

CORVUS BELLI
iNFiNity
HUMAN SPHERE
N3

CREATED BY

ALBERTO ABAL COUCEIRO, FERNANDO LISTE AZPEITIA,
GUTIER LUSQUIÑOS RODRÍGUEZ, CARLOS TORRES RODRÍGUEZ

CHIEF EXECUTIVE MANAGER

FERNANDO LISTE AZPEITIA

BACKGROUND DIRECTION AND DEVELOPMENT

GUTIER LUSQUIÑOS RODRÍGUEZ

RULES AND SCENARIOS MANAGEMENT

GUTIER LUSQUIÑOS RODRÍGUEZ

RULES DEVELOPMENT

GUTIER LUSQUIÑOS RODRÍGUEZ,
CARLOS TORRES RODRÍGUEZ

ART DIRECTION

CARLOS TORRES RODRÍGUEZ

CONCEPT DESIGN

ALBERTO ABAL COUCEIRO, CARLOS LLAUGER LORENZO,
CARLOS TORRES RODRÍGUEZ

COVER ART

ALEKSI BRICLOT

ILLUSTRATION

ADMIRA WIJAYA, ALEKSI BRICLOT, DIEGO GISBERT, ANTONE
"CHUCK" PIRES, ENIQMA, IGOR HERAS, BAGUS HUTOMO,
BENGAL, CARLOS LLAUGER LORENZO, CHESTER OCAMPO,
JONATHAN OLIVEIRA, GONZALO ORDOÑEZ, ALEX PASCENKO,
HO SENG HUI, SPINDASH, FRANCISCO RICO, KENNY RUIZ,
LOUIS STÉPHANE, REYNAN SANCHEZ, ERIC VEDDER, VIRAK

GRAPHIC DESIGN DIRECTION

ALBERTO ABAL COUCEIRO

GRAPHISM | GRAPHICS

CARLOS LLAUGER LORENZO, HUGO RODRÍGUEZ GARCÍA,
XOSÉ GARCÍA CENDÓN

LAYOUT

HUGO RODRÍGUEZ GARCÍA

SCULPT DIRECTION

CARLOS TORRES RODRÍGUEZ

SCULPT

CARLOS TORRES RODRÍGUEZ, FAUSTO GUTIÉRREZ LÓPEZ,
JAVIER UREÑA, JOSE LUIS ROIG AYUSO, ART-TONIO

TRANSLATION

MARÍA ISABEL ABAL SILVA, FELICIANO BETHENCOURT HERRERA,
JAIME BOLAÑOS FERNÁNDEZ, DANIEL HERNANDEZ,
JOSH HERNANDEZ, GUTIER LUSQUIÑOS RODRÍGUEZ, LOCALSOFT
SL

EDITING

CORVUS BELL

MINIATURE PAINTING

ÁNGEL GIRALDEZ VIDAL, DAVID ANTA DE FRUTOS (DAF)

SCENERY AND DIORAMAS

ALEJANDRO QUINTEIRO GAITEIRO, DAVID ANTA DE FRUTOS
(DAF)

PRODUCTION MANAGEMENT

DAVID ANTA DE FRUTOS (DAF), ALEJANDRO QUINTEIRO
GAITEIRO

ADMINISTRATIVE MANAGEMENT

MARÍA ARAUJO TROCHE, BEGOÑA LISTE AZPEITIA,
CARLOS MORALES PINTO

MARKETING

ANDREA ESPÍÑA COMESAÑA

IT AND ARMY MANAGEMENT

JESÚS FUSTER FERNÁNDEZ, EDGAR GONZALEZ GONZALEZ,
VANESSA ONORATO DÍAZ, DAVID ROSILLO LIZANA

COMMUNITY MANAGEMENT

INMA LAGE LOSADA, CARLOS MORALES PINTO

ITS MANAGEMENT

JUAN LOIS REY (HELLOIS)

