all the adversaries are in a *Null* or *Immobilized* state. The remaining trooper can then declare *Move* (but following the structure of the Order) to separate from the adversary and to cancel the Engaged state.
- » If the adversary passes to *Unconscious* state (with an *Unconscious* or a *Spawn-Embryo Marker*), then the trooper could also declare a *Coup de Grâce* in any following Order to cancel the Engaged state.
- » A trooper can also cancel the Engaged state by succeeding in a *Dodge* Roll, whether it's a Normal or Face to Face Roll.

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* but **place neither model nor Marker** on the battlefield.
- » In your *Deployment Phase*, write down the position of your *Hidden Deployment* troopers in as much detail as possible (make sure to specify whether the trooper is in *Cover*, *Prone*, etc.) in order to show your opponent when their state is Cancelled and their position revealed.
- » The *Hidden Deployment* state is *Private Information*. However, once it is Cancelled, your opponent has the right to verify that trooper's deployment.

- » As long as they remain in the *Hidden Deployment* state, troopers **do not add their Order** to the Order Pool, but instead generate an Order they may only use themselves.

- » Until a trooper's *Hidden Deployment* state is Cancelled, that trooper is considered **not to be on the game table** at all. Consequently, such a trooper does not affect allied *LoF*, is not affected by *Template Weapons*, etc.

- » In his *Active Turn* only, a trooper in the *Hidden Deployment* state may use the *Surprise Shot L1 Special Skill* to declare a *BS Attack* or a *Hacking Attack* that benefits from the *Surprise Shot L1 MODs*.

CANCELLATION

- » The *Hidden Deployment* state is automatically Cancelled whenever the trooper declares any Short Skill, Entire Order or ARO.
- » If the *Hidden Deployment* trooper declares **Cautious Movement or any other Short Movement Skill that does not require a Roll** (except *Alert*), then his state of Hidden Deployment is Cancelled. Place a TO Camouflage Marker (TO CAMO) in the position you wrote down during the *Deployment Phase*.
- » If the trooper declares a Skill or Entire Order other than those previously mentioned, the *Hidden Deployment* state is also Cancelled. In that case, place the model that represents the trooper in the position you wrote down, facing in the direction of your choice.
- » When you place a model on the battlefield, you are required to share all *Open Information* relative to that trooper.
- » The *Hidden Deployment* state is Cancelled if the user is **Discovered** by means of a Special Skill that explicitly allows it (such as *Sensor*).
- » Once a trooper has lost his state of *Hidden Deployment*, he cannot regain it.

HIDDEN DEPLOYMENT AND INFILTRATION

A trooper with both CH: TO Camouflage and Infiltration may combine the effects of Hidden Deployment with those of Infiltration. In that case, write down your chosen deployment location before making the Infiltration Roll, in order to determine the effects of a failed Roll.

IMMOBILIZED-1

ACTIVATION

- » The trooper suffered a successful Attack using *Special Ammunition* or a *Hacking Program* capable of causing this state.
- » The trooper suffered the effect of a piece of scenery or a Special Scenario Rule or condition capable of causing this state.



EFFECTS

- » Troopers in the Immobilized-1 state cannot declare Short Movement Skills other than *Discover*.
- » Troopers in this state cannot declare Attacks nor any Short Skills other than *Reset*, *Regeneration*, *Sensor*, *AutoMediKit*, or those that state so explicitly in their description.

- » Immobilized troopers cannot declare Entire Order Skills.
- » *Automatic Special Skills* and *Automatic Equipment* continue to work, but the trooper must still respect all declaration restrictions.
- » Troopers in the Immobilized-1 state continue to generate Orders for their *Order Pool*.

CANCELLATION

- » The affected trooper may cancel this state via a successful Reset.
- » A trooper with the Special Skill Engineer (or an equivalent Skill) may cancel the Immobilized-1 state by spending one Short Skill of an Order while in base to base contact with the affected trooper and passing a Normal WIP Roll (or the Roll specified by the Special Skill or Scenario that caused the state).

IMMOBILIZED-1 EXAMPLE

A trooper in the Immobilized-1 state may apply the *MODs* provided by its X Visor should it declare *Discover*, as it is a piece of *Automatic Equipment*.

IMMOBILIZED-2

ACTIVATION

- » The trooper suffered a successful Attack using *Special Ammunition* or a *Hacking Program* capable of causing this state.
- » The trooper suffered the effect of a piece of scenery or a Special Scenario Rule or condition capable of causing this state.



EFFECTS

- » The effects of Immobilized-2 are identical to the effects of Immobilized-1.

CANCELLATION

- » Only a trooper with the Special Skill *Engineer* (or an equivalent Skill) may cancel the Immobilized-2 state. To do so, the Engineer must spend one Short Skill of an Order while in base to base contact with the affected trooper and pass a Normal *WIP* Roll (or the Roll specified by the Special Skill or Scenario that caused the state).
- » Certain Special Skills (such as *Antipode*), weapons or pieces of Equipment can cause a modified version of the Immobilized-2 state that may only be cancelled in the specific way described by that Special Skill, weapon or Equipment.

IMPORTANT

Whenever the text of a rule, ammunition, or scenario refers to an effect that causes the Immobilized state without a number, consider it to mean Immobilized-2. Similarly, when the text refers to an Immobilized Marker, consider it to mean Immobilized-2 (IMM-2).



IMPERSONATION-1

ACTIVATION

- » Automatic during the *Deployment Phase*, provided the user passes the *WIP* Roll if necessary.
- » During the user's *Active Turn*, by expending one Entire Order while outside enemy *LoF*.



EFFECTS

- » While in the *Impersonation-1* state, troopers are not represented by a model on the table but by an Impersonation-1 Marker (IMP-1).
- » Troopers cannot enter base to base contact with an *Impersonation-1* Marker.
- » Enemies cannot declare *Attacks* against a trooper in the *Impersonation-1* state.
- » In order to *Discover* an Impersonated-1 trooper, the enemy must pass a *Discover Roll with a -6 MOD*.
- » Upon a *successful Discover Roll*, the Impersonator enters the *Impersonation-2* state. To represent this, replace the *Impersonation-1* Marker with an *Impersonation-2* Marker (IMP-2).
- » **If an enemy fails his Discover Roll**, that enemy cannot attempt to *Discover* the same impersonator until the next (*Active* or *Reactive*) Turn.
- » In his *Active Turn* only, a trooper in the *Impersonation-1* state may use the *Surprise Attack* Special Skill.
- » In his *Active Turn* only, a trooper in the *Impersonation-1* state may use the *Surprise Shot L1* Special Skill to declare a *BS Attack* or a *Hacking Attack* that benefits from the *Surprise Shot L1 MODs*.
- » *Impersonation-1* Markers (IMP-1) have a *360° LoF*.



GAME STATES

- » Impersonation-1 Markers (IMP-1) retain the **Silhouette (S)** values printed on their Troop Profile.
- » This State does not affect Automatic Special Skills or Automatic Equipment.

CANCELLATION

A trooper's *Impersonation-1* state is Cancelled whenever:

- » The impersonator declares a Skill other than **Cautious Movement** or a **Short Movement Skill that does not require a Roll** (except *Alert*). In that case, replace the Impersonation-1 Marker (IMP-1) with the user's figure.
- » The impersonator declares a **Surprise Attack** or a **Surprise Shot**.
- » The impersonator enters base to base contact with a trooper. In that case, replace the Impersonation-1 Marker (IMP-1) with the user's figure.
- » The impersonator is **Discovered**. In that case, the impersonator enters the *Impersonation-2* state. To represent this, replace the Impersonation-1 Marker with an Impersonation-2 Marker (IMP-2).
- » The impersonator becomes *Impetuous* (due to the *Frenzy* Characteristic or any other effect) or enters *Retreat!* state. In either case, the trooper loses his ability to use the Impersonation Special Skill. The trooper recovers his ability to use the Special Skill when the *Retreat!* situation is Cancelled. However, the trooper does not revert to the Impersonation-1 state. To regain the Impersonation-1 state, he must follow the *Activation* rules.
- » Whenever you replace an Impersonation Marker with the trooper's figure, place the model facing a direction of your choice.
- » When you place a figure on the battlefield, you are required to share all *Open Information* relative to that trooper.
- » The cancellation of Impersonation-1 state is applied to the whole declared Order. So, if a Impersonated trooper declares a *Move + BS Attack Order*, he will be considered discovered all along his Movement, even if the *BS Attack* would be performed at the end of that Movement.

IMPERSONATION-2

ACTIVATION

- » The *Impersonation-2* state activates when the trooper is **Discovered** while in the *Impersonation-1* state.



EFFECTS

- » While in the *Impersonation-2* state, troopers are not represented by a model on the table but by an *Impersonation-2* Marker (IMP-2).
- » Troopers cannot enter base to base contact with an *Impersonation-2* Marker.
- » Enemies cannot declare *Attacks* against a trooper in the *Impersonation-2* state.

- » In order to *Discover* an Impersonated-2 trooper, the enemy must pass a *Discover* Roll that applies no *MODs*.
- » Upon a successful *Discovery*, replace the Impersonation-2 Marker (IMP-2) with the user's figure.
- » If an enemy fails his *Discover* Roll, that enemy cannot attempt to *Discover* the same impersonator until the next (*Active* or *Reactive*) *Turn*.
- » In his *Active Turn* only, a trooper in the *Impersonation-2* state may use the **Surprise Attack** Special Skill.
- » In his *Active Turn* only, a trooper in the *Impersonation-2* state may use the **Surprise Shot L1** Special Skill to declare a *BS Attack* or a *Hacking Attack* that benefits from the *Surprise Shot L1 MODs*.
- » Impersonation-2 Markers (IMP-2) have a **360° LoF**.
- » Impersonation-2 Markers (IMP-2) retain the **Silhouette (S)** values printed on their Troop Profile.
- » This State does not affect Automatic Special Skills or Automatic Equipment.

CANCELLATION

A trooper's *Impersonation-2* state is Cancelled whenever:

- » The impersonator declares a Skill other than **Cautious Movement** or a **Short Movement Skill that does not require a Roll** (except *Alert*). In that case, replace the Impersonation-2 Marker (IMP-2) with the user's figure.
- » The impersonator declares a **Surprise Attack** or a **Surprise Shot**.
- » The impersonator enters **base to base contact** with a trooper. In that case, replace the Impersonation-2 Marker (IMP-2) with the user's figure.
- » The impersonator is **Discovered**. In that case, replace the Impersonation-2 Marker (IMP-2) with the trooper's figure.
- » The impersonator becomes *Impetuous* (due to the *Frenzy* Characteristic or any other effect) or enters *Retreat!* state. In either case, the trooper loses his ability to use the Impersonation Special Skill. The trooper recovers his ability to use the Special Skill when the *Retreat!* situation is Cancelled. However, the trooper does not revert to the Impersonation-2 state. To regain an Impersonation state, the trooper must follow the *Activation* rules of Impersonation-1 state.
- » Whenever you replace an Impersonation Marker with the trooper's figure, place the model facing a direction of your choice.
- » When you place a figure on the battlefield, you are required to share all *Open Information* relative to that trooper.
- » The cancellation of Impersonation-2 state is applied to the whole declared Order. So, if a Impersonated trooper declares a *Move + BS Attack Order*, he will be considered discovered all along his Movement, even if the *BS Attack* would be performed at the end of that Movement.

ISOLATED

ACTIVATION

» The trooper suffered a successful Attack using *Special Ammunition* or a *Hacking Program* capable of causing this state (such as *E/M Special Ammunition* or the *Blackout Infowar Hacking Program*).



» The trooper suffered the effect of a piece of scenery or a Special Scenario Rule or condition capable of causing this state.

EFFECTS

» While Isolated, troopers **cannot receive Orders from their Order Pool**.

» If, at the start of his following *Active Turns*, the trooper is still *Isolated*, then he is considered to be **Irregular** and it does not add his Order to that Turn's *Order Pool*.

» The Isolated state **disables all pieces of Equipment with the Trait Comms Equipment** (*Hacking Device, Repeater...*) carried by the affected trooper for the duration of the state.

» Additionally, if an army's **Lieutenant** is Isolated, then at the beginning of its next *Active Turn* the army enters a **Loss of Lieutenant** situation unless the state is cancelled first.

» An Isolated trooper ceases to be part of any kind of **Infinity Fireteam** (*Core, Haris, Enomotarchos, Tohaa...*) (see *Infinity. Human Sphere and Infinity. Campaign: Paradiso*).

» If the Isolated trooper is the **Link Leader** (or equivalent) then the *Fireteam* will break too.

» This state does not affect Automatic Special Skills or Automatic Equipment (with the exception of *Comms Equipment*).

CANCELLATION

» A trooper with the Special Skill **Engineer** (or an equivalent Skill) may cancel the Isolated state by spending one Short Skill of an Order while in base to base contact with the affected trooper and passing a Normal **WIP** Roll (or the Roll specified by the Special Skill or Scenario that caused the state).

» If an army enters a **Loss of Lieutenant** situation because its *Lieutenant* was Isolated at the start of the *Active Turn*, canceling the Isolated state does not revoke the *Loss of Lieutenant*, as that situation may only be cancelled as indicated by its rules on page 31.

NO WOUND INCAPACITATION

ACTIVATION

» The trooper entered the *Unconscious* state and his player announced he would activate the Special Skill *No Wound Incapacitation*, whether in an *Active* or *Reactive Turn*.



EFFECTS

The *Unconscious* state of troopers using the Special Skill *No Wound Incapacitation* has the following special rules:

» Instead of placing an *Unconscious* Marker next to the trooper, place a V3: NWI Marker.

» To activate the skill, the player must announce the trooper uses *No Wound Incapacitation* when he falls *Unconscious*.

» *No Wound Incapacitation* alters the *Unconscious* state of the user, removing the *Null* Label.

» This means that *No Wound Incapacitation* allows the trooper to ignore the effects of the *Unconscious* state, treating it like the *Normal* state instead.

» However, if the trooper in this state loses one further point of his *Wounds* Attribute, he enters the *Dead* state directly and is removed from play.

» This state does not affect Automatic Special Skills or Automatic Equipment.

CANCELLATION

» The *No Wound Incapacitation* state is automatically cancelled when the trooper loses a further point from his *Wounds*. He then falls *Dead* and is removed from play.

» The *No Wound Incapacitation* state may also be cancelled by healing the affected trooper (using Special Skills or Equipment such as *Doctor, AutoMediKit, MediKit, Regeneration...*), making it recover at least one point of its *Wounds* Attribute and returning it to the *Normal* state.

» If the Roll to heal a trooper in the *No Wound Incapacitation* state fails, the trooper automatically enters the *Dead* state and is removed from play.

NORMAL

ACTIVATION

» Unless otherwise noted, all troopers deploy in this state.

» Troopers in the *Unconscious* state revert to the *Normal* state if they recover at least 1 point of their *Wounds* or *Structure* Attribute.

EFFECTS

» Troopers in this state have at least one point of *Wounds* or *Structure* and generate Orders for their players to use during the *Tactical Phase* of their *Active Turn*.

CANCELLATION

» The *Normal* state is cancelled when the trooper enters a *Null* state (*Unconscious, Dead, Sepsitorized, Spawn-Embryo...*) or when the effect of a Special Skill, weapon or piece of Equipment so indicates.

POSSESSED

LABELS

» *Null*



ACTIVATION

» The trooper suffered a successful Attack using an *Attack Hacking Program*, Special Skill or weapon capable of causing this state.

EFFECTS

» Troopers in this state **cannot activate or receive Orders from their player's Order Pool**.

GAME STATES

- » While they are Possessed, troopers cease to generate Orders in subsequent *Active Turns* after they enter this state.
- » While they are Possessed, troopers are considered to be enemies by the rest of their owner's troopers.
- » However, Possessed troopers are considered to be friendly by the troopers of the player that caused this game state.
- » Possessed troopers **may be activated and receive Orders from the Order Pool of the player who caused them to enter the Possessed state.** The Possessed trooper can only receive Orders from the Order Pool of the same *Combat Group* as the trooper who caused the possession.
- » Possessed troopers do not generate Orders for the *Order Pool* of the player who caused them to enter the Possessed state.
- » When the Possessed trooper is activated by the player who induced the possession, **he must use the Possessed Trooper profile** instead of his own.
- » This state does not affect Automatic Special Skills or Automatic Equipment.
- » Possessed troopers count as casualties for the purposes of **Retreat!**
- » Players **cannot count Possessed troopers as survivors for Victory Point** purposes at the end of the game.

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

NOTE *: Use the trooper's original values.

CANCELLATION

- » This game state is automatically cancelled if the owning player spends 1 **Command Token** in a *Player Turn* that follows the turn in which the state was caused, but after the Order count Phase.
- » The Possessed state is automatically cancelled if the owning player succeeds in performing the **Exorcism** Hacking Program on the troop in this game state.

PRONE

ACTIVATION

- » During the **Deployment Phase**, players may deploy one or more of their troopers Prone by placing a Prone Marker beside them.
- » When a trooper declares the **Short Movement Skill Move**, its player may indicate that it will go Prone.
- » By doing so, **the trooper begins its Short Movement Skill Move** already in the Prone state. The Short Movement Skill Move is therefore executed while Prone and the consequent reduction to the trooper's *MOV* and *S* applies during its movement.



- » If a trooper enters the **Unconscious** state, it falls Prone automatically unless it belongs to a *Unit Type* unable to go Prone (*REM, TAG, Vehicle...*) or has a piece of Equipment that prevents it from going Prone (a *Motorcycle*, for example).

EFFECTS

- » Prone troopers have a *Silhouette (S)* value of 0, that is, the equivalent height of a base.
- » While in this state, troopers have both their *MOV* values halved.
- » While Prone, troopers cannot *Jump* or *Climb*.
- » Prone troopers that are the target of a *BS Attack* declared by an enemy from a lower position than them will benefit from **Partial Cover MODs** against that attack.
- » This state does not affect Automatic Special Skills or Automatic Equipment, except when explicitly stated in their description.

CANCELLATION

- » A Prone trooper may automatically cancel this state by declaring the Short Movement Skill *Move*. The player must announce he is cancelling the Prone state when declaring the Short Skill *Move*. By doing so, the state is cancelled at no cost and the trooper can carry out its *Move* using its regular *MOV* and *S* values.

RETREAT!

ACTIVATION

- » If, at the beginning of your *Player Turn*, the sum of your survivor troopers' *Cost* in points is equal to or less than 25% of the points available for building your Army List, then your army enters *Retreat!*



EFFECTS

- » Troopers with a Retreat! Marker may declare only Short Movement Skills, *Cautious Movement*, *Change Facing*, *Dodge* and *Reset*.
- » The Retreat! situation automatically entails *Loss of Lieutenant*, so all troopers in Retreat! become *Irregular*.
- » This state does not affect Automatic Special Skills or Automatic Equipment.

CANCELLATION

- » If, at the beginning of one of your *Player Turns*, the sum of your survivor troopers' *Cost* in points is more than 25% of the points available for building your Army List, the *Retreat!* situation of your army is cancelled. In this case, remove all your Retreat! Markers from play.
- » You may also cancel a single trooper's *Retreat!* state by spending a Command Token. If you do, the trooper ignores the effects of Retreat! until the end of the game.

SEPSITORIZED

LABELS

- » Null

ACTIVATION

- » A **Cube**-wearing trooper failed its *BTS* Roll against a *Sepsitor Attack*.



IMPORTANT!

Only troopers with a **Cube**, or an equivalent **Back-up Characteristic**, can enter this state.

EFFECTS

- » The trooper ceases to be a part of the army that fielded him. The player who fielded the trooper considers him to be in the **Dead** state for all purposes, including *Order* generation and survivor count for *Retreat!*
- » Furthermore, the Sepsitorized trooper is automatically considered an enemy to the player who originally fielded it.
- » Instead, the Sepsitorized trooper now belongs to the army whose player caused him to enter that state. Consider the Sepsitorized trooper to belong to the *Combat Group* of the trooper who used the Sepsitor against him.
- » However, troopers in this state do not generate Orders for the player who Sepsitorized them and they are not accounted for *Retreat!*
- » Sepsitorized troopers **cannot be counted by either player during the Victory Point** count at the end of the game.
- » This state does not affect Automatic Special Skills or Automatic Equipment.

CANCELLATION

- » Barring special Scenario rules, this state is irreversible and cannot be cancelled.

SUPPRESSIVE FIRE

ACTIVATION

- » To activate this state, the trooper must declare the Entire Order *Suppressive Fire*. Place a Suppressive Fire Marker (SUP.FIRE) beside the trooper.



EFFECTS

- » Enemy troopers apply a -3 MOD to their Attribute on all Face to Face Rolls against a trooper in *Suppressive Fire*.
- » While in **Suppressive Fire**, the *SF Mode* profile replaces the trooper's usual **BS Weapon profile**. The *SF Mode* profile is used by all troopers engaged in *Suppressive Fire*.
- » *Suppressive Fire* allows the affected trooper to react in ARO with its full Burst (*B*) value: **B3**. The full *Burst* must be used against a single target and cannot be divided between several active enemies (when reacting against a *Coordinated Order*, for example).

- » The *SF Mode* profile alters the Range and B values of the weapon being used, but not *Damage*, which remains unchanged. Similarly, the weapon maintains *Type of Ammunition* and *Traits* while in *SF Mode*.

- » This state does not affect Automatic Special Skills or Automatic Equipment.

Range



Damage: * **B: 3**

Ammunition: * **Traits: ***

NOTE *: Use original weapon values.

IMPORTANT!

Only weapons with the *Trait Suppressive Fire* in their Weapons Table profile may be used to declare *SF*. With very few exceptions, **only weapons with B3 or higher may be used to declare SF**. Weapons with B2 or lower, or whose *Traits* box does not indicate *Suppressive Fire* capabilities, **cannot** be used to declare *SF*, even if they apply a *MOD* that would make their *B* higher than 2.

CANCELLATION

The *Suppressive Fire* state is automatically cancelled in any of these cases:

- » The trooper declares an *Order*.
- » The trooper declares an ARO different from a *BS Attack* using *Suppressive Fire*.
- » The trooper uses a weapon that cannot be used for *Suppressive Fire*.
- » The trooper's state changes to a *Null* state, or to *Blinded*, *Engaged*, *Immobilized*, *Isolated*, *Retreat!* or to any other state which specifies that it cancels *Suppressive Fire*.
- » The trooper's army enters a *Loss of Lieutenant situation*.
- » The trooper joins any kind of **Infinity Fireteam** (*Core*, *Haris*, *Enomotarchos*, *Tohaa...*) (see *Infinity. Human Sphere* and *Infinity. Campaign: Paradiso*).

SPAWN-EMBRYO

LABELS

- » Null

ACTIVATION

- » This state is activated when a trooper with the Special Skill *Shasvastii* would fall *Unconscious*.

EFFECTS

Spawn-Embryo is the name of the *Unconscious* state for troopers with the Special Skill *Shasvastii*.



The *Spawn-Embryo* state works like the *Unconscious* state, with the following discrepancies:

- » Instead of placing an *Unconscious Marker* (UNCONSCIOUS) next to the trooper, place a *Spawn-Embryo Marker*.

- » During the game, troopers in the Spawn-Embryo state **do not count as casualties** for the purposes of **determining the total point cost of surviving troopers**. Similarly, the opposing army cannot count them as casualties when determining the point cost of eliminated troopers.
- » If a trooper in the Spawn-Embryo state receives an *Attack*, it uses the regular *ARM* value indicated in its profile.
- » Troopers in the Spawn-Embryo state are not removed from the battlefield even if their player does not have the means to heal them (*Doctor, Paramedic, AutoMediKit...*).
- » At the end of the game, troopers in the Spawn-Embryo state are treated like Unconscious troopers, that is, **they do not count towards their player's Victory Points**.

CANCELLATION

- » As with the *Unconscious* state, a trooper in the Spawn-Embryo state that loses one or more further *Wounds* points enters the *Dead* state and is removed from play as a casualty.
- » Similarly, as with the *Unconscious* state, the Spawn-Embryo state is cancelled if the trooper regains at least one point of its *Wounds* Attribute and enters the Normal state thanks to being healed by a Special Skill (*Doctor, Regeneration...*), a piece of Equipment (*AutoMedikit, MediKit...*), or any other effect.

REMEMBER

The Spawn-Embryo state is a type of *Unconscious* state, and troopers in either state do not generate Orders.

TO CAMOUFLAGED

ACTIVATION

- » Automatic in the *Deployment Phase*.
- » Automatic during the game when the user of CH: TO Camouflage cancels his *Hidden Deployment* state by declaring a Skill that does not reveal him as a model.
- » During their *Active Turn*, troopers with CH: TO Camouflage may revert to the *TO Camouflaged* state by expending one Entire Order while outside enemy *LoF*.



EFFECTS

- » While *Camouflaged*, troopers are not represented by a model on the table but by a TO Camouflage Marker (TO CAMO).
- » Troopers cannot enter base to base contact with a TO Camouflage Marker.
- » Enemies cannot declare *Attacks* against a trooper in the TO Camouflaged state without previously *Discovering* that trooper, or declaring *Intuitive Attack*.
- » In order to Discover a TO Camouflaged trooper, the enemy must pass a **Discover Roll with a -6 MOD**.
- » If an enemy **successfully Discovers** your TO Camouflaged trooper, replace the TO Camouflage Marker (TO CAMO) with the trooper's model facing in the direction of your choice.

- » **If an enemy fails his Discover Roll**, that enemy cannot attempt to *Discover* the same TO Camouflaged trooper until the next *Active or Reactive Turn*.
- » In his *Active Turn only*, a trooper in the TO Camouflaged state may use the **Surprise Attack** Special Skill.
- » In his *Active Turn only*, a trooper in the TO Camouflaged state may use the *Surprise Shot L1* Special Skill to declare a *BS Attack* or a *Hacking Attack* that benefits from the *Surprise Shot L1 MODs*.
- » TO Camouflage Markers (TO CAMO) have a **360° LoF**.
- » TO Camouflage Markers (TO CAMO) retain the **Silhouette (S)** values printed on their troop profiles.
- » If the TO Camouflage Marker is concealing **a piece of Equipment** with the CH: TO Camouflage Special Skill, its **Silhouette (S) value is 2**.
- » This state does not affect Automatic Special Skills or Automatic Equipment, which still works as usual.

CANCELLATION

- » A trooper's TO Camouflaged state is Cancelled, and its Marker replaced by its model, whenever:
 - » The TO Camouflaged trooper declares a Skill other than **Cautious Movement** or a **Short Movement Skill that does not require a Roll** (except *Alert*).
 - » Following the previous, the TO Camouflaged trooper declares a **Surprise Attack** or a **Surprise Shot**.
 - » The TO Camouflaged trooper enters **base to base contact** with a model.
 - » The TO Camouflaged trooper is **Discovered**.
 - » The TO Camouflaged trooper receives a successful hit that forces him to make an *ARM/BTS* Roll, or a Critical hit, without previous *Discovery* (by means of an *Intuitive Attack*, a *Template Weapon whose target was a nearby model*, etc.).
 - » The TO Camouflaged trooper becomes *Impetuous* (due to the *Frenzy* Characteristic or any other effect) or enters *Retreat!* state. In either case, the trooper's CH Level is downgraded to CH: *Mimetism*. The trooper recovers his original CH Level when the *Retreat!* situation is Cancelled. However, the trooper does not revert to the TO Camouflaged state. To regain the TO Camouflaged state, the trooper must follow the *Activation* rules.
- » Whenever the TO Camouflaged state is Cancelled, **replace the TO Camouflage Marker** (TO CAMO) with the trooper's model, facing whatever direction the owning player chooses.
- » When you replace one of your Markers with a model, you are required to share all *Open Information* relative to that trooper.
- » The cancellation of the TO Camouflaged state is applied to the whole declared Order. So, if a Camouflaged trooper declares a *Move + BS Attack* Order, he will be considered discovered all along his Movement, even if the *BS Attack* would be performed at the end of that Movement.

TARGETED

ACTIVATION

» The trooper suffered a successful Attack using a *Special Skill*, *Special Ammunition* or a *Hacking Program* capable of causing this state.



» The trooper suffered the effect of a piece of scenery or a *Special Scenario Rule* or condition capable of causing this state.

EFFECTS

» Troopers declaring a *BS Attack* or a *Hacking Attack* against a Targeted trooper may apply a **+3 MOD** to their relevant Attribute.

» This *MOD* is cumulative with all other *MODs* for *Range*, *Cover*, *CH: Camouflage*, etc., with the exception of **Guided** Trait, whose *MODs* already factor this in.

» If a trooper in the Targeted state is chosen as the target of *Speculative Fire*, then the -6 *MOD* usually applied to that type of *Attack* is ignored. However, the **+3 MOD** is still applied.

» Troopers in the Targeted state can be chosen as targets of *Attacks* using *BS Weapons* with the *Guided* Trait, applying the full advantages of this Trait.

» This state does not affect Automatic Special Skills or Automatic Equipment.

CANCELLATION

» The Targeted state is automatically cancelled at the end of the *Player Turn* during which it was caused.

