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Infinity The Game

Book of Rules

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Chapter 1

Introduction

1.1 Miniature Scale and Representation

Each miniature represents a soldier, creature or robot able to move and act independently. The term miniature refers to a figure, fixed to a circular base, whose appearance varies according to the type of trooper represented. The cost in game points of every miniature changes according to its combat capacity, weaponry and equipment.

A miniature's size is expressed by its height in millimetres. The most common size is 28 millimetres, representing the average height of a man. Figures larger or smaller than this are scaled up or down accordingly. For a more enjoyable game, figures should be properly painted and equipped to faithfully represent the troops involved.

A table or any flat surface is needed to represent the battlefield and different elements are required to function as scenery and obstacles.

1.2 Distances and measures

Distances in the game table are measured in inches, using a tape measure or ruler. To determine the distance between two objects, measure the shorter distance between them using the centre of a miniature's base as a reference point.

Distances used for movement, shooting, etc. are measured in the same way every time a miniature acts. When measuring any movement made by a miniature, the entire route travelled must be taken into account (For instance, if a miniature has to avoid certain obstacles by taking a detour, this must be included in the measure taken). If a figure wants to shoot, a straight line is measured between the centre of the figure's base and that of its target to determine the distance that separates them.

Orders must be declared before measuring the distance separating figures. It is not allowed to pre-measure before declaring an Order/ Short Skill/ ARO except if all the players, for some specific situation during the game, decide to the contrary.

1.3 Equipment required to begin

- 20 sided dice (d20). At least one, preferably more.
- Infinity miniatures.
- A table to represent the battlefield.
- Templates (Circular, Large Teardrop Template, Small Teardrop Template).
- Markers: Camouflage (CAMO), Deployable Repeater Marker (REPEATER), Disabled (DIS), E/Mauler (E/Mauler), Immobilized (IMM), Impersonation (IMP-1 and IMP-2), Mines (MINES), Possessed (POS), Prone (PRONE), Spawn-Embryo (SPAWN-EMBRYO), Suppression Fire (SUP FIRE), Thermo-Optical Camouflage (TO CAMO), and Wound (WOUND).
- Scenery elements, manufactured or improvised, but a lot of them. Infinity is a game that benefits from extensive use of scenery.
- Tape measure (The ideal option, but any ruler will do).

- Rulebook, Army lists, Weapon Chart.

PRACTICAL ADVICE

- **MARKERS:** You can glue round Markers to a miniature base to facilitate their use.
- **GAME TABLE:** Due to weapon ranges, battles can be more interesting if the Deployment Zones of both players are on the short sides of the table (Playing lengthways, not across).

Chapter 2

Preparation

2.1 How to organize a battlefield

Players must distribute the available scenery elements on the battlefield, taking care to do so in an equitable way except when representing a specific scenario or a battle in a campaign. It is advisable that a distance of no more than 10 inches is kept between obstacles. The battlefield must be organized before performing the Initiative Roll, as detailed later.

The tactical capacity of a player is defined by his ability to adapt the advance of his troops to the movements of the enemy and to the conditions of the battlefield: realistic and well-distributed terrain will considerably enhance the realism and enjoyment of a battle.

2.2 Deployment zone

The Deployment Zone is the area where the troops of each participating army start the battle. It consists of a strip of 12 inches deep into the table along a players chosen table edge, with each players Deployment Zone normally facing that of their opponent. The position of each Deployment Zone can vary if a specific scenario or campaign mission is being played

Chapter 3

The Troops

3.1 Types of units

A unit is a group of soldiers belonging to the same army. These soldiers (Fusiliers, Zhanshi, Hellcats, etc.) have undergone the same type of training and possess similar Attributes, Skills, weaponry and basic equipment.

- **Light Infantry (LI):** The common backbone of every army. These are fast troops, with limited armour but a good number of Support Weapons.
- **Medium Infantry (MI):** Special Forces. Better trained and equipped, these are experts in special combat tactics and techniques.
- **Heavy Infantry (HI):** Outfitted with heavy armour, standard or powered, and able to resist enemy fire but slower than Light Infantry.
- **T.A.Gs:** A Tactical Armoured Gear is heavy powered armour and a light combat vehicle combined. A heavily armoured unit, gifted with superior firepower and movement.
- **Skirmishers (SK):** These are light Special Forces, specifically trained in stealth and infiltration.
- **Warbands (WB):** Light assault troops specialized in Close Combat.
- **Remotes (REM):** Semiautonomous support units, fast and versatile but with limited armour. Remotes require a Hacker or a T.A.G on the battlefield to be deployed, but they keep acting normally even if this dies.
- **Special Units:** Any units not falling under the above categories.

3.2 Troop Classification

This indicates the character and background of the troops and their function in the army.

- **Garrison Troops:** These troops have lower quality training and fulfil support and rear guard tasks.
- **Line Troops:** The most common troops. These form the main body of most armies.
- **Specially Trained Troops:** Soldiers that have undergone special training to accomplish specific battlefield missions.
- **Veteran Troops:** These are experienced troops who have participated in other campaigns. They are experienced and have acquired a good reputation.
- **Elite Troops:** Special Forces. Committed to special operations, these troops possess the best training and equipment.
- **Headquarters Troops:** The finest elite troops, only deployed in exceptional cases.
- **Mechanized Troops:** These possess mechanical assets that range from T.A.Gs to any other form of armoured vehicle.

- **Support Troops:** Generic term referring to troops that fulfill certain support purposes in combat, i.e., medics, mechanics...
- **Mercenary Troops:** Professional soldiers who rent their services to the highest bidder. These can be added to a regular army according to the rules for mercenaries.

FAQ

- **Have the troops with Veteran Troop Classification the Veteran Special Skill?**

No.

3.3 How to organize an Army

The first step in organizing an army is deciding how big it is going to be. A number of Army Points are assigned to build an army: the higher the number of points, the larger the army. There is no limit concerning the number of points assigned for an army, but certain values are recommended.

Once an army size is chosen, the Army Points must be invested in figures from a given army list (Ariadna, PanOceania, Yu Jing, etc.). Each figure has a listed Army Points Cost that reflects its efficiency in game terms. All figures have specific Special Skills and Equipment included in their Cost. As figures are chosen for an army, their Cost is subtracted from the army total.

General Rules for building an Army: - You may not exceed the agreed upon Army Points for the match - You may use 1 Support Weapons Cost (SWC) for every 50 Army Points agreed upon - You may not exceed the Availability of any unit type - You must have one and only one Lieutenant - You may not have more than 10 models in each Combat Group (excluding special rules such as G: Servant and G: Synchronized) - Mercenaries may not be used in Tournament play unless they are available as part of a Sectorial Army AVA.

FAQ

- **Are army lists hidden?**

You may keep secret who your Lieutenant is, what troops you retain in Hidden Deployment, what troops you have kept in reserve for Airborne Deployment (AD), troops disguised with Holoprojector level 1 and 2 and what Camouflage Markers (TO or normal) hide beneath them, everything else is open.

- **What is the availability of Caledonian Volunteers and Troupes Metropolitanains (Mtros) in the General Ariadna army list?**

Both belong to Ariadna Militia that has AVA 2, so you can take either 2 Caledonian Volunteers, two Mtros or one of each.

- **Can I include Yuan Yuan in a mercenary force that includes Yu Jing troops?**

Yes.

- **Can I choose an Irregular Lieutenant if his combat group is comprised by Irregulars but another combat group has regular troops?**

No.

- **Can troops from other armies take the rank of lieutenant in the sectorial armies? For example, a Deva in the Neoterra Sectorial Army, a Mobile Brigade in the Khapu Qalqi or, also, a Santiago Knight in the Military Order of Montesa's list?**

Yes to both, but the glory and recognition is for the Sectorial or the Military Order not to the "outsider" Lieutenant

Fireteams: Link Troops

- **What is the AVA for Sectorial Army Lists?**

In the last 5 pages of the Human Sphere book or the Human Sphere army lists PDF there are some tables a sectorial list may only include the units indicated on the tables at the AVA indicated on the tables.

Linkable Troops - **Are Mercenary Troops that are included on the list like the Yuan Yuan in Quapu Khalqi Sectorial be included in a tournament list?**

Yes.

- **Can a list that already includes Mercenary Troops hire more of the same Mercenary Troops as mercenaries for non-tournament play? For example can a Qapu Khalqi list include 4 more additional Yuan Yuan on top of the 3 allowed on the list?**

Yes.

3.4 Explanation of unit data

Infinity troops are differentiated by the following: **Attributes** Describe a series of values defining the basic features common to all figures. **Characteristics** These represent a series of qualities, determined by a figure's

background and personality that determines their behaviour on the battlefield. **Special Skills** These are special capacities or training that miniatures have acquired that enable them to do things that others cannot, such as camouflage themselves or use parachutes. **Weapons and Equipment** These are weapons, materiel and equipment figures carry in order to perform different actions in the game.

Chapter 4

Game mechanics

4.1 Line of Fire (LoF)

The Line of Fire is an imaginary straight line that runs from the centre of a miniature's base to an enemy miniature. If there are any obstacles in the way that completely block an enemy miniature from sight, then there is no LoF. Miniatures have a 180-degree field of vision. A target may only be selected by a figure if the miniature can see it, at least partially. An enemy model may not be shot at if any object, figure, or scenery element blocks totally the LoF. A miniature must be able to see the target's head or a body area of equivalent size to be able to fire at him.

In Infinity, the LoF is reciprocal, applying the rule If I can see you, you can see me. If a figure can draw LoF to its target, then the target can draw LoF to the figure as well (if it is inside its field of vision).

In some cases, due to the positioning of the miniature or the type of scenery used, the LoF may not be easy to obtain. A good solution to this issue is to get in line with the figure at approximately the same height to check if it is possible to see an enemy. Another solution is to place a ruler or tape measure between both figures: there will be LoF if nothing obstructs the line traced by the ruler.

Figures lacking a LoF are unable to attack unless they have weapons that permit Speculative Shot or weapons with Guided Special Ammunition.

Enemy and allied miniatures in the LoF block it and a player is not permitted to attack their own troops. If the target chosen is bigger than friendly models in the LoF, then LoF is not blocked.

Figures engaged in Close Combat also block LoF (See Shooting figures engaged in Close Combat).

Additional text from Human Sphere:

Sometimes, due to the dynamism of the miniatures, it is difficult to determine visually if there is Line of Fire or not. In those cases, if the player can draw a LoF from the centre of his miniature's base (For example using a tape measure or a laser pointer) that touches or passes through the diameter of the base of the enemy figure, without being blocked, then it is a legal target.

But the player must not forget it is necessary to see, at minimum, the target's head or a body area of equivalent size to be able to fire at him. Additionally, the Line of Fire is reciprocal, so if a figure can draw LoF to its target, then the target can draw LoF to the figure as well (If it is inside its field of vision). This rule is called If I can see you, you can see me.

Example: The miniature of Fusilier Angus sees part of the barrel of a Gijis HMG poking around a corner. The enthusiastic Angus wishes to shoot, but when LoF is drawn, it doesn't touch the T.A.G.s base, so this is not a legal target.

Frustrated, Angus moves to a point where, through a little window, can see one of the legs of the Giji. He draws the LoF, which now reaches the T.A.G.s base. Enthusiastically, Angus forgets the rule If I can see you, you can see me and declares a Shoot Order. When Angus holds his weapon, he can see in the crosshairs of his scope how the leg has been replaced by the HMG and the head of the Giji, which, strangely, seems to be smiling. Now, Angus must make a Face to Face Shooting Roll against the T.A.G.

FAQ - Can a model draw LOF through an enemy model's base from gaps left by the enemy miniature, such as the gap between its legs?

No.

- While a model moves, what is its LOF?

When the model is moving it acts as if it has 360-degree field of vision. It represents the tactical awareness of a trained professional soldier and also those technological and futuristic tactical devices of the Infinity background.

- Can I have LOF to a Camouflage Marker? ” It could block LOF?

Camouflage Markers do not block the LOF. Therefore, the LOF rule uses the term "figures." In terms of game, a camo troop is almost as if he were not there as it is doing everything possible to stay just outside the LOF.

A Camouflage Marker represents a "ping" in the comlog, or a little itch at the back that tells the troops that "there might be something, or not." Therefore, the Marker and its height (equivalent to an army basic line troop) are unrelated to the true dimensions of the figure camouflaged (Cutter serve as an example, higher than a line troop, or the Antipodes, lower), it just indicates an approximated area on where you can apply the skill Discover.

- How should the LOF drawn from those figures that have been sculpted in a crouching position?

To trace the LOF of crouching figures, replace by the base troop figure of the same army (Fusiliers, Zhanshi, Line Kazaks, Ghulam, Alguacil, Morat Infantry / Shasvastii Seed Soldier), the one whose position is the more upright.

- How can I determine if I can draw LoF to a miniature?

First, the target model must be in the 180-degree field of vision of your figure. Then, if a straight line from the center of a models base can be drawn passing to any point of the enemies base and a part of the model at least head sized or larger can be seen, then LoF is granted to said model.

- Do parts of the model outside the base diameter count for LOF purposes?

No.

- What happens in the extreme case were a line can be traced without obstruction from a models base center to a models base center, but there is no visible part of the model to be seen?

In that extreme scenario LOF is granted.

- Does I See You, You See Me rule, or Reciprocal LOF, means Field of Vision requirement is ignored if LoF is acquired by an enemy model?

No, a model cannot claim any of these rules if the enemy acquires LOF to its back.

- What is the Line of Fire of a model in Close Combat?

Models in Close Combat have 360o Line of Fire but this is limited to base to base contact.

4.2 Zone of Control (ZC)

The rear sensors of a miniature, or even his auditory perception (Amplified or not) will allow him to be aware of his environment in a radius of 8 inches. This 8-inch radius around each model is known as the Zone of Control (ZC) .

If any enemy moves into or acts inside the Zone of Control but out of the LoF of a figure, he is immediately able to react but only against that enemy. If an enemy enters a Zone of Control but is behind an obstacle that does not allow LoF to be drawn (For example a high wall or the interior of a house) a miniature is only provided with an Automatic Reaction Order to turn around and face his enemy. The figure is considered to have heard some noise and is turning towards its direction. If the model has any Special Skill or Equipment that allows it to act without LoF, it may use that instead of Change Facing.

FAQ

- How does Zone of Control extend?

As a sphere centered at the model.

4.3 Dice rolls

Dice are rolled to find out if a miniature has succeeded in an action: for example, to see if he hits a target after shooting or to discover hidden enemies.

If the addition of negative Modifiers is higher than the Attribute of the miniature, then it is an automatic failure and the Order/ Short Skill spent is wasted.

Example: A miniature with BS 11 performing a Speculative Shot at Maximum Distance (-12).

4.4 Types of Dice Rolls

There are three types of dice rolls: Normal Rolls, Face to Face Rolls and Armour Rolls, all made with a d20 dice. To find out if an action taken by a miniature has succeeded, roll a d20 and compare the result with the corresponding Attribute. **If the result is the same or less than the Attribute, the action succeeds** and the miniature achieves his goal.

4.5 Player turns and game turns

Infinity follows a system of alternate player turns. A player turn sees both players act, with one called the **active player** and the other the **reactive player**. The active player is the one activating and moving his figures, while the reactive player reacts to the movements and actions of the active player. When the active player cannot keep activating his miniatures his turn has finished and his opponent becomes the active player.

A **game turn** is the period of time that covering the active turn of each player, always in the same order, determined by the Initiative Roll (See below). For instance, a game turn covers the active turn of Player 1 and Player 2 and always in that order.

4.6 Orders and Orders Reserve

In Infinity, the ability of an army to manoeuvre and act is measured by its number of **Orders**. An Order is a game concept that allows a model to be activated and used in combat. The more Orders an army has, the greater its tactical capacity.

Each model fielded provides an Order. The collective number of Orders provided by all the figures in an army is called the **Orders Reserve**.

The minimum number of Orders in the Reserve is 1. (**example:** Player A has 12 miniatures, therefore he has 12 Orders at his disposal. Player B, who has only 7 miniatures, will have 7 Orders available in his Orders Reserve).

Remember that the Orders from miniatures in a Group are not transferable to another.

The Orders Reserve indicates the army's capacity to act. The Active Player may spend one or more Orders on each figure until no more Orders are left in the Reserve and the turn is passed to the next player. A player can spend as many Orders as are in the Orders Reserve or may pass the turn to his opponent with Orders unspent if desired. There is no limit to the number of Orders in the Reserve that can be assigned to the same figure, excepting that it may only receive Orders from its own Group. A player can alternate the spending of Orders between different figures, it is not necessary to spend them in a continuous way on the same figures. Any Orders not used are lost and cannot be kept for the next turn.

example: Player B has an army of 7 miniatures, so he has 7 Orders in his Orders Reserve. Player B might give an order to each of his figures, 7 orders to the same figure, 4 orders to one and 3 orders to another, etc.

The Orders Reserve is calculated at the beginning of each Active player's turn. Each time a player loses a figure, he also loses the Order it contributes to the Orders Reserve for the rest of the game.

Only troops represented by figures or Markers (Such as Camouflage Marker or Impersonation Marker) on the game table add their Order to the Orders Reserve. Troops in Hidden Deployment or that are off table awaiting deployment do not contribute to the Orders Reserve.

Example: this includes troops with Airborne Deployment (AD) that have not yet landed on the battlefield, miniatures with Thermo-Optical Camouflage in Hidden Deployment, reinforcements not yet arrived on the battlefield or any other reason.

An Order is used to activate a miniature to use different Skills (Move, Shoot, etc.) in combat. Skills describe any and all actions that miniatures can undertake and are categorized as **Short, Short Movement and Long** to denote their complexity.

Using 1 Order a figure can:

- Combine two Short Movement Skills = Move + Move, Climb + Move, or Move + Prone.
- Combine a Short Movement Skill with a Short Skill or vice versa = Move + Ballistic Skill (BS), Move + Dodge, Discover + Alert, or Ballistic Skill (BS) + Prone
- Use a single Long Skill = Camouflage, Intuitive Attack, or Cautious Movement.
- Use a single Short Skill = Ballistic Skill (BS), Discover, Dodge

Both Skills in the Order are used at the same time as part of a single Order. Therefore if a figure Moves and then Shoots to answer an Automatic Reaction Order (ARO) of his enemy, he can Shoot before, during, or after the Movement. Be aware that whatever happens, the Order will be fulfilled completely, meaning the figure will finish his Movement after traveling the inches initially declared, even if he ends up Unconscious or Dead.

The only exception to this rule is Close Combat (CC), which always stops the MOV of the figure.

Orders must be declared before measuring the distance separating figures.

4.7 AUTOMATIC REACTION ORDER (ARO)

Figures in the Reactive players army may act in the Active players turn to answer the use of an Order by the active player, only against the miniature that is activated by that Order. The reaction is always to the Order, and not to the Skills that constitute it. In other words, if a miniature moves and shoots in the same Order, the enemys figure obtains one ARO, not two.

To react to the spending of an Order, a reacting figure must fulfil all the ordinary requirements to execute the Skill that will be used to react (For example, if he wants to shoot, he must have a LoF to his target. If he plans to Hack, the target figure must be in his ZC).

It is compulsory that the Reactive player declares the ARO of all his figures in LoF with the miniature using an Order, immediately after the active player declares the Long Skill or the first Short or Short Movement Skill that will be performed in the Order. A figure can only react to this initial Skill use another ARO is not gained at the end of the Long Skill or when the second Short Skill of the Order is announced. If, during the execution of an Order, the acting figure enters the LoF or ZC of a new enemy miniature lacking LoF or ZC when the Order was declared, that enemy model receives an ARO immediately and can react to the Order being undertaken.

It is not possible to react to an ARO. ARO are only executed by the Reactive player.

An ARO is always simultaneous to the Order it reacts to. A Face to Face Roll is required every time the actions of two figures affect each other (For example, one Shoots and the other tries to Dodge, or one tries Hacking and the other answers by Shooting). If the execution of a Skill does not require a roll (For instance, the Alert Skill), a Face to Face Roll will not be necessary. If a reacting model uses an ARO but is not itself the target of an action, a Normal Roll is made.

(For example, two models gain ARO as they have LoF to a figure using an Order. The acting figure shoots at one of the two that model must make a Face to Face Roll if he returns fire, while the second model fires on the acting figure with a Normal Roll).

ARO are carried out simultaneously. Therefore, if a Camouflage Marker spends one Order to Move, an enemy may use an ARO to react and try to Discover it but even if successful, other models with ARO cannot shoot it as a reaction to the same Order.

There is no limit in the number of miniatures that can react to a figure spending an Order, as long as they are eligible to gain an ARO.

Only figures can be reacted to. Missiles and grenades are not considered figures, so they cannot be reacted to (Except Hacking missiles). Instead, the figure firing his Missile Launcher or the Grenade Launcher can be reacted to, if it is possible, in the normal way.

It is permissible to react with a Move, by performing a Short Movement Skill, as an ARO to Order. Any Short Movement Skill carried out in ARO is considered as a Dodge and will require a Normal or Face to Face Roll of PH against the corresponding Attribute.

Not all skills can be used in ARO. This table indicates which ones can be used in ARO and which cannot.

SHORT MOVEMENT SKILLS	SHORT SKILLS	LONG SKILLS
Can be used in ARO	Can be used in ARO	Cannot be used in ARO
Change Facing	Alert	Airborne Deployment (AD)
Climb	Attack:Ballistic Skill (BS)/ Disparar	Attack: Intuitive Attack
Discover	Attack:Close Combat (CC)	Attack: Overrun
Dismount	Attack:Sepsitor	Attack: Suppression Fire
Get Up	Dodge	Attack:Speculative Shot
Prone	Hacking	Camouflage and Hiding (CH)
Jump	Sensor	Cautious Movement
Move	Cannot be used in ARO	Hacking Airborne Deployment
Mount	Attack: Forward Observer	AutoMediKit
Open/Close	Coma	
	Doctor	
	Engineer	
	Regeneration	
	Reset	
	Use MediKit	

ARO in Close Combat: When two figures are in base to base contact, they are considered to be engaged in Close Combat. In that case, the only two possible skills that can be used in ARO are Close Combat and Dodge.

ARO against Camouflage and Impersonation Markers: The only possible ARO against a Camouflage,

TO Camouflage or Impersonation Marker is Discover or Change Facing. However, it is not compulsory that the ARO be announced immediately after the adversary declares the Markers first Short Skill. It is possible to wait until the Marker declares its second Short Skill, and if it reveals its presence, then an ARO may be generated to react accordingly. This rule does not cancel the advantages of Combat Camouflage and Impersonation.

4.8 Order spending and ARO procedures

1. Choose the miniature on which an Order will be spent.
2. Declare the Order, announcing the first of the two Short Skills it will undertake or the single Long Skill.
3. Miniatures with Line of Fire (LoF) or that have the acting miniature in their Zone of Control (ZC) declare their ARO, specifying which Skill they will use.
4. The player spending Orders declares the second Short Skill used by the figure (If one is being used).
5. If new figures without ARO obtain a LoF to the acting miniature as a result of the second Short Skill, they can declare an ARO.
6. Rolls are made and their effects applied.

Example: Zhanshi Wen Liu uses an Order and declares he will use a Short Movement Skill to move up to his first MOV value in inches. When his move takes him into the LoF of Fusilier Angus, the latter decides to use his ARO to shoot at him. Wen Liu now declares his second Skill, which must be a Movement or Short Skill. Wen Liu decides to Shoot, forcing a Face to Face BS (Shooting) roll between Wen Liu and Angus. In the resulting fight, Angus beats Wen Liu, who receives a Wound. Wen Lius figure is Unconscious, lying prone on the game table with a Wound Marker at the end of the Movement he declared at the beginning, no matter in where along the movement he was actually shot.

Example: Fusilier Silva uses an Order, declaring only her first Skill: Movement. When she enters the LoF of Zhanshis Wen Liu and Jang Qi, they declare their ARO to shoot at her. Silva uses her second Skill to return fire at both of them. Silva divides the B (3) of her Combi Rifle between the Zhanshis, two shots for Wen Liu and one for Jang Qi. Two Face to Face rolls take place, one between Silva and Wen Liu and one between Silva and Jang Qi. In the Face to Face Roll against Wen Liu, Silva fails her first shot but succeeds in the second, so Wen Liu must make an ARM roll. Silva loses the roll against Jang Qi, so she must also make an ARM Roll. Both Silva and Wen Liu fail their rolls, falling to the ground Unconscious with a Wound Marker..

4.9 Deployment and Initiative

The Deployment and Initiative are determined by a dice roll and a Field or Ball system. Before starting the game, the players must make a Face to Face Roll with the WIP of their Lieutenants. The winner has the option to choose between winning the Initiative or choosing the Deployment order. Choosing one of the two options means transferring the advantage in the other one to his adversary.

DEPLOYMENT

If the player takes the Deployment option, then he chooses which side of the battlefield he will deploy his troops to and then chooses which player deploys first.

Each player can place a single figure in reserve while deploying. This miniature is placed after his opponents initial deployment (If placing first) or after the opponent has placed their reserve miniature (If placing second).

There are certain skills or equipment that allows miniatures to avoid being placed during the deployment phase [Camouflage and Hiding (CH), Airborne Deployment (AD), etc.]

Officers and non-commissioned officers are essential to the chain of command. Accordingly, the Lieutenant must be deployed on the game table, even if he possesses Camouflage and Hiding (CH) or Airborne Deployment (AD), or the army will be in Loss of Lieutenant status, as described in the Morale and Leadership section. If he possesses CH: Camouflage or CH: TO Camouflage, he can start in the game with a Camouflage Marker or TO Marker, but will be always deployed on the battlefield.

INITIATIVE

If a player takes the Initiative, then he decides, according to his best interest, who is the first active player. This playing order will be kept for the entire battle.

Following these choices, the Yu Jing Player places 4 of his figures on the left side of the game table, keeping aside one for reserve placement and two that have the Special Skill: Airborne Deployment (AD). The PanOceanian Player places 10 miniatures on the table, takes note of the position of his Croc Man (Who would

be the 11th but he has the Special Skill CH: TO Camouflage) and puts a figure aside to deploy later. The Yu Jing Player places his reserve miniature (Keeping the Airborne Deployment troops aside for placement during the battle) and then the PanOceanian Player places his reserve figure. They are now ready to start!

FAQ**-Can I deploy my troop with Impersonation engaged in Close Combat with an enemy troop?**

No. You can not deploy directly engaged in Close Combat, no matter if you use the Impersonation Special Skill, infiltration, Mechanized Deployment, Airborne Deployment (AD), etc.

-Can I deploy a miniature in Prone position in the Deployment Phase?

In the Deployment Phase when the player is placing the figures in the game table, those troops that can be deployed Prone are allowed to be deployed in the Prone position. To do that, a Prone Mark must be placed beside the corresponding miniature or Marker (CH: Camouflage, TO...). If it is a troop with the CH: Camouflage or TO Special Skills, then the Prone state must be noted on the same paper in which the position of the miniature has been noted in the game table.

-Are army lists hidden?

You may keep secret who your Lieutenant is, what troops you retain in Hidden Deployment, what troops you have kept in reserve for AD troops disguised with Holoprojector level 1 and 2 and what Camouflage Markers (TO or normal) hide beneath them, everything else is open.

- Do I have to place my Lieutenant on the table during deployment?

No, you can keep your Lieutenant in Hidden Deployment or in Airborne Deployment (AD) but this will result in starting the game affected by Loss of Lieutenant.

- Can I choose to use less WIP than what my Lieutenant actually has?

No.

- Can Lieutenants WIP be hidden by any means during deployment Face to Face roll?

No, the full WIP of the Lieutenant must be disclosed at the Face to Face roll.

4.10 Ballistic Skills

Ballistic Skills, the exchange of ranged fire, is the nucleus of modern combat. It is the ultimate expression for the soldier: he pulls the trigger and lets his weapon spit death to remove the enemy from the battlefield and reach victory. Only the lucky and the brave survive when bullets hiss by in the midst of battle.

In order to Shoot, it is necessary to possess a BS Attribute, a weapon that allows ranged firing, and LoF to a target.

SUMMARY OF BALLISTIC SKILLS

1. Choose a target.
2. Determine if there is LOF
3. Spend an Order or an ARO to Shoot.
4. To hit, roll 1d20 for every Burst (B) shot by the figure. The miniature's BS value modified by Distance and Cover will determine the result required on the d20 to hit. If a Face to Face Roll is needed because of an enemy is reacting to the shooter with an ARO, the winner of the contest succeeds in his action.
5. For every hit received, the target must make an ARM roll in order to avoid the Wound. The roll value required to avoid a wound depends on the Damage of the weapon, the ARM of the victim and any Cover modifiers. A Guts Roll must be made if necessary.
6. Wound Markers are placed on the miniature or the miniature is recorded as a casualty if he does not have access to a Doctor, Paramedic, AutoMedikit, or Regeneration.

When a player declares that a miniature is going to shoot at an enemy, he must make a d20 roll to check if he has succeeded. In such a case, three possible situations can arise:

1. The targeted figure has no LoF with the shooter and does not therefore receive an ARO to react. A Normal Roll is required from the shooter, Modified by Distance, Cover and any Modifiers required by the Skills or equipment of the target.
2. A targeted enemy miniature has LoF to the shooter and uses his ARO to Shoot, Dodge, Hacking, or use a Sepsitor attack against the activated figure. A Face to Face Roll is made, applying Modifiers for Distance, Cover and the Skills and equipment of both players.
3. A targeted enemy miniature has LoF to the shooter but uses his ARO to perform any action that does not directly affect the shooter. The shooter must make a Normal Roll as in situation 1, above.

When shooting, the player can always choose the moment during the execution of his order in which to attack. The most usual choice is a point in which the situation is the most advantageous: a clear LoF, less cover for targets or optimum weapon distance. This also applies when using an ARO to shoot.

Each miniature can shoot as many times as indicated by Burst (B) value of his weapon. B varies between 1, for a Grenade Launcher or Missile Launcher, to 5, for the Hyper-rapid Magnetic Cannon. A player can distribute the shots in a Burst between one or more enemy figures, if they are within LoF and within range of the weapon. The whole Burst is considered to be fired from the same point on the table – separate shots may not be fired from different points.

When using an ARO to shoot, the Burst value always equals 1 (Except for Suppression Fire or with the Total Reaction Special Skill).

To clarify, a figure shooting using an Order can fire from 1 to (B) shots, while any miniature using an ARO can only make one shot, or use a single other Skill (Hacking, Dodging, Close Combat, etc.).

If a target reacts directly to being fired upon, the figure using the ARO will have to roll less than or equal to his Modified corresponding Attribute (BS, PH, WIP) but roll above all the successful BS rolls of his adversary.

The figure using the Order to shoot will hit with all the shots in his Burst that roll less than his modified BS but are higher than his opponents result in the Face to Face Roll.

Example: Wen Liu uses an Order to shoot with his Heavy Machine Gun at two Fusiliers in LoF who are 6 inches away (Distance Modifier: 0). Target one, Angus, uses his ARO to Dodge, while target two, Estvez, uses his ARO to Shoot. Wen Liu specifies that he will divide his weapons B value of 4 equally, shooting twice against each enemy. Face to Face Rolls are required, as both targets are using ARO to react directly to being shot. Wen Liu rolls a 7 and a 15 against Estvez, and with a Modified BS of 11, scores one success. Estvez must obtain a 15 or less (BS 12+ Short Distance for Combi Rifle +3), and rolls a 13, also a success. Both succeeded, but it is Estvez who hits Wen Liu as 13 is higher than 7. In the other Face to Face roll, Angus gets a 4 for his PH roll (PH=10), a success, Wen Liu rolls a 9 and a 5, passing his BS target of 11 with both shots. As both rolls are higher than Angus score, he receives 2 hits. Now Angus and Wen Liu must make their respective ARM rolls

It is not possible to choose as targets miniatures positioned within or behind an obstacle that impairs vision (Smoke grenades, walls made of soft materials or Zones of bushy thick forests). It is not possible to shoot if the target is not in sight, unless the weapon allows a Speculative Shot or an Intuitive Attack. A miniature must also be within weapon range to be able to shoot.

It is not possible to use the BS Attribute to shoot if in base to base contact with an enemy: in that situation, Close Combat rules are used instead.

A Critical BS roll scores an automatic success, causing the target 1 direct Wound with no ARM Roll possible to prevent the damage.

4.11 CLOSE COMBAT (CC)

Close quarters combat, whether the urban struggle for the possession of a building or craft to craft boarding actions in the void of space, takes place in a limited environment where adversaries are always nearby and there is no space to use a long ranged firearm with any effectiveness. In such situations troopers resort to CC Weapons, short firearms (Pistols) and sharp instruments (Knives, machetes, sabres, swords, claws, etc.). Close Combat is gory, grimy, deceitful, and fatal. In CC a soldier may cut an enemys throat and taste his blood, or end up disembowelled at his foes hands.

For miniatures to engage in Close Combat, it is necessary that their bases be in contact. Any figures in base to base contact are always considered to be in Close Combat, and they will automatically change to CC Weapons (Pistols, knives, swords, or natural weapons) without using any Skill to do so. T.A.Gs do not need CC weapons since their fists cause Damage equal to PH-2 naturally! When declaring a CC attack with figure against an enemy, a dice roll is required to discover whether the attack is successful.

When the miniatures to fight are in base contact, then a Face to Face Roll is required. The results can be:

1. **Both fail**, so neither achieves a hit on their target.
2. **One fails and the other succeeds.** The figure that fails receives damage, and must make an ARM Roll.
3. **Both figures succeed.** The miniature obtaining the highest score is the winner of the Face to Face Roll and hits his enemy. The figure that obtains the lowest number must make an ARM Roll with a +3 MOD to ARM (Defence Bonus) to reflect evasive manoeuvring. If there is a draw, the figure with the highest (Modified) Attribute will succeed. If there is another draw and the active player wishes to continue the fight, a new Order must be spent and another Face to Face Roll is required.

4. **Both succeed and one gets a Critical.** The latter wins the Face to Face Roll, even if his enemy rolled a higher number, and he causes a direct Wound, with no ARM roll allowed.
5. **Both succeed with Critical rolls.** The highest dice roll wins the Face to Face Roll and causes a direct Wound, with no ARM Roll allowed. If there is a draw, the higher Attribute (Modified) will be the winner. If there is yet another draw, both are mutually cancelled, the active player must spend an Order and engage in another Face to Face roll to continue the combat.

It is compulsory for the player to reserve one Order of the Order Reserve for each of his own figures engaged in Close Combat at the beginning of his turn, to keep the combat going or to Dodge away from it. The resolution of these combats can be performed at any moment during that players turn.

CLOSE COMBAT SUMMARY

1. Choose a target
2. Get close for the Close Combat. All necessary Orders must be spent to be able to move until the figures bases are in contact.
3. Engage in CC. CC is initiated either by using a CC Skill in conjunction with a Short Movement Skill to get close, or by spending another Order to initiate the CC Skill alone, or by using an ARO to activate the CC Skill.
4. Perform a Face to Face Roll of CC figures Attributes.
5. Make as many ARM Rolls as necessary.
6. Place Wound Markers or remove the figure from the table if it has no access to a Doctor, Paramedic, AutoMedikit or Regeneration.

Notes about Close Combat:

ARO in Close Combat: When two figures are in base to base contact, they are considered to be engaged in Close Combat. In that case, the only two possible skills that can be used in ARO are Close Combat and Dodge.

Close Combat always cancels a figures Movement. If the figure moves only part of his first MOV value to enter base to base contact, then CC is declared and the figure will not be able to move the remaining inches of his MOV.

A figure engaged in CC cannot Shoot in ARO at another figure that is not involved in that CC.

Close Combat is so direct and fast that no Guts Rolls are required. There is simply no time to get scared in Close Combat!

Modifiers due to Optical Disruption Devices (ODD are not counted in Close Combat, neither are those from the Special Skills Camouflage and Hiding (CH).

After finishing Close Combat the winning figure, which is the one still on his feet, can be placed facing any direction wished by his owner.

Remember when attacking an enemy in Close Combat from behind, the target can turn to face his attacker with an ARO as soon as his Zone of Control is penetrated.

FAQ:Close Combat

-To make a CC against immobilized troops would be considered a coup de grace,direct killing without CC and ARM rolls? No, if the figure is immobilized the enemy must roll CC and the troop ARM roll (if CC is a success). This situation has its advantages: Normal Roll rather than be faced, there is no possible defense bonus ... Coup de Grce is very specific: it requires that the figure is in unconscious state.

- To start from the back of the miniature could have some effect on the Close Combat? No. You can read in Close Combat with several enemies that you must do a face to face roll against all enemies at once (while dodging or attacking),. So,placing a miniature to the back of another has no effect.

-Can I deploy my troop with Airborne Deployment (AD) engaged in Close Combat with an enemy troop? No. You cant deploy directly engaged to Close Combat, no matter if you use the Mechanized Deployment ,Impersonation , infiltration, Airborne Deployment (AD), etc.

4.12 Coordinated Order

Coordinated Orders are organized actions or manoeuvres performed by several figures that will try to minimize any possible reaction of the enemy, benefiting from their numerical advantage and acting at once against the same target. A Coordinated Order requires the spending of 1 Order for each participant miniature. If

composed of two Short Skills, the Coordinated Order must be stated fully before the opponent announces his ARO. Coordinated Order cannot be performed in ARO.

Any Skill can be used in a Coordinated Order. All the figures participating in it must perform exactly the same Skills and in the same order so as to reflect coordination in the manoeuvre.

Certain Skills call for a common goal for all characters participating in order to execute a Coordinated Order, hence all the figures sharing the Coordinated Order must execute these Skills against the same objective (For example, [”Shooting at a certain miniature).

Coordinated Order:

- Skills with a common target
- Attack: Ballistic Skills (BS)/Shoot
- Attack: Close Combat (CC)
- Attack: Forward Observer
- Attack: Intuitive
- Attack: Overrun
- Attack: Sepsitor
- Attack: Speculative Shot
- Attack: Suppression Fire
- Discover
- Doctor
- Engineer
- Hacker
- Use MediKit

The remaining skills, those not listed in the preceding table, do not require a common goal to be executed in a Coordinated manner. For instance, 3 miniatures acting in co-ordination can move in different directions.

In a Coordinated Order to Shoot, the Burst (B) of each miniature participating is halved, always rounding up: the minimum B value being 1.

In a Doctor, Use MediKit, or Engineer Coordinated Order, a successful Roll and a failed one will cancel each other, so the target will not suffer any change at all.

You can use Impetuous Orders to perform Coordinated Orders.

Miniatures performing a Coordinated Order provide only one ARO to each enemy miniature that is in LOF.

You can Coordinate a maximum of 4 miniatures. Coordinated Orders must be declared in unison. You can only Coordinate figures possessing the same type of instruction (Regular/Irregular) and belonging to the same Combat Group. Miniatures participating in a Coordinated Order do not need to be at any given distance from each other.

Example:

Our tireless Fusilier Angus, with sidekicks Doucher and Bipandra, tries to discover a TO Camouflage Marker that has ducked behind a corner. They declare a Coordinated Order of Moving + Discover to discover him. The TO Camouflaged soldier can see three enemies are getting close to him, and is aware of having only one ARO to confront them. He decides not to move or shoot, trusting his skill to remain hidden and not being discovered. Angus, Doucher, and Bipandra spend 1 Order each and move 4 inches to get closer from their respective positions to the TO Camouflage Marker.

Angus and Doucher are 6 inches (MOD by Distance: +3), and Bipandra is 18 inches from the TO (Distance MOD: 0). As the camouflaged figure has decided not to react, each Fusilier must make a Discover Normal Roll (WIP) Modified by the Distance and the TO Camouflage. Angus and Doucher will have to roll a 9 to Discover the TO [WIP: 12 with TO Camouflage MOD (-6) and a Distance MOD (+3)]. Angus rolls a 15 (Failure), and Doucher rolls an 11 (Failure). Bipandra will have to roll a 6 to be successful [WIP: 12, TO Camouflage MOD (-6) and Distance MOD (0)]. He rolls his d20 and obtains a 2 Bipandra discovers the TO, so the figure substitutes the TO Camouflage Marker on the game table.

FAQ: Coordinated Order

-Does the link break before or after performing an action?I.e: I make a coordinated order with part of the linked troops , so...

- with the advantages of the link and then the link is broken.
- the link breaks first and then I can do the actions.

The link breaks.

A coordinated order is not an action you can make with a fire team . Imagine you have 5 fusiliers linked (1,2,3,4 and 5 as team leader). If you declare that 3 and 4 make a coordinated order to move and shoot, these fusiliers are now acting outside the group and spend 2 orders to do so. They are acting independently. Should the leader of the link team participate in a coordinated order, the entire link is broken.

4.13 Damage

When a figure is hit by a successful enemy BS or CC roll, he must make an **ARM Roll**. In this roll, the ARM Attribute is a positive number, and indicates the Modifier to be added to the roll. If the result of the Modified Roll (d20+ARM) exceeds the Damage value of the weapon, the Armour successfully absorbs the impact and the figure takes no injury.

For example: The Zhanshi Wen Liu shoots at his eternal rival, Fusilier Angus. Wen Liu shoots and hits his target. Angus receives a Combi Rifle shot, Damage 13. His ARM is +1 so he will have to roll 13 or more to save his life (d20+ARM: 1).

Remember that when in combat, a Critical in BS or CC means 1 direct Wound (W), and no ARM Roll is possible.

Damage and BTS. Some weapons use Special Ammunition that ignores ARM and can only be stopped with Biotechnologic Shield (BTS) protection. BTS Rolls are used to resist the Damage caused by these weapons, and function the same as ARM rolls, substituting the ARM value with that of BTS as a positive modifier.

Damage from Falling.

If a miniature falls from a scenery element during the game, he must make an ARM Roll against 2.5 points (rounded up) of Damage per inch of distance fallen.

Unconsciousness

When a miniature receives a **wound** after failing an ARM Roll, a Wound Marker (WOUND) is placed beside him with the proper number. If he has only suffered a single Wound, the Marker will show 1: if he has accumulated more Wounds, the Marker must reflect their number. When a miniature receives as many Wounds as the value of his Wounds Attribute, he falls on the ground **Unconscious** at the end of the Order, but never before the Burst (B) is finished: therefore the number of Wounds can exceed his Wounds Attribute. An unconscious character is assumed to be lying down on the ground, except those unable to be Prone due to issues such as terrain, and can be indicated on the table with a PRONE Marker or by lying the figure down.

A miniature in this state has all its devices disconnected and cannot use any Skill, save the Special Skill Regeneration, or an AutoMediKit. He will also lose his Camouflage, TO, and Optical Disruption Modifiers, but not Cover Modifiers if he is eligible.

During the time the figure remains Unconscious he will not add his Order to the Orders Reserve of his army, and will be considered a casualty in terms of calculating army points.

In Close Combat, if the miniature attacking declares that he is attacking an Unconscious character the latter will die without being able to roll for either CC or ARM: this is known as the Coup de Grce.

To finish off an Unconscious miniature with BS, he only needs to be shot at with a Normal Roll. If successful, the Unconscious miniature is hit and must make an ARM Roll.

Death

If a figure in the Unconscious state receives a new Wound, he dies and will be removed from the battlefield. Some Special Ammunition can bring about this state directly.

Figures remain Unconscious until they are healed or killed. If a player does not possess a Doctor or Paramedic, and the Unconscious figure does not possess an AutoMediKit or Regeneration, he passes to the **Dead** state and can be removed from the game table.

Structures

Some miniatures and vehicles have a STR (Structure) value instead of Wounds. These function similarly to normal miniatures, having Normal, Unconscious, and Dead states. Each time one of these miniatures receives the equivalent of a Wound they lose a point of STR (Causing no ill effect or Modifier) and a Wound Marker is placed beside them. When the number of Wounds received reaches the STRAttribute of the figure, the vehicle or miniature is immobilized and destroyed (An IMM Marker is placed and crew members, if any, are able to get out).

If the army does not have a figure with the Special Skill Engineer, any miniature or vehicle with a STR value is removed from the table once destroyed and the crew members have left it.

FAQ: Damage Does a model that has taken more wounds than it's Wounds Attribute stat fall unconscious or dead at the end of it's order?

If the model has taken as many wounds as it's Wounds stat then it falls Unconscious at the end of the order.

If the model has suffered more wounds than it's Wounds stat then it falls dead at the end of the order. Note that the model will fall over after any movement.

4.14 Morale and Leadership

At some point in a battle, troops morale can fail. Losing a leader or large number of companions affects soldiers decision to continue fighting.

During the game, the morale of the troops can be affected by two critical situations:

1. **Retreat!** If, during the count of Orders/ figures at the beginning of the players turn, the army has lost figures equal to more than 60

In a Retreat! situation, troops will ignore their officers in such a way that the Lieutenant loses his Special Order.

2. **Loss of Lieutenant.** When the miniature of the Lieutenant falls Unconscious or Dead, the army is without a leader. If such a case arises, 2 Orders can be spent and another miniature designated as the Lieutenant. The Unconscious Lieutenant may also be healed, but if at the end of the turn there is no active Lieutenant, there will only be 2 Orders available in total for the next ["]turn, which can be consumed in enrolling another Lieutenant. If the Lieutenant is wounded or killed during an enemy turn, then the player starts the following turn with only 2 Orders that can be used to elect a new Lieutenant. The Loss of Lieutenant situation does not affect Impetuous Orders that are carried out normally. In a Loss of Lieutenant situation the player has got, not only the 2 Orders Reserve, but too the Impetuous Orders and those Orders given by figures with the Religious Troop Special Skill, which only them can use.

Recovering Leadership

In case of losing a Lieutenant, the player can try recovering Leadership. If the player loses his Lieutenant during his turn, he can use 2 Orders to sign up a new Lieutenant, who will not have the use of the Lieutenants Special Order until the next turn. Any figure in the army can be made into a Lieutenant (except a REM, Antipodes, The Hungries, or any Irregular troop if it is a regular army). If the group or army does not have any figures on the field (Due to TO Camouflage or Airborne Deployment), it must reveal or deploy some in order to enrol a Lieutenant.

If an army is in Retreat!, a player may spend an order to control a figure and prevent him moving Impetuously towards the Deployment Zone. Once an Order is spent stopping him, the soldier can then behave normally until the end of the turn. At the beginning of the next turn, he will have to spend another Order to avoid turning Impetuous and withdrawing.

4.15 Victory Conditions

A battle is fought at as many points of army as previously decided. For instance, between 150 and 300 army points, battles at 150 points are going to be more or less short and battles over 300 points are going to be longer. **Army points** are important to calculate the Availability of Support Weapons and the percentage of figures required to cause Retreat!