PLAYTESTING AND PROOFREADING

ALBERTO ALFONSÍN GUTIÉRREZ (PAVEL MCMANUS), DAVID
ANTA DE FRUTOS (DAF), FRANCISCO ARJONES GIL (CRAVE),
IAGO AUBOURG FERREIRA, JEREMY "DUTCH" BRECKBILL,
JORDI COLOMER (DAIXOMAKU), RICHARD "REND" DEANE,
JOSE LUIS FERNÁNDEZ FALQUE, JESÚS FERNÁNDEZ
NOVO (NOVO), ANTONIO FERREIRO (T4ZZ), MIGUEL GROBA
(COMMANDER_FROST), SERGIO GONZÁLEZ PANADERO
(SETHELAN), PAUL "MIGHTYMUFFIN" HAINES, GUILLERMO
"MAGNO" HERNANDEZ, CHARLES "TENNOBUSHI" HORNOY,
ENRIQUE JALÓN (GLAURUNG), RANDOLPH "A MÃO ESQUERDA"
JOHNSON, KONSTANTINOS "PSYCHOTIC STORM" KARAYIANNIS,
INMA LAGE LOSADA (MORGANA), CARLOS LLAUGER LORENZO,
JUAN LOIS REY (HELLOIS), VICTOR MANUEL MARTOS, IGNACIO
MEDINA (RAISING), JORGE MORAL GARABATOS (JMGDIX-
CONTROL), JAVIER VICENTE MORILLA (SEMY), DAVID MUÑOZ
POZA (EREBUS 2.0), ÁLVARO PANTOJA GARCÍA, DIEGO REAL
MARTÍNEZ, DAVID SATTERTHWAITE, DAVID "CERVANTES3773"
SELEY, IVÁN "YASBIR" SOLLÁ LENGVENIS, DOM "DOMO"
WOODS, IAN "IJW WARTRADER" WOOD, DUNCAN "DUDE"
WRIGHT, JOSEP XARAU.

TRANSLATION EDITORS

JEREMY BRECKBILL, DAVID SATTERTHWAITE

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19 36939, Bueu, Pontevedra. Spain. www.corvusbelli.com

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INTRODUCTION

INTRODUCTION

Infinity is a 28mm metal miniatures game that simulates skirmishes in a science-fiction universe of highly advanced technology, a near future of manga aesthetics, full of thrilling action, where special operations determine Humanity's fate.

These rules are an expansion of the 3rd Edition Infinity basic rules, which are required to use the contents of Human Sphere. The Infinity basic rules are available in the 3rd Edition rulebook, or completely free from our official Infinity web page at www.infinitythe game.com.

This new complementary rules set introduces the Sectorial Army lists and new rules like the Infinity Fireteams and Civilian rules. Human Sphere also includes new skills, weapons, and gear that expands the gaming possibilities of the Infinity Universe.



SECTORIAL ARMY LISTS

The Sectorial Armies are specific sections of the army, or small territorial armies from a specific area, region, or planet of the faction to which they belong. Most of the factions in Infinity has, at least, one Sectorial Army.

The Sectorial Armies have their own distinct Army Lists with troop Availabilities different from the generic Army of the faction they belong to. They will often have greater access to specific units at the cost of not being able to access others units from their generic Armies, which in turn belong to other Sectorial Armies of the same faction.

A player who uses a Sectorial Army List will only be able to field troops indicated in the Sectorial Army, and will not be able to field troops from the Generic Army List not also specifically listed in the Sectorial Army.

At the same time, if a Generic Army List is used, players may not field Sectorial Army troops not included in the Generic Army List, or field the troopers using the Availabilities of the Sectorial Army.

The Sectorial Army Lists are completely official and tournament valid; they can be used in the ITS (Infinity Tournament System).

EXAMPLE: SECTORIAL LIST VS GENERIC LIST (HAQQISLAM)

In the Haqqislamite Sectorial Army of Qapu Khalqi, players may field up to five Odaliques, as well as one Mobile Brigada from the Nomad Nation up to three Yuan-Yuan Mercenaries. Players cannot however field any Hassassin troopers or a Murabids Tuareg.

At the same time, in the Generic Haqqislamite Army players are limited to the Generic Availability of the Odaliques (which is two), but will have access to all Haqqislamite Army List troops, and will not be able to field troopers from any faction other than Haqqislam.

EXAMPLE: MILITARY ORDERS SECTORIAL ARMY LIST (PANOCEANIA)

The Military Orders Sectorial Armies are thematic, centered on a specific Military Order chosen by the player. The entry "Order Knights" with AVA 4 means that players may field up to four Knights belonging to the same order (for example, four Hospitallers).