TRANSMUTED

ACTIVATION

» The trooper with the Special Skill *Transmutation* loses his first *Wounds/Structure* point.



EFFECTS

» As explained in the description of the Special Skill *Transmutation*, the trooper switches to his alternative profile (shown in his Trooper Profile) at the end of the first Order in which he lost at least a point from his *Wounds/Structure* Attribute.

» Place a Transmuted marker (TRANSMUTED) beside to the trooper to indicate the change has taken place.

CANCELLATION

» Barring special Scenario rules, the Transmuted state is irreversible and cannot be cancelled.

UNCONSCIOUS

LABELS

» *Null*

ACTIVATION

» A trooper that loses the last point of his *Wounds/STR* Attribute, leaving him with exactly zero, enters the Unconscious state automatically.



EFFECTS

» Troopers in this state **cannot activate or receive Orders from their player's Order Pool**.

» The exception to this are those Special Skills and pieces of Equipment whose description states they may be used while Unconscious (*such as Regeneration, AutoMediKit...*).

» While they are Unconscious, troopers cease to generate Orders in subsequent *Active Turns* after they enter in this state.

» Unconscious troopers count as casualties for the purposes of **Retreat!**

» Automatic Special Skills and Automatic Equipment have no effect while Unconscious.

» Unconscious troopers automatically fall *Prone* unless they are a *Trooper Type* unable to do so.

» Players **cannot count their Unconscious troopers as survivors for Victory Point** purposes at the end of the game.

CANCELLATION

» Regarding troops with the *Wounds* Attribute. A trooper with the Special Skill **Doctor** (or an equivalent Skill) may cancel the Unconscious state by spending one Short Skill of an Order while in base to base contact with the affected trooper and passing a Normal **WIP** Roll (or the Roll specified by the Special Skill or Scenario that caused the state).

» Regarding troops with the *STR* Attribute. A trooper with the Special Skill **Engineer** (or an equivalent Skill) may cancel the Unconscious state by spending one Short Skill of an Order while in base to base contact with the affected trooper and passing a Normal **WIP** Roll (or the Roll specified by the Special Skill or Scenario that caused the state).

» Canceling the Unconscious state does not cancel the **Prone** state.

UNLOADED

ACTIVATION

» The trooper has entirely depleted the ammunition of a weapon or a piece of Equipment with the Trait *Disposable*.



EFFECTS

» The trooper can no longer use the relevant weapon or piece of Equipment.

CANCELLATION

» A trooper with the Special Skill **Baggage** (see *Infinity Human Sphere*), or an equivalent Skill, may cancel the Unloaded state by spending one Short Skill of an Order while in base to base contact with the affected trooper with no Roll required (unless the Special Skill or Scenario that caused the state specified otherwise).

» Some scenarios and missions might have Special Rules that allow troopers to cancel this state. In that case, follow the procedure stated in the rules.

SETTING UP THE GAMING TABLE

Infinity is a game that possesses a great amount of realism and flexibility, faithfully depicting tactics and maneuvers in a modern combat. As in a real combat, in Infinity the terrain, the combat environment, has a special relevance, determining both the strategy and the tactical options of the players. That way an *Army List*, as effective as it might be, will not be as strong when played on two different tables. Hence, an important step in the preparation of an Infinity game is the setting up of the gaming table and the placement of the terrain.

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.

IMPORTANT!

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.

A good way of ensuring that the placement of the big terrain pieces is blocking *LoF* is by 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, providing *Cover* that enables the troops to maneuver across the table.

Also, 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.

SIBYLLA'S ADVICE

It is very useful for the big terrain pieces to have parapets, windows, porches, and other elements that allow the troops to take *Cover* while advancing through them.

TERRAIN AND COVER

The terrain pieces, *Scenery Items* and *Buildings*, configure the gaming environment where the troops will move during the game.

In Infinity most of the troopers have the ability of performing *BS Attacks*, in addition they tend to be equipped with weapons that shoot up to 48 inches or even 96 inches for the long range variants. Hence, 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 placing enough *Cover* to allow the troops to maneuver, but without canceling the usefulness of long distance weapons. That way a balanced gaming table will be created, providing the same level of advantages for both players regardless of the *Army List* that they have crafted.

In a standard Infinity table of 4 x 4 foot size, this balance is achieved by placing a minimum of eight big terrain pieces (4 x 6 inches base and more than 2.5 inches in height) and at least 6 small pieces of terrain.

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. It is also advisable that the big pieces of terrain be placed in a way that the majority of the *Lines of Fire* that could be traced from one side of the table to the other are blocked.

ACCESSIBILITY

Big terrain pieces can represent buildings or structures with their respective rooftops and high zones that are an ideal place to deploy snipers or heavy support troops. 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 upper 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.

SYMMETRIC AND ASYMMETRIC DEPLOYMENT ZONES

Symmetric 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, *Asymmetric 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.

When starting an Infinity game, the players make the *Initiative Roll*. The winner of that roll will have to choose between being the first player to activate his/her troops (*Choosing Initiative*) or decide which side of the table each player will deploy their troops on (*Choosing Deployment*).

If both *Deployment Zones* are symmetric, then choosing Initiative will always be the more interesting and favorable option, because none of the *Deployment Zones* provides a clear advantage.

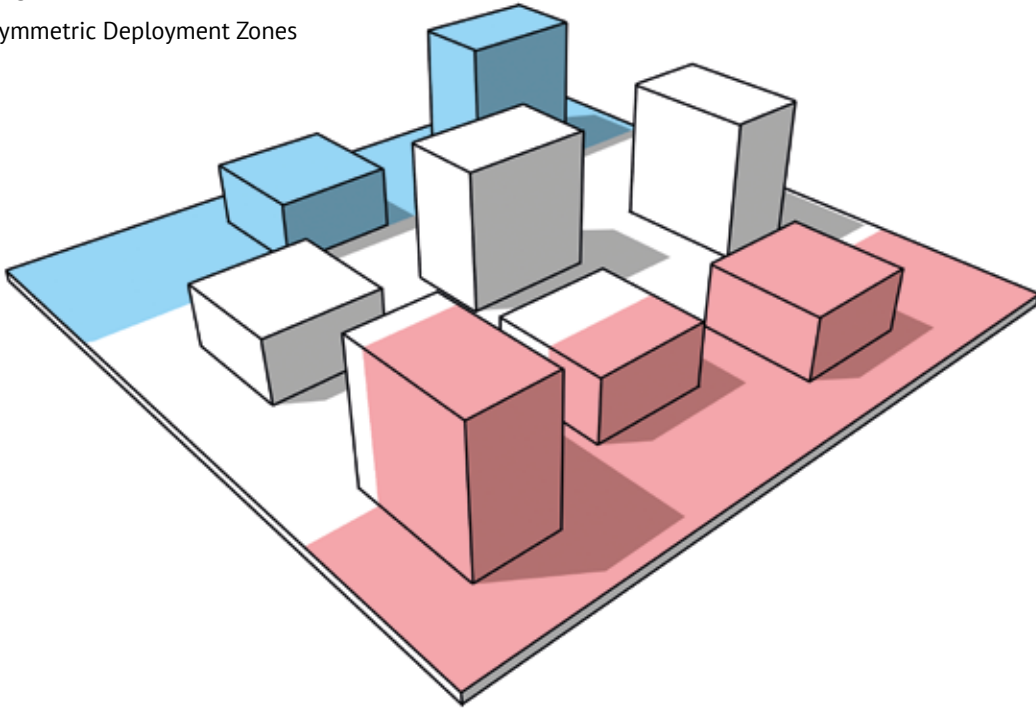
Hence, it is advisable to deploy terrain in such a way that one of the *Deployment Zones* provides more *Cover* and/or has higher terrain pieces, giving a tactical advantage to the player who chooses to deploy on that side.

SIBYLLA'S ADVICE

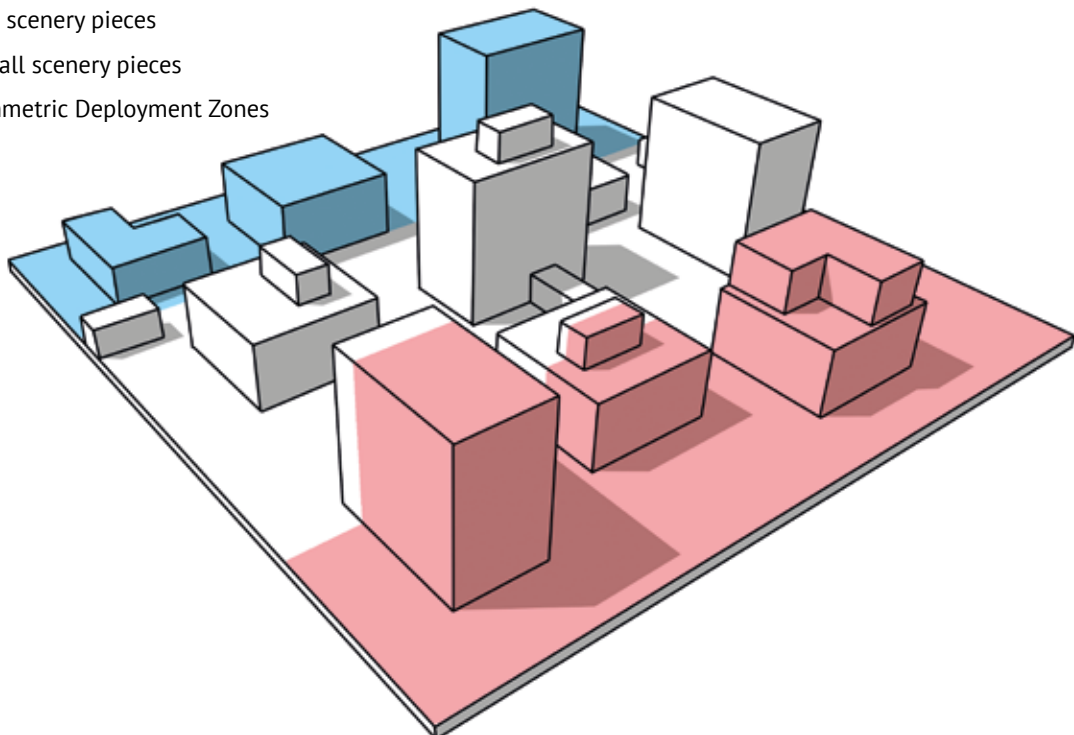
A good way to break the symmetry of a gaming table is to add a "sniper's nest", in an elevated tower in one of the *Deployment Zones*. The advantage that this provides will not go unnoticed by any veteran player.

GAME TABLE EXAMPLE:

- » 8 Big scenery pieces
- » Asymmetric Deployment Zones

**GAME TABLE EXAMPLE:**

- » 9 Big scenery pieces
- » 6 Small scenery pieces
- » Asymmetric Deployment Zones



SCENARIOS

The tactical flexibility of the game mechanics of Infinity allows for the games to be much more than simply setting out to exterminate the enemy.

In the ITS (Infinity Tournament System), the organized game system of Infinity, games are laid out with a set number of objectives to meet (e.g. take control of a building), or specific game conditions (e.g. Special Terrain Areas). These kinds of games are referred to as missions or scenarios, and they recreate tactical situations as well as operations from the military sphere and espionage circles of the highest levels.

Granted, a mission or a scenario means a higher level of difficulty, requiring greater planning of the Army List as well as a more polished set of tactical and gaming abilities on the part of the player. However, they also mean a greater level of fun and entertainment than the regular extermination game.

This section includes, a small set of missions similar to the ones used on the ITS that serve as introduction to this new level of gaming.

VICTORY IN A SCENARIO

The purpose of a scenario is to accomplish a mission by meeting its defined objectives and obtaining the Objective Points designated for each met objective.

While playing a scenario, the player who gets the higher number of *Objective Points* is the winner.

In the event of a tie regarding the number of *Objective Points* scored, both players will have to compare their *Victory Points*. The player with the highest value on *Victory Points* will win the tiebreak.

CLASSIFIED OBJECTIVES

In the Infinity Official Scenarios, the *Classified Objectives* are additional objectives a player can accomplish to get more *Objective Points*.

Usually, each *Classified Objective* provides 1 *Objective Point*, but this amount can vary due to the special conditions of the scenario.

Each *Classified Objective* provides its *Objective Points* **one single time** in each scenario. Even if the requirements of the *Classified Objective* are achieved again, it will not provide additional *Objective Points*.

A trooper possessing a *Disabled Marker* (DIS) can still accomplish the *Classified Objectives*.

CLASSIFIED OBJECTIVES SELECTION

The amount of *Classified Objectives* that can be fulfilled during the mission is listed on the scenario report. The player has two ways of choosing the *Classified Objectives*, by means of the *Chart: Classified* or by means of the *Classified Deck*.

The player will make the selection of the *Classified Objectives* after learning what mission will be played and with what faction his opponent will be playing, **but always before creating his Army List**. When playing an ITS tournament, official tournament rules will be applied.

CHART: CLASSIFIED

The player will pick one of the four models from the *Chart: Classified*, roll the two dice for each *Classified Objective* allowed in the scenario, and then choose one of the two outcomes. If the outcome of both die rolls is the same, the player can repeat one of the rolls until he gets a different outcome.

Classified Objectives are considered **Private Information** until they are fulfilled. The player must write down his *Classified Objectives* when he picks them, in the same manner that he writes down the *Lieutenant ID* or the location of troopers in *Hidden Deployment*.

CLASSIFIED DECK

If the player owns a *Classified Deck*, he must shuffle the deck in front of his opponent and pick two cards for each *Classified Objective* determined in the scenario. He will be allowed to discard one of them. The discard will take place before picking the next two cards for the following *Classified Objective*.

The *Classified Objectives* are considered **Private Information** until they are fulfilled. The player must keep his *Classified Objective* cards and show them to his opponent if he demands it once the Objective has been fulfilled.

HIGH VALUE TARGET (HVT) MODEL

The *HVT* (High Value Target) represents a non-combatant character belonging to the enemy side and placed on the game table as the target of *Classified Objectives*.

The deployment of one of these models is **compulsory** for both players, as their presence and interaction with other models in-game has consequences for the achievement of *Classified Objectives* when playing scenarios.

You can use any figure from the *Infinity* or the *Infinity Bootleg* range, preferably those designated as *HVT* or as a *Civilian*. Good examples of this are the O-12 High Commissioner, the Tohaa Diplomat, Go-Go Marlene, the Fusilier Angus, the TAG Pilots, the VIP Executive or the HAZMAT A1 Specialist.

The *HVT* models may be necessary to accomplish some *Classified Objectives*. However, these models are especially useful when used to replace one of the *Classified Objectives* assigned to the player.

REQUIREMENTS

- » Each player must deploy one *HVT* model at the beginning of his *Deployment Phase*.
- » The players must deploy their *HVT* models a minimum of 4 inches outside of any *Deployment Zones*. Moreover, the players cannot place their *HVT* models either on top of or inside of any *Scenery Item* or *Building*, always deploying it in an accessible location on the table.

EFFECTS

- » *HVT* models are **Neutral** to both players.
- » *HVT* models don't belong to the Army List, and thus cannot provide or receive Orders from the players.
- » If either player hurts a *HVT* model (leaving it in a **Null** state), then that player will automatically lose the scenario and any *Objective Points* achieved in it. Moreover, his adversary receives 2 extra *Objective Points* (never exceeding the maximum of 10).
- » Some scenario special rules or *Classified Objectives* can modify this rule.

SECURE HVT CLASSIFIED OBJECTIVE

When in game, the player can replace one of his *Classified Objectives* with Secure *HVT*. This is an optional *Classified Objective* all players can choose to replace one of the *Classified Objectives* they rolled on the *Classified Objectives* Chart.

The Secure *HVT* optional *Classified Objective* is accomplished when the player has one of his troopers (who is not in a *Null* state) inside the *Zone of Control* of the enemy *HVT* and at the same time, the *Zone of Control* of his own *HVT* is free of enemy troops (Not counting those in a *Null* state).

The Secure *HVT* optional *Classified Objective* provides the same number of *Objective Points* the scenario provides for each normal *Classified Objective* accomplished.

OBJECTIVES

DATA SCAN

Requirements: *Hacker*.

Objective: The *Hacker* must spend one Short Skill of the Order and succeed at one *WIP-3* Roll against any enemy model inside his *Zone of Control*.

SABOTAGE

Requirements: *D-Charges*.

Special: The player must choose a *Scenery Building* or a *Scenery Item* placed entirely inside the enemy's half of the table. This piece of scenery will be considered the target of the *Classified Objective*.

Objective: To detonate a *D-Charge* on the targeted piece of scenery. It is not required to make an *ARM* Roll for the piece of scenery. When detonating the *D-Charge*, the rules for *Scenery Structures* do not apply.

EXPERIMENTAL DRUG

Requirements: *Doctor* or *Paramedic*.

Objective: To get an allied trooper recovered from *Unconscious* to Normal state by using the *Doctor* Special Skill, or by using a *MediKit*.

TELEMETRY

Requirements: *Forward Observer* or *Spotlight Hacking Program*.

Objective: To succeed at an *Attack* against an enemy trooper using *Forward Observer* or the *Spotlight Hacking Program*.

TEST RUN

Requirements: *Engineer*.

Objective: To succeed at an *Engineer* Roll on any allied trooper, getting it to recover 1 STR point.

EXTREME PREJUDICE

Requirements: -

Objective: To perform a *Coup de Grâce* against an *Unconscious* or *Spawn-Embryo* enemy model.

HVT: ESPIONAGE

Requirements: *Hacker*.

Objective: A *Hacker* with the enemy *HVT* model inside his *Zone of Control* must spend a *Short Skill* and succeed at a *WIP-3* Roll.

HVT: RETROENGINEERING

Requirements: *Engineer*.

Objective: An *Engineer* in base contact with the enemy *HVT* model must spend a *Short Skill* and succeed at a *WIP+3* Roll.

HVT: INOCULATION

Requirements: *Doctor* or *Paramedic*.

Objective: A *Doctor* or *Paramedic* in base contact with the enemy *HVT* model must spend a *Short Skill* and succeed at a *WIP+3* Roll.

HVT: DESIGNATION

Requirements: *Forward Observer* or *Spotlight Hacking Program*.

Objective: The player must succeed at **two** *Forward Observer* Rolls or **two** *Spotlight Hacking Program* Rolls against the enemy *HVT* model. The player is authorized to perform this type of *Attack* against the *HVT* model.



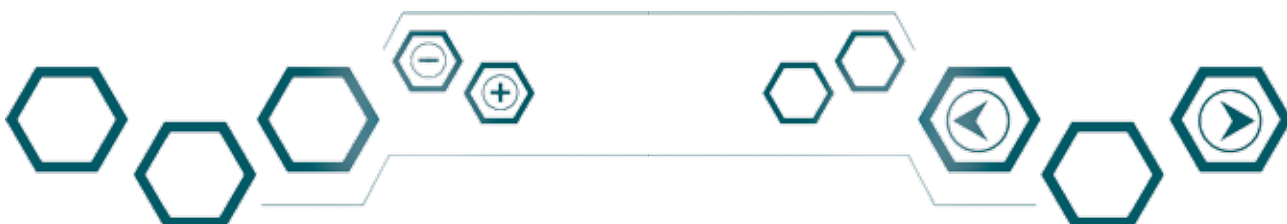
CLASSIFIED CHART MODELS

CLASSIFIED CHART MK. 1	
D20	OBJECTIVE
1	Test Run
2	Experimental Drug
3	Data Scan
4	Extreme Prejudice
5	Sabotage
6	HVT: Espionage
7	Telemetry
8	HVT: Retroengineering
9	Extreme Prejudice
10	Sabotage
11	HVT: Inoculation
12	Experimental Drug
13	HVT: Designation
14	Data Scan
15	HVT: Espionage
16	HVT: Designation
17	Telemetry
18	HVT: Inoculation
19	Test Run
20	HVT: Retroengineering

CLASSIFIED CHART MK. 3	
D20	OBJECTIVE
1	Data Scan
2	HVT: Designation
3	Experimental Drug
4	Test Run
5	Data Scan
6	Telemetry
7	Extreme Prejudice
8	HVT: Inoculation
9	Telemetry
10	HVT: Retroengineering
11	Sabotage
12	HVT: Espionage
13	Test Run
14	HVT: Designation
15	Sabotage
16	HVT: Retroengineering
17	Extreme Prejudice
18	HVT: Espionage
19	Experimental Drug
20	HVT: Inoculation

CLASSIFIED CHART MK. 2	
D20	OBJECTIVE
1	HVT: Espionage
2	Test Run
3	HVT: Designation
4	Experimental Drug
5	HVT: Inoculation
6	Data Scan
7	HVT: Retroengineering
8	Extreme Prejudice
9	HVT: Designation
10	Telemetry
11	HVT: Inoculation
12	Telemetry
13	HVT: Espionage
14	Sabotage
15	Experimental Drug
16	Extreme Prejudice
17	Sabotage
18	HVT: Retroengineering
19	Data Scan
20	Test Run

CLASSIFIED CHART MK. 4	
D20	OBJECTIVE
1	HVT: Retroengineering
2	HVT: Espionage
3	Test Run
4	HVT: Designation
5	Extreme Prejudice
6	HVT: Espionage
7	HVT: Inoculation
8	Telemetry
9	Experimental Drug
10	HVT: Inoculation
11	Data Scan
12	Sabotage
13	Experimental Drug
14	HVT: Retroengineering
15	Extreme Prejudice
16	Test Run
17	Data Scan
18	HVT: Designation
19	Telemetry
20	Sabotage



SCENARIO 1: ANNIHILATION

MISSION OBJECTIVES

MAIN OBJECTIVES

- » To kill **between 75 and 150** enemy *Army Points* (1 *Objective Point*).
- » To kill **between 151 and 250** enemy *Army Points* (2 *Objective Points*).
- » To kill **more than 250** enemy *Army Points* (3 *Objective Points*).
- » If you have **between 75 and 150** surviving *Army Points* (1 *Objective Point*).
- » If you have **between 151 and 250** surviving *Army Points* (2 *Objective Points*).
- » If you have **more than 250** surviving *Army Points* (3 *Objective Points*).

CLASSIFIED

- » Each player has **2 Classified Objectives** (2 *Objective Points* for each one).

FORCES

- » **Side A:** 300 points.
- » **Side B:** 300 points.

DEPLOYMENT

Side A and Side B: Both players will deploy on opposite sides of the game table, in a standard *Deployment Zone* 12 inches deep.

SCENARIO SPECIAL RULES

Game table size: 48 x 48 inchesm

KILLING

A trooper is considered *Killed* when it enters the *Dead* state, or is in a *Null* state at the end of the game.

Those troopers that, at the end of the game, **have not been deployed** on the game table, will be considered as *Killed* by the adversary.

NO QUARTER

In this scenario, *Retreat!* rules are **not** applied.

END OF THE MISSION

This scenario has a limited time frame, so it will automatically finish at the end of the **third Game Round**.



SCENARIO 2: THE ARMORY

MISSION OBJECTIVES

MAIN OBJECTIVES

- » Dominate the Armory at the end of each Game Round (1 Objective Point).
- » Dominate the Armory at the end of the game (3 Objective Points).
- » Acquire **more** weapons from the Panoplies than the adversary at the end of the game (2 Objective Points).

CLASSIFIED

- » Each player has 2 **Classified Objectives** (1 Objective Point each one).

FORCES

- » **Side A:** 300 points.
- » **Side B:** 300 points.

DEPLOYMENT

Side A and Side B: Both players will deploy on opposite sides of the game table, in a standard *Deployment Zone* 12 inches deep.

Exclusion Zone

There is an *Exclusion Zone* covering an 8 inch area on either side of the central line of the game table. The *Airborne Deployment*, *Impersonation*, *Infiltration*, and *Mechanized Deployment* Special Skills cannot be used to deploy in the *Exclusion Zone*. This does not apply to troopers that suffer *Dispersion*.

SCENARIO SPECIAL RULES

Game table size: 48 x 48 inches

THE ARMORY

Placed in the center of the table, it covers an area of 8 by 8 inches. To represent the *Armory*, we recommend using the Objective Room by Micro Art Studio, the Command Bunker by Warsenal or the Panic Room by Customeeple.

In game terms it is considered to have walls of infinite height that completely block *Line of Fire*. It has four *Gates*, one in the middle of each wall (See map below).

The *Gates* of the *Armory* are closed at the start of the game. To open them, a *Specialist Troop* must be in base contact with one of them, spend one Short Skill of an Order, and succeed at a **WIP Roll**. This opens **all Gates** of the *Armory*.

The *Armory Gates* must be represented by a Narrow Gate Marker or a scenery piece with the same size. *The Armory Gates have a Narrow Gate Width*.

The *Scenery Structure* rules (see page 168) are allowed in this scenario.

DOMINATE THE ARMORY

The *Armory* is considered *Dominated* by a player if he has **more** Army Points than the adversary **inside** the area. Only troopers that are **miniatures** or **Markers** (Camouflage, TO, Impersonation...) count. Troopers in a *Null* state will not be counted. Markers representing weapons or pieces of equipment (like Mines or Deployable Repeaters), and any Marker that does not represent a trooper will not be counted either.

Shasvastii

Troopers possessing the *Shasvastii* Special Skill placed inside the *Armory* will always be counted while they are in Normal or *Spawn-Embryo* states.

PANOPLIES

There are 2 Panoplies, placed inside the Armory on different corners (see map below).

Players can use the Logistics Trait of each Panoply in the game.

Specialist Troops can roll twice in the Booty Chart, but they can only choose one of the results.

Each Panoply must be represented by an Objective Marker or by a scenery piece of the same diameter.

TYPE OF BUILDING	TYPE OF CONSTRUCTION	TYPE OF ACCESS	ACCESS WIDTH	TRAITS
ARMORY	Outer Wall (x4)	Security Gate (x4)	Narrow Access (x4)	Panoply (x2)

TYPE OF ELEMENT	NAME	ARM	BTS	STR	AW	TRAITS
ACCESS	SECURITY GATE	3	3	2	Narrow Gate	Hackable (WIP Roll)
CONSTRUCTION	OUTER WALL	10	0	3	--	--
PROPS	PANOPLY	0	0	1	--	Logistics



SPECIALIST TROOPS^o

For the purposes of this scenario, only *Hackers*, *Doctors*, *Engineers*, *Forward Observers* and *Paramedics* are considered *Specialist Troops*.

Hackers cannot make use of *Repeaters* to perform tasks reserved for *Specialist Troops*.

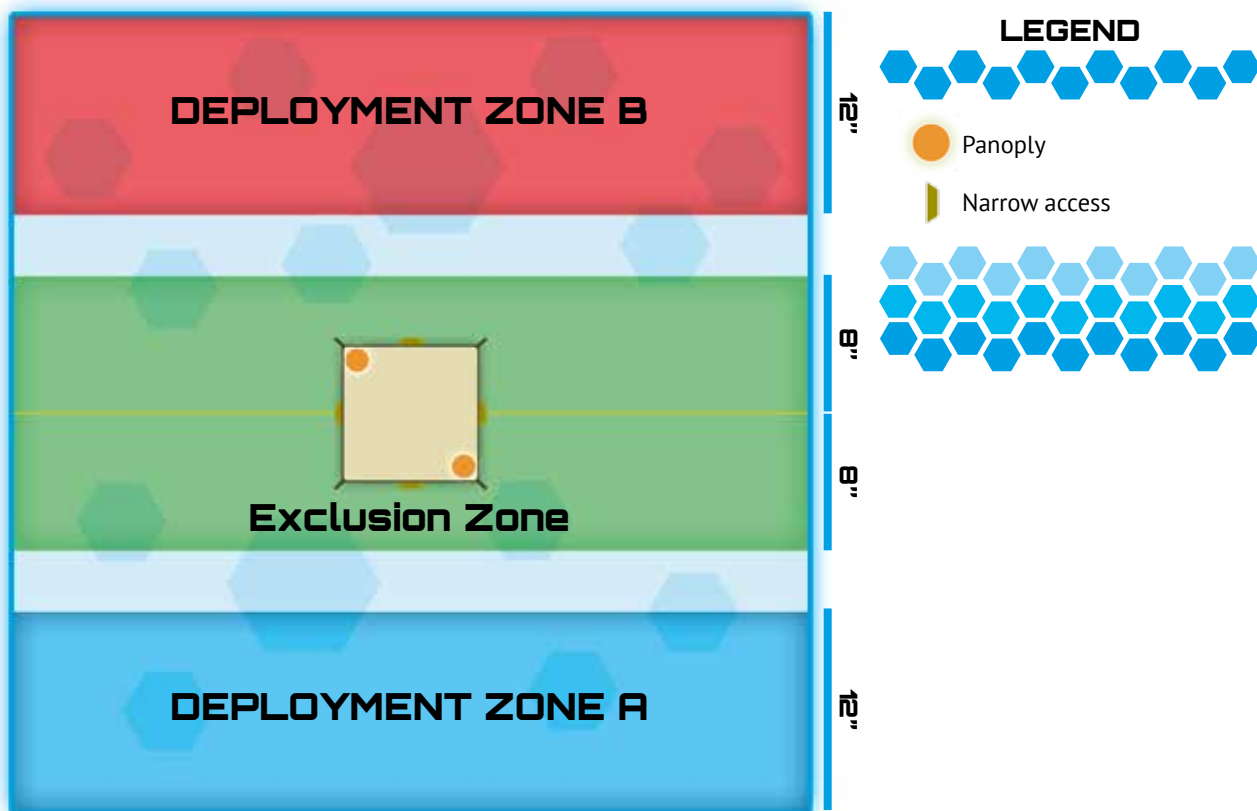
A *Specialist Troop* with a *Disabled Marker* can still accomplish the Objectives of this scenario.