The battle will be over when one of the two armies **disbands** (After losing more than 60% of their army points) and runs away. It can also finish when the targets of a mission are achieved or when one of the armies has been completely wiped out.

The **Victory Points** obtained by both sides can also be compared to see who the winner is. Victory Points are the points that your army has eliminated of your opponents force. The army that obtains more Victory Points, or the one who achieves the biggest number of computable casualties at the end of the battle, will be the winner. Or to look at it another way, the winner is the one who has the greater percentage of living troops.

Chapter 5

Advanced combat:Hacking

5.1 HACKING

In modern combat, computing and electronic systems are as important as bombs and rifles, since they ensure that everything works and moves in the correct direction. Long distance communications are possible thanks to the electronic devices that have taken the place of RF (radio) which is now relegated to emergency situations and mainly used for short distances. Without proper communications, supplies and support would never arrive, artillery would never be able to cover an advance, missiles would not be guided towards their targets and troops would not be aware of battlefield conditions. Without sophisticated communications, soldiers would experience a general situation of confusion similar to battlefields at the beginning of the twentieth century.

The only troops that can provoke or avoid this kind of situation are the Tactical **Hackers**: soldiers equipped and trained to use Hacking Devices. These are specialists in infowar, cyberassault and electronic combat and defence.

Hacking Devices are small quantum computers specially designed for infowar and cybercombat, used to penetrate enemy cybernetic systems as well as protecting against them. Hacking Devices can function in Defensive or Attack Mode. Each mode uses specific skills and hacking programmes to fulfill a determined function in combat:

Attack Mode

Used to hack T.A.G.s, Remotes (REM), Heavy Infantry (HI), Doors, and Security/Data targets. It is also used to perform cyberattacks against other Hackers.

It has a radius of action of 8 inches although it can be used through a Repeater. It does not require a LoF to the target, which only has to be inside of the 8 inch Zone of Control.

Hacking in Attack mode is a Short Skill that allows the use of hacking equipment to perform some of the following activities:

Defensive Mode

This is used to defend allied miniatures from Hacking Attacks, Guided Missiles and the use of Airborne Deployment: Combat Jump.

A Hacker in Defensive Mode operates, hacks, or defends without distance limit. He can use his hacking equipment to perform some of the following defensive activities:

Other functions of Hacking Devices

5.2 Hacking a T.A.G.

To succeed in hacking a T.A.G, the miniature must make one or several hacking rolls, making a Normal Roll of WIP modified by the targets BTS.

Hacking a T.A.G. is a Short Skill. If the roll is successful, the enemy T.A.G. will remain completely paralysed (see Immobilized), until the next turn. An Immobilized marker (IMM) is placed beside the T.A.G.

If, after having effectively paralysed the T.A.G., the same Hacker spends a new Order and succeeds in another consecutive hacking roll, the T.A.G. will be completely **possessed**. A Possessed Marker (POS) must be placed beside it. The Hacker is now in full control of the T.A.G., using all its Attributes and weaponry and controlling it with Orders spent from the Orders Reserve of the Hackers Combat Group.

When a Hacker fails a roll, he loses all the accumulated effects so far: the T.A.G. will be completely free of his influence and any Markers due to hacking will be removed. The Hacker must declare when he begins whether he wishes to immobilize or possess a T.A.G. Once his decision is declared, he may not perform any extra Hacking attempts on that T.A.G. during that turn.

The T.A.G. can get rid of the Immobilization by Hacking or Possession when its original player takes his next Active turn. To do so, it must perform a Reset Short Skill.

A possessed (POS) T.A.G.. can be controlled by any Hacker of the army which has taken possession of it. Due to the technological abyss that separates Humanity from the E.I., Combined Army T.A.G.s can be immobilized(IMM) but never possessed (POS) by human Hackers.

FAQ

- **When you use sepsitor against a TAG, it is now a Combined Army TAG. So, its like other CA Tags, impossible to be Possessed?**

No, if the TAG is human, then you can Possess it.

- **How many attempts, successful or not can a hacker do per turn against an enemy TAG or HI?**

Against a T.A.G.s there is only one attempt allowed by player turn. When declaring the Hacking Order, the Hacker must state if he wants to Immobilize or to Possess the T.A.G. If he has declared an Immobilization and he was successful, the T.A.G. is Immobilized and the Hacker cannot keep hacking the T.A.G. He is not allowed to Possess the T.A.G. as he has not declared he was trying to do so. If he declared to Possess, and he was successful, he must now spend another Short Skill of a new Order and make the WIP roll. If he is not successful, the T.A.G. stops to be Immobilized, and the Hacker can't try again to Hack it in that player turn.

For Heavy Infantry (HI) and also Remotes (REM) it works different, as there is no limit about the number of attempts allowed to hack them.

- **Can a possessed TAG force its pilot out with a Dismount Short Skill?**

No.

- **Does a TAG need to have its Pilot in in order to be a valid target for Hacking attacks?**

Yes.

5.3 Hacking Heavy Infantry (HI) or Remotes (REM)

To effectively hack a Heavy Infantry or a Remote, the Hacker must make a Normal WIP Roll modified by the BTS of his target.

Hacking Heavy Infantry or Remotes is a Short Skill. If the roll is effective, the Heavy Infantry or Remote is completely paralysed and an Immobilized (IMM) Marker is placed beside it.

Heavy Infantry or Remotes can be liberated from Immobilization by Hacking when their player has his next Active turn. This requires a Reset

FAQ

- **How many attempts, successful or not can a hacker do per turn against an enemy TAG or HI?**

Against a T.A.G.s there is only one attempt allowed by player turn. When declaring the Hacking Order, the Hacker must state if he wants to Immobilize or to Possess the T.A.G. If he has declared an Immobilization and he was successful, the T.A.G. is Immobilized and the Hacker cannot keep hacking the T.A.G. He is not allowed to Possess the T.A.G. as he has not declared he was trying to do so. If he declared to Possess, and he was successful, he must now spend another Short Skill of a new Order and make the WIP roll. If he is not successful, the T.A.G. stops to be Immobilized, and the Hacker can't try again to Hack it in that player turn.

For Heavy Infantry (HI) and also Remotes (REM) it works different, as there is no limit about the number of attempts allowed to hack them.

5.4 Anti-Hacker Protocols

Hackers in **Attack Mode** can carry out cyberattacks against Hackers situated in their Zone of Control. These cyberattacks cause physical damage to the victim, provoking neural overload and brain hemorrhaging. Activating Anti-Hacker Protocols is dangerous, since the target can block the cyberattack and turn it against his attacker. This is a Short Skill.

ATTENTION: This weapon is forbidden by the Concilium Convention. Its use will be penalized by the international courts.

A cyberattack is performed normally by a Face to Face WIP Roll Modified by the BTS of each Hacker. The Hacker who loses the roll automatically enters the Unconscious state. If a target Hacker has already declared his Order and cannot use it to protect himself against the Anti-Hacker Protocols, then the attacker makes Normal Roll modified by the BTS of the target and the victim falls Unconscious if it is successful. If the defender or the attacker achieves a Critical, the adversary and Repeaters used by him are automatically destroyed, passing directly to the Dead state and ignoring the Unconscious state.

In order to apply Anti-Hacker Protocols to an Unconscious Hacker, a figure must be 8 inches or less away and then make a successful WIP Roll. The target has no defence and will immediately die.

FAQ

- Can Anti-Hacker Protocols be used against an Unconscious Hacker?

Yes. As stated in the rules: In order to apply Anti-Hacker Protocols to an Unconscious Hacker, a figure must be 8 inches or less away and then make a successful WIP Roll. The target has no defence and will immediately die.

- Can an Immobilized Hacker defend against Anti Hacker Protocols?

No, the Immobilized Hacker can not defend himself from an Anti-Hacker Protocol attack. To Hack is not one of the skills allowed to Immobilized models.

- Can a Hacker use Anti-Hacker Protocols through a friendly Repeater?

Yes.

5.5 Hacking Airborne Deployment

Gaining access to the enemy communications net, Hackers can detect and scramble onboard systems of Airborne Deployment craft. The short-circuiting and scrambling of the crafts avionics compels the transported troops to perform an emergency jump. To Hack an Airborne Deployment craft, the Hacker must spend an Order and perform a successful WIP Roll modified by the BTS of his target (Airborne Deployment craft have a standard BTS of -9). It is not necessary to have a LoF, or to be within any distance of the target.

After succeeding in the hacking roll, the enemys Airborne Deployment craft navigation systems and jump protocols are scrambled. All enemy miniatures with the Special Skill AD: Combat Jump must leave the craft at once, following the subsequent rules for **Emergency Jumping**:

-Miniatures with AD: Combat Jump will choose, for all of them, a sole landing point in the game table.

-Each figure must make a Normal Modified Roll of PH-9. If they fail the roll, they must apply the Combat Jump dispersion rules.

If the adversary has not any miniature with AD: Combat Jump, or if he has noted they will deploy with AD: Airborne Infiltration, the Level 2, then the Order spent is wasted. Hacking Airborne Deployment cannot be executed in ARO.

5.6 Hacking Defensively

When a player in the Active turn decides to do some hacking, the defender can (if he has a Hacker in his ranks) perform Defensive Hacking. In order to do this, he must state in the ARO of the targeted miniature an intention to respond with his Hacker. This will substitute the BTS Attribute of the miniature, Airborne Deployment or Guided Ammunition on his side with a Face to Face Roll of the WIP Attributes of both players hackers (Modified by their own BTS).

If the defender prevails, he avoids and cancels the original Hackers attack.

If the attacker wins, he will effectively hack his target.

If one of them achieves a Critical result, he succeeds in his objective and will disable (DIS) his enemys Hacking Device.

It is not necessary for the defending hacker to have a LoF or to be within 8 inches of the target of the hacking attack.

Coordinated Order Hacking vs. Defensive Hacking can be rather complex and a rather advanced situation. Please see Example of Coordinated Hacking vs Defensive Hacking for more details.

FAQ

- Can I really make use of Hacking Defensively to replace the BTS of Guided Ammunition by a Face to Face Roll between my Hacker and the enemy Hacker?

No, you can not. It is an errata. Guided Ammunition can only be shot in active turn and then, you Hacker can not react to an enemy ARO.

- If the Active player tries to hack, can I Hack Defensively with each of my 2-3 ,..., N hackers or just with one?

You can react with each of your Hackers (ie, with N Hackers)

- What happens if multiple Hackers decide to use Defensive Hacking against a hacking attack?

A Face to Face roll is needed. The roll of the attacking Hacker against the defender Hackers' rolls.

- How does a hacker respond to coordinated hacking? Example: A Ninja Hacker and a Celestial Guard Hacker coordinate to hack a Squalo. The PanOceania player has only one Kamau Hacker.

Does that mean that the Kamau hacker can only defend against the ninja (who is the one who executed the attack) and the Celestial makes a normal roll against the Squalo BTS?

Yes. When using Defensive Hacking against Coordinated Hacking, the reactive Hacker can only react to one of them. Therefore, the troop can only defend against one of the 2 enemy Hackers (in this case the Ninja) while the Celestial will make a Normal Roll modified by the Squalo BTS.

Coordinated hacking adds to the normal Coordinated Order in that the Hacker in ZC is the only one capable of receiving the ARO of the objective.

- Can a model with Airborne Deployment and a Hacking Device, that has not yet deployed on the table, preform a Defensive Hacking ARO?

No, the AD Hacker is not on the table yet, so he cannot preform a Defensive Hacking ARO. The only skill he may preform is Airborne Deployment using his own order.

5.7 Hacking Guided Ammunition

To hack a Guided projectile effectively, the miniature must make a hacking roll, a Normal Roll of WIP modified by the targets BTS. Guided projectiles have a BTS of 3 and only Guided Ammunition attacks may be hacked. A defending hacker does not need LoF or to be within 8 inches of the projectile: When a Guided Ammunition attack is made, any hackers on the defending side gain an ARO that can be used to hack it. If the hacking roll is successful, the enemys projectile is completely deactivated. Hacking Guided Ammunition is a Short Skill.

FAQ:Hacking Guided Ammunition

-Can I hack guided ammunition with a roll of each one of my n hackers? (two hackers, 2 rolls, if I have N hackers , N rolls)

You can indeed react with each of your Hackers. this mean that you can do N rolls, depending on the number of hackers that you own.

5.8 Controlling a Remote

Hacking Devices allow Remotes to be enrolled in an army. The Hacker will have a line of communication with the Remotes updating performance protocols to prevent enemies decoding their movement, combat or remote activity programs.

5.9 Hacking Security and Information

To effectively hack an element of the scenery, for instance a door with an electronic lock or a computer, the miniature must succeed in a hacking roll, a normal WIP Roll modified by the targets BTS. Here are some examples:

Element	BTS
Lock or simple computer equipment	0
Lock or complex computer equipment	-3
Lock or high security computer equipment	-6

Hacking Security and Information is a Short Skill. If the roll is successful, the lock or the computer equipment is hacked; the lock will open and data can be easily extracted from the computer.

In order to do this the target must be inside the Hackers ZC (8 inches), with no LOF needed.

5.10 Coordinated Hacking

Up to four Hackers can Coordinate themselves to attack the same objective. Hackers are always connected to each other, so there is no distance limit to a Coordinated Order. It is compulsory that the nominated target be within the ZC of one of the Hackers, who is the only one at risk from receiving an ARO from the target. This coordinated Order may only generate an ARO from the target and this ARO may only be used against the nominated hacker, if possible. Coordinated Hacking cannot be executed in ARO.

FAQ

- How does a hacker respond to coordinated hacking? Example:A Ninja Hacker and a Celestial Guard Hacker coordinate to hack a Squalo. The PanOceania player has only one Kamau Hacker. Does that mean that the Kamau hacker can only defend against the ninja (who is the one who executed the attack) and the Celestial makes a normal roll against the Squalo BTS?

Yes. When using Defensive Hacking against Coordinated Hacking, the reactive Hacker can only react to one of them. Therefore, the troop can only defend against one of the 2 enemy Hackers (in this case the Ninja) while the Celestial will make a Normal Roll modified by the Squalo BTS.

Coordinated hacking adds to the normal Coordinated Order in that the Hacker in ZC is the only one capable of receiving the ARO of the objective.

Chapter 6

HUMAN SPHERE EXPANSION RULES

6.1 Sectorial Armies

The Sectorial Armies are specific army corps, or small territorial armies, from a given area, region or planet of the faction they belong to.

The Sectorial Armies possess their own Army Lists, with troop Availabilities differing from the General Army of the faction they belong to. Sometimes they have a higher number of certain troops and lack access to other units, which may often be found in another Sectorial Army from the same faction.

The Army Lists of the Sectorial Armies are completely official and valid for play in any tournament. They can be used in the ITS, Infinity Tournament System, even if the Sectorial Army has Mercenary Troops or units from other factions. In a tournament, a player using a Sectorial Army must make sure he informs the organizers and his adversary that he is playing a Sectorial List.

A player who is using a Sectorial Army List can only use the troops and the Availabilities indicated by the Sectorial Army, and cannot use the troops and the Availabilities of the General Army List. In the same way, if he uses a General Army List, then he cannot use those troops who are not included in the General Army, nor can he use the Availabilities of the Sectorial Army.

Example 1: In the Sectorial Army of the Qapu Khalqi of the Haqqislamite Sultan, the player can take 5 Odalisques and 1 Mobile Brigada as mercenary troops. However, he cannot take any Hassassin troops or Tuaregs. In the same way, in the general Haqqislamite Army, the player must use the General Availability of the Odalisques, but still has access to all troops of the Haqqislamite Army List. He cannot take any Mercenary Troops (if he is playing a tournament) or troops from factions outside of Haqqislam.

Example 2: The Sectorial Armies of a Military Order are themed armies, focused on a specific Military Order of the players choice. The entry Military Order Knights, with AVA 4, allows enlisting of up to 4 Knights from the same Military Order (For example 4 Hospitallers). The entry Confre Knights refers to Knights from other Orders that collaborate with the Order chosen by the player. Confre Knights, with AVA 2, means it is possible to enlist up to 2 Knights belonging to other different Order (For example a Montesa Knight and a Teuton Knight in a Hospitallers Sectorial Army, or maybe two Knights of Santiago).

The Sectorial Armies are characterized by a lower range of unit choices, which makes them less versatile compared with General Armies, but, in return, they allow different gaming styles. Moreover, Sectorial Armies are tougher and more resistant, because they are allowed to concentrate certain specialist troops, and have exclusive use of the Link Troops rule. Each Sectorial Army possesses its own identity, some with an aggressive focus while others are more defensive, with Sectorial Armies specialized in close quarter combat while others prefer long range engagements but all are different from each other. Discover this by playing them!

FAQ:Sectorial Armies

-Can troops from other armies take the rank of lieutenant in the sectorial armies? For example, a Deva in the Neoterra sectorial, a Mobile Brigade in the Khapu Qalqi or, also, a Santiago Knight in the Montesa list?

Yes to both, but the glory and recognition is for the Sectorial or the Military Order not to the "outsider" Lieutenant.

6.2 INFINITY FIRETEAMS: LINK TROOPS

QUICK SUMMARY This rule allows the activation and moving of groups consisting of 3 to 5 miniatures by consuming a single Order. These miniatures must be inside the Zone of Control of a Team Leader, and while they may not shoot or act directly against the enemy, they provide a Bonus to the Leader, who carries out the Order. The leadership of the Team can be alternated between its different members, changing the Leader between one Order and the next.

Official Forum thread about this rule

Some troops, belonging to the same unit, have received the same instruction and have trained together. Therefore, when teamed up, they have an instinctive economy of movement that facilitates any joint action. These troops are committed to and trust one another so strongly that any one of them can take leadership of the team at any moment, creating a team with great tactical dynamism. This "modus operandi" is a characteristic found only in some troops from Sectorial Armies.

Linking troops allows use of a team of figures that belong to the same regiment or unit (For example: figures who are all Acontecimiento Regulars; Father-Officer De Fersen with Hospitaller Knights; a team of Hassassin Lasiqs; Neko Oyama and some Domarus; Cassandra Kusanagi and a team of Reverend Moiras; a team of Suryats...) with lower Order consumption and the ability to lend support to one of their number, who is the Team Leader.

This rule is only applied to some specific troops (See the chart) when a Sectorial Army List is used, and cannot be applied when General Army Lists are used.

To create a Linked Team, the minimum of troops required is 3, and the maximum that can be used is 5. A Linked Team is formed by a Team Leader and from 2 to 4 figures of his unit who escort him, always remaining inside his Zone of Control (ZC).

Troops can be Linked in the Deployment Phase by placing a Linked Team Leader Marker (LINK Leader) beside the figure who will be the Team Leader for the forthcoming Order. All other linked figures must be deployed inside the Zone of Control of the Team Leader indicated by the Marker.

Example of Order Spending and ARO Procedures (Linked Team in active turn):

1. The active player places the Team Leader Marker besides the figure he wants to be the Leader during that Order. He checks the number of figures that are inside the ZC of the Leader. Next, he declares the 1st Short Skill of the Order.
2. The reactive player declares the AROs of any figures with LOF or who are in ZC with any figure in the Linked Team (Each figure gains only 1 ARO against the whole Team).
3. The active player declares the 2nd Short Skill of the Order.
4. The reactive player declares the AROs of any figures who get LOF or are now in ZC with any figure in the Linked Team thanks to the 2nd Short Skill of the Order.
5. The active player checks the number of figures inside of the ZC of the Leader and applies the Bonuses gained if he has used Support. Both players roll any dice required.

Special Conditions

-Each player only can have **only one Linked Team on the game table** at any time.

-Troops with Frenzy or Impetuous Characteristics who are members of a Linked Team automatically become Not Impetuous. Such troops, when they leave the Linked Team, revert to their normal base behaviour as they were before joining the Linked Team.

Example: A troop who suffers from Frenzy joins a Linked Team before causing any wounds to enemies. Even if he causes wounds while a member of the Linked Team, when he leaves the Team he will not gain the free Impetuous Order as he returns to the exact same state he was in before he joined it. He will need to cause a wound on his own, outside of a Linked Team, to gain the Impetuous Order. If he had caused a wound before joining the Team, he would become Not Impetuous for the duration of his membership and would return to being Impetuous when leaving.

In the Linkable Troops Chart there is a Special Category that indicates some specific troops who, due to their background or Special Skills like Inspiring Leadership, can link with other specific troops that do not belong to the same regiment or unit.

Example-A: Joan of Arc Lieutenant (Any version, either the first one or the 2.0 version) can form a Linked Team with Knights Hospitallers, or Knights of Santiago, but all of them must belong to the same Military Order.

Example-B: William Wallace Lieutenant can form a Linked Team with a unit solely consisting of Volunteers, or solely of Wulvers, Grey Rifles or 45th Highlanders, but all of them belonging to the same regiment.

FAQ: Fireteams: Link Troops

-When should a controlling player place the Team leader Marker? In each new Order we put him on the miniature we want without spending an order. / It must be placed at the beginning of the link and can not be touched without re-linking...

The linked group marker always accompanies the linked group. You must put the marker beside the miniature you wish to be Team Leader before declaring the first half of the order. This is probably the guy you want to shoot on active turn with the support team. The marker is relocatable at the beginning of each order at no additional cost.

- Do I have to inform the opponent which are the fireteam members who are linked or can I enter in secret about who are the members. When you create a FireTeam you must indicate which models are part of it. The adversary must be able to tell if the player is playing correctly (staying within the 8 inch radius of the Team Leader for cohesion, and so on). It is also important in avoiding confusion when there are many figures on the table.

-Applying the Fireteam Rules, what happens if a member of a Fireteam tries to synchronize with a Civil?

If that member is not the Link Leader of the Fireteam then that figure is automatically out of the Fireteam.

If that member is the Link Leader of the Fireteam then the Civil is can be synchronized normally, and if successes, the Civil will be sychronized to that figure. However, the Civil can not be accounted as part of the Fireteam to calculate the number of members it has. For example, a 4-members Fireteam with a synchronized Civil can not be considered as a 5-members Fireteam.

6.3 SECTORIAL ARMIES AND LINKABLE TROOPS LIST

To Link troops allows the use of a team of figures that belong to the same regiment (or unit) with lower Order consumption and the ability to lend support to one of their number, who is the Team Leader.

This rule is only applied to some specific troops (See the list) when a Sectorial Army List is used, and cannot be applied when General Army Lists are used.

- **PanOceania**

- **Shock Army of Acontecimento**

- * Acontecimento Regulars
- * Bagh Maris

- **Neoterran Capitaline Army**

- * Fusiliers

- **Military Order**

- * Fusiliers
- * Order Sergeants (Except Specialists)
- * Knights Hospitaller (And Father-Officer Gabriele de Fersen)
- * Knights of Santiago
- * Teuton Knights
- * Magister Knights

Special: Joan of Arc Lieutenant (Any version) + 4 Knights Hospitallers/of Santiago

- **Yu Jing**

- **Imperial Service**

- * Celestial Guard
- * Kuang Shi
- * Imperial Agent Pheasant Rank
- * Imperial Agent Crane Rank
- * Wu Mng
- * Hsien Warriors

Special: Imperial Agent Crane Rank Lieutenant + Celestial Guard

- **Japanese Sectorial Army**

- Keisotsu Butai
- Domaru Butai (And Domaru Neko Oyama)
- Haramaki
- Zensenbutai Karakuri
- **Ariadna**
 - **Caledonia Highlander Army**
 - * Caledonian Volunteers (Except the option with Inferior Infiltration)
 - * 3rd Highlander Grey Rifles
 - * Wulvers

Special: William Wallace Lieutenant + Any Linked Team from the Highlander Army Special: William Wallace Lieutenant + 45th Highlander Rifles
 - **Merovingia Rapid Response Force**
 - * Metrs (Except the options with Inferior Infiltration)
 - * Moblots (Except the options with Infiltration)
 - * Loup Garou
- **Haqqislam**
 - **Hassassin Bahram**
 - * Ghulams
 - * Hassassin Muyibs
 - * Hassassin Lasiqs
 - * Asawira
 - **Qapu Khalqi**
 - * Ghulams
 - * Odalisques
 - * Hafza
 - * Djanbazan
 - * Azrail
 - * Janissaries
 - * Druze Shock Teams

Special: Hafza (Or Hafza Lieutenant) + Any Linked Team of the Qapu Khalqi
- **Nomads**
 - **Bakunin Jurisdictional Command**
 - * Moderators
 - * Reverend Moiras (and the Rev. Superior Cassandra Kusanagi)
 - * Reverend Custodiers
 - **Corregidor Jurisdictional Command**
 - * Alguaciles
 - * Mobile Brigada
- **Combined Army**
 - **Morat Aggression Force**
 - * Morat Vanguard Infantry
 - * Yaogat
 - * Suryat
 - * Sogarat
 - * Dturazi Witch-Soldiers
 - **Shasvastii Expeditionary Force**
 - * Seed Soldiers
 - * Gwailos

6.4 "Last figure standing" rule

In the types of special operations encountered in Infinity, a single figure can make all the difference. Any soldier, with plenty of guts and well trained, can save the day and avert a potentially catastrophic situation

For this reason, in Infinity the minimum Order Reserve is 2. When a player only has a single figure, this figure will always have 2 Orders. To this minimum reserve, only an Impetuous Order can be added, if the miniature is Impetuous, or the Impetuous Order (used to move towards the Deployment Zone) of Retreat! if the miniature is in such a state.

A figure possessing the Religious Troop Special Skill doesn't receive an extra Order over the minimum Order Reserve of Last figure standing.

Example: The player has only one figure alive on the game table, it is the last survivor of his Army List, therefore its Order Reserve is 2. If this figure would be the Lieutenant, then its Order Reserve is 2.

This last figure is not the Lieutenant, so it is in a Loss of Lieutenant situation. Its Order Reserve is still 2.

If the last miniature standing is in a Loss of Lieutenant situation and possesses the Religious Troop Special Skill, then its Order Reserve would be 2. Even if the Lieutenant possesses the Religious Troop Special Skill, and is the last figure standing, its Order Reserve will still be 2.

However if this last figure is Impetuous, the total number of Orders in its Order Reserve is 3 (1 Impetuous Order + 2 Orders for Last figure standing rule).

If the above Impetuous figure is in a Retreat! situation, then its Order Reserve would still be 3 (1 Impetuous towards its Deployment Zone + 2 for Last figure standing rule).

Any last miniature of a player, which is not Impetuous but is in a Retreat! situation has 3 Orders in its Order Reserve (1 Impetuous towards its Deployment Zone + 2 for Last figure standing rule).

FAQ: Last figure standing

- If only are sepsitorized troops in the table (all original CA troops are dead) is considered defeat, or Last figure standing?

No, it should be a CA troop (not a sepsitorized) to be considered a situation of a Last figure standing.

6.5 Scenery rule

A piece of scenery can be targeted if its profile of ARM and STR has been determined and if there is a previous consensus between players. If no agreement is reached, that scenery piece cannot be eligible as a target.

If, when performing an attack against a piece of scenery with a Template weapon (For example a Missile Launcher), any enemy figure has been affected by the area effect of the weapon, the Speculative Shot Modifier (BS-6) must be applied. It is not allowed to shoot at a scenery piece if the Template affects allied troops. Neither can this be done if the Template affects camouflaged enemy troops, unless there are any other enemy figures inside the area of effect.

Remember that structures can only be harmed by DA and Explosive (EXP) Special Ammunition.

6.6 Rules for using civvies

Civvies are non-combatant figures that, during the game, can be moved by one or more players. They lack Orders or an Order Reserve of their own. They are miniatures that do not have an active turn, and are always reactive in the turns of all players. Civvies only react in base to base contact (See below) unless the scenario states otherwise.

Civvies can be Neutrals or Hostiles. The Hostile civvies will have a Hostile Marker (HOSTILE). Those civvies marked this way will be considered Hostiles for all players, unless the scenario states otherwise.

Civvies can be synchronized with a player's troops to move them through the battlefield. To do this, it is required that a trooper be in base contact with the Civilian, and, after spending 1 Short Skill, succeed at a Modified Normal WIP-3 Roll. If this is successful, the Civilian is synchronized with the trooper, applying the rules of G: Synchronized to move with him (Replacing the word Remote by Civilian).

The exceptions applied to Civvies regarding the G: Synchronized rule are that, once synchronized, they never perform attacks, and they do not have G: Remote Presence.

However, if the trooper fails the roll, the Civilian will flee in panic, disengaging automatically from Close Combat and moving 2 inches. To determine in which direction the Civilian moves it is necessary to apply the Dispersion rule. The centre of the Circular Template will be placed over where the Civilian is, with the number 1 pointing at the centre of the game table and the second digit of the failed roll indicating where the figure will move to.

Civvies cannot be synchronized with Remotes and Impetuous figures.

A figure only can synchronize with those Civvies not already synchronized and those Immobilized because their synchronization has been broken (Because their Controllers are Unconscious, dead, hacked, affected by E/M Ammunition or have turned Impetuous by Frenzy, Inspiring Leadership).

The maximum number of civvies a figure can have synchronized at the same time is 2.

If the Civilian is Hostile (HOSTILE), it is necessary to succeed at a Normal WIP-6 [?] Roll to synchronize it. If the roll is failed, then the Civilian will attack automatically, performing a Normal CC Roll, applying Damage PH-2, if he is successful. This roll can be made by an opposing player.

In some scenarios, Hostile civvies can be mixed with Neutral ones, being indistinguishable from them. In such cases, when in base contact with a Civilian, it is necessary to roll 1d20 on the following table, to know which category he belongs to. Once the roll is made, the Modifier to synchronize the Civilian will be known, and the [?] Hostile Marker (HOSTILE) will be placed if necessary. The chart can vary depending on the scenario.

CIVVIES ENCOUNTER CHART	
d20	Type of Civil
1-10	Neutral
11-20	Hostile

To kill a Civilian means a Victory Points loss for a player. Each Civilian killed applies a VP penalty equal to 20

Example: A player with a 300 point army who kills 1 Civilian will suffer a penalty of 60 Victory Points, which will be subtracted from those Victory Points gained by causing casualties to the enemy. If, at the end of the battle, that player has 180 Victory Points from causing casualties to his adversary, he must subtract those 60 points for killing Civilians. Therefore, his final Victory Point total will be only 120.

If a player has a 100 point army, and kills 1 Civilian, then he would suffer a penalty of 20 Victory Points from any gained through causing casualties.

Civvies can activate Deployable Weapons and Equipment (Mines, E/Mauler, CrazyKoala...) but the player must remember that if he allows them to activate and they die, he will suffer a penalty. The use of Civvies as human shields will be punished as well, applying the same penalty even if they are not killed.

FAQ

- **Applying the Rules for using Civvies, what happens if a Camouflage, TO, Impersonation, Holoprojector or similar Marker tries to synchronize with a Civil?**

The Marker is automatically revealed and the miniature replaces it.

- **Applying the Fireteam Rules, what happens if a member of a Fireteam tries to synchronize with a Civil?**

If that member is not the Link Leader of the Fireteam then that figure is automatically out of the Fireteam.

If that member is the Link Leader of the Fireteam then the Civil is can be synchronized normally, and if successes, the Civil will be synchronized to that figure. However, the Civil can not be accounted as part of the Fireteam to calculate the number of members it has. For example, a 4-members Fireteam with a synchronized Civil can not be considered as a 5-members Fireteam.

Chapter 7

Common skills

7.1 Alert

Spending 1 ARO, the miniature can warn his companions that they are going to be attacked from behind, provided he has a LoF to the attacker. All companion figures can be turned to face the enemy, but do not receive an ARO to act against it immediately. They will of course gain ARO against subsequent Orders.

7.2 Attack: Ballistic Skill (Shoot)

A Short Skill that allows use of a ballistic skill weapon: the Attribute is modified by Distances and Cover.

7.3 Cautious Movement

T.A.G.s, Remotes, Motorcycles, and vehicles do not have this Skill. This Long Skill allows the miniature to move carefully from one point outside the enemys LoF to another point also outside the LoF of all his enemies.

The figure moves a maximum equivalent to his first value in MOV as long as his start and end points are not in an enemy LoF. He will not generate any ARO if a LoF is crossed in the movement. Cautious Movement cannot be used within the radius of the enemys Zone of Control. The use of this Long Skill must be declared before performing the manoeuvre.

FAQ: Cautious Movement

- What happens if you want to do a Cautious Movement and a TO have a LOF on you or even is in your ZoC?

If the TO Camouflaged troop is represented by a TO Marker, the Cautious Movement is not allowed.

If the TO Camouflaged troop is in Hidden Deployment then, the only way to prevent the Cautious Movement is to reveal it. If the Hidden TO camouflaged troop is not revealed, then the Cautious Movement can be performed.

7.4 Change Facing

This Short Movement Skill allows a miniature to change the direction of his facing without moving. By Spending 1 ARO, a miniature can turn to face any enemy miniature that has entered his Zone of Control or otherwise alerted him. If the miniature does not have an ARO, it can Change Facing if it is hit by an enemy attack or if an allied miniature receives a hit inside its Zone of Control. It is not necessary to roll dice to perform this Skill.

7.5 Climbing

Motorcycles and Vehicles cannot perform this Skill. A Short Movement Skill that allows vertical movement, climbing a number of inches equivalent to half the figures MOV Attribute for each use of the Skill. To be able to Climb, the miniature must make a Normal PH Roll. If a Roll is failed, the miniature falls the distance travelled so far: see the Damage section, Damage from Falling. While climbing, a miniature will not be able to use any other Short Skills. If the Climbing Movement does not finish at the top of a wall, the figure remains hanging from it and is not able to use any other Skill until the climb is completed.

TAG

- Can TAGs and REMs climb?

Yes. The rule clearly states what kind of troops cannot climb: Vehicles and Motorbikes cannot climb, but there is no mention to T.A.G.s neither to Remotes, this means they can climb.

7.6 Close Combat Attack

This Short Skill allows use of Close Combat weapons with the CC Attribute.

7.7 Coordinated Order

Coordinated Orders are organized actions or manoeuvres performed by several figures that will try to minimize any possible reaction of the enemy, benefiting from their numerical advantage and acting at once against the same target. A Coordinated Order requires the spending of 1 Order for each participant miniature. If composed of two Short Skills, the Coordinated Order must be stated fully before the opponent announces his ARO. Coordinated Order cannot be performed in ARO.

Any Skill can be used in a Coordinated Order. All the figures participating in it must perform exactly the same Skills and in the same order so as to reflect coordination in the manoeuvre.

Certain Skills call for a common goal for all characters participating in order to execute a Coordinated Order, hence all the figures sharing the Coordinated Order must execute these Skills against the same objective (For example, [” Shooting at a certain miniature).

Coordinated Order:
Skills with a common target
Attack: Ballistic Skills (BS)/Shoot
Attack: Close Combat (CC)
Attack: Forward Observer
Attack: Intuitive
Attack: Overrun
Attack: Sepsitor
Attack: Speculative Shot
Attack: Suppression Fire
Discover
Doctor
Engineer
Hacker
Use MediKit

The remaining skills, those not listed in the preceding table, do not require a common goal to be executed in a Coordinated manner. For instance, 3 miniatures acting in co-ordination can move in different directions.

In a Coordinated Order to Shoot, the Burst (B) of each miniature participating is halved, always rounding up: the minimum B value being 1.

In a Doctor, Use MediKit, or Engineer Coordinated Order, a successful Roll and a failed one will cancel each other, so the target will not suffer any change at all.

You can use Impetuous Orders to perform Coordinated Orders.

Miniatures performing a Coordinated Order provide only one ARO to each enemy miniature that is in LOF.

You can Coordinate a maximum of 4 miniatures. Coordinated Orders must be declared in unison. You can only Coordinate figures possessing the same type of instruction (Regular/Irregular) and belonging to the same Combat Group. Miniatures participating in a Coordinated Order do not need to be at any given distance from each other.

Example:

Our tireless Fusilier Angus, with sidekicks Doucher and Bipandra, tries to discover a TO Camouflage Marker that has ducked behind a corner. They declare a Coordinated Order of Moving + Discover to discover him. The TO Camouflaged soldier can see three enemies are getting close to him, and is aware of having only one ARO to confront them. He decides not to move or shoot, trusting his skill to remain hidden and not being discovered. Angus, Doucher, and Bipandra spend 1 Order each and move 4 inches to get closer from their respective positions to the TO Camouflage Marker.

Angus and Doucher are 6 inches (MOD by Distance: +3), and Bipandra is 18 inches from the TO (Distance MOD: 0). As the camouflaged figure has decided not to react, each Fusilier must make a Discover Normal Roll (WIP) Modified by the Distance and the TO Camouflage. Angus and Doucher will have to roll a 9 to Discover the TO [WIP: 12 with TO Camouflage MOD (-6) and a Distance MOD (+3)]. Angus rolls a 15 (Failure),

and Doucher rolls an 11 (Failure). Bipandra will have to roll a 6 to be successful [WIP: 12, TO Camouflage MOD (-6) and Distance MOD (0)]. He rolls his d20 and obtains a 2 Bipandra discovers the TO, so the figure substitutes the TO Camouflage Marker on the game table.

FAQ: Coordinated Order

-Does the link break before or after performing an action?I.e: I make a coordinated order with part of the linked troops , so... a)with the advantages of the link and then the link is broken. b)the link breaks first and then I can do the actions.

The link breaks. A coordinated order is not an action you can make with a fire team . Imagine you have 5 fusiliers linked (1,2,3,4 and 5 as team leader). If you declare that 3 and 4 make a coordinated order to move and shoot, these fusiliers are now acting outside the group and spend 2 orders to do so. They are acting independently. Should the leader of the link team participate in a coordinated order, the entire link is broken.

7.8 Discover

This Short Movement Skill allows discovery of a miniature in LoF represented by a Camouflage Marker, TO Camouflage Marker or Impersonation Marker. A Normal WIP Roll must be made, applying the relevant Modifier (Camouflage, TO Camouflage, etc.). To be able to Discover a figure, distance Modifiers must be applied as the farther a figure is, the more difficult it is to Discover. Distance Modifiers are applied according to the following table:

Distance	8 inches	32 inches	48 inches	+48 inches
Modifier	+3	0	-3	-6

If the WIP Roll is successful, the Marker must be removed and the figure placed in its position. The miniature will remain visible until it is camouflaged again.

If a miniature fails when trying to Discover a Camouflage Marker, TO Camouflage Marker or Impersonation Marker, he will not be able to try again until the next Turn with an ARO or with an Order in his next Active Turn. It may attempt to Discover other Markers after a failed attempt.

FAQ:Discover

- Is it possible to declare in an Order discover as the first skill and as a second skill "shoot" to a camouflaged or impersonator troop (in State 2- Characterized)?

Yes, its possible

1 - Active player declares first skill "discover" 2 - Reactive player could ARO. If the troop dodges or shoots or any act that reveals itself, the active player does not have to roll to discover.

3 - Active player declares the second skill, shoot against the camouflaged / impersonator troop.

3.1-If the reactive troop dodges, the active player can shoot as a face to face roll. 3.2-If the reactive troop does not ARO and the Discover roll is successful, the shot is a normal roll. 3.3-If it fails to discover, the active troop misses the second skill "shoot".

- Can a model that has chosen to wait for the second Short Skill of a Camouflage Marker, declare ARO against that Camouflage Marker, if the Camouflage Marker does not reveal itself with its second Short Skill?

No, the Camouflage Marker must reveal itself with its second short skill to grant ARO to models waiting for its second Short Skill.

7.9 Dodge

Dodge is a Short Skill that allows a PH Face to Face Roll to be made against BS, CC, PH or Forward Observer Skills to avoid an enemy attack in LoF. A Dodging figure can spend the rest of his Order to carry out or finish his Movement. Dodge also allows to disengage from a Close Combat.

A figure dodging in ARO can move half of its first MOV value, or make any other Short Movement Skill that does not require a roll.

A Dodge roll in the Active turn can be used to face all the ARO generated by an Order. In ARO, a Dodge roll will face all the shots of the Burst (B) or all actions done by the miniatures under Coordinated Order (Dodge all blows in Close Combat, dodge different opponents shots etc.)

T.A.Gs, Remotes and Motorcycles must always apply a -6 MOD in order to Dodge. Vehicles cannot Dodge.

In case of a draw of Attack and Dodge, the winner is the figure that has the Attribute with the highest value.

Exceptions are Rolls against Direct Template weapons (Chain Rifle, Flamethrower, and Nanopulser) and others such as the Special Skill Explode. In this case, to be able to Dodge the impact a Roll of PH with a 6

Modifier must be made. The Modifier indicates the higher difficulty in Dodging a shot from an area saturation weapon. If the roll is successful, the miniature dodges the impact even if he is within the area of effect of the Template.

It is permissible to react with a Move, by performing a Short Movement Skill, as an ARO to Order. Any Short Movement Skill carried out in ARO is considered as a Dodge and will require a Normal or Face to Face Roll of PH against the corresponding Attribute.

FAQ

- Can I do a Dodge to make a Charge into Close Combat during ARO?

Yes, you can do a movement, which will be a Dodge, to get into base contact. But you will need another ARO to make a CC attack .

- Can a reactive model stop the movement of an active model? If so at what point does it happen?

Yes, the reactive model can intercept the movement. The rules say the Dodge ARO can be specified to stop the active model at any point in the the declared movement, so long as distance to the intercept spot is less than half of the reactive model's MOV.

- How do you Dodge an attack with Guided Missile (the troop was marked) with a model that has Sixth Sense L2?

The Forward Observer makes Face to Face roll, against Dodge or shoot.. If successful, a missile launcher can shoot, then its an attack performed against it out of its LOF. You can:

1 - hack the missile the missile 2 - Use ECM 3 - Dodge thanks to Sixth Sense L2 . Success means that the missile is lost.

- How does the Sapper Dodge in ARO?

A figure in a Foxhole can Dodge in ARO, but can only do the following:

A) Just Dodge, not moving, remaining inside the Foxhole with the bonuses it provides. B) Arise, a Dodge that involves movement, therefore, terminate its action on foot and without the bonuses provided by the Foxhole

- Can a model perform Dodge in Close Combat while affected by Flash Special Ammunition?

No, Dodge requires Line of Fire.

- The Nanoscreen doesn't move if the model shoots in ARO but if the troop Discovers or Dodges (Short Skill of the Order) then it moves to provide cover to him. Then, what happens if a troop with Nanoscreen is shot by several enemies in Coordinated Order and he declares to Dodge? Does the Nanoscreen move to provide cover from one single enemy, or does it move to cover from all of them?

When a Movement skill or a Dodge is declared in ARO, the Nanoscreen acts in the same way it does during the active turn. It places wherever it would be necessary to provide cover from all shots. If the attack is performed in a Coordinated Order, it provides cover from all enemies. This is just basic game mechanics:

In ARO, a Dodge roll will face all the shots of the Burst (B) or all actions done by the miniatures under Coordinated Order (Dodge all blows in Close Combat, dodge different opponents' shots etc.).

7.10 Get Up

A Short Movement Skill that allows a miniature's stance to change from Prone to standing, removing the Prone position marker.

7.11 Intuitive Attack

With Intuitive Attack, a miniature can detect movement and shoot to cover a wide area where the enemy could be. Intuitive Attack can only be performed with Direct Template weapons (Flamethrower, Nanopulser, Chain Rifle...) deployable weapons and equipment (Mines, E/Mauler, Deployable Repeater, CrazyKoalas) and the E/Marat. This Skill allows performing of an attack against a camouflaged figure that has not been discovered previously, as well as figures inside Zero Visibility Zone (like a Smoke template) or shooting from inside a Zero Visibility Zone. It also allows placement of a deployable weapon with an enemy inside its area of effect.

Intuitive Attack is a Long Skill that consumes 1 Order. To be able to make an Intuitive Attack a figure must succeed in a WIP Normal Roll with no Modifiers (MODs from Distance and Skills CH: Camouflage and Hiding are not applied). If the camouflaged figure starts shooting, any shots will be simultaneous with Normal Rolls. If the camouflaged figure receives a hit, he will have to reveal himself, removing the Camouflage Marker and placing the appropriate figure, even if his ARM Roll is successful.

If the WIP roll is failed, it is not allowed to repeat the Intuitive Attack on the same target until the next Game Turn.

FAQ**- What happens if an Intuitive Attack WIP Roll is a Critical?**

Nothing special, as the WIP Roll is a requisite to be allowed to use a Direct Template weapon, which don't have Critical effects (as this kind of weapons don't require to roll dices).

- When can I use Intuitive Attack when Zero Visibility Zones are involved?

Whenever the Line of Fire to target is blocked by said zone.

- Can a model perform Intuitive Attack while affected by Flash Special Ammunition?

Yes.

- Does the Intuitive Attack WIP Normal Roll have to succeed to place the template even if a camouflaged model revealed itself with an ARO?

Yes, this is a requirement of the Long Skill separate of the actions of the targeted miniature.

7.12 Jump

Jump is a Short Movement Skill that allows performance of a horizontal MOV to avoid a hole or a vertical jump to clear an obstacle. To be able to jump, the distance (either vertical, horizontal, or diagonal) between the start point and the landing point must be measured and be within half the figure's MOV Attribute. A PH Roll with no Modifiers must be successfully made to complete the jump.

When this Skill is repeated in the same Order, a jump will not cover a longer distance, but two consecutive jumps can be made with two PH Rolls. In order to do this, it is compulsory that between each jump there is a rest point. In the second jump, the figure moves half of his second MOV Attribute.

Any height greater than half the height of the miniature requires a Normal Roll of PH in order to be cleared. If the roll fails, see the section Damage: Damage from Falling.

If when making a jump, MOV does not allow a landing point in which to situate the miniature, it is assumed that he falls vertically to the ground from the final point of his Movement. This height is calculated to estimate the Damage From Falling

During a jump, no other Short Skills may be used until the figure lands.

7.13 Move

Move is a Short Movement Skill that allows the miniature to cover a number of inches equal to the first value of his MOV Attribute. Repeating this Skill in the same Order allows the figure to move a number of inches equal to the second value of the MOV Attribute. It is not compulsory to move the total distance indicated by the MOV values.

When declaring **Movement**, the complete and exact route taken by a figure must be described so that an opponent can announce his ARO.

A figure can pass over any obstacle whose height is equal or less than half of his own without suffering restrictions to his Movement.

FAQ:Move**While a model moves, what is its LOF?**

When the model is moving it acts as it has 360-degree field of vision. This represents the tactical awareness of a trained professional soldier and also those technological and futuristic tactical devices of the Infinity background.

7.14 Mount/Dismount

This Short Movement Skill allows mounting or dismounting of a vehicle or mount.

FAQ**- Can a possessed TAG force its pilot out with a Dismount Short Skill?**

No.

- Can I deploy a vehicle mounted model such as a bike dismounted?

Yes.