On the other hand, the "Confrère Knights" are those belonging to other Military Orders that cooperate with the one the player has chosen. The entry "Confrère Knights" with AVA 2 indicates that up to two knights belonging to any other Order (for example, a Montesa and a Teuton in an Army of the Hospitaller Order, or two Knights of Santiago).

EXAMPLE: SECTORIAL LIST VS GENERIC LIST (HAQQISLAM)



Haqqislam

200 Points | 0.5 SWC @ 200 Points



Group 1 7 1



ODALISQUE

LI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4-4	15	12	10	14	2	0	1	2	24

Special Skills: I-khol L3 - V: No Wound Incapacitation - Sixth Sense L2 | 360° Visor

Rifle + Light Shotgun, Nanopulser | Pistol, Knife



TUAREG

SK

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4-4	13	11	12	15	1	0	1	2	29

Special Skills: CH: TO Camouflage - Infiltration - Multiterain

Rifle + Light Shotgun, Antipersonnel Mines | Pistol, Knife



SALADIN Lieutenant

MI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4-2	15	13	12	16	3	3	1	2	36

Equipment: Repeater

Special Skills: Strategos L3 - V: No Wound Incapacitation - Lieutenant

Combi Rifle, Nanopulser | Pistol, CCW



FARZAN

SK

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4-4	15	12	11	14	0	0	1	2	23

Special Skills: CH: Camouflage - Infiltration - Multiterain - Religious Troop - Forward Observer

Rifle + Light Shotgun | Pistol, Knife



ODALISQUE

LI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4-4	15	12	10	14	2	0	1	2	24

Special Skills: I-khol L3 - V: No Wound Incapacitation - Sixth Sense L2 | 360° Visor

Rifle + Light Shotgun, Nanopulser | Pistol, Knife



FIDAY

SK

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4-4	21	11	12	15	1	0	1	2	29

Special Skills: Martial Arts L3 - Kinematika L1 - Multiterain - Basic Impersonation - Religious Troop

Boarding Shotgun, Smoke Grenades | Pistol, AP CCW, Knife



HAFZA

LI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4-4	14	12	10	14	2	0	1	2	16

Equipment: Holoprojector L1

Rifle + Light Shotgun | Pistol, Knife



HUNZAKUT (Deployable Repeater)

SK

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4-4	13	11	12	14	0	0	1	2	18

Equipment: Deployable Repeater

Special Skills: CH: Camouflage - Infiltration - Multiterain

Rifle + Light Grenade Launcher, Antipersonnel Mines | Pistol, Knife



Qapu Khalqi

200 Points | 2 SWC @ 200 Points



Group 1 6 3 3



MOBILE BRIGADA Lieutenant

HI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4-4	15	13	14	13	4	3	2	2	39

Special Skills: V: Courage - Lieutenant

MULTI Rifle + Light Flamethrower | Pistol, Knife



ODALISQUE

LI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4-4	15	12	10	14	2	0	1	2	23

Special Skills: I-khol L3 - V: No Wound Incapacitation - Sixth Sense L2 | 360° Visor - Linkable

Boarding Shotgun, Nanopulser | Pistol, Knife



ODALISQUE

LI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4-4	15	12	10	14	2	0	1	2	22

Special Skills: I-khol L3 - V: No Wound Incapacitation - Sixth Sense L2 | 360° Visor - Linkable

Submachine gun, Contender, Nanopulser | Pistol, Knife



YUAN YUAN

WB

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4-4	19	9	14	13	0	0	1	2	9

Special Skills: Booty L1 - AD: Inferior Combat Jump

Chain Rifle, Smoke Grenades | Pistol, DA CCW



YUAN YUAN

WB

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4-4	19	9	14	13	0	0	1	2	14

Special Skills: Booty L1 - AD: Inferior Combat Jump

Rifle, Smoke Grenades | Pistol, Shock CCW



ODALISQUE

LI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4-4	15	12	10	14	2	0	1	2	24

Special Skills: I-khol L3 - V: No Wound Incapacitation - Sixth Sense L2 | 360° Visor - Linkable

Rifle + Light Shotgun, Nanopulser | Pistol, Knife



ODALISQUE

LI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4-4	15	12	10	14	2	0	1	2	30

Special Skills: I-khol L3 - V: No Wound Incapacitation - Sixth Sense L2 | 360° Visor - Linkable