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 one of the players starts his *Active Turn* in a *Retreat!* situation, the game will end at the end of that *Turn*.

MAP



SCENARIO 3: SUPREMACY



MISSION OBJECTIVES

MAIN 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*).
- » Hack a *Console* (1 *Objective Point*).

CLASSIFIED

- » Each player has 1 **Classified Objective** (1 *Objective Point* only if the player has less than 10 *Objective Points*).

FORCES

- » **Side A:** 300 points.
- » **Side B:** 300 points.

DEPLOYMENT

Side A and Side B: Both players will deploy on opposite sides of the game table, in a standard *Deployment Zone* 12 inches deep.

SCENARIO SPECIAL RULES

Game table size: 48 x 48 inches

QUADRANTS

At the end of each *Game Round*, but not before, the table is divided in four areas as seen on the map. Then, each player checks how many *Quadrants* are dominated and the *Objective Points* are counted.

DOMINATE THE QUADRANTS

A *Quadrant* is considered *Dominated* by a player if he has **more** Army Points than the adversary **inside** the area. Only troopers that are **miniatures** or **Markers** (Camouflage, TO, Impersonation...) count. Troopers in a *Null* state will not be counted. Markers representing weapons or pieces of equipment (Like Mines or Deployable Repeaters), and any Marker that does not represent a trooper will not be counted either.

Shasvastii

Troopers possessing the *Shasvastii* Special Skill placed inside a *Quadrant* will always be counted while they are in Normal or *Spawn-Embryo* states

CONSOLES

There are 4 *Consoles*, placed in the center of each *Quadrant*, 12 inches from the edge of the table (See map below). 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).

In this scenario, the *Consoles* have a *Scenery Item Profile*, so they can be targeted, applying the *Scenery Structures* rules (see page 168), but not before the **second Game Round**.

TYPE OF ELEMENT	NAME	ARM	BTS	STR	AW	TRAITS
SCENERY	CONSOLE	0	0	1	--	Hackable (WIP-3 Roll)

HACKING THE CONSOLES

To *Hack* a *Console* it is necessary that a *Specialist Trooper* be in base contact with the *Console*, spend one Short Skill of an Order, or an ARO, and succeed at a Normal **WIP-3** Roll. If the roll is failed, this can be repeated as many times as necessary, each time spending the corresponding Short Skill of an Order, or ARO, and making the roll.

Hackers avoid penalties to *Hack* a *Console* so do not suffer the **-3 WIP MOD.**

A player can *Hack* a *Console* previously *Hacked* by the other player.

At the end of the game, players will make a Face to Face *WIP* Roll for each *Console* that has been hacked by both players. Each player can Roll the *WIP* of every *Specialist Trooper* which survived the scenario. This can result in a Face to Face Roll with several participants. The winner of the Face to Face Roll will get the Objective Point provided by that *Console*. In case of a tie, the Face to Face Roll will be re-rolled. If only one of the players has surviving *Specialist Troops*, that player will automatically get the Objective Point directly. If neither players has any *Specialist Troopers*, the Objective Point is lost.

SPECIALIST TROOPS

For the purposes of this scenario, only *Hackers*, *Doctors*, *Engineers*, *Forward Observers* and *Paramedics* are considered *Specialist Troops*.

Hackers cannot make use of *Repeaters* to perform tasks reserved for *Specialist Troops*.



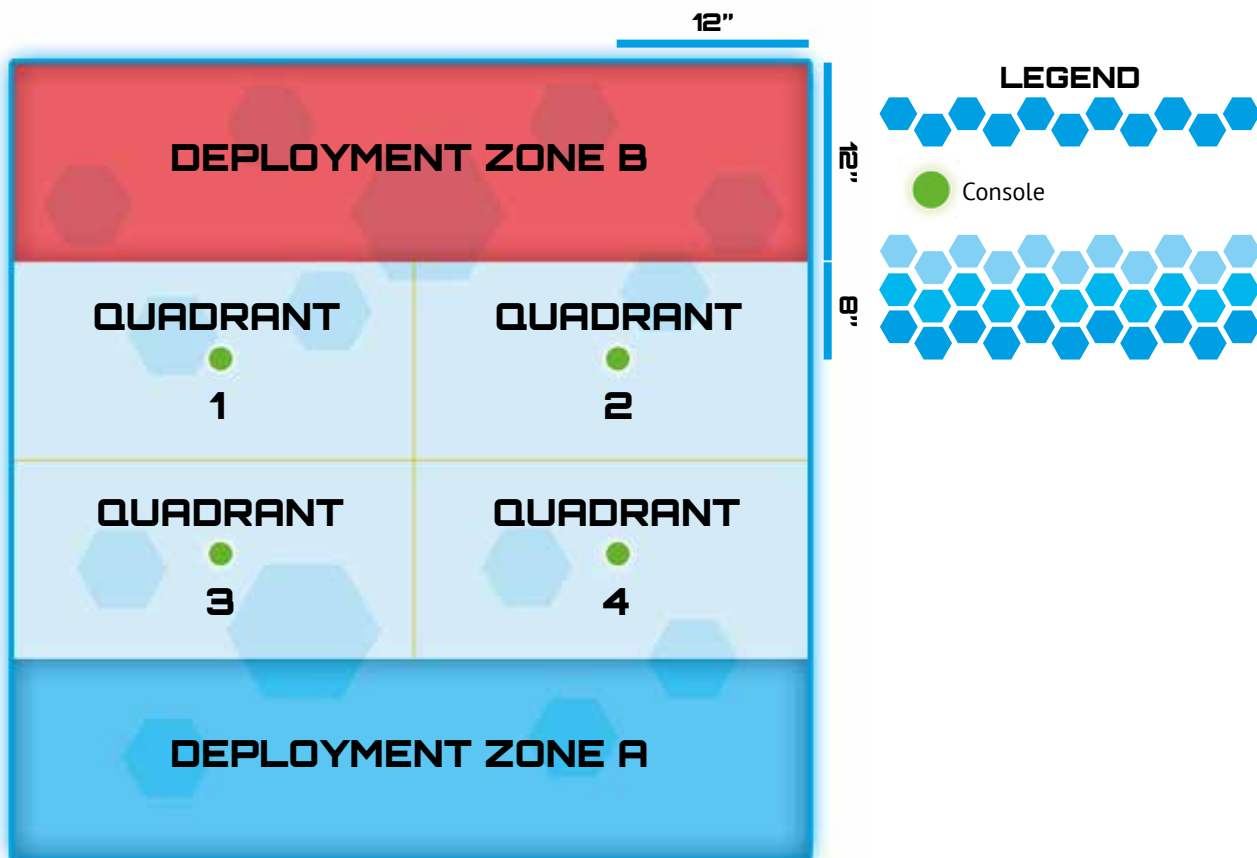
A *Specialist Trooper* with a *Disabled Marker* can still accomplish the Objectives of this scenario.

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 one of the players starts his *Active Turn* in a *Retreat!* situation, the game will end at the end of that *Turn*.

MAP



SCENARIO 4: NIMBUS ZONE

MISSION OBJECTIVES

MAIN OBJECTIVES

- » Download a *Data Pack* from a *Console* (2 *Objective Points* for each *Data Pack* downloaded).
- » To have *Disconnected* **more** *Antennae* than the adversary at the end of the game (2 *Objective Points*).
- » Control **more** *Consoles* than the adversary at the end of the game (1 *Objective Point*).

CLASSIFIED

- » Each player has 1 **Classified Objective** (1 *Objective Point*).

FORCES

- » **Side A:** 300 points.
- » **Side B:** 300 points.

DEPLOYMENT

Side A and Side B: Both players will deploy on opposite sides of the game table, in a standard *Deployment Zone* 12 inches deep.

Exclusion Zone

There is an *Exclusion Zone* covering an 8 inch area on either side of the central line of the game table. The *Airborne Deployment*, *Impersonation*, *Infiltration*, and *Mechanized Deployment* Special Skills cannot be used to deploy in the *Exclusion Zone*. This does not apply to troopers that suffer *Dispersion*.

SCENARIO SPECIAL RULES

Game table size: 48 x 48 inches

NIMBUS ZONE

In an area of 8 inches on both sides of the central line of the game table, the effects of the *Nimbus* Special Ammunition (*Low Visibility Zone* + *Saturation Zone*) are applied constantly.

This *Nimbus Zone* will vanish automatically at the end of the Order in which the last *Nimbus Antenna* is *Disconnected* or enters the *Destroyed* state.

NIMBUS ANTENNAE

There are a total of 4 *Nimbus Antennae*, each of them placed 4 inches from the central line of the game table and 12 inches from the edges. Each *Nimbus Antenna* must be represented by a *Transmission Antenna Marker* (TRANS.

ANTENNA) or by a scenery piece of the same diameter (such as the *Communications Array* by Warsenal or the *Sat Station Antenna* by Customeeple).

In this scenario the *Nimbus Antennae* have a *Scenery Item Profile*. They can be targeted, applying the *Scenery Structures* rules, but not before the **second Game Round**.

DISCONNECT THE NIMBUS ANTENNAE

To *Disconnect* a *Nimbus Antenna* it is necessary that a *Specialist Trooper* be in base contact with the *Nimbus Antenna*, spend one Short Skill of an Order and succeed at a Normal **WIP-3** Roll. If the roll is failed, this can be repeated as many times as necessary, each time spending the corresponding Short Skill of an Order and making the roll.

Engineers avoid penalties to *Disconnect* a *Nimbus Antenna* so do not suffer the **-3 WIP MOD**.

Once a *Nimbus Antenna* has been *Disconnected*, it cannot be *Disconnected* again by any player.

Disabled Markers (DIS) will be used to mark *Disconnected Nimbus Antennae*.

CONSOLES

There are 3 *Consoles* placed on the central line of the game table. One is placed at the center of the game table and the other two are placed 12 inches from the edge of the table (See map below). 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).

DOWNLOAD THE DATA PACKS

To *Download* a *Data Pack* it is necessary that a *Specialist Trooper* be in base contact with a *Console*, spend one Short Skill of an Order and succeed at a Normal **WIP-3** Roll. If the roll is failed, this can be repeated as many times as necessary, each time spending the corresponding Short Skill of an Order and making the roll.

Hackers avoid penalties to *Download* a *Data Pack* and do not suffer the **-3 WIP MOD**.

Each player can only get a maximum of 1 *Data Pack* from each *Console*.

Data Packs cannot be downloaded until the **second Game Round**.

TYPE OF ELEMENT	NAME	ARM	BTS	STR	AW	TRAITS
PROPS	NIMBUS ANTENNA	4	3	2	--	Nimbus Antenna

CONTROL THE CONSOLES

A *Console* is considered to be *Controlled* by a player as long as that player is the only one with at least one *Specialist Troop* (as a model, not a Marker) in base contact with it. Non-specialist troops cannot *Control the Console*, but can prevent the enemy from *Controlling* it by being in base contact with it. Troopers in a *Null* state (*Unconscious, Dead, Sepsitorized...*) cannot do either.

SPECIALIST TROOPS

For the purposes of this scenario, only *Hackers, Doctors, Engineers, Forward Observers* and *Paramedics* are considered *Specialist Troops*.

Hackers cannot make use of Repeaters to perform tasks reserved for *Specialist Troops*.

A Specialist Troop with a Disabled Marker can still accomplish the Objectives of this scenario.

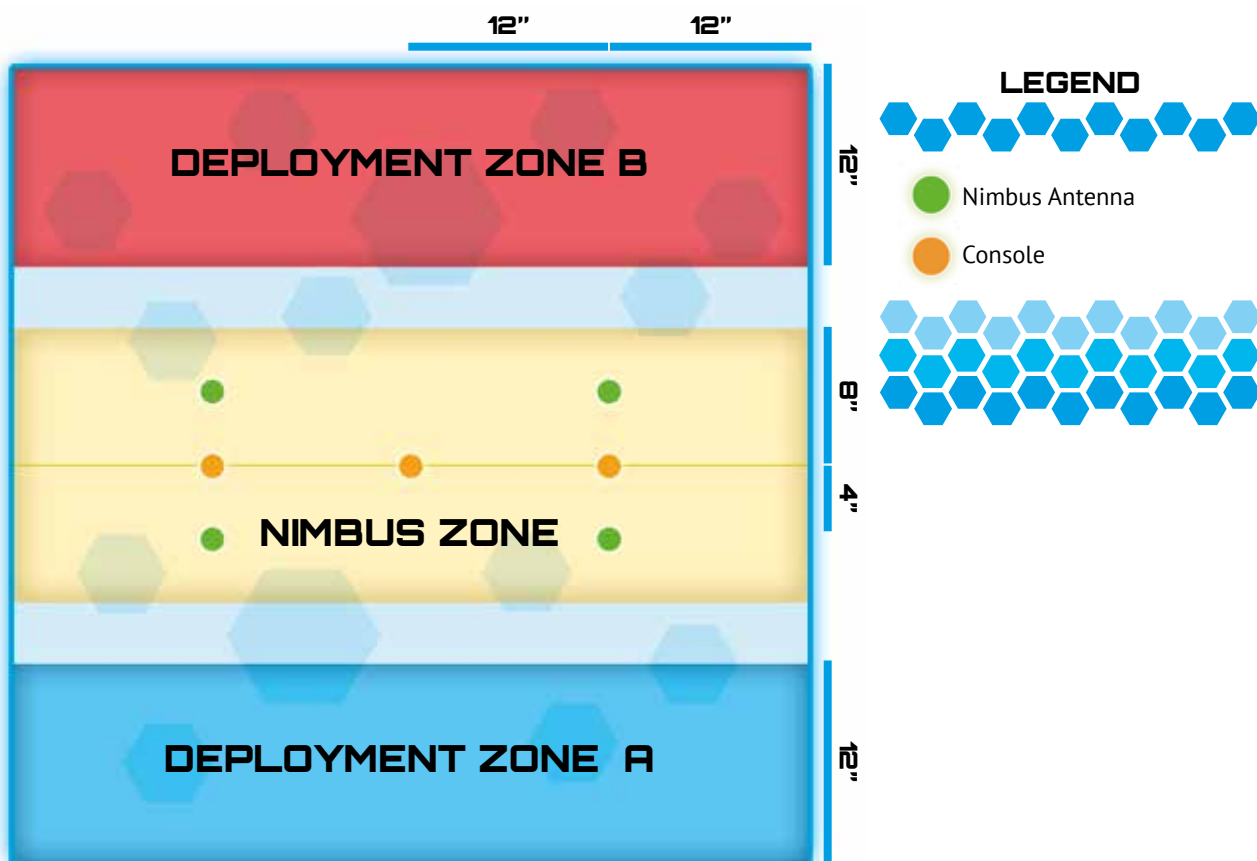
END OF THE MISSION

This scenario has a limited time frame, so it will automatically finish at the end of the **third Game Round**.

If one of the players starts his Active Turn in a *Retreat!* situation, the game will end at the end of that *Turn*.



MAP



ARMY LISTS





- Extremely Impetuous
- Impetuous
- Frenzy
- Hackable
- Irregular
- Regular
- Cube

ISC: Fusiliers Line Troops

LI

FUSILIERS

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	13	12	10	12	1	0	1	2	Total

Name	BS Weapons	CC Weapons	SWC	C
FUSILIER	Combi Rifle	Pistol, Knife	0	10
FUSILIER	HMG	Pistol, Knife	1	18
FUSILIER	Combi Rifle + Light Grenade Launcher	Pistol, Knife	1	14
FUSILIER	Missile Launcher	Pistol, Knife	1.5	15
FUSILIER	MULTI Sniper Rifle	Pistol, Knife	1.5	18
FUSILIER Hacker (Hacking Device)	Combi Rifle	Pistol, Knife	0.5	18
FUSILIER (Forward Observer, Deployable Repeater)	Combi Rifle	Pistol, Knife	0	12
FUSILIER Paramedic (MediKit)	Combi Rifle	Pistol, Knife	0	12
FUSILIER Lieutenant	Combi Rifle	Pistol, Knife	0	10

ISC: Akalis Elite Troops

MI

AKALIS, Sikh Commandos

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-2	15	13	11	13	2	0	1	2	3

Special Skills: AD: Combat Jump · Religious Troop

Name	BS Weapons	CC Weapons	SWC	C
AKAL COMMANDO	Combi Rifle	Pistol, E/M CCW	0	22
AKAL COMMANDO	Boarding Shotgun	Pistol, E/M CCW	0	21
AKAL COMMANDO	Spitfire	Pistol, E/M CCW	1.5	28
AKAL COMMANDO Hacker (Assault Hacking Device)	Combi Rifle	Pistol, E/M CCW	0.5	28

- Extremely Impetuous
- Impetuous
- Frenzy
- Hackable
- Irregular
- Regular
- Cube

ISC: Nisses Elite Troops

Svalarheima NISSES

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-2	14	13	12	13	3	0	1	2	2

Equipment: Multispectral Visor L2
Special Skills: CH: Mimetism · Multiterrain

Name	BS Weapons	CC Weapons	SWC	C
NISSE	Combi Rifle+ Light Shotgun	Pistol, Knife	0	30
NISSE	HMG	Pistol, Knife	1.5	34
NISSE	MULTI Sniper Rifle	Pistol, Knife	1.5	34
NISSE Hacker (Hacking Device)	Combi Rifle+ Light Shotgun	Pistol, Knife	0.5	38
NISSE Paramedic (MediKit)	Combi Rifle+ Light Shotgun	Pistol, Knife	0	32
NISSE Lieutenant	Combi Rifle+ Light Shotgun	Pistol, Knife	1	30

ISC: Neoterra Bolts Veteran Troops

NEOTERRA BOLTS

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-2	14	13	11	12	2	6	1	2	3

Special Skills: Bioimmunity · Veteran L1

Name	BS Weapons	CC Weapons	SWC	C
BOLT	Combi Rifle + Light Shotgun	Pistol, Knife	0	22
BOLT	Combi Rifle + Light Shotgun, Drop Bears	Pistol, Knife	0	25
BOLT	Boarding Shotgun, E/M Grenades	Pistol, Knife	0	19
BOLT	MULTI Sniper Rifle	Pistol, Knife	1.5	26
BOLT	Missile Launcher, Light Shotgun	Pistol, Knife	1.5	27
BOLT	Spitfire	Pistol, Knife	1.5	24
BOLT Hacker (Hacking Device)	Boarding Shotgun, E/M Grenades	Pistol, Knife	0.5	27
BOLT Paramedic (MediKit)	Combi Rifle + Light Shotgun	Pistol, Knife	0	24
BOLT Lieutenant	Combi Rifle + Light Shotgun	Pistol, Knife	0	22

ISC: Orc Troops Veteran Troops

ORC TROOPS

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	15	14	14	12	4	3	2	2	3

Name	BS Weapons	CC Weapons	SWC	C
ORC	MULTI Rifle	Pistol, Knife	0	40
ORC	MULTI Rifle + 1 TinBot A (Deflector L1)	Pistol, Knife	0.5	41
ORC	HMG	Pistol, Knife	2	44
ORC	Boarding Shotgun	Pistol, Knife	0	35
ORC	Combi Rifle	Pistol, Knife	0	36
ORC Hacker (Assault Hacking Device)	Combi Rifle	Pistol, Knife	0.5	42
ORC Lieutenant	MULTI Rifle	Pistol, Knife	0	40
ORC Lieutenant	HMG	Pistol, Knife	2	44

ISC: Knights Hospitaller Elite Troops

Holy Order of HOSPITALLER KNIGHTS of Saint John of Skovorodino

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	21	14	14	13	4	6	2	2	1

Special Skills: Martial Arts L2 · Religious Troop

Name	BS Weapons	CC Weapons	SWC	C
KNIGHT HOSPITALLER	MULTI Rifle	Pistol, AP CCW	0	37
KNIGHT HOSPITALLER	MULTI Rifle	Pistol, DA CCW	0	38
KNIGHT HOSPITALLER	HMG	Pistol, AP CCW	2	41
KNIGHT HOSPITALLER	Boarding Shotgun	Pistol, DA CCW	0	33
KNIGHT HOSPITALLER	Combi Rifle	Pistol, AP CCW	0	33
KNIGHT HOSPITALLER Doctor (MediKit)	MULTI Rifle	Pistol, AP CCW	0	41
KNIGHT HOSPITALLER Lieutenant	MULTI Rifle	Pistol, AP CCW	0	37
KNIGHT HOSPITALLER Lieutenant	MULTI Rifle	Pistol, DA CCW	0	38

ISC: Military Order Father-Knights Veteran Troops

Military Order FATHER-KNIGHTS

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	23	14	14	13	5	9	2	2	2

Special Skills: Assault · Kinematika L1 · Religious Troop

Name	BS Weapons	CC Weapons	SWC	C
FATHER-KNIGHT	Combi Rifle	Breaker Pistol, DA CCW	0	44
FATHER-KNIGHT	Boarding Shotgun	Breaker Pistol, DA CCW	0	43
FATHER-KNIGHT	Missile Launcher	Breaker Pistol, DA CCW	1.5	49
FATHER-KNIGHT	Spitfire	Breaker Pistol, DA CCW	2	50
FATHER-KNIGHT Hacker (Assault Hacking Device)	Combi Rifle, D-Charges	Breaker Pistol, DA CCW	0.5	50
FATHER-KNIGHT (Forward Observer)	Combi Rifle, Nimbus Grenades	Breaker Pistol, DA CCW	0	46
FATHER-KNIGHT Lieutenant	Combi Rifle	Breaker Pistol, DA CCW	0	44
FATHER-KNIGHT Lieutenant	Spitfire	Breaker Pistol, DA CCW	2	50

ISC: Aquila Guard Headquarters Troops

AQUILA GUARD

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	15	15	14	13	4	6	2	2	1

Equipment: Multispectral Visor L3

Name	BS Weapons	CC Weapons	SWC	C
AQUILA	MULTI Rifle	Pistol, Shock CCW	0	58
AQUILA	HMG	Pistol, Shock CCW	2	62
AQUILA Lieutenant	MULTI Rifle	Pistol, Shock CCW	0	58

- Extremely Impetuous
- Impetuous
- Frenzy
- Hackable
- Irregular
- Regular
- Cube

- Extremely Impetuous
- Impetuous
- Frenzy
- Hackable
- Irregular
- Regular
- Cube

ISC: Swiss Guard Headquarters Troops

SWISS GUARD

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	15	15	14	13	5	6	2	2	1

Special Skills: CH: TO Camouflage

Name	BS Weapons	CC Weapons	SWC	C
SWISS GUARD	MULTI Rifle	Pistol, AP CCW	0	64
SWISS GUARD	HMG	Pistol, AP CCW	2	68
SWISS GUARD	Missile Launcher, Light Shotgun	Pistol, AP CCW	2	69
SWISS GUARD Hacker (Assault Hacking Device)	MULTI Rifle	Pistol, AP CCW	0.5	70

ISC: Squalos, PanOceanian Armored Cavalry Heavy Lancers Mechanized Troops

SQUALOS, PanOceanian Armored Cavalry Heavy Lancers

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	AVA
6-4	18	15	17	12	8	6	3	7	2

Equipment: Advanced ECM
Special Skills: G: Remote Presence

Name	BS Weapons	CC Weapons	SWC	C
SQUALO (Armored Cav.)	MULTI HMG	AP Heavy Pistol	2	93
SQUALO (Armored Cav.)	MULTI HMG, Heavy Grenade Launcher	AP Heavy Pistol	2.5	95
SQUALO (Armored Cav.) Lieutenant	MULTI HMG	AP Heavy Pistol	2	93

ISC: Dragões, AcontecimentoDragoons Mechanized Troops

DRAGÕES, AcontecimentoDragoons

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	AVA
6-4	18	15	17	12	8	6	3	7	1

Equipment: ECM
Special Skills: G: Remote Presence

Name	BS Weapons	CC Weapons	SWC	C
DRÁGAO	Hyper-Rapid Magnetic Cannon, Heavy Flamethrower		2.5	94

ISC: Cutters, Varuna Naval Chasseurs Mechanized Troops


CUTTERS, Varuna Naval Chasseurs

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	AVA
6-4	18	15	17	12	8	6	3	7	1

Equipment: ECM
Special Skills: Aquatic Terrain · CH: TO Camouflage · G: Remote Presence

Name	BS Weapons	CC Weapons	SWC	C
CUTTER	MULTI HMG		2.5	115
CUTTER Lieutenant	MULTI HMG		3	115

ISC: Croc Men Spec. Trained Troops




Paradiso CROC MEN

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	14	12	12	13	1	0	1	2	2

Equipment: X Visor
Special Skills: CH: TO Camouflage · Infiltration · Multiterrain

Name	BS Weapons	CC Weapons	SWC	C
CROC MAN	Combi Rifle, Antipersonnel Mines	Pistol, Knife	0	30
CROC MAN	Boarding Shotgun, Antipersonnel Mines	Pistol, Knife	0	29
CROC MAN	MULTI Sniper Rifle, Antipersonnel Mines	Pistol, Knife	1.5	38
CROC MAN Hacker (Assault Hacking Device)	Combi Rifle, Antipersonnel Mines	Pistol, Knife	0.5	36
CROC MAN (Forward Observer, Deployable Repeater)	Combi Rifle, Antipersonnel Mines	Pistol, Knife	0	32
CROC MAN Lieutenant	Combi Rifle, Antipersonnel Mines	Pistol, Knife	2	30

ISC: Trauma-Docs Support Troops




'TRAUMA-DOCS'

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

Equipment: MediKit
Special Skills: Doctor

Name	BS Weapons	CC Weapons	SWC	C
TRAUMA-DOC	Combi Rifle	Pistol, Knife	0	14

ISC: Machinists Support Troops




MACHINISTS

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

Special Skills: Engineer

Name	BS Weapons	CC Weapons	SWC	C
MACHINIST	Combi Rifle, D-Charges	Pistol, Knife	0	15

ISC: Pathfinder Dronbot Support Troops









PATHFINDER DRONBOTS

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	AVA
6-4	8	11	10	13	0	3	1	3	2

Special Skills: Deactivator · Forward Observer · G: Remote Presence · Repeater · Sat-lock · Sensor

Name	BS Weapons	CC Weapons	SWC	C
PATHFINDER DRONBOT	Combi Rifle, Sniffer	Electric Pulse	0	16

-  Extremely Impetuous
-  Impetuous
-  Frenzy
-  Hackable
-  Irregular
-  Regular
-  Cube

- Extremely Impetuous
- Impetuous
- Frenzy
- Hackable
- Irregular
- Regular
- Cube

ISC: Sierra Dronbot Support Troops

'SIERRA' DRONBOTS

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	AVA
6-4	8	11	10	13	0	3	1	3	2

Equipment: 360° Visor
Special Skills: G: Remote Presence · Total Reaction

Name	BS Weapons	CC Weapons	SWC	C
SIERRA DRONBOT	HMG	Electric Pulse	1	25

ISC: Clipper Dronbot Support Troops

'CLIPPER' DRONBOTS

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	AVA
6-4	8	12	10	13	0	3	1	3	2

Special Skills: G: Remote Presence

Name	BS Weapons	CC Weapons	SWC	C
CLIPPER DRONBOT	Smart Missile Launcher	Electric Pulse	1.5	18

ISC: Fugazi Dronbot Support Troops

FUGAZI DRONBOTS

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	AVA
6-6	8	8	11	13	0	3	1	3	2

Special Skills: CH: Mimetism · G: Remote Presence · Repeater

Name	BS Weapons	CC Weapons	SWC	C
FUGAZI DRONBOT	Flash Pulse, Sniffer	Electric Pulse	0	8

ISC: Jeanne d'Arc Character

JOAN OF ARC

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	23	15	15	15	5	6	2	2	1

Special Skills: Inspiring Leadership · Martial Arts L3 · Religious Troop · V: No Wound Incapacitation

Name	BS Weapons	CC Weapons	SWC	C
JOAN OF ARC	MULTI Rifle, Nanopulser	Pistol, AP CCW	0	49
JOAN OF ARC	MULTI Rifle, Nanopulser	Pistol, DA CCW	0	50
JOAN OF ARC Lieutenant	MULTI Rifle, Nanopulser	Pistol, AP CCW	+1	49
JOAN OF ARC Lieutenant	MULTI Rifle, Nanopulser	Pistol, DA CCW	+1	50



YU JING



- Extremely Impetuous
- Impetuous
- Frenzy
- Hackable
- Irregular
- Regular
- Cube

ISC: Zhanshi Line Troops

ZHANSHI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	14	11	10	13	1	0	1	2	Total