7.15 Open/Close

A Short Movement Skill that allows opening or closing of doors or windows and manipulating other mobile elements of scenery on the game table.

7.16 Prone

Prone is a Short Movement Skill that allows the miniature to assume a Prone position, placing a Prone Marker (PRONE) next to it.

Troops in Prone Stance have their Movement values halved and cannot Jump or Mount/Dismount. Example: a Prone figure that declares Dodge will only move 1 inch and not the usual 2 inches. A figure in Prone Stance is considered to be the height of his base.

T.A.G.s, Remotes, Vehicles, and Motorcycles cannot use the Prone position. Except these figures, any miniature can be deployed Prone by placing a Prone Marker besides it.

7.17 Speculative Shot

A Speculative Shot, Long Skill that requires 1 Order to be spent, is when a figure or area out of LoF (When shooting over a wall or through a window), is targeted with some form of Parabolic Fire weapon (i.e. a grenade). These weapons may be aimed at a zone or area, but a target figure must always be nominated: so a grenade cannot be thrown through a window into a room without nominating a figure inside the room as the target.

Figures with Camouflage or TO Camouflage cannot be chosen as targets. A nearby zone also may not be targeted in order to cover them with a Template, as it is assumed that if they have not been discovered there is no reason to shoot there. Figures not Camouflaged or TO Camouflaged can be targeted with Speculative Shot, as their position is known thanks to Satellites or other Search and Location systems.

Speculative Shot allows a weapon to be shot, or a grenade thrown, towards a point in the field rather than an actual figure, providing that when placing the centre of the Template on the point of impact, this affects the miniature nominated when firing (And that miniature cannot be Camouflaged or TO Camouflaged).

When using Speculative Shot, an entire Order is spent and a Modifier of -6 is applied to the BS or PH roll required.

If using grenades, a grenade launcher, or any other Parabolic Fire weapon, firing at targets behind the smoke of a grenade or in a Zero or Low Visibility Zone is always considered to be a Speculative Shot.

FAQ

- In which case is a shot considered Speculative?

When a Template weapon (Warning: we mean a Template weapon, not a Direct Template weapon) is shot against a model, which is the target of that shot, and the center of the Template is not placed over the targeted figure, then a Speculative Shot is performed and the BS-6 Modifier must be applied.

In other words, if (for example) the grenade is not going to fall over the targeted figure, but behind it or just besides it, at a point on the battlefield (but, of course, affecting the figure with the Template), then it is considered a Speculative Shot.

In this situation, in which the grenade doesn't fall over the target, the Speculative Shot Modifier, BS-6, is always applied, even if there is LOF with the target or not; even having LOF, not placing the center of the Template over the targeted miniature means the shot is considered Speculative.

This maneuver is very useful, for example, when facing a figure with TO Camouflage behind a Partial Cover: just placing the center of the Template in a point of the game table where the Template affects the figure while avoiding the Cover, we must apply only the BS-6 Modifier by Speculative Shot, and the Distance Modifier too, while with a normal shot we must also apply the BS-6 Modifier by TO Camouflage and Cover Modifier.

- What happens if a directly placed template (such as a template placed from a Light Flamethrower or Missile Launcher) or indirectly placed template (such as Grenades thrown with Speculative Shot, but not those that Deviate) accidentally hits friendly or allied models?

Shot gets cancelled.

- Can I use Speculative Shot to shoot over multiple Line of Fire blocking scenery?

Yes, but the shooter and the target must be out of all shadow zones the Line of Fire passes through.

- What Modifiers are used in Speculative shot?

Only Range and Speculative Shot Modifiers are applied.

- Can a model attempting a Speculative Shot at an already marked model use the Forward Observer bonus if the marked target is inside a shadow zone, but the center of the template used is outside the shadow zone?

Yes.

- (..)react simultaneously to any attack performed against it out of its LOF with Sixth Sense L2 means the troop can react to a Speculative Shot ? Would it be a Face to Face roll or a Normal roll?

There are two possibilities:

1 - The target (always has to be a miniature-target) can Dodge if it has Sixth Sense L2, making a Face to Face roll. If the dodge is successful, the rocket/grenade is lost. If there are more troops with Sixth Sense L2 affected by the Template, they may also Dodge, but their success does not affect the placement of the template.
 2 - If the grenade suffers from Dispersion and falls on a model with Sixth Sense Level 2 not affected initially by the Template, this troop can not Dodge.

7.18 Suppression Fire (SF)

This is a Long Skill that requires an entire Order to be spent to allow a figure to engage in Suppression Fire. A Suppression Fire Marker (SUP FIRE) is placed on the table: the centre of the marker must be in a straight line with the LoF of the firer, with no obstacles in between, and no further than the Long range of the wielded weapon. Suppression Fire creates a corridor of fire as wide as the Marker, drawn in a straight line from the base of the attacker to the extent of the weapon's extreme range, unless blocked by terrain.

Suppression Fire (SF) allows firing the complete Burst (B) of a weapon in ARO. Any miniature, allied or enemy, in LoF, that touches a SF corridor will receive (if the SF figure succeeds at its BS rolls) all the shots indicated by the B of its weapon, in reactive firing. The complete B of the weapon will be fired at each and every miniature activated in LoF by Order inside a SF corridor; and at any miniature that enters a SF corridor in LoF with a Normal Move, Dodge, Coordinated Order, Cautious Movement or any Short Movement Skill.

An example of Suppression Fire use is placing it in a narrow zone or funnel on the battlefield: in that way, enemies pressed to move through it will have to choose another route or risk receiving a rain of bullets.

If a Suppression Fire area is placed over a figure, he may be shot at as many times as allowed by the Weapons B value, when it's activated by an Order in his active turn. Note that Suppression Fire cannot be undertaken with an ARO.

In active turn, to place a Suppression Fire allows, with the same Order, to shoot in a normal way to those miniatures placed in LoF inside it.

Example: Fusilier Angus spends 1 Order to place a SF which he covers 4 enemies, with the same Order, he splits the B 3 of his Combi Rifle to fire at 3 of them.

The Suppression Fire area is maintained until the beginning of the next active turn of the player who declared it.

A miniature with Suppression Fire will automatically have it cancelled if he tries to use any other Skill but Suppression Fire. This rule applies for active and reactive turns.

Suppression Fire may be used against Zones of Zero Visibility (Smoke grenades, thick jungle, etc.). SF allows firing at figures placed inside or behind these zones, but with a BS Mod of 6.

FAQ

- Can I put a Suppression Fire directly affecting an Impersonator?

No, you can not. While the impersonator is not discovered, it is considered a friendly troop and you can not attack a friendly troop directly (see LOF rule). But if the impersonator crosses a SF, it will receive the shots.

- Can I put a Suppression Fire affecting one Camouflage or TO Marker?

Yes. But... If you put a Suppression Fire on an area where you suspect its a figure in Hidden Deployment, you can not shoot until the troop is revealed.

With Suppression Fire, you control the area to prevent that troop to move or act. So, if the troop is activated and reveals himself, you can shoot your full B

Basically, Suppression Fire does not reveal the figure in Hidden Deployment, contrary to what happens with a successful Intuitive Attack against a Marker. Even in ARO, the Camouflage in Movement rule indicates that:

If a Camouflage Marker does not perform anything but MOV in his turn, even if it crosses a Suppression Fire zone or a figure's ZC, the only ARO that can be executed against it is Discover or Change Facing.

- Can I put a Suppression Fire in short range, thus avoiding hitting friendly troops beyond my target?

You can not put a Suppression Fire at distances less than Long range. This means that if you do the following: "I put a Suppression Fire at a distance of 14 inches. My troops will move at 20 inches behind this point", the Suppression Fire does not stop within 14 inches, continues to Long distance, so that these miniatures will receive the full Burst of his partner ...

- Can I change weapons while Im doing Suppression Fire?

No. Suppression Fire (SF) uses the usual BS Attack declaration: The player declares how and with what weapon, therefore to declare the Suppression Fire you must indicate which weapon is being used and while the SF still active, the figure uses that weapon.

If the player did not specify the weapon to be used (wrong!) Then he must use the main weapon. For example, if the troops has a Combi Rifle + Grenade launcher, he uses the Combi Rifle. With MULTI weapons, the player may choose the type of ammunition to be used.

- Can I use Direct Template Weapons (Flamethrower, Chain Rifle, Nanopulser ...) with Suppression Fire?

No, you can not use such weapons with Suppression Fire.

- What is the height of a Suppression Fire corridor?

A Suppression Fire corridor is a tube with circular diameter equal to the suppression fire marker's length.

- Can a Suppression Fire Marker be placed in a way that it or the resulting corridor affects friendly models? No.

- Does a model in a Suppression Fire corridor that completely blocks Line of Fire to a model behind it prevent the activation of the Suppression Fire if the model behind it activates?

Yes. The suppression Fires Corridor ends where the Line of Fire of the Suppression shooter is completely blocked.

- How does Suppression Fire work in ARO with Link Teams?

"To sum up, a linked team whose leader has declared a Supression Fire, during his/her reactive turn, ARO, only the leader can shoot in order to keep the supressive fire, (applying all the bonuses +1 Burst. +3 BS). The rest of the linked team members can't shoot and in the case of declaring an ARO different to that of the leader theyll leave the team."

7.19 Swim

A Short Movement Skill that allows half a figures MOV Attribute to be used when traversing a liquid medium. Repeating this Skill in the same Order allows the figure to move half the second value of the MOV Attribute.

Chapter 8

Special Skills

8.1 Airborne Deployment (AD)

Units of Airborne Deployed Infantry use aircraft to move to areas of the battlefield where they can cause the greatest damage when deployed.

Miniatures using Airborne Deployment are not placed on the table during the Deployment Phase. If the miniature is not deployed on the table, it does not add its Order to the Orders Reserve until it enters the combat zone. A figure with Airborne Deployment can also be placed in the normal way at the beginning of the battle, inside the players Deployment Zone, if desired.

To enter the combat zone, figures with Airborne Deployment do not use Orders from the Orders Reserve of the army. Instead, they use their own Order, which is not part of the Orders Reserve.

If the Lieutenant possesses this Special Skill, he must be deployed at the beginning of the battle in the players Deployment Zone or his army will be in a Loss of Lieutenant situation. In a Retreat! situation, all troops with AD who still have not been deployed cannot be placed on the game table.

There are four levels of Airborne Deployment.

Level 1- Parachutist

This miniature has been trained to deploy by using a parachute or rappelling from an aircraft, in the moments prior to combat, arriving from outside of the battlefield at the most critical point.

In the deployment phase, AD: Parachutist allows the miniature, without spending Orders or having to make any roll, to avoid being placed on the battlefield. The borders of the game table must be divided into imaginary sections of equal proportion (Two per side, eight in total) to determine the parachutists point of entrance. An entry section from the eight is chosen before the battle starts for each figure, noted in secret so that it can be verified when the figure is deployed.

When the player decides to Deploy the figure, 1 Order is spent (The miniatures own, not one from the Orders Reserve) and the figure is placed on the battlefield, somewhere along the table border of the section selected before beginning the battle. The figure cannot be placed on the game table inside the enemys Deployment Zone. If using a Coordinated Order, all miniatures participating must enter through the same section of a table edge, chosen from those noted before the battle.

Level 2- Airborne Infiltration

Figures possessing the Special Skill AD: Airborne Infiltration are experienced parachutists, specialized in raiding and penetrating enemy lines.

This Special Skill allows the figure, without spending any Orders or making rolls, to perform similarly to AD: Parachutist but without having to choose a specific zone of entry. He must still spend his Order to deploy but may be placed on any border of the game table. The entry point chosen cannot be inside the enemys Deployment Zone. If a Coordinated Order is used, all miniatures participating must enter through the same table section.

Level 3- Combat Jump

Figures with this special jump equipment are trained to descend at full speed over the battlefield surprising enemies with devastating sudden attacks.

The active player can deploy a miniature with AD: Combat Jump at any point during the battle. The figure spends 1 Order (His own, not one from the Orders Reserve) and makes a PH Normal Roll. If successful he deploys to any point on the table nominated by his owner, facing in any direction desired.

Dispersion: If he fails the PH roll, the miniature suffers a detour in his fall, deviating as many inches as the Failure Category multiplied by 2.5 (FC x 2.5). In order to determine in which direction the miniature deviates, a Circular Template is used. Place the Circular Template on the target point where the miniature was supposed

to land, with the number 1 facing towards the centre of the table. The second digit of the dice Roll is used indicate the direction in which the miniature deviates .

If deviation prompts the figure to fall outside the battlefield, he will have to spend an extra Order from the Order Reserve to appear on the border of the game table at the point where he would have left.

A figure cannot nominate as jump target the interior of a Smoke zone, or in Impassable Terrain or Zones of Low or Zero Visibility. The landing zone is of the same size as a Circular Template and must be free of scenery elements. The figure with Combat Jump can land on any point in the landing zone but the whole of its base must be in the interior of the Circular Template. A figure cannot land in base to base contact with another miniature.

If a Coordinated Order is used to perform a Combat Jump, all the miniatures participating must choose the same Template as their landing point. Those failing their PH Roll will be dispersed individually.

Figures possessing Combat Jump can also deploy themselves, if they wish to, as if they possessed the preceding levels in AD.

Remotes with Combat Jump will have to perform a PH Roll in order to jump. PH determines the automation and programming level of their jumps.

Impetuous Figures with Combat Jump will have to use their Impetuous Order to perform their jump. If they do not want to jump immediately, at the beginning of the turn they must spend an Order from their armys Orders Reserve in order to stop each impetuous figure from deploying with their Impetuous Order.

Inferior Combat Jump functions exactly the same as normal Combat Jump, but in certain scenarios, owing to certain weather or technical conditions, figures will make their PH Roll with a Modifier of 3.

Level X- Tactical Jump

A miniature that possesses the AD: Tactical Jump Special Skill is not only an excellent infiltrator parachutist, but is also a natural born leader with a superb tactical sense.

Tactical Jump allows performance of only AD: Airborne Infiltration, but without the enemys Deployment Zone restriction access. Moreover, if the figure possessing this Special Skill is the leader (Lieutenant) of a group of figures with AD: Parachutist, these can be deployed in the same zone of entry and in the same turn as their Lieutenant, no matter if a different zone of entry was determined for them before the battle. If using a Coordinated Order, all miniatures participating must enter through the same section of a table edge.

In addition, if the figure possessing Tactical Jump is the Lieutenant, as soon as he is positioned on the game table the situation of Loss of Lieutenant is automatically cancelled. The player recovers the whole Orders Reserve that would have been available, with the exception of Orders spent previously (which can only be one or two).

FAQ

- Are army lists hidden?

You may keep secret who your Lieutenant is, what troops you retain in Hidden Deployment, what troops you have kept in reserve for AD: Combat Jump, troops disguised with Holoprojector level 1 and 2 and what Camouflage Markers (TO or normal) hide beneath them, everything else is open.

- Can I deploy my troop with Airborne Deployment (AD) directly into Close Combat with an enemy troop?

No. You cant deploy directly engaged in Close Combat, no matter if you use the Mechanized Deployment , Impersonation , infiltration, Airborne Deployment (AD), etc.

- Can a model with Airborne Deployment Special Skill enter the board with active Holoechoes?

Yes.

- Can a model with Airborne Deployment and a Hacking Device, that has not yet deployed on the table, preform a Defensive Hacking ARO?

No, the AD Hacker is not in the table yet, so he cannot preform a Defensive Hacking ARO. The only skill he may preform is Airborne Deployment using his own order.

- Can an Impetuous model with Airborne Deployment Special Skill use their own Order to cancel their Impetuous Jump?

The player can use any Order from the Orders Reserve to cancel the Impetuous Jump. If the Airborne Impetuous figure is Irregular, the player can use the Irregular Order of that figure to cancel the Jump. Only normal Orders can be used to cancel Impetuous Orders, for example: a player never can use an Impetuous Order to cancel another Impetuous Order.

- Does the Order spend to prevent an Impetuous model Airborne Deployment Special Skill to deploy in the Impetuous Order phase with is announced?

Yes.

- Do Airborne Deployment level 1 and 2 models with Impetuous Characteristic are affected in the same way Models with Airborne Deployment Level 3?

Yes.

- **When a troop is deployed using the Airborne Deployment Special Skill (AD) can it be placed Prone?**

No, it is not allowed.

- **What happens if an Army is affected by the Retreat! Rule and contains Religious, Airborne Deployment Combat Jump troops that have not yet been deployed?**

The Religious troops can still deploy on the battlefield.

- **How does Airborne Deployment: Combat Jump work?**

The player takes the round blast template and place it on the battlefield in a place that contains no scenery or Low/ Zero Visibility Zones, this is the landing zone and the Combat Jump model can be placed in any place inside the template in any facing the player wants.

If the model deviates, the model itself is moved, from its declared landing position inside the landing zone and not the landing zone, it is entirely possible the model lands in terrain.

- **What happens if there are no possible landing zones for Combat Jump troops?**

The model(s) must enter the battlefield using the Level 2: Airborne Infiltration of the Airborne Deployment Special Skill.

- **Can a Landing Zone be established in an area containing enemy or friendly troops?**

Yes.

8.2 CH: Limited Camouflage

The trooper possesses the CH: Camouflage Special Skill but lacks the possibility of Camouflaging Again. So, once Discovered, or if he reveals himself, he will lose this Special Skill and he cannot camouflage again or use any other advantages given by CH: Camouflage or CH: Mimetism (Except if he possesses also the CH: Mimetism Special Skill, then it can keep using it).

8.3 Haris

FIRETEAM: HARIS LEVEL 1. This Special Skill allows composition of a **Support Fireteam**, but with a maximum of 3 figures. This Support Fireteam must consist of the owner of this Special Skill and a maximum of 2 troops belonging to the same unit of the owner (eg. An Odalisque possessing Fireteam: Haris L1 and 2 Odalisques). The formation, activity and reformation of this Fireteam uses the rules for Infinity Fireteams (See the book Infinity Human Sphere) with the following exceptions:

- The Support Fireteam is in addition to the single Fireteam allowed for Sectorial Army List.
- Only a single figure with this Level of the Haris Special Skill is allowed per Army List. This means there can only be 1 Support Fireteam created by a troop possessing this Special Skill Level in the army.
- A Support Fireteam is identified by the Support Leader Marker which is the equivalent in this formation to the Linked Team Leader of a Fireteam. It is not compulsory that the Haris be the Support Leader of the Support Fireteam.
- Troops belonging to different units are not allowed to be part of a Support Fireteam (eg. It is not allowed to create a Support Fireteam composed of an Odalisque possessing Fireteam: Haris L1, plus 1 Odalisque and 1 Hafza).

The Haqqislamite army was the first to create and deploy minimum support and assistance units for their Fireteams. The Support Fireteams facilitate the manoeuvre of the main Fireteam, providing covering fire, or acting as a separate element to distract the enemy. The Haqqislamite Military Doctrine Command, whose tactical philosophy is based around the use of light units, promoted the development of these types of combat units, operating in conjunction with traditional Fireteams with exceptional results. In the Sectorial Armies that comprise the entire Sword of Allah, the NCO in charge of these support groups receives the name of Haris (guardian, protector). Seeing the evident success of the Support Fireteams, the other armies of the Sphere emulated the Haqqislamite forces, using the same tactical pattern, and keeping the term Haris for their respective NCOs.

8.4 Antipode

Miniatures belonging to this alien race have a special and peculiar behaviour in the game. Three Antipodes are necessary to compose an intelligent entity, creating one personality with each individual contributing diverse characteristics. For this reason, it costs only 1 Order to activate an Assault Pack of three Antipodes. All the Antipodes in the Pack will then perform the same Skills simultaneously, but make separate rolls to resolve actions. Members of a Pack, in ARO as well as in their own turn, behave always as if they were only one figure. Although they can move in separate ways, they must execute the same Skills in a sole Order and choose the same target, providing only one ARO to enemy miniatures, as with standard Coordinated Orders.

When a member of a Pack falls, the Antipode group identity suffers a mutilation of its reasoning capacity, with the WIP of each Antipode reduced by -3 for every lost member of the Pack. The Ariadnians have managed to work with Packs of 3 and 4 members, to increase their resistance capacity.

If the Assault Pack belongs to an Ariadnian army and they lose their Controller or his Control Device is Disabled, they must make a WIP Roll. If the roll is successful, they continue with the last orders received by the Controller, which usually consists of charging against the enemy. In such a situation, the Pack is still considered as part of the Ariadnian army.

If they fail the roll, they must make a d20 roll. With a result of 10 or less, the Pack will use its respective Orders (Impetuous and normal Order) to get off the table through the nearest edge, performing no orders except for Move or Dodge. If the result is over 10, the Pack will enter Frenzy state and go bananas, leaving the control of the Ariadnian player. In the following game rounds, the Antipodes will act before the rest of the players, using their [?] Impetuous Order and their own Order to attack the nearest figure, continuing every turn until either they or all other miniatures on the table are dead. They attack the nearest figure each turn, whether friend or foe.

Every time after the Controllers disappearance the Pack loses one of its members, a WIP roll must be made with the corresponding Modifier per dead Antipode, with results as above.

When organizing Groups in an army, the Pack and their Controller will count as two figures and will always be in the same Group. The Pack gives 1 single Order to the Order Reserve, different from the Order given by their Controller.

8.5 Chain of Command

The figure who possesses this Special Skill is the next in line to become the officer commanding the combat unit.

In game terms, if the trooper is on the game table as a figure or a Marker, and the Lieutenant falls Unconscious or Dead, he will take command automatically, becoming the new Lieutenant with no spending of Orders required and ignoring the effects of the Loss of Lieutenant rule. If, when the Lieutenant is shot down, the owner of the Chain of Command Special Skill is off the game table, once he is placed on it the Loss of Lieutenant state is cancelled and the player automatically recovers the entire Order Reserve that would have been available, with the exception of Orders spent previously.

This Special Skill functions automatically and its use is not optional.

FAQ: Chain of Command

-When my lieutenant falls Unconscious or Dead, one of my troops with the skill Chain of Command is the new lieutenant. Must I to indicate to the contrary that my lieutenant falls and that the troop X with Chain of Command is now the Lieutenant?

No. Skills like G: Mnemonica or Chain of Command do not need be advertised. The new lieutenant is automatically appointed without spending Orders or ARO, and the Order Reserve remains unchanged .

8.6 Fireteam: Tohaa

The Tohaa are a very gregarious race, used to teamwork to achieve common targets, and for whom the number 3 has a great sociological relevance. This racial characteristic is reflected in their combat doctrine, which allows the quick composition of 3 member Fireteams, highly co-operative although they may have completely different training and skills. However, amongst the Tohaa there are also loners and troops whose military specialty doesnt allow participation in a Fireteam.

In game terms, the **Fireteam: Tohaa** Special Skill allows composition of Fireteams, even if its user is not part of a Sectorial Army. However, the Tohaa only can compose Fireteams with a maximum of 3 members, called **Tohaa Triads**. The Tohaa Triads can be comprised of troops with different unit types, but all of them must have the Fireteam: Tohaa Special Skill.

To form and manage Tohaa Triads, the Infinity Fireteam rules must be applied, with the following exception:

- The Tohaa Triads can have a maximum of 3 members.
- The Tohaa Triads can be composed of troops of the same regiment/ unit, or by troops belonging to different units, as the player prefers. The three models of the Tohaa Triad can belong to different regiments or units, or two of them can belong to the same and the third to a different one, as the player chooses.
- The Tohaa player is not limited by the restriction of only having 1 Fireteam on the table, and is allowed to compose as many Tohaa Triads as possible in the Deployment Phase by indicating with the corresponding LINK Leader Markers. During the battle, the player must spend the Lieutenant Special Order if he wants to compose a new Tohaa Triad.
- Only those figures possessing the Fireteam: Tohaa Special Skill in their troop profile are allowed to be part of a Tohaa Triad. Those figures, even belonging to a Tohaa army list, which do not have the Fireteam: Tohaa Special Skill in their troop profile, cannot form or be part of a Tohaa Triad.
- The Availability to consider when creating a Tohaa Triad is that shown in the troop profile.
- Members of a Fireteam (and also of a Tohaa Triad) are not affected by the Inspiring Leadership Special Skill. In the same way, this Special Skill is not applied while a Lieutenant possessing Inspiring Leadership is part of a Fireteam (or a Tohaa Triad)

8.7 Berserk

The figure is possessed by a brutal blood thirst that throws him into combat despising any safety measures.

When a figure uses the Berserk skill, the Close Combat roll (normally a Face to Face roll) becomes a Normal Roll for each combatant. Each figure makes its Skill Roll, and a successful attack roll forces the enemy to make an ARM Roll as usual. It is possible that both players receive Damage simultaneously. In addition, the Berserker receives a bonus of +9 to his CC Attribute, but never gains the +3 ARM Defence Bonus for making a successful Close Combat Roll.

If the opponent decides to Dodge, a success on his PH Roll will not avoid the blow, but he will be able to move out of Close Combat.

Berserk is an automatic Special Skill that does not require Orders to be spent for activation but its use must be declared at the same time as the declaration of a Close Combat Skill use. The use of this Skill is optional and it can only be applied in Close Combat.

FAQ

- Can the Berserk Special Skill be used when charge to a model who replies in ARO with a Ballistic Skill attack?

No, it is not allowed. As a Close Combat Special Skill, Berserk Special Skill requires both models be in base contact to be used.

- What happens if a model uses the Electric Pulse CC Weapon against a model with Martial Arts L3 or a model using the Berserk special skill?

The Electric pulse is easy to use, -6 CC for the adversary.

It must be applied no matter if the attacking mini has Martial Arts L3 or Berserk. For the Berserk model this implies that he only can apply a +3 to his CC (+9 CC for Berserk -6 CC for Electric Pulse). The Electric Pulse will not affect the Berserk figure but reduces his capacity to get a Critical roll.

8.8 Ghost: Jumper L1

Figures that possess this Special Skill are entities (of artificial origin or not) whose conscience resides in data networks and who can download themselves into different bodies, called **Proxies**, to interact with the material world. Figures with Ghost: Jumper L1 have a minimum of two Proxies deployed on the battlefield into which they can download and participate in the excitement of combat. They can jump from one to another to always be in the thick of the action, or they may use it as a way to quickly flee.

This Special Skill allows deployment of a minimum of two, and a maximum of three, Proxies on the game table, applying the special deployment rules for those who have them (ie. Infiltration, Airborne Deployment).

In an active turn, a player who possess a Ghost: Jumper troop can activate any of its Proxies, without spending any extra Orders, just by placing the Proxy Active (PROXY ACTIVE) Marker beside the Proxy he wants to activate before spending and declaring an Order.

Also in an active turn, the Ghost: Jumper can jump from one Proxy to another, without spending any extra Orders, just by placing the Proxy Active Marker beside the Proxy which he is downloading to before spending and declaring an Order.

If an active Proxy falls Unconscious or Dead, the Ghost: Jumper will be Unconscious or Dead as well. If the Unconscious Proxy is healed, the Ghost: Jumper will recover with it. However, if the player has deployed an AI Beacon and it is still operational, the Ghost: Jumper can leave the Unconscious or Dead Proxy, automatically placing the Proxy Active Marker beside any of his other Proxies. When all his Proxies are in an Unconscious or Dead state, the Ghost: Jumper will return to the data network automatically and the army loses his Order, until at least one of his Proxies be recovered from Unconscious.

In a reactive turn, to jump from one Proxy to another one requires the spending of 1 ARO. The Ghost: Jumper can see through the sensors and optical devices of his inactive Proxies so he can react to any Order declared in LoF or ZC of any of his inactive Proxies. The Ghost: Jumper can react by jumping to any inactive Proxy (Even from an Unconscious Proxy through the aegis of an AI Beacon) or he can make his active Proxy reacts with Alert, Change Facing, Dodging or any Skill which does not require LoF to perform.

Moreover, inactive Proxies have pre-programmed reaction routines which allow them to react with Alert, Change Facing, or Dodge AROs to any Order declared in their LoF or ZC. The AROs used by these routines doesn't interfere with any ARO gained by the Ghost: Jumper, who can at the same time download into one of these Proxies or react to anything they perceive in their LoF or ZC

A Ghost: Jumper only provides 1 Order to the Order Reserve of his army, no matter how many Proxies he has.

All Proxies must belong to the same Combat Group, counting each one as a standard figure towards the size of the group.

Figures with Ghost: Jumper also have the G: Remote Presence Special Skill.

The Proxies of a figure with Ghost: Jumper give Victory Points to the enemy and must be counted as casualties for the Retreat! rule.

Ghost: Jumper Example: The Posthuman Valentina Nero has deployed 3 Proxies to the battlefield. These are an infiltrated Proxy armed with a Sniper rifle, a Heavy Infantry Proxy with a Spitfire and a Proxy Hacker, hiding in the rearguard. Valentina decides to start in her infiltrated Proxy, placing the Active Proxy Marker beside it and declaring her Order: Move and Shoot. The successful shots of her Sniper Proxy clear the path for her Heavy Infantry Proxy. So, she places the Proxy Active Marker beside it and declares her next Order: Move and Move, taking up a good firing position with the Heavy Infantry. That is the end of the ALEPH players active turn, with the Proxy Active Marker remaining beside the Heavy Infantry.

His adversary's active turn begins. A Hellcat lands in the rearguard of the ALEPH player, inside the Line of Fire of Valentinas inactive Proxy Hacker. The inactive Proxy Hacker, using its reaction routines, declares a Dodge ARO, to try and gain Cover from the threat of the Hellcat. It will be a Normal PH roll, as the Hellcat has not shot at it. Valentina, even though downloaded to the Heavy Infantry Proxy, perceives what her Proxy Hacker does, and declares a Change Facing ARO with her Heavy Infantry Proxy, to cover the possible advance of the Hellcat.

The Hellcat declares a Move and Shoot Order against the inactive Proxy Hacker. This again triggers its reaction routines, declaring a Dodge ARO. Now the Proxy Hacker must to perform a Face to Face Roll (PH vs BS). Valentina, being conscious that dodging alone cannot prevent the threat of the Hellcat, decides to jump to the Proxy Hacker as an ARO to the Hellcats Order, and places the Proxy Active Marker besides it. However, the Proxy Hacker fails the Dodge roll, receiving a Wound. Thanks to its V: No Wound Incapacitation Special Skill, it remains standing.

The next Order of the Hellcat is to Shoot again and the Proxy Hacker, now active thanks to the downloaded presence of Valentina, can react in a normal way. So she declares a Shooting ARO. But luck is not with Valentina, and she loses the Face to Face roll. The Proxy Hacker receives another two hits, and falls Dead with Valentina still in it.

But, as the ALEPH player has an AI Beacon in play, as soon as an enemy figure declares an Order in LoF or ZC of either of Valentinas other two Proxies, the Proxy can use its reaction routines and Valentina can declare an ARO to jump to the body of that Proxy, placing the Proxy Active Marker besides it.

FAQ

- What happens when I place the Proxy Active Marker besides a Proxy which is in Hidden Deployment or as TO Marker?

The TO Proxy is revealed automatically, and the player must to place the figure on the game table.

8.9 Fireteam: Enomotarchos

This Special Skill allows composition of Infinity Fireteams, but with a maximum of 4 figures. These Fireteams must consist of the owner of this Special Skill and a maximum of 3 troops of the same unit type. (For example, a Myrmidon Officer and 3 Myrmidons, or Machaon, Myrmidon Doctor-Officer and 3 Myrmidons). The formation,

activity and reformation of these Fireteams uses the rules for Infinity Fireteams (See the book Infinity Human Sphere).

However, with this Special Skill the restriction of a maximum of 1 Fireteam in the army is not applied. During the Deployment Phase, the player of a Sectorial Army possessing troops with the Enomotarchos Special Skill can compose as many Fireteams as he has chosen troops possessing this Special Skill for his Army List.

Sectorial Armies possessing troops with the Enomotarchos Special Skill can only compose Fireteams following the Enomotarchos rule, and do not have the possibility of composing Fireteams by applying the usual Fireteam rules.

It is not compulsory that the Enomotarchos be the Linked Team Leader of the Fireteam.

The death of the Enomotarchos doesn't break the Fireteam.

When a Fireteam: Enomotarchos is broken, then it is necessary to have a figure possessing the Enomotarchos Special Skill on the game table to be able to compose a new Fireteam around him, using the Lieutenant Special Order.

Those Sectorial Armies possessing troops with the Enomotarchos Special Skill can only compose Fireteams following the Enomotarchos rules and cannot compose Fireteams following the usual Fireteam rule.

In Ancient Greece, the Enomotia was the minimum unit by which the phalanx was organized. Each Enomotia was controlled by a kind of non-commissioned officer called an Enomotarchos. This formation seemed to have been the source of inspiration for the Fireteams of the Assault Subsection, who are strongly influenced by Greek culture.

8.10 Booty

The figure devoted himself to pillaging in some previous battle, and now has some extra item in his equipment that is probably not very common in units like his.

This element does not count as a Support Weapon when performing the Support Weapons calculation in army construction. The Booty does not substitute for the figure's basic equipment: it is instead a complement. Before starting the battle a roll is made on the following table to ascertain which extra element of equipment the figure has:

Booty	-	-	
1-3	Light Protection (+1 ARM)	12	E/M Grenades
4	Explosive CC Weapon	13	E/M CC Weapon
5	Light Shotgun	14-15	Light Protection (+2 ARM)
6	Heavy Protection (+4 ARM)		
7	Grenades	16	X Visor
8	Adhesive-Launcher	17	Monofilament CC Weapon
9	Light Grenade Launcher	18	Combi Rifle
10	Light Flamethrower	19	AP Rifle
11	Panzerfaust	20	AutoMedikit

If, in the course of a battle, a unit with the Special Skill Booty finds the dying body of another figure (in Unconscious state), he can spend 1 Order to scavenge. He may gain the figure's ARM value instead of his own, or take one of its weapons or pieces of equipment. He will be able to pick only one object and in return must throw away any piece of Booty he is currently carrying.

FAQ: Booty

- In the army lists there are different ways to describe the weapons. For example, is there a difference between having: - (Combi Rifle + Light Grenade Launcher) , (Combi Rifle and Light Grenade Launcher) or (Combi Rifle, Light Grenade Launcher)?

For figures with special skills like Booty or Impersonation, if the target's weapon has "+", he would have both components if he chooses to scavenge that weapon, but if the target's weapon lacks the "+", then only one of the two components can be scavenged.

Keep in mind that, while present in the same gun, both weapon-components have their distinct profiles.

For example, if a Combi Rifle + Light Grenade Launcher is hit by E/M, the only thing that could be Disabled is the Combi Rifle, leaving only the Light Grenade Launcher available for use, until the Combi Rifle is repaired.

- Can the Booty Special Skill be used to pick up the Baggage piece of Equipment?

Yes, like any other piece of Equipment.

8.11 Ghost:Servant

This Special Skill allows a Doctor or an Engineer to operate or repair by tele-presence through a Remote. Only figures with the Doctor or Engineer Special Skill can use Remotes with Ghost: Servant. Before the battle starts it is compulsory to determine which figure will control each Servant Remote, which cannot be used by any other miniature.

With Ghost: Servant, the figure and the Remote are activated at the same time with only 1 Order. It works similarly to Ghost: Synchronized, as both must declare the same Order. If one of the two figures cannot perform the complete Order (the Long Skill or both Short Skills of the Order), he will be inactive and he will not perform the Order. However, if he can perform one of the two Short Skills of the Order, then he will perform that single Skill, while the other figure will perform the complete Order.

The difference from Ghost: Synchronized is that the Doctor/ Engineer makes the WIP roll, and it is the Remote which performs it. The Doctor/ Engineer can heal, repair or act through the Ghost: Servant, but it is necessary that the Remote be in base contact with the target. The Remote has neither the Doctor or Engineer Special Skills: it cannot heal or repair by itself as it needs to be controlled by the Doctor/ Engineer.

Usually, to allow the Servant Remote moves until reach its target, the Doctor/ Engineer declares the Order but doesn't perform it, being in a safe place on the battlefield. Meanwhile, it is the Servant Remote who performs the Order, moving until in base contact with the target.

The Doctor/ Engineer and the Remote only provide a single Order to the Orders Reserve and both are activated with only one Order. It is mandatory both figures belong to the same Combat Group where they count as a single figure. A Doctor/ Engineer can have more than 1 Servant Remote, but he can only activate them one by one, applying the other rules considerations. Meanwhile, the other Remotes will be inactive.

As they are activated by one single Order, the Doctor/ Engineer and the Remote will provide a single ARO to each figure with LoF to either or both of them. If they cross a Suppression Fire (SF) zone, both can receive shots from the shooter maintaining the SF.

The Doctor/ Engineer and the Remote each get their own ARO in reaction to every Order declared in their LoF or inside their Zone of Control. These AROs must be the same for both figures, applying the Ghost: Synchronized rule.

The Doctor/ Engineer can see through the sensors and optical devices of his Remote, so he can react to any Order declared in LoF or ZC of his Remote with Alert, Change Facing, Dodging or with any Skill which does not require LoF to perform.

The Servant Remote always disconnects automatically if the Doctor/ Engineer is out of the game table (Due to Airborne Deployment, Hidden Deployment) or if he falls Unconscious or Dead. A disconnected Remote stands still and cannot receive Orders or perform AROs. An Immobilized (IMM) Marker must be placed beside the base of a disconnected Remote. The Remote connects automatically, without spending any Order or Short Skill, at the end of an Order in which the Doctor/ Engineer comes back from Unconscious state or enters the game table.

Contrary to Ghost: Synchronized, there is no limit in the operating distance between the Servant Remote and its Doctor/ Engineer.

Servant Remotes are Not Impetuous figures, so they cannot be activated with Impetuous Orders.

Remotes with Ghost: Servant which possess the Airborne Deployment (AD) Special Skill can be deployed by spending 1 Order from the Order Reserve or, if the player prefers, by using the same Order through which its Doctor/ Engineer is deployed, without requiring the spending of an additional Order. In such a situation, they must be deployed at the same time and from the same side of the game table, or using the same Circular Template, as their Doctor/ Engineer.

Remotes with Ghost: Servant also have the G: Remote Presence Special Skill.

Remotes with Ghost: Servant don't provide Victory Points to the enemy and are not counted as casualties for the Retreat! rule.

If the Doctor/ Engineer is hacked (If he is liable to be hacked) or if he receives a hit from E/M Special Ammunition and fails his BTS roll, his Remote will disconnect automatically because its link is interrupted. The Remote will connect again at the end of the Order in which the Doctor/ Engineer is freed from the hacking or his equipment is repaired. A sepsitorized Doctor/ Engineer can use his Ghost: Servant in the normal way.

Example: The Mech-Engineer Yie Yang declares the first Short Skill of the Order, Move. She moves towards a Total Cover area while the little Yozo, her Servant Remote, moves towards an Unconscious Gji, downed in the middle of the battlefield. An enemy miniature declares his ARO, shooting at the Yozo. Yie Yang declares the second Short Skill of the Order, Dodge. The Yozo must perform a Face to Face roll, but not Yie Yang, as she is not being menaced. The valiant Yozo wins the roll, dodging the enemy shot. Yie Yang receives a new Order to spend, and she declares a Move. She moves until in base contact with the Total Cover, and the Yozo runs towards the Gji. There is no ARO against them, so the second Short Skill is to Move again. She stands still behind the Cover and the Yozo moves up to its target. The next Order is to Move + Repair, with the Yozo

reaching the fallen T.A.G. while Yie Yang remains safe behind Cover, from where she performs the WIP roll to repair by tele-presence through her reliable Yozo, recovering one Structure point on the fallen Giji.

FAQ

-Can a Remote servant be part of a Linked team ?

A Remote Server can not be part of a Link team , as the team members must belong to the same unit.

If the Doctor / Engineer wants to activate it, hell be out of the Linked Team.

- When are destroyed Ghost: Servant and Ghost: Synchronized bots counted for the purposes of Retreat?

When their operator becomes Unconscious or Dead.

8.12 Ghost: Autotool Level 1

This Special Skill is an evolution of G: Remote Presence specially developed for the REM.

In game terms, it works exactly the same as G: Remote Presence, but it allows **REMs** possessing it to be chosen, provided in the army list there is at least one troop with the G: Mnemonica Special Skill or a Hacker.

Moreover, a miniature possessing the **G: Autotool** Special Skill can be recipient of the Aspect of a troop possessing G: Mnemonica.

The Autotool limited AI system was developed during the height of the Ur Civilization, growing from the behavioral patterns of the Ruaria. The Autotool was applied to the semiautonomous tools developed en-masse by the Ur to perform all kinds of activities. The EI modernized the final version of the system to adapt it to the needs of its tactical and operational incarnations.

8.13 Camouflage and Hiding (CH)

This Special Skill marks the miniatures ability to merge with his environment and move with the highest stealth. Camouflage and Hiding has three levels:

Level 1: Mimetism

The figure has the special ability to obscure his appearance to an enemy. Moreover, he has basic mimetic tools and clothes or camouflage gear made with a photosensitive material, a cheaper alternative to chameleonic tools, and knows how to use it with the maximum results in order to avoid discovery.

In game terms, any miniature attacking a figure with Mimetism will have a -3 Modifier to his BS Attribute for ranged attacks

Level 2: Camouflage

8.14 Camouflage

The miniature has a special capacity, be it natural or learned, for hiding and stealth. He will also have chameleonic tools available: photoreactive cells and variable/combinable environment patterns. These clothing-incorporated systems will merge the miniature with his surroundings.

The Special Skill of Camouflage allows its owner to perform:

Camouflaged Deployment. This use is exclusive to the deployment phase and does not require the spending of any Orders or making of rolls. The miniature is not deployed in the usual way: a **Camouflage Marker** is placed instead.

This type of Deployment also allows 3 miniatures (All with the Special Skill of Camouflage) to be deployed under the same Marker. One or more miniatures can be separated from the group at any point in the game, moving as a separate Camouflage Marker. All the figures placed under the Camouflage Marker are revealed if the adversary makes a successful Discover Roll, or if some of the figures perform an Order that uncovers them. When revealed, figures must appear no more than 1 inch of distance from each other, although the player can place them facing however he likes.

In game terms, a Camouflage Marker is always the same height as a base troop figure from its own army (Unless it has a Prone Marker beside it).

Camouflage in Movement: This allows the player to move the miniature without placing him on the battlefield. Only his Camouflage Marker will move. When several miniatures are moved under the same Camouflage Marker, they behave as if they were only one miniature. If they have different MOV values, the lowest is always used. The only Skills whose execution does not automatically reveal the camouflaged figures are Cautious Movement and all Short Skills of Movement that do not require any roll (except Alert). The camouflaged figure reveals automatically when it is in base contact with another figure.

If the figure is Discovered or is automatically revealed, the Camouflage Marker is replaced by its miniature (or miniatures), facing how the player prefers.

If a Camouflage Marker does not perform anything but MOV in his turn, even if it crosses a Suppression Fire zone or a figures ZC, the only ARO that can be executed against it is Discover or Change Facing.

Defensive Camouflage. To act against a Camouflage Marker, enemies must succeed in a Discover roll with a -3 Modifier. If the roll is failed, the camouflaged figure is not perceived and may not be a target of BS, CC, or any other Skill(Hacking, Sepsitor, etc.). If the Camouflaged miniature (Or miniatures, if they are clustered) is discovered, it will have to be placed on the battlefield, substituting the Camouflage Marker and losing all the advantages of Camouflage in Movement and Combat, but still complicating any BS Roll against him with a Modifier of -3. When placing the figure over terrain, he can face any direction his owner chooses.

Combat Camouflage. This allows a miniature in a camouflaged state to make a BS, Forward Observer, Sepsitor or Hacking attack before his opponent does. This attack is made with a Normal Roll. If the adversary survives the attack, he may then make any attacks he may have declared in ARO which are also made as Normal Rolls, with -3 to BS if shooting at the revealed figure. After this, the player will have to replace the Camouflage Marker with the correct figure. Combat Camouflage is only available for use in ranged attacks.

In ARO, the reactions of Camouflaged soldiers are simultaneous to the Order they react to, so Face to Face Rolls will be made.

If the Camouflaged figure receives a hit from an Intuitive Attack without having been Discovered first, he will have to reveal himself even if he passes the ARM Roll, removing the Camouflage Marker and placing the real figure. In the same way, if he is affected by a Template but the target was another figure, he will have to make an ARM Roll, revealing himself whether he passes the roll or not.

Camouflaging Again. When a figure has lost the Camouflaged status (It is represented by its figure and not a Camouflage Marker), he can recover his former status by spending 1 Order, provided that he is not in the LoF of any enemy miniatures. A figure in TO Camouflage in LoF of a miniature that intends to Camouflage itself again will have to reveal himself if he desires to prevent his enemy from re-entering Camouflaged status.

ARO against Camouflage: The only possible ARO against a Camouflage is Discover or Change Facing. However, it is not compulsory that the ARO be announced immediately after the adversary declares the Markers first Short Skill. It is possible to wait until the Marker declares its second Short Skill, and if it reveals its presence, then an ARO may be generated to react accordingly. This rule does not cancel the advantages of Combat Camouflage .

Do you want to know more?

-Camouflage and Hiding (CH)

FAQ

- **Can you explain at what point in an order a model using Camouflage is reveal?**

Due to the example's length, it was given it's own page found here: [Camouflage Example](#)

- **Are army lists hidden?**

You may keep secret who your Lieutenant is, what troops you retain in Hidden Deployment, what troops you have kept in reserve for Airborne Deployment (AD), troops disguised with Holoprojector level 1 and 2 and what Camouflage Markers (TO or normal) hide beneath them, everything else is open.

- **Does a Mine deployed by Minelayer Special Skill counts toward the 3 miniatures under one Camouflage Marker restriction in Camouflaged Deployment?**

Mines are not figures, they can not use that advantage of Camouflaged Deployment.

- **Can a model that has chosen to wait for the second Short Skill of a Camouflage Marker, declare ARO against that Camouflage Marker, if the Camouflage Marker does not reveal itself with its second Short Skill?**

No, the Camouflage Marker must reveal itself with its second short skill to grant ARO to models waiting for its second Short Skill.

- **Can I have LOF to a Camouflage Marker?" Could it block LOF?**

Camouflage Markers do not block the LOF. Therefore, the LOF rule uses the term "figures." In terms of game, a camo troop is almost as if he were not there as it is doing everything possible to stay just outside the LOF.

A Camouflage Marker represents a "ping" in the comlog, or a little itch at the back that tells the troops that "there might be something, or not." Therefore, the Marker and its height (equivalent to an army basic line troop) are unrelated to the true dimensions of the figure camouflaged (Cutter serve as an example, higher than a line troop, or the Antipodes, lower), it just indicates an approximated area on where you can apply the skill Discover.