Spitfire, Nanopulser | Pistol, Knife



ODALISQUE

LI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4-4	15	12	10	14	2	0	1	2	25

Special Skills: I-khol L3 - V: No Wound Incapacitation - Sixth Sense L2 | 360° Visor - Linkable - Fireteam: Haris L1

Rifle + Light Shotgun, Nanopulser | Pistol, Knife



YUAN YUAN

WB

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4-4	19	9	14	13	0	0	1	2	14

Special Skills: Booty L1 - AD: Inferior Combat Jump

Rifle, Smoke Grenades | Pistol, Shock CCW

EXAMPLE: MILITARY ORDERS SECTORIAL ARMY LIST (PANOCEANIA)



Military Orders

298 Points | 5.5 SWC @ 300 Points



Group 1 B

KNIGHT HOSPITALER Lieutenant HI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	HI
4-4	21	14	14	13	4	6	2	2	38

Special Skills: Martial Arts L2 · Religious Troop · Linkable · Lieutenant
MULTI Rifle | Pistol, DA CCW

KNIGHT HOSPITALER HI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	HI
4-4	21	14	14	13	4	6	2	2	33

Special Skills: Martial Arts L2 · Religious Troop · Linkable
Combi Rifle | Pistol, AP CCW

KNIGHT HOSPITALER HI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	HI
4-4	21	14	14	13	4	6	2	2	33

Special Skills: Martial Arts L2 · Religious Troop · Linkable
Boarding Shotgun | Pistol, DA CCW

KNIGHT HOSPITALER HI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	HI
4-4	21	14	14	13	4	6	2	2	41

Special Skills: Martial Arts L2 · Religious Troop · Linkable
HMG | Pistol, AP CCW

KNIGHT OF MONTESA HI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	HI
4-4	20	14	13	13	3	3	2	2	50

Special Skills: Mechanized Deployment · Religious Troop · Assault · Fireteam: Duo
Spitfire, Chain-Colt | Pistol, Shock CCW

KNIGHT OF MONTESA HI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	HI
4-4	20	14	13	13	3	3	2	2	44

Special Skills: Mechanized Deployment · Religious Troop · Assault · Fireteam: Duo
Combi Rifle, Chain-Colt | Pistol, Shock CCW

FATHER-KNIGHT HI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	HI
4-4	23	14	14	13	5	9	2	2	49

Special Skills: Assault · Kinematika L1 · Religious Troop
Missile Launcher | Breaker Pistol, DA CCW

FUSILIER LI

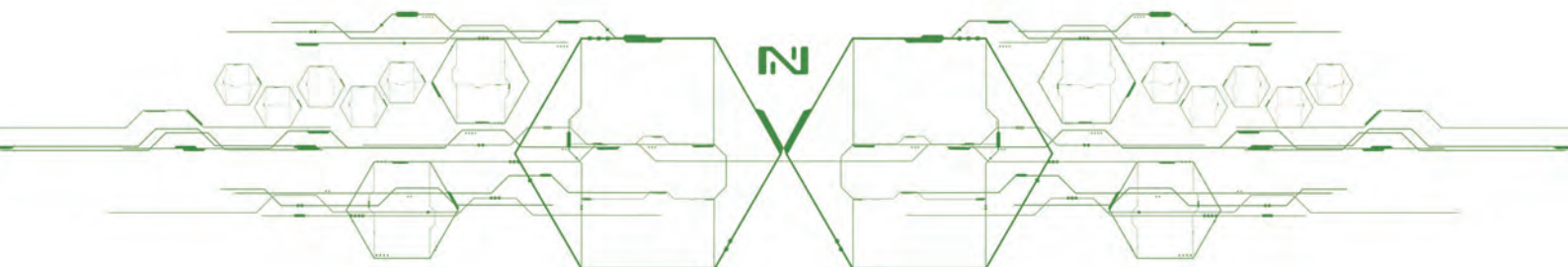
MOV	CC	BS	PH	WIP	ARM	BTS	W	S	LI
4-4	13	12	10	12	1	0	1	2	10

Special Skills: Linkable
Combi Rifle | Pistol, Knife





BASIC RULES



BASIC RULES

The basic rules are one of the pillars of the general game mechanics; these are the rules all players must know in order to play. This chapter introduces a new rule called Coherency. This rule is needed to apply some new Special Skills and pieces of Equipment featured in this expansion of the Infinity ruleset. You will find also the rules needed to replace models and Markers when playing.