Name	BS Weapons	CC Weapons	SWC	C
ZHANSHI	Combi Rifle	Pistol, Knife	0	11
ZHANSHI	HMG	Pistol, Knife	1	19
ZHANSHI	Combi Rifle + Light Grenade Launcher	Pistol, Knife	1	15
ZHANSHI	MULTI Sniper Rifle	Pistol, Knife	1.5	19
ZHANSHI	Missile Launcher	Pistol, Knife	1.5	16
ZHANSHI Hacker (Hacking Device)	Combi Rifle	Pistol, Knife	0.5	19
ZHANSHI (Forward Observer)	Combi Rifle	Pistol, Knife	0	12
ZHANSHI Paramedic (MediKit)	Combi Rifle	Pistol, Knife	0	13
ZHANSHI Lieutenant	Combi Rifle	Pistol, Knife	0	11

ISC: Zhànyǐng Imperial Agents Veteran Troops

ZHÀNYǐNG Imperial Agents

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	16	12	10	13	2	3	1	2	2

Special Skills: Bioimmunity · Sixth Sense L2

Name	BS Weapons	CC Weapons	SWC	C
ZHÀNYǐNG (Sensor)	Breaker Combi Rifle, Nimbus Grenades	Pistol, Electric Pulse	0	26
ZHÀNYǐNG	HMG	Pistol, Electric Pulse	1	30
ZHÀNYǐNG (Sensor)	Boarding Shotgun, Nimbus Grenades	Pistol, Electric Pulse	0	23
ZHÀNYǐNG	Missile Launcher, Nanopulser, Nimbus Grenades	Pistol, Electric Pulse	1.5	28
ZHÀNYǐNG Hacker (Hacking Device)	Breaker Combi Rifle, D-Charges	Pistol, Electric Pulse	0.5	32
ZHÀNYǐNG (Forward Observer)	Breaker Combi Rifle	Pistol, Electric Pulse	0	25
ZHÀNYǐNG Lieutenant	HMG	Pistol, Electric Pulse	1	30
ZHÀNYǐNG Lieutenant (Sensor)	Breaker Combi Rifle, Nimbus Grenades	Pistol, Electric Pulse	0	26

Extremely Impetuous

Impetuous

Frenzy

Hackable

Irregular

Regular

Cube

ISC: Tiger Soldiers Elite Troops

TIGER SOLDIERS

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-2	15	13	12	14	2	0	1	2	3

Special Skills: AD: Combat Jump / Multiterrain · CH: Mimetism

Name	BS Weapons	CC Weapons	SWC	C
TIGER SOLDIER	Combi Rifle + Light Flamethrower	Pistol, Knife	0	27
TIGER SOLDIER	Boarding Shotgun	Pistol, Knife	0	25
TIGER SOLDIER	MULTI Sniper Rifle	Pistol, Knife	1.5	34
TIGER SOLDIER	Spitfire	Pistol, Knife	1.5	32
TIGER SOLDIER Hacker (Assault Hacking Device)	Combi Rifle + Light Flamethrower	Pistol, Knife	0.5	33
TIGER SOLDIER Paramedic (MediKit)	Combi Rifle + Light Flamethrower	Pistol, Knife	0	29
TIGER SOLDIER Lieutenant	Combi Rifle + Light Flamethrower	Pistol, Knife	1	27

ISC: Zúyǒng Invincibles, Terra-Cotta Soldiers Line Troops

ZÚYǒNG Invincibles, Terra-Cotta Soldiers

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	15	13	12	13	3	3	2	2	5

Special Skills: Kinematika L1

Name	BS Weapons	CC Weapons	SWC	C
ZÚYǒNG	Combi Rifle	2 Breaker Pistols, Knife	0	27
ZÚYǒNG	Combi Rifle + 1 TinBot B (Deflector L2)	2 Breaker Pistols, Knife	0.5	30
ZÚYǒNG	HMG	2 Breaker Pistols, Knife	1.5	35
ZÚYǒNG	Boarding Shotgun	2 Breaker Pistols, Knife	0	26
ZÚYǒNG	MULTI Rifle	2 Breaker Pistols, Knife	0	31
ZÚYǒNG	Missile Launcher, Light Shotgun	2 Breaker Pistols, Knife	2	36
ZÚYǒNG (AutomediKit)	HMG	2 Breaker Pistols, Knife	2	39
ZÚYǒNG (Forward Observer)	Combi Rifle	2 Breaker Pistols, Knife	0	28
ZÚYǒNG Paramedic (MediKit)	Combi Rifle	2 Breaker Pistols, Knife	0	29
ZÚYǒNG Lieutenant	Combi Rifle	2 Breaker Pistols, Knife	0	27
ZÚYǒNG Lieutenant (AutomediKit)	HMG	2 Breaker Pistols, Knife	1	39

ISC: Yǎn Huǒ Invincibles, Fire Support Heavy Regiment Line Troops

Yǎn Huǒ Invincibles, Fire Support Heavy Regiment

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-2	15	14	13	13	5	3	2	5	2

Name	BS Weapons	CC Weapons	SWC	C
Yǎn Huǒ	MULTI HMG	Pistol, Knife	2	53
Yǎn Huǒ	Hyper-Rapid Magnetic Cannon	Pistol, Knife	2	54
Yǎn Huǒ	2 Missile Launchers	Pistol, Knife	2	52
Yǎn Huǒ Lieutenant	MULTI HMG	Pistol, Knife	2	53
Yǎn Huǒ Lieutenant	Hyper-Rapid Magnetic Cannon	Pistol, Knife	2	54

ISC: Wú Míng Assault Corps

Line Troops



WÚ MÍNG Assault Corps (Those Without Name)

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	16	13	13	13	4	3	2	2	3

Special Skills: Kinematika L1

Name	BS Weapons	CC Weapons	SWC	C
WU MÍNG	MULTI Rifle + Light Grenade Launcher	Pistol, Knife	0	39
WU MÍNG	HMG	Pistol, Knife	2	39
WU MÍNG	MULTI Rifle + Nimbus Light Grenade Launcher	Pistol, Knife	0	35
WU MÍNG	Boarding Shotgun + 1 TinBot B (Deflector L2)	Pistol, Knife	0.5	33
WU MÍNG	Panzerfaust, Light Shotgun	Pistol, Knife	0.5	29
WU MÍNG (Forward Observer)	Boarding Shotgun	Pistol, Knife	0	31

ISC: Dào Fěi Tactical Section

Veteran Troops



DÀOFĒI Tactical Section

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	16	13	14	13	4	3	2	2	1

Special Skills: CH: Camouflage · Infiltration

Name	BS Weapons	CC Weapons	SWC	C
DÀOFĒI	MULTI Rifle	Pistol, Shock CCW	0	53
DÀOFĒI	HMG	Pistol, Shock CCW	2	57
DÀOFĒI	Boarding Shotgun	Pistol, Shock CCW	0	48
DÀOFĒI	Spitfire	Pistol, Shock CCW	2	55
DÀOFĒI Hacker (Assault Hacking Device)	MULTI Rifle	Pistol, Shock CCW	0.5	59
DÀOFĒI Lieutenant	MULTI Rifle	Pistol, Shock CCW	0	53
DÀOFĒI Lieutenant	Spitfire	Pistol, Shock CCW	1.5	55

ISC: Hac Tao Special Unit

Elite Troops



HAC TAO Special Unit

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	19	14	14	14	5	6	2	2	1

Special Skills: CH: TO Camouflage · Kinematika L1

Name	BS Weapons	CC Weapons	SWC	C
HAC TAO	MULTI Rifle, Nanopulser	Pistol, DA CCW	0	64
HAC TAO	HMG, Nanopulser	Pistol, DA CCW	2	68
HAC TAO	Boarding Shotgun, Nanopulser	Pistol, DA CCW	0	59
HAC TAO	Missile Launcher, Nanopulser	Pistol, DA CCW	2	65
HAC TAO Hacker (Assault Hacking Device)	MULTI Rifle, Nanopulser	Pistol, DA CCW	0.5	70
HAC TAO (Executive Order)	MULTI Rifle, Nanopulser	Pistol, DA CCW	0.5	65
HAC TAO (Executive Order)	HMG, Nanopulser	Pistol, DA CCW	2	69

- Extremely Impetuous
- Impetuous
- Frenzy
- Hackable
- Irregular
- Regular
- Cube

- Extremely Impetuous
- Impetuous
- Frenzy
- Hackable
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- Regular
- Cube

ISC: Hsien Warriors Headquarters Troops

HSIEN Warriors

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	19	14	14	14	4	6	2	2	2

Equipment: Multispectral Visor L2
Special Skills: Martial Arts L1

Name	BS Weapons	CC Weapons	SWC	C
HSIEN	MULTI Rifle, Nanopulser	Pistol, AP CCW	0	57
HSIEN	MULTI Rifle, Nanopulser + 1 TinBot B (Deflector L2)	Pistol, AP CCW	0.5	60
HSIEN	HMG, Nanopulser	Pistol, AP CCW	2	61
HSIEN	Boarding Shotgun, Nanopulser	Pistol, AP CCW	0	52
HSIEN Lieutenant	MULTI Rifle, Nanopulser	Pistol, AP CCW	+1	57
HSIEN Lieutenant	MULTI Rifle, Nanopulser + 1 TinBot B (Deflector L2)	Pistol, AP CCW	0	60
HSIEN Lieutenant	HMG, Nanopulser	Pistol, AP CCW	2	61

ISC: Gūjiǎ Squadrons Mechanized Troops

GŪJIǎ Squadrons

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	AVA
6-4	19	14	17	13	8	6	3	7	2

Equipment: ECM
Special Skills: Manned

Name	BS Weapons	CC Weapons	SWC	C
GŪJIǎ	MULTI HMG, Heavy Flamethrower	AP CCW	2	88
GŪJIǎ Lieutenant	MULTI HMG, Heavy Flamethrower	AP CCW	3	88

GŪJIǎ PILOT

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	14	11	10	13	0	0	1	2	-

Special Skills: Pilot

Name	BS Weapons	CC Weapons	SWC	C
GŪJIǎ PILOT		Pistol, Knife		

ISC: Gūiláng Skirmishers Spec. Trained Troops

GŪILÁNG Skirmishers

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	14	11	12	14	1	0	1	2	2

Equipment: Multispectral Visor L1
Special Skills: CH: Camouflage · Infiltration · Multiterain

Name	BS Weapons	CC Weapons	SWC	C
GŪILÁNG	Combi Rifle, Antipersonnel Mines	Pistol, Knife	0	25
GŪILÁNG	Boarding Shotgun, Antipersonnel Mines	Pistol, Knife	0	24
GŪILÁNG	MULTI Sniper Rifle, Antipersonnel Mines	Pistol, Knife	1.5	33
GŪILÁNG Hacker (Assault Hacking Device)	Combi Rifle, Antipersonnel Mines	Pistol, Knife	0.5	31
GŪILÁNG (Forward Observer, Deployable Repeater)	Combi Rifle, Antipersonnel Mines	Pistol, Knife	0	27
GŪILÁNG Lieutenant	Combi Rifle, Antipersonnel Mines	Pistol, Knife	2	25

ISC: Ninjas Spec. Trained Troops

NINJAS

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	23	11	12	13	1	0	1	2	2

Special Skills: CH: TO Camouflage · Infiltration · Kinematika L1 · Martial Arts L3 · Multiterrain

Name	BS Weapons	CC Weapons	SWC	C
NINJA	Tactical Bow	Pistol, DA CCW, Knife	0	26
NINJA	Combi Rifle	Pistol, Shock CCW, Knife	0	34
NINJA	Combi Rifle	Pistol, AP CCW, Knife	0	34
NINJA	Combi Rifle	Pistol, DA CCW, Knife	0	35
NINJA	MULTI Sniper Rifle	Pistol, Shock CCW, Knife	1.5	42
NINJA Hacker (Assault Hacking Device)	Combi Rifle	Pistol, Shock CCW, Knife	0.5	40

ISC: Shaolin Warrior Monks Line Troops

SHAOLIN Warrior Monks

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	22	9	13	14	1	0	1	2	4

Special Skills: Kinematika L1 · Martial Arts L3 · Religious Troop

Name	BS Weapons	CC Weapons	SWC	C
SHAOLIN	Combi Rifle, Smoke Grenades	Pistol, Shock CCW	0	11
SHAOLIN	Combi Rifle, Smoke Grenades	Pistol, AP CCW	0	11
SHAOLIN	Combi Rifle, Smoke Grenades	Pistol, DA CCW	0	12
SHAOLIN	Chain Rifle, Smoke Grenades	Pistol, Shock CCW	0	5
SHAOLIN	Boarding Shotgun, Smoke Grenades	Pistol, Shock CCW	0	10
SHAOLIN	Combi Rifle + Smoke Light Grenade Launcher	Pistol, Shock CCW	1	11

ISC: Zhanshi Yǐshēng Support Troops

Zhanshi Yǐshēng

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	14	11	10	13	1	0	1	2	1

Equipment: MediKit
Special Skills: Doctor

Name	BS Weapons	CC Weapons	SWC	C
Zhanshi Yǐshēng	Combi Rifle	Pistol, Knife	0	15

ISC: Mech-Engineer, Zhanshi Gōngchéng Support Troops

MECH-ENGINEERS (Zhanshi Gongchéng)

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	14	11	10	13	1	0	1	2	1


Special Skills: Engineer

Name	BS Weapons	CC Weapons	SWC	C
MECH-ENGINEER	Combi Rifle, D-Charges	Pistol, Knife	0	15

- Extremely Impetuous
- Impetuous
- Frenzy
- Hackable
- Irregular
- Regular
- Cube

- Extremely Impetuous
- Impetuous
- Frenzy
- Hackable
- Irregular
- Regular
- Cube

ISC: Wèibing Yáokòng Support Troops




WÈIBING Yáokòng (Guardian Remote)

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	AVA
6-4	8	11	10	13	0	3	1	3	2

Special Skills: Deactivator · Forward Observer · G: Remote Presence · Repeater · Sat-lock · Sensor

Name	BS Weapons	CC Weapons	SWC	C
WÈIBING Yáokòng	Combi Rifle, Sniffer	Electric Pulse	0	16

ISC: Hùsòng Yáokòng Support Troops



HÙSÒNG Yáokòng (Escort Remote)

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	AVA
6-4	8	11	10	13	0	3	1	3	2

Equipment: 360° Visor
Special Skills: G: Remote Presence · Total Reaction

Name	BS Weapons	CC Weapons	SWC	C
HÙSÒNG Yáokòng	HMG	Electric Pulse	1	25



ISC: Son-Bae Yaókòng Support Troops




SON-BAE Yaókòng

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	AVA
6-4	8	12	10	13	0	3	1	3	1

Special Skills: G: Remote Presence

Name	BS Weapons	CC Weapons	SWC	C
SON-BAE Yaókòng	Smart Missile Launcher	Electric Pulse	1.5	18

ISC: Chaiyi Yaókòng Support Troops




CHAIYI Yaókòng (Messenger Remote)

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

Special Skills: CH: Mimetism · G: Remote Presence · Repeater

Name	BS Weapons	CC Weapons	SWC	C
CHAIYI Yaókòng	Flash Pulse, Sniffer	Electric Pulse	0	8

ISC: Sun Tze Character



SUN TZE

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	15	12	12	17	4	6	2	2	1

Special Skills: CH: Mimetism · Strategos L3 · Total Immunity · V: No Wound Incapacitation

Name	BS Weapons	CC Weapons	SWC	C
SUN TZE	Boarding Shotgun, 2 Nanopulsers, Flash Pulse	Pistol, Knife	0	55
SUN TZE	MULTI Rifle, 2 Nanopulsers, Flash Pulse	Pistol, Knife	0	60
SUN TZE Lieutenant (Advanced Command)	Boarding Shotgun, 2 Nanopulsers, Flash Pulse	Pistol, Knife	0	60
SUN TZE Lieutenant (Advanced Command)	MULTI Rifle, 2 Nanopulsers, Flash Pulse	Pistol, Knife	0	65

- Extremely Impetuous
- Impetuous
- Frenzy
- Hackable
- Irregular
- Regular
- Cube

Extremely Impetuous

Impetuous

Frenzy

Hackable

Irregular

Regular

Cube



ISC: Line Kazaks Line Troops



LINE KAZAKS

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	13	11	11	13	1	0	1	2	Total

Name	BS Weapons	CC Weapons	SWC	C
LINE KAZAK	Rifle	Pistol, Knife	0	9
LINE KAZAK	AP HMG	Pistol, Knife	1	23
LINE KAZAK	Rifle, Light Grenade Launcher	Pistol, Knife	1	13
LINE KAZAK	Sniper Rifle	Pistol, Knife	0.5	16
LINE KAZAK	Missile Launcher	Pistol, Knife	1.5	17
LINE KAZAK (Forward Observer)	Rifle	Pistol, Knife	0	10
LINE KAZAK Paramedic (MediKit)	Rifle	Pistol, Knife	0	11
LINE KAZAK Lieutenant	Rifle	Pistol, Knife	0	9

ISC: Para-Commandos Spec. Trained Troops



1er Régiment de PARA-COMMANDOS

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	13	12	11	14	2	0	1	2	4

Special Skills: AD: Parachutist · CH: Mimetism

Name	BS Weapons	CC Weapons	SWC	C
PARA-COMMANDO	Rifle	Pistol, Knife	0	20
PARA-COMMANDO	HMG	Pistol, Knife	1	31
PARA-COMMANDO	Boarding Shotgun	Pistol, Knife	0	22
PARA-COMMANDO	Rifle, Light Grenade Launcher	Pistol, Knife	1	24
PARA-COMMANDO	Sniper Rifle	Pistol, Knife	0.5	27
PARA-COMMANDO (Forward Observer)	Rifle	Pistol, Knife	0	21

ISC: Kazak Spetsnazs

Elite Troops



KAZAK SPETSNAZS

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	20	12	12	13	2	0	1	2	2

Special Skills: Marksmanship L2 · Martial Arts L2

Name	BS Weapons	CC Weapons	SWC	C
SPETSNAZ (CH: Ambush Camouflage)	HMG	Pistol, CCW, Knife	1.5	38
SPETSNAZ (CH: Ambush Camouflage)	Sniper Rifle	Pistol, CCW, Knife	1.5	34
SPETSNAZ (CH: Mimetism, AD: Parachutist)	Boarding Shotgun, Grenades	Pistol, AP CCW, Knife	0	33
SPETSNAZ (CH: Mimetism, AD: Parachutist)	Rifle, Grenades	Pistol, AP CCW, Knife	0	31

ISC: USArriadna GRUNTS, Line Rangers Regiments

Garrison Troops



USArriadna GRUNTS, Line Rangers Regiments

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-2	13	11	11	12	3	0	1	2	2

Special Skills: Shock Immunity

Name	BS Weapons	CC Weapons	SWC	C
GRUNT	Rifle	Pistol, Knife	0	10
GRUNT	Heavy Flamethrower, Light Shotgun	Pistol, Knife	0	10
GRUNT	HMG	Pistol, Knife	1	21
GRUNT	Rifle, Light Grenade Launcher	Pistol, Knife	1	14
GRUNT (Marksmanship LX)	Sniper Rifle	Pistol, Knife	0.5	18
GRUNT (Inferior Infiltration)	Heavy Flamethrower, Light Shotgun	Pistol, Knife	0.5	11
GRUNT (Forward Observer)	Rifle	Pistol, Knife	0	11
GRUNT Paramedic (MediKit)	Rifle	Pistol, Knife	0	12
GRUNT Lieutenant	Rifle	Pistol, Knife	1	10
GRUNT Lieutenant	Rifle, Light Grenade Launcher	Pistol, Knife	1	14

ISC: TankHunters

Elite Troops



TANKHUNTERS Regiment

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-2	14	12	12	14	3	0	1	2	3

Special Skills: CH: Camouflage · V: Courage

Name	BS Weapons	CC Weapons	SWC	C
TANKHUNTER	AP Rifle, Adhesive Launcher, D-Charges	Pistol, Knife	0	25
TANKHUNTER	AP HMG, D-Charges	Pistol, Knife	1.5	35
TANKHUNTER	Portable Autocannon, D-Charges	Pistol, Knife	1.5	34
TANKHUNTER	Missile Launcher	Pistol, Knife	1.5	29
TANKHUNTER Lieutenant	AP Rifle, Adhesive Launcher, D-Charges	Pistol, Knife	1	25

- Extremely Impetuous
- Impetuous
- Frenzy
- Hackable
- Irregular
- Regular
- Cube

Extremely Impetuous

Impetuous

Frenzy


Hackable

Irregular

Regular

Cube

ISC: Minutemen Veteran Troops




5th MINUTEMEN 'Ohio'

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	17	13	13	12	3	0	1	2	3

Special Skills: Kinematika L1 · Multiterrain · Not Hackable · Shock Immunity

Name	BS Weapons	CC Weapons	SWC	C
MINUTEMAN	Rifle, 2 Light Flamethrowers	Pistol, CCW	0	22
MINUTEMAN	AP HMG	Pistol, CCW	1.5	34
MINUTEMAN	Boarding Shotgun, Grenades	Pistol, CCW	0	24
MINUTEMAN	Missile Launcher, Light Flamethrower	Pistol, CCW	1.5	29
MINUTEMAN (Forward Observer)	Rifle, 2 Light Flamethrower	Pistol, CCW	0	23
MINUTEMAN (Marksmanship L1, X-Visor)	AP Rifle, 2 Light Flamethrowers	Pistol, CCW	0	29
MINUTEMAN Lieutenant	Rifle, 2 Light Flamethrowers	Pistol, CCW	0	22
MINUTEMAN Lieutenant	AP HMG	Pistol, CCW	1	34

ISC: Moblots Veteran Troops




13ème MOBLOTS

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

Special Skills: Jungle Terrain · Not Hackable · Shock Immunity

Name	BS Weapons	CC Weapons	SWC	C
MOBLOT	Rifle, Light Shotgun	Pistol, Knife	0	21
MOBLOT	HMG	Pistol, Knife	1.5	29
MOBLOT	AP Rifle, Light Shotgun	Pistol, Knife	0	23
MOBLOT	Boarding Shotgun, Panzerfaust	Pistol, Knife	0	23
MOBLOT (CH: Mimetism)	Rifle, Light Shotgun	Pistol, Knife	0	23
MOBLOT (Infiltration)	Rifle, Light Shotgun E/Mauler	Pistol, Knife	0	26
MOBLOT Engineer	Rifle, Light Shotgun D-Charges	Pistol, Knife	0	25
MOBLOT Paramedic (MediKit)	Rifle, Light Shotgun	Pistol, Knife	0	23
MOBLOT Lieutenant	Rifle, Light Shotgun	Pistol, Knife	0	21
MOBLOT Lieutenant	HMG	Pistol, Knife	1	29

ISC: Veteran Kazaks Elite Troops



VETERAN KAZAKS

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	17	13	12	14	4	0	1	2	2

Special Skills: CH: Mimetism · Not Hackable · Shock Immunity · Veteran L2 (Sixth Sense L2, V: NWI)

Name	BS Weapons	CC Weapons	SWC	C
VETERAN KAZAK	AP Rifle, Light Flamethrower	Heavy Pistol, Knife	0	37
VETERAN KAZAK	AP HMG	Heavy Pistol, Knife	2	47
VETERAN KAZAK	Boarding Shotgun	Heavy Pistol, Knife	0	35
VETERAN KAZAK Paramedic (MediKit)	AP Rifle, Light Flamethrower	Heavy Pistol, Knife	0	39
VETERAN KAZAK (Forward Observer)	AP Rifle, Light Flamethrower	Heavy Pistol, Knife	0	38
VETERAN KAZAK Lieutenant	AP Rifle, Light Flamethrower	Heavy Pistol, Knife	0	37
VETERAN KAZAK Lieutenant	AP HMG	Heavy Pistol, Knife	1	47

ISC: Foxtrot Rangers

Spec. Trained Troops



7th FOXTROT RANGERS 'Newport'

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	13	11	13	13	0	0	1	2	3

Special Skills: CH: Camouflage · Infiltration · Multiterain

Name	BS Weapons	CC Weapons	SWC	C
FOXTROT	Rifle, Antipersonnel Mines	Pistol, Knife	0	17
FOXTROT	Boarding Shotgun, Antipersonnel Mines	Pistol, Knife	0	19
FOXTROT	Rifle, Light Grenade Launcher	Pistol, Knife	1	20
FOXTROT	Sniper Rifle, Antipersonnel Mines	Pistol, Knife	0.5	24
FOXTROT (Forward Observer)	Rifle, Antipersonnel Mines	Pistol, Knife	0	18
FOXTROT Lieutenant	Rifle, Antipersonnel Mines	Pistol, Knife	2	17

ISC: HARDCASES, 2nd Irregular FRONTIERSMEN Battalion

Spec. Trained Troops



HARDCASES, 2nd Irregular FRONTIERSMEN Battalion

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	14	11	13	12	0	0	1	2	2

Special Skills: CH: Ambush Camouflage · Infiltration · Multiterain

Name	BS Weapons	CC Weapons	SWC	C
HARDCASE FRONTIERSMAN	Tactical Bow, Light Shotgun	Pistol, Knife	0	12
HARDCASE FRONTIERSMAN	Tactical Bow, Rifle	Pistol, Knife	0	14

ISC: S.A.S.

Spec. Trained Troops



1st Highlanders S.A.S.

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	19	11	13	13	0	0	1	2	2

Special Skills: CH: Camouflage · Infiltration · Kinematika L1 · Martial Arts L2 · Multiterain

Name	BS Weapons	CC Weapons	SWC	C
S.A.S.	Rifle	Pistol, AP CCW, Knife	0	23
S.A.S.	Boarding Shotgun	Pistol, AP CCW, Knife	0	25
S.A.S.	Sniper Rifle	Pistol, AP CCW, Knife	0.5	30
S.A.S. (Forward Observer)	Rifle	Pistol, AP CCW, Knife	0	24
S.A.S. Lieutenant	Rifle	Pistol, AP CCW, Knife	2	23

ISC: Scouts

Elite Troops



Ariadna SCOUTS

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


Special Skills: CH: Camouflage · Infiltration · Marksmanship L1 · Multiterain

Name	BS Weapons	CC Weapons	SWC	C
SCOUT	Ojotnik, D-Charges, Antipersonnel Mines	Pistol, Knife	0	29
SCOUT	Ojotnik, D-Charges, E/Mauler	Pistol, Knife	0	29
SCOUT	Boarding Shotgun, D-Charges, Antipersonnel Mines	Pistol, Knife	0	25
SCOUT	AP Sniper Rifle, Antipersonnel Mines	Pistol, Knife	1	29
SCOUT (Forward Observer)	Ojotnik, D-Charges, Antipersonnel Mines	Pistol, Knife	0	30
SCOUT Lieutenant	Ojotnik, D-Charges, Antipersonnel Mines	Pistol, Knife	0	29

- Extremely Impetuous
- Impetuous
- Frenzy
- Hackable
- Irregular
- Regular
- Cube

- Extremely Impetuous
- Impetuous
- Frenzy
- Hackable
- Irregular
- Regular
- Cube

ISC: 45th Highlanders Rifles Line Troops




45th HIGHLANDERS RIFLES 'Galwegian'

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	21	10	14	14	1	0	1	2	Total

Special Skills: Berserk · V: Dogged

Name	BS Weapons	CC Weapons	SWC	C
HIGHLANDER	Rifle, Smoke Grenades	Pistol, AP CCW	0	11
HIGHLANDER	Chain Rifle, Smoke Grenades	Pistol, AP CCW	0	6
HIGHLANDER	Boarding Shotgun, Smoke Grenades	Pistol, AP CCW	0	13

ISC: Irmadinhos Line Troops



IRMANDINHOS


MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	20	10	14	13	1	0	1	2	3

Special Skills: Booty L1 · Engineer · Scavenger

Name	BS Weapons	CC Weapons	SWC	C
IRMANDINHO	Rifle, D-Charges, Smoke Grenades	Pistol, AP CCW	0	14
IRMANDINHO	Chain Rifle, D-Charges, Smoke Grenades	Pistol, AP CCW	0	8
IRMANDINHO	Boarding Shotgun, D-Charges, Smoke Grenades	Pistol, AP CCW	0	16

ISC: Antipode Assault Pack Support Troops

Name	SWC	C
ASSAULT PACK (3 Antipodes + 1 Handler)	0	25




ANTIPODE ASSAULT PACK HANDLER

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	13	11	11	13	1	0	1	2	1

Equipment: Antipode Control Device

Name	BS Weapons	CC Weapons	SWC	C
HANDLER	Rifle, Smoke Light Grenade Launcher	Pistol, Knife	-	10



ANTIPODE ASSAULT PACK ANTIPODE

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
6-6	20	0	15	13	0	0	1	5	3

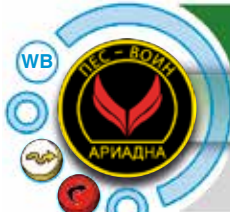
Special Skills: Antipode · CH: Camouflage · Jungle Terrain · Kinematika L2 · Sensor · Super-Jump

Name	BS Weapons	CC Weapons	SWC	C
ANTIPODE		AP CCW	-	5

ISC: Dog-Warriors

Support Troops


NOTE: A Dog-Warrior is always deployed in Dogface form and only transmutes to Dog-Warrior under the conditions indicated by the Transmutation Special Skill.