- **Can I put a Suppression Fire affecting one Camouflage or TO Marker?**

Yes. But... If you put a Suppression Fire on an area where you suspect it's a figure in Hidden Deployment, you can not shoot until the troop is revealed.

With Suppression Fire, you control the area to prevent that troop to move or act. So, if the troop is activated and reveals himself, you can shoot your full B

Basically, Suppression Fire does not reveal the figure in Hidden Deployment, contrary to what happens with a successful Intuitive Attack against a Marker. Even in ARO, the Camouflage in Movement rule indicates that:

If a Camouflage Marker does not perform anything but MOV in his turn, even if it crosses a Suppression Fire zone or a figure's ZC, the only ARO that can be executed against it is Discover or Change Facing.

- Can Suppression Fire be placed over a Camouflage Marker?

Yes, no Intuitive Attack is needed and the Camouflage Marker is unaffected by the Suppression Fire Marker and corridor.

- Can a troop do a charge (to engage in Close Combat) with a Camouflage or TO Marker?

Can Markers avoid the troops even they were located at a point where any movement passes over them? (door / narrower corridor, as example)

You can not get into base contact with a Camouflage or TO Marker.

If the Marker is obstructing the passage through a doorway or narrow corridor, then the figures will go through the Marker by ignoring it. As mentioned above, the Special Skill not only includes technology but also the knowledge and ability to be out of sight. The figure, who is not exactly there, could have jumped to the frame of the door or floor temporarily or just have moved to avoid colliding with the enemies.

- Can a model try to Discover twice the same camouflage marker in one Order?

No.

- Can a model try to Discover a Marker it had previously failed to Discover the same turn?

Normally no, but there are a few exceptions, if a Camouflage Marker gets discovered or reveals itself and subsequently camouflages again it counts as a new Marker and the model can attempt to Discover it again, in the same way if a model failed to Discover an Impersonation Marker, but said Marker changed status the model could attempt to Discover the new Impersonation Marker. The same logic is applied in Intuitive Attack.

- Is it possible to declare in an Order discover as the first skill and as a second skill "shoot" to a camouflaged or impersonator troop (in State 2- Characterized)?

Yes, its possible

1 - Active player declares first skill "discover" 2 - Reactive player could ARO. If the troop dodges or shoots or any act that reveals itself, the active player does not have to roll to discover. 3 - Active player declares the second skill, shoot against the camouflaged / impersonator troop. 3.1-If the reactive troop dodges, the active player can shoot as a face to face roll. 3.2-If the reactive troop does not ARO and the Discover roll is successful, the shot is a normal roll.

- How do Orders and movement work using a Camouflage Marker" with more than one figure grouped under it?

If you move several figures under one Marker, they do the same action, so it is a Coordinated Order. Therefore: A Marker with 3 figures Moving only generates one ARO to each enemy figure in LOF, as if Coordinated. If the 2nd Short Skill is Shoot (revealing the 3 figures), you must apply the restrictions of a Coordinated (same target, maximum B2 ...)

It is not necessary to declare that is Coordinated Movement because, as a single marker, it generates a single ARO. But the player must have it in mind, looking to the other restrictions of Coordinated Order.

The declaration of Order for a Marker with more than 1 hidden figure, is as usual (move this Marker to this Cover, for example) but you have to subtract the corresponding Orders to the Orders Reserve.

- What happens to the troops with the Camouflage and TO Camouflage Special Skill in a Retreat! Situation?

In a Retreat!!! situation, the troops with CH: Camouflage and CH: TO Camouflage have that Special Skill reduced to CH: Mimetism, in the same way as it happens with Frenzy

- Does Explode as a voluntary Short Skill require a target? If not, can be used in such a way that affects a Camouflage Marker? What happens if there is an allied troop nearby?

Explode as a conscious and voluntary act, is a Short skill that requires WIP roll. It is an offensive action, an attack, therefore requires a valid target. Rules says:

'You can not attack friendly or allied figures (including impersonators undiscovered). Neither Camouflage and Hiding markers.'

Therefore, you can not activate the Special Skill Explode if the above rules are violated.

- Can the Special Skill Sensor be used several times in a turn, or against several Markers of Camouflage / TO at the same time?

Sensor is a Special Skill with an area of effect: it doesn't need to target a Marker or miniature. The troop applies Sensor on all its area of effect, so you can Discover several Camouflage or TO Markers with a single roll and can also detect figures with Hidden Deployment.

A figure who has the Special Skill Sensor can use it on the same area as many times as you have Orders available during your active turn.

- Is Camouflage and Hiding (CH) a leveled Special Skill?

Yes, CH is a leveled Special Skill. Level 1 is Mimeticism, Level 2 is Camouflage and Level 3 is Thermo-Optical Camouflage, a model can choose to use a lesser level of Camouflage if it so chooses, but may revert to its normal level once revealed. CH Limited Camouflage is not considered to be part of this leveled Special Skill.

- What happens if a model under a Camouflage Marker is significantly smaller or larger than the height of a basic troop?

The actual model retains its actual height and base size, but for the enemy it has the height and base size of a normal Camouflage Marker, for example, a Thermo-Optical Camouflage Marker representing a Cutter behind a human sized wall would be behind Total Cover despite the fact that Cutter is bigger than the wall, the Cutter itself can attack or respond with ARO against models that the Camouflage Marker representing it cannot see because it is physically bigger than the wall that hides its Camouflage Marker.

Likewise models or items (like Mines) that are shorter than basic height trooper may be spotted behind cover that would give them total cover, but only partial cover to a basic troop.

In the same spirit, a model with base larger than the Camouflage Marker may not pass gaps that the marker would be able to pass but the actual model couldnt.

- Can a model enter base to base contact with a Camouflage or Impersonation Marker?

No. Also, a Camouflage or Impersonation Marker that enters in base to base contact with an enemy is automatically revealed the moment it touches the enemies base.

- If a camouflaged figure gets hit by a model equipped with a Multispectral Visor L3 does the Arm roll reveal it?

Yes.

- Does a Camouflage Marker performing Climbing Plus or Super-Jump get revealed?

No.

- Can a Camouflage or Impersonation Marker within the Area of Effect of a Mine shoot the Mine before it activates?

Yes.

- Can a Camouflage Marker within the Area of Effect of a CrazyKoala use its Combat Camouflage to shoot the CrazyKoala before it activates?

The CrazyKoala will be activated by the Order declaration of the Camouflage Marker, as this is an attack that reveals himself, and it will reach him, no matter the damage the CrazyKoala suffers all along the way.

- Does the activation of a Ghost: Synchronized/ Servant model synchronized to a Camouflaged Marker reveals the troop?

Yes.

- Is placing a Mine considered an Attack or a Movement? Does a camouflaged figure reveal when it places a Mine?

To place a Mine is an Attack, never a Movement. Therefore, a camouflaged troop reveals automatically when placing a Mine.

- Can a Biolocator be activated if there is a Camouflage and Hiding Marker nearby?

If there is Camouflage and Hiding Marker near of a Biolocator, and there is not any enemy model there, then the Biolocator can not be activated.

The action of activate the Biolocator is a menace to the Camouflage and Hiding Marker (We could say it is like to place a Mine) and the only way (Except with Multispectral Visor L3") to threat/ attack a not previously discovered Marker is performing an Intuitive Attack. And Biolocator doesn't allow to perform Intuitive Attacks, so it is not a legal action.

- Does a model with Multispectral Visor L3 know the info of any Camouflage Marker it has in Line of Fire?

No, but automatically reveals to itself what is under any Camouflage Marker it decides to attack before decisions to split Burst are made.

- Can a model with Multispectral Visor L3 charge against a Camouflage Marker?

No.

- Can a model with Multispectral Visor L3 and Hacking Device Plus mark a Camouflage Marker?

Only if that model has Line of Fire to the Camouflage Marker. A success also reveals the Camouflage Marker.

- If multiple camouflaged models hiding under one Camouflage Marker get revealed, can the models be places within the distance indicated by the rules but over impassible terrain, for example in the other side of a wall?

When using the multiple hiding, the figures must be able to be deployed in places where they can be physically placed. This means the player cannot see this camouflage deployment option if the place is too narrow to place all camouflaged figures when they are discovered. This question, and also the distance, of course, are those the player has to consider when using this Special Skill.

Level 3: TO Camouflage

8.15 TO Camouflage

The miniature possesses, besides the Special Skill Camouflage, a Thermo-Optical mimetizing device. This is a system that curves the light around its bearer, rendering him almost invisible and erasing his thermal signature. This sophisticated device also diffuses any possible atmospheric turbulence that its bearer may provoke and prevents his detection by radar or sonar. In game terms, TO Camouflage allows its possessor to perform the following:

Hidden Deployment. It allows the same type of deployment as CH: L-2 Camouflage, but there is no need to make use of a Marker. Provided that he does not move, the figure with CH: TO Camouflage will remain completely invisible. The player must take note of his figures position in the most detailed possible way (Cover, Prone, etc.) so that the adversary will be able to verify the data in the moment in which he reveals his position. If the miniature moves, the player must place a TO Camouflage Marker, and show his adversary that he really was in that position from the beginning of the battle. If the figure performs any other action, he will have to be replaced by the miniature instead of the Marker. A miniature in Hidden Deployment does not add his Order to the Orders Reserve, as he is not on the game table. However, to carry out his first Order, which reveals his presence on the battlefield, he will not receive the Order from the Orders Reserve but will have to spend his own.

Camouflage in Movement: Allows the miniature to carry out the same Camouflaged Movement allowed by CH: Camouflage.

TO Defensive Camouflage: Allows the miniature the same Defensive Camouflage that CH: Camouflage provides, but a negative Modifier of 6 is applied if someone intends to attack him.

TO Combat Camouflage: Allows the same Combat Camouflage as CH: L-2 Camouflage, with no additional orders needing to be spent.

Camouflaging again: Functions exactly as CH: L-2 Camouflage.

ARO against TO Camouflage: The only possible ARO against a TO Camouflage is Discover or Change Facing. However, it is not compulsory that the ARO be announced immediately after the adversary declares the Markers first Short Skill. It is possible to wait until the Marker declares its second Short Skill, and if it reveals its presence, then an ARO may be generated to react accordingly. This rule does not cancel the advantages of TO Combat Camouflage

Do you want to know more?

- Camouflage and Hiding (CH)

FAQ

- **Are army lists hidden?**

You may keep secret who your Lieutenant is, what troops you retain in Hidden Deployment, what troops you have kept in reserve for Airborne Deployment (AD), troops disguised with Holoprojector level 1 and 2 and what Camouflage Markers (TO or normal) hide beneath them, everything else is open.

- **Can a model that has chosen to wait for the second Short Skill of a TO Camouflage Marker, declare ARO against that TO Camouflage Marker, if the TO Camouflage Marker does not reveal itself with its second Short Skill?**

No, the TO Camouflage Marker must reveal itself with its second short skill to grant ARO to models waiting for its second Short Skill.

FAQ

- **Can you explain at what point in an order a model using Camouflage is reveal?**

Due to the example's length, it was given it's own page found here: [Camouflage Example](#)

- **Is Concealment and Hiding (CH) a leveled Special Skill?**

Yes, CH is a leveled Special Skill. Level 1 is Mimetism, Level 2 is Camouflage and Level 3 is Thermo-Optical Camouflage, a model can choose to use a lesser level of Camouflage if it so chooses, but may revert to its normal level once revealed. CH: Limited Camouflage is not considered to be part of this leveled Special Skill.

- **Can I have LOF to a Camouflage Marker? ” It could block LOF?**

Camouflage Markers do not block the LOF. Therefore, the LOF rule uses the term "figures."

In terms of game, a camo troop is almost as if he were not there as it is doing everything possible to stay just outside the LOF.

A Camouflage Marker represents a "ping" in the comlog, or a little itch at the back that tells the troops that "there might be something, or not." Therefore, the Marker and its height (equivalent to an army basic line troop) are unrelated to the true dimensions of the figure camouflaged (Cutter serve as an example, higher than a line troop, or the Antipodes, lower), it just indicates an approximated area on where you can apply the skill Discover.

- Can a troop do a charge (to engage in Close Combat) with a Camouflage or TO Marker? Can Markers avoid the troops even they were located at a point where any movement passes over them? (door / narrower corridor ,as example)

You can not get into base contact with a Camouflage or TO Marker.

If the Marker is obstructing the passage through a doorway or narrow corridor, then the figures will go through the Marker by ignoring it. As mentioned above, the Special Skill not only includes technology but also the knowledge and ability to be out of sight. The figure, who is not exactly there, could have jumped to the frame of the door or floor temporarily or just have moved to avoid colliding with the enemies.

- What happens to the troops with the Camouflage and TO Camouflage Special Skill in a Retreat! Situation?

In a Retreat!!! situation, the troops with CH: Camouflage and CH: TO Camouflage have that Special Skill reduced to CH: Mimetism, in the same way as it happens with Frenzy

- What happens if you want to do a Cautious Movement and a TO have a LOF on you or even is in your ZoC?

If the TO Camouflaged troop is represented by a TO Marker, the Cautious Movement is not allowed.

If the TO Camouflaged troop is in Hidden Deployment then, the only way to prevent the Cautious Movement is to reveal it. If the Hidden TO camouflaged troop is not revealed, then the Cautious Movement can be performed.

Cheers!

- Are army lists hidden?

You may keep secret who your Lieutenant is, what troops you retain in Hidden Deployment, what troops you have kept in reserve for Airborne Deployment (AD), troops disguised with Holoprojector level 1 and 2 and what Camouflage Markers (TO or normal) hide beneath them, everything else is open.

-Applying the Rules for using Civvies, what happens if a Camouflage, TO, Impersonation, Holoprojector or similar Marker tries to synchronize with a Civil?

The Marker is automatically revealed and the miniature replaces it.

Ghost: Synchronized

With this Special Skill a non-Hacker miniature can control an auxiliary Remote which has synchronized its Ghost with his. This is an automatic Special Skill and it does not require the spending of any Orders or making any rolls to use it.

The Controller and the Remote only provide a single Order to the Orders Reserve and both are activated with only one Order. It is mandatory both figures belong to the same Combat Group where they count as a single figure.

A Synchronized Remote basically replicates the actions performed by its Controller. To act, the Controller and the Remote must declare the same Order, but it is not necessary they have the same target. If one of the two figures cannot perform the complete Order (the Long Skill or both Short Skills of the Order), he will be inactive and he will not perform the Order. However, if he can only perform one of the two Short Skills of the Order, then he will perform that single Skill, while the other figure will perform the complete Order.

Example: The Auxilia Calvin, with his back against the exterior wall of a small building, sends his Auxbot, affectionately named Hobbes, towards one of the buildings corners while he moves towards the opposite corner. So, the first Short Skill of the Order is declared (Movement) activating both figures, who move in different directions. When arriving at the end of his Movement, Calvin sees an enemy Zhanshi who declares ARO (Shooting) against him. Meanwhile, Hobbes when arriving at the corner faces a Celestial Guard who reacts by Shooting in ARO as well. With the second Short Skill, Calvin declares he will perform a BS attack, shooting the complete Burst (B) of his Combi Rifle at the Zhanshi, and Hobbes declares a BS attack with its Heavy Flamethrower, placing the Teardrop Template over the unfortunate Celestial Guard.

Spending a single Order from the Order Reserve, Calvin and his Auxbot have attacked two different enemies. Lets see what could happen if the situation was different.

Example: The Auxilia Calvin, with his back against the exterior wall of a small building, sends Hobbes his little Auxbot, towards one of the buildings corners while he goes towards the opposite corner. So, the first Short Skill of the Order is declared (Movement) activating both figures, who move in different directions. When arriving at the end of his Movement, Calvin doesnt see any enemies. Meanwhile, Hobbes when arriving at the corner faces two Zhanshi who both declare ARO (Shooting) against him. With the second Short Skill, Hobbes declares a BS attack with its Heavy Flamethrower, placing the Teardrop Template over the two Zhanshi.

Meanwhile, Calvin declares he will perform a BS attack too - although he has no target in LoF, its mandatory he declares in that way to allow Hobbes to perform his attack.

As they are activated by one single Order, the Controller and the Remote will provide a single ARO to each figure with LoF to either or both of them. If they cross a Suppression Fire (SF) zone, both can receive shots from the shooter maintaining the SF.

The Controller and the Remote each get their own ARO in reaction to every Order declared in their LoF or inside their Zone of Control. Those AROs must be the same for both figures, applying the Ghost: Synchronized rule regarding the execution of Orders.

The Controller can see through the sensors and optical devices of his Remote, so he can react to any Order declared in LoF or ZC of his Remote with Alert, Change Facing, Dodging or with any Skill which does not need LoF to perform.

The Remote must be always inside the Zone of Control of its Controller. The Synchronized Remote always disconnects automatically when is out of the Zone of Control, or if the Controller falls Unconscious or Dead. A disconnected Remote stands still and cannot receive Orders or perform AROs. An Immobilized (IMM) Marker must be placed beside the base of a disconnected Remote. The Remote connects automatically, without spending any Order or Short Skill, at the end of the Order in which it is once again inside the Zone of Control of its Controller, or at the end of an Order in which the Controller comes back from the Unconscious state.

Ghost: Synchronized works in the same way when the Controller has more than one Remote. In this situation, the Controller and all his Remotes are activated with only one Order.

Remotes with Ghost: Synchronized also have the G: Remote Presence Special Skill.

Remotes with Ghost: Synchronized dont provide Victory Points to the enemy and are not counted as casualties for the Retreat! rule.

If the Controller is hacked (If he is liable to be hacked) or if he receives a hit from E/M Special Ammunition and fails his BTS roll, his Remote will disconnect automatically because its link is interrupted. The Remote will connect again at the end of the Order in which the Controller is freed from the hacking or his equipment is repaired. A sepsitorized Controller can use his Ghost: Synchronized in the normal way.

A Controller can be Synchronized with a creature like a **Pupnik**, instead of a Remote. In this situation, and when it is allowed in an Army List, the G: Synchronized rule is applied, replacing the word Remote with the name of the creature (Pupnik, for example).

If the Controller is Impetuous, then the synchronized **creature** (Or creatures, but never Remotes) will be as well, but, as with normal Orders, both only provide a single Impetuous Order, which activates them all.

FAQ

- When are destroyed Ghost: Servant and Ghost: Synchronized bots counted for the purposes of Retreat?

When their operator becomes Unconscious or Dead.

8.16 Journalist

The Journalists are professional war correspondents accustomed to risking their lives searching for the most exclusive news. The presence of a **Journalist** on the battlefield, transmitting only information authorized by Intelligence, always praises the work of the troops, catapulting some of them into the spotlight as heroes of the mass media, or just enhancing their reputation amongst their commanding officers.

In game terms, when playing a campaign, if at the end of a scenario, the player has a figure possessing the **Journalist** Special Skill, in Normal state on the game table, he can apply a Bonus of +3 to the **CUBEVAC** Roll, and also a Bonus to the **Promotion Roll**, which varies depending on the **Journalist** Special Skill Level the figure possesses.

The **Journalist** Bonuses are not cumulative with each other. No matter how many miniatures possessing the **Journalist** Special Skill the player has, only a single **Journalist** Bonus (the highest) can be applied once at the end of the scenario to the **CUBEVAC** Roll and the **Promotion Roll**.

The **Journalist**, while considered to be a Mercenary Troop, can be enlisted by any faction belonging to the Human Sphere (PanOceania, Yu Jing, Ariadna, Haqqislam, Nomads, ALEPH...) and their corresponding Sectorial Armies when playing campaigns in the Infinity Tournament System (ITS). However, unless the troop profile indicates to the contrary, it is not allowed to add them to a Combined Army force, (including their Sectorial Armies), or Tohaa army lists.

This Special Skill has 3 different Levels:

- **Level 1.** Applies a Bonus of +3 to the **Promotion Roll**.
- **Level 2.** Applies a Bonus of +6 to the **Promotion Roll**.

- **Level 3.** Applies a Bonus of +9 to the **Promotion Roll**.

The motto of a good war correspondent is: "Everything for the audience!" The Journalists are a morale booster for the troops, because, thanks to them they can become true media stars. Most of the time, the Journalists are civilian professionals assigned to specific units or military operations. However, sometimes they are military operatives from the Public Relations Divisions of the armed forces, as happens with the famous Aoidoi of the S.S.S. All information provided by the Journalists has been approved by Intelligence, which controls the activities of these correspondents with an iron hand.

ATTENTION: Journalists are under of the protection of the Concilium Convention. Any hostile action performed against a Journalist will be penalized by the international courts.

8.17 CC with 2 Weapons

The miniature has received special training in order to fight in Close Combat using a weapon in each hand. This Skill allows the effects of two different Close Combat weapon Special Ammunitions to be combined on a successful hit. This Special Skill functions automatically and does not require any Orders or Rolls to be activated.

8.18 Hyper-Dynamics

The owner of this Special Skill is able to anticipate the direction of an imminent threat and plan movements in split seconds to move in the opposite direction.

In game terms, this Special Skill provides a positive Modifier to the Dodge Roll. There are three levels of Hyper-Dynamics:

- **Level 1.** Provides a Modifier of +3 to PH, only applies to Dodge Rolls.
- **Level 2.** Provides a Modifier of +6 to PH, only applies to Dodge Rolls.
- **Level 3.** Provides a Modifier of +9 to PH, only applies to Dodge Rolls.

The dodge ability of those who have Hyper-Dynamics is amazing. Studies performed in laboratories reveal that, when a threat is detected, 100 milliseconds before beginning movement the individual shifts his body to change where his weight rests. In this way, he balances his centre of mass over his legs, semi-flexed, which he will use to boost his movement and dodge the attack. Those who possess Hyper-Dynamics thanks to an implant undergo a treatment during which their reflexes are accelerated and sharpened gradually through following weeks, to adapt them to the superhuman reaction capability. Creatures who are specifically biodesigned to possess this capability usually have a brief lifespan because the drain on their nervous system is excessive.

8.19 Number 2

The miniature processing this Special Skill is next in the chain of command to the **Linked Team Leader** of a Fireteam. So, if the **Number 2** is part of a Fireteam, and the **Linked Team Leader** is dead or falls Unconscious, then he will take leadership of the Fireteam automatically, without spending any Order or ARO, becoming the **Linked Team Leader** - the **Link Leader Marker** must be placed besides him - and avoiding the breaking of the Fireteam.

This Special Skill works automatically and its use is not optional.

The Number 2 is the Fireteam's second in command and is accountable to the Combat Force's lieutenant and the Fireteam Leader for the discipline and safety of the Fireteam's soldiers. Number 2's are designated when organizing the Fireteams, establishing a clear chain of command to prevent disorganization when they are engaged with the enemy. Number 2's are not common due to the significant experience required to deal effectively with the chaotic situation caused by the fall of the Fireteam Leader.

8.20 Climbing Plus

A miniature with Climbing Plus is specially equipped or gifted at climbing. This Special Skill functions automatically and allows the miniature to climb as many inches as his MOV Attribute, with no need to make a PH Roll. The Climbing Plus Special Skill allows the figure to perform other skills while climbing or hanging from a great height (Climbing+BS per example).

FAQ: Climbing Plus

- When a model uses Climbing Plus does it need to spend a separate Short Skill to climb? Or Climbing Plus allows the model to move on walls with its normal move ?

Climbing Plus allows the figure to move on vertical surfaces using its normal Movement (MOV) values.

- Does a Camouflage Marker performing Climbing Plus or Super-Jump get revealed? No.

- How does the model with climbing plus stand on a vertical surface? Climbing Plus allows to a model to consider a vertical surface as a horizontal one.

8.21 i-Kohl

Special Skill based on emission of a range of designed pheromones and other powerful biochemical substances which saturate the sensory receptors of adversaries, human or not, who must be in base contact with the user. The i-Kohl applies a negative Modifier to the CC Attribute of opponents in Close Combat with its user. The i-Kohl has no effect on figures with the STR Attribute. This is an automatic Special Skill and it does not require the spending of any Orders or the making of any rolls to use it. There are three levels of i-Kohl:

Level 1. When its bearer is engaged in Close Combat, the i-Kohl provides a 3 Modifier to the CC of all those who are fighting against him.

Level 2. Works exactly the same as Level 1, but applies a 6 Modifier to the CC attribute.

Level 3. Exactly the same as Level 1, but applies a 9 Modifier to CC.

Example: Azra, an Odalisque with i-Kohl L3, is engaged in CC combat with a Shaolin Warrior-Monk who, despite his strict training, cannot avoid being influenced by the charms of the beautiful Odalisque. The Warrior-Monk can use his Martial Arts Level 3 to hit first, but with a 9 Modifier to his CC.

Example: The lovely Azra, with her natural magnetism, is now in base to base contact with a wild and hairy 45th Highlander. However the unstoppable fury of the Caledonian doesn't make him immune to the spell of Azra's i-Kohl. The 45th can use his Berserk Special Skill (CC+9) but it will be nullified by the i-Kohl L3 (CC-9).

Example: A Ninja in his active turn, attracted to the beautiful Azra, declares Move + CC against her. If Azra reacts by Shooting, she cannot use the i-Kohl in the Face to Face Roll, because they are not in base contact. However, if she reacts by declaring a CC action, then she can apply the Modifier.

i-Kohl is a brand of make-up and personal beauty products developed by the Haqqislamite cosmetic industry (Kohl was the make-up used in Ancient Egypt). A more powerful and less subtle military application for it was quickly found. Usually the i-Kohl brand name is used to refer to all these kinds of products, military or not, artificial or natural, and of human or alien origin.

8.22 Specialist Troop

The owner of this Special Skill can be considered to be a **Specialist Troop** when a mission or a scenario, while playing the campaign or just playing the mission as an independent scenario possessing the **Specialist Troop** Scenario Special Rule.

The owner of the Special Skill will be considered to be a **Specialist Troop** even if he doesn't possess any of the characteristics that define this type of troop (Not being an Engineer, Hacker, Forward Observer, etc.) in the scenario rules.

Equally, in those missions or scenarios without the **Specialist Troops** Scenario Special Rule, but in which **Engineers** have specific functions (Such as performing some specific actions, with corresponding rolls to achieve them) the owner of this Special Skill can perform the same role as an Engineer, but applies a cumulative Modifier of -3 to the roll. However, in that situation, a **Specialist Troop** cannot repair Disabled weapons or Equipment or perform the usual tasks allowed by the Engineer Special Skill description.

For example: if in a scenario, without the Specialist Troops Scenario Special Rule, an Engineer must make a WIP -3 Roll to achieve a scenario objective, the owner of this Special Skill can substitute for the Engineer but must make a WIP -6 Roll. However, in that situation, the owner of the Specialist Troop Special Skill cannot repair Disabled weapons or Equipment, or deactivate Mines.

In the Special Operations units it is common to see the presence of a member possessing some technical skills, usually focused, but not exclusively, on intrusion and counter-security techniques. Sometimes, these operatives have undertaken specific training courses, but it is also often the case that their knowledge comes from their own experience after years of service and a long career of being part of covert activities teams.

8.23 Coma

The figure carries a device able to cover an 8 inch radius area around him with a potent nanovirus. The nanovirus can infect all figures possessing a Cube, functioning as an EI Sepsitor repeater. In order to propagate the virus this device uses all the metabolic power of the user, causing him to fall into an induced coma, which gives this skill its name.

Coma is a Short skill. When activated, a miniature with Sepsitor can attack, by spending one Order per target, any figure with a Cube within an 8 inch radius of the fighter with this Skill. The Coma area will be active only during that turn. After activating Coma, the figure will have the status of Dead but still will be on the game table, with a Wound Marker to show the radius of action of the Coma during that turn. At the end of the turn, the miniature will be removed from the table. Morat troops have a strict code of regimental honour, so any Morat figure will not activate Coma until having caused at least one casualty to the enemy

8.24 Mechanical Transmutation

The figure which possesses this Special Skill can change to a predesigned form. The transformation from one shape to another requires only the spending of a Short Movement Skill from an Order. Mechanical Transmutation allows the miniature to alternate freely between the different forms it has available. It is not allowed to transmute in ARO. In the Deployment Phase, the player must indicate which shape the figure is deployed in.

FAQ

- Can Su-Jian fire its weapons in High Mobility Form?

Yes.

8.25 Doctor

The miniature is a qualified doctor, with complete training in combat medicine and is a specialist in saving his companions from death.

Doctor is a Short Skill that allows the miniature, when in base contact, after passing a WIP Roll, to make his patient pass from the Unconscious state to Normal, with a single Wound. If he fails the WIP Roll, the figure is considered to be Dead and is removed from the game table. Miniatures can be healed as many times as necessary, provided that the WIP rolls are successful. A miniature that has been healed can also benefit later from a MediKit, AutoMediKit, or Regeneration, and vice versa. A figure must be in base to base contact with a patient to use the Doctor Special Skill. A Doctor with the Special Skill V: No Wound Incapacitation who has suffered one Wound can try to heal himself but if he fails the WIP roll he will die automatically.

FAQ:Doctor

-Is a model possessing the Doctor Special Skill allowed to heal alien troops, like Dog-Warriors or Wolverers?

Unlike with the MediKit device, the Doctor Special Skill, allows the model to heal alien troops (Dog-Warriors, Wolverers, Antipodes, Pupniks, etc.) .

8.26 Meta-Agility

Evolutionary or artificial enhancements have provided the owner of this Special Skill with great agility, giving him movement capabilities superior to the human standard. Meta-Agility allows overcoming of any obstacle with ease.

In game terms, Meta-Agility means the figure has the Super-Jump and Climbing Plus Special Skills. This Special Skill is automatic and does not require spending of Orders or dice rolls to use.

8.27 Engineer

Any figure with this Special Skill has the means and technical knowledge required to carry out campaign repairs on faulty or damaged equipment. Engineer is a Short Skill that allows, with a successful Normal WIP Roll, the repair of Structure points (STR) of vehicles or figures (1 point per successful WIP Roll) which he is in base contact with. If the Engineer fails his WIP Roll, the target miniature or structure loses 1 point of STR instead of recovering it.

Engineers can reactivate all weapons, equipment and armour affected by E/M and Adhesive Special Ammunition if they pass 1 single Normal WIP Roll when in base contact with the affected figure. If the Engineer fails

the WIP Roll when reactivating, it is considered that the weapon or equipment is permanently shut down with no possibility of recovery. It is essential that a miniature be in base to base contact with the item he wants to repair.

Figures that possess this Short Skill can also open locks, applying the same Modifiers as Hacking Security and Information (See Advanced Rules: Hacking). In order to open/close a door, base to base contact is required.

Engineer also allows Mines to be deactivated (Antipersonnel and Monofilament), as well as E/Maulers and D-Charges. In order to deactivate a Mine in a same Order, the figure has to come into its action radius and pass a WIP Roll. If successful, the mine does not explode and is defused. If the WIP roll is failed, then it explodes, affecting the Engineer as normal.

8.28 Minelayer

Minelayers secure their forces deployment zone by placing Mines in close proximity to prevent the approach of enemy troopers. During Deployment, figures possessing this Special Skill can place inside their ZC a Camo Marker which represents a camouflaged Mine, or a Marker representing the deployable weapon with which he is equipped (E/Mauler, Deployable Repeater).

It may not be placed if any enemy troop is inside the area of effect of the deployable weapon. If the figure deploys using the Infiltration Special Skill and fails the PH roll, then a Mine Marker will be placed instead of a Camouflage marker. The Minelayer Special Skill is automatic and it does not require the spending of any Orders or the making of any rolls. The deployed weapon or equipment must be deducted from those carried by the figure.

FAQ

- Does a Mine deployed by Minelayer Special Skill counts toward the 3 miniatures under one Camouflage Marker restriction in Camouflaged Deployment?

Mines are not figures, they can not use that advantage of Camouflaged Deployment.

- Can a model with the Minelayer Special Skill or CrazyKoala deploy his munitions inside the opponents Deployment Zone

No.

- When you deploy a Mine on the battlefield, either, because a troop plant it with an Order (or ARO) or, at the beginning of the battle, with the Minelayer Special Skill, can be that Mine (Camouflage Marker) deployed with a Prone Marker ?

A Mine is a weapon, not a figure, so there can't be Prone.

8.29 Explode

This Special Skill is used by a figure to explode after it falls into an Unconscious state. The area of explosion is that of a Circular Template, causing 13 Shock Damage to all in the area. The detonation caused by this Special Skill can be Dodged by passing a PH-6 Roll.

Exploding is a Short Skill that allows the figure to explode at any moment he deems suitable, after passing a Normal WIP Roll. Activating this Special Skill will provoke a rapid death in its bearer. Exploding can be used in Close Combat substituting the CC Attribute with WIP, the figure Exploding rather than causing a hit: this allows the figure to Explode without being Unconscious first.

In the specific case of T.A.G.s with Combat Jump, such as the Caskuda, the explosion is only produced when hitting the ground: the figure will not suffer any damage and will not be able to explode again.

FAQ: Explode

- Does a model with Explode Special Skill explode automatically once it enters the Unconscious state?.

Yes, the figure explodes when it falls Unconscious. A Short Skill is required to be spent when the model possessing the skill wants to Explode while being conscious, in a Normal State.

- Does Explode as a voluntary short skill require a target? If not, can be used in such a way that affects a Camouflage Marker? What happens if there is an allied troop nearby?

Explode as a conscious and voluntary act, is a Short skill that requires WIP roll. It is an offensive action, an attack, therefore requires a valid target. Rules says:

You can not attack friendly or allied figures (including impersonators undiscovered). Neither Camouflage and Hiding markers .

Therefore, you can not activate the Special Skill Explode if the above rules are violated.

8.30 Natural Born Warrior

A miniature which possesses this Special Skill is especially gifted in fighting, with a combat instinct highly developed through many hours of hard training and real encounters.

This Special Skill nullifies all levels of Martial Arts in Close Combat, as well as the Berserk Special Skill of adversaries. Moreover, Natural Born Warrior gives the Special Skill V: Courage. This is an automatic Special Skill and it does not require the spending of any Orders or the making of any rolls to use it.

8.31 Exrah

Concordat Exrah Operators are the ephemeral branch of the Exrah race. Their keratinous epidermis is softer, which allows them more mobility and personal speed, but makes them vulnerable to radiation, so their life expectancy is very short. Physical damage suffered by the Ephemeral is impossible to cure, as his internal organs, affected by the ambient radiation of their planet and cosmic rays received in their trips, have a very short endurance. Because of this, when an Exrah receives a hit that pierces his ARM, his state directly moves to Dead: he does not suffer the Unconscious state and is automatically removed from the battlefield. Furthermore, the organism of the Exrah is very sensitive to powerful E/M transmitters, which causes them severe internal damage. If an Exrah receives an E/M impact and fails his BTS Roll, he will pass directly to the Dead state and is removed from the game table. Ephemeral Exrah have a superior capacity of movement than would be assumed given their massive aspect: they move better than any other Medium Infantry. They also have short wings, which is powered by their combat keratin and allows them to move in great leaps, conferring the Super-Jump Special Skill.

8.32 Pilot

The figure with this Special Skill is the pilot or driver of a Vehicle or manned T.A.G. without the Ejection System Equipment. Pilots can Mount/Dismount from their vehicles with a Short Movement Skill of an Order or ARO.

A Vehicle or T.A.G. which has lost all its Structure points, and is in an Unconscious state, doesn't provide its Order to the Orders Reserve of its army. However, with another Order taken from the Orders Reserve, the player can Dismount its Pilot (as first Short Skill of the Order). The Pilot of an Unconscious Vehicle or T.A.G. has no Order of his own, and he doesn't provide any Order to the Order Reserve. Pilots don't provide Victory Points to the enemy and are not counted as casualties for the Retreat! Rule - only their T.A.G.s. are counted.

If a manned Vehicle or T.A.G. loses 1 point of Structure over its STR value, it is considered destroyed, in a Dead state, and its Pilot is considered killed as well.

FAQ: Pilot

-Now that we have the characteristics of the TAG pilots, do sepsitor attacks would be made against pilot attributes, instead against the TAG ones?

No. When you put a TAG on the table, is played with the TAG profiles. Pilot and TAG are understood as a single entity, and thus puts the profile of TAG, as happens to a heavy infantry with armor.

The profiles of the drivers are for use only when the pilot dismount, as Pilot Special Skill rules says.

8.33 Forward Observer

This miniature is able to send his comrades ranging and other data about the position of the enemy on the battlefield, increasing the efficiency of their ranged attacks. Forward Observer is a Short Skill.

Forward Observers can mark a target, allowing any other miniature on their side without LoF (And with a weapon that allows Speculative Shot or equipped with Guided Special Ammunition) to be able to attack that target at distance. A Forward Observer in LoF with an enemy will be able to mark him after passing a WIP roll (Face to Face Roll, or Normal Roll, depending on the case), Modified by Covers, Distance, Camouflage and Hiding Special Skill, or an Optical Disruptor Device. Distance Modifiers for marking with Forward Observer are applied as per the following table:

Distance	0- 8 inches	8-32 inches	32-48 inches	+ 48 inches
Modifier	+3	0	-3	-6

There are two types of attacks that can be made as a result of the marking by a Forward Observer:

- **Speculative:** When the Forward Observer passes his WIP Roll, the target remains marked for any other comrade that wants to shoot at that target, and the Speculative Shot Modifier is not applied.

- **Guided:** When the Forward Observer passes his WIP Roll the target will remain marked for any other comrade possessing a weapon with Guided Ammunition. This figure will be able to use the Short Skill Ballistic Skills to hit the marked miniature without a roll required, as the WIP Roll of the Observer substitutes.

A miniature marked by a Forward Observer will be considered as marked until the end of the turn of the player possessing the Observer that marked it.

The special equipment of Forward Observers allows them to use the Flash Pulse.

FAQ

- **Can a model attempting a Speculative Shot at an already marked model use the Forward Observer bonus if the marked target is inside a shadow zone, but the center of the template used is outside the shadow zone?**

Yes.

- **What happens when I have a Critical with Forward Observer?**

To get a Critical of Forward Observer does not make the guided shots Critical. Guided Special Ammunition has no possibility of critical because it does not have dice roll.

- **Forward Observer cannot be used as an ARO but its mentioned in the second paragraph of the Zero Visibility Zone.**

Yes, the Forward Observer (FO) Special Skill cannot be used as an ARO that's stated in the rules two times, in the Skill description and in the ARO chart.

Apart of that, a Forward Observer trooper can use the Flash Pulse (As stated in the FO Skill description all Forward Observers carry the Flash Pulse weapon) as an ARO weapon (But he cannot mark targets with the Forward Observer Special Skill in ARO). The translation to English of the rules don't clarify the difference between the FO Special Skill (That can not be used) and a FO trooper (Who has the FO Special Skill and also the Flash Pulse, which can be used in ARO).

- **Does a model marked by Forward Observer outside its Line of Fire and Zone of Control gets to turn face?**

Yes.

8.34 Sapper

In the Deployment Phase, the figure with this Special Skill can be placed on the game table with a Foxhole Marker (FOXHOLE) beside it. In this state, the miniature is considered to be Prone and in base to base contact with Partial Cover in all directions, even though there may be no scenery item present, and it benefits from the CH: Mimetism and V: Courage Special Skills.

Foxholes are fixed positions, to leave them, in an active or reactive turn, requires use of the Get Up Short Movement Skill. Moreover, by spending 1 Order, the figure can dig a new Foxhole, placing a Foxhole Marker beside it and using the above rules. When a miniature leaves a Foxhole, it loses the CH: Mimetism and V: Courage Special Skills, unless it has those Special Skills in addition to Sapper. A Foxhole Marker is removed from the game table when a figure exits it. The Foxhole Marker cannot be used by any figure other than the Sapper.

FAQ: Sapper

- **How does the Sapper Dodge in ARO?**

A figure in a Foxhole can dodge in ARO, but can only do the following:

A)- Just Dodge, not moving, remaining inside the Foxhole with the bonuses it provides.

B)- Arise, a Dodge that involves movement, therefore, terminate its action on foot and without the bonuses provided by the Foxhole

8.35 Ghost (G)

A Ghost, an organic or artificial intelligence is inside a machine, controlling it from distance, but what separates machines from living creatures?

- **Ghost Level 1: Remote Presence.** This Special Skill is possessed by Remotes and unmanned T.A.G.s. Remotes have pseudo-AIs and expert programs that rule their behaviour in combat, operating in pure logic where fear has no place. In the case of Remote Presence T.A.G.s, the driver is not physically present on the battlefield and remotely controls it from a safe distance. Remote Presence is considered confers the Valor: Courage Special Skill. Figures with Remote Presence cannot have a Cube.

- **Ghost Level X: Mnemonica.** The Mnemonica Special Skill is a typical troop feature of the EI. If the original body chosen to host the Aspect of the EI that controls the army (Charontid, Anathematic, Avatar or Skiavoros) is destroyed in combat, the Aspect will automatically jump to another figures Cube in his army. The Aspect can also jump when his body is in an Unconscious state, but this will cause the body to automatically autodestruct and it must be removed from the game table.

The Mnemonica Special Skill does not require the spending of an Order and functions automatically. Mnemonica allows the EI to continue acting as Lieutenant in his army with no Loss of Lieutenant situation incurred whilst there are figures where it can discharge itself. When activating Mnemonica in another figure of the Combined Army, he will acquire the original WIP of the EIs Aspect (16 or 17), and the Ghost: Mnemonica Special Skill, but he will not be able to make use of any other Special Skill owned by the original body of the Aspect, or his equipment such as Sepsitor, Multispectral Visor, TO Camouflage, etc.

Ghost: Mnemonica also includes the Ghost: Remote Presence Special Skill.

8.36 Seed-Embryo

The miniature is deployed inside a life maintenance and body-developing capsule. When its body is finished growing and the information, plans and aptitudes necessary to accomplish its mission are implanted, the miniature will emerge from the capsule, ready for combat.

Troops with this Special Skill are deployed on the battlefield in the shape of a Seed-Embryo. This capsule, which is heavily armoured, cannot do anything and only has ARM, BTS and W Attributes. It is vulnerable to E/M (being Immobilized) but it cannot be hacked. The Seed-Embryo stands still, without moving, giving one Order to the Order Reserve of its army until its players second turn, or until the next players turn following its deployment. At the beginning of its second turn, before the Impetuous Orders sequence and without spending any Order, the Seed-Embryo is replaced by the miniature, fully equipped, facing wherever its player wishes and able to act immediately. In an emergency situation, the player can, if he wishes, spend 1 Short Skill or an ARO to hatch the Seed-Embryo prematurely. The Seed-Embryo only can hatch reactively to any actions made by the enemy inside its Zone of Control or its 360 LoF. In addition, it is equipped with a stealth device which provides it with CH: Limited Camouflage until it hatches. If the Seed-Embryo is discovered, replace the Camouflage Marker with a Seed-Embryo (SEED-EMBRYO) Marker.

Those Seed-Embryos which have the AD: Combat Jump Special Skill cannot be deployed using any other level abilities of Airborne Deployment. A landed capsule will hatch automatically in the players next turn following its landing; immediately by spending 1 Short Skill; or by spending one ARO during another players turn. As they are used to being deployed in dangerous areas, and lack the stealth device which is disabled after a landing, the capsules of Seed-Embryos with AD: Combat Jump have an Electric Pulse and a single use defensive device, which works like an Antipersonnel Mine if enemy models approach within range of an unhatched capsule. A Seed-Embryo that scatters off the battlefield will need to spend 2 Orders to appear on the border of the table, at the same point where it left. It is hatched when placed on the table.

FAQ: seed-embryo

-What is the high of the Seed-embryo marker?

The base size, any marker except Camo Marker is just base high.

-What is the difference between a Seed-embryo and a Spawn-embryo?

See Spawn-embryo.

8.37 Immunity

The miniature has a natural capacity to resist different types of Damage.

This Special Skill is automatic and does not need the spending of any Orders or making of rolls.

- **Level-1: Shock Immunity:** The miniature is immune to Shock Ammunition and Shock weapons, ignoring their special effect and considering them as normal weapons and Ammunition.
- **Level-2: Total Immunity:** The miniature is immune to all the special Weapons and Ammunition (Except Adhesive, E/M, Monofilament and Plasma), which are considered as normal attacks

See also: Viral Special Ammunition and Flash Special Ammunition also override Total Immunity.

8.38 Striga

A Special Skill which, like its vampiric namesake in Roman mythology, allows exploitation of an enemys Attributes for the users own profit. The skill allows the causing of damage to recover Wounds suffered, or the copying of enemy Attributes. Striga has two levels:

1.Striga Level 1: Protheion. This Special Skill is a biogenetic enhancement which allows the user to extract nutrients and organic matter from other living beings to boost his own health.

Protheion is a Close Combat Attack. It requires spending of a Short Skill or an ARO, without any roll necessary, and also requires the user be in base contact with another biological creature in an Unconscious state. Each Wound added to the user will remove a Wound from the miniature the user is absorbing nutrients from.

A figure with Protheion may absorb wounds until they have a maximum of 3 in total at any given time. This means a figure beginning the game with a Wound value of 1 may absorb up to 2 bonus Wounds, while a figure starting with a Wound value of 2 may absorb 1. If any Wounds are lost, they may be re-absorbed up to the maximum of 3 Wounds in total.

This Special Skill can be used in an aggressive way, absorbing Wounds even if the user is yet to be damaged. Against foes in a normal state (Not Unconscious), Protheion is used in Close Combat. The figure with Protheion makes a CC Face to Face Roll against the opponents defending Attribute, with success forcing victims to make a BTS roll against the PH of the user or transfer one of their Wounds. A victim of Protheion can lose all his Wounds, and his Unconscious level too, which counts as a Wound.

Criticals with Protheion absorb a Wound directly from the target, avoiding the BTS Roll.

The Protheion Special Skill cannot be used against figures with the STR Attribute.

Example: A figure with the Protheion Special Skill facing a Shasvastii Seed-Soldier in CC Combat could obtain or regenerate 1 Wound, if he succeeds at a Face to Face CC roll, removing it from his adversary. Spending another Short Skill, he could obtain or regenerate another Wound, taking it from the Seed-Soldier, who is now Unconscious. No CC or BTS roll is required as it is a Coup de Grce. The Seed-Soldier passes from Unconscious to Dead state, but as it is a Shasvastii, it is replaced by a Spawn-Embryo Marker. Now the figure with Protheion has reached the limit of 3 Wounds, and cannot absorb any more. However, if he loses any Wounds, he can come back to the Spawn-Embryo Marker. When in base contact, and by spending another Short Skill, he can absorb 1 more Wound from the Spawn-Embryo without any roll required, with the Marker removed from the table afterwards.

Moreover, Protheion includes the V: Dogged Special Skill. However if it is used by a figure with the Shasvastii Special Skill, the Spawn-Embryo rule cannot be used later, because the miniature will consume it to activate the V: Dogged Special Skill.