COHERENCY

Coherency is the game mechanic which allows management of several linked troopers acting together and simultaneously in the same Order while applying a rule, Special Skill, piece of Equipment, game state... that requires those troopers to stay in close proximity.

Coherency is determined by the **Zone of Control** of a specific trooper known as the Reference Trooper. The Reference Trooper can vary and is defined by each rule, Special Skill, piece of Equipment... which requires Coherency (for example, the *Team Leader* in the *Fireteam* rule, the *Controller* in the *G: Synchronized* Special Skill, the *Controller* in the *CivEvac* game state...).

To be in Coherency, the rest of the linked troopers must be inside the **Zone of Control** of the Reference Trooper.

DEPLOYMENT PHASE COHERENCY CHECK

In the *Deployment Phase*, the player can check Coherency, measuring the **Zone of Control** of the Reference Trooper to be sure the rest of the linked troopers are inside it.

After having checked Coherency, the player can adjust the placement of those troopers so they are all inside the **Zone of Control**.

However, this adjustment cannot be performed during the *Player Last Figure step* of the *Deployment Phase*.

INITIAL COHERENCY CHECK

» In the **Active Turn**, the player must check Coherency at the start of the Order, after having declared the first Short Skill of the Order, or the Entire Order, but before measuring movement, if he has declared any.

» In the **Reactive Turn**, the player must check Coherency after having declared the ARO, but before measuring movement, if he has declared any.

FINAL COHERENCY CHECK

In the **Active Turn** and the **Reactive Turn**, the player must check Coherency at the end of the Order, once the *Conclusion* has finished, after having performed any movement due to a failed *Guts Roll* or any other rule.

SIBYLLA'S ADVICE



To make the game faster, in those situations in which it is clear and evident that Coherency is kept (when the troopers are close to the Reference Trooper, and clearly inside his **Zone of Control**), it is not necessary to perform a Coherency Check, unless the adversary asks for it.

BREAKING COHERENCY

When a Coherency Check is failed, if a trooper is out of the Reference Trooper's ZoC, then Coherency is broken and its consequences are applied immediately, as stated by the rule, Special Skill, piece of Equipment... the player is applying.

BREAKING COHERENCY GAME EXAMPLE:

In the *Active Turn*, after declaring a Fireteam's first Short Skill of the Order, or Entire Order, any members out of Coherency with the *Team Leader* would leave the Fireteam and not be activated. Fireteam Bonuses would then be recalculated.

MODELS AND MARKERS REPLACEMENT

Occasionally, during a game, it is necessary to replace a *Game Element* like a trooper, or a piece of Equipment, with another model or marker due to a Special Skill, piece of Equipment, game condition, or scenario condition.

MATCHING DIAMETERS

If the trooper, or piece of Equipment, that replaces the original trooper, or piece of Equipment, possesses the same base size, then **the center of the base** of the new trooper, or piece of Equipment, must match the position of the center of the base of the original.

DIFFERENT DIAMETERS

However, some Special Skills, pieces of Equipment, game conditions, or scenario conditions require that the trooper be replaced by another model or Marker with a different *Silhouette Attribute* value and base size.

In such a case, the player has two options to choose from:

- » The player can opt to match the center of the new base with the center of the base of the original trooper it replaced.
- » The player can make the edge of the new base match the edge of the original base it replaced. As seen in the graphic, the arc of the circumference of the borders must coincide.

This allows, for example, the new trooper to gain contact with **Cover** that the trooper it replaced didn't have. In a similar way, this allows the new trooper to enter **Engaged state**.

However, this rule cannot be used to cancel the **Engaged state**.

Where the replacement is mandatory and inevitable, because of a rule, Special Skill, or piece of Equipment that has the *Obligatory* Label, the following must be taken into account:

- » If the diameter of the new base is wider than the surface, so the surface cannot support it, the trooper or piece of Equipment will fall.
- » If the space available is less than the volume determined by the silhouette template, then this trooper or piece of Equipment will enter the *Immobilized-2* state.

This state can only be cancelled if the conditions of the space in which is the trooper or piece of Equipment is in change and may not be cancelled in the usual manner defined by the state itself.