DOG-WARRIORS
FORM: DOGFACE

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	19	10	14	12	1	0	1	2	2

Special Skills: Super-Jump · Total Immunity · Transmutation · V: Courage



DOG-WARRIORS
FORM: DOG-WARRIOR


MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
6-4	21	10	16	12	3	0	2	6	-

Special Skills: Super-Jump · Total Immunity · V: Courage

Name	BS Weapons	CC Weapons	SWC	C
DOG-WARRIOR	2 Chain Rifles, Grenades, Smoke Grenades	AP CCW	0	27

ISC: Kazak Doktor

Support Troops



KAZAK DOKTOR


MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	13	11	11	13	1	0	1	2	1

Equipment: MediKit
Special Skills: Doctor

Name	BS Weapons	CC Weapons	SWC	C
KAZAK DOKTOR	Rifle	Pistol, Knife	0	13

ISC: Uxia McNeill

Character



UXIA McNEILL, Corporal of 1st Highlanders S.A.S.


MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	21	11	13	13	0	0	1	2	1

Equipment: Multispectral Visor L1
Special Skills: CH: Camouflage · Infiltration · Kinematika L1 · Martial Arts L2 · Multiterain

Name	BS Weapons	CC Weapons	SWC	C
UXIA McNEILL	Boarding Shotgun, Grenades, Smoke Grenades	Pistol, AP CCW, Knife	0	28

ISC: Van Zant

Character



Roger VAN ZANT, Captain of 6th Airborne Ranger Reg. 'Oklahoma'

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	22	13	13	14	2	0	1	2	1

Special Skills: AD: Tactical Jump · Kinematika L1 · Martial Arts L2 · V: Dogged

Name	BS Weapons	CC Weapons	SWC	C
VAN ZANT	AP Rifle	Heavy Pistol, AP CCW	1	37
VAN ZANT (Executive Order)	AP Rifle	Heavy Pistol, AP CCW	1	38

- Extremely Impetuous
- Impetuous
- Frenzy
- Hackable
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- Regular
- Cube

Extremely Impetuous

Impetuous

Frenzy

Hackable

Irregular

Regular

Cube



ISC: Ghulam Infantry Line Troops

GHULAM Infantry

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	13	11	10	14	1	0	1	2	Total

Name	BS Weapons	CC Weapons	SWC	C
GHULAM	Rifle + Light Shotgun	Pistol, Knife	0	12
GHULAM	HMG	Pistol, Knife	1	20
GHULAM	Rifle + Light Grenade Launcher	Pistol, Knife	1	13
GHULAM	Missile Launcher	Pistol, Knife	1.5	17
GHULAM	Sniper Rifle	Pistol, Knife	0.5	16
GHULAM	Rifle + Light Shotgun, Panzerfaust	Pistol, Knife	0.5	15
GHULAM Hacker (Hacking Device)	Rifle + Light Shotgun	Pistol, Knife	0.5	20
GHULAM Doctor Plus (MediKit)	Rifle + Light Shotgun	Pistol, Knife	0	16
GHULAM (Forward Observer)	Rifle + Light Shotgun	Pistol, Knife	0	13
GHULAM (Deployable Repeater)	Rifle + Light Shotgun, E/Mauler	Pistol, Knife	0	14
GHULAM Lieutenant	Rifle + Light Shotgun	Pistol, Knife	0	12
GHULAM Lieutenant	HMG	Pistol, Knife	0.5	20
GHULAM Lieutenant	Missile Launcher	Pistol, Knife	1.5	17

ISC: Naffatûn Line Troops

NAFFATÛN

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	13	11	11	14	1	3	1	2	4

Name	BS Weapons	CC Weapons	SWC	C
NAFFATÛN	Rifle + Light Flamethrower, Grenades	Pistol, Knife	0	12
NAFFATÛN	Rifle + Heavy Flamethrower	Pistol, Knife	0	13
NAFFATÛN Lieutenant	Rifle + Light Flamethrower, Grenades	Pistol, Knife	0	12

ISC: Khawarijs Elite Troops

KHAWARIJS

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	20	13	13	14	1	3	1	2	3

Special Skills: Bioimmunity · Poison · Religious Troop · Super-Jump

Name	BS Weapons	CC Weapons	SWC	C
KHAWARIJ	Rifle + Light Shotgun, Grenades	Pistol, AP CCW	0	27
KHAWARIJ	Boarding Shotgun, Panzerfaust	Pistol, AP CCW	0	27
KHAWARIJ	Spitfire	Pistol, AP CCW	1	31
KHAWARIJ Doctor Plus (MediKit)	Boarding Shotgun, Grenades	Pistol, AP CCW	0	30
KHAWARIJ Lieutenant	Rifle + Light Shotgun, Grenades	Pistol, AP CCW	0	27
KHAWARIJ Lieutenant	Spitfire	Pistol, AP CCW	1	31

ISC: HASSASSIN GOVADS Spec. Trained Troops

HASSASSIN GOVADS

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	14	12	11	14	2	3	1	2	3

Equipment: Multispectral Visor L1
Special Skills: Religious Troop · Veteran L1

Name	BS Weapons	CC Weapons	SWC	C
GOVAD	Rifle + Light Shotgun	Breaker Pistol, Knife	0	21
GOVAD	HMG	Breaker Pistol, Knife	1.5	29
GOVAD	Boarding Shotgun	Breaker Pistol, Knife	0	20
GOVAD	Sniper Rifle	Breaker Pistol, Knife	0.5	25
GOVAD	Missile Launcher, Light Shotgun	Breaker Pistol, Knife	1.5	30
GOVAD Hacker (Hacking Device)	Boarding Shotgun	Breaker Pistol, Knife	0.5	28
GOVAD Lieutenant	Rifle + Light Shotgun	Breaker Pistol, Knife	0	21

ISC: Zhayedan Intervention Troops Spec. Trained Troops

ZHAYEDAN Intervention Troops

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	15	12	11	14	2	3	1	2	3

Equipment: AutoMediKit
Special Skills: Veteran L1

Name	BS Weapons	CC Weapons	SWC	C
ZHAYEDAN (Marksmanship L2)	Breaker Rifle + Light Shotgun	Pistol, Knife	0	31
ZHAYEDAN	HMG	Pistol, Knife	1.5	32
ZHAYEDAN (Marksmanship L2)	Sniper Rifle	Pistol, Knife	0.5	31
ZHAYEDAN	Missile Launcher, Nimbus Grenades	Pistol, Knife	1.5	30
ZHAYEDAN Doctor Plus (MediKit)	Boarding Shotgun	Pistol, Knife	0	27
ZHAYEDAN Lieutenant (Marksmanship L2)	Breaker Rifle + Light Shotgun	Pistol, Knife	0	31
ZHAYEDAN Lieutenant	HMG	Pistol, Knife	1.5	32

- Extremely Impetuous
- Impetuous
- Frenzy
- Hackable
- Irregular
- Regular
- Cube

- Extremely Impetuous
- Impetuous
- Frenzy
- Hackable
- Irregular
- Regular
- Cube

ISC: Djanbazan Tactical Group Elite Troops

DJANBAZAN Tactical Group

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-2	14	12	11	14	3	0	1	2	2

Equipment: Multispectral Visor L2
Special Skills: Multiterrain · Regeneration

Name	BS Weapons	CC Weapons	SWC	C
DJANBAZAN	Rifle + Light Shotgun	Pistol, Knife	0	27
DJANBAZAN	HMG	Pistol, Knife	1.5	35
DJANBAZAN	Sniper Rifle	Pistol, Knife	0.5	31
DJANBAZAN Hacker (Hacking Device)	Rifle + Light Shotgun	Pistol, Knife	0.5	35
DJANBAZAN Doctor Plus (MediKit)	Rifle + Light Shotgun	Pistol, Knife	0	31
DJANBAZAN Lieutenant	Rifle + Light Shotgun	Pistol, Knife	1	27

ISC: Hassassin Ragiks Elite Troops

HASSASSIN RAGIKS

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-2	14	12	12	15	2	0	1	2	3

Special Skills: AD: Combat Jump · Religious Troop · V: Dogged

Name	BS Weapons	CC Weapons	SWC	C
RAGIK	Rifle + Light Shotgun	Pistol, CCW	0	26
RAGIK	Boarding Shotgun	Pistol, CCW	0	25
RAGIK	Spitfire	Pistol, CCW	1.5	32
RAGIK Hacker (Assault Hacking Device)	Rifle + Light Shotgun	Pistol, CCW	0.5	32

ISC: Janissaries Veteran Troops

JANISSARIES

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	15	13	14	14	4	3	2	2	2

Special Skills: Religious Troop

Name	BS Weapons	CC Weapons	SWC	C
JANISSARY	AP Rifle + Light Shotgun	Pistol, CCW	0	36
JANISSARY	AP Rifle + Light Shotgun + 1 TinBot A (Deflector L1)	Pistol, CCW	0.5	37
JANISSARY	HMG	Pistol, CCW	2	40
JANISSARY	Boarding Shotgun	Pistol, CCW	0	31
JANISSARY Akbar Doctor (MediKit)	AP Rifle + Light Shotgun	Pistol, CCW	0	41
JANISSARY Lieutenant	AP Rifle + Light Shotgun	Pistol, CCW	0.5	36

ISC: Maghariba Guard Mechanized Troops

MAGHARIBA GUARD

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	AVA
6-4	16	14	17	14	8	6	3	8	1

Equipment: Advanced ECM
Special Skills: Heavyweight · Manned

Name	BS Weapons	CC Weapons	SWC	C
MAGHARIBA	MULTI HMG, Heavy Flamethrower		2	78
MAGHARIBA	MULTI HMG	2 Heavy Pistols	2	79
MAGHARIBA (360° Visor)	MULTI HMG, Heavy Flamethrower		2	98

MAGHARIBA PILOT

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	13	11	10	14	0	0	1	2	-

Special Skills: Pilot

Name	BS Weapons	CC Weapons	SWC	C
MAGHARIBA PILOT		Pistol, Knife		

ISC: Hunzakuts Spec. Trained Troops

HUNZAKUTS

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	13	11	12	14	0	0	1	2	2

Special Skills: CH: Camouflage · Infiltration · Multiterrain

Name	BS Weapons	CC Weapons	SWC	C
HUNZAKUT (Deployable Repeater)	Rifle + Light Grenade Launcher, Antipersonnel Mines	Pistol, Knife	0.5	18
HUNZAKUT	Sniper Rifle, Antipersonnel Mines	Pistol, Knife	0.5	21
HUNZAKUT (Forward Observer, Deployable Repeater)	Rifle + Light Shotgun, Antipersonnel Mines	Pistol, Knife	0	18

ISC: Murabids Tuareg Spec. Trained Troops

MURABIDS TUAREG

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	13	11	12	15	1	0	1	2	2

Special Skills: CH: TO Camouflage · Infiltration · Multiterrain

Name	BS Weapons	CC Weapons	SWC	C
TUAREG	Rifle + Light Shotgun, Antipersonnel Mines	Pistol, Knife	0	29
TUAREG	Boarding Shotgun, Antipersonnel Mines	Pistol, Knife	0	28
TUAREG	Sniper Rifle, Antipersonnel Mines	Pistol, Knife	0.5	33
TUAREG Hacker (Assault Hacking Device)	Rifle + Light Shotgun, Antipersonnel Mines	Pistol, Knife	0.5	35
TUAREG Doctor Plus (MediKit)	Rifle + Light Shotgun, Antipersonnel Mines	Pistol, Knife	0	33

- Extremely Impetuous
- Impetuous
- Frenzy
- Hackable
- Irregular
- Regular
- Cube

- Extremely Impetuous
- Impetuous
- Frenzy
- Hackable
- Irregular
- Regular
- Cube

ISC: Hassassin Fiday Spec. Trained Troops

HASSASSIN FIDAY

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	21	11	12	15	1	0	1	2	1

Special Skills: Basic Impersonation · Kinematika L1 · Martial Arts L3 · Multiterain · Religious Troop

Name	BS Weapons	CC Weapons	SWC	C
FIDAY	Rifle + Light Shotgun, Smoke Grenades	Pistol, DA CCW, Knife	0	31
FIDAY	Rifle + Light Shotgun, Smoke Grenades	Pistol, AP CCW, Knife	0	30

ISC: Kum Motorized Troops Line Troops

KUM MOTORIZED TROOPS MOUNTED

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
8-6	20	11	13	14	1	0	1	4	Total

Equipment: Motorcycle · BS Weapon: Smoke Light Grenade Launcher
Special Skills: Kinematika L2 · V: Dogged

KUM MOTORIZED TROOPS DISMOUNTED

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	20	11	13	14	1	0	1	2	Total

Special Skills: V: Dogged

Name	BS Weapons	CC Weapons	SWC	C
KUM	Rifle + Light Shotgun, Smoke Grenades	Pistol, Shock CCW	0	19
KUM	Chain Rifle, Smoke Grenades	Pistol, AP CCW	0	10
KUM	Light Shotgun, Smoke Grenades	Pistol, E/M CCW	0	14

ISC: Najjarun Engineers Support Troops

NAJJARUN Engineer

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	13	11	10	14	1	0	1	2	1

Special Skills: Engineer · V: Courage

Name	BS Weapons	CC Weapons	SWC	C
NAJJARUN Engineer	Rifle + Light Shotgun, D-Charges	Pistol, Knife	0	17

ISC: Rafiq Remotes Support Troops

RAFIQ REMOTES

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

Special Skills: Deactivator · Forward Observer · G: Remote Presence · Repeater · Sat-lock · Sensor

Name	BS Weapons	CC Weapons	SWC	C
RAFIQ REMOTE	Rifle + Light Shotgun, Sniffer	Electric Pulse	0	16

ISC: Shihab Remotes Support Troops



SHIHAB REMOTES

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

Equipment: 360° Visor
Special Skills: G: Remote Presence · Total Reaction

Name	BS Weapons	CC Weapons	SWC	C
SHIHAB REMOTE	HMG	Electric Pulse	1	25

ISC: Fanous Remotes Support Troops



FANOUS REMOTES

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

Special Skills: CH: Mimetism · G: Remote Presence · Repeater

Name	BS Weapons	CC Weapons	SWC	C
FANOUS REMOTE	Flash Pulse, Sniffer	Electric Pulse	0	8

ISC: Shaytaniyah Remotes Support Troops



SHAYTANIYAH REMOTES

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	AVA
6-4	8	12	10	13	0	3	1	3	1

Special Skills: G: Remote Presence

Name	BS Weapons	CC Weapons	SWC	C
SHAYTANIYAH REMOTE	Smart Missile Launcher	Electric Pulse	1.5	18

ISC: Tarik Mansuri, Khawarij Amir Character



TARIK MANSURI, Khawarij Amir

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
6-4	23	13	14	15	3	3	2	5	1

Special Skills: Bioimmunity · Kinematika L1 · Martial Arts L1 · Poison · Religious Troop · Super-Jump

Name	BS Weapons	CC Weapons	SWC	C
TARIK MANSURI	AP Rifle + Light Shotgun, Nanopulser, Grenades	Pistol, DA CCW	0	54
TARIK MANSURI	Spitfire, Nanopulser, Grenades	Pistol, DA CCW	2	56
TARIK MANSURI Lieutenant	AP Rifle + Light Shotgun, Nanopulser, Grenades	Pistol, DA CCW	+1	54
TARIK MANSURI Lieutenant	Spitfire, Nanopulser, Grenades	Pistol, DA CCW	2	56

- Extremely Impetuous
- Impetuous
- Frenzy
- Hackable
- Irregular
- Regular
- Cube

- Extremely Impetuous
- Impetuous
- Frenzy
- Hackable
- Irregular
- Regular
- Cube

ISC: Kasym Beg, Kum Chieftain Character

KASYM BEG, Kum Chieftain
MOUNTED

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
8-6	23	12	14	14	2	0	1	4	1

Equipment: Motorcycle · BS Weapon: Smoke Light Grenade Launcher
Special Skills: Kinematika L2 · V: Dogged

KASYM BEG, Kum Chieftain
DISMOUNTED

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	23	12	14	14	2	0	1	2	1

Special Skills: V: Dogged

Name	BS Weapons	CC Weapons	SWC	C
KASYM BEG	Chain Rifle, Panzerfaust, Smoke Grenades	Pistol, EXP CCW	0	16
KASYM BEG Lieutenant (Regular, Impetuous)	Chain Rifle, Panzerfaust, Smoke Grenades	Pistol, EXP CCW	+1	26

ISC: Nazarova Twins, Kum Enforcers. Zamira Nazarova Character

ZAMIRA NAZAROVA, Kum Enforcer
MOUNTED

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
8-6	21	12	13	13	1	0	1	4	1

Equipment: Motorcycle · BS Weapon: Smoke Light Grenade Launcher
Special Skills: Kinematika L2 · V: Dogged

ZAMIRA NAZAROVA, Kum Enforcer
DISMOUNTED

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	21	12	13	13	1	0	1	2	1

Special Skills: V: Dogged

Name	BS Weapons	CC Weapons	SWC	C
ZAMIRA	Light Shotgun, Smoke Grenades	Pistol, E/M CCW	0	15

ISC: Nazarova Twins, Kum Enforcers. Zuleyka Nazarova Character

ZULEYKA NAZAROVA, Kum Enforcer
MOUNTED

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
8-6	22	11	13	14	1	0	1	4	1

Equipment: Motorcycle · BS Weapon: Smoke Light Grenade Launcher
Special Skills: Kinematika L2 · V: Dogged

ZULEYKA NAZAROVA, Kum Enforcer
DISMOUNTED

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	22	11	13	14	1	0	1	2	1

Special Skills: V: Dogged

Name	BS Weapons	CC Weapons	SWC	C
ZULEYKA	2 Light Flamethrowers, Smoke Grenades	2 Breaker Pistols, DA CCW	0	14



- Extremely Impetuous
- Impetuous
- Frenzy
- Hackable
- Irregular
- Regular
- Cube

ISC: Corregidor Alguaciles Line Troops

CORREGIDOR ALGUACILES

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	13	11	10	13	1	0	1	2	Total

Name	BS Weapons	CC Weapons	SWC	C
ALGUACIL	Combi Rifle	Pistol, Knife	0	10
ALGUACIL	HMG	Pistol, Knife	1	18
ALGUACIL	Combi Rifle + Light Grenade Launcher	Pistol, Knife	1	14
ALGUACIL	MULTI Sniper Rifle	Pistol, Knife	1.5	18
ALGUACIL	Missile Launcher	Pistol, Knife	1.5	15
ALGUACIL Hacker (Hacking Device)	Combi Rifle	Pistol, Knife	0.5	18
ALGUACIL (Forward Observer, Deployable Repeater)	Combi Rifle	Pistol, Knife	0	12
ALGUACIL Paramedic (MediKit)	Combi Rifle	Pistol, Knife	0	12
ALGUACIL Lieutenant	Combi Rifle	Pistol, Knife	1	10

ISC: Grenzlers, Grenz Security Team Veteran Troops

GRENZERS, Grenz Security Team

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-2	15	13	11	13	3	6	1	2	3

Equipment: Multispectral Visor L1
Special Skills: V: Courage

Name	BS Weapons	CC Weapons	SWC	C
GRENZER	Combi Rifle + Light Flamethrower	Pistol, Breaker Pistol, Knife	0	25
GRENZER	Boarding Shotgun	Pistol, Breaker Pistol, Knife	0	23
GRENZER	MULTI Sniper Rifle	Pistol, Breaker Pistol, Knife	1.5	32
GRENZER	Missile Launcher	Pistol, Breaker Pistol, Knife	1.5	29
GRENZER	Spitfire	Pistol, Breaker Pistol, Knife	1.5	30
GRENZER (Forward Observer, Sensor)	Combi Rifle + Light Flamethrower	Pistol, Breaker Pistol, Knife	0	27
GRENZER Lieutenant	Combi Rifle + Light Flamethrower	Pistol, Breaker Pistol, Knife	0	25

- Extremely Impetuous
- Impetuous
- Frenzy
- Hackable
- Irregular
- Regular
- Cube

ISC: Hellcats Elite Troops

HELLCATS

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-2	14	12	12	13	2	3	1	2	4

Special Skills: AD: Superior Combat Jump / Zero-G · V: Courage

Name	BS Weapons	CC Weapons	SWC	C
HELLCAT	Combi Rifle	Pistol, Knife	0	22
HELLCAT	HMG, E/Mauler	Pistol, Knife	1.5	31
HELLCAT	Boarding Shotgun	Pistol, Knife	0	21
HELLCAT	Combi Rifle, Adhesive Launcher	Pistol, Knife	0.5	23
HELLCAT	Spitfire	Pistol, Knife	1.5	28
HELLCAT Hacker (Assault Hacking Device)	Combi Rifle	Pistol, Knife	0.5	28
HELLCAT (Deployable Repeater)	Combi Rifle	Pistol, Knife	0.5	23
HELLCAT Paramedic (MediKit)	Combi Rifle	Pistol, Knife	0	24
HELLCAT Lieutenant	Combi Rifle	Pistol, Knife	1	22

ISC: Intruders Elite Troops

INTRUDERS, Corregidor Assault Commandos

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-2	14	13	12	14	3	0	1	2	2

Equipment: Multispectral Visor L2
Special Skills: CH: Camouflage · MultiterraIn

Name	BS Weapons	CC Weapons	SWC	C
INTRUDER	Combi Rifle + Light Flamethrower, Grenades	Pistol, CCW	0	35
INTRUDER	HMG, Grenades	Pistol, CCW	1.5	42
INTRUDER	Combi Rifle + Light Flamethrower, Adhesive Launcher	Pistol, CCW	1	36
INTRUDER Hacker (Hacking Device)	Combi Rifle + Light Flamethrower	Pistol, CCW	0.5	43
INTRUDER Lieutenant	Combi Rifle + Light Flamethrower, Grenades	Pistol, CCW	0	35
INTRUDER (X-Visor)	MULTI Sniper Rifle	Pistol, CCW	1.5	43

ISC: Reverend Moiras Elite Troops

REVEREND MOIRAS

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-2	16	12	12	14	3	0	1	2	2

Equipment: ODD: Optical Disruptor Device
Special Skills: MultiterraIn · Religious Troop

Name	BS Weapons	CC Weapons	SWC	C
REVEREND MOIRA	MULTI Rifle	Pistol, Shock CCW	0	30
REVEREND MOIRA	MULTI Rifle	Pistol, AP CCW	0	30
REVEREND MOIRA	HMG	Pistol, Shock CCW	1.5	34
REVEREND MOIRA	MULTI Sniper Rifle	Pistol, Shock CCW	1.5	34
REVEREND MOIRA	MULTI Rifle + E/M Light Grenade Launcher	Pistol, Shock CCW	1	34
REVEREND MOIRA Hacker (Assault Hacking Device)	MULTI Rifle	Pistol, Shock CCW	0.5	36
REVEREND MOIRA Lieutenant	MULTI Rifle	Pistol, Shock CCW	1	30

ISC: Reverend Healers Elite Troops



REVEREND HEALERS

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-2	19	13	12	14	3	3	1	2	1

Equipment: MediKit
 Special Skills: CH: Mimetism · Doctor · Religious Troop

Name	BS Weapons	CC Weapons	SWC	C
REVEREND HEALER	Combi Rifle, Nanopulser	Pistol, EXP CCW	0	33
REVEREND HEALER	MULTI Rifle, Nanopulser	Pistol, EXP CCW	0	37
REVEREND HEALER	Boarding Shotgun, Nanopulser	Pistol, EXP CCW	0	32

ISC: Mobile Brigada Veteran Troops



MOBILE BRIGADA

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	15	13	14	13	4	3	2	2	2

Special Skills: V: Courage

Name	BS Weapons	CC Weapons	SWC	C
MOBILE BRIGADA	MULTI Rifle + Light Flamethrower	Pistol, Knife	0	39
MOBILE BRIGADA	HMG	Pistol, Knife	2	42
MOBILE BRIGADA	Boarding Shotgun	Pistol, Knife	0	33
MOBILE BRIGADA	Combi Rifle	Pistol, Knife	0	34
MOBILE BRIGADA	Combi Rifle + 1 TinBot B (Deflector L2)	Pistol, Knife	0.5	37
MOBILE BRIGADA Lieutenant	MULTI Rifle + Light Flamethrower	Pistol, Knife	0	39

ISC: "Lizard" Squad Mechanized Troops



LIZARD SQUAD

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	AVA
6-4	17	14	17	13	8	6	3	7	1

Equipment: ECM
 Special Skills: Manned

Name	BS Weapons	CC Weapons	SWC	C
LIZARD	MULTI HMG, Heavy Grenade Launcher		2.5	87
LIZARD	MULTI HMG, Heavy Flamethrower		2	87



LIZARD PILOT

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	13	11	10	13	0	0	1	2	-

Special Skills: Pilot

Name	BS Weapons	CC Weapons	SWC	C
LIZARD PILOT		Pistol, Knife		

- Extremely Impetuous
- Impetuous
- Frenzy
- Hackable
- Irregular
- Regular
- Cube

- Extremely Impetuous
- Impetuous
- Frenzy
- Hackable
- Irregular
- Regular
- Cube

ISC: Corregidor Bandits Spec. Trained Troops

CORREGIDOR BANDITS

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	21	12	13	12	1	3	1	2	2

Special Skills: CH: Camouflage · Infiltration · Martial Arts L2 · Multiterain · Scavenger

Name	BS Weapons	CC Weapons	SWC	C
BANDIT	Combi Rifle, Antipersonnel Mines	Pistol, DA CCW	0	27
BANDIT	Boarding Shotgun, E/Mauler	Pistol, DA CCW	0	26
BANDIT	Light Shotgun, Adhesive Launcher	Pistol, DA CCW	0	22
BANDIT Hacker (Assault Hacking Device)	Light Shotgun, Adhesive Launcher	Pistol, DA CCW	0.5	28
BANDIT (Forward Observer)	Light Shotgun, Adhesive Launcher	Pistol, DA CCW	0	23
BANDIT (Deployable Repeater)	Combi Rifle, Antipersonnel Mines	Pistol, DA CCW	0	28

ISC: Zeros Spec. Trained Troops

ZEROS

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	13	11	12	13	0	0	1	2	2

Special Skills: CH: Camouflage · Infiltration · Multiterain

Name	BS Weapons	CC Weapons	SWC	C
ZERO	Combi Rifle, Antipersonnel Mines	Pistol, Knife	0	18
ZERO	MULTI Sniper Rifle, Antipersonnel Mines	Pistol, Knife	1.5	26
ZERO	Boarding Shotgun, Antipersonnel Mines	Pistol, Knife	0	17
ZERO Hacker (Assault Hacking Device)	Combi Rifle, Antipersonnel Mines	Pistol, Knife	0.5	24
ZERO (Forward Observer)	Combi Rifle, Antipersonnel Mines	Pistol, Knife	0	19
ZERO (Deployable Repeater)	Combi Rifle, E/Mauler	Pistol, Knife	0	19

ISC: Spektrs Spec. Trained Troops

SPEKTRS

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	13	12	12	14	1	3	1	2	2

Special Skills: CH: TO Camouflage · Infiltration · Multiterain

Name	BS Weapons	CC Weapons	SWC	C
SPEKTR	Combi Rifle, Antipersonnel Mines	Pistol, Knife	0	31
SPEKTR	Boarding Shotgun, Antipersonnel Mines	Pistol, Knife	0	30
SPEKTR	MULTI Sniper Rifle, Antipersonnel Mines	Pistol, Knife	1.5	39
SPEKTR Hacker (Assault Hacking Device)	Combi Rifle	Pistol, Knife	0.5	36
SPEKTR (Forward Observer)	Combi Rifle, Antipersonnel Mines	Pistol, Knife	0	32
SPEKTR (Deployable Repeater)	Combi Rifle, E/Mauler	Pistol, Knife	0	32

ISC: Die Morlock Gruppe Line Troops



DIE MORLOCK GRUPPE

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	22	11	13	14	1	0	1	2	Total

Special Skills: Kinematika L1 · Martial Arts L2 · MetaChemistry

Name	BS Weapons	CC Weapons	SWC	C
MORLOCK	Combi Rifle, Smoke Grenades	Pistol, AP CCW	0	14
MORLOCK	Chain Rifle, Smoke Grenades	Pistol, E/M CCW	0	6
MORLOCK	Chain Rifle, Smoke Grenades	Pistol, DA CCW	0	6
MORLOCK	Boarding Shotgun, Smoke Grenades	Pistol, AP CCW	0	13
MORLOCK	Combi Rifle + Smoke Light Grenade Launcher	Pistol, AP CCW	1	14

METACHEMISTRY

1-3	Natural Armor (+1 ARM)	12-13	V: No Wound Incapacitation
4-5	V: Dogged	14	Sixth Sense L2
6	Bioimmunity	15-16	Regeneration
7-8	Enhanced Mobility (MOV: 8-4)	17-18	Super-Jump
9	Reinforced Biotech (+6 BTS)	19	Climbing Plus
10-11	Enhanced Physique (+3 PH)	20	Total Immunity