If, when using the Dogged Special Skill, the figure with Protheion regenerates one or more Wounds, the Dogged state is cancelled.

The use of Protheion is always considered a Close Combat Attack, this means this Special Skill cannot be used against allied troops.

2.Striga Level 2: Morpho-Scan. The next step beyond Protheion adds this complex Voodoo Tech system which allows the replication of the Attributes of any organic beings who are nearby.

The Morpho-Scan substitutes the MOV, CC, BS and PH Attributes of the user with the targets, who must be inside its Zone of Control. All those Attributes listed are substituted when used. This is a Skill of one use only, the user can only Morpho-Scan one figure over the course of a battle. The Morpho-Scan is vulnerable to E/M and requires the spending of 1 Order from the Order Reserve to activate it. Any troop, allied or enemy, can be Morpho-Scanned, except those figures with the STR Attribute.

Moreover, troops with this Special Skill can also take one weapon from the figure they have Morpho-Scanned. To do so, they must spend 1 Order from the Order Reserve, and the target must be in an Unconscious state and in base to base contact with the user. Morpho-Scan suffers the same restrictions on taking weapons as the Impersonation or Booty Special Skills.

8.39 Impersonation

Figures possessing this Special Skill are experts in infiltration: they are incredible actors and have been outfitted with sophisticated holographic disguise equipment. Their Impersonation Skill allows them to cross enemy lines, eliminate an enemy figure and then impersonate him to gain the element of surprise. This Special Skill is affected by E/M figure Ammunition. There are two levels in Impersonation:

Level 1-Basic Impersonation

Allows deployment of the figure wherever desired, except in the enemy Deployment Zone, or in base contact, without having to make any rolls. To represent the impersonator an Impersonation Marker State 1 (IMP-1)

must be placed. The Marker can be deployed within the 12 inch strip of the enemy Deployment Zone after passing a WIP Roll. If he fails his WIP roll, the miniature deploys as a normal figure as if he had been discovered and recognized as an enemy.

There are three states of Basic Impersonation.

State 1- Unnoticed. The impersonator has infiltrated the enemy troops without being noticed, and will be considered a comrade by his enemies, who will not be able to act against him (Using BS; PH, CC, etc.). The impersonator figure is represented by an Impersonation Marker State 1 (IMP-1). In order to discover the impersonator, the enemy must make a Discover Roll with Modifier 6. If the roll is successful, the impersonator passes to state 2.

State 2- Characterized. The impersonator has been detected, but he still tries to pass for a comrade. The state 1 Marker (IMP-1) is substituted by another Impersonation Marker state 2 (IMP-2), but the figure still cannot be attacked, as his identity is still not clear and he is still considered a comrade by his enemies. They must make another Discover roll, a Normal Roll without the -6 MOD, to identify him as an enemy. If this Discover roll is successful, the impersonation passes to state 3.

State 3- Discovered. The IMP-2 marker is replaced on the table by the miniature. The impersonator has been identified as an enemy and can be attacked as usual.

The only Skills whose execution does not automatically reveal the impersonator are Cautious Movement and any Short Movement Skills that do not require any roll (except Alert). The Impersonator reveals automatically when he is in base contact with another figure.

An impersonator not yet discovered can make a Ballistic Skill attack before his opponent can react. Therefore, no Face to Face Roll is made: each figure makes a Normal Roll of BS, the impersonator going first. If his adversary survives the ARM Roll, he may then return fire. After firing, the impersonators miniature replaces any IMP Marker.

In ARO, impersonators reactions are simultaneous with the Order being answered, so Face to Face Rolls are used.

To return to Impersonation status (Substituting the miniature with the IMP-1 Marker) 1 complete Order must be spent outside the LoF of any adversaries.

An impersonator in state 1 or 2 (IMP-1 Marker or IMP-2) will be considered as a comrade by his adversary, but if he moves through a Suppression Fire area he will be hit in a normal way

The miniature with Impersonation will always use his own Characteristics, Skills, and Equipment, although he will be able to pick up and use 1 enemy Weapon if he manages to kill a foe in Close Combat and then returns to Impersonation status. Scavenging a weapon from a victim is a Short Skill.

Human figures with Basic Impersonation will never be able to pose as an alien miniature (Antipode, Morat, Shasvastii, etc.) and vice versa. The Impersonator will not be able to act in State 1 against the Combined Army of the E.I. but he will always act in State 2.

Level 2- Impersonation Plus

Functions exactly the same as Impersonation but, due to advanced technological devices, it allows the impersonation of alien creatures by human agents and vice versa.

ARO against Impersonation

The only possible ARO against a Impersonator is Discover or Change Facing. However, it is not compulsory that the ARO be announced immediately after the adversary declares the Markers first Short Skill. It is possible to wait until the Marker declares its second Short Skill, and if it reveals its presence, then an ARO may be generated to react accordingly. This rule does not cancel the advantages of Impersonator.

FAQ

- Can I deploy my troop with Impersonation engaged in Close Combat with an enemy troop?

No. You can not deploy directly engaged in Close Combat, no matter if you use the Impersonation Special Skill, infiltration, Mechanized Deployment, Airborne Deployment (AD), etc.

- what happens if two or more models make a successful Discover roll against an Impersonation Marker in ARO?

The Impersonation Marker drops 1 level.

- Can I put a Suppression Fire directly affecting an Impersonator?

No, you can not. While the impersonator is not discovered, it is considered a friendly troop and you can not attack a friendly troop directly (see LOF rule). But if the impersonator crosses a SF, it will receive the shots.

- Can a model try to Discover twice the same Impersonation Marker in one Order?

Yes, but only in an attempt to decrease twice the Impersonation status, if the first attempt fails then the second Discover roll fails automatically.

- Can a model to try Discover a Marker it had previously failed to Discover the same turn?

Normally no, but there are a few exceptions, if a Camouflage Marker gets discovered or reveals itself and subsequently camouflages again it counts as a new Marker and the model can attempt to Discover it again, in the same way if a model failed to Discover an Impersonation Marker, but said Marker changed status the model could attempt to Discover the new Impersonation Marker. The same logic is applied in Intuitive Attack.

- Is it possible to declare in an Order discover as the first skill and as a second skill "shoot" to a camouflaged or impersonator troop (in State 2- Characterized)?

Yes, its possible

1 - Active player declares first skill "discover" 2 - Reactive player could ARO. If the troop dodges or shoots or any act that reveals itself, th/e active player does not have to roll to discover. 3 - Active player declares the second skill, shoot against the camouflaged / impersonator troop.

3.1-If the reactive troop dodges, the active player can shoot as a face to face roll. 3.2-If the reactive troop does not ARO and the Discover roll is successful, the shot is a normal roll. 3.3-If it fails to discover, the active troop misses the second skill "shoot".

- Can the Special Skill Sensor be used to Discover impersonators?

No, the Special Skill Sensor only can be used to Discover Camouflage or TO Markers and troops with Hidden Deployment.

- Can a model enter base to base contact with a Camouflage or Impersonation Marker?

No. Also, a Camouflage or Impersonation Marker that enters in base to base contact with an enemy is automatically revealed the moment it touches the enemies base.

- Can a Camouflage or Impersonation Marker within the Area of Effect of a Mine shoot the Mine before it activates?

Yes.

- How does the Impersonation deployed inside the enemys Deployment Zone works?

Impersonation Marker is placed where it is intended to be, then the WIP roll is made. If unsuccessful the model is revealed and placed where the Impersonation Marker was, models owner may choose the models facing.

- How does Impersonation work in multiplayer scenarios?

A model with Impersonation may choose to impersonate only one of the opposing sides, the model may change the side it Impersonates by Impersonating again.

- Does an Impersonation Marker generate ARO?

Yes.

- In the army lists there are different ways to describe the weapons. For example, is there a difference between wearing: - Combi Rifle + Light Grenade Launcher ; Combi Rifle and Light Grenade Launcher ; Combi Rifle, Light Grenade Launcher?

The figures with special skills like Booty or Impersonation , with "+" would take both, but if the enemy troop lack the "+" could only be one of the two weapons.

Keep in mind that both weapons have their distinct profile, and so apply. If a Combi Rifle + Light Grenade Launcher is hit by E/M, the only thing that could spoil is the Combi Rifle ... then the figure will be on hand with a gun that only works as a grenade launcher

-Applying the Rules for using Civvies, what happens if a Camouflage, TO, Impersonation, Holoprojector or similar Marker tries to synchronize with a Civil?

The Marker is automatically revealed and the miniature replaces it.

8.40 Infiltrate

This Special Skill has been divided into levels. In the Army lists, models with the Infiltration skill are considered to have Level 1 of this Special Skill. The use of the Infiltrate Special Skill is only allowed in the Deployment Phase

-Inferior Infiltration (Level 0). It is compulsory that the figure must be deployed outside his Deployment Zone , but always inside the enemys half of the table. So, the roll to Infiltrate will be, at minimum, PH -1. Figures with the Inferior Infiltration Special Skill must ALWAYS be deployed in this way and may not be deployed as if they did not have the skill. If the roll is failed, the Dispersion rule must be applied and the Camouflaged Deployment and Hidden Deployment advantages will be lost. Figures with Inferior Infiltration cannot be placed inside the enemys Deployment Zone , even when Dispersion is applied.

Infiltration (level 1): Due to his ability to move stealthily, the miniature will be able to infiltrate the enemys lines without being noticed. Infiltration allows a miniature the following options:

- Option A: The miniature can be deployed, without having to spend an Order or make a Roll , up to the central area of the game table (within the half corresponding to his army). He is deployed in Camouflage or TO Camouflage status if applicable.

- **Option B:** If the miniature wants to go further into enemy territory, he must to pass a Normal Roll of PH . Each 4 inch strip of distance advanced into enemy territory will add a cumulative Modifier of 1 to the roll. If he fails the roll, the Dispersion rule must now be applied. The centre of the Circular Template must be placed at the point in the battlefield where the figure wished to Infiltrate, with the number 1 pointing to the centre of the game table, multiplying the Failure Category by 2.5 (FC x 2.5) to determine where to place the infiltrator. Moreover, the miniature will lose the Camouflaged Deployment and Hidden Deployment options provided by the CH: Camouflage and CH: TO Camouflage Special Skills .

It is not allowed to Infiltrate inside the enemys Deployment Zone , or in base contact with another figure. If Dispersion would place the miniature in either position, move the figure back towards its initial Infiltration point until it is no longer in an illegal position; ie. the figure will be placed on the limit of the enemys Deployment Zone closest to the initial Infiltration point.

-Superior Infiltration (Level 2). The miniature which possesses this Special Skill Level is such a skilled infiltrator than it doesnt apply the Dispersion rule when it fails the Infiltration roll . It only loses the Camouflaged Deployment or Hidden Deployment advantage, substituting the Marker with the miniature.

Figures with Superior Infiltration, as those with just Infiltration (Level 1), may be deployed to the battlefield as if it did not have this Special Skill if desired.

FAQ

-Can I deploy my troop with Infiltration engaged in Close Combat with an enemy troop?

No. You cant deploy directly engaged to Close Combat, no matter if you use the Mechanized Deployment , Impersonation , infiltration, Airborne Deployment (AD), etc.

- How does Infiltration, of any level, works when the model is deployed in the opponents half of the table.

The model is placed in its intended position, distance is calculated, and the PH roll is then made, applying the corresponding Modifiers by the distance the model is placed from the middle of the table. If the model fails its test, the model deviates (on lvl 0 and 1) from that position.

- What happens if an Infiltrating model Deviates off the Table Edge?

The model must Spend an Order to enter the table, appearing on the edge of the game table from the point it Deviated.

8.41 Inspiring Leadership

If the figure with this Special Skill is the Lieutenant, the Characteristics of Instruction and Fury (Such as Regular, Impetuous, etc.) of all the troops under his command are replaced by his own. While the figure possessing Inspiring Leadership remains conscious on the battlefield, his troops will not disband, behaving as if they were figures with the Religious Troop Special Skill.

This Special Skill has no effect on troops possessing Remote Presence.

If an Impetuous Troop, the figure possessing Inspiring Leadership must act before the other members in his group in order to set an example. This Special Skill functions automatically and its use is not optional. It only works while the user is conscious.

8.42 Martial Arts

The miniature has a superior capacity in Close Combat due to discipline, training, and meditation.

This Special Skill is automatic; there is no need to spend Orders to activate it. Each level includes the previous levels, which can be automatically activated if desired.

- **Level 1- Attack to Vital Points.** When both fighters succeed in a Face to Face Roll but the figure with Martial Arts Level 1 scores a hit, the enemy does not receive the +3 ARM bonus for being in Close Combat. This level is only applicable to Close Combat
- **Level 2- Courage.** Functions as the Special Skill of Valor-Courage
- **Level 3- First Attack.** This allows the figure to attack first in Close Combat, making a Normal Roll to hit. If the defender survives, he can counter attack with a Normal Roll of CC. A figure with this ability may also use the CC Attribute instead of PH to disengage from Close Combat. This level is only applicable in Close Combat.

Two figures with Martial Arts L3 will perform their First Attack at the same time, so they have to make a Face to Face Roll.

Martial Arts Example: A Ninja declares a Charge (Mov + CC) at the unlucky Fusilier Angus. Angus options are to react by Shooting or with CC. If Angus waits until the Ninja engages in CC with him, this could use his Martial Arts L3, and will perform a First Attack, a previous Normal Roll. But, if Angus reacts by Shooting, this will be a Face to Face Roll between the Ninjas CC and Angus BS, because it occurs before base contact.

Level 4- Empty Mind. This functions as Sixth Sense L1, and cancels out Martial Arts Skills of Levels 1-3 of opponents. It also makes opponents incapable of turning to face this figure as an ARO when he enters their ZC from behind, unless they have Sixth Sense L2.

Level 5- Personal Defence. When in combat with several enemies, the enemy models will not receive positive Modifiers from fighting in a group. Personal Defence also allows the martial artist to hit all his adversaries at once with a single successful roll in CC, requiring each one to make a separate ARM Roll. This level can only be used in Close Combat

FAQ

- What happens if a model uses the Electric Pulse CC Weapon against a model with Martial Arts L3 or a model using the Berserk special skill?

The Electric pulse is easy to use, -6 CC for the adversary.

It must be applied no matter if the attacking mini has Martial Arts L3 or Berserk. For the Berserk model this implies that he only can apply a +3 to his CC (+9 CC for Berserk -6 CC for Electric Pulse). The Electric Pulse will not affect the Berserk figure but reduces his capacity to get a Critical roll.

- Does Martial Arts L4 cancel Sixth Sense L1?

Yes.

8.43 Mechanized Deployment

The figure belongs to the Mechanized Infantry corps, whose armoured vehicles allow them to move ahead to cover the advance of their companions.

During the deployment phase a miniature with Mechanized Deployment can be deployed in any part of the half of the game table corresponding to his side. All the figures with Mechanized Deployment must be placed in the same 8 inch radius area with a central figure as a reference, as if they just jumped off a vehicle.

FAQ: Mechanized Deployment

-Can I deploy my troop with Mechanized Deployment engaged in Close Combat with an enemy troop?

No. You cant deploy directly engaged to Close Combat, no matter if you use the Mechanized Deployment ,Impersonation , infiltration, Airborne Deployment (AD), etc.

8.44 MetaChemistry

The figure benefits from military nano-chemical substances used to control aggression and to improve bodily functions. As secondary effect, MetaChemistry memetic substances provoke the appearance of physical, neuronal, or metabolic advantages already latent in the subject. These improvements can be increased by the use of biotechnological implants.

Before the battle, roll d20 and follow this table to discover the type of MetaChemistry improvement that the figure will have.

MetaChemistry			
1-3	Natural Armour (+1 ARM)	12-13	No Wound Incapacitation
4-5	Dogged	14-15	Sixth Sense L2
6	Shock Immunity	16-17	Regeneration
7-8	Superior Movement (+4 inches to the first MOV value or +2 inches to both first and second MOV values)	18	Super-Jump
9-10	X Visor	19	Climbing Plus
11	Super Physique (+3 PH)	20	Total Immunity

8.45 Morat

The Morat are the militarist race par excellence. Morat troops possess an ingrained feeling of belonging to their combat units. Their instruction and training have produced an attack force where an individual sense of duty and personal honour is sublimated to those of the group. The Morat are very strict, follow rules to the letter and will fight until no soldier is on his feet: for this reason they will not disperse until they accomplish their mission.

All the Morat have a racial ability equivalent to the Religious Troop Special Skill. In addition, the presence of Morat troops in an army increases the Retreat! threshold from 60

8.46 Multiterrain

Troops with Multiterrain Skill prepare themselves extensively for every mission, training with simulators or in zones that approximate the location where they will carry out their operations. Those troops stationed in adverse environments that include several types of Special Terrain (Aquatic and Jungle, for instance) will also possess Multiterrain. Before starting the battle, figures with Multiterrain will be able to choose in which type of terrain they will be specialized. They will only be able to choose one type out of the five possible types (Aquatic , Desert , Mountain , Jungle , or Zero-G) and will reduce the MOV difficulty of that Terrain by one level. This Special Skill is automatic and does not require any Order to be activated.

8.47 Paramedic

In Infinity a figure which carries a MediKit is known as a Paramedic. These figures do not have advanced medical training like Doctors and instead rely on the constitution of their patients and the healing technology of their MediKits. If a force includes a Paramedic then figures are not removed when they fall Unconscious but remain in place while they await medical attention.

FAQ

- Do Unconscious models need to be removed from the battlefield immediately if there is no Doctor, Paramedic or Engineer (as applicable) present in their force?

In such situation an Unconscious model can be removed if both players agree, but if the Unconscious model has further effects like affecting Mines or have a weapon or equipment that a model with Booty Special Skill wants then the model should stay.

8.48 Poison

The miniature is able to secrete a neurotoxin which makes his blows highly lethal. Accordingly, the figures CC weapon is counted as having Shock Special Ammunition. The effect of the Poison can be combined with any other Special Ammunition that his CC weapon possesses. In addition, each time a figure with the Poison Special Skill suffers a Wound in Close Combat, his blood splatters automatically to cause a Damage 9 hit on his adversary. Blood splatters cause Normal (Never special) Damage, and as the direct result of a Short CC Skill, they cannot be dodged.

8.49 Regeneration

The miniatures system is specially suited for self-healing and physical and metabolic regeneration.

Regeneration is a Short Skill that allows the miniature, after passing a Normal PH Roll, to regenerate 1 Wound and even recover from an Unconscious state. When the miniature loses all his Wounds and becomes Unconscious, he must place a Wound Marker next to his figure.

If he fails his PH Roll while Unconscious, he passes to the status of Dead and is removed from the game table. If the number of Wounds received leaves the miniature in a Dead state before being able to activate Regeneration, he will not be able to use this Special Skill again, and will have to be removed from the table. (For example, if a miniature with 1 Wound receives 3 hits from a Burst and fails 2 Armour Rolls). While the figure is in Unconscious state he will not add his Order to his army Orders Reserve.

Figures with Regeneration automatically possess the Shock Immunity Special Skill. Regeneration is compatible with the use of MediKit or Doctor. A miniature with Regeneration can be healed and if he receives a Wound after that, he can try to regenerate it, and vice versa.

FAQ

-A model with 2 Wounds and Regeneration received a wound. It does Regeneration to regain until 2 ... What happens if the roll fails , it stays as is with 1 W or becomes unconscious?

It stays as is, with 1 Wound, does not go unconscious. If successful it'll have 2 . (This is why the Asawira is so tough.)

- What happens if a model AROs another model's Regenerate short Skill, either with BS or CC attack?

Normal rolls are performed, as both actions doesn't affect mutually (The Regeneration doesn't affect the reactive model).

8.50 Religious Troop

The beliefs and teachings of his leaders have turned the miniature into an able warrior, with an unswerving faith that allows him to keep firm when others desist.

This Special Skill functions automatically and allows the figure to keep his Order for himself after losing his Lieutenant, in addition to the minimum Orders due to Loss of Lieutenant. In addition the miniature may choose not to be affected by the rules of Retreat! If all a player's figures are Religious, then two of them may give up their Orders to elect a new Lieutenant. Otherwise they may continue operating using only their own Orders.

FAQ

- What happens if an Army is affected by the Retreat! Rule and contains Religious, Airborne Deployment Combat Jump troops that have not yet been deployed?

The Religious troops can still deploy on the battlefield.

- In a Loss of Lieutenant situation the Order Reserve is 2. If my entire army list has the Religious Troop Special Skill, will I have more Orders in that Loss of Lieutenant situation?

Yes, but conditionally. Each Religious Troop will have his Order for himself. Moreover, you will have the 2 Orders by the Loss of Lieutenant situation, so you can activate each Religious Troop once with his own Order and also nominate a new Lieutenant. Or to spend the 2 Orders of Loss of Lieutenant situation in any miniature.

For example: If you lose the Lieutenant and you have 4 figures with the Religious Troop Special Skill on the table, the total number of Orders would be:

Four (4) irregular Orders (One by each Religious Troop, the miniature has not become Irregular, but as these Orders only can be spent by their owners, the practical use is like the Irregular Orders). Two (2) regular Orders.

8.51 Repeater

Hacking range amplification system. This allows Hackers to use their skill in a radius of 8 inches around the Repeater. The Hacker can be at any distance from the Repeater, and he does not need to keep a LoF with it. This is a Special Skill that functions automatically and does not need the spending of any Orders to work. The Repeater can only be used by Hackers of the same army, or an allied one.

FAQ

- Is Repeaters Zone of Control extension granted to Hackers usable only for Hacking related ARO?

Yes. The Hacker can use the Zone of Control of the Repeater to perform hacking actions in active and reactive turn.

- Can a Hacker use Anti-Hacker Protocols through a friendly Repeater?

Yes.

8.52 Sensor

The miniature possesses high sensitivity detection equipment, or a perfect sense of smell, that allows him to detect hidden figures nearby. The miniature that possess Sensor can make a Normal WIP Roll (Distance, Camouflage or TO Camouflage Modifiers are not applied) to Discover all models that are Camouflaged or in Hidden Deployment within a radius of 8 inches around him. Sensor is a Short Skill and does not need a LoF.

A miniature possessing the Sensor and Forward Observer Special Skills can mark a target outside his LoF (using his pertinent Short Skill), if he is within the Sensor radius of effect and the target has been previously discovered. In such a case, Distance, Cover, CH and ODD Modifiers will not be applied to the Forward Observer WIP roll.

A miniature with Camouflage, TO Camouflage, or Impersonation cannot Camouflage again, or return to the Impersonation state, within the Sensor area.

FAQ: Sensor

- **Sensor can be used several times in a turn, or against several markers of camouflage / TO at the same time?**

Sensor is a special skill with area of effect: no need to take a marker or a miniatures as target. The troop applies sensor on all its area of effect, so you can find several Camouflage or TO markers with a single roll and can also detect figures with Hidden Deployment.

A figure that has the Special Skill Sensor can use it on the same area as many times as you have orders available during active turn.

8.53 Shasvastii

The Shasvastii are an alien race with a completely different biology to humans. Endowed with a strong survival instinct, all the Shasvastii are partially hermaphroditic, allowing them to bear a fast growth **Spawn-Embryo** inside them that they will later implant in enemy territory. After some time, a Shasvastii will sprout from the Spawn-Embryo, which will follow genetically codified information to continue the mission of the Shasvastii Continuum.

Spawn-Embryos can feed from the corpse of the fallen Shasvastii, so it is considered that no Shasvastii troop yields Victory Points to his enemy until his Spawn-Embryo has been wiped out.

It is therefore considered that, to count VP for victory as for Retreat! Shasvastii have three levels: Unconscious, Dead, and **Spawn**. When the Shasvastii is Dead, replace it with a Spawn-Embryo Marker (SPAWN-EMBRYO). The Spawn-Embryo cannot move from its location, attack, or defend itself. It has ARM 0, BTS 0 and if it suffers one Wound it must be removed from the battlefield.

FAQ

- **What happens if a Shasvastii Seed-Embryo receives one or more Wounds?**

If the Seed-Embryo receives 1 Wound, it falls Unconscious. If it receives 2 Wounds, it passes to Dead state (Replace the Seed-Embryo Marker by a Spawn-Embryo Marker, check the Shasvastii Special Skill, to know the Attributes of a Spawn-Embryo). If the Spawn-Embryo receives one more Wound, it must be removed from the game table.

- **What happens if a Shasvastii Seed-Embryo ARO a BS or CC attack with a Short Skill to hatch?**

The active player will make a Normal Roll.

- **Can the occupant of the Shasvastii Seed-Embryo hatch in the Prone position?**

No.

- **Can the Seed-Embryo be deployed Prone?**

No.

- **What is the height of Shasvastii Seed Embryos, regular or Cadmus?**

Meanwhile there is no model to represent them, they are base sized as other game markers. If you check the Human Sphere book, in the Combined Army chapter you'll see a comic strip where the Seed-Embryo is shown partially buried. If you have not the Human Sphere book, stop reading and run to buy one!

- **When do Shasvastii give Victory Points?**

Only when the Spawn-Embryo gets destroyed.

- **Can a model in base to base contact with a Shasvastii Spawn-Embryo use Coup de Grace?**

Yes.

- **What is the difference between a Spawn-embryo and a Seed-embryo?**

See Seed-embryo.

8.54 Sixth Sense

Miniatures endowed with this skill have a special capacity to sense danger. They are able to perceive the enemys intentions without having to see him, which allows them to react rapidly when attacked by surprise. Sixth Sense has two levels:

- **Level 1:** Within a radius of 8 inches, the miniature will be surprised by neither Impersonators, Camouflaged, nor TO Camouflaged miniatures, nor enemies hidden by a Zero Visibility Zone nor can he be attacked from the rear within his Zone of Control. In this way, when attacked from within an 8 inch radius in his Zone of Control, the miniature will answer the assault in a simultaneous fashion with a Face to Face Roll. Figures with Sixth Sense L1 will be able to react against Impersonators, Camouflaged, or TO Camouflaged figures and enemies hidden by a Zero Visibility Zone inside their Zone of Control only at the moment of being attacked, acting as if those miniatures were in front of them and revealed but not

Camouflaged and not applying the Modifier of 6 for a Zero Visibility Zone . They cannot however react to movements or any other action of Impersonators, Camouflaged and TO Camouflaged foes or troops hidden by a Zero Visibility Zone. This Special Skill functions automatically (No need to spend any Order or make any Roll).

- **Level 2:** Allows the miniature to react in a simultaneous fashion to attacks (Not to movements or any other actions) by Impersonators, Camouflaged, and TO Camouflaged figures and enemies hidden by a Zero Visibility Zone in LoF, no matter the distance and the blocking of LoF by Zero Visibility Zones and not applying its 6 Modifier. **The miniature can also react simultaneously to any attack performed against it out of its LoF.**

This Special Skill functions automatically (you will not need to spend any Order or make any roll).

FAQ

- (..)react simultaneously to any attack performed against it out of its LOF with Sixth Sense L2 means the troop can react to a Speculative Shot ? Would it be a Face to Face roll or a Normal roll?

There are two possibilities:

1 - The target (always has to be a miniature-target) can Dodge if it has Sixth Sense L2, making a Face to Face roll. If the dodge is successful, the rocket/grenade is lost. If there are more troops with Sixth Sense L2 affected by the Template , they may also Dodge, but their success does not affect the placement of the template.
2 - If the grenade suffers from Dispersion and falls on a model with Sixth Sense Level 2 not affected initially by the Template, this troop can not Dodge.

- **How do you Dodge an attack with Guided Missile (the troop was marked) with a model that has Sixth Sense L2?**

The Forward Observer makes Face to Face roll, against Dodge or shoot.. If successful, a missile launcher can shoot, then its an attack performed against it out of its LOF. You can:

1 - hack the missile the missile 2 - Use ECM 3 - Dodge thanks to Sixth Sense L2 . Success means that the missile is lost.

- **Does Martial Arts L4 cancel Sixth Sense L1?**

Yes.

- **Does Sixth Sense L2 grant Line of Fire to models outside its Line of Fire and Zone of Control that attack it?**

Yes, but to retaliate physically a legal Line of Fire must be drawn to the active model, for example a model can Dodge a Speculative Shot attack, because Sixth Sense grants it the required Line of Fire but cannot retaliate with a Ballistic Skill attack since the Sixth Sense does not provide a physical Line of Fire.

- **Does Sixth Sense L2 ignore the -6 BS modifier for reacting through Zero Visibility Zone even if the model wasn't the target of the attack?**

Yes, if a model with Sixth Sense L2 is not target of the attack it may react (by making a Normal, of course) without applying the Zero Visibility Modifier.

8.55 Strategos

This Special Skill identifies the professional of the Strategy, an individual with an analytic mind and a deep and advanced knowledge of the art of war and the military psychology. There are three levels of Strategos:

- **Strategos Level 1:** If the Strategos figure is the Lieutenant, he can assign the Lieutenant Special Order to any other miniature of his combat group.
- **Strategos Level 2:** This level allows to the player, during the Deployment phase to reserve two miniatures to deploy after his adversary. It is compulsory to be the Lieutenant to use this Special Skill.
- **Strategos Level 3:** If the Strategos figure is the Lieutenant, he not only can use the preceding levels of this Special Skill, but can also prevent his adversary, during the Deployment phase, deploying a miniature after him.

A Strategos L2 against a Strategos L3 can reserve one figure in his deployment, while the L3 can reserve two miniatures. Two opposing Strategos L3 will perform a Deployment as usual and as stated in the rules, reserving one figure to deploy after their adversary.

The origin of the Greek verb stratego means to plan the destruction of the enemies with the reason of the effective use of the resources. However, a Strategos not only dominates the Art of War, he professes it as a philosophy of life, applying it in every moment, elaborating strategies of action which he studies, oversees, modifies, and evolves constantly. For that reason, a Strategos will be always Your man with the plan.

8.56 Super-Jump

These miniatures are genetically, artificially, or evolutionarily designed to perform jumps of astonishing length and height.

This Special Skill works automatically. It allows the miniature to move in a vertical, diagonal, or horizontal jump as many inches as indicated in his MOV, without having to make a PH Roll. Super-Jump is a Special Short Movement Skill that can be combined with other Short Skills. For example, with Super-Jump, the figure can shoot while flying through the air and this will be considered an Order of the Move+BS type. Also, when the miniature moves in a normal way he will be able to avoid any obstacle of his height or less without any Movement restriction. To calculate the Falling Damage taken by miniatures with Super-Jump, the sum of both values of his MOV Attribute is subtracted from the distance and the result multiplied by 2.5. **Example:** a miniature with Super-Jump with MOV 4-4, that jumps from a terrace to the floor from a height of 10 inches will only have to make an ARM Roll against Damage 5 (distance of 10 minus MOV 4+4 = 2, multiplied by 2.5 to give 5).

Example Picture

In the picture above the three different uses of the Super-Jump Special Skill can be seen. A Haqqislamite Khawarij with MOV 4-4 and 1 Wound is used as example. The green arrows correspond to 4 inches.

1. Obstacle of the same height of the troop (To simplify, 1 inch). The Khawarij can move in a straight line all his Movement value.
2. Obstacle with the maximum height the Khawarij can Jump and use another Short Skill (For example, to Shoot). The Khawarij has Cover due the height it is of 5 inches. The fall is harmless for the model as it is lesser than the addition of its two MOV values.
3. The most complex situation. The Khawarij is at the edge of a 10 inches falling and he has several jumping options:
 - Spending both MOV values in a single Super-Jump he can:
 - (a) Jump vertically to the ground or to any intermediate point until the Z point. By this way, the Khawarij doesn't risk to make an ARM Roll. The colored area shows when he has to start making ARM Roll due the falling. The Y point shows the longest horizontal distance covered.

Examples: If the model jumps 8" horizontal, he will then fall 10" suffering a Damage 5 ARM roll (subject 8" for the superjump falling rules). If the Khawarij felt suicidal jumping twice straight into the air, but 1" horizontal, he would then fall 17" and suffer Damage 20. If the model jumped 6" horizontal and 2" vertically down, there would be no ARM roll
 - Spending 1 Super-Jump Short Skill + Shoot or Move Short Skill after falling. Being a vertical jump or a jump until reach the W point, the Khawarij has not to make an ARM Roll, please note the X marks the maximum horizontal distance covered by the jump. To choose to perform a Jump + Move provides the same result as a single Super-Jump in one direction. To Move after the jump allows to have more possibilities to place the troop in the point of the table the player prefers.

FAQ

- Is it allowed to react in ARO to a figure during the movement produced by a falling but which is not within its MOV values (As you can see in the graphic example, from the Z point to the ground)? And is it allowed to use a Short Skill (For example, to Shoot) in that tranche?

Yes to both questions.

- Does a Camouflage Marker performing Climbing Plus or Super-Jump get revealed?

No.

- Can a model use Cautious Movement with Super-Jump?

Yes.

- Can a model with Super-Jump, jump only as high as needed to shoot from a tall wall but still retain Cover?

Yes.

8.57 Superior Movement

The miniature is specially equipped for fast movement. This Special Skill automatically increases the movement of the miniature, with no need to spend Orders or make any roll. This increase is already calculated in the MOV value of the figure possessing this Special Skill, or else is indicated between brackets

8.58 Terrain

Some troops are trained to fight in specific terrain, characterized by the difficulties they offer to the inexperienced. The Type of Terrain in which the figure is specialized is always indicated after the term Terrain. In the game, these Types of Special Terrain are Aquatic, Desert, Mountain, Jungle, and O-G.

Figures possessing the Special Skill Terrain will suffer reduced MOV Modifiers in their environment. They will act as if the terrain were a level of difficulty lower: if it is Impassable terrain, it will be considered as Very Difficult, if it is Difficult Terrain terrain, it will be considered as Normal.

This Special Skill is automatic and does not require the spending of Orders or making any kind of roll in order to be activated.

8.59 Total Reaction

Due to servos and a system of support and reinforcement of response speed and mobility, some miniatures are able to react with great celerity. To reflect this, Total Reaction allows the firing of the whole Burst (B) of a weapon in ARO.

- If the BS roll is a Normal Roll, as many Rolls as the B value of the Weapon will be made.

- If the BS roll is a Face to Face Roll, both players will have to make all their BS rolls. All the results (after applying the typical Modifiers) that overcome the best Roll of their adversary will be impacts.

Example: Fusilier Angus is in an open field, 12 inches from a Yakng (a Remote with the Total Reaction Special Skill). Angus spends an Order to shoot the Yakng. The Remote reacts with his ARO, shooting. As he has the Total Reaction Special Skill, he shoots 4 times (His HMG has B=4) instead of 1, which would be the case normally. Angus makes 3 BS Rolls (His Combi Rifle has B=3). His BS is 12+3 (distance MOD) =15. He rolls a 3 (Success), 17 (Failure) and 12 (Success). The Yakng has BS=11+3 (Distance MOD). He rolls 4 times and obtains 2 (Success), 14 (Critical), 13 (Success), 20 (Failure). The best roll is the Yakngs (14, Critical), so he will hit with all his shots that are better than Angus best (12). The Yakng hits 2 times, with his rolls of 14 (Critical) and 13. Angus suffers a Wound directly (Critical) and must make 1 ARM Roll.

Note

The burst from Total Reaction must be targeted at one model, it cannot be split between multiple models from a Coordinated Order, G: Sync, G: Servant or Link Team. Source: Interruptor in this forum post. <http://www.infinitythegame.com/forum/showthread.php?tid=2581&pid=44682>

8.60 Transmutation

This Special Skill allows the figure to transform into a different miniature, with different Attributes and Skills, for example changing from Dogface to Dog-Warrior. In order to complete the Transmutation, the figure must be suffering great stress, for instance after receiving a Wound. Transmutation is automatic and does not require the spending of any Order. The new figure replaces the old one, minus any wounds taken, at the end of the Order in which he receives the first wound.

FAQ: Transmutation

- **What if a Dogface suffers a wound that causes the transmutation in a place where as Dog-Warrior physically do not fit? (For example, a very narrow hallway, a ventilation duct ...)**

The transmuted Dog-Warrior in a place too close is Immobilized. If it can be released or not will depend on the terrain. Plaster walls are not the same as the reinforced walls of a base or a bunker. To address the possibility of his release, players must reach an agreement or leave it to the referee if there is a tournament.

8.61 Valor (V)

This Special Skill describes the bravery and ferocity of the figure in combat. There are three levels of Valor with each one encompassing the prior levels:

Level 1-Courage: The miniature does not fear death and is completely ready to die if his duty calls for it. Courage avoids, without spending any Order, the WIP Roll that is compulsory after surviving the impact of a ballistic weapon but the figure does not wish to move to cover (The Guts Roll made after a successful ARM Roll). The figure is not required to keep his position if he does not want to.

Level 2- Dogged: The miniature, owing to a vast contempt for life, is ready to suffer in order to achieve an objective, no matter the severity of his wounds. This Special Skill is automatic and does not require the use of Orders to be activated. Dogged allows the miniature to ignore the state of Unconscious. If the miniature uses the Dogged Skill he will be able to act normally provided he keeps spending Orders in a consecutive way.

The figure will die when the turn he would have fallen Unconscious finishes, if the player stops spending Orders on him in a consecutive way, or if he suffers another Wound. In addition, the Dogged Special Skill includes also the Courage Special Skill.

Dogged cannot be used in ARO.

Dogged allows Impetuous figures to spend Orders from the Orders Reserve in order to keep acting normally, even though the player hasn't finished spending Impetuous Orders.

Level 3- No Wound Incapacitation: The miniature, due to the extraordinary endurance of his system, is able to ignore pain and keep his awareness functioning further than reasonable human limits. This Special Skill functions automatically, allowing the miniature, after receiving a Wound, to avoid passing to the Unconscious state. Another Wound will be needed to destroy him. The miniature can be cured by a Doctor, AutoMediKit, MediKit, and Regeneration, although if he fails this roll he will automatically die.

FAQ

- **Can a Dogged model attempt to heal itself?**

Yes, and if it is successful, then it reverts to Normal state, this means the Dogged condition (To die when the player stops to spend Orders on it) is cancelled.

- **If a model with Explode and Dogged Special Skills decides to use its Dogged Special Skill can it explode after the Dogged Special Skill stops having effect?**

No, the model enters Dead state, missing its chance to explode while Unconscious.

8.62 Veteran

The miniature belongs to a unit with several years of service in the toughest frontlines: he possesses several skills acquired the hard way. Veterans are soldiers hardened by war, able to rise above the pain of their wounds and to detect danger wherever it lurks.

The Veteran Skill provides the Sixth Sense L2 and V: No Wound Incapacitation Special Skills.

Chapter 9

Weaponry

9.1 Weapon Chart

Weapon	Short	Medium	Long	Maximum	Damage	B	Type of Ammunition	Template	E/M Vulnerability	CC
Adhesive-Launcher (ADHL)	0-4/0	4-16/+3	16-24/-3	24-48/-6		1	Adhesive	No	No	No
Akrylat-Kanone	0-8/0	8-32/+3	32-48/-3	48-96/-6		1 (2 Uses)	Adhesive	No	No	No
Antipersonnel Mines					13	1	Shock	Circular/Small Teardrop	Yes	No
AP CCW					PH		AP	No	No	Yes
AP HMG	0-8/0	8-32/+3	32-48/-3	48-96/-6	15	4	AP	No	No	No
AP Marksman Rifle	0-8/-3	8-16/+3	16-24/+3	24-48/-6	13	3	AP	No	No	No
AP Rifle	0-8/0	8-16/+3	16-24/-3	24-48/-6	13	3	AP	No	No	No
AP Sniper	0-12/0	12-36/+3	36-52/-3	52-104/-6	15	2	AP	No	No	No
Assault Pistol	0-8/+3	8-16/-6	-	-	13	4	N	No	No	Yes
Blitzen	0-8/0	8-32/+3	32-48/-3	48-96/-6	14	1 (2 Uses)	E/M2	No	No	No
Boarding Shotgun	0-8/+3	8-16/0	16-24/-3		14	2	N/AP	Small Teardrop	No	No
CC Weapon					PH		N	No	No	Yes
Chain-Colt					13	1	N	Small Teardrop	No	No
Chain Rifle					13	1	N	Large Teardrop	No	No
Combi Rifle	0-8/+3	8-16/+3	16-24/-3	24-48/-6	13	3	N	No	Yes	No
Contender	0-8/0	8-16/+3	16-24/-3	24-48/-6	13	1	DA	No	Yes	No
D.E.P.	0-8/+3	8-16/0	16-24/-3	24-48/-6	14	1 (1 use)	AP+EXP	No	No	No
DA CCW					PH		DA	No	No	Yes
D-Charges					14	1	AP+EXP	No	Yes	Yes
E/M CCW					PH		E/M (12)	No	No	Yes
E/M Grenade	0-4/+3	4-8/0	8-12/-3		13	1	E/M	Circular	Yes	No
E/M Light GL	0-4/0	4-16/+3	16-24/-3	24-48/-6	13	1	E/M	Circular	No	No
E/Marat					13	1	E/M	Large Teardrop	Yes	No
E/Mauler					13	1	E/M	Circular	Yes	No
E/Mitter	0-8/+3	8-16/0	16-24/-3	24-48/-6	14	1	E/M	No	Yes	No

Electric Pulse								No	Yes	Yes
EXP CCW					PH		EXP	No	No	Yes
Feuerbach	0-8/0	8-24/+3	24-32/0	32-48/-6	14	2	AP+DA	No	Yes	No
Flammenspeer	0-8/0	8-32/+3	32-48/-3	48-96/-6	14	1 (2 Uses)	FIRE	Circular	No	No
Flash Grenades	0-4/+3	4-8/0	8-12/-3		13	1	Flash	Circular	No	No
Flash Light GL	0-4/0	4-16/+3	16-24/-3	24-48/-6	13	1	Flash	Circular	No	No
Flash Pulse	0-8/+3	8-32/0	32-48/-3	48-96/-6	13	1	Flash	No	Yes	No
Forward Observer	0-8/+3	8-32/0	32-48/-3	48-96/-6		1		No	Yes	No
Grenade	0-4/+3	4-8/0	8-12/-3		13	1	N	Circular	No	No
Guided Heavy Rocket Launcher	0-8/0	8-32/+3	32-48/-3	48-96/-6	14	1	FIRE	Circular	Yes	No
Guided Missile Launcher	0-8/0	8-32/+3	32-48/-3	48-96/-6	14	1	AP+EXP	Circular	Yes	No
Heavy Flamethrower					14	1	FIRE	Large Teardrop	No	No
Heavy Grenade Launcher	0-8/0	8-32/+3	32-48/-3	48-96/-6	13	1	N	Circular	No	No
Heavy Rocket Launcher	0-8/0	8-32/+3	32-48/-3	48-96/-6	14	2	Fire	Circular	No	No
Heavy Shotgun	0-8/+3	8-16/0	16-24/-3		15	2	N/AP	Small Teardrop	No	No
Hedgehog Weapon					PH	1	N	No	No	Yes
HMC	0-12/0	12-36/+3	36-52/-3	52-104/-6	15	5	AP	No	Yes	No
HMG	0-8/0	8-32/+3	32-48/-3	48-96/-6	15	4	N	No	No	No
Jammer					13	1		No	Yes	No
Katyusha MRL	0-8/0	8-16/0	16-24/-3	24-48/-6	13	1	DA	Triple Circular	No	No
Knife					PH-2		N	No	No	Yes

Light Flamethrower					13	1	FIRE	Small Teardrop	No	No
Light Grenade Launcher	0-4/0	4-16/+3	16-24/-3	24-48/-6	13	1	N	Circular	No	No
Light Rocket Launcher	0-8/0	8-16/+3	16-32/-3	32-48/-6	13	2	FIRE	Circular	No	No
Light Shotgun	0-8/+3	8-16/0	16-24/-3		13	2	N	Small Teardrop	No	No
Marker	0-8/0	8-16/+3	16-24/-3	24-8/-6		1 (2 Uses)	Dep. Repeater		Yes	No
Marksman Rifle	0-8/-3	8-16/+3	16-24/+3	24-48/-6	13	3	AP	No	No	No
Missile Launcher	0-8/0	8-32/+3	32-48/-3	48-96/-6	14	1	AP+EXP	Circular	No	No
Mk12	0-8/0	8-24/+3	24-32/-3	32-48/-6	15	3	N	No	No	No
Molotok	0-8/0	8-24/+3	24-32/-3	32-48/-6	14	4	N	No	No	No
MonoFilament CCW					12		Monofilament	No	Yes	Yes
Monofilament Mines					12	1	Monofilament	Circular/Small Teardrop	Yes	No
Guided MULTI Sniper rifle	0-12/0	12-36/+3	36-52/-3	52-104/-6	15	2//1	AP/DA	No	Yes	No
MULTI HMG	0-8/0	8-32/+3	32-48/-3	48-96/-6	15	4//2//1	N/AP/EXP	No	Yes	No
MULTI Rifle	0-8/+3	8-16/+3	16-24/-3	24-48/-6	13	3//2//1	N/AP/DA	No	Yes	No
MULTI Sniper	0-12/0	12-36/+3	36-52/-3	52-104/-6	15	2//1	AP/DA	No	Yes	No
Nanopulser					13	1	Nanotec	Small Teardrop	Yes	No
Ojotnik	0-8/0	8-16/+3	16-24/-3	24-48/-6	14	2	AP	No	No	No
Panzerfaust	0-8/0	8-32/+3	32-48/-3	48-96/-6	14	1 (2 Uses)	AP+EXP	No	No	No
Pistol	0-4/+3	4-8/0	8-12/-3	12-24/-6	11	2	N	No	No	Yes
Plasma Rifle	0-8/+3	8-16/+3	16-24/-3	24-48/-6	14	3	PLASMA	Circular/Small Teardrop	Yes	No

Portable Autocannon	0-8/0	8-32/+3	32-48/-3	48-96/-6	15	2	AP+EXP	No	No	No
Rifle	0-8/0	8-16/+3	16-24/-3	24-48/-6	13	3	N	No	No	No
Shock CCW					PH		Shock	No	No	Yes
Smoke Grenade	0-4/+3	4-8/0	8-12/-3			1	Smoke	Circular	No	No
Smoke Light GL	0-4/0	4-16/+3	16-24/-3	24-48/-6		1	Smoke	Circular	No	No
Sniper	0-12/0	12-36/+3	36-52/-3	52-104/-6	15	2	N	No	No	No
Spitfire	0-8/+3	8-24/+3	24-32/-3	32-48/-6	14	4	N	No	Yes	No
Stun Pistol	0-4/+3	4-8/0	8-12/-3	12-24/-6	11	2	Stun	No	No	Yes
Submachine Gun	0-8/+3	8-16/+3	16-24/-6		13	3	Shock	No	No	No
Swarm Grenades	0-4/+3	4-8/0	8-12/-3		13	1	Swarm	Circular	No	No
T2 Boarding Shotgun	0-8/+3	8-16/0	16-24/-3		14	2	N/T2	Small Teardrop	No	No
T2 Rifle	0-8/0	8-16/+3	16-24/-3	24-48/-6	13	3	T2	No	No	No
T2 Sniper Rifle	0-12/0	12-36/+3	36-52/-3	52-104/-6	15	2	T2	No	No	No
Templar CCW (AP + Shock)					PH		AP+Shock	No	No	Yes
Templar CCW (AP + DA)					PH	1	AP+DA	No	No	Yes
Uragan MRL	0-8/0	8-16/0	16-24/-3	24-48/-6	13	3 (Same target)	AP	Circular	No	No
Viral CCW					PH		Viral	No	No	No
Viral Combi Rifle	0-8/+3	8-16/+3	16-24/-3	24-48/-6	13	3	Viral	No	Yes	No
Viral Mines					13	1	Viral	Circular/Small Teardrop	Yes	No
Viral Rifle	0-8/0	8-16/+3	16-24/-3	24-48/-6	13	3	Viral	No	No	No
Viral Sniper Rifle	0-12/0	12-36/+3	36-52/-3	52-104/-6	15	2	Viral	No	No	No

Vulkan Shotgun	0-8/+3	8-16/0	16-24/-3		14	2	AP/FIRE	Small Teardrop	No	No
Zero-V Smoke Grenade	0-4/+3	4-8/0	8-12/-3			1	Zero-V Smoke	Circular	No	No

9.2 Adhesive-Launcher (ADHL)

This is a semi-automatic weapon with a rotary cylindrical chamber that shoots self-propelled projectiles with a charge of fast drying adhesive liquid (Adhesive Special Ammunition).