The Infinity Fireteams rule allows players to activate a team of troopers who support a single Team Leader, with less Order expenditure. There are several types of Fireteams.

Some troopers, who belong 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 troopers 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 troopers from Sectorial Armies.

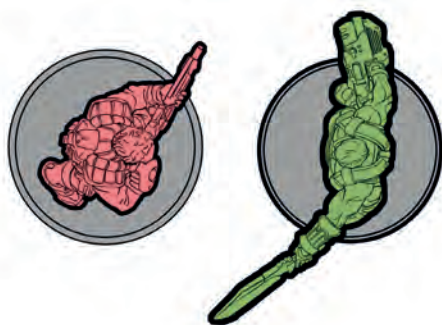
INFINITY FIRETEAMS

SUMMARY:

This rule allows the activation of groups composed of 2 to 5 models by consuming a single Order. These models must be in *Coherency* with 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. Fireteam leadership can alternate between its members; players can change the Leader when they declare a new Order.

BASES

MATCHING CENTER



BASES

MATCHING EDGES



FIRETEAMS: BASIC RULES

COMMON REQUIREMENTS

- » To use this rule, a player must field a *Sectorial Army List*, an Army List that specifies that Fireteams are available, or have a Special Skill, piece of Equipment or *Hacking Program* that allows its use.
- » A Fireteam can only be composed of those troopers where it is indicated that they are able to compose Fireteams.
- » A Fireteam must be composed of troopers belonging to the same unit, or of those that the *Sectorial Army List* specifies are able to do so. Some special Fireteams can ignore this Requirement, as specified in their description or in the *Sectorial Army List*.
- » The members of a Fireteam **must be in Coherency** (see page 11) with the *Team Leader*.
- » A trooper cannot simultaneously be part of more than one Fireteam.
- » All members of a Fireteam must belong to the **same Combat Group**.
- » The player must nominate one of the Fireteam members as the Team Leader, using a Team Leader Marker. (F: TEAM LEADER).

TEAM LEADER

The Team Leader is the **acting trooper** of a Fireteam with access to certain added properties. As we will see later on, the Team Leader determines the Order that all Fireteam members will declare, is the **Reference Trooper** for the **Coherency** rule the rest of the Fireteam members must respect, and is the trooper whose elimination causes the cancellation of the Fireteam, etc.

The Team Leader is not a fixed model, but can change from one Order to another as the player desires.

The Team Leader is identified by a Team Leader Marker (F: TEAM LEADER) or equivalent, depending on the type of Fireteam.

CREATION OF A FIRETEAM

- » During the **Deployment Phase**, placing a Team Leader Marker (F: TEAM LEADER), or equivalent, next to one of the troopers that meet the Requirements of this rule.

In that moment, the player can perform a *Deployment Phase Coherency Check* relative to the appointed Team Leader.

- » During the game, spending a **Command Token** and placing a Team Leader Marker (F: TEAM LEADER) next to one of the troopers that meet the Requirements of this rule.
- » When a Fireteam is created, the player must declare which troopers are members of it.

CHANGING THE TEAM LEADER

Players establish the Team Leader during the *Deployment Phase*, when the Fireteam is created. However, players can change the Team Leader during the game.

Changing the Team Leader allows any Fireteam member to act in the moment their Special Skills, weaponry, or Equipment are most required.

In the *Active Turn*, a player can change the Team Leader by placing the Team Leader Marker next to the Fireteam member he wishes to activate when declaring the first Skill of an Order.

FIRETEAMS IN THE ACTIVE TURN

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

FIRETEAM ACTIVATION IN ACTIVE TURN

- » During the *Active Turn*, all troopers who are part of a Fireteam activate with a single Regular Order from the *Order Pool* of their *Combat Group*.
 - » However, all members of a Fireteam **must declare the same Order**, declaring the same Short Skills of the Order or Entire Order as the Team Leader.
- Any Short Skills of the Order, or Entire Order, a Fireteam member cannot perform are considered an **Idle**. However, troopers will perform the Short Skills of that Order they are able to perform. In this situation, the other Fireteam members will perform their Order normally.
- » After declaring the Team Leader's first Short Skill or Entire Order the player must perform an *Initial Coherency Check* to know how many members the Fireteam has.