ISC: Corregidor Jaguars Line Troops



CORREGIDOR JAGUARS

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	21	11	13	12	1	0	1	2	4

Special Skills: Martial Arts L2 · V: Dogged

Name	BS Weapons	CC Weapons	SWC	C
JAGUAR	Light Shotgun, Smoke Grenades	Pistol, E/M CCW	0	13
JAGUAR	Chain Rifle, Smoke Grenades	Pistol, DA CCW	0	10
JAGUAR	Adhesive Launcher, Panzerfaust	Pistol, DA CCW	0.5	13

ISC: Daktaris Support Troops



DAKTARIS (Daks, Campaign Doctors)

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	13	11	10	13	1	0	1	2	1

Equipment: MediKit
Special Skills: Doctor

Name	BS Weapons	CC Weapons	SWC	C
DAKTARI	Combi Rifle	Pistol, Knife	0	14

ISC: Clockmakers Support Troops



Bakunin CLOCKMAKERS

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	13	11	10	15	1	3	1	2	1

Special Skills: Engineer

Name	BS Weapons	CC Weapons	SWC	C
CLOCKMAKER	Combi Rifle, D-Charges	Pistol, Knife	0	18

- Extremely Impetuous
- Impetuous
- Frenzy
- Hackable
- Irregular
- Regular
- Cube

- Extremely Impetuous
- Impetuous
- Frenzy
- Hackable
- Irregular
- Regular
- Cube

ISC: Tunguska Interventors Support Troops

Tunguska INTERVENTORS

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	13	11	10	15	1	9	1	2	2

Name	BS Weapons	CC Weapons	SWC	C
INTERVENTOR Hacker (Hacking Device Plus)	Combi Rifle	Pistol, Knife	0.5	25
INTERVENTOR Hacker (Hacking Device Plus)	Combi Rifle, 1 FastPanda	Pistol, Knife	0.5	27
INTERVENTOR Hacker (Hacking Device Plus)	Boarding Shotgun	Pistol, Knife	0.5	24
INTERVENTOR Hacker (Hacking Device Plus)	Boarding Shotgun, 1 FastPanda	Pistol, Knife	0.5	26
INTERVENTOR Lieutenant (Hacking Device Plus)	Combi Rifle	Pistol, Knife	0.5	25
INTERVENTOR Lieutenant (Hacking Device Plus)	Combi Rifle, 1 FastPanda	Pistol, Knife	0.5	27

FASTPANDA				
MOV	ARM	BTS	STR	S
8	0	0	1	1

Repeater

ISC: Stempler Zonds Support Troops

STEMPLER ZONDS

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	AVA
6-4	8	11	10	13	0	3	1	3	2

Special Skills: Climbing Plus · Deactivator · Forward Observer · G: Remote Presence · Repeater · Sat-Lock · Sensor

Name	BS Weapons	CC Weapons	SWC	C
STEMPLER ZOND	Combi Rifle, Sniffer	Electric Pulse	0	17

ISC: Reaktion Zonds Support Troops

REAKTION ZONDS

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	AVA
6-4	8	11	10	13	0	3	1	3	2

Equipment: 360° Visor
Special Skills: Climbing Plus · G: Remote Presence · Total Reaction

Name	BS Weapons	CC Weapons	SWC	C
REAKTION ZOND	HMG	Electric Pulse	1	26

ISC: Vertigo Zonds Support Troops


VERTIGO ZONDS

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	AVA
6-4	8	12	10	13	0	3	1	3	1

Special Skills: G: Remote Presence

Name	BS Weapons	CC Weapons	SWC	C
VERTIGO ZOND	Smart Missile Launcher	Electric Pulse	1.5	18

ISC: Meteor Zonds Support Troops




METEOR ZONDS

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

Special Skills: AD: Combat Jump · Forward Observer · G: Remote Presence · Repeater · Sat-lock · Sensor

Name	BS Weapons	CC Weapons	SWC	C
METEOR ZOND	Combi Rifle	Electric Pulse	1	21

ISC: Transductor Zonds Support Troops



TRANSDUCTOR ZONDS

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	AVA
6-6	8	8	11	13	0	3	1	3	2


Special Skills: CH: Mimetism · G: Remote Presence · Repeater

Name	BS Weapons	CC Weapons	SWC	C
TRANSDUCTOR ZOND	Flash Pulse, Sniffer	Electric Pulse	0	8

ISC: Zoe & Π-Well, Special Clockmakers Team Character

NOTE 1: ZOE & Π-WELL cannot be chosen separately - they must be fielded together.
NOTE 2: ZOE & Π-WELL must belong to the same Combat Group.

Name	SWC	C
ZOE & Π-WELL	0	47




ZOE

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	13	11	10	15	1	0	1	2	1

Special Skills: Engineer

Name	BS Weapons	CC Weapons	SWC	C
ZOE (Hacking Device. UPGRADE: Stop!)	Combi Rifle, D-Charges	Pistol, Knife	0	28



Π-WELL

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	AVA
6-4	8	11	10	13	0	3	1	2	-

Equipment: ODD: Optical Disruptor Device
 Special Skills: Forward Observer · G: Remote Presence · Repeater · Sat-lock · Sensor

Name	BS Weapons	CC Weapons	SWC	C
Π-WELL	Combi Rifle	Electric Pulse	0	19

- Extremely Impetuous
- Impetuous
- Frenzy
- Hackable
- Irregular
- Regular
- Cube

Extremely Impetuous

Impetuous

Frenzy

Hackable

Irregular

Regular

Cube



ISC: Morat Vanguard Infantry Line Troops




MORAT VANGUARD INFANTRY

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	14	11	12	13	1	0	1	2	Total

Special Skills: Morat

Name	BS Weapons	CC Weapons	SWC	C
MORAT	Combi Rifle	Pistol, Knife	0	14
MORAT	HMG	Pistol, Knife	1	22
MORAT	Combi Rifle + Light Grenade Launcher	Pistol, Knife	1	18
MORAT	K1 Sniper Rifle	Pistol, Knife	1	21
MORAT	Missile Launcher	Pistol, Knife	1.5	19
MORAT Hacker (EI Hacking Device)	Combi Rifle	Pistol, Knife	0.5	22
MORAT (Forward Observer)	Combi Rifle	Pistol, Knife	0	15
MORAT Paramedic (MediKit)	Combi Rifle	Pistol, Knife	0	16
MORAT Lieutenant	Combi Rifle	Pistol, Knife	1	14

ISC: Unidron Batroids Line Troops



UNIDRON BATROIDS

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	AVA
4-4	5	11	10	12	1	6	1	2	4

Special Skills: G: Autotool - V: Dogged

Name	BS Weapons	CC Weapons	SWC	C
UNIDRON	Plasma Carbine	Pistol, Electric Pulse	0	14
UNIDRON	K1 Combi Rifle	Pistol, Electric Pulse	0.5	16
UNIDRON	K1 Combi Rifle + 1 TinBot A (Deflector L1)	Pistol, Electric Pulse	0.5	17
UNIDRON	Plasma Sniper Rifle	Pistol, Electric Pulse	1.5	24
UNIDRON	Missile Launcher, Light Shotgun	Pistol, Electric Pulse	1.5	20
UNIDRON	Spitfire	Pistol, Electric Pulse	1	18
UNIDRON (Forward Observer)	Plasma Carbine	Pistol, Electric Pulse	0	15

ISC: Fraacta Drop Unit

Spec. Trained Troops

NOTE: A Fraacta is always deployed in Jump form and only transmutes to Survival Form under the conditions indicated by the Transmutation Special Skill.

FRAACTA DROP UNIT

JUMP FORM

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	14	12	12	12	1	3	1	2	2

Special Skills: AD: Combat Jump · Transmutation · V: Courage

FRAACTA DROP UNIT

SURVIVAL FORM

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-2	14	12	10	12	2	6	1	2	-

Special Skills: V: Courage

Name	BS Weapons	CC Weapons	SWC	C
FRAACTA	Combi Rifle, Nanopulser	Pistol, Knife	0	29
FRAACTA	Boarding Shotgun, Nanopulser	Pistol, Knife	0	28
FRAACTA	Spitfire, Nanopulser	Pistol, Knife	1.5	35
FRAACTA (EI Assault Hacking Device)	Combi Rifle, Nanopulser	Pistol, Knife	0.5	35

ISC: Umbra Legates

Elite Troops

UMBRA LEGATES

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
6-2	21	12	13	14	1	3	1	2	2

Special Skills: Advanced Deployment L1 · CH: Mimetism · Kinematika L1 · Martial Arts L4 · V: No Wound Incapacitation

Name	BS Weapons	CC Weapons	SWC	C
UMBRA LEGATE	K1 Combi Rifle, Flash Pulse	Pistol, DA CCW	0	40
UMBRA LEGATE	Spitfire, Flash Pulse	Pistol, DA CCW	1.5	41
UMBRA LEGATE Hacker (Hacking Device Plus)	Boarding Shotgun, Flash Pulse	Pistol, DA CCW	0.5	43
UMBRA LEGATE Lieutenant	K1 Combi Rifle, Flash Pulse	Pistol, DA CCW	0.5	40
UMBRA LEGATE Lieutenant	Spitfire, Flash Pulse	Pistol, DA CCW	1.5	41

ISC: Maakrep Trackers Unit

Spec. Trained Troops

MAAKREP Trackers Unit

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-2	15	12	11	13	2	3	1	2	3

Equipment: AutoMediKit · Multispectral Visor L2
Special Skills: Sixth Sense L1 · V: Courage

Name	BS Weapons	CC Weapons	SWC	C
MAAKREP TRACKER	Combi Rifle + Light Shotgun	Pistol, Knife	0	29
MAAKREP TRACKER	HMG	Pistol, Knife	1.5	33
MAAKREP TRACKER	Boarding Shotgun, Grenades	Pistol, Knife	0	26
MAAKREP TRACKER	MULTI Sniper Rifle	Pistol, Knife	1.5	33
MAAKREP TRACKER Hacker (EI Hacking Device)	Boarding Shotgun, Grenades	Pistol, Knife	0.5	34
MAAKREP TRACKER Lieutenant	Combi Rifle + Light Shotgun	Pistol, Knife	1	29

- Extremely Impetuous
- Impetuous
- Frenzy
- Hackable
- Irregular
- Regular
- Cube

Extremely Impetuous

Impetuous

Frenzy

Hackable

Irregular

Regular

Cube

ISC: Rodok, Morat Armed Imposition Detachment Spec. Trained Troops

RODOK, Morat Armed Imposition Detachment

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

Special Skills: CH: Mimetism · Morat · Super-Jump

Name	BS Weapons	CC Weapons	SWC	C
RODOK	Combi Rifle, 2 Light Shotguns	Pistol, Knife	0	26
RODOK	HMG	Pistol, Knife	1.5	27
RODOK	Boarding Shotgun, Antipersonnel Mines	Pistol, Knife	0	19
RODOK	Missile Launcher, Light Shotgun	Pistol, Knife	1.5	28
RODOK Paramedic (MediKit)	Boarding Shotgun, Antipersonnel Mines	Pistol, Knife	0	21
RODOK Hacker (EI Assault Hacking Device)	Boarding Shotgun, Antipersonnel Mines	Pistol, Knife	0.5	25
RODOK Lieutenant	Combi Rifle, 2 Light Shotguns	Pistol, Knife	1	26

ISC: The Charontids Headquarters Troops

THE CHARONTIDS

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	15	14	13	16	5	6	2	5	1

Special Skills: G: Mnemonica · V: No Wound Incapacitation

Name	BS Weapons	CC Weapons	SWC	C
CHARONTID (Multispectral Visor L3)	Plasma Rifle, Nanopulser	Heavy Pistol, Knife	0	78
CHARONTID (Multispectral Visor L3)	HMG, Nanopulser	Heavy Pistol, Knife	2	79
CHARONTID	Plasma Rifle, Sepsitor Plus + 1 TinBot A (Deflector L1)	Heavy Pistol, Knife	0.5	78
CHARONTID Hacker (Hacking Device Plus)	Plasma Rifle, Nanopulser	Heavy Pistol, Knife	0.5	73
CHARONTID Lieutenant (Multispectral Visor L3)	Plasma Rifle, Nanopulser	Heavy Pistol, Knife	0	78
CHARONTID Lieutenant (Multispectral Visor L3)	HMG, Nanopulser	Heavy Pistol, Knife	2	79
CHARONTID Lieutenant	Plasma Rifle, Sepsitor Plus	Heavy Pistol, Knife	0	77
CHARONTID Lieutenant	Plasma Rifle, Sepsitor Plus + 1 TinBot A (Deflector L1)	Heavy Pistol, Knife	0	78
CHARONTID Lieutenant Hacker (Hacking Device Plus)	Plasma Rifle, Nanopulser	Heavy Pistol, Knife	0.5	73

ISC: Raicho Armored Brigade Mechanized Troops

RAICHO Armored Brigade

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	AVA
6-4	19	14	17	12	8	6	3	7	1

Equipment: ECM
Special Skills: Manned · Morat

Name	BS Weapons	CC Weapons	SWC	C
RAICHO	MULTI HMG, Heavy Flamethrower		2	91
RAICHO	MULTI HMG	AP Heavy Pistol	2	90

RAICHO PILOT

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	13	12	11	12	0	0	1	2	-

Special Skills: Morat · Pilot

Name	BS Weapons	CC Weapons	SWC	C
RAICHO PILOT		Pistol, Knife		

ISC: Avatar Headquarters Troops

AVATAR

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	AVA
6-4	18	15	17	17	9	9	3	7	1

Equipment: ODD: Optical Disruptor · ECM
Special Skills: G: Mnemonica · Immunity: POS

Name	BS Weapons	CC Weapons	SWC	C
AVATAR Lieutenant (Strategos L3)	MULTI HMG, Sepsitor Plus	DA CCW	3.5	137

ISC: 'The Shrouded' Spec. Trained Troops

'THE SHROUDED'S' Shasvastii Pioneer Corps

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

Equipment: AutoMediKit
Special Skills: CH: Camouflage · Infiltration · Multiterain · Shasvastii

Name	BS Weapons	CC Weapons	SWC	C
SHROUDED	Combi Rifle, Antipersonnel Mines	Pistol, Knife	0	24
SHROUDED	Boarding Shotgun, Antipersonnel Mines	Pistol, Knife	0	23
SHROUDED	MULTI Sniper Rifle	Pistol, Knife	1.5	31
SHROUDED Hacker (EI Assault Hacking Device)	Combi Rifle, Antipersonnel Mines	Pistol, Knife	0.5	30
SHROUDED (Forward Observer)	Combi Rifle, Antipersonnel Mines	Pistol, Knife	0	25

ISC: Malignos Veteran Troops

'MALIGNOS' Shasvastii Deep Incursion Corps

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	13	12	12	14	1	3	1	2	2

Equipment: AutoMediKit
Special Skills: CH: TO Camouflage · Infiltration · Multiterain · Shasvastii

Name	BS Weapons	CC Weapons	SWC	C
MALIGNOS	Combi Rifle, Antipersonnel Mines	Pistol, Knife	0	35
MALIGNOS	Combi Rifle, Monofilament Mines	Pistol, Knife	1	38
MALIGNOS	Boarding Shotgun, Antipersonnel Mines	Pistol, Knife	0	34
MALIGNOS	MULTI Sniper Rifle	Pistol, Knife	1.5	42
MALIGNOS Hacker (EI Assault Hacking Device)	Combi Rifle, Antipersonnel Mines	Pistol, Knife	0.5	41
MALIGNOS (Forward Observer)	Combi Rifle, Antipersonnel Mines	Pistol, Knife	0	36
MALIGNOS Lieutenant	Combi Rifle, Antipersonnel Mines	Pistol, Knife	2	35

ISC: Speculo Killers Elite Troops

SPECULO KILLERS

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	20	12	12	14	1	0	1	2	1

Equipment: AutoMediKit
Special Skills: Impersonation Plus · Kinematika L1 · Martial Arts L3 · Multiterain · Shasvastii

Name	BS Weapons	CC Weapons	SWC	C
SPECULO KILLER	Combi Rifle, Smoke Grenades	Pistol, Monofilament CCW, Knife	1	35
SPECULO KILLER	Boarding Shotgun, Smoke Grenades	Pistol, Monofilament CCW, Knife	1	34

- Extremely Impetuous
- Impetuous
- Frenzy
- Hackable
- Irregular
- Regular
- Cube

- Extremely Impetuous
- Impetuous
- Frenzy
- Hackable
- Irregular
- Regular
- Cube

ISC: Daturazi Witch-Soldiers Line Troops

DATURAZI Witch-Soldiers

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	21	11	14	13	1	0	1	2	4

Special Skills: CH: Mimetism · Kinematika L1 · Martial Arts L4 · Morat

Name	BS Weapons	CC Weapons	SWC	C
DATURAZI	Combi Rifle, Smoke Grenades	Pistol, Shock CCW	0	21
DATURAZI	Combi Rifle, Smoke Grenades	Pistol, AP CCW	0	21
DATURAZI	Combi Rifle, Smoke Grenades	Pistol, DA CCW	0	22
DATURAZI	Chain Rifle, Grenades, Smoke Grenades	Pistol, AP CCW	0	14
DATURAZI	Boarding Shotgun, Smoke Grenades	Pistol, Shock CCW	0	20
DATURAZI	Combi Rifle + Smoke Light Grenade Launcher	Pistol, Shock CCW	0.5	21

ISC: The Hungries-'Gakis' Line Troops

THE HUNGRIES: 'GAKIS'

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
6-6	19	9	14	12	0	0	1	2	Total

Special Skills: Climbing Plus · Explode L1 · Kinematika L1

Name	BS Weapons	CC Weapons	SWC	C
GAKI		AP CCW	0	4

ISC: The Hungries-'Pretas' Line Troops

THE HUNGRIES: 'PRETAS'

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
6-6	19	9	14	12	0	0	1	2	Total

Special Skills: Climbing Plus · Kinematika L1 · V: Dogged

Name	BS Weapons	CC Weapons	SWC	C
PRETA	Chain Rifle	AP CCW	0	7

ISC: Med-Tech Obsidon Medchanoid Support Troops

MED-TECH OBSIDON MEDCHANOIDS

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
6-4	13	11	10	14	1	0	1	2	1

Equipment: MediKit
Special Skills: Doctor · Engineer

Name	BS Weapons	CC Weapons	SWC	C
MED-TECH OBSIDON MEDCHANOID	Combi Rifle, D-Charges	Pistol, Knife	0	23

ISC: M-Drones Support Troops



M-DRONES

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	AVA
6-4	8	11	10	13	0	3	1	3	2

Special Skills: Deactivator · Forward Observer · G: Remote Presence · Multiterrain · Repeater · Sat-lock · Sensor

Name	BS Weapons	CC Weapons	SWC	C
M-DRONE	Combi Rifle, Sniffer	Electric Pulse	0	17

ISC: Q-Drones Support Troops



Q-DRONES

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

Equipment: 360° Visor

Special Skills: CH: Mimetism · G: Remote Presence · Total Reaction

Name	BS Weapons	CC Weapons	SWC	C
Q-DRONE	HMG	Electric Pulse	1	26
Q-DRONE	Plasma Rifle	Electric Pulse	1	25

ISC: T-Drones Support Troops



T-DRONES

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	AVA
6-4	8	12	10	13	0	3	1	3	1

Special Skills: G: Remote Presence

Name	BS Weapons	CC Weapons	SWC	C
T-DRONE	Smart Missile Launcher	Electric Pulse	1.5	18

ISC: R-Drones Support Troops



R-DRONES

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	AVA
6-6	8	8	11	13	0	3	1	3	2

Special Skills: CH: Mimetism · G: Remote Presence · Repeater

Name	BS Weapons	CC Weapons	SWC	C
R-DRONE	Flash Pulse, Sniffer	Electric Pulse	0	8

- Extremely Impetuous
- Impetuous
- Frenzy
- Hackable
- Irregular
- Regular
- Cube

Extremely Impetuous

Impetuous

Frenzy

Hackable

Irregular

Regular

Cube



ISC: Yuan Yuan

Mercenary Troops



YUAN YUAN

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	19	9	14	13	0	0	1	2	4

Special Skills: AD: Inferior Combat Jump · Booty L1


Name	BS Weapons	CC Weapons	SWC	C
YUAN YUAN	Chain Rifle, Smoke Grenades	Pistol, Shock CCW	0	8
YUAN YUAN	Chain Rifle, Smoke Grenades	Pistol, AP CCW	0	8
YUAN YUAN	Chain Rifle, Smoke Grenades	Pistol, DA CCW	0	9
YUAN YUAN	Boarding Shotgun, Smoke Grenades	Pistol, Shock CCW	0	16
YUAN YUAN	Rifle, Smoke Grenades	Pistol, Shock CCW	0	14

BOOTY L1

1-3	+1 ARM	12	E/M Grenades
4	EXP CC Weapon	13	E/M CC Weapon
5	Light Shotgun	14-15	+2 ARM
6	+4 ARM	16	X Visor
7	Grenades	17	Monofilament CC Weapon
8	Adhesive Launcher	18	Combi Rifle
9	Light Grenade Launcher	19	AP Rifle
10	Light Flamethrower	20	AutoMediKit
11	Panzerfaust		

ISC: Authorized Bounty Hunters Mercenary Troops

NOTE: Bounty Hunters are officially allowed to be used in the ITS by all human Generic Armies (PanOceania, Yu Jing, Ariadna...). They cannot be fielded by any Sectorial Army (Except the Imperial Service) neither the Combined Army or the Tohaa.



AUTHORIZED BOUNTY HUNTERS

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	14	12	10	13	1	3	1	2	3


Special Skills: Booty L2 · Stealth

Name	BS Weapons	CC Weapons	SWC	C
BOUNTY HUNTER	Combi Rifle	Pistol, Knife	0	14
BOUNTY HUNTER	Boarding Shotgun	Pistol, Knife	0	13
BOUNTY HUNTER	Sniper Rifle	2 Breaker Pistols, Knife	0.5	19
BOUNTY HUNTER	Spitfire	Pistol, Knife	1	20

BOOTY L2			
1-2	+1 ARM	11	MULTI Rifle
3	Chain Rifle	12	Multispectral Visor L1
4	AutoMediKit	13	Breaker Rifle
5	Nanopulser	14-15	Adhesive Launcher
6	Panzerfaust	16	+3 ARM
7	MULTI Sniper Rifle	17	Flash Pulse
8	Smoke Grenades	18	Motorcycle (MOV 8-6)
9	CH: Mimetism	19	ODD: Optical Disruptor
10	+2 ARM	20	HMG

ISC: Wardrivers, Mercenary Hackers Mercenary Troops

NOTE: Wardrivers are officially allowed to be used in the ITS in the Generic Ariadnan Army. They cannot be fielded by any Sectorial Army neither the Combined Army or the Tohaa.



WARDRIVERS, Mercenary Hackers


MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	13	11	10	13	0	3	1	2	1

Special Skills: Sixth Sense L1

Name	BS Weapons	CC Weapons	SWC	C
WARDRIVER Hacker (Defensive Hacking Device)	Boarding Shotgun	Pistol, Knife	0.5	17
WARDRIVER Hacker (Hacking Device)	Boarding Shotgun	Pistol, Knife	1	19

ISC: CSU, Corporate Security Unit Mercenary Troops

NOTE: CSUs are officially allowed to be used in the ITS in the Neoterran Capitaline Army. Their AVA is 2.



CSU, Corporate Security Unit

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	14	12	10	12	0	3	1	2	1

Special Skills: MetaChemistry · Sixth Sense L1

Name	BS Weapons	CC Weapons	SWC	C
CSU	Breaker Rifle	Pistol, Knife	0	12
CSU	Combi Rifle, Nanopulser	Pistol, Knife	0	12
CSU	Boarding Shotgun, Nanopulser	Pistol, Knife	0	11

METACHEMISTRY			
1-3	Natural Armor (+1 ARM)	12-13	V: No Wound Incapacitation
4-5	V: Dogged	14	Sixth Sense L2
6	Bioimmunity	15-16	Regeneration
7-8	Enhanced Mobility (MOV: 8-4)	17-18	Super-Jump
9	Reinforced Biotech (+6 BTS)	19	Climbing Plus
10-11	Enhanced Physique (+3 PH)	20	Total Immunity

- Extremely Impetuous 
- Impetuous 
- Frenzy 
- Hackable 
- Irregular 
- Regular 
- Cube 

- Extremely Impetuous
- Impetuous
- Frenzy
- Hackable
- Irregular
- Regular
- Cube

ISC: Anaconda, Mercenary TAG Squad Mercenary Troops

NOTE: This unit is composed by 1 Anaconda T.A.G. and 1 Operator.



ANACONDA, Mercenary TAG Squad

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	AVA
4-4	16	13	16	13	6	6	2	7	1

Equipment: Escape System · ECM
Special Skills: V: Courage

Name	BS Weapons	CC Weapons	SWC	C
ANACONDA	Spitfire + Light Flamethrower, Panzerfaust	CCW	2	62



ANACONDA OPERATOR

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

Special Skills: V: Courage

Name	BS Weapons	CC Weapons	SWC	C
OPERATOR	Spitfire	Pistol, Knife	-	-

ISC: Saito Tōgan Mercenary Troops



SAITO TŌGAN, Mercenary Ninja

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	24	11	13	13	1	0	1	2	1

Special Skills: CH: TO Camouflage · Infiltration · Kinematika L1 · Martial Arts L4 · Multiterrain

Name	BS Weapons	CC Weapons	SWC	C
SAITO TŌGAN	Combi Rifle, Smoke Grenades	Pistol, EXP CCW, Knife	0	39

ISC: Miyamoto Mushashi Mercenary Troops



MIYAMOTO MUSHASHI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
6-4	25	9	14	15	1	3	1	2	1

Special Skills: Dual Wield · Kinematika L2 · Martial Arts L5 · V: No Wound Incapacitation

Name	BS Weapons	CC Weapons	SWC	C
MIYAMOTO MUSHASHI	Chain Rifle, Flash Pulse	Pistol, AP CCW, EXP CCW	0	24

INDEX

#

360° Visor 133

A

Activate 50
 Activation 31
 AD 65
 ADH 107
 Adhesive 107
 Adhesive Launcher 116
 ADHL 116
 Advanced Combat:
 Hacking 50, 150
 Advanced Command 65
 Advanced Rules 147
 AHP 151
 AI Beacon 67
 Airborne Deployment 65
 Airborne Infiltration 66
 Akbar Doctor 76
 Alert 51
 Ambush Camouflage 74
 Ammunition 107
 Anti-Hacker Protocols
 151
 Anti-materiel 105
 Antipode 68, 100
 Antipode Control
 Device 133
 AP 108
 Aquatic Terrain 166
 Area of Effect 35, 90
 ARM 24
 Armor 24
 Armor-Piercing 108
 ARM Roll 42
 Army List 25
 Army Points 25
 ARO 20, 30, 33, 70, 82,
 93, 100, 105, 140
 ARO Skill 50
 Assault 99
 Assault Hacking
 Device 161
 Assisted Fire 158
 Attack 50, 65, 105

Attribute 24
 Automatic Reaction
 Order 30
 Automatic Skill 50
 AutoMediKit 134
 Autotool 79
 AVA 24
 Availability 24, 25

B

Back-Up 47
 Ballistic Skills 24, 33
 Bare-Handed 116
 Base to Base contact 9
 Basic Impersonation 80
 Basilisk 154
 Berserk 100
 Bioimmunity 69
 Bio-Munition 107
 Bio-Technological
 Shield 24
 Blackout 152
 Blinded 175
 Booty 69
 Brain Blast 155
 Breaker 108
 Breakwater 156
 BS 24, 33
 BS Attack 33, 51, 54, 65
 BTS 24
 BTS Roll 42
 Burnt 175
 Burst 33, 40, 58, 62, 105

C

C 24
 Camouflage 70
 Camouflage and
 Hiding 70, 102,
 103, 140, 141
 Camouflaged 70, 175
 Carbonite 155
 Cautious Movement 52
 CC 18, 24, 55, 105
 CC Attack 40, 52, 65
 CC Special Skill 65, 99

CC Weapon 109, 116
 CH 70, 102, 103
 Chain Rifle 116
 Change Facing 51,
 52, 149
 CH Marker 70
 Civilian 8
 CLAW 150
 Climb 53
 Climbing Plus 74
 Close Combat 24, 35, 40
 Combat Group 25
 Combat Jump 67, 164
 Command Tokens 147
 Common Skill 50
 Comm-Sat 151
 Comms Attack 55, 65
 Comms Equipment 105
 Concealed 105
 Conclusion 31
 Controlled Jump 157
 Coordinated Order
 55, 62, 66, 67,
 100, 148
 Cost 24
 Counterstrike 156
 Coup de Grâce 54
 Courage 97
 Cover 20, 34, 112
 Critical 21, 34, 38, 41, 78
 Cube 47, 75
 Cybermask 159

D

DA 108
 Damage 42, 105
 Damaged 176
 D-Charge 77
 D-Charges 117
 Deactivator 134
 Dead 42, 176
 Declaration 31
 Defense Protocols 151
 Defensive Hacking
 Device 161
 Deflector 135