The Adhesive-Launcher can be used as an Anti-Vehicle weapon, immobilizing them to facilitate their destruction. Although it is not a directly lethal weapon, the Adhesive-Launcher is very cheap and can stop the best equipped and armoured enemy targets. All pilots of T.A.G.s and other vehicles have learned to fear this weapon. The most powerful machine can be utterly defenseless after a good shot from an Adhesive-Launcher.

9.3 Akrylat-Kanone

Disposable Ballistic Skill weapon. It shoots Adhesive Special Ammunition, with only two uses and with B value of 1. The Akrylat-Kanone is the adaptation of the famous Panzerfaust to use Adhesive Special Ammunition.

-The Nomad Military Force was interested in getting a light weapon with anti-tank capabilities and low cost, similar to the Adhesive Launcher but with a greater range. However, the weight of the Adhesive compound required a rocket propellant with excessive size for a high capacity magazine. For that reason, the disposable system of the Panzerfaust was chosen as a solution to keep the balance between cost, range and handiness required by the Nomad Military Force. The success of the Akrylat-Kanone has surpassed Nomad expectations and there is a copy of the launcher already on the weapons market, produced under license by a Yu Jing company.

9.4 Chain-Colt

A Direct Template BS weapon that uses the Small Teardrop Template, which cannot be used in CC. The Chain-colt allows performance of Intuitive Attacks. The roll to Dodge this kind of weapon is PH-6.

The Chain-colt, basically a red-hot shrapnel launcher, is the light and compact version of the Chain Rifle. Although both weapons work the same way, the Chain-colt possesses a smaller electric trigger, so it has a shorter range. However, the cylindrical magazine which contains the inner feeding chain allows a faster reloading speed. Its compact size (Which allows it to be hidden easily) shorter range and lack of specific instruction required to use this weapon, has made the Chain-colt the ideal weapon for urban guerrilla warfare. Produced under license in many countries, it is a weapon currently in widespread use throughout the Human Sphere. Those versions implanted into a users body are illegal under international law.

ATTENTION: This weapon is forbidden by the Concilium Convention. Its use will be penalized by the international courts.

9.5 Autocannon

The Automatic Portable Cannon (Autocannon for short) is always loaded with Integrated Armour Piercing and Explosive (AP+EXP) Special Ammunition and their effects are combined. It cannot be used in Close Combat. The Automatic Portable Cannon is a compact light version of the main weapon used in primitive light armoured vehicles from the middle of the 21st century. Technicians from Ariadna have learned how to reduce the size of the supply system and improve recoil suppression. In order to turn it into a fully portable weapon, it has been provided with a manual shooting device and an optical aim system. It may have an archaic look, but it possesses an undeniable destructive capacity.

9.6 Pistol

Pistol - This weapon is used at Short Distance and Close Combat. It cannot load Special Ammunition. In Close Combat it is used with the CC Attribute, not with BS, and allows only B (Burst) 1, even though it causes the same Damage.

Stun Pistol - Short range BS non-lethal weapon, which shoots Stun Special Ammunition. This weapon can be used in CC, but reduce its B to 1.

Assault Pistol - A Ballistic Skill weapon for providing great firepower at short range. This weapon can be used in CC but with B reduced to 1.

- The Pistol is a standard belt weapon, a short gun that can fire in bursts, the expected evolution of traditional pistols. Every soldier carries one and it is the weapon most commonly used in Close Combat.

- The name of the Stun Pistol is applied to several different weapons which shoot disabling non-lethal ammunition. Although the kind of ammunition used varies, from the most advanced Nanotech projectiles, to the classic electric darts, through bio-chemical options, or sonic or gas discharge, the purpose is the same in all of them: to stop an opponent at short range or engaged in a mele. Stun Pistols are weapons designed for police use as an alternative detention system against dangerous or highly aggressive individuals. These weapons are under legal supervision in all nations of the Human Sphere, but are relatively common in frontier territories, where their sales are barely controlled.

- The Assault Pistol is the evolution of conventional tactical handguns. Its reduced size and light weight, as well as a high penetration ability and large ammunition capacity, combines with its fully automatic fire to make this weapon the best choice for close combat.

The Assault Pistol was designed to complement the weaponry of assault troops who sometimes have to fight in confined spaces where rifles are hard to use. The projectiles fired by this weapon have stopping and penetration power equivalent to rifle ammunition, but with conventional pistol ammunition dimensions. This gives its magazines a great capacity despite their small size. However, the excessive lightness of its ammunition paired with its high rate of fire notably reduces its precision at medium range and beyond.

9.7 Rifle

This weapon cannot be used in Close Combat. It can also come in Light MULTI and Combi models. As a Light MULTI Rifle, it can be loaded with Special Ammunition

Normal modern, Combi, and MULTI Rifles are equipped with a standard connectable module that allows them to set up the interior mechanism and the ammunition of a light shotgun, a light flamethrower or a light grenade launcher as a whole piece, without changing the outside appearance of the weapon or its weight. Any pieces fitted will be connected with a trigger device that allows instinctive fire. The versatility that these modules allow is undeniable and this is the reason they are common in armies with good technology and budget.

9.8 Chain Rifle

This is a Direct Template Weapon (Large Teardrop) with no distance and no dispersion. Chain Rifles cannot be used in CC. Shooting this weapon does not require a BS Roll, as it hits automatically. The vertex of the Large Teardrop Template is placed touching the base of the miniature using it. Face to Face Rolls do not occur against a Chain Rifle attack: they will always be Normal Rolls.

A PH roll with a -6 Modifier is required to Dodge this weapon.

During the active turn, figures with two Chain Rifles, such as Dog-Warriors, can shoot both with the same Order, aiming at different targets if so desired and applying the rules of Direct Template Weapons to both.

See Dual Weaponry .This new version of the 2 Direct Template weapons rule updates and replaces the previous rule present in the Infinity Basic Book.

This weapon allows performance of Intuitive Attacks.

-ATTENTION: This weapon is forbidden by the Concilium Convention. Its use will be penalized by the international courts. The Chain Rifle has a chain inside with an electric trigger that shoots red hot scrap metal. It was designed specifically for the Third World campaigns, where there was no time to teach peasants to shoot. It has a devastating effect at short range, owing to its open fire arc. Its low cost of production, added to its mortal efficiency, has made the Chain Rifle a very popular weapon in conflicts all around the Human Sphere.

9.9 Blitzen

A non-lethal, disposable, Ballistic Skill weapon that fires an electromagnetic pulse-emitting projectile. The Blitzen is a 2 use weapon, with B1, which carries E/M2 Special Ammunition.

-This weapon was developed to cover military requirements for an electromagnetic weapon of great power that is light, cheap and simple, but very effective. Based on these specifications, the Blitzen provides soldiers with an additional response capacity against high technology threats and targets. The design of this weapon varies depending on the manufacturer, but all carry two fin-stabilized rocket projectiles, with warheads packing a high power and rapid consumption multifrequency emitter. The Blitzen was used extensively during the NeoColonial Wars, and in other smaller scale conflicts, where it has demonstrated its efficiency.

ATTENTION: This weapon deactivates Cubes, and is forbidden by the Concilium Convention. Its use will be penalized by the international courts.

9.10 Flammenspeer

An Expendable Ballistic Skill weapon firing projectiles loaded with FIRE Special Ammunition, placing a Circular Template at the point of impact. The Flammenspeer has B 1 and can only make 2 shots. This weapon is not vulnerable to the E/M Special Ammunition, and cannot be used in CC.

The Flammenspeer (German term which means Spear of Fire), conceived as an expendable antipersonnel support weapon, is an armament system which has been improved over the years thanks to technological advances. The development of auto-propelled micro-munitions allowed the old expendable single projectile models to carry more powerful ammunition and dual magazines without an increase in weight. Current Flammenspeer models have multiple-stage auto-propelled projectiles that prevent the risk of suffering damage from gases ejected when the propellant charge activates, igniting beyond the point of danger to the gunner. The Flammenspeer has been designed mainly as an antipersonnel weapon, but it has demonstrated its effectiveness against light vehicles. The weapon concept of the Flammenspeer has been also developed by the Tohaa military industry, which has designed a dual firing system to be mounted on vehicles and heavy tactical units.

9.11 Close Combat Weapon (CCW)

This name encompasses all sharp instruments (Swords, sabers, axes, spears, etc.). The generic Damage caused by CC Weapons is the PH value of their bearer. They can load Special Ammunition if available.

In some cases, the skill and training of certain elite troops makes the use of the combat knife as lethal as the efficiency of a CC weapon. In such cases, even though the miniature is bearing a knife, it appears in his weapon list as a CC Weapon.

-Even though despised by many, those that follow the Way of the Sword know that its usefulness in close combat can be as lethal as or even more so than the most technological weapon. The wide range of sharp instruments (Machetes, katanas, plain swords, Teseum swords, etc.) available which are standard-issue in the armies of the Sphere is such that it would be too exhausting to describe them all. The Master says: Honor your weapon and protect yourself from your enemys.

FAQ: CC Weapons

- When the Monofilament Special Ammunition rule says it doesn't provide the Defence Bonus, is it referring to the Monofilament carrier or his adversary?

Neither of them can apply the Defense Bonus. The Monofilament CC weapons don't allow the Defence Bonus to their carriers or their adversaries.

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9.13 Hedgehog Weapon

A Close Combat weapon that activates only when its carrier is attacked in base contact. It is a weapon that works automatically, and doesn't require a CC Roll but imposes a Modifier of 6 to the CC Attribute of the adversary, who must make a Modified Normal Roll to hit, instead of a Face to Face Roll. If the adversary fails its roll due the Modifier (So if the Failure Category is equal or lesser than 6) then he must make an ARM Roll against a Damage value equal to the PH Attribute of the Hedgehog Weapons carrier.

The Hedgehog Weapon term is used to refer to personal defense devices and also for those evolutionary developments based on the same defensive concept: a coating covered by sharpened spikes to avoid aggressive contact. The spikes of the Chaksa auxiliary troops are hair covered by thick high density keratin layers that provide the rigidity necessary to make it a weapon. The spikes are inserted between the muscles of the subdermal layer, which facilitates defensive reactions. As an unconscious and reflexive movement, the Chaksa spreads the characteristic poison its dermis exudes along the spines, making them fearsome weapons.

9.14 D-Charges

Demolition Charges (D-Charges) are a weapon detonated by remote control. D-Charges do not use templates when exploding, as they have been designed to perform a concentrated and directed detonation, with the aim of penetrating the targets armour. They possess a directional casing so that the explosion will only affect the surface which they are stuck to. D-Charges are often used in demolition missions.

Placing D-Charges is a Short Skill that does not require any kind of roll, detonating them is also a Short Skill with no need for a roll. They can be used in Close Combat in the following way: to place a D-Charge on a target, use a Short Skill and pass a CC roll. If the target is Immobilized it is not necessary to roll CC. Detonating a D-Charge in CC is a Short Skill that does not require a CC roll. D-Charges can be placed or detonated in ARO. D-Charges can be remote detonated by any Engineer of the same army. Each figure equipped with D-Charges has a total of 3 charges. D-Charges load AP+EXP Special Ammunition, of Damage 14, and are very useful to destroy and demolish vehicles, structures, brick walls and similar architecture.

9.15 Contender

A Ballistic Skill weapon, with a profile similar to a Rifle, but which fires DA Special Ammunition” and has B of 1.

The term Contender designates a family of weapons, all with similar characteristics, originally created for sporting use in Aristeia! competitions. The look and design of the different Contenders varies depending on the manufacturer, but all share a low rate of fire and high stopping power, as befits duelling weapons. Usually, Contenders are characterized by their compact size, some models specifically designed to be attached to personal armour as forearm weapons. However, some manufacturers have developed models with a similar look to conventional carbines, and in the Aristeia! circuits it is not unusual to see weapons customized to the style of their carrier. The combination of compact size, lightness and power saw this weapon pass to the military sphere, but, at the moment, its biggest markets are still law enforcement and sporting use.

9.16 Marksman Rifle

This weapon is considered the intermediate step between the Rifle and the Sniper Rifle. In game terms, the Marksman Rifle is a Long-medium range Ballistic Skill weapon. This weapon cannot be used in CC.

Although the primacy of the Combi Rifle as the main weapon of the Infantry soldier is undisputed, its range, limited only to short-medium distance, sometimes is not enough for the job at hand. Conflicts in places like the arctic environments of Svalarheima, the mountain areas of Tien Shan, or the Ariadnan steppes, have highlighted the need to increase the range of the engagement capability of Infantry formations. In such a way, the Marksman Rifle has been specifically designed to engage targets located at long distance. However, this also means an increase of the weight and length of the weapon, which is difficult to use in Close Quarters Battle conditions. Placed between the Rifle and the Sniper Rifle, this weapon provides rate of fire at a range longer than usual for an infantry soldier, without the requirement of a snipers specific training. Even although it is not supposed to be regular equipment, but a light support weapon, some units have been entirely equipped with Marksman Rifles. Usually, these are units dedicated to combat support tasks, or units deployed in areas where this weapon would be of optimal use.

9.17 Electric Pulse

This is a Close Combat Weapon, activated by contact. It is an automatic device which does not require any Close Combat roll, but it imposes a Modifier of 6 to an adversarys CC, who must make a Modified Normal Roll (not a Face to Face one). If the adversary fails his CC roll because of the Modifier (If the Failure Category is equal or less than 6 in other words), then he will be automatically Immobilized during that game turn and an

IMM Marker is placed next to his figure. The Electric Pulse is a defensive system usually placed on vehicles or security zones. It generates a strong discharge able to knock out, but not kill, any intruder or adversary.

FAQ

- What happens if a model uses the Electric Pulse CC Weapon against a model with Martial Arts L3 or a model using the Berserk special skill?

The Electric pulse is easy to use, -6 CC for the adversary.

It must be applied no matter if the attacking mini has Martial Arts L3 or Berserk. For the Berserk model this implies that he only can apply a +3 to his CC (+9 CC for Berserk -6 CC for Electric Pulse). The Electric Pulse will not affect the Berserk figure but reduces his capacity to get a Critical roll.

- Do I have to use a Short Skill, or CC ARO to use the electric pulse? Can I use in the active turn, in an attack?

Yes, it is mandatory, as with any other CC weapon, to spend a Short skill or ARO.

The electric pulse can be used in attack, not only as a reaction, however, is effective only if the enemy reacts.

Example of game would be: A Remote Dronbot, engaged in CC with a Morlock. As active troop, it attacks with electric pulse. Now, if the Morlock reacts with CC or Dodge, it must apply the modifier of -6 to its rolls (CC or PH). If the roll fails because the -6 modifier, you applies Electric Pulse. However, if Morlock do not make an ARO, the Electric Pulse has no effect.

- What happens if a model does not have a CC Weapon, or does not wish to use its Electric Pulse?

It may attack with its PH-2 doing normal damage.

- Can a model Immobilized by Electric Pulse be Reset or repaired?

No.

- How long does Electric Pulse Immobilization lasts?

The effect lasts until the current game turn ends, that happens when the last player's Active Turn is finished.

9.18 CrazyKoala

An explosive projectile carrying a proximity-activated homing warhead, the CrazyKoala follows its target until detonating when in contact. When an enemy miniature spends an Order inside the Zone of Control of a CrazyKoala, it will launch at full speed towards him, jumping swiftly and detonating automatically when in base-to-base contact. The CrazyKoala is destroyed when it detonates and is removed from the game table.

CrazyKoalas can only be activated to perform an Attack in their **reactive turn**. During a game, CrazyKoalas are continuously on stand by, being automatically activated when any enemy figure declares an Order or Short Skill inside their Zone of Control, without any ARO required by their owner. They will not be activated by the Order declaration of a CH: Camouflage, CH: TO Camouflage or Impersonation Marker, unless that Order also reveals the Marker. In reactive turn, an activated CrazyKoala will move very fast, covering the whole distance that separates it from its target. If an impassable obstacle (like a very high wall, a closed door, a wide abyss) blocks its path, the CrazyKoala will not be activated.

When a CrazyKoala acquires a target and is activated, it accelerates at maximum speed, detonating at the end of its movement when in base to base contact. The explosion is automatic and doesn't require spending of Orders or Short Skills. Despite the CrazyKoala touching the base of its target, a Close Combat is not initiated. A CrazyKoala will keep moving no matter how many times the enemy shoots at it, or the damage it suffers, exploding at the end of its trajectory. The detonation of a CrazyKoala doesn't use a Template and causes Damage 15 with Shock Special Ammunition, and can be Dodging with a PH Normal Roll. As the CrazyKoala explodes while in base to base contact, no Cover Modifiers can be applied.

In "stand by" mode, CrazyKoalas can stand still without moving where their carrier places them, without spending any Orders. Alternatively, they can follow him anytime he performs a Short Movement Skill but must always stay inside his ZC, although no extra Orders are needed to move them. If any CrazyKoalas are out of the ZC of their carrier, or if he falls Unconscious or dies, then they will stand still in stand by mode, being activated only in reaction to any enemy Order spent in their ZC. Once out of the ZC of its carrier, the CrazyKoala will stand still in stand by mode and cannot be moved again by its player

The only Skills a CrazyKoala can perform during an active turn are Move and Jump. Its MOV value is only used to move the CrazyKoala in an active turn along with its carrier. In a reactive turn, an activated CrazyKoala will cover the whole distance that separates it from its target, vertically or horizontally, to the limit of its Zone of Control radius. In reactive turn, the only Skill a CrazyKoala can perform is to be activated and attack an enemy. The activation is automatic, and can not be avoided by its player.

The carrier and the CrazyKoalas provide only one ARO to each enemy figure in Line of Fire with them.

CrazyKoalas are vulnerable to E/M Special Ammunition, being Disabled if they fail the BTS roll, but they are not hackable, and do not detonate when they lose their STR points. Each trooper carrying CrazyKoalas has two of them.

Against a Coordinated Order performed inside its ZC, a CrazyKoala can react against whichever figure its player prefers.

To be able to threaten Camouflage and Hidden Markers, a CrazyKoala can be placed in a fixed position, left there by its carrier declaring an Intuitive Attack (the CrazyKoala is considered a deployable weapon like an E/Mauler, for example). Once a CrazyKoala is dropped via an Intuitive Attack, it will be activated according to its activation rules (See Example 3).

During the Deployment Phase, CrazyKoalas are deployed on the battlefield at the same time as their carrier, and inside his Zone of Control. However, there cannot be any enemy troops inside the CrazyKoalas area of effect. However, if due to Dispersion or any other deployment condition there are enemy troops inside the area of effect of these weapons, then the player cannot deploy the CrazyKoalas and they must be considered lost.

This weapon cannot be picked up with the Booty or Impersonation Special Skills.

Example 1: The Moran Akinyi, a Nomad Maasai Hunter, with 2 CrazyKoalas, declares a Move + Discover Order. With the first Short Skill of that Order, Akinyi will move, with his 2 CrazyKoalas following inside his ZC. In the second Short Skill, Discover, the CrazyKoalas could move as well, even Akinyi doesn't move, because Discover is a Movement Short Skill.

In the next Order, Akinyi declares Move + Shoot. With the first Short Skill of the Order, Akinyi will move with one of his CrazyKoalas following. The other one keeps its position, even though that means it will be out of the Akinyi's Zone of Control, because the Moran wants it there to cover that area. With the second Short Skill of the Order, Shoot, the CrazyKoala who is inside the Zone of Control of his carrier cannot move.

Example 2: With the last Order of the Orders Reserve of his army, Akinyi declares an Order of Move + Move. He moves up to a wall with his CrazyKoalas following, placing themselves besides him. During his adversary's turn, the Zhanshi Wen Liu, who is on the other side of the wall, declares the first Short Skill of an Order, to Move. This activates the two CrazyKoalas, because he is inside their Zone of Control, and they declare their trajectory: CrazyKoala number 2 will move around the wall to impact on Wen Liu at the beginning of his movement while CrazyKoala number 1 will move around the wall from the other side, to impact on him at the end of his movement. Seeing that he is in range of the two CrazyKoalas, Wen Liu, desperately declares the second Short Skill of his Order, Dodge. He must succeed at a PH Normal Roll to avoid the two attacks. His PH is 10, and he rolls a 5, succeeding at the roll, so he dodges the two attacks. CrazyKoala number 2 activates and runs towards Wen Liu when he is starting his movement, getting base contact and detonating automatically. Meanwhile, CrazyKoala number 1 activates and runs towards Wen Liu from the other side of the wall, entering base contact and detonating at the end of the Zhanshi's movement. But, since Wen Liu succeeded at his Dodge roll, he doesn't suffer damage and the CrazyKoalas must be removed from the table.

If Wen Liu had failed his PH roll, then would have to make two ARM rolls against Damage 15, with Shock Special Ammunition rules, with the CrazyKoalas removed from the table after detonation.

Example 3: Akinyi is near an enemy TO Marker which is in a very good sniping position and inside the ZC of his CrazyKoalas. The Moran wants to move to another point of the battlefield, but he wants to leave this adversary covered as well. As Akinyi is in his active turn, he declares an Intuitive Attack, so he can leave one of his CrazyKoalas where it is, threatening the Marker. During the active turn of the enemy, the TO Marker moves, without revealing itself, until it is out of the ZC of the CrazyKoala, leaving its sniping position. The CrazyKoala doesn't activate. But if the TO Marker had declared an Attack, revealing itself, the CrazyKoala would be activated, running towards it and impacting when in base to base contact.

The Running Projectiles HT-14 were developed by Aizuri-sho, an armaments company dependent of the Kiyomitsu zaibatsu, to cover the close defence requirements of certain armoured units of the StateEmpire Army. However, the troopers of the Nomad Military Force, which purchased a great quantity of these projectiles, would be the ones to popularize the nickname of CrazyKoalas, as they are now known through the whole Sphere.

The CrazyKoalas are a devilish invention. If one of them detects you, you might as well give up. Don't try to shoot at it, don't try to beat it, because it will explode in your face no matter what. The only possible response is to move fast and to pray who knows? Maybe it helps Colonel Yevgueni Voronin, Cossack Diplomatic Corps.

FAQ

- Can a model with the Minelayer Special Skill or CrazyKoala deploy his munitions inside the opponents Deployment Zone

No.

- Can a Camouflage Marker within the Area of Effect of a CrazyKoala use its Combat Camouflage to shoot the CrazyKoala before it activates?

The CrazyKoala will be activated by the Order declaration of the Camouflage Marker, as this is an attack that reveals himself, and it will reach him, no matter the damage the CrazyKoala suffers all along the way.

-If the Controller of the CrazyKoalas (Like an O-Yoroi, for example) becomes possessed, will the CrazyKoalas identify their controller as an enemy and activate against him? How about Mines? Is it the same situation?

The CrazyKoalas (CK) are famous and loved by everybody not only for their loving hugs but also by their obedience, due to it they are the children's favorites.

The CKs are a weapon. Weapons, while they are carried by the model, I repeat: while carried by the model, they will kill anyone the model tells them, no matter if that weapon is a CK or a HMG. So, while the CKs be running besides their Controller, they will act against their Controller instructions (no matter if the Controller is in normal state, possessed or sepsitorized).

A different situation is if we are talking about a weapon that has been deployed previously, I repeat: deployed previously to the possession or to the sepsitor attack (as a Mine or a deployed CK in the same way as a Mine). Then, the weapon is owned by the player, not by the model and if the model changes its side, the weapon will not.

The logic behind this is to avoid having to point the model each deployable weapon (Mines, E/Maulers, CrazyKoalas...) or equipment (Deployable Repeater) is owned by during the game and then having to change its side every time its Controller is possessed/ reset/ sepsitorized...

9.19 Jammer

A radio-electronic offensive jamming device used to break enemy communications. In game terms, the Jammer is a Ballistic Skill weapon, non-lethal, with a range covering Zone of Control (8 inches) radius and it doesn't require LOF to be used against an enemy.

The use of the Jammer is considered a BS attack that requires the spending of a Short Skill of an Order or an ARO, and to succeed at a WIP Roll, either a Normal or a Face to Face Roll. The player must designate one figure as a target, which will be the only one attacked out of all those affected by the range of the weapon. The target figure of a successful Jammer attack must make a BTS Roll against Damage 13. The effect of the Jammer is twofold: it makes its target an Irregular figure and breaks its Link with a Fireteam or any other type of Link it belongs to.

A troop affected by a Jammer who fails its BTS Roll automatically becomes Irregular. This must be marked by placing an Irregular Order Marker beside it. If, at the beginning of the next active turn, this troop still possesses this Marker, then it will not provide its Order to the Order Reserve of its army.

Moreover, if when performing an attack with the Jammer, the target is a member of a Fireteam, or any other type of Link, no matter what (Enomotarchos, Fireteam, Haris, Tohaa...) and fails its BTS Roll, then its Link will be broken and the figure will automatically be out of the Fireteam or Link it belonged to. While it possesses an Irregular Order Marker that figure also cannot be part of any type of Link.

However, if the target is the Link Leader of a Fireteam, or any other type of Link, whichever this may be (Enomotarchos, Fireteam, Haris, Tohaa...) and fails its BTS Roll, then the whole Link will be broken and the LINK Leader Marker must be removed. In the same way, this figure cannot be part of any kind of Link.

If the target of a Jammer is a Lieutenant and he fails his BTS Roll, then when becoming Irregular, he stops being a Lieutenant, so the army will pass into a Loss of Lieutenant situation. If the Lieutenant was already an Irregular troop, in an Army List completely comprised of Irregular troops, then he will remain as Lieutenant.

The effect of the Jammer is permanent until the miniature affect by it is repaired by a troop possessing the Engineer Special Skill, in which case the Irregular Order Marker is removed.

This weapon is vulnerable to E/M Special Ammunition.

The Jammer is an electronic warfare tactical weapon, which means it is a Short range, compact and specialized artifact. To adapt to its military function, the Jammer has been designed as a hybrid technology device that includes a communication frequency tracker, affecting not only radio but also laser, microwave etc all combined in a powerful radial jamming transmitter. However, the military requirements that it be portable and as lightweight as a personal weapon, plus the limitation of its area of effect to avoid unexpected interference to allied devices, created the final notorious design flaw of the Jammer. This weapon has a limited action radius that obliges its carrier to move very close to his targets, preventing it being popularized as an infantry weapon, due to the risk it means for its carrier. However, the effective application of a Jammer on the battlefield, thwarting enemy communications and the chaos this causes amongst hostile forces is so useful that only one of these devices can completely confound an enemys strategy.

9.20 E/Marat

This new version of the E/Marat updates and replaces the previous version present in the Infinity Basic Book.

Direct Template Weapon (Big Teardrop Template) that shoots E/M Special Ammunition causing Damage 13. It cannot be used in CC. The E/Marat requires LOF to be fired, and it allows performance of Intuitive Attacks. This weapon is vulnerable to E/M Special Ammunition.

The E/Marat, whose name signifies power in Arabic, is a directional short range electromagnetic pulse transmitter device. The first versions of this weapon, known as Generation-1, consisted of an omni-directional E/M pulse emitter with radial effect. However, those versions had defects such as a reduced range and the indiscriminate effect of the pulse on everything that surrounded it, including the E/Marat carrier, seeing it achieve scarce success in combat. This new version has a parabolic deflector, which allows focusing of the pulse to select more specific targets. Being a directional weapon, the current E/Marat possesses a more limited range of action, especially when compared to other area saturation E/M weapons. However, it has more range than the previous Generation-1, and also allows more accurate target discrimination, reducing collateral damage. The new version keeps and improves the basic philosophy of the E/Marat as close quarters weapon, quite useful to equal the imbalance in confrontations between light forces with a low technological profile and highly technified uni

ATTENTION: This weapon affects Cubes, deactivating them, and is forbidden by the Concilium Convention. It's use will be penalized by the international courts.

9.21 D.E.P.

Light and disposable Anti-tank/ Anti-bunker weapon, one use only. It is fired from the shoulder. The weapons warhead loads AP + EXP Special Ammunition

The D.E.P. was created as a cheap and light weapon to provide small units with enhanced firepower at medium range, for both offensive and defensive operations. Its design is rudimentary but effective, extremely portable, and has been very popular with guerrilla forces, light units and troops that cannot aspire to more refined or precise weapons. The first modern versions of this weapon appeared during the Centro-American Campaign, where militia forces popularized the name D.E.P. (Spanish acronym for Descanse en Paz or Rest in Peace) because this was the last blessing given to enemies on the receiving end of the weapon. The impact of its use during the Centro-American Campaign was so significant that since then, the term D.E.P. has become the quasi-official name for all disposable light Anti-tank weapons of the Human Sphere.

9.22 Molotok

Long-medium range Ballistic Skill support weapon. This weapon has B 4 and cannot be used in CC.

The Molotok (, Russian for Hammer) is a light machine gun of compact design, with a short barrel, foldable butt and a chamber adapted for lighter ammunition, created to cover the requirements of airborne and special operations units. However, while lacking the range and the power of the standard Ariadnan Heavy Machine Gun, the famous AKNovy Hishchnik (, Russian for Predator), the Molotok has been specially useful in urban warfare and Close Quarters Battle environments, being adopted by several Ariadnan units and not only those units types previously mentioned.

9.23 E/Mauler

This is an E/M deployable weapon, with a Circular Template effect, activated by proximity. When an enemy troop penetrates the radius of the Circular Template, the device emits an E/M pulse of Damage 13. A Short Skill is used to drive an E/Mauler into the ground and activate it. E/Maulers remain active until the end of the battle or until they are destroyed by a shot or a Template Weapon. E/Maulers have ARM 0, BTS 0 and STR 1.

Due to their size when completely deployed, E/Maulers cannot be Camouflaged so they do not have Shot Modifiers. They are able to recognize ally figures, and are never activated in their presence, even if they are Unconscious. E/Maulers deactivate any guided projectile penetrating their radius of coverage, emitting their E/M Pulse as they do so. This weapon cannot be used in Close Combat. Each figure equipped with an E/Mauler will carry 3 of the devices. This weapon allows performance of Intuitive Attacks.

E/Maulers are a hybrid of a Position Repeater and a Mine. They are equipped with a movement sensor and an IFF (Identification of Friend or Foe) device, both connected to a transmitter of E/M pulses. E/Maulers are

designed and patented by the Nomad Nation, who has sold several bundles to Ariadna after the experiences of Commercial Conflicts.

ATTENTION: This weapon affects Cubes, deactivating them, and is forbidden by the Concilium Convention. Its use will be penalized by international courts.

FAQ: E/Mauler

- An E/Mauler be activated when an enemy is activated by an Order or ARO, despite having total cover in the middle?

Yes, in the case of E/Mauler, by the particular nature of the E/M Special Ammunition, the area of effect and detection are the same.

9.24 E/Mitter

This Ballistic Skill weapon shoots E/M Special Ammunition, doesn't use a Template and cannot be employed in CC. The E/Mitter has been designed specifically to disable the weaponry and equipment of its target. The projectiles shot by this weapon emit a very short range but powerful E/M pulse when striking their target. The E/Mitter doesn't cause Normal Damage, only E/M, but Cover is treated as if normal ammo was being fired.

-In spite of its name, the E/Mitter uses non-lethal subsonic projectiles, with a volatile, deformable structure that doesn't pierce armour. It is a multipurpose weapon which is employed in assault operations against technological units as well as against defence and security systems, and installations.

ATTENTION: This weapon deactivates Cubes, and is forbidden by the Concilium Convention. Its use will be penalized by the international courts.

9.25 Rocket Launcher

Support weapon, with B 2, which shoots FIRE Special Ammunition, placing a Circular Template at the point of impact. There are two versions of this weapon, light and heavy, with different values for Distance and Damage. The Rocket Launcher is a BS weapon that cannot be used in CC

The Guided version of this weapon (Guided Rocket Launcher) allows firing of guided projectiles loaded with FIRE Special Ammunition, which places a Circular Template at the point of impact, but reducing its B to 1. This weapon applies the usual rules of Guided Special Ammunition: its projectiles are hackable, with BTS 3, it can only shoot a maximum of 5 shots per game turn, etc. This weapon can also be used as a normal Rocket Launcher, which can shoot unguided projectiles, which are non-hackable

The Rocket launcher, in both light and heavy versions, is an Infantry support weapon, possessing a long tradition in the military history of the Human Sphere. Designed mainly as an anti-personnel weapon, with casualty radius of 4-5 metres, Rocket Launchers can be also used against light and medium vehicles. Modern Rocket Launchers are based on the Hydra-90 projectile series, which uses the universal Mk 77motor, an evolution of the PFFR (Portable Folding Fin Rocket) Mk 25, developed in the middle of the 21st Century. The venerable Mk 25, similar to the one still in use by Ariadnan forces, was used in the Caucasus Conflicts and the Central American Campaign, starting a long career as close support weapon for Infantry forces. In its record can be found more than 30 different firing platforms, both portable and mounted, which have been used by the armies of the Human Sphere since its creation. Thanks to the reduced recoil system, and the different lightweight projectiles of the Hydra-90 series, the Rocket Launcher can be used mounted on a vehicle, in an unmanned combat unit, and also by a single soldier.

9.26 Flamethrower (Light FT/Heavy FT)

This is a Small Teardrop/Large Teardrop Direct Template weapon. The vertex of the Teardrop Template is placed in the base centre of the miniature shooting. Using this weapon does not require a BS Roll as it hits the target automatically. There are no Face to Face Rolls against a Flamethrower shot; only Normal Rolls. Flamethrowers use FIRE Special Ammunition. The roll required to Dodge this weapon is PH with a -6 Modifier. Flamethrowers allow performance of Intuitive Attacks.

ATTENTION: This weapon is forbidden by the Concilium Convention. Its use will be penalized by international courts.

The Flamethrower is a classic assault weapon which has not evolved too much. They are now smaller, safer, and easier to use but the main idea is the same: to create a fire curtain to open routes and clear reduced enemy areas with a single shot.

9.27 Feuerbach

Rapid firing Anti-Tank weapon. The Feuerbach, or River of Fire in German, shoots auto-propelled projectiles, with warheads that load AP + DA Special Ammunition.

These small, lightweight projectiles have a quick loading and boosting mechanism which provides a rapid rate of fire. In exchange for this, the Feuerbach sacrifices range and destructive capacity compared to other Anti-Tank weapons, which tend to be more powerful but slower. However, the advantages of a faster rate of fire are evident, and the main reason for its success in military circles, where there only are positive comments about the weapon.

The Feuerbach is patented by FGA (Franco-Germanique Armements) and licensed to producers in different countries. Those brands commercialize the original patent with modifications to the optical and firing systems. Although, officially, its denomination derives from its rate of fire and destructive capacity, it is rumoured that the real origin of the names comes from the fondness of its designer for German philosophers of the Nineteenth century.

9.28 Shotgun

This weapon is used mainly at short range. It uses a Small Teardrop Template, but without Dispersion. It cannot be used in Close Combat. Heavy, Light and Boarding Shotguns place the Small Teardrop Template at the point of impact of the shot, affecting an additional area. The Template will only be placed when the BS Roll is successful and always following the LoF.

In game terms, a miniature with 2 Light Shotguns is considered to be armed with a Light Shotgun with Burst 3. (See Dual Weaponry)

Boarding and Heavy Shotguns allow the firing of Normal Ammunition with a Template, or the Special Ammunition stated in the Weapon Chart (Like AP, for example) as a standard shot with B value of 2 and without Template. All the shots in a burst must be of the same type of ammunition. The Boarding and Heavy Shotguns allow the firer to choose the type of ammunition shot in ARO.

Vulkan Shotgun - Short-medium range Ballistic Skill weapon that can choose to shoot AP Special Ammunition or just FIRE Special Ammunition with a Small Teardrop Template. This weapon works the same way as the Boarding Shotgun, with the sole exception that the Teardrop Template is composed of FIRE Special Ammunition. This weapon cannot be used in CC.

ATTENTION: This weapon is forbidden by the Concilium Convention. Its use will be penalized by the international courts.

Shotguns are loaded with flechette ammo, a wide calibre cartridge full of little pointed and aerodynamic bullets, with sharpened fins. The special design of flechettes makes them spin as they go through space and when penetrating their targets body, causing severe internal damage and provoking strong hydrostatic shock. Shotguns are equipped with a laser target selector that transmits data to the cartridge situated in the chamber. The cartridge has a simple proximity detector that detonates it when approaching the target, projecting a cloud of flechettes that saturates the surrounding area. Shotguns, due to their heavy cartridges, only have automatic firing in short bursts. The Boarding Shotgun, a more powerful weapon with a higher range, has been designed for assault and close combat. Heavy Shotguns are weapons of huge size and caliber which are usually mounted on vehicles for support operations.

The Vulkan Shotgun is the Infantry adaptation of the traditional Navy Boarding Shotgun. While the Boarding Shotgun was developed according to the requirements of naval assault units as a weapon that can be used in closed environments with a scarce atmosphere or even in the void, the Vulkan Shotgun was modified for close combat in urban or jungle warfare. This weapon replaces the standard pellet/ flechette ammunition with a round charged by a rapidly igniting and highly incendiary substance (zirconium, phosphorus ...) which generates a large tongue of flame at the point of impact, with a spectacular effect similar to a flamethrower. Similar versions of the Vulkan Shotgun are used by the Tohaa military forces and by the Morat, due to their lethal consequences against troops equipped with Symbiont Armor.

9.29 Flash Pulse

A non-lethal Ballistic Skill weapon which fires Flash Special Ammunition using the WIP Attribute. All troops who possess the Forward Observer Special Skill have this weapon.

The use of the Flash Pulse is considered an Attack and it is a Short Skill or ARO which requires LoF (even using the Hacker Plus Device) and success at a Normal or Face to Face WIP roll. The target must roll BTS against Damage 13. The effect of the Flash Pulse is active until the end of that player turn.

The sophisticated special equipment which some figures such as Forward Observers possess, allow them to emit a concentrated light or data beam at the target, denominated as a Flash Pulse. The massive discharge of the Flash jams the vision and sensor systems of the target, so the only Skills he can perform are Short Movement Skills (except Discover) and those which don't require LoF to act.

FAQ

- Which Modifiers are applied to an attack with Flash Pulse?

Flash Pulse is considered a 'Ballistic Skill Attack, even though it still uses a WIP roll. With the Flash Pulse the WIP Attribute replaces completely the BS one, like with thrown weapons and PH, all BS Modifiers are applied.

Then, the Modifiers to apply would be: Distance, Partial Cover, Camouflage and Hiding, those of the Optical Disruption Devices and Low Visibility Zones. Also, the Modifier of +3 to BS given by a 5 members Fireteam is applied, too.

- Does Hacking Device Plus also include Flash Pulse?

Yes.

- Forward Observer cannot be used as an ARO but its mentioned in the second paragraph of the Zero Visibility Zone.

Yes, the Forward Observer (FO) Special Skill cannot be used as an ARO that's stated in the rules two times, in the Skill description and in the ARO chart.

Apart of that, a Forward Observer trooper can use the Flash Pulse (As stated in the FO Skill description all Forward Observers carry the Flash Pulse weapon) as an ARO weapon (But he cannot mark targets with the Forward Observer Special Skill in ARO). The translation to English of the rules don't clarify the difference between the FO Special Skill (That can not be used) and a FO trooper (Who has the FO Special Skill and also the Flash Pulse, which can be used in ARO).

9.30 Flash Grenades

Non-lethal grenades which emit the equivalent of a Flash Pulse in a Circular Template radius. All figures affected by the Circular Template must make a BTS Roll against Damage 13. If the roll is failed, then the Flash Special Ammunition effect must be applied. This effect will persist on those figures until the end of the Player Turn when the grenade was launched. Flash Grenades are included in the Grenades category and apply the same rules.

Flash Grenades are a non-lethal weapon in common use by tactical police units, antiterrorist forces and paramilitary teams which operate in Homeland Security roles. This special type of grenade is used to confuse, disorient, or distract any potential threat that could be in a closed room. Flash Grenades can seriously degrade the combat effectiveness of affected personnel for a limited time. It is a weapon used to incapacitate people, generally without causing serious or permanent injury. For that reason it is often employed to clear entrance points in blind fire situations, with no fear of harming civilians.

9.31 Pistol

Pistol - This weapon is used at Short Distance and Close Combat. It cannot load Special Ammunition. In Close Combat it is used with the CC Attribute, not with BS, and allows only B (Burst) 1, even though it causes the same Damage.

Stun Pistol - Short range BS non-lethal weapon, which shoots Stun Special Ammunition. This weapon can be used in CC, but reduce its B to 1.

Assault Pistol - A Ballistic Skill weapon for providing great firepower at short range. This weapon can be used in CC but with B reduced to 1.

- The Pistol is a standard belt weapon, a short gun that can fire in bursts, the expected evolution of traditional pistols. Every soldier carries one and it is the weapon most commonly used in Close Combat.

- The name of the Stun Pistol is applied to several different weapons which shoot disabling non-lethal ammunition. Although the kind of ammunition used varies, from the most advanced Nanotech projectiles, to the classic electric darts, through bio-chemical options, or sonic or gas discharge, the purpose is the same in all of them: to stop an opponent at short range or engaged in a mele. Stun Pistols are weapons designed for police use as an alternative detention system against dangerous or highly aggressive individuals. These weapons are under legal supervision in all nations of the Human Sphere, but are relatively common in frontier territories, where their sales are barely controlled.

- The Assault Pistol is the evolution of conventional tactical handguns. Its reduced size and light weight, as well as a high penetration ability and large ammunition capacity, combines with its fully automatic fire to

make this weapon the best choice for close combat.

The Assault Pistol was designed to complement the weaponry of assault troops who sometimes have to fight in confined spaces where rifles are hard to use. The projectiles fired by this weapon have stopping and penetration power equivalent to rifle ammunition, but with conventional pistol ammunition dimensions. This gives its magazines a great capacity despite their small size. However, the excessive lightness of its ammunition paired with its high rate of fire notably reduces its precision at medium range and beyond.

9.32 Grenade Launcher (Light GL/Heavy GL)

This weapon cannot be used in close combat. It can be loaded with Normal, E/M, or SMOKE ammunition. It is a Circular Template weapon, and its shots can be affected by Dispersion of up to the Failure Category multiplied by 2.5 (FC x 2.5) inches. It can be used with Speculative Shot.

The grenade launcher allows bombing enemy positions with parabolic fire even if they are outside of LoF. This is particularly useful against close formations and to cover the advance of other units.

FAQ: Grenade Launcher

-Does Grenade Launcher come with all the types of ammunition listed in the rulebook entry?

No, only that ammo the Grenade Launcher has is listed in the army lists trooper entry. If nothing is listed, the Grenade Launcher has normal ammo.

9.33 Guided MULTI Sniper Rifle

Long range Ballistic Skill weapon which allows firing of guided projectiles loaded with AP + DA Integrated Special Ammunition, with B reduced to 1 in such a case. It applies the usual rules of Guided Special Ammunition: guided shots are hackable, its projectiles have BTS 3, the maximum shots per turn are 5, etc. This weapon can be employed like a normal MULTI Sniper Rifle” (with neither guided nor hackable shots) as well.

Guided MULTI Sniper Rifles load special projectiles with next generation tracking warheads, capable of searching out and hunting their target throughout the battlefield. They are light support weapons, more selective and with a lower destructive capacity, which is compensated by an accuracy superior to traditional Guided Missile Launchers. The fact it can be used as a standard MULTI Sniper Rifle provides versatility highly appreciated by special operations forces.

FAQ

-What happens if a target marked by Forward observer is within an closed enclosure (eg, a container or a spaceship room with closed access from the position of the missile launcher)?

The spaceship guided special ammunition can dodge pieces of terrain, but can not get in totally closed quarters

9.34 Submachine Gun

Short and medium range BS weapon, which shoots Shock Special Ammunition. This weapon cannot be used in CC.

The advances in personal ballistic protection and the appearance of the Combi Rifle eclipsed the submachine gun as the main military and police weapon short-ranged weapon with light ammunition. While long considered obsolete, progress in stopping power for new light ammunitions in recent times have favored a rebirth of this kind of weapon. The characteristics of its light caliber facilitates a high rate of fire and concentration of hits, causing higher hydrostatic shock on the target than that of larger bore calibers. Its enhanced firepower and special qualities for close quarter battle make the Submachine gun a much appreciated weapon by tactical police units, anti-terrorist and special operations teams, as well as paramilitary groups.

9.35 Grenades

These weapons are used at close quarters and use a Circular Template which can suffer Dispersion up to the Failure Category multiplied by 2.5 (FC x 2.5) inches. There are several types of grenades, with Normal, SMOKE, Zero-V Smoke or E/M Special Ammunition. Grenades are used with the PH Attribute. Grenades can be launched with Speculative Shot.

Swarm Grenades - Ballistic Skill Thrown Weapon. This weapon applies the same rules as Grenades, but it is loaded with Swarm Special Ammunition (BTS Roll, Shock Damage, Low Visibility Area, game turn duration...).

The tactical possibilities of hand grenades, especially in assault operations, can be spectacular. In urban or jungle combat, the use of grenades is essential and all veteran troops would like to carry a good number of them.