- » A Fireteam grants a **single ARO** to each enemy trooper within LoF or ZoC.

So, each enemy trooper will be able to declare a single ARO against only one of the Fireteam members who are in their **LOF or ZoC**.

- » At the end of the Order the player must perform a *Final Coherency Check*.

REMEMBER

Any members that break Coherency are no longer part of the Fireteam (see *Integrity of a Fireteam*, page 15).

FIRETEAM ORDER: SKILLS CLASSIFICATION

Declaring Orders for a Fireteam works differently, and is limited to a specific combination of Skills.

Specific skill combinations compose a Fireteam Order. These skills are grouped into three different classifications depending on their effects: Movement Skills, Support Skills and Evasion Skills.

To declare a Fireteam Order, players can only use the specific skill combinations shown in the Fireteam Order Chart.

FIRETEAM ORDER: SKILL COMBINATIONS

Movement Skill

Movement Skill + Movement Skill

Movement Skill + Evasion Skill / Evasion Skill + Movement Skill

Movement Skill + Support Skill / Support Skill + Movement Skill

Evasion Skill

Support Skill

MOVEMENT SKILLS

This classification includes all the Movement Short Skills (except *Discover*), and the Entire Order Skills: *Cautious Movement*, *Climb*, and *Jump*.

When declaring a Movement Skill, the Team Leader and all Fireteam members perform said Movement.

Entire Order Movement Skills cannot be combined with other Skills.

EVASION SKILLS

This classification includes the *Dodge* and *Reset* Short Skills, and the *Change Facing* and *Engage* AROs.

When declaring an Evasion Skill in the *Active Turn*, the Team Leader and each Fireteam member performs the corresponding roll.

SUPPORT SKILLS

This classification includes the Skills not specified in the previous classifications. Basically, this includes the Short Movement Skill *Discover*, all the Short Skills (except the ones stated in the *Evasion* classification), and all the Entire Order Skills that are not Movement Skills.

This category also includes scenario Short Skills, such as "Activate Console" or "Deploy and Activate Beacon".

When declaring Support Skills, only the Team Leader performs the roll and applies the effects. The rest of the Fireteam members do not perform any Roll or apply their effects, but they give the Team Leader certain bonuses determined by the number of Fireteam members.

FIRETEAMS
IN THE REACTIVE TURN

» In the *Reactive Turn*, **all the Fireteam members** (the Team Leader and the rest of the members) **have all the bonuses that being part of a Fireteam provides** (depending on the number of troopers that compose the Fireteam).

» Also, in ARO, each Fireteam member performs rolls and applies their effects

» In the *Reactive Turn*, all the Fireteam members have their own ARO to any Order declared in that member's *LoF* or *ZoC*. However, the declared ARO must be **the same for all of the reactive members, which is called the Fireteam's ARO**.

Players must consider the *Fireteam's ARO* to be the one declared by more than half of the declaring ARO Fireteam members. Consequences for deviating from the *Fireteam's ARO* can be checked in *Fireteam Integrity* (see page 15).

» After declaring the *Fireteam's ARO* the player must perform an *Initial Coherency Check* to know how many members the Fireteam has.

» Any members that break *Coherency* are no longer part of the Fireteam (see *Fireteam Integrity*, page 15).

» Against Coordinated Orders, *G: Synchronized*, other Fireteams, etc. each Fireteam member will be able to choose a different trooper to react as an ARO, but the ARO declared must be the same for the entire Fireteam.

» At the end of the Order the player must perform a *Final Coherency Check*.

FIRETEAM BONUSES

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

TWO MEMBER FIRETEAM BONUS

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

» During the *Active Turn*, the two troopers activate with a single Regular Order.

» A Fireteam of two members provides **a single ARO** to each enemy trooper within *LoF* or *ZoC*.



THREE MEMBER FIRETEAM BONUS

BURST SUPPORT BONUS

(AUTOMATIC SKILL)

Optional.

EFFECTS

- » In the **Active Turn**, the *Team Leader* can apply a +1 bonus to the *Burst (B)* value of his **BS Weapons**.

Thanks to this bonus, in the *Active Turn* a trooper with a **Direct Template Weapon** (Chain Rifle, Light Flame-thrower...) may place the Template twice per declaration, even against different targets.