Deployable 105
 Deployable Equipment
 102
 Deployable piece of
 equipment 8
 Deployable Repeater
 135
 Deployable Weapon 8
 Deployment 26, 49
 Deployment Phase 26
 Deployment Roll 80
 Deployment Skill 50
 Desert Terrain 166
 Destroyed 177
 Detonate D-Charges 77
 Difficult Terrain 162
 Direct Template 106
 Direct Template
 Weapons 36
 Disabled 176
 Discover 54
 Disengage 55
 Dispersion 22
 Disposable 106
 Distance 20
 Doctor 75
 Doctor Plus 75
 Dodge 21, 55, 62,
 106, 111, 118,
 119, 124, 149
 Dogged 97, 177
 Double Action 108
 Double Trouble 109
 Drop Bears 117
 Drop Zone 66
 DT 109
 Dual Wield 100
 Duration 106

E

ECM 136
 ED 136
 Effects 31
 Electric Pulse 119
 Electromagnetic 109
 Elite Troop 23
 E/M 109

E/Mauler 119
 End-Game 143
 End of the Turn 28
 Enemy 8
 Engage 56, 149
 Engaged 178
 Engineer 76
 Enhanced Reaction 158
 Entire Order Skill 50
 Equipment 24, 133
 Evacuation Device 136, 154
 Executive Order 77
 Exorcism 155
 Exotic 107
 EXP 110
 Expel 154
 Explode 77
 Explosive 110
 Extremely Impetuous 47

F

Face to Face Roll 21, 55
 Failure Category 21
 Fairy Dust 157
 Falling Damage 43, 93
 FastPanda 137
 FC 21
 Fire 70, 72, 82, 110
 Fire-Sensitive 106
 Firewalls 151
 Flamethrower 119
 Flash 110
 Flash Pulse 120
 Forward Deployment 78
 Forward Observer 78
 Frenzy 49, 68
 Friendly 8
 FT 119
 Fury 47

G

G 78
 GADGET 150
 Game Round 27
 Game Sequence 27
 Garrison Troop 23
 G: Autotool 79

General Movement Rules 61
 Ghost 78
 GL 121
 G: Mnemonica 79
 Gotcha! 153
 G: Remote Presence 76, 79
 Grenade Launcher 121
 Grenades 120
 Guided 106
 Guided Weaponry 92
 Guts Roll 43

H

Hackable 49
 Hacker 25, 79
 Hacking Area 151
 Hacking Device 161
 Hacking Device Plus 161
 Hacking Program 150
 Hack Transport Aircraft 156
 Headquarters Troop 23
 Heavy Infantry 23
 Heavy Machine Gun 122
 Heavy MULTI 106
 Heavyweight 80
 HI 23
 Hidden Deployment 72, 140, 178
 High Saturation Zone 164
 HMC 122
 HMG 122
 Hostile 8
 Hostile Environment 166
 Hyper-Rapid Magnetic Cannon 122

I

Idle 57
 Immobilized-1 178
 Immobilized-2 179
 Immunity 84
 Immunity: Possession 84
 Immunity: Shock 84
 Immunity: Total 84

Impact Template 106
 Impact Template Weapons 36
 Impersonation 80, 102, 103, 140
 Impersonation-1 81, 179
 Impersonation-2 81, 180
 Impersonation Plus 82
 Impetuous 49, 65
 Impetuous Order 27, 29, 47
 Impetuous Phase 28
 Indiscriminate 106
 Inferior Combat Jump 66
 Inferior Infiltration 83
 Infiltrate 83
 Infiltration 72, 83
 Infiltration Roll 83
 Infinity Army 26
 Infowar 151
 Initiative 26
 Initiative Roll 26
 Inside 9
 Inspiring Leadership 84
 International Standard Code 23
 Intuitive Attack 58, 106
 Irregular 47
 Irregular Order 27, 28
 ISC 23
 Isolated 181
 ITAG 151

J

Jump 59
 Jungle Terrain 166

K

K1 112
 Kinematika 84
 Knife 123

L

Landing Crafts 173
 Lean Out 60
 LI 23
 Lieutenant 25, 85
 Lifts 172
 Light Infantry 23

Light MULTI 106
 Limited Time Frame Mode 144
 Line of Fire 18
 Line Troop 23
 Lockpicker 157
 LoF 18
 Loss of Lieutenant 27, 31, 77
 Low Visibility Zone 164

M

Manned 85
 Marker 8
 Marksmanship 85
 Martial Arts 100
 Maximum Modifier 20
 Measurement 20
 Mechanized Deployment 86
 Mechanized Troop 23
 MediKit 138
 Medium Infantry 23
 Medium MULTI 106
 Mercenary Troop 23
 MetaChemistry 86
 MI 23
 Mimetism 70
 Mines 123
 Missile Launcher 124
 ML 124
 Mnemonica 79
 MOD 20
 Model 8
 Modifier 20
 Monofilament 112
 Morat 87
 Motorcycle 138
 Mountain Terrain 166
 MOV 24
 MOV Difficulty 162
 Move 60
 Movement 24, 50, 65
 Multispectral Visor 139
 Multiterrain 87

N

N 107
 Nanopulser 125

- Nanotech 112
 Negative Feedback 65, 106
 Neutral 9
 NFB 65, 106
 Nimbus 113
 Nimbus Plus 113
 No LoF 50
 Non-Hackable 87
 Non-Lethal 106
 Non-Lootable 106
 Normal 181
 Normal Roll 20
 No Roll 50
 No Wound Incapacitation 98, 181
- O**
- Obligatory 65
 Oblivion 154
 ODD 140
 Ojotnik 125
 Open Information 9
 Optical Disruptor Device 140
 Optional 65
 Order 28
 Order Expenditure 31
 Order Pool 28, 29
 Orders Phase 28
 Overlord 153
- P**
- Panzerfaust 125
 Parachutist 66
 Paramedic 88
 Partial Cover 34
 PH 24
 Physique 24
 Pilot 88
 Pistol 126
 Plasma 114
 Plasma Carbine 126
 Player Turn 27
 Poison 101
 Poor Visibility Zone 165
 Portable Autocannon 127
 Possessed 181
- Prior Deployment 106
 Private Information 9, 65
 Prone 182
- R**
- Range 20, 105
 Reflective 106
 Regeneration 88
 Regular 47
 Regular Order 27, 28
 Religious Troop 89
 REM 23
 Remote 23, 25
 Remote Presence 79
 Repeater 140
 Reset 21, 55, 62, 149
 Resolution 31
 Retreat! 27, 143, 182
 Rifle 127
 Rolls 20
 Rounding 21
- S**
- S 24
 Sat-Lock 89
 Saturation Zone 164
 Scavenger 102
 Scenario Mode 144
 Scenery Building Profile 171
 Scenery Structure 168
 Sensor 90
 Sensor Area 90
 Sepsitor 129
 Sepsitorized 183
 SF 107
 Shasvastii 91
 SHIELD 150
 Shock 114
 Short Movement Skill 50
 Short Skill 50
 Shotgun 129
 Silent 106
 Silhouette 24
 Silhouette Template 17
 Sixth Sense 92, 102
 SK 23
 Skills 50
- Skirmisher 23
 Smoke 38, 111
 Sniffer 141
 Sniper Rifle 130
 Spawn-Embryo 91, 183
 Special Ammunition 107
 Special Lieutenant Order 27, 29
 Specially Trained Troop 23
 Special Skill 24, 65
 Special Skill Levels 65
 Special Terrain 162
 Special Unit 23
 Spec. Trained Troop 23
 Speculative Attack 38
 Speculative Fire 62, 92, 107, 111, 165
 Spitfire 132
 Spotlight 154
 Standard 107
 State 107
 Stealth 102
 Stop! 159
 STR 24
 Strategic Use 147
 Strategos 93
 Structure 24
 SU 23
 Sucker Punch 159
 Sudden Death Mode 144
 Superior Combat Jump 67
 Superior Infiltration 84
 Super-Jump 93
 Support Troop 23
 Supportware 151
 Support Weapons Cost 24, 25
 Suppressive Fire 63, 68, 107, 132, 183
 Surprise Attack 102, 103
 Surprise Shot 96, 111
 SWC 24, 25
 SWORD 150
- T**
- Table Areas 66
 Tactical Bow 132
 Tactical Jump 67
- Tactical Phase 27
 Tactical Use 147
 Target 8
 Targetless 107
 Technical Weapon 107
 Template Weapon 111
 Template Weapons 35, 52, 55
 Terrain 96
 Throwing Weapon 107
 Ties 21
 TinBot 141
 TO Camouflage 72
 TO Camouflaged 72, 184
 Toolbox 151
 Total Control 155
 Total Cover 34, 36
 Totally inside 9
 Total Reaction 96
 Training 47
 Trait 105
 Transmutation 96
 Transmuted 185
 Triangulated Fire 90
 Trigger Area 124
 Troop Classification 23
 Trooper 8
 Troop Type 23
 Twin Weapons 35
 Types of Terrain 166
- U**
- Unconscious 42, 185
 Undeployed Trooper 27, 29
 Unit Options 24
 Unit Profile 23
 Unloaded 185
 UPGRADE 150
 U-Turn 156
- V**
- V 97
 Valor 97
 Very Difficult Terrain 163
 Veteran 98
 Veteran Troop 23
 Victory Conditions 145
 Visibility Conditions 164

INDEX

Visibility Zone 62

Volume 17

W

W 24

Warband 23

Warning! 45

WB 23

White Noise 159

White Noise Zone 165

Willpower 24

WIP 24

Wounds 24

X

X Visor 141

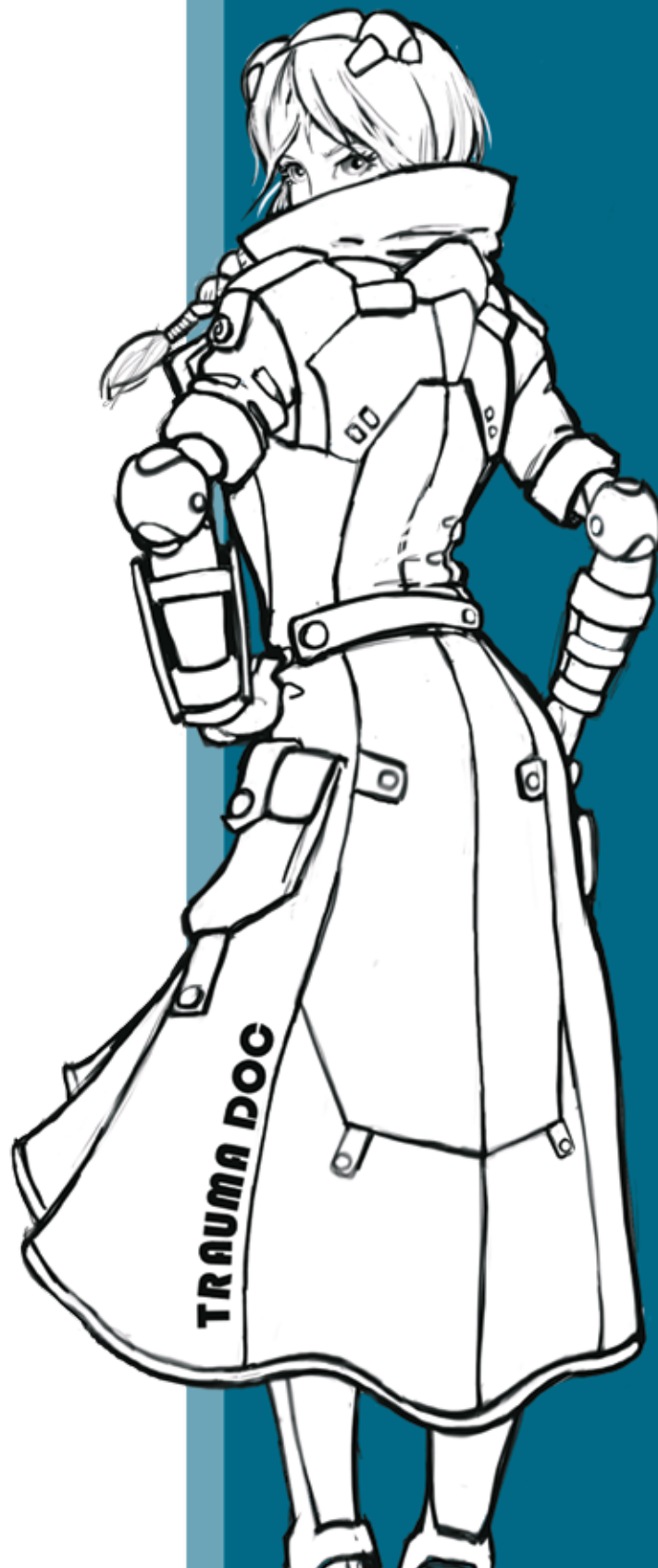
Z

Zero-G Terrain 166

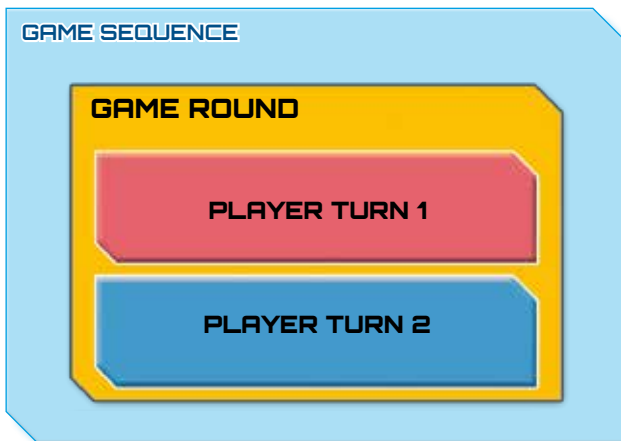
Zero Pain 156

Zero Visibility Zone 165

Zone of Control 20, 107



QUICK REFERENCE CHARTS



PLAYER TURN

1. Start of the *Turn*: Tactical Phase
 - 1.1. *Retreat!* check
 - 1.2. *Loss of Lieutenant* check
 - 1.3. Order count
2. Impetuous Phase
3. Orders Phase
4. End of the *Turn*

TYPES OF ORDERS

REGULAR ORDER

Regular Orders are those contributed by troopers with the Training Characteristic *Regular*.



IRREGULAR ORDER

Irregular Orders are those contributed by troopers with the Training Characteristic *Irregular*.



IMPETUOUS ORDER

Impetuous Orders are those contributed by troopers with the Fury Characteristic *Impetuous* or *Extreme Impetuous*.



LIEUTENANT ORDER

The *Lieutenant* of each army has a special extra Order that is for his use only. This Order is not included in the Order Pool, but kept separate for the *Lieutenant* to use.

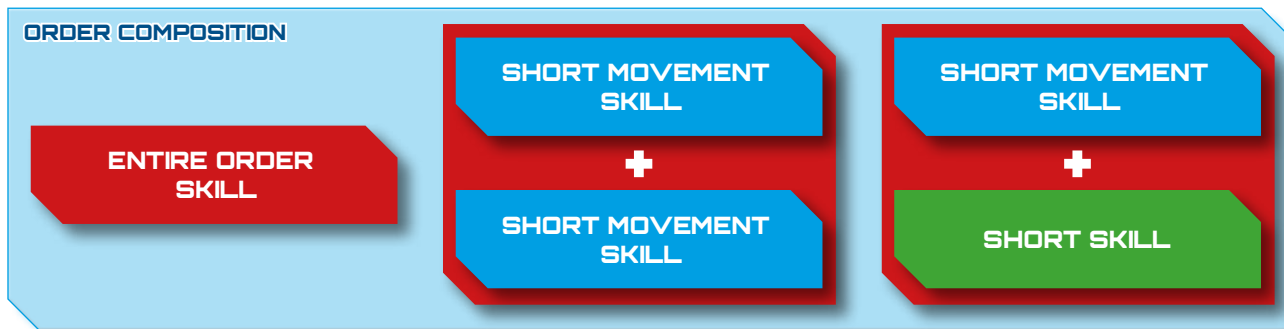


ORDER EXPENDITURE SEQUENCE

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

1. **Activation:** The *Active Player* declares which trooper will activate.
2. **Order expenditure:** The *Active Player* removes from the table, or otherwise marks as spent, the Order Marker he uses to activate the trooper.
3. **Declaration of the First Skill:** The *Active Player* declares the first Short Skill of the Order, or the Entire Order he wants to use. If movements are declared, the player measures the movement distance and places the trooper at the final point of its movement.
4. **Declaration of AROs:** The *Reactive Player* checks which of her troopers can react against the activated trooper, and declares AROs for each of them. If a trooper can declare an ARO but fails to do so, the chance is lost. If movements are declared, the player measures the movement distance and specifies where the trooper would be at the end of its movement.
5. **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 the movement distance and places the trooper at the final point of its movement.
6. **Declaration of AROs:** The *Reactive Player* can check whether new AROs are available, and declare those. If movements are declared, the player measures the movement distance and specifies where the trooper would be at the end of its movement.
7. **Resolution:** Players take measurements, determine *MODs*, and make Rolls.
8. **Effects:** Players apply all effects of successful Orders or AROs, and make *ARM/BTS* Rolls.
9. **Conclusion:** If necessary, players make *Guts Rolls* and apply their effects.

IMPETUOUS ORDER Legal combinations of Skills
Airborne Deployment
Move + Activate (Activate + Move)
Move + Attack (Attack + Move)
Move + Dodge (Dodge + Move)
Move + Idle (Idle + Move)
Move + Move
Jump
Climb



SHORT MOVEMENT SKILLS		
Name	Type	Page
Activate	Common S.	50
Discover	Common S.	54
Idle	Common S.	57
Move	Common S.	60

ENTIRE ORDER		
Name	Type	Page
Airborne Deployment	Special S.	65
Airborne Infiltration	Special S.	66
Assault	Special S.	99
Assisted Fire (Supportware)	Hacker	158
AutoMediKit	Equipment	134
Cautious Movement	Common S.	52
Climb	Common S.	53
Combat Jump	Special S.	67
Controlled Jump (Supportware)	Hacker	157
Cybermask (Toolbox)	Hacker	159
Enhanced Reaction (Supportware)	Hacker	158
Fairy Dust (Supportware)	Hacker	157
Inferior Combat Jump	Special S.	66
Intuitive Attack	Common S.	58
Jump	Common S.	59
Lean Out	Common S.	60
Parachutist	Special S.	66
Regeneration	Special S.	88
Sat-Lock	Special S.	89
Scavenger	Special S.	102
Sensor: Triangulated Fire	Special S.	90
Speculative Fire	Common S.	62
Superior Combat Jump	Special S.	67
Suppressive Fire	Common S.	63
Tactical Jump	Special S.	67

SHORT SKILLS		
Name	Type	Page
Akbar Doctor	Special S.	76
Basilisk (Infowar)	Hacker	154
Blackout (Infowar)	Hacker	152
Breakwater (PD)	Hacker	156
BS Attack	Common S.	51
CC Attack	Common S.	52
Counterstrike (PD)	Hacker	156
Coup de Grâce	Common S.	54
D-Charges	Weapon	117
Deactivator	Equipment	134
Deployable Repeater	Equipment	135
Doctor	Special S.	75
Doctor Plus	Special S.	75
Dodge	Common S.	55
Drop Bears	Weapon	117
E/Mauler	Weapon	119
Electric Pulse	Weapon	119
Engineer	Special S.	76
Engineer: Detonate D-Charges	Special S.	76
Exorcism (Infowar)	Hacker	155
Expel (ITAG)	Hacker	154
FastPanda	Equipment	137
Forward Observer	Special S.	78
Gotcha! (Infowar)	Hacker	
Lockpicker (Toolbox)	Hacker	157
MediKit	Equipment	138
Mines	Weapon	123
Monofilament Mines	Weapon	123
Oblivion (Infowar)	Hacker	154
Overlord (ITAG)	Hacker	153
Reset	Common S.	55
Sensor	Special S.	90
Sepsitor	Weapon	129
Sepsitor Plus	Weapon	129
Sniffer	Equipment	141
Spotlight (Infowar)	Hacker	154
Surprise Attack	Special S.	102
Surprise Shot	Special S.	96
Zero Pain (PD)	Hacker	156

AROS		
Name	Type	Page
Activate	Common S.	50
Alert	Common S.	51
Basilisk (Infowar)	Hacker	154
Blackout (Infowar)	Hacker	152
Brain Blast (PAH)	Hacker	155
Breakwater (PD)	Hacker	156
BS Attack	Common S.	51
Carbonite (Infowar)	Hacker	155
CC Attack	Common S.	52
Counterstrike (PD)	Hacker	156
Change Facing	Common S.	51
D-Charges	Weapon	117
Deployable Repeater	Equipment	135
Discover	Common S.	54
Dodge	Common S.	55
Drop Bears	Weapon	117
E/Mauler	Weapon	119
Electric Pulse	Weapon	119
Engage	Common S.	56
Engineer: Detonate D-Charges	Special S.	76
Expel (ITAG)	Hacker	154
FastPanda	Equipment	137
Gotcha! (Infowar)	Hacker	
Hack Transport Aircraft (Comm-Sat)	Hacker	156
Lockpicker (Toolbox)	Hacker	157
MediKit	Equipment	138
Mines	Weapon	123
Monofilament Mines	Weapon	123
Oblivion (Infowar)	Hacker	154
Overlord (ITAG)	Hacker	153
Reset	Common S.	55
Sepsitor	Weapon	129
Sepsitor Plus	Weapon	129
Sniffer	Equipment	141
Stop! (Infowar)	Hacker	159
Sucker Punch (PAH)	Hacker	159
Total Control (ITAG)	Hacker	155
U-Turn (Comm-Sat)	Hacker	156
White Noise (Toolbox)	Hacker	159
Zero Pain (PD)	Hacker	156

BOOTY L1 TABLE			
1-3	+1 ARM	12	E/M Grenades
4	EXP CC Weapon	13	E/M CC Weapon
5	Light Shotgun	14-15	+2 ARM
6	+4 ARM	16	X Visor
7	Grenades	17	Monofilament CC Weapon
8	Adhesive Launcher	18	Combi Rifle
9	Light GL	19	AP Rifle
10	Light Flamethrower	20	AutoMediKit
11	Panzerfaust		

BOOTY L2 TABLE			
1-2	+1 ARM	11	MULTI Rifle
3	Chain Rifle	12	Multispectral Visor L1
4	AutoMediKit	13	Breaker Rifle
5	Nanopulser	14-15	Adhesive Launcher
6	Panzerfaust	16	+3 ARM
7	MULTI Sniper Rifle	17	Flash Pulse
8	Smoke Grenades	18	Motorcycle (MOV 8-6)
9	CH: Mimetism	19	ODD: Optical Disruptor
10	+2 ARM	20	HMG

METACHEMISTRY			
1-3	Natural Armor (+1 ARM)	12-13	V: No Wound Incapacitation
4-5	V: Dogged	14	Sixth Sense L2
6	Bioimmunity	15-16	Regeneration
7-8	Enhanced Mobility (MOV: 8-4)	17-18	Super-Jump
9	Reinforced Biotech (+6 BTS)	19	Climbing Plus
10-11	Enhanced Physique (+3 PH)	20	Total Immunity

COMMAND TOKENS Quick Reference Chart
» Permanently move an allied troop to a different <i>Combat Group</i> , but respecting the 10 members limit. This option can only be used during the Order Count in the Tactical Phase of the <i>Active Turn</i> .
» Cancel the <i>Possessed</i> state of a friendly trooper in an <i>Active Turn</i> that follows the turn in which the model became <i>Possessed</i> . This option can only be used before the Order Count in the Tactical Phase of the <i>Active Turn</i> .
» Declare a <i>Coordinated Order</i> , expending a Regular Order from the Order Pool as well.
» Have an allied troop automatically pass or fail a <i>Guts Roll</i> , as desired, ignoring the result on the die and any Special Skills the troop might have.
» Transform the Irregular Order provided by an <i>Irregular</i> troop into a single Regular Order, substituting the corresponding Order Marker but only for that <i>Player Turn</i> .
» Have one troop be unaffected by <i>Retreat!</i> This troop ignores the effects of the <i>Retreat!</i> situation until the end of the game.
» Reroll a failed <i>WIP</i> Roll when trying to use the Special Skill <i>Doctor</i> on a troop with a <i>Cube</i> . This reroll does not provide a new ARO to the enemy.
» Reroll a failed <i>WIP</i> Roll when trying to use the Special Skill <i>Engineer</i> on a troop with the <i>Ghost</i> Special Skill. This reroll does not provide a new ARO to the enemy.



SPECIAL AMMO QUICK REFERENCE CHART			
Special Ammunition	Type of Roll	Number of Rolls	Special Effect
Adhesive	PH-6	1	Immobilized-2
AP	ARM	1	Halved ARM
Breaker	BTS	1	Halved BTS
DR	ARM	2	-
DT	BTS	2	-
E/M	BTS	1	Halved BTS, Isolated, Immobilized-2 (HI, REM, TAG)
EXP	ARM	3	-
Fire	ARM	1+	Roll until success, Burnt
Flash	BTS	1	Blinded
K1	ARM	1	ARM = 0
Monofilament	ARM	1	ARM = 0, Dead
Nanotech	BTS	1	-
Nimbus	-	-	Low Visibility Zone, Saturation Zone
Nimbus Plus	-	-	Poor Visibility Zone, Saturation Zone
Plasma	ARM + BTS	One of each	Small Teardrop Template
Shock	ARM	1	Dead (troops with Wounds 1)
Smoke	-	-	Zero Visibility Zone

MARTIAL ARTS						
Level	Attack MOD	Opponent MOD	Damage MOD	Burst MOD	Type of Damage	Special
1	0	-3	+1	0	-	-
2	0	0	+3	0	-	-
3	+3	-3	0	0	-	-
4	0	0	0	+1	-	-
5	0	-6	0	0	-	*

NOTE * Level 5. During the **Active Turn**, by declaring one Short Skill of an Order, this Level allows the user to make a **CC Attack against each enemy** in base to base contact with him, and in *Engaged* state. During the **Reactive Turn**, in a Face to Face Roll when the user declares a **CC Attack his B** will always be **equal** to the **B** of his adversary.

SURPRISE ATTACK					
Attack MOD	Opponent MOD	MOD Damage	Burst MOD	Type of Damage	Special
0	-6	0	0	-	-

BERSERK						
	Attack MOD	Opponent MOD	Damage MOD	Burst MOD	Type of Damage	Special
Berserk Attack	+6	0	0	0	-	*
Assault	-3	0	0	0	-	**

NOTE *: Turns the Face to Face Roll into a Normal Roll. Both troopers make a Normal Roll, instead of the usual Face to Face Roll. Whoever declares an Attack and passes their Normal Roll forces the enemy to make an **ARM** Roll, and as a result both combatants may suffer *Damage*.

NOTE **: Allows the user to use the Assault Special Skill (see page 99).















ASSAULT						
Attack MOD	Opponent MOD	Damage MOD	Burst MOD	Type of Damage	Special	
-3	0	0	0	-	*	

NOTE *: Allows the user to perform the Assault CC Special Skill.