The Swarm Grenades are a multipurpose weapon with both offensive and defensive uses. The micro-insects with which they are loaded secrete a highly poisonous substance so powerful that a single sting is enough to incapacitate an average adult. However, the frenzied and aggressive behaviour of the swarm delivers so many stings that death is provoked almost immediately. As a collateral effect, the Swarm Grenades generate a cloud of micro-insects so thick that aids their use as screen to hide the movement of military units. The cloud created by a Swarm Grenade has a limited duration, breaking up harmlessly after a short duration. This allows use of Swarm Grenades to temporarily block locations that could later need to be opened. In addition, these grenades have important psychological value, because the cloud generated by them is easy to identify, which combines with their reputation as lethal weapons to have a serious effect on enemy troop morale.

ATTENTION: This E/M and Swarm Grenades are forbidden by the Concilium Convention. Their use will be penalized by the international courts.

FAQ

- What happens if a model throws a Smoke Grenade from out of Line of Fire and then moves into Line of Fire, but were the Line of Fire would potentially be blocked by the said Smoke Grenade?

Any models that gains Line of Fire to the active model with the second Short Skill gains ARO as normal, If the ARO declared can prevent the Smoke Grenade to be thrown, a BS attack for example, it will result in a Face to Face roll.

- What happens if a model with MultiSpectral Visor L2+ ARO with BS attack a model throwing a Smoke Grenade and vice versa?

Both Models make Normal roll.

- In which case is a shot considered Speculative?

When a Template weapon (Warning: we mean a Template weapon, not a Direct Template weapon) is shot against a model, which is the target of that shot, and the center of the Template is not placed over the targeted figure, then a Speculative Shot is performed and the BS-6 Modifier must be applied.

In other words, if (for example) the grenade is not going to fall over the targeted figure, but behind it or just besides it, at a point on the battlefield (but, of course, affecting the figure with the Template), then it is considered a Speculative Shot.

In this situation, in which the grenade doesn't fall over the target, the Speculative Shot Modifier, BS-6, is always applied, even if there is LOF with the target or not; even having LOF, not placing the center of the Template over the targeted miniature means the shot is considered Speculative.

This maneuver is very useful, for example, when facing a figure with TO Camouflage behind a Partial Cover: just placing the center of the Template in a point of the game table where the Template affects the figure while avoiding the Cover, we must apply only the BS-6 Modifier by Speculative Shot, and the Distance Modifier too, while with a normal shot we must also apply the BS-6 Modifier by TO Camouflage and Cover Modifier.

- Is the PH Attribute affected by BS Modifiers when used for Grenades?

Yes, it replaces the BS Attribute in every respect.

-Can a model throw a smoke grenade at his feet or over a friendly troop (thereby being within the blast)?

Yes, you can throw a smoke grenade in a point where the circular template touch a friendly troop. Is a non-offensive ammunition.

9.36 Katyusha MRL

A light multiple rocket-launcher, this Ballistic Skill weapon of archaic and simple design has low accuracy but is very useful in saturating a complete section of the front with artillery fire.

Katyusha shots allow simultaneous placing of three Circular Templates: one centred over the target, and the others touching the sides of the first one, contacting its edge perpendicular to the LoF .

In spite of the light calibre of the rockets, they load DA Special Ammunition. This weapon, because of its lack of automatic fire control, is unable to make Parabolic or Speculative shots in normal firing mode. It also does not suffer from Dispersion.

The Katyusha can be fired at a target marked by a Forward Observer, without a BS Roll required, just the spending of an Order. This guided shooting mode cannot make more than three guided shots per turn. Katyusha projectiles cannot be hacked. This weapon cannot be picked up with the Booty or Impersonation Special Skills.

The Katyusha (, Russian diminutive form of the female name Katherine) is a multiple surface-to-surface rocket system. The basic Katyusha tactical rocket warhead contains two munitions, which are dispensed above the target in mid-air. Each dual-purpose bomblet is armed during freefall by a simple mechanical orientation system which allows concentration of the multiple launchers shots over the same area. The effects of the explosion and the intense impact, both physical and psychological, make the Katyusha rockets extremely effective against infantry and light vehicles.

9.37 Grenades

These weapons are used at close quarters and use a Circular Template which can suffer Dispersion up to the Failure Category multiplied by 2.5 (FC x 2.5) inches. There are several types of grenades, with Normal, SMOKE, Zero-V Smoke or E/M Special Ammunition. Grenades are used with the PH Attribute. Grenades can be launched with Speculative Shot.

Swarm Grenades - Ballistic Skill Thrown Weapon. This weapon applies the same rules as Grenades, but it is loaded with Swarm Special Ammunition (BTS Roll, Shock Damage, Low Visibility Area, game turn duration...).

The tactical possibilities of hand grenades, especially in assault operations, can be spectacular. In urban or jungle combat, the use of grenades is essential and all veteran troops would like to carry a good number of them.

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ATTENTION: This E/M and Swarm Grenades are forbidden by the Concilium Convention. Their use will be penalized by the international courts.

FAQ

- What happens if a model throws a Smoke Grenade from out of Line of Fire and then moves into Line of Fire, but were the Line of Fire would potentially be blocked by the said Smoke Grenade?

Any models that gains Line of Fire to the active model with the second Short Skill gains ARO as normal, If the ARO declared can prevent the Smoke Grenade to be thrown, a BS attack for example, it will result in a Face to Face roll.

- What happens if a model with MultiSpectral Visor L2+ ARO with BS attack a model throwing a Smoke Grenade and vice versa?

Both Models make Normal roll.

- In which case is a shot considered Speculative?

When a Template weapon (Warning: we mean a Template weapon, not a Direct Template weapon) is shot against a model, which is the target of that shot, and the center of the Template is not placed over the targeted figure, then a Speculative Shot is performed and the BS-6 Modifier must be applied.

In other words, if (for example) the grenade is not going to fall over the targeted figure, but behind it or just besides it, at a point on the battlefield (but, of course, affecting the figure with the Template), then it is considered a Speculative Shot.

In this situation, in which the grenade doesn't fall over the target, the Speculative Shot Modifier, BS-6, is always applied, even if there is LOF with the target or not; even having LOF, not placing the center of the Template over the targeted miniature means the shot is considered Speculative.

This maneuver is very useful, for example, when facing a figure with TO Camouflage behind a Partial Cover: just placing the center of the Template in a point of the game table where the Template affects the figure while avoiding the Cover, we must apply only the BS-6 Modifier by Speculative Shot, and the Distance Modifier too, while with a normal shot we must also apply the BS-6 Modifier by TO Camouflage and Cover Modifier.

- Is the PH Attribute affected by BS Modifiers when used for Grenades?

Yes, it replaces the BS Attribute in every respect.

-Can a model throw a smoke grenade at his feet or over a friendly troop (thereby being within the blast)?

Yes, you can throw a smoke grenade in a point where the circular template touch a friendly troop. Is a non-offensive ammunition.

9.38 Hyper-Rapid Magnetic Cannon (HMC)

This weapon loads Armour Piercing (AP) Special Ammunition. It is only available for vehicles and T.A.G.s and cannot be used in Close Combat or be picked up with the Booty or Impersonation Special Skills.

The Hyper-Rapid Magnetic Cannon is a rail accelerator equipped with a Gatling system. It shoots 3mm metal shards faster and more powerfully than a heavy machine gun, achieving greater penetration over the same effective range. Given its size, it is exclusively assembled for artillery units.

9.39 Marker

Non-lethal Ballistic Skill weapon which shoots Deployable Repeaters. It cannot be used in Close Combat. The Marker allows performance of Speculative Shots, applying the usual Dispersion rule. It is a disposable weapon with only two uses. The target of a Markers shot must always be a point on the game table, or a scenery element, but never a miniature.

The Marker was conceived as an advanced designation tool, increasing the effective action radius of tactical Hackers. As weapon, it is just an evolutionary development of conventional grenade-launchers and has been demonstrated to be extremely effective as the spearhead of a cyberattack.

FAQ: Marker

- Could I shoot the Marker against a vertical or irregular surface and stay there the Deployable Repeater ?

You can not put the Deployable Repeaters ,even with the Marker, on a vertical surface.This is for the gameplay: The Repeater Marker position is a visual reference for all players, and therefore it is desirable to operate as such. If we allow to place it on vertical surfaces where it cant be phisically positioned,it will end up being beside the point where it suposes to be .As one of the items that can remain throughout the game (and can be a lot), they could end up confusing.

9.40 Heavy Machine Gun (HMG)

This weapon cannot be used in Close Combat. Heavier versions can load Special Ammunition, allowing the Heavy MULTI mode. MULTI Machine Guns cannot be picked up with the Booty or Impersonation Special Skills.

Modern Heavy Machine Guns have constant integrated auto-cooling systems that allow them to keep high rates of fire for long periods of time and neither the barrel nor the firing mechanism will melt. Multiple magazines and programmed systems allow them to alternate ammunition, which endows the weapon with great versatility, adapting itself to the changing situations of the battlefield.

9.41 Mk12

A Ballistic Skills weapon, basically a high-powered assault rifle. The role of the Mk12 (Read Mark-12) is to provide precise and fast fire with a large calibre round. In terms of accuracy and terminal ballistics, the Mk12 is effective at distances that exceed that of a normal Assault Rifle but it does not reach the long ranges of Sniper Rifles. However, in spite of this shorter range, the higher rate of fire provides it with unique qualities as a support weapon. The Mk12 has demonstrated effectiveness against different types of targets both in test centres and in live action but its recoil is so strong as to be almost beyond human limitations, restricting the number of troops that can carry it.

Conceptually, the Mk12 is a development of the conventional Assault Rifle, modified to be a squad support weapon but keeping many common parts to facilitate maintenance and logistics. There are different versions of the Mk12 all throughout the Human Sphere, depending on the manufacturer. Usually they are modifications of a pre-existing weapon which has been given a longer and heavier barrel, a feed mechanism adapted to the higher calibre, and a reinforced chamber. The name of this weapon is due to its ammunition, which has an appearance and effect very similar to the famous Holland-12 Grand Safari, used in big game hunting to bag great prizes such as elephants or rhinos.

9.42 Knife

This Close Combat weapon has a Damage of PH-2.

The reduced size of its blade makes it the latest resort for a soldier. Modern combat knives, although varied in their shape and design depending on their manufacturer, are multi-use weapons. Light and balanced for combat, they can also be integrated as a bayonet. They are sharp, resistant, and ideal for survival.

9.43 Spitfire

The Spitfire is a medium machine gun designed for urban and Close Quarters Combat.

In all of its existing versions, the Spitfire has its own place in the history of weapons, thanks to its high rate of fire and notorious precision. Known internationally as The Fire Spitter, it has been named The most effective automatic weapon of the Sphere. Unlike its older sister, the HMG, the Spitfire has a shorter barrel which makes it very effective as an attack and support weapon in urban combat. This, tied to its toughness, and ease of use, has propelled the Spitfire to mythological status amongst soldiers fighting in urban zones.

9.44 Mines

Mines are variable Template Weapons which can use a Circular Template or Small Teardrop Template, as the player prefers during the game. They are activated by proximity, by any enemy miniature or Marker penetrating or acting in the radius of the Circular Template or in the equivalent radius of the Small Teardrop Template, but they act only in the Template area.

Mines always load Special Ammunition and can be SH (Antipersonnel), or Monofilament Mines, depending on their purpose. A Mine explosion can be Dodged by succeeding at a PH-6 roll.

Modern Mines are quasi-intelligent, possessing an IFF (Identification of Friend or Foe) device, so they will not explode if a member of the army who placed them is around, even if he is Unconscious. Mines are not detonated by the presence of non-Discovered Impersonators or non-Discovered Sepsitorized troops.

Mines have a 360 LoF to act, detonating when an enemy miniature or Marker penetrates or is activated by Order or ARO inside its area of effect (Only if there is no any allied figure in it) using the type of Template chosen by the owning player. A delayed detonation system on the Mine allows to the player to choose the moment of the explosion.

Mines are placed Camouflaged. Placing a Mine is a short Skill that allows placement of a Camouflage Marker (Camo) in base contact with the figure. To detect them, it is necessary to make a Discover Roll at WIP-3, applying Distance Modifiers. Once discovered, the Camouflage Marker is substituted by a Mine Marker (Mines). Then they may be shot or a Template weapon used to disable them.

Mines have ARM 0, BTS 0, STR 1 and dont explode when they are destroyed. They can also be deactivated by figures possessing the Engineer Special Skill.

Mines are weapons with only one use, and they must be removed from the battlefield after exploding. Each figure carrying Mines will have a total of 3. Mines can be placed in ARO.

These weapons cannot be hacked, although all of them are affected by E/M Special Ammunition. If Cover obstructs the Area of Effect of a Mine (Circular or Small Teardrop Template) then that Cover limits its action and detection radius, creating a blind spot past which it will not explode, in effect blocking its LoF.

It is not allowed to place a Mine with an enemy Camouflage or TO Marker inside its Area of Effect. The only exception to this rule would be the presence of an enemy not camouflaged figure inside its Area of Effect, or to perform an Intuitive Attack.

Monofilament Mines, when exploding, cover the area of detonation with a web of monofilaments that can only be removed using an E/M weapon or by a successful WIP roll by a troop with the Engineer Special Skill. Therefore, after detonation, the Mines Marker is not removed and the player must put a Circular or Small Teardrop Template to mark the area is full of monofilaments that effect to any figures entering the area. Figures take damage at the beginning of each Order or ARO they spend while in the radius. The Biomines excreted by the Pretas expel neurotoxic spores: they only respect the members of their own race, the Hungries: Gakis and Pretas, exploding near any other being. Apart this, they are considered to be Antipersonnel Mines.

ATTENTION: this weapon is forbidden by the Concilium Convention. Its use will be penalized by the international courts.

FAQ

- As a Camouflage marker always has humanoid size, what happens if a troop with Multispectral Visor L3 sees a deployed mine which is just behind a parapet?

The parapet gives total Cover to the mine but only partial to a normal troop. The troop can try Discover the mine for the benefit of other members of his army, but can not make a direct attack on it, since it is in total cover.

- Does Placing a Mine Short Skill inside a Zero Visibility Zone reveal the model placing the Mine?

No because it is not a BS attack. This reply is just referring to Zero Visibility Zones, a camouflaged model placing a Mine will lose its camouflaged state.

- Does a Mine deployed by Minelayer Special Skill counts toward the 3 miniatures under one Camouflage Marker restriction in Camouflaged Deployment?

Mines are not miniatures, they can not use the advantage of Camouflaged Deployment.

- Does placing a Mine skill need Line of Fire to be performed in ARO?

Yes, Line of Fire is required to do so in ARO.

- Can a model place a Mine or other deployable equipment as an ARO?

Yes, it requires no roll and anything the active miniature does is unopposed.

- Does a model get an ARO if it can see a Mine or other deployable placed, but cannot see the model placing it?

No.

- Can a Camouflage or Impersonation Marker within the Area of Effect of a Mine shoot the Mine before it activates?

Yes. This implies the mine has been discovered. A still camouflaged mine in its reactive turn will not be subject to the effects of combat camouflage, and will trigger as normal even if the camouflaged or impersonation marker chooses to fire on it.

-If the Controller of the CrazyKoalas (Like an O-Yoroi, for example) becomes possessed, will the CrazyKoalas identify their controller as an enemy and activate against him? How about Mines? Is it the same situation?

The CrazyKoalas (CK) are famous and loved by everybody not only for their loving hugs but also by their obedience, due to it they are the children's favorites.

The CKs are a weapon. Weapons, while they are carried by the model, I repeat: while carried by the model, they will kill anyone the model tells them, no matter if that weapon is a CK or a HMG. So, while the CKs be running besides their Controller, they will act against their Controller instructions (no matter if the Controller is in normal state, possessed or sepsitorized).

A different situation is if we are talking about a weapon that has been deployed previously, I repeat: deployed previously to the possession or to the sepsitor attack (as a Mine or a deployed CK in the same way as a Mine). Then, the weapon is owned by the player, not by the model and if the model changes its side, the weapon will not.

The logic behind this is to avoid having to point the model each deployable weapon (Mines, E/Maulers, CrazyKoalas...) or equipment (Deployable Repeater) is owned by during the game and then having to change its side every time its Controller is possessed/ reset/ sepsitorized...

- Does Placing a Mine Short Skill inside a Zero Visibility Zone reveal the model placing the Mine?

No because it is not a BS attack. This reply is just referring to Zero Visibility Zones, a camouflaged model placing a Mine will lose its camouflaged state.

- When you deploy a Mine on the battlefield, either, because a troop plant it with an Order (or ARO) or, at the beginning of the battle, with the Minelayer Special Skill, can be that Mine (Camouflage Marker) deployed with a Prone Marker ?

A Mine is a weapon, not a figure, so there cant be Prone.

- Can an exploded Monofilament Mine be targeted with an E/M weapon or a weapon that also has E/M effects like the Plasma Rifle?

Yes.

- If a miniature in the Area of Effect of a Mine elects to not ARO a Ballistic Skill Attack Short Skill in order to not trigger the Mine will the subsequent ARM Rolls trigger the mine?

No, as the figure has not been activated by any Order or ARO, it doesn't trigger the Mine.

- Does a Mine Explode if a model moves in its Area of Effect because of a failed Guts Roll?

Yes. As said by the rules, Mines are activated by the declaration of an Order or ARO but also by any enemy figure that penetrates in its Area of Effect.

- How can I exactly manage the use of the different templates when playing with the Mines?

OK, let's see an example:

1- Player A activates with an Order a model inside the area of effect of the Teardrop Template of Player B's Mine.

2- Player B decides to wait and doesn't make the Mine explode.

3- Next Order of Player A, this miniature is activated again inside the area of effect of the Teardrop Template of Player B's Mine.

4- Again, Player B decides to wait and doesn't make the Mine explode.

5- New and different Order of the Player A, the figure enters the area of effect of the Circular Template of Player B's Mine.

6- Player B decides to explode the Mine using the Circular Template.

The player can always decide when to detonate the Mine, and in the previous example, we can perfectly interchange the terms "Teardrop Template" and "Circular Template". The result will be:

1- Player A activates with an Order a model inside the Circular Template area of effect of Player B's Mine.

2- Player B decides to wait and doesn't make the Mine explode.

3- Next Order of the Player A, this miniature is activated again inside the area of effect of the Circular Template of Player B's Mine.

4- Again, the Player B decides to wait and doesn't make the Mine explode.

5- New and different Order of the Player A, the figure enters the area of effect of the Teardrop Template of Player B's Mine.

6- Player B decides to explode the Mine using the Teardrop Template. (We can suppose acting by this way, the Teardrop Template can reach some other enemy figures).

But, the final result of this example, can even be a different one:

6- Again, Player B decides to wait and not detonate the Mine.

So, to enter or to be activated, in the area of effect of the Circular Template of a Mine, doesn't oblige to make it explode.

Another example, the same situation, but just changing points 5 and 6:

5- New Order of Player A, the figure is activated again in the area of effect of the Teardrop Template of Player B's Mine

6- Player B detonates the Mine with the Teardrop Template because now he can reach another enemy model not activated by that Order.

A new example, the same situation, but just changing, again, points 5 and 6:

5- New Order of Player A, the figure is activated but now it is not in the area of effect of the Teardrop nor Circular Template of Player B's Mine.

6- Mine can not be detonated now. Player B has lost his chance. Now, Player B and his Mine get the wind blown out of their sails.

Another new example, again changing points 5 and 6, just to (almost) cover all game possibilities:

5- New Order of Player A, who activates another different model inside the area of effect of the Teardrop Template of Player B's Mine.

6- Player B detonates the Mine with the Teardrop Template.

9.45 Rifle

This weapon cannot be used in Close Combat. It can also come in Light MULTI and Combi models. As a Light MULTI Rifle, it can be loaded with Special Ammunition

Normal modern, Combi, and MULTI Rifles are equipped with a standard connectable module that allows them to set up the interior mechanism and the ammunition of a light shotgun, a light flamethrower or a light grenade launcher as a whole piece, without changing the outside appearance of the weapon or its weight. Any pieces fitted will be connected with a trigger device that allows instinctive fire. The versatility that these modules allow is undeniable and this is the reason they are common in armies with good technology and budget.

9.46 Missile Launcher (ML)

These weapons cannot be used in Close Combat. Missile Launchers have a twofold effect. They are designed to cause AP and Explosive damage to a target by penetrating armour and causing as much internal damage as possible, causing a great conflagration and turning it into a ball of fire. A Missile Launcher has an area of effect defined by the Circular Template. It must place the centre of the Template over the target miniature. The target miniature receives AP+EXP damage. Other miniatures affected by the Circular Template will suffer only EXP damage.

Guided Missile Launchers are equipped with magazines full of intelligent target tracking projectiles guided by satellite transmitted data. Needle micromissiles have guided heads that possess a programmable selection of target acquisition levels, which can be disconnected to perform unhackable direct shots. The top rate of fire

of these Guided Missile Launchers, given the magazine capacity and the firing system recalibration, is 5 per game Turn. To summarize, Guided Missile-Launchers can shoot at any target marked by a Forward Observer, gaining the benefits of Guided Special Ammunition: no need for LoF or BS Roll, but they become vulnerable to hacking and ECM. They can also make normal shots, not Guided: in which case the missiles cannot be hacked or affected by ECM. Guided Missile Launchers can only fire 5 times per game turn.

Modern Portable Missile Launchers shoot Needle projectiles, micromissiles of great offensive capacity but reduced size. Needle micromissiles allow the shooter to carry extra ammo without having to depend on a loader (Another figure carrying the ammunition). At the same time, their size also allows this reserve ammunition to be shared between other members of the army without a great weight increase over their basic equipment.

FAQ

-What happens if a target marked by Forward observer is within an closed enclosure (eg, a container or a spaceship room with closed access from the position of the missile launcher)?

The spaceship guided special ammunition can dodge pieces of terrain, but can not get in totally closed quarters

9.47 Nanopulser

This is a Short range Weapon that shoots Nanotech Special Ammunition. The nanobots have fast consumption propellers, so their range of action is reduced, and they disperse in a wide jet. The Nanopulser has a Damage 13, uses a Small Teardrop Direct Template weapon and requires targets to make a BTS Roll or take 1 Wound. This weapon allows performance of Intuitive Attacks. Nanopulsers cannot be picked up with the Booty or Impersonation Special Skills. ATTENTION: This weapon is forbidden by the Concilium Convention. Its use will be penalized by international courts. The Nanopulser can be implanted in the body of a host and can be shot without having to unfold the launcher muzzle, even though this could reduce its range radius. Given its role as an invisible silent weapon, it is exclusively considered a military weapon and is absolutely illegal in the entire Sphere.

9.48 Templar CC Weapon

Close Combat weapon which combines the effect of two different Special Ammunition types. The Templars shone as innovative weaponsmiths. Today, Templar-made weapons have almost disappeared, and the few existing ones are considered collectors pieces. Thanks to the toughness of their design, they usually still work perfectly.

9.49 Ojotnik

Military version of an Ariadnian big game rifle. More powerful than a conventional assault rifle, it loads Armour Piercing (AP) Special Ammunition, although it has a low fire rate. It cannot be used in Close Combat.

Ojtniks are built with indigenous Ariadnian wood in the main body, very light and resistant, and the barrel has a Teseum bore. Their sight is the best available in Ariadna with the exception of sniper visors. Ojtniks are manufactured in a traditional way: parents give them to their heirs, and master marksmen give them to their best disciples. Scarce and highly appreciated, these rifles are a status symbol in Ariadna, an exclusive weapon for Scouts in the Spetsnaz Cossack Corps.

9.50 Uragan MRL

A light multiple rocket-launcher. This Ballistic Skill weapon has a simple design, and suffers from low accuracy but is very effective at terminating targets through saturated firepower.

When an Uragan shoots, it performs a salvo of 3 shots (B 3) but they have to be fired at the same target, placing a Circular Template over it if the roll is successful. In spite of the light calibre of the rockets, they load AP Special Ammunition. The Uragans rocket-launchers always fire at the same time, in both active and reactive turns, performing 3 BS Rolls each time it fires. In normal shooting mode, the unrefined aiming system means it is unable to perform Parabolic or Speculative Shot and doesn't suffer from Dispersion.

An Uragan can be fired at a target marked by a Forward Observer, without a BS Roll required, just the spending of an Order. This guided shooting mode cannot make more than three guided shots per turn (With a three shot salvo, B3, for each one). Uragan projectiles cannot be hacked. This weapon cannot be picked up with the Booty or Impersonation Special Skills.

The Uragan (, which means Hurricane in Russian) is a low cost, fast production artillery weapon that is designed to face armoured elements and provide counter-battery fire. The offensive conception of the Uragan is to rain armour-piercing fire on a given target. It consists of a double mounted multiple launcher based on a mobile platform. It possesses an automatic self-loading system and a fire correction device, archaic but still effective. An Uragan is acquired by armies desiring mobile, low maintenance, direct fire unhackable artillery.

9.51 Panzerfaust

This portable Rocket Launcher cannot be used in Close Combat. It will always use AP and EXP ammunition simultaneously. Note that it is a disposable weapon with only 2 uses.

The Panzerfaust is an ideal light antitank option for infantry as a result of its reduced weight and its tubular folding system: any soldier can be equipped with a Panzerfaust without having to do away with his basic equipment.

9.52 Close Combat Weapon (CCW)

This name encompasses all sharp instruments (Swords, sabers, axes, spears, etc.). The generic Damage caused by CC Weapons is the PH value of their bearer. They can load Special Ammunition if available.

In some cases, the skill and training of certain elite troops makes the use of the combat knife as lethal as the efficiency of a CC weapon. In such cases, even though the miniature is bearing a knife, it appears in his weapon list as a CC Weapon.

-Even though despised by many, those that follow the Way of the Sword know that its usefulness in close combat can be as lethal as or even more so than the most technological weapon. The wide range of sharp instruments (Machetes, katanas, plain swords, Teseum swords, etc.) available which are standard-issue in the armies of the Sphere is such that it would be too exhausting to describe them all. The Master says: Honor your weapon and protect yourself from your enemys.

FAQ: CC Weapons

- When the Monofilament Special Ammunition rule says it doesn't provide the Defence Bonus, is it referring to the Monofilament carrier or his adversary?

Neither of them can apply the Defense Bonus. The Monofilament CC weapons don't allow the Defence Bonus to their carriers or their adversaries.

9.53 Pistol

Pistol - This weapon is used at Short Distance and Close Combat. It cannot load Special Ammunition. In Close Combat it is used with the CC Attribute, not with BS, and allows only B (Burst) 1, even though it causes the same Damage.

Stun Pistol - Short range BS non-lethal weapon, which shoots Stun Special Ammunition. This weapon can be used in CC, but reduce its B to 1.

Assault Pistol - A Ballistic Skill weapon for providing great firepower at short range. This weapon can be used in CC but with B reduced to 1.

- The Pistol is a standard belt weapon, a short gun that can fire in bursts, the expected evolution of traditional pistols. Every soldier carries one and it is the weapon most commonly used in Close Combat.

- The name of the Stun Pistol is applied to several different weapons which shoot disabling non-lethal ammunition. Although the kind of ammunition used varies, from the most advanced Nanotech projectiles, to the classic electric darts, through bio-chemical options, or sonic or gas discharge, the purpose is the same in all of them: to stop an opponent at short range or engaged in a mele. Stun Pistols are weapons designed for police use as an alternative detention system against dangerous or highly aggressive individuals. These weapons are under legal supervision in all nations of the Human Sphere, but are relatively common in frontier territories, where their sales are barely controlled.

- The Assault Pistol is the evolution of conventional tactical handguns. Its reduced size and light weight, as well as a high penetration ability and large ammunition capacity, combines with its fully automatic fire to make this weapon the best choice for close combat.

The Assault Pistol was designed to complement the weaponry of assault troops who sometimes have to fight in confined spaces where rifles are hard to use. The projectiles fired by this weapon have stopping and penetration power equivalent to rifle ammunition, but with conventional pistol ammunition dimensions. This gives its magazines a great capacity despite their small size. However, the excessive lightness of its ammunition paired with its high rate of fire notably reduces its precision at medium range and beyond.

9.54 Viral Mines

As their name suggests, these Mines are loaded with Viral Special Ammunition. They work like Antipersonnel Mines, and have the same characteristics, but apply the Viral Ammunition effect.

Contrary in design to Antipersonnel Mines, aimed at causing damage and injuries to incapacitate an enemy and increase their medical and logistical burden, Viral Mines are designed to kill an enemy soldier directly without damaging facilities or structures.

ATTENTION: This weapon is forbidden by the Concilium Convention. Its use will be penalized by the international courts.

9.55 Plasma Rifle

This is an alien weapon that cannot be used in Close Combat. It is loaded with Plasma Special Ammunition. An Area of Effect Template must be placed at the point of impact: either a Circular Template or a Small Teardrop Template may be chosen.

The Plasma Rifle is the best example of the quality and range of the so-called VoodooTech, the higher technology of the Ur Rationalists. Human scientists study and analyze these weapons with the hope of being able to understand how they work and replicate them. Members of certain special elite troops can carry weapons captured from the enemy, so every now and then some human soldiers are seen with these weapons. Plasma Rifles are coveted booty for veteran soldiers because they can sell them at a high price to underground scientific rings or on the weapons black market.

FAQ: Plasma Rifle

- When we choose the type of template using the Plasma Rifle? Can vary from one shot to another in the same Burst?

When shooting with a Plasma Rifle you should indicate what type of explosion template placed at the point of impact, Circular or small teardrop. All the shots must use the same type of template.

9.56 Rifle

This weapon cannot be used in Close Combat. It can also come in Light MULTI and Combi models. As a Light MULTI Rifle, it can be loaded with Special Ammunition

Normal modern, Combi, and MULTI Rifles are equipped with a standard connectable module that allows them to set up the interior mechanism and the ammunition of a light shotgun, a light flamethrower or a light grenade launcher as a whole piece, without changing the outside appearance of the weapon or its weight. Any pieces fitted will be connected with a trigger device that allows instinctive fire. The versatility that these modules allow is undeniable and this is the reason they are common in armies with good technology and budget.

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9.58 Grenades

These weapons are used at close quarters and use a Circular Template which can suffer Dispersion up to the Failure Category multiplied by 2.5 (FC x 2.5) inches. There are several types of grenades, with Normal, SMOKE, Zero-V Smoke or E/M Special Ammunition. Grenades are used with the PH Attribute. Grenades can be launched with Speculative Shot.

Swarm Grenades - Ballistic Skill Thrown Weapon. This weapon applies the same rules as Grenades, but it is loaded with Swarm Special Ammunition (BTS Roll, Shock Damage, Low Visibility Area, game turn duration...).

The tactical possibilities of hand grenades, especially in assault operations, can be spectacular. In urban or jungle combat, the use of grenades is essential and all veteran troops would like to carry a good number of them.

The Swarm Grenades are a multipurpose weapon with both offensive and defensive uses. The micro-insects with which they are loaded secrete a highly poisonous substance so powerful that a single sting is enough to incapacitate an average adult. However, the frenzied and aggressive behaviour of the swarm delivers so many stings that death is provoked almost immediately. As a collateral effect, the Swarm Grenades generate a cloud of micro-insects so thick that aids their use as screen to hide the movement of military units. The cloud created by a Swarm Grenade has a limited duration, breaking up harmlessly after a short duration. This allows use of Swarm Grenades to temporarily block locations that could later need to be opened. In addition, these grenades have important psychological value, because the cloud generated by them is easy to identify, which combines with their reputation as lethal weapons to have a serious effect on enemy troop morale.

ATTENTION: This E/M and Swarm Grenades are forbidden by the Concilium Convention. Their use will be penalized by the international courts.

FAQ

- What happens if a model throws a Smoke Grenade from out of Line of Fire and then moves into Line of Fire, but were the Line of Fire would potentially be blocked by the said Smoke Grenade?

Any models that gains Line of Fire to the active model with the second Short Skill gains ARO as normal, If the ARO declared can prevent the Smoke Grenade to be thrown, a BS attack for example, it will result in a Face to Face roll.

- What happens if a model with MultiSpectral Visor L2+ ARO with BS attack a model throwing a Smoke Grenade and vice versa?

Both Models make Normal roll.

- In which case is a shot considered Speculative?

When a Template weapon (Warning: we mean a Template weapon, not a Direct Template weapon) is shot against a model, which is the target of that shot, and the center of the Template is not placed over the targeted figure, then a Speculative Shot is performed and the BS-6 Modifier must be applied.

In other words, if (for example) the grenade is not going to fall over the targeted figure, but behind it or just besides it, at a point on the battlefield (but, of course, affecting the figure with the Template), then it is considered a Speculative Shot.

In this situation, in which the grenade doesn't fall over the target, the Speculative Shot Modifier, BS-6, is always applied, even if there is LOF with the target or not; even having LOF, not placing the center of the Template over the targeted miniature means the shot is considered Speculative.

This maneuver is very useful, for example, when facing a figure with TO Camouflage behind a Partial Cover: just placing the center of the Template in a point of the game table where the Template affects the figure while avoiding the Cover, we must apply only the BS-6 Modifier by Speculative Shot, and the Distance Modifier too, while with a normal shot we must also apply the BS-6 Modifier by TO Camouflage and Cover Modifier.

- Is the PH Attribute affected by BS Modifiers when used for Grenades?

Yes, it replaces the BS Attribute in every respect.

-Can a model throw a smoke grenade at his feet or over a friendly troop (thereby being within the blast)?

Yes, you can throw a smoke grenade in a point where the circular template touch a friendly troop. Is a non-offensive ammunition.

9.59 Shotgun

This weapon is used mainly at short range. It uses a Small Teardrop Template, but without Dispersion. It cannot be used in Close Combat. Heavy, Light and Boarding Shotguns place the Small Teardrop Template at the point of impact of the shot, affecting an additional area. The Template will only be placed when the BS Roll is successful and always following the LoF.

In game terms, a miniature with 2 Light Shotguns is considered to be armed with a Light Shotgun with Burst 3. (See Dual Weaponry)

Boarding and Heavy Shotguns allow the firing of Normal Ammunition with a Template, or the Special Ammunition stated in the Weapon Chart (Like AP, for example) as a standard shot with B value of 2 and without Template. All the shots in a burst must be of the same type of ammunition. The Boarding and Heavy Shotguns allow the firer to choose the type of ammunition shot in ARO.

Vulkan Shotgun - Short-medium range Ballistic Skill weapon that can choose to shoot AP Special Ammunition or just FIRE Special Ammunition with a Small Teardrop Template. This weapon works the same way

as the Boarding Shotgun, with the sole exception that the Teardrop Template is composed of FIRE Special Ammunition. This weapon cannot be used in CC.

ATTENTION: This weapon is forbidden by the Concilium Convention. Its use will be penalized by the international courts.

Shotguns are loaded with flechette ammo, a wide calibre cartridge full of little pointed and aerodynamic bullets, with sharpened fins. The special design of flechettes makes them spin as they go through space and when penetrating their targets body, causing severe internal damage and provoking strong hydrostatic shock. Shotguns are equipped with a laser target selector that transmits data to the cartridge situated in the chamber. The cartridge has a simple proximity detector that detonates it when approaching the target, projecting a cloud of flechettes that saturates the surrounding area. Shotguns, due to their heavy cartridges, only have automatic firing in short bursts. The Boarding Shotgun, a more powerful weapon with a higher range, has been designed for assault and close combat. Heavy Shotguns are weapons of huge size and caliber which are usually mounted on vehicles for support operations.

The Vulkan Shotgun is the Infantry adaptation of the traditional Navy Boarding Shotgun. While the Boarding Shotgun was developed according to the requirements of naval assault units as a weapon that can be used in closed environments with a scarce atmosphere or even in the void, the Vulkan Shotgun was modified for close combat in urban or jungle warfare. This weapon replaces the standard pellet/ flechette ammunition with a round charged by a rapidly igniting and highly incendiary substance (zirconium, phosphorus ...) which generates a large tongue of flame at the point of impact, with a spectacular effect similar to a flamethrower. Similar versions of the Vulkan Shotgun are used by the Tohaa military forces and by the Morat, due to their lethal consequences against troops equipped with Symbiont Armor.

9.60 Sepsitor

The Sepsitor is a short range viral launcher system. It allows the most powerful computer minds to infiltrate systems and lower webs, taking sheer control of them. The most twisted use of a Sepsitor is the hacking, corruption and possession of human memory Cubes, which allows complete possession of their bearers.

The Sepsitor is a weapon with an 8 inch radius range (ZC) and Burst 1, but it does not need a LoF. Shooting a Sepsitor is a Short Attack Skill. In order to use the Sepsitor, a WIP Face to Face Roll is made against the WIP or other Skill used by the target, which must be a figure with a Cube. If this figure chooses to face the roll with his WIP and wins the roll, he must perform a Guts Roll.

A successful Sepsitor roll allows the target figure to be added to the ranks of the army of the figure possessing this weapon, but without his Order contributing to the Orders Reserve. The former possessor of the target figure considers it as Dead in respect to the Orders Reserve and army points count. Due to the technological abyss that separates Humanity from EI, the Sepsitor is not susceptible to being hacked. This weapon cannot be picked up with the Booty or Impersonation Special Skills.

In order to identify a troop as sepsitorized, a Discover Roll with a -3 Modifier must be made. A sepsitorized figure cannot be shot at if it has not been previously Discovered. Once Discovered it may be acted against normally for the rest of the battle. A Camouflage Marker is placed beside the sepsitorized figure until he is discovered as such. If the figure performs any other action besides Moving, he is automatically discovered. Sepsitor does not affect figures without a Cube or those with Remote Presence.

FAQ

- Can a model attack with Sepsitor an Unconscious model?

Yes, but as the model is Unconscious, the roll will be Normal.

- Can I hack a Sepsitorized TAG?

Yes, you can hack a Sepsitorized TAG to prevent it being used against you.

- Now that we have the characteristics of the TAG pilots, can Sepsitor attacks be made against the pilot's attributes rather than the TAG attributes?

No. When you put a TAG on the table, only the TAG profile is used. Until the pilot dismounts from the TAG (when the pilot profile is then used), pilot and TAG are considered to be a single entity for all intents and purposes.

- When you use the Sepsitor against a TAG, it is now effectively a part of the Combined Army. So, is that Sepsitorized TAG immune to being Possessed, like other Combined Army TAGs?

No, if the Sepsitorized TAG is of human origin, the original owner can still Possess it.

- When a Sepsitorized TAG gets Hacked, can the pilot still be dismounted?

While the Combined Army player can order the pilot of a Sepsitorized TAG to dismount, should that same TAG (while stilled manned) be Hacked by the previous owner, the CA player loses control of both TAG and pilot until a successful Reset attempt is made.

- Do sepsitorized Troops add their points for the Retreat! threshold calculation for the CA player?

No, the original value of the list used is what determines the the Retreat! threshold for the Combined Army player.

- If Sepsitorized troops are the last remaining troops on the field for the Combined Army player (i.e. all original troops have Retreated/killed/Unconscious), is such a situation considered an outright defeat, or a Last figure standing situation?

The "Last figure standing" situation should only apply when at least one of the original troops are still active.

- When a CA army is in Retreat!, do the sepsitorized troops under their control become Impetuous (for Retreat purposes) as well?

Yes, like the other CA troops, the sepsitorized troops generates an Impetuous Order to go back to the CA's Deployment Zone.

- If the CA list has two Combat Groups, can the sepsitorized troop choose to use permanently spend Orders from either one of the Combat Groups?

The sepsitorized troop can only spend Orders from the Combat Group containing the troop who originally Sepsitorized them.

- Do direct Hacking attempts on a Septisor troop result in a face to face roll, seeing that an Immobilized troop can still make Sepsitor attacks?

Indeed, since both actions do not affect each other, both sides make a Normal roll. In such a situation, it is possible for both sides to succeed in their actions, resulting in a sepsitorized Hacker and an Immobilized Sepsitor troop.

-If the Controller of the CrazyKoalas (Like an O-Yoroi, for example) is possessed, those will identify it as an enemy, and will activate against it? And how about the Mines? Is the same situation?

The CrazyKoalas (CK) are famous and loved by everybody not only for they loving hugs but also by they obedience, due they are the children's favorites.

The CKs are a weapon. The weapons, meanwhile they are carried by you, I repeat: meanwhile they are carried by you, will kill anyone you tell them, no matter if that weapon is a CK or a HMG. So, meanwhile the CKs be running besides their Controller, they will act against their Controller says (no matter if the Controller is in normal state, possessed or sepsitorized).

A different situation is if we are talking about a weapon which has been deployed previously, I repeat: deployed previously to the possession or to the sepsitor attack (as a Mine or a deployed CK in the same way as a Mine). Then, the weapon is owned by the player, not yet by the model and if this change its side, the weapon will not do it.

The logic behind this is to avoid to have to point the model each deployable weapon (Mines, E/Maulers, CrazyKoalas...) or equipment (Deployable Repeater) is owned by during the game, and to have to change its side every time its Controller is possessed/ reset/ sepsitorized...

9.61 Sniper Rifle

This weapon cannot be used in Close Combat. Some of them can be fired in Light MULTI mode, allowing loading Special Ammunition.

The Sniper Rifle is a precision weapon with a range that allows its user to control the whole battlefield. A Snipe equipped with one of these weapons, loaded with Normal or MULTI Ammunition, can effectively paralyze a whole enemy army

Chapter 10

Equipment

10.1 AutoMediKit

This is a nano-medical device that some troops have integrated into their personal tactical equipment. It automatically injects the user with nano-repairers if they fall Unconscious allowing them to recover without assistance from a Doctor or MediKit user.

It requires the spending of 1 Complete Order and the passing of a normal PH roll. If the roll is successful, the figure recovers from 1 Wound automatically, leaving the Unconscious state and adding his Order to his armys Orders Reserve as usual in the next active turn. If the figure fails his roll, he will automatically pass to the Dead state and is removed from the battlefield. There is no limit to the number of times miniatures can recover from the Unconscious state when using an AutoMediKit, provided that they pass their PH roll each time.

The AutoMediKit is a sophisticated device, a product of the highest technology, but it can be affected by E/M weapons. If it suffers from E/M damage an AutoMediKit will be Disabled.

10.2 AI Beacon

Data net signal emitter which allow Artificial Intelligences to enhance the range and effectiveness of their particular data sphere.

In game terms, the function of an AI Beacon is to provide 1 Order to the Order Reserve of its army.

An AI Beacon must always be deployed with AD: Combat Jump, but its deployment is performed during the Deployment Phase. If its Dispersion means it falls off the game table, it must be considered lost and cannot be recovered during the battle. An AI Beacon must be assigned to a Combat Group, which cannot surpass the maximum of ten Orders. This piece of Equipment is vulnerable to E/M Special Ammunition and cannot be picked up with the Booty Special Skill.

The AIs base their existence, and their capability for control, in information and access to it. The AI Beacons are deployable ground probes that collect information from the evolution of a battle, moreover, they establish an exclusive data sphere which allows continuous linking of the AI with troops in the combat area.

10.3 Defensive Hacking Device

A limited Hacking device which only allows performance of Defensive Mode Hacking, Controlling a Remote and Hacking Security and Information.

A Defensive Hacking Device works like a Repeater for all other Hackers in its own army. This piece of Equipment is vulnerable to E/M Special Ammunition. Defensive Hacking Devices have been created specifically to perform security tasks. Lacking the software and hardware necessary to perform Offensive Mode Hacking, these info-war devices are commensurately cheaper and easier to produce. Moreover, the learning curve required to use them effectively is less pronounced, which allows informatic security specialists to be totally prepared within shorter time frames.

10.4 Braces

Some vehicles and T.A.G.s can carry troops on their bodywork. Each figure can cling to a single brace. The number of braces, indicated between brackets, marks the number of figures that the vehicle or T.A.G can

transport.

In order to get on or off a brace, a figure must use the Short Skills Mount/Dismount. Troops gripping braces cannot perform any other action save Dismount or Dodge. When Dodging, it is always assumed that the figure jumps off the vehicle.

Troops cannot be deployed already gripped to braces. Miniatures must be positioned next to the brace positions on the vehicle model when clinging to braces, in order to determine LoF and cover situations. The Maghariba Guard, for example, has its Braces in the rear area. If a vehicle or T.A.G. with figures gripped to braces is shot at, it must be indicated whether the T.A.G. or the troops clinging to it are being targeted. Template weapons fired against the vehicle or T.A.G. will also affect the passengers.

10.5 Baggage

Provisions, supplies and ammunition are key elements in long term operations, or in those developed far away from military supply lines. Baggage is Special Equipment which represents these supplies.

Baggage adds an extra 20 points to the Victory Points which its carrier would normally provide.

This increase in Victory Points is only used to work out the Retreat! percentage and the Victory Points the adversary receives from taking down or capturing the carrier of this piece of Equipment.

Example: Signing up 1 figure with Baggage in a 300 point army, the player, to calculate his Retreat! percentage, will use a total of 320 points (300 points of troop costs + 20 extra points from Baggage Equipment). If he signs up 2 figures with Baggage, then the increase would be 40 points.

Applying this rule in an individual fashion, a Remote with Baggage Equipment, costing only 8 points, provides 28 Victory Points (Cost: 8 + 20 from Baggage) to an adversary if taken down, instead of the mere 8 points it would give if it didn't have Baggage.

In a campaign, or in scenarios which require it, keeping Baggage safe provides extra Victory Points, depending on a mission's objectives. Remotes and Vehicles are the usual carriers of Baggage.

Infantry campaign personal gear comprises everything needed by a soldier for survival in combat environment. Anything else that's mission-essential, but not part of an individual soldier's kit, is called Baggage and will be carried on a transport Remote or a vehicle. Survival equipment found in Baggage includes advanced environmental protection, medical supplies, water (not only stored but with purifier system) and food, batteries and/or a power generator, and diverse stuff, depending on the deployment area.

Traditionally, infantry suffer high rates of casualties due to illness, exposure to adverse weather and environment, and privation from lack of food and/or water. Throughout military history, unfortunately, the number of casualties from these causes surpasses, in many situations, those inflicted by the enemy. It is well known that better equipment for soldiers and effective supply lines drastically reduces attrition rates.

FAQ: Baggage

- Can the Booty Special Skill be used to pick up the Baggage piece of Equipment?

Yes, like any other piece of Equipment.

10.6 Hungries Control Device

This piece of equipment allows creation of a Fireteam comprised by the owner of the Control Device and a group of Hungries. The Fireteam can contain both Gakis and Pretas. In game, it is not necessary that the owner of the Control Device be the **Link Team Leader**.

The formation, activity and the reformation of this Fireteam uses the rules of Infinity **Fireteams** (See the book Infinity Human Sphere). However, the player must not forget the following:

It is compulsory that the owner of the Control Device and the Hungries belong to the same Combat Group.

Thanks to the Control Device, when the Fireteam is formed, the Gakis and Pretas become Regular. Moreover, following the Fireteam rules, all members of the Fireteam become Not Impetuous.

This piece of Equipment is vulnerable to E/M Special Ammunition. If the owner of the Control Device falls Unconscious or Dead, or if the Device is Disabled, the Fireteam breaks automatically.

The strong role of the hunt has in Morat society soon determined the role of The Hungries in its Aggression Forces. Operating in joint actions of the Combined Army, The Hungries are used as a spearhead to locate and harass the enemy, pushing it towards an open range, exactly the same role they have in the hunts of great predators on the Morat homeworld.

10.7 Control Device

The Antipodes Control Device allows controlling an Ariadna Assault Pack. It can be affected by E/M weapons.

10.8 Biocator

A biotechnological identification and location device, capable of emitting a powerful signal that pinpoints its owners position on the battlefield.

By spending 1 Short Skill, the user can activate the Biocator, creating the same effect as being automatically marked by a Forward Observer of his own army. This piece of Equipment cannot be used in ARO.

The activation of a Biocator sees the user fall Unconscious at the end of that Order. The Unconscious bearer of an activated Biocator can be targeted by friendly fire, including Guided Ammunition. The Biocator is disconnected when the figure passes to Death state.

Biocator is a single-use piece of Equipment: if the figure is healed, or if it uses a Special Skill that can be employed in an Unconscious state (Such as V:Dogged, V: No Wound Incapacitation, Regeneration...) then the Biocator is disconnected and it cannot be used again. Activating the Biocator automatically nullifies the Explode Special Skill, if its carrier possesses it. This piece of Equipment is vulnerable to E/M Special Ammunition and cannot be picked up with the Booty Special Skill.

The Biocator feeds off the electric activity of a users brain. When switched to active mode at full performance, it requires an energy supply that causes the immediate unconsciousness of its carrier. This fact, and that it is usually implanted in absolute fanatics and dangerous criminals, sees its carrier considered as disposable and/or sacrificial.

ATTENTION: This piece of equipment is forbidden by the Concilium Convention. Its use will be penalized by the international courts.

10.9 Nullifier

A deployable and disposable piece of equipment which is mainly a portable signal cancellation device.

In game terms, inside the area of effect of a Nullifier it is not permitted to perform Hacking, Sepsitor, Forward Observer markings, or shooting Flash Pulses. Figures placed inside its area of effect cannot be targeted by those kinds of attacks. The area of effect of a Nullifier is a range of 8 inches radius (Zone of Control).

To place and activate a Nullifier is a Short Skill, which requires success at a WIP roll, and allows placement of a **Nullifier Marker (NULLIFIER)** in base contact with its owner. This action is considered to be an attack, so any troop on the table as a Marker (Camouflage and Hiding, Impersonation...) will be automatically revealed when declaring its use. The Nullifier allows performance of Intuitive Attacks, being allowed to be placed in an area that affects a Camouflage and Hiding Marker, if the WIP Roll is successful. Unlike Mines, Nullifiers cannot camouflage. Each of them has the height of a basic troop from the army it belongs to. The Nullifier has ARM 0, BTS 0, STR 1. Each troop possessing this device carries 3 Nullifiers.

Once the Nullifier has been placed on the game table, it functions automatically and continually. The Nullifier only stops working if it loses its STR point, or if it is deactivated by a troop possessing the Engineer Special Skill who is in base contact, spends a Short Skill of an Order and succeeding at a WIP Roll. In such cases, the **Marker** is removed from the game table.

It is permitted to place a Nullifier as an Order or ARO to avoid a Hacking attack, Sepsitor, a Forward Observer marking, or a Flash Pulse shot, by winning the corresponding Face to Face Roll.

This piece of Equipment is vulnerable to E/M Special Ammunition.

The Nullifier has no effect over game elements or scenery items provided by scenarios (Access Consoles, Landing Beacons, Access Gates...) unless the scenario indicates the contrary.

The Nullifier was developed by the Tohaa engineers as last ditch defense against the EI menace. The supremacy in cyber-combat of the Aspects created by the alien Artificial Intelligence and the danger of the Sepsitor forced adaption of a zero-activity defense system. The massive jamming system of the Nullifier means a total communication blockade, establishing a deadlock for any type of transmission and electronic activity within its area of effect.

10.10 Deployable Repeater

This portable and deployable instrument is used to amplify the range of hackers and is specially designed to be placed in a fixed point, covering a specific area. Placing and activating a Deployable Repeater is a Short Skill, and it must be marked by a Deployable Repeater Marker (REPEATER) placed in base contact with the user. Unlike Mines, it cannot be Camouflaged.

Deployable Repeaters have ARM 0, BTS 0, STR 1 and an effective range radius of 8 inches. Each figure with Deployable Repeater carries a total of 3.

FAQ

- **Can I place the Marker against a vertical or irregular surface and leave the Deployable Repeater in this vertical/non-horizontal position?**

You can not put the Deployable Repeaters, even with the Marker, on a vertical surface.

- **Is Repeaters Zone of Control extension granted to Hackers usable only for Hacking related ARO?**

Yes. The Hacker can use the Zone of Control of the Repeater to perform hacking actions in active and reactive turn.

- **Can a Hacker use Anti-Hacker Protocols through a friendly Repeater?**

Yes.

- **What is the height of a Deployable Repeater?**

2,5 cm/ 1 inch

- **When a model gets Immobilized what Skills, Special Skills and Equipment work?**

As said by the rules: Discover, Reset, Sepsitor or Sensor Special Skills.

But also those which works automatically by a change in the figure status. For example: Explode when the Immobilized figure gets Unconscious, but never Explode voluntarily. Or Transmutation if the Immobilized figure suffers a Wound, but no Mechanical Transmutation.

Taken from the core book, passive Special Skills still work as Antipode, Coma, Explode (See above), Exrah, Immunity, Inspiring Leadership, Morat, Poison, Regeneration, Religious Troop, Repeater, Shasvastii, Strategos, Transmutation, V: No Wound Incapacitation.

Modifiers by Camouflage and Hiding (CH) Special Skill are not applied.

And also the next pieces of Equipment: AutoMediKit, Multispectral Visor, Optical Disruption Device, X Visor and 360 Visor.

Taken from Human Sphere, Special Skills as Chain of Command, Ghost: Jumper, Ghost: Servant, Ghost: Synchronized, i-Khol. Equipment as AI Beacon, Baggage, Ejection System, EVO Repeater, Holo projector, X-2 Visor are still active.

Weapons or Equipment which has been deployed previously as E/Maulers, Mines, Deployable Repeaters. The CrazyKoalas still can be activate by enemy Orders, even its Controller is Immobilized.

An Immobilized figure which is affected by Adhesive Special Ammunition is not allowed to make the PH-6 Roll check, being the effect resolved immediately.

Troops controlled by Control Device (Antipodes, Kuang Shi...) still act as normal, but the Control Device cannot be used actively, for example, the Kuang Shi Control Device can not be used to detonate the Kuang Shi.

10.11 EVO Repeater

This device allows EVO troops who operate at long distance or from planetary orbit to give active support to their armys Hackers throughout a battle.

The presence of an EVO Repeater increases the lethal capacity of Hackers, providing a greater power over enemy equipment and systems.

In game terms, having an EVO Repeater deployed on the game table allows the Hackers of its army, without spending any additional Orders, to choose between the following different Support Programmes for use when hacking:

1.Icebreaker. When making a hacking roll, the EVO halves the Biotechnological Shield (BTS) of the target, always rounding up.

2.Capture. Thanks to the EVO, the Hacker only needs 1 successful WIP Roll to completely possess a T.A.G. and control it in Possessed status (Marker POS). This programme has no effect on T.A.G.s of the Combined Army.

3.Support Hacking. Up to three Hackers can spend an Order each to give support to a companion. Each Hacker supporting provides a +3 Modifier to the Hacking Roll of the supported figure.

Example: The Fusilier Hacker Doucher spends 1 Order launching Anti-Hacker Protocols against the perfidious Interventor Morgana. The presence of an EVO Repeater in the PanOceanic rearguard allows the Fusilier Hacker Reynolds and the Kamau Hacker Janna to participate in the cybernetic duel, supporting Doucher by spending a corresponding Order each. The Interventor Morgana activates her own Protocols against Doucher in ARO. Both must perform a Face to Face Roll, Modified by their BTS. However, thanks to the EVO, Reynolds and Janna provide Doucher a +6 Modifier, increasing his chance of success.

4.Trajectory Assistant. By spending 1 Order the Hacker provides a +3 Modifier to the PH Roll of a figure who is going to perform a Combat Jump. In the case of a Coordinated Combat Jump of various troops dropping all inside the same Circular Template, then it is only necessary for the Hacker to spend a single Order to provide assistance to all of them.

The Hacker must announce, immediately after declaring his Hacking Order, which of the four EVO Support Programmes he is going to use. The EVO Support Programmes are not combinable, not even in Coordinated Order. These Support Programmes cannot be used in ARO.

Hacking Guided Ammunition

In a reactive turn, thanks to the EVO Repeater, a successful Hacking Guided Ammunition action will not only cause a guided munition to miss, but will also jam a Forward Observers mark on its target. This only disables a Forward Observers mark as it applies to Guided Ammunition, not for its use in other attacks such as Speculative Shot. This effect lasts until the end of the turn.

If a Hacker with an EVO Repeater deployed on the battlefield hacks 1 Guided projectile fired against a figure marked by a Forward Observer, for the rest of the turn he will cause any Guided projectile shot at that miniature to miss automatically. Any further Guided projectile fired against such a figure during that turn will be deflected by the Hacker as an automatic ARO, without any roll necessary.

Following a successful Hacking Guided Ammunition roll, a target may be marked again by the same, or another, Forward Observer to allow further Guided projectiles to be fired at it.

A new Hacking Guided Ammunition roll is required each and every time the target miniature is marked by another Forward Observer, or again by the same Forward Observer, in order to make Guided Ammunition fired at the target miss. Each time a successful Hacking Guided Ammunition roll is made, any further Guided projectiles fired at the targeted figure, due to the most recent Forward Observer mark and during the current turn, will miss automatically.

Example: Akinyi, a Moran Masai Hunter equipped with a Repeater moves during his active turn until an enemy Nisse is inside the area of effect of his Repeater device. With a smile, the perfidious Interventor Morgana, thanks to her Hacking Device Plus, declares a Forward Observer mark on the Nisse. After succeeding at the roll, with the next Order a Vertigo Zond shoots a Guided missile at the Nisse. However, the Kamau Hacker Janna, who has an EVO Repeater in her Zone of Deployment, reacts in ARO, declaring a Hacking Guided Ammunition action. Succeeding at the roll, the missile deviates and is lost over the horizon. From that point on, any Guided missile the Vertigo Zond fires using that Forward Observer mark will also deviate, with no roll required by the Kamau Hacker.

Being aware of this fact, the Interventor Morgana, snorting, spends another Order and declares a new Forward Observer mark, trusting in her skill to perform it successfully and hoping that the Kamau Hacker Janna will fail in her attempt to intercept the next missile.

If the Nomad player had 2 Forward Observer Zeros instead of the Moran, those could declare a Coordinated Order of Move + Forward Observer. If both succeeded, the targeted Nisse would be doubly marked. The Vertigo Zond could fire its Guided missile, and if this was intercepted by the Kamau Hacker and her EVO, it could shoot another thanks to the second Forward Observer mark. In that case, the Kamau Hacker would have to roll WIP to Hack the Guided Ammunition again and deviate this new incoming missile, as well as remove the second mark.

The EVO Repeater also allows a Hacker who has been successful when Hacking Airborne Deployment, to choose from where on the game table the Dispersion of Emergency Jumping troopers will be determined

The EVO Repeater works as a Repeater for the Hackers of its army. This device is vulnerable to E/M Special Ammunition and cannot be picked up with the Booty Special Skill.

The EVO Repeater allows the presence of the EVO Troops directly over the battlefield, performing support tasks for the tactical Hackers deployed in the combat zone. The link device of the EVO Repeater maintains open communication channels between the various monitor remotes and the AextraNiches of the EVO operators placed in orbit or in far away places in the rearguard. In this way, the whole power of this advanced technology is applied in direct service to the Hackers in combat.

FAQ: EVO repeater

- **To do Support Hacking with EVO Repeater, must be all hackers in the same Combat Group ?**

No .It does not require that all Hackers are part of the same Combat Group.

10.12 Spotter

Shooting remote assistance system. Usually, but not only, built into REMs having Ghost: Synchronized to act along with their Controller, giving him Bonuses to his rolls.

In game terms, to activate the Spotter requires a Short Skill of an Order. It doesn't require rolling of dice, and it is considered an Attack.

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10.13 Electronic Countermeasures (ECM)

This term encompasses all devices that vehicles and T.A.G.s use to avoid and neutralize incoming enemy guided projectiles. Standard ECM includes a system of fire detection, localization and proximity radars as well as small battery of micromissiles loaded with nanotechnological chaff. This equipment tampers with the systems of enemy guided projectiles, forcing them to deviate from their target and to explode out of range. ECM from Ariadna are similar to modern ones, although comparatively bigger. Instead of nanotech micromissiles, their ECM systems are equipped with a battery of rockets that create a wall of explosions that detonate enemy guided projectiles.

ECM has a standard level of 5, requiring a Normal Roll of 5 or less for each incoming guided projectiles to deflect and detonate the projectile without causing any damage. ECM functions automatically and does not require spending of any Orders or having LoF and can be used in ARO. ECM allows reacting in ARO against enemy guided projectiles.

10.14 Holoprojector

These three-dimensional image projector devices have evolved inside the military-scientific complex from huge naval systems to personal units which are increasingly lighter and less bulky. The Holoprojector, in any format, offers a soldier several tactical possibilities, increasing his survival chance against enemy fire.

There are two levels:

- **Holoprojector L1 - Holoprojector L2**

FAQ

- **Are army lists hidden?**

You may keep secret who your Lieutenant is, what troops you retain in Hidden Deployment, what troops you have kept in reserve for Airborne Deployment (AD), troops disguised with Holoprojector level 1 and 2 and what Camouflage Markers (TO or normal) hide beneath them, everything else is open.

- **Can the Modifiers of Optical Disruptor Device (ODD) be applied to a troop who is using Holoprojector if this possesses both pieces of Equipment?**

Yes, the Modifiers of ODD can be applied to the Holoprojector L1 and also to the Holoechoes of the Level 2 if the player desires so.

10.15 Symbiont Armor

Biotechnological entity artificially created as defensive-offensive element. The Symbiont Armor is a living organism which enhances certain Attributes of the user, facilitates his healing process, provides armor and suffers Damage instead of him.

QUICK RESUME IN GAME TERMS

Symbiont Armors allow a figure to enter play with a troop profile (Active Symbiont Armor profile) and, when this has lost all its Wounds, it can keep playing with another, different profile (Inactive Symbiont Armor profile).

Moreover, when a MediKit is applied to a troop possessing a Symbiont Armor to heal him, the troop makes a PH Roll instead of a PH-3 Roll.

The user of a Symbiont Armor can detach from the Symbiont Armor to be free from the effects of Immobilized and Disabled states.

Symbiont Armors are vulnerable to FIRE Special Ammunition, a failure on an ARM Roll against it meaning the automatic Death of the troop, no matter how many Wounds it has.

In the same Order in which a Symbiont Armor troop passes from the Active Symbiont Armor to Inactive Symbiont Armor state, its carrier cannot make a Guts Roll.

Symbiont Armor: Troop Profiles and Damage.

A figure possessing a Symbiont Armor has 2 troop profiles. The **Active Symbiont Armor** profile is the initial troop profile the figure is deployed with. When the Active Symbiont Armor profile has lost all its Wounds, the player will keep using the **Inactive Symbiont Armor** troop profile.

The Active Symbiont Armor troop profile lacks an Unconscious state. When it loses all its Wounds, it stops suffering damage, and the successive Wounds the figure receives will be applied directly to the Inactive Symbiont Armor troop profile, which is its users.

The Active Symbiont Armor profile is replaced by the Inactive Symbiont Armor profile (But keeping those Wounds received) at the end of the Order in which the figure with the Active Symbiont Armor has lost his Wounds.

So, a troop with the Active Symbiont Armor profile who receives several hits in the same Order will use the ARM value of his Active Symbiont Armor profile against all of them.

A figure possessing Symbiont Armor who has lost all the Wounds of its Active Symbiont Armor profile must indicate this by placing a Symbiont Armor: Inactive Marker.

The Wound Markers placed beside an Active Symbiont Armor figure mark the Wounds received by the Active Symbiont Armor profile. However, Wound Markers placed beside a troop in Inactive Symbiont Armor, indicate the Wounds received by the user (Inactive Symbiont Armor profile).

Example: Losing Wounds with Symbiont Armor.

Soaane, a brave soldier from the Ectros Heavy Infantry Regiment, with his Active Symbiont Armor at full performance (Wounds: 2), is facing several enemies shooting at him in ARO. The dice rolls determine that Soaane will receive 5 hits, so he must make 5 ARM Rolls, always applying the ARM Attribute of his Active Symbiont Armor. The brave Soaane succeeds at 4 ARM Rolls, so he keeps playing with his Active Symbiont Armor, but with 1 Wound Marker beside him, as he has lost 1 Wound.

If Soaane loses 2 Wounds which is total amount of Wounds of his Symbiont Armor- he will keep playing with his Inactive Symbiont Armor profile, placing the corresponding Inactive Symbiont Armor Marker beside his figure.

However, if Soaane loses 3 Wounds, his Symbiont Armor will die, because it has lost both its 2 Wounds, and the third Wound is suffered by Soaane himself, taking him to an Unconscious state (His Inactive Symbiont Armor profile has 1 Wound) placing an Inactive Symbiont Armor Marker and also a Wound Marker beside the figure. Soaane will stay on the game table, in an Unconscious state, with his Inactive Symbiont Armor profile.

However, lets suppose the fates, envying the bravery of Soaane, turn their faces away, and Soaane fails 4 ARM Rolls. Then, like before, the Symbiont Armor will die (It has lost both its 2 Wounds), but the unfortunate Soaane will pass to a Dead state (He has lost his 1 Wound and also his Unconscious state), so he must be removed from the game table.

But, what happens if Soaane only loses 1 Wound in this Order and in another different Order he loses 2 more Wounds? Losing 1 Wound, a Wound Marker must be placed besides the figure, which keeps playing with its Active Symbiont Armor profile. When it loses 2 Wounds then the Inactive Symbiont Armor Marker is placed, and the Wound Marker is kept, but now, this Wound Marker indicates that the Symbiont Armor user is the one who has lost 1 Wound and he is in an Unconscious state (Because his Inactive Symbiont Armor profile has 1 Wound).

Lets suppose Soaane should lose 2 Wounds in this Order and in another different Order he loses 1 more Wound. Having lost 2 Wounds, his Symbiont Armor dies and the Inactive Symbiont Armor Marker is placed directly (No need to place the 2 Wound Markers), because this indicates his Symbiont Armor is dead (Without Wounds) and Soaane must use his Inactive Symbiont Armor profile. In the Order Soaane where loses 1 more Wound, he has used his Inactive Symbiont Armor profile in the ARM Roll, and the Wound he loses is applied to that profile (1 Wound), so he keeps the Inactive Symbiont Armor profile, and the Wound Marker is placed beside the figure, indicating that Soaane is in an Unconscious state.

Symbiont Armor: Healing and Repair.

To be able to heal a troop possessing a Symbiont Armor, it is required to have not only the Doctor Special Skill, but also the Engineer Special Skill.

Unconscious figures possessing a Symbiont Armor that are given a MediKit to cure them, make a PH Roll instead of the usual PH-3 Roll the MediKit rule states.

Troops possessing a Symbiont Armor can only be recovered from the Unconscious state to Normal (Recovering 1 single Wound) so they never recover the Active Symbiont Armor profile. They cannot recover more Wounds, no matter if their Troop Type is a T.A.G. because they have no STR Attribute.

A failure on the healing roll for a Symbiont Armor carrier who is in an Unconscious state means the automatic Death of the figure, which must be removed from the game table.

Apart of that, a failure in the repair of a Symbiont Armor with a Disabled Marker (DIS), or an Immobilized Marker (IMM), means the Symbiont Armor is definitively Disabled or Immobilized, without any possibility of repair. In such cases, its wearer can always detach from the Symbiont Armor and keep playing with its Inactive Symbiont Armor profile (See below).

Example. Healing a troop possessing a Symbiont Armor: Boona, a courageous Kumotail Bioengineer, is in base contact with a Gorgos, a Tohaa T.A.G., in an Unconscious state, therefore using its Inactive Symbiont Armor profile. If Boona spends 1 Short Skill and succeeds at a WIP Roll, the Gorgos will recover 1 Wound, passing from Unconscious state to Normal, with 1 Wound, and keeping its Inactive Symbiont Armor profile. However, Boona cannot make this T.A.G. recover more Wounds.

If Boona fails her WIP Roll to cure the T.A.G. it will pass directly to the Dead state, and the figure must be removed from the battlefield.

Symbiont Armor: Guts Roll.

The user of a Symbiont Armor cannot make a Guts Roll in an Order in which his Symbiont Armor passes from Active to an Inactive state (When the Symbiont Armor loses its last Wound), so the figure must apply the corresponding rule and leave its current position.

The exception to this rule is applied when the Symbiont Armor user has the V: Courage Special Skill or equivalent.

Example: Symbiont Armor and Guts Roll. Our old friend Soaane, soldier of the Ectros Heavy Infantry Regiment, with his Active Symbiont Armor at full capacity (Wounds: 2), is facing several enemies, who again shoot him in ARO. The dice rolls determine Soaane receives 3 hits, so he must make 3 ARM Rolls, applying the ARM value of his Active Symbiont Armor against all of them. Soaane fails 1 ARM Rolls, losing 1 Wound from his Symbiont Armor, so he can still keep fighting with his Active Symbiont Armor profile. As Soaane wants to stay in the position he is in, he makes the Guts Roll and, after success, remains where he is.

In the next Order, after a new barrage, Soaane fails 1 ARM Roll, losing the last Wound of his Symbiont Armor, so now he stays in the game with his Inactive Symbiont Armor profile, placing the corresponding Marker (Symbiont Armor: Inactive). However, as he has lost his Symbiont Armor, at the end of this Order, Soaane cannot perform his Guts Roll, and is forced to retreat towards the nearest Cover.

Symbiont Armor: Vulnerability to Fire

Symbiont Armors are notoriously vulnerable to FIRE Special Ammunition.

A figure possessing a Symbiont Armor, Active or Inactive, which fails its ARM Roll when receiving a hit from FIRE Special Ammunition, will pass automatically to a Dead state, no matter how many Wounds it has, and is removed from the game table.

Example: Symbiont Armor and FIRE Special Ammunition. Soaane, our brave soldier of the Ectros Heavy Infantry Regiment, with his Active Symbiont Armor at full capacity again (Wounds: 2), is hit by a Light Flamethrower. But poor Soaane fails his ARM Roll, so, consumed by the flames, he passes automatically to the Dead state, instantly losing the 2 Wounds of his Active Symbiont Armor profile, the 1 Wound of his Inactive Symbiont Armor profile and also the Unconscious state, so his figure must be removed from the game table.

Symbiont Armor: Detach from the Armor.

If a figure possessing a Symbiont Armor is in an Immobilized state (Due to a Hacking attack, Adhesive Special Ammo, etc.) it can detach from the Symbiont Armor to get free, using its Inactive Symbiont Armor troop profile.

To voluntarily detach from the Symbiont Armor requires a Short Skill of an Order or an ARO. The Symbiont Armor is abandoned and cannot be liberated by any figure possessing the Engineer Special Skill, so, in game terms, it dies and vanishes from the battlefield.

Symbiont Armor: Notes.

There are several Symbiont Armor models, each possessing different Attributes and Special Skills. Depending on the model, the Symbiont Armors can have 1 Wound or more. For example, the Tohaa T.A.G.s are just superior armor models, which is the reason why they have Wound (W) values instead of Structure (STR).

Symbiont Armors apply the characteristics of the Troop Type they belong to. For example, the Heavy Infantry (HI) and T.A.G.s are vulnerable to E/M Special Ammunition and also to Hacking as with any other HI or T.A.G. while Light Infantry (LI) and Medium Infantry (MI) cannot be hacked, or Immobilized by E/M Special Ammunition, for example.

Troops possessing a Symbiont Armor, when passing to the Inactive Symbiont Armor profile, change the Troop Type they are as well, usually becoming Light Infantry (LI).

Symbiont Armors are personal and not transferable. So, they are a piece of equipment that cannot be picked up with the Booty Special Skill.

10.16 Hacking Device

This allows computer attacks to be performed against other systems and devices and also to defend against a cyberattack. See Hacking combat rules for details. All Hacking Devices are Repeaters for the other Hackers of the same army.

The Hacking Device Plus has an additional advanced system of Localization-Identification-Liaison that works as a Forward Observer, but only within the Hackers, or his Repeaters, Zone of Control (8 inches): LoF with the enemy is not required. In order to mark a target with the Hacker Device Plus Forward Observer function, it is necessary to spend an Order and pass a WIP Roll. The target can react by Dodging the marking of the Forward Observer Hacking Device Plus, provided he has LoF.

Hacking Devices are personal combat quantum superprocessors. They are loaded with infowar software, defensive programs and offensive virus. Linked with remote overwatch and sensor devices flying over the battlefield, they allow tracking the data web to search for possible threats and chances to attack. The Hacking Device is connected to its bearers comlog and to a Kalyptra system, a pair of Magnified Reality glasses that

screen data directly over the Hackers retinas, overlapping them to real images, which is known in their slang as Data Escape. The Kalyptra system also generates a tenuous electric field over the owners body, sensing and translating his movements in response to the keyboards and screens projected in front of him.

FAQ

- Does Hacking Device Plus also include Flash Pulse?

Yes.

- Can a model with Multispectral Visor L3 and Hacking Device Plus mark a Camouflage Marker?

Only if that model has Line of Fire to the Camouflage Marker. A success also reveals the Camouflage Marker.

- Can a model with Airborne Deployment and a Hacking Device, that has not yet deployed on the table, preform a Defensive Hacking ARO?

No, the AD Hacker is not on the table yet, so he cannot preform a Defensive Hacking ARO. The only skill he may preform is Airborne Deployment using his own order.

- Can a model with Booty loot a Hacking Device and use it?

Models with Booty Special Skill are assumed to automatically possess knowledge to operate whatever they loot.

10.17 Ejection System

T.A.G. and Vehicle emergency evacuation device. This Special Equipment allows evacuation of the operator from their vehicle through an automatic quick ejection system.

In game terms, the Ejection System is translated as an AD: Combat Jump, but with a range of 8 inches from the vehicle, and with no Order spending required. The automatic activation of the Ejection System requires the Operator to make a Normal PH roll, using his own PH and not that of the T.A.G.

The Ejection System is automatically activated when a T.A.G. has lost all its STR points. If the T.A.G. loses even one point more than this, then it will be the Operator who receives the overflow Damage. The T.A.G.s ARM value must be used to perform the ARM Rolls until the Operator figure is placed on the game table. The Ejection System activates automatically, in both active and reactive turns, at the end of the [”Order in which the T.A.G. has lost all of its STR points. The activation will be automatic, even if the Operator is Unconscious or Dead, or the T.A.G. is Immobilized (Through Hacking, Adhesive or E/M Special Ammunition or any other reason) or Possessed. As it doesnt require the spending of an Order, enemy figures cannot react to the ejection or the landing.

The Operator will always be required to make a PH Roll to calculate the Dispersion, if necessary, even if the T.A.G. is Possessed. If the Operator fails the PH Roll, to know where he disperses, the centre of the [”Circular Template must be placed over the T.A.G. with the number 1 pointing to the centre of the game table. The second digit of the dice Roll indicates the direction in which the figure deviates. The Distance of Dispersion with the Ejection System is always 8 inches. If deviation prompts the Operator to fall outside the battlefield, he will have to spend an extra Order from the Orders Reserve to appear on the border of the game table at the point where he would have left.

After the activation of the Ejection System, the T.A.G. is considered destroyed, without any possibility of repair, and can be removed from the game table.

The player will have the Order provided by the T.A.G. with an Ejection System until its Operator falls Unconscious or Dead.

T.A.G.s with Ejection System dont give Victory Points until the Operator is eliminated, in an Unconscious or Dead state. If the Operator is a troop type that can be hacked, or affected by E/M Special Ammunition, it is not allowed to perform any hacking on him, or apply E/M effects to him, until his figure is placed on the game table.

The Ejection System is fully automatic, ejection cannot be avoided and cannot be activated voluntarily by the player. This piece of Equipment cannot be affected by E/M Special Ammunition and cannot be picked up with the Booty Special Skill.

The Operator of a T.A.G. or Vehicle equipped with an Ejection System does not have the Pilot Special Skill.

Example: Sergeant Anita Mndez, in her active turn and commanding her Iguana T.A.G. is facing an Ariadnan combat group, composed of a Veteran Kazak with AP Rifle, a Scout with an Ojtnik, and a TankHunter with his Autocannon. The dice are not favourable to sergeant Mndez, who only manages to take down the TankHunter, receiving a Critical hit from the Veteran Kazak and an impact from the Scout, failing the ARM Roll. So, the Iguana has lost 2 STR points, activating its Ejection System at the end of the Order. Anita must make a PH Roll to see if her player can choose the landing point. She rolls a 14 - with PH 12, this is a failure and means her Dispersion is 8 inches towards the number 4 indicated by the Template. If she succeeded at the

roll, she could have chosen the landing point inside the 8 inch radius. It seems this is not a good day for Anita, but she still has her HMG and can keep fighting.

Lets suppose Anita had not succeeded against the TankHunter, and had failed two of the three ARM Rolls the Explosive Special Ammunition of the Autocannon causes. Then, her Iguana would have lost 2 STR points (from the Critical hit and the impact of the Scout) and she would suffer two Wounds (from the Autocannon), rolled against the ARM value of the T.A.G. In such a case, the Ejection System of her Iguana still activates, launching an Unconscious Anita 8 inches, hopefully in the direction of a nearby Doctor. If sergeant Anita had failed all three ARM Rolls caused by the Autocannons hits, then her dead body would be launched 8 inches.

The Vehicle and T.A.G. Ejection System is a Zero-Zero evacuation device (i.e., zero altitude and zero airspeed). Derived from aircraft ejection devices, it has been designed to launch upwards and deliver its occupant from a grounded stationary position to a location far away from the point, presumably compromised, where the T.A.G. or Vehicle was incapacitated. The Ejection System uses a small explosive charge to open the operators cockpit and miniature rockets to propel the seat upwards for an adequate distance. A quick deployment anti-shock gel bubble guarantees a safe and successful landing

10.18 MediKit

This is a wound recovery medical device carried by all Paramedics. It is used to heal Unconscious miniatures.

Using the MediKit is a Short Skill that requires a PH Roll with a -3 Modifier by the patient. If he fails his roll, he will immediately pass to the Dead state and will be removed from the game table. If he passes the roll, the patient recovers 1 Wound, automatically leaving the Unconscious state and contributing his Order again to the Orders Reserve of his army in the next active turn.

With a MediKit, miniatures can be healed from the Unconscious state as many times as necessary, provided they pass their PH-3 Rolls. Human MediKits do not work on Aliens (Assault Packs, Dog-Warriors, etc.) and vice versa.

The MediKit is the most frequent medical system of nano-injection on battlefields. There are several syringe models; the most modern being a device with the form of a gun, using a chamber with a magnetic coil. After introducing the nanotreatment cartridge and pulling the electric trigger, the magnetic field accelerator injects at high speed the medical nanobots suspended in the cartridge serum. Other versions of the MediKit are the hypo-spray, with a lower speed performance, or the archaic pneumatic pistols.

10.19 Kuang Shi Control Device

This allows the enlisting of various Kuang Shi. Moreover, by spending 1 only Order, this device allows detonation of all the Kuang Shi in that Combat Group at the same time. This collective explosion is a Long Skill that cannot be activated in ARO.

The user of the Control Device and the Kuang Shi must be in the same Combat Group. There is no limit to the range of this Device, and it is not necessary for the user to have LoF with the Kuang Shi. If the Control Device is Disabled, or if its user falls Unconscious or Dead, the Kuang Shi will keep acting normally. If the Kuang Shi disband when affected by the Retreat! rule, they will all explode automatically, with no spending of Orders or ARO necessary. This piece of Equipment is vulnerable to E/M Special Ammunition.

The Kuang Shi Control Device is the clearest example of the Celestial Guards cruelty, and evidence of their relentless attitude against the enemies of the State and Emperor. Some sanction proposals have been presented in the berhaus, the Senate of O-12, against Yu Jings government for the use of this prohibited device. However, thanks to the diplomatic ability and the political and economic influence of Yu Jing, these proposals never have achieved the necessary support to pass.

ATTENTION: This piece of equipment is forbidden by the Concilium Convention. Its use will be penalized by the international courts.

10.20 Motorcycle

An individual light vehicle characterized by its great speed and manoeuvrability. Modern army motorcycles are hybrid off-road multipurpose vehicles and adapt themselves to any environment or situation. In order to reflect this in the game, Motorcycles can use the Dodge Skill with a 6 MOD. Normally, army Motorcycles have an integrated Light Grenade Launcher with Smoke Special Ammunition. Motorcycles are not susceptible to being hacked, although they are affected by E/M Special Ammunition. Motorcycles cannot Overrun.

Dirayat Ind. Motorcycles are characterized by their compact stout structure and engine installed over a monocycle system, stabilized with gyroscopes, and equipped with an intelligent suspension device that adapts

perfectly to the movements of the pilots body. The Dirayat Armale (Widow) Military model is the one used by Kum Motorized Troops, although all their units are customized with slight personal modifications made by their pilots.

FAQ: Motorcycle

-Have the Aragotos Motorcycles a Smoke Light Grenade Launcher? In the army lists, the Kum bikes note they have the Smoke Light Grenade Launcher, but the Aragotos ones dont. No, the Motorcycle rule points the military motorbikes usually have a Smoke Light Grenade Launcher, but it doesnt say they always have such weapon. The weaponry and equipment of a troop is always noted in the army lists. This is the case of the Aragotos bikes, which have not the Smoke Light Grenade Launcher.

10.21 Minesweeper

This is a mine detection and deactivation device. A figure carrying this Special Equipment can invert the Identify Friend or Foe (IFF) system of enemy Deployable Weapons [Antipersonnel Mines (Monofilament, Biomines, Viral Mines) E/Maulers, CrazyKoalas...] to friendly signal wavelengths. To do this, the user moves inside a Deployable Weapons area of effect and, spending 1 Short Skill or ARO, makes a Normal WIP Roll. If successful, the weapon will not explode and will instead become owned by the Minesweepers army, detonating only against troops of its former owner. If the Minesweeper fails the WIP Roll, the Deployable Weapon activates, exploding, emitting an E/M pulse or whatever effect it normally has.

If the Minesweeper figure is inside the Area of Effect of various Mines, it only needs one roll to use this device against all of them. The Minesweeper device can be used against Mines which have not been previously Discovered. It is vulnerable to E/M Special Ammunition. A Minesweeper cannot be used against Deployable Equipment, such as Deployable Repeaters. This piece of Equipment cannot be picked up with the Booty Special Skill. In combat mine clearance operations, where troops may be under enemy fire, the key factor to creating a safe path is speed. This involves a high level of risk for Minesweeper users. For this reason remote troops usually perform these tasks, preserving the lives of trained combat engineers.

10.22 Multispectral Visor

This device increases the visual capacity of the miniature to track diverse wavelengths. It has a special ability to detect hidden figures. This Special Equipment device has three levels:

Level 1: This allows the performance of Discover or Shoot rolls without having to apply the Modifiers for CH: Mimeticism, CH: Camouflage and Low Visibility Zones.

Level 2: This allows the performance of Discover or Shoot rolls without having to apply any Modifier for any level of the Camouflage and Hiding (CH) Special Skill, for Optical Disruption Device (ODD) and Low Visibility Zones.

Level 2 allows LoF through Zero Visibility Zones and doesnt apply the 6 Modifier.

Level 3: This works exactly the same as the previous levels but will also allow attacks against a Camouflage or a TO Camouflage Marker without having to pass any Discover roll previously. These attacks against a Marker do not reveal it to the rest of the army. Also, L3 prevents the use of Combat Camouflage and Combat TO Camouflage against its user.

10.23 Nanoscreen

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The Nanoscreen is ineffective against E/M, Fire and Plasma Special Ammunitions, deactivating automatically at the end of any Order in which it is struck by one of them. It cannot be reactivated until a figure with the Engineer Special Skill repairs it.

Cover Modifiers cannot be added to the Partial Cover Modifier of BS-3 provided by the Nanoscreen. This device cannot be used in Close Combat.

The Nanoscreen is an acetate sheet that must be attached to a base to play with it.

The Nanoscreen is a piece of Special Equipment which is very technologically advanced. An extreme level of sophistication is required to achieve the reaction capacity the minute nanobots display against high velocity menaces. However, the energy that must be consumed to stop multiple projectiles in the air suggests the presence of high performance nanobatteries. These are believed to have a remarkable recharge capacity through a wireless emitter and the support of an environmental energy supply system. All of this points to the technological level

known as VoodooTech. The existence of this kind of device in the Human Sphere only can be explained through reverse-engineering of captured equipment.

Example 1. The Zhanshi Wen Liu and the Hac Tao Wu Shenru are in their active turn in front of a dangerous Gwailo with its Nanoscreen activated. Both declare a Coordinated Order of Move + Shoot against the Gwailo, which can only respond against one of them, targeting Wu Shenru. Wen Liu can make a Normal BS Roll to shoot, but his LoF is partially blocked by the Nanoscreen, so he must apply the corresponding Partial Cover Modifier of BS-3. If he hits the Shasvastii, it can apply the Cover Modifier (+3) to its ARM. Wu Shenru attacks as well and makes a Face to Face Roll against the Gwailo but his LoF is not blocked by the Nanoscreen, so doesn't apply any Modifier for Partial Cover. (See Graphic Example 1)

Example 2. The Gwailo, equipped with his Nanoscreen and armed with a Spitfire, is now in his active turn, and declares the first Short Skill of his Order, Movement. Immediately, all the enemy troops in LoF with him declare their AROs, which will be to Shoot: the Zhanshi Wen Liu with his Combi Rifle, the Hac Tao Wu Shenru with his MULTI Rifle and the Shng J Ren Zhou with his Light Flamethrower. The Gwailo declares the second Short Skill of his Order, Shoot, sharing his B of 4 between his three adversaries. The Shasvastii can only apply the Partial Cover Modifiers provided by the Nanoscreen against Wu Shenru and Wen Liu, but not against Ren Zhou, because the Fire Special Ammunition ignores the Nanoscreen, and makes it deactivate at the end of the Order. (See Graphic Example 2). When all dice rolls has been performed, the Nanoscreen base will be removed from the game table.

Example 3: The Gwailo, in its reactive turn, is attacked by the Shng J Ren Zhou from a direction where its Nanoscreen doesn't provide Cover. The Gwailo can react by shooting, but this ARO will not allow it to move the Nanoscreen to provide cover because it is not a Short Movement Skill. But, if the Gwailo declares any Short Movement Skill, or Dodge, as its ARO, even if it fails any corresponding PH Roll, it can move the Nanoscreen and apply the Cover Modifier.

10.24 Optical Disruption Device (ODD)

This is a device used to disrupt photons, impairing a clear visualization of the figure bearing it and merging it with its surroundings. ODD equipment functions automatically, and does not require the spending of any Order. ODD Modifiers are not applied in Close Combat. There are two types of devices, small personal models and Disruptor Fields, which are bigger and have a higher range.

1.Level 1-Optical Disruptor: This Special Skill produces a personal field of photonic perturbation, frustrating any attempt to aim at its bearer. It allows the possessor, without spending any Order or making any roll, to deploy with an activated OD. During the battle, any figure trying to aim at the possessor of an OD will suffer a 6 to his BS Attribute rolls **2.Level 2-Optical Disruptor Field:** More powerful than the previous level and with a higher range, it creates an Optical Disruptor Field around the miniature the diameter of a Circular Template.

Deployment of ODF. This allows deployment with an activated Optical Disruptor Field, without having to spend any Order or make any roll. This functions only in the deployment phase. **Defensive ODF.** During the battle, any figure aiming at the bearer of an activated ODF will suffer a 6 to his BS Attribute roll. Defensive ODFs do not require any Order or need any roll. Any miniature placed within an ODF area receives a 6 Modifier to be shot at that is lost after leaving the field. **ODF in combat.** Figures can act normally inside the ODF without losing the 6 effect when shot at. The Modifier from an ODF is not cumulative with those from Camouflage and Hiding (CH). If a figure is in Close Combat within an ODF, the -6 Modifier is not applied to CC Attribute rolls.

FAQ

- **Can the Modifiers of Optical Disruptor Device (ODD) be applied to a troop who is using Holoprojector if this possesses both pieces of Equipment?**

Yes, the Modifiers of ODD can be applied to the Holoprojector L1 and also to the Holoechoes of the Level 2 if the player desired so.

10.25 Neurocinetics

The owner of this Special Equipment has enhanced response implants, giving him a higher capacity for reaction.

The figure, in his reactive turn, can fire the complete B of his weapon. However, in his active turn, he is limited to firing at B1. This Special Equipment is always in effect and the player cannot avoid using it. Use of Neurocinetics Special Equipment is automatic and does not require the spending of any Order. The Neurocinetics are not affected by E/M Special Ammunition. This piece of Equipment cannot be picked up with the Booty Special Skill.

The Neurocinetics are illegal devices in most parts of the Human Sphere. It is a technology of military origin with instinctive activation that affects the combat reflexes of the user. His reactions occur in time units shorter than those of a standard human. In the long term, the consequences for the nervous system are severe. The Neurocinetics people can be recognized by their obsessively slow and cautious movements, which indicate those who have to control their reactions constantly.

ATTENTION: This piece of equipment is forbidden by the Concilium Convention. Its use will be penalized by the international courts.

Note

The burst from Neurocinetics must be targeted at one model, it cannot be split between multiple models from a Coordinated Order, G: Sync, G: Servant or Link Team. Source: Interruptor in this forum post. <http://www.infinitythegame.com/forum/showthread.php?tid=2581&pid=44682>

10.26 Powered Armour and Traditional Armour

Heavy powered armour is an important addition to the level of protection of a soldier, as well as a boost to their strength, stamina and fire control ability. On one hand, their automedic systems, able to prevent certain levels of interior trauma, leaves the soldier untouched by Shock Ammunition: on the other, powered armour is susceptible to being hacked and suffers Damage from E/M Special Ammunition.

A heavy powered armour taken with the Booty Special Skill only gives its ARM value and no other Attributes, and it is not affected by E/M Special Ammunition. **Traditional heavy armour**, typical of Ariadna, is not powered and only allows a higher protection level to their possessor. Use of Teseum in these armours helps provide a good Protection/Weight/Comfort ratio. Traditional armour cannot be hacked and is not affected by E/M Special Ammunition.

FAQ

- **Do all Ariadna HI have traditional Heavy Armour?**

Yes.

10.27 Traktor Mul Control Device

This allows the enlisting of Ariadnan Traktor Mul Remotes. The user of the Control Device and the Traktor Mul must be in the same Combat Group. There is no limit to the range of this Device, and it is not necessary for user to have LoF with the Traktor Mul. If the Control Device is Disabled, or if its user falls Unconscious or dies, the Traktor Mul will keep acting in a normal way, and can be activated by any Order or ARO. This piece of Equipment is vulnerable to E/M Special Ammunition. The Traktor Mul are designed to support Ariadnan ground forces during the performance of their mission, across the whole spectrum of conflicts and range of military operations, thanks to the link with its operator. The Ariadnan Remotes possess simple combat programming that the operator updates throughout a battle using his Control Device. This programming has basic routines, allowing the Traktor Mul some autonomous behaviour in case the link with its controller is broken.

10.28 T.A.G. (Tactical Armoured Gear)

T.A.G.s are closed armoured vehicles, so damage will always affect the vehicle much more than any of its pilots. For this reason, instead of Wounds they have Structure values.

Manned T.A.G.s cannot be repaired once they pass from Unconscious to Dead (Taking the fourth point of Structure damage), while Remote Presence T.A.G.s can be repaired and recovered from the Dead state. An additional Wound Marker should be placed to indicate the Dead state of the T.A.G. If a Remote Presence T.A.G. suffers two points of Structure more than indicated by its STR Attribute it is considered destroyed and must be removed from the battlefield.

Remote Presence T.A.G.s possess the Valor: Courage Special Skill, as their pilots, being physically distant from the battle, do not fear enemy fire. T.A.G.s without the G: Remote Presence Special Skill are considered to be manned.

T.A.G.s allow the enrolment of Remotes in the army as Hackers do. They possess a line of communication with the Remotes, actualising their performance protocols to prevent the enemy decoding their movement, combat or remote activity programs.

Archaic T.A.G.s are not susceptible to be hacked as they are so old that they do not possess the advanced cybernetic systems required to allow an effective computerised interference.

In Close Combat, T.A.G.s do not require Close Combat weapons since they can use their fists, causing Damage of PH-2.

T.A.G.s cannot be picked as Booty by the figures that possess that Special Skill.

10.29 X-2 Visor

The second generation of the X-Visor converts the Long Distance and Maximum Distance Modifiers to 0, for any roll which requires their application, no matter whether its owner is trying to Discover, Shoot, mark with Forward Observer, and with no limitations on the weapon used.

The X-2 Visor is an automatic device and does not require the spending of any Orders or making of rolls to use it. This piece of Equipment is vulnerable to E/M Special Ammunition.

Precision is crucial for any shooter, as in a combat situation, each shot counts. The zoom and advanced vision system denominated X-2 Visor has been designed to reach targets at further distances than its predecessor. The X-2 Visor possesses a range-boosted laser telemeter, satellite link capability, and the ability to make the most subtle adjustments in lateral correction (To compensate for wind, target movement) and angular correction (In respect of the distance to the target). The X-2 Visor allows a clear, precise and defined sight of the target, at distances and under conditions that no other scope can match

10.30 X Visor

Technological and evolutionary advances have given this miniature a vision with a zoom effect. Modifiers for Long Distance are reduced to 0 and those of Maximum Distance drop to 3.

10.31 360 Visor

The miniature possesses a natural or artificial capacity of seeing his surroundings in 360. A 360 Visor functions automatically and does not require the spending of an Order to be activated. It allows a LoF of 360, so the figure has no blind points and cannot be surprised from behind.