RETREAT!
QUICK REFERENCE TABLE

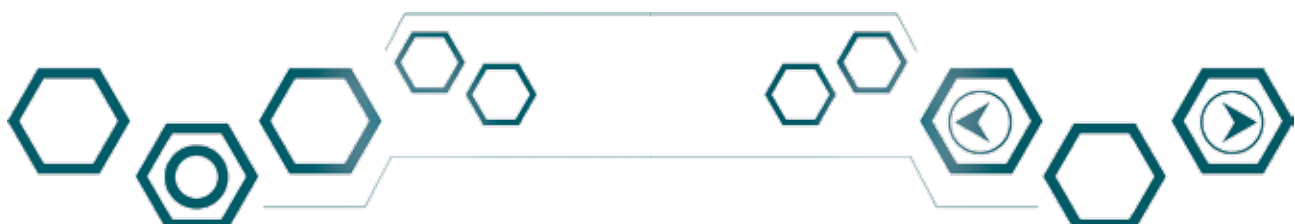
- » If a player's surviving troops add up to 25% or less of the Army List points, that player is declared in *Retreat!*
- » The army is in *Loss of Lieutenant*.
- » All troops (save Special Skill exceptions) become *Irregular* as per the *Loss of Lieutenant* rules. Place an Irregular Order Marker beside each of them
- » Place a Retreat! Marker beside each affected troop on the battlefield.
- » Troops with a Retreat! Marker can only declare Short Movement Skills, *Cautious Movement*, *Dodge* and *Reset*.
- » Troops with a Retreat! Marker who exit the table through the broad side of their *Deployment Zone* will be counted as *Victory Points*.
- » At the start of each turn, re-count the survivors. If they add up to more than 25% of the Army List, cancel *Retreat!*

END-GAME: SUDDEN DEATH	
Army points	Point value of survivors (25% Army points)
400	100 Points or less
300	75 Points or less
200	50 Points or less
150	38 Points or less
100	25 Points or less

RETREAT!		
Troop	Loss of Lieutenant	Retreat!
Normal		
Impetuous		
V: Courage		
G: Remote Presence		
Regular Religious Troop		
Veteran L1		
Morat		

HACKING DEVICE								
Program Type	Name	Attack MOD	Opponent MOD	Damage	B	Target	Skill Type	Special
CLAW-1	Blackout	0	0	15	1	Comms Equipment	Short Skill/ARO	Hacking Area. State: Disabled.
CLAW-1	Gotcha!	0	0	13	2	TAG, HI, REM, Hacker	Short Skill/ARO	2 Turns. Hacking Area. State: IMM-1.
CLAW-1	Overlord	0	0	14	1	TAG	Short Skill/ARO	Hacking Area. Breaker Spec. Ammo. State: POS.
CLAW-1	Spotlight	-3	0	-	1	-	Short Skill	Turn. Hacking Area. State: Targeted.
SWORD-1	Brain Blast	0	0	14	2	Hacker	Short Skill/ARO	Hacking Area. Loss of 1 Wounds/STR.
SHIELD-1	Exorcism	0	-3	18	2	Possessed TAG	Short Skill	Cancels Possession. DT Spec. Ammo.
SHIELD-1	Hack Transport Aircraft	-6	-	-	1	-	ARO	Face to Face Roll vs PH of the user of Combat Jump. Apply Dispersion rules.
SHIELD-1	U-Turn	-	-3	-	1	Guided Spec. Ammo	ARO	Cumulative MOD to Attacks with Guided Spec. Ammo.
GADGET-1	Fairy Dust	-	-	-	1	HI	Entire Order	2 Turns. All HIs gain Firewall MODs.
GADGET-1	Lockpicker	0	0	-	1	-	Short Skill	Base to base contact. Can open/activate Security terrain.
GADGET-1	Controlled Jump	-	-	-	1	-	Entire Order	Turn. +3 PH MOD to all Combat Jumps.
GADGET-2	Assisted Fire	-	-	-	1	REM	Entire Order	2 Turns. Target gains Marksmanship L2.
GADGET-2	Enhanced Reaction	-	-	-	1	REM	Entire Order	2 Turns. Target gains B2 in ARO.
UPGRADE (EI)	Sucker Punch	0	-3	16	1	Hacker	Short Skill/ARO	Hacking Area. DT Spec. Ammo. Loss of 1 Wounds/STR.

HACKING DEVICE PLUS								
Program Type	Name	Attack MOD	Opponent MOD	Damage	B	Target	Skill Type	Special
CLAW-1	Blackout	0	0	15	1	Comms Equipment	Short Skill/ARO	Hacking Area. State: Disabled.
CLAW-1	Gotcha!	0	0	13	2	TAG, HI, REM, Hacker	Short Skill/ARO	2 Turns. Hacking Area. State: IMM-1.
CLAW-1	Overlord	0	0	14	1	TAG	Short Skill/ARO	Hacking Area. Breaker Spec. Ammo. State: POS.
CLAW-1	Spotlight	-3	0	-	1	-	Short Skill	Turn. Hacking Area. State: Targeted.
CLAW-2	Expel	0	0	13	1	Manned TAG	Short Skill/ARO	Hacking Area. The TAG expels its Pilot.
CLAW-2	Oblivion	0	0	16	1	TAG, HI, REM, Hacker	Short Skill/ARO	Hacking Area. State: Isolated
SWORD-1	Brain Blast	0	0	14	2	Hacker	Short Skill/ARO	Hacking Area. Loss of 1 Wounds/STR.
SHIELD-1	Exorcism	0	-3	18	2	Possessed TAG	Short Skill	Cancels Possession. DT Spec. Ammo.
SHIELD-1	Hack Transport Aircraft	-6	-	-	1	-	ARO	Face to Face Roll vs PH of the user of Combat Jump. Apply Dispersion rules.
SHIELD-1	U-Turn	-	-3	-	1	Guided Spec. Ammo	ARO	Cumulative MOD to Attacks with Guided Spec. Ammo.
SHIELD-2	Breakwater	0	-6	-	1	Hacker	Short Skill/ARO	Nullifies Hacking Attack.
GADGET-1	Fairy Dust	-	-	-	1	HI	Entire Order	2 Turns. All HIs gain Firewall MODs.
GADGET-1	Lockpicker	0	0	-	1	-	Short Skill	Base to base contact. Can open/activate Security terrain.
GADGET-1	Controlled Jump	-	-	-	1	-	Entire Order	Turn. +3 PH MOD to all Combat Jumps.
GADGET-2	Assisted Fire	-	-	-	1	REM	Entire Order	2 Turns. Target gains Marksmanship L2.
GADGET-2	Enhanced Reaction	-	-	-	1	REM	Entire Order	2 Turns. Target gains B2 in ARO.
UPGRADE	Cybermask	0	0	-	1	-	Entire Order	Replace user with Impersonation-2 Marker.
UPGRADE	White Noise	0	0	-	1	-	Short Skill	Turn. NFB. Hacking Area. Circular Template that obstructs LoF of Multispectral Visors.
UPGRADE	Sucker Punch	0	-3	16	1	Hacker	Short Skill/ARO	Hacking Area. DT Spec. Ammo. Loss of 1 Wounds/STR.



DEFENSIVE HACKING DEVICE								
Program Type	Name	Attack MOD	Opponent MOD	Damage	B	Target	Skill Type	Special
SHIELD-1	Exorcism	0	-3	18	2	Possessed TAG	Short Skill	Cancels Possession. DT Spec. Ammo.
SHIELD-1	Hack Transport Aircraft	-6	-	-	1	-	ARO	Face to Face Roll vs PH of the user of Combat Jump. Apply Dispersion rules.
SHIELD-1	U-Turn	-	-3	-	1	Guided Spec. Ammo	ARO	Cumulative MOD to Attacks with Guided Spec. Ammo.
SHIELD-2	Breakwater	0	-6	-	1	Hacker	Short Skill/ARO	Nullifies Hacking Attack.
SHIELD-3	Counterstrike	-3	-3	-	1	Hacker	Short Skill/ARO	Reflects Hacking Attack back to attacker.
SHIELD-3	Zero Pain	0	0	-	2*	Hacker	Short Skill/ARO	Nullifies Hacking Attack. B2 in ARO.
GADGET-1	Fairy Dust	-	-	-	1	HI	Entire Order	2 Turns. All HIs gain Firewall MODs.
GADGET-1	Lockpicker	0	0	-	1	-	Short Skill	Base to base contact. Can open/activate Security terrain.
GADGET-1	Controlled Jump	-	-	-	1	-	Entire Order	Turn. +3 PH MOD to all Combat Jumps.
GADGET-2	Assisted Fire	-	-	-	1	REM	Entire Order	2 Turns. Target gains Marksmanship L2.
GADGET-2	Enhanced Reaction	-	-	-	1	REM	Entire Order	2 Turns. Target gains B2 in ARO.

ASSAULT HACKING DEVICE								
Program Type	Name	Attack MOD	Opponent MOD	Damage	B	Target	Skill Type	Special
CLAW-1	Blackout	0	0	15	1	Comms Equipment	Short Skill/ARO	Hacking Area. State: Disabled.
CLAW-1	Gotcha!	0	0	13	2	TAG, HI, REM, Hacker	Short Skill/ARO	2 Turns. Hacking Area. State: IMM-1.
CLAW-1	Overlord	0	0	14	1	TAG	Short Skill/ARO	Hacking Area. Breaker Spec. Ammo. State: POS.
CLAW-1	Spotlight	-3	0	-	1	-	Short Skill	Turn. Hacking Area. State: Targeted.
CLAW-2	Expel	0	0	13	1	Manned TAG	Short Skill/ARO	Hacking Area. The TAG expels its Pilot.
CLAW-2	Oblivion	0	0	16	1	TAG, HI, REM, Hacker	Short Skill/ARO	Hacking Area. State: Isolated
CLAW-3	Basilisk	0	0	13	3	TAG, HI, REM, Hacker	Short Skill/ARO	2 Turns. Hacking Area. State: IMM-1.
CLAW-3	Carbonite	+3	0	13	2	TAG, HI, REM, Hacker	Short Skill/ARO	Hacking Area. DT Spec. Ammo. State: IMM-1.
CLAW-3	Total Control	0	0	16	1	TAG	Short Skill/ARO	Hacking Area. DT Spec. Ammo. State: POS.
UPGRADE (EI)	Stop!	0	0	16	2	TAG, HI, REM, Hacker	Short Skill/ARO	2 Turns. Hacking Area. Breaker Spec. Ammo. State: IMM-1.

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

NOTE *: Use the trooper's original values.

RESTRICTIONS CHART

Remotes

- Cannot use *Cautious Movement*.
- Cannot go *Prone*.
- Suffer a -3 MOD to *Dodge, Engage* and *Change Facing* Rolls.

TAGs

- Cannot use *Cautious Movement*.
- Cannot go *Prone*.
- Suffer a -6 MOD to *Dodge, Engage* and *Change Facing* Rolls.

Troops mounted on Motorcycles

- Cannot use *Cautious Movement*.
- Cannot go *Prone*.
- Cannot use *Climb*.
- Cannot *Jump* upwards.
- Cannot claim *Partial Cover* MODs.
- Suffer a -3 MOD to *Dodge, Engage* and *Change Facing* Rolls.

Impetuous/ Extremely Impetuous Troops

- Cannot claim *Partial Cover* MODs.



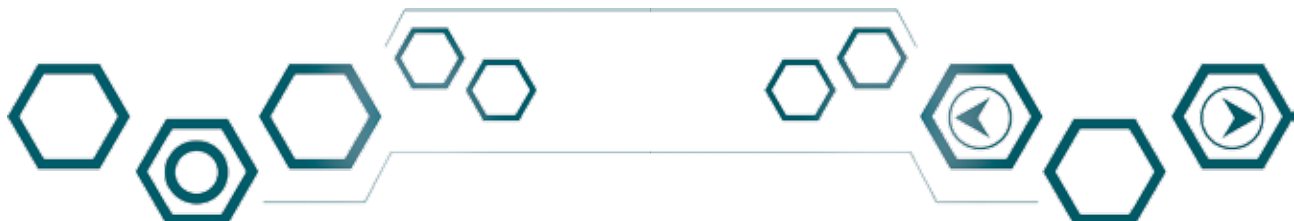
WEAPONS CHART											
Name	Range					Damage	B	Ammunition	Traits		
Adhesive Launcher	0	SHORT 8	MEDIUM 16	LONG 32	MAXIMUM 48	96	-	1	N	Non-Lethal	
Anti-personnel Mine						13	1	Shock	Concealed, Deployable, Direct Template (Small Teardrop), Disposable (3), Intuitive Attack		
AP CC Weapon						PH	1	AP	CC		
AP Heavy Machine Gun	0	SHORT 8	MEDIUM 16	LONG 32	MAXIMUM 48	96	15	4	AP	Suppressive Fire	
AP Heavy Pistol	0	SHORT 8	MEDIUM 16	LONG 24	96		14	2 (1 in CC)	AP	CC	
AP Rifle	0	SHORT 8	MEDIUM 16	LONG 32	MAXIMUM 48	96	13	3	AP	Suppressive Fire	
AP Sniper Rifle	0	SHORT 8	MEDIUM 16	LONG 48	MAXIMUM 96		15	2	AP	-	
Bare Hands						PH-2	1	N	CC		
Boarding Shotgun (AP Mode)	0	SHORT 8	MEDIUM 16	LONG 24	96		14	2	AP	-	
Boarding Shotgun (Blast Mode)	0	SHORT 8	MEDIUM 16	LONG 24	96		14	2	N	Impact Template (Small Teardrop)	
Breaker Combi Rifle	0	SHORT 8	MEDIUM 16	LONG 32	MAXIMUM 48	96	13	3	Breaker	Suppressive Fire	
Breaker Pistol	0	SHORT 8	MEDIUM 16	LONG 24	96		12	2 (1 in CC)	Breaker	CC	
Breaker Rifle	0	SHORT 8	MEDIUM 16	LONG 32	MAXIMUM 48	96	13	3	Breaker	Suppressive Fire	
CC Weapon						PH	1	N	CC		
Chain Rifle						13	1	N	Direct Template (Large Teardrop), Intuitive Attack.		
Combi Rifle	0	SHORT 8	MEDIUM 16	LONG 32	MAXIMUM 48	96	13	3	N	Suppressive Fire	
D-Charges						14	1	AP+EXP	Anti-materiel, CC, Deployable, Disposable (3)		
DA CC Weapon						PH	1	DA	Anti-materiel, CC		
Deactivator	0	SHORT 8	MEDIUM 16	LONG 24	96		-	1	-	BS Attack, Non-Lootable	
Discover	0	SHORT 8	MEDIUM 32	LONG 48	MAXIMUM 96		-	-	-		
Drop Bears (Throwing Weapon)	0	SHORT 8	MEDIUM 16	96			-	1	-	Disposable (3), Speculative Fire, Targetless, Throwing Weapon.	
Drop Bears (Deployable Weapon)						13	1	Shock	Deployable, Direct Template (Small Teardrop), Disposable (3), Intuitive Attack		
E/M CC Weapon						PH	1	N+E/M	CC		
E/M Grenades	0	SHORT 8	MEDIUM 16	96			13	1	E/M	Impact Template (Circular), Speculative Fire, Throwing Weapon	
E/Mauler						13	1	E/M	Concealed, Deployable, Direct Template (Small Teardrop), Disposable (3), Intuitive Attack		
Electric Pulse						-	1	-	2 Turns, CC, IMM-2, Non-Lootable		

WEAPONS CHART							
Name	Range	Damage	B	Ammunition	Traits		
EXP CC Weapon	-	PH	1	EXP	Anti-materiel, CC		
Flash Pulse	0 SHORT 8 MEDIUM 24 LONG 48 MAXIMUM 96 0 +3 -3 -6	13	1	Flash	Non-Lootable, Technical Weapon		
Forward Observer	0 SHORT 8 MEDIUM 24 LONG 48 MAXIMUM 96 0 0 -3 -6	-	2	-	Non-Lethal, Non-Lootable, Technical Weapon		
Grenades	0 SHORT 8 MEDIUM 16 96 +3 -3	13	1	Normal	Impact Template (Circular), Speculative Fire, Throwing Weapon		
Heavy Flamethrower	-	14	1	Fire	Direct Template (Large Teardrop, Intuitive Attack.)		
Heavy Grenade Launcher	0 SHORT 8 MEDIUM 32 LONG 48 MAXIMUM 96 -3 0 -3 -6	14	1	N	Impact Template (Circular), Non-Lootable, Speculative Fire		
Heavy Machine Gun (HMG)	0 SHORT 8 MEDIUM 16 LONG 32 MAXIMUM 48 96 -3 0 +3 -3	15	4	N	Suppressive Fire		
Heavy Pistol	0 SHORT 8 MEDIUM 16 LONG 24 96 +3 0 -6	14	2 (1 in CC)	Shock	CC		
Heavy Shotgun (AP Mode)	0 SHORT 8 MEDIUM 16 LONG 24 96 +6 0 -3	15	2	AP	-		
Heavy Shotgun (Blast Mode)	0 SHORT 8 MEDIUM 16 LONG 24 96 +6 0 -3	15	2	N	Impact Template (Small Teardrop)		
Hyper Rapid Magnetic Cannon (Anti-materiel Mode)	0 SHORT 8 MEDIUM 16 LONG 32 MAXIMUM 48 96 -3 0 +3 0	15	1	DA	Anti-materiel, Light MULTI, Non-Lootable		
Hyper Rapid Magnetic Cannon (Burst Mode)	0 SHORT 8 MEDIUM 16 LONG 32 MAXIMUM 48 96 -3 0 +3 0	15	5	AP/ Shock	Light MULTI, Non-Lootable, Suppressive Fire		
K1 Combi Rifle	0 SHORT 8 MEDIUM 16 LONG 32 MAXIMUM 48 96 +3 +3 -3 -6	12	3	K1	Anti-materiel, Suppressive Fire		
K1 Sniper Rifle	0 SHORT 8 MEDIUM 16 LONG 48 MAXIMUM 96 -3 0 +3 -3	12	2	K1	Anti-materiel		
Knife	-	PH-1	1	Shock	CC, Silent		
Light E/M Grenade Launcher	0 SHORT 8 MEDIUM 16 LONG 24 MAXIMUM 48 96 0 +3 -3 -6	13	1	E/M	Impact Template (Circular), Speculative Fire		
Light Flamethrower	-	13	1	Fire	Direct Template (Small Teardrop, Intuitive Attack.)		
Light Grenade Launcher	0 SHORT 8 MEDIUM 16 LONG 24 MAXIMUM 48 96 0 +3 -3 -6	13	1	N	Impact Template (Circular), Speculative Fire		
Light Nimbus Grenade Launcher	0 SHORT 8 MEDIUM 16 LONG 24 MAXIMUM 48 96 0 +3 -3 -6	13	1	Nimbus	Impact Template (Circular), Non-Lethal, Reflective, Speculative Fire, Targetless		
Light Shotgun	0 SHORT 8 MEDIUM 16 LONG 24 96 +6 0 -3	13	2	N	Impact Template (Small Teardrop)		
Light Smoke Grenade Launcher	0 SHORT 8 MEDIUM 16 LONG 24 MAXIMUM 48 96 0 +3 -3 -6	-	1	Smoke	Impact Template (Circular), Non-Lethal, Special Dodge, Speculative Fire, Targetless		
MediKit	0 SHORT 8 MEDIUM 16 LONG 24 96 +3 0 -6	-	1	-	Non-Lethal		
Missile Launcher (Antitank Mode)	0 SHORT 8 MEDIUM 24 LONG 40 MAXIMUM 96 -3 0 +3 -3	14	1	AP+EXP	Anti-materiel		
Missile Launcher (Blast Mode)	0 SHORT 8 MEDIUM 24 LONG 40 MAXIMUM 96 -3 0 +3 -3	14	1	EXP	Anti-materiel, Impact Template (Circular)		
Monofilament CC Weapon	-	12	1	Mono-filament	CC		

WEAPONS CHART							
Name	Range	Damage	B	Ammunition	Traits		
Monofilament Mine	-	12	1	Mono-filament	Concealed, Deployable, Direct Template (Small Teardrop), Disposable (3), Intuitive Attack		
MULTI Heavy Machine Gun (Anti-materiel Mode)	0 SHORT 8 MEDIUM 16 LONG 32 MAXIMUM 48 96 -3 0 +3 -3	15	1	EXP	Anti-materiel, Heavy MULTI, Non-Lootable		
MULTI Heavy Machine Gun (Burst Mode)	0 SHORT 8 MEDIUM 16 LONG 32 MAXIMUM 48 96 -3 0 +3 -3	15	4	AP/ Shock	Heavy MULTI, Non-Lootable, Suppressive Fire		
MULTI Rifle (Anti-materiel Mode)	0 SHORT 8 MEDIUM 16 LONG 32 MAXIMUM 48 96 +3 +3 -3 -6	13	1	DA	Anti-materiel, Light MULTI		
MULTI Rifle (Burst Mode)	0 SHORT 8 MEDIUM 16 LONG 32 MAXIMUM 48 96 +3 +3 -3 -6	13	3	AP/ Shock	Light MULTI, Suppressive Fire		
MULTI Sniper Rifle (Anti-materiel Mode)	0 SHORT 8 MEDIUM 16 LONG 32 MAXIMUM 48 96 -3 0 +3 -3	15	2	DA	Anti-materiel, Medium MULTI		
MULTI Sniper Rifle (AP Mode)	0 SHORT 8 MEDIUM 16 LONG 32 MAXIMUM 48 96 -3 0 +3 -3	15	2	AP	Medium MULTI		
Nanopulser	-	13	1	Nanotech	Direct Template (Small Teardrop), Intuitive Attack, Non-Lootable		
Nimbus Grenades	0 SHORT 8 MEDIUM 16 96 +3 -3	-	1	Nimbus	Impact Template (Circular), Non Lethal, Reflective, Speculative Fire, Targetless, Throwing Weapon		
Nimbus Plus Grenades	0 SHORT 8 MEDIUM 16 96 +3 -3	-	1	Nimbus Plus	Impact Template (Circular), Non Lethal, Reflective, Speculative Fire, Targetless, Throwing Weapon		
Ojotnik	0 SHORT 8 MEDIUM 32 LONG 40 MAXIMUM 96 -3 +3 0 -6	14	2	AP	-		
Panzerfaust	0 SHORT 8 MEDIUM 16 LONG 32 MAXIMUM 48 96 -3 0 +3 -3	14	1 (2 Uses)	AP+EXP	Anti-materiel, Disposable (2)		
Pistol	0 SHORT 8 MEDIUM 16 LONG 24 96 +3 0 -6	11	2 (1 in CC)	N	CC		
Plasma Carbine (Blast Mode)	0 SHORT 8 MEDIUM 16 LONG 32 MAXIMUM 40 96 +3 +3 -3 -6	13	2	Plasma	Impact Template (Small Teardrop)		
Plasma Carbine (Hit Mode)	0 SHORT 8 MEDIUM 16 LONG 32 MAXIMUM 40 96 +3 +3 -3 -6	14	2	Plasma	-		
Plasma Rifle (Blast Mode)	0 SHORT 8 MEDIUM 16 LONG 32 MAXIMUM 48 96 +3 +3 -3 -6	13	3	Plasma	Impact Template (Small Teardrop), Suppressive Fire		
Plasma Rifle (Hit Mode)	0 SHORT 8 MEDIUM 16 LONG 32 MAXIMUM 48 96 +3 +3 -3 -6	14	3	Plasma	Suppressive Fire		
Plasma Sniper Rifle (Blast Mode)	0 SHORT 8 MEDIUM 16 LONG 32 MAXIMUM 48 96 -3 0 +3 -3	14	2	Plasma	Impact Template (Small Teardrop)		
Plasma Sniper Rifle (Hit Mode)	0 SHORT 8 MEDIUM 16 LONG 32 MAXIMUM 48 96 -3 0 +3 -3	15	2	Plasma	-		
Portable Autocannon	0 SHORT 8 MEDIUM 16 LONG 32 MAXIMUM 48 96 -3 0 +3 -3	15	2	AP+EXP	Anti-materiel		
Rifle	0 SHORT 8 MEDIUM 16 LONG 32 MAXIMUM 48 96 0 +3 -3 -6	13	3	N	Suppressive Fire		
Sepsitor	-	WIP	1 (2 Uses)	-	Direct Template (Large Teardrop), Disposable (2), Intuitive Attack, Non-Lootable		
Sepsitor Plus	-	WIP	1	-	Direct Template (Large Teardrop), Intuitive Attack, Non-Lootable		

WEAPONS CHART						
Name	Range	Damage	B	Ammunition	Traits	
Shock CC Weapon	-	PH	1	Shock	CC	
Smart Missile Launcher (Guided Mode)	-	14	1	AP+DA	Anti-materiel, Guided, Impact Template (Circular)	
Smart Missile Launcher (Auto Aim-Mode)		14	1	AP+DA	Anti-materiel, Impact Template (Circular)	
Smoke Grenades		-	1	Smoke	Impact Template (Circular), Non-Lethal, Special Dodge, Speculative Fire, Targetless, Throwing Weapon	
Sniper Rifle		15	2	Shock	-	
Spitfire		14	4	N	Suppressive Fire	
Suppressive Fire Mode		-	3	-	-	
Tactical Bow		PH	1	DA	Anti-materiel, Silent	

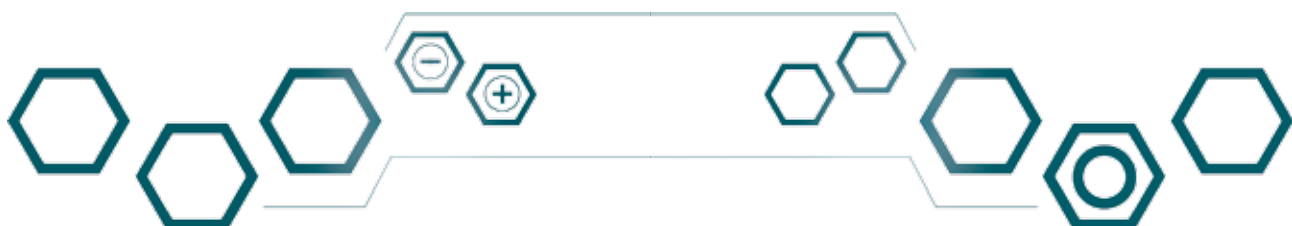
SCENERY ITEM PROFILE CHART						
TYPE OF ELEMENT	NAME	ARM	BTS	STR	AW	TRAITS
Access	Armored Door	8	3	3	Optional	Hackable (WIP Roll)
	Armored Window	2	3	1	Optional	Hackable (WIP Roll)
	Doorway	1	0	1	Optional	-
	High Security Gate	4	6	2	Optional	Hackable (WIP-3 Roll)
	High Security Window	4	6	2	Optional	Hackable (WIP-3 Roll)
	Security Gate	3	3	2	Optional	Hackable (WIP Roll)
	Security Window	1	0	1	Optional	Hackable (WIP Roll)
	Window	0	0	1	Optional	Hackable (WIP Roll)
Construction	Biowall	5	0	2	-	Fire-Vulnerable
	Bulkhead	6	0	3	-	-
	Girder Structure	11		3	-	-
	Inner Wall	8	0	3	-	-
	Outer Wall	10	0	3	-	-
	Partition	3	0	1	-	-
	Ramp	4	0	2	-	Runway
	Reinforced Wall	12	0	4	-	-
Props	Walkway	4	0	2	-	-
	Armory/ Panoply/ Locker	0	0	1	-	Logistics
	Balcony	2	0	2	-	-
	Beacon	1	0	1	-	Hackable (WIP Roll)
	Console	0	0	1	-	Hackable (WIP Roll)
	Elevator	0	0	1	-	Compartment, Cargo Single
	Hoist	0	0	1	-	Cargo Plus, Compartment
	Piece of Street Furniture	0	0	1	-	-
	Security Console	1	3	1	-	Hackable (WIP-3 Roll)
	Supply Crate	1	0	1	-	-
	Tech-Coffin	1	0	1	-	-
Transmission Antenna	4	3	2	-	Hackable (WIP Roll)	



SCENERY BUILDING PROFILE CHART				
Type of Building	Type of Construction	Type of Access	Access Width	Traits
Administration Building	Outer Wall (x4)	Security Gate (x4)	Narrow Access (x2)	-
Biobungalow	Biowall (x4)	Doorway (x2)	Narrow Access	
Bunker	Reinforced Wall (x4)	Armored Door (x4)	Narrow Access (x2)	-
Colony Prefab	Bulkhead (x4)	Doorway (x2)	Narrow Access (x1)	-
Engine Room	Outer Wall (x4)	Security Gate (x2)	Wide Access (x2)	Saturation Zone
Landing Pad	Girder Structure (x4)	-	Wide Access (x1)	Landing Aid
Multitower	Inner Wall (x4)	Security Gate (x1)	Narrow Access (x1)	-
Residence	Inner Wall (x4)	Doorway (x2)	Narrow Access	

DROPSHIP TABLE							
TYPE OF LANDING CRAFT	PH	ARM	BTS	STR	IW		TRAITS
Dropship	15	8	9	3	Wide Access (x1)		Cargo Standard, Compartment, Hackable, Combat Jump.
Dropcarrier	15	8	9	3	Wide Access (x1)		Cargo Plus, Compartment, Hackable, Combat Jump.

SPECIAL TERRAIN SUGGESTIONS AND EXAMPLES					
Examples	Type of Terrain	MOV Difficulty	Visibility Conditions	Saturation	Hostility Level
Beach	Aquatic	Difficult	-	No	-
Open sea	Aquatic	Very Difficult	-	No	Insecure
Swamp	Aquatic	Very Difficult	-	Saturation Zone	Insecure
Rocky ground	Desert	Difficult	-	Saturation Zone	-
Sand dunes	Desert	Very Difficult	-	No	Adverse
Low mountain or steep hills	Mountain	Difficult	-	No	-
Arctic plains	Mountain	Difficult	-	No	Insecure
Mid-mountain	Mountain	Very Difficult	-	No	-
High mountain	Mountain	Very Difficult	Low Visibility	Saturation Zone	Adverse
Woods	Jungle	Difficult	Low Visibility	Saturation Zone	Insecure
Jungle	Jungle	Very Difficult	Low Visibility	Saturation Zone	Adverse
Dense jungle	Jungle	Very Difficult	Poor Visibility	High Saturation Zone	Dangerous
Primeval forest	Jungle	Very Difficult	Zero Visibility	High Saturation Zone	Dangerous
Zero-G	Zero-G	Very Difficult	-	No	-
Storm	Aquatic/Desert/Mountain/Jungle	-	Increases Visibility Conditions by one level	-	-
Engine Room	- (Optional: Zero-G)	- (If Zero-G: Difficult)	Low Visibility	Saturation Zone	-
Generator Room	- (Optional: Zero-G)	- (If Zero-G: Difficult)	White Noise	Saturation Zone	-
Energy Core Room	- (Optional: Zero-G)	- (If Zero-G: Difficult)	Low Visibility + White Noise	-	-





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