In order to **Dodge several Direct Templates** placed in a single Order, the target must pass a single Normal *PH* (or *PH-3*) Roll. If successful, all Templates are dodged.

- » In the **Reactive Turn**, all the Fireteam members benefit from this bonus. However, all the *BS Attacks* of that member's *Burst* must be performed against the same target.

- » In both the *Active* and *Reactive Turn*, weapons with different *Shooting Modes* must use the same type of Shooting Mode for the whole *Burst*.

- » The +1 *B* bonus is not applicable when the attack is an **Entire Order Skill** (*Intuitive Attack*, *Speculative Fire*...).

- » If the trooper uses this bonus with **Disposable Weapons with limited ammunition** (such as the Panzerfaust, for example), then benefiting from the +1 *B* bonus means expending one additional munition.

For example, a trooper with a Panzerfaust (a weapon with *B* 1 and two munitions) using the bonus would make an attack with *B* 2, thus consuming in a single Order the two projectiles this weapon has. The Panzerfaust will be unloaded then, so the player would place an Unloaded Marker beside the trooper.

- » In the **Reactive Turn**, this +1 *Burst* bonus is not stackable with other bonuses or *Burst MODs* provided by other rules, Special Skills, Equipment, or *Hacking Programs*, except for those who specify state otherwise.

- » This bonus is cumulative with the two member bonus.

FOUR MEMBER FIRETEAM BONUS

- » In the *Active Turn*, the *Team Leader* obtains the **Sixth Sense L2** Special Skill.

- » In the *Reactive Turn*, all Fireteam members benefit from this bonus.

- » This bonus is cumulative with the two and three member bonuses.

FIVE MEMBER FIRETEAM BONUS

- » In the *Active Turn*, the *Team Leader* gains a +3 *MOD* to the Attribute used to perform **BS Attack** Rolls (either *BS*, *PH*, or *WIP*), and a +3 *WIP MOD* to **Discover** Rolls.

- » In the *Reactive Turn*, all the Fireteam members benefit from the same bonus.

- » This bonus is cumulative with the two, three, and four member bonuses.

FIRETEAMS AND CC

- » In **Close Combat**, whether in the *Active* or *Reactive Turn*, when several members are engaged in the same *CC*, **only** the *Team Leader* trooper will perform the *CC Roll*, gaining a *MOD* of +1 to his *B* and +1 to the *PH Attribute* for *Damage* for each Fireteam member *Engaged* with the adversary.

- » Other friendly troopers engaged in that *CC*, who are not members of his Fireteam don't provide any bonus to the *Team Leader*.

- » In the *Reactive Turn*, if the *Team Leader* is not engaged in that *CC*, the player must choose one of the Fireteam members who are engaged in it to perform the *CC Roll*, gaining the correspondent *MODs* for each other Fireteam member engaged in that *CC*.

- » In *ARO*, the enemy will be able to target any Fireteam member engaged in the *CC*, but only one of them.

FIRETEAMS AND FURY CHARACTERISTIC

- » The *Fury Characteristic Frenzy* will not activate while the trooper possessing it is part of a Fireteam. If that trooper leaves the Fireteam, he will return to the *Impetuous* or *Non Impetuous* state he was in before being part of the Fireteam.

- » Troopers with the *Frenzy* *Fury Characteristic* who are in the *Impetuous* state, or with the *Impetuous* or **Extreme Impetuous** *Fury Characteristics*, are *Non Impetuous* while part of a Fireteam. Once such troopers leave the *Fireteam* they return to their *Impetuous* or *Extreme Impetuous* state.

- » Any Fireteam that is an exception to this rule will specify this in its description.

FIRETEAM INTEGRITY

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

- » If the trooper enters or is in the *Isolated* or any *Null* state.
- » When the trooper breaks *Coherency* with the *Team Leader*.
- » If the trooper is *Irregular* and uses its *Irregular Order*.
- » If the trooper is the *Lieutenant* and spends the *Lieutenant Special Order*.
- » If the trooper activates or is in a state that allows it to be substituted by a Marker (*Camouflage*, *TO*, *Impersonation*, *Holoecho*...), unless a *Special Skill*, piece of *Equipment* or some *Scenario Rule* indicates otherwise.
- » If the trooper enters the *Suppressive Fire* state.

If a *Command Token* or some *Special Skill*, *Equipment*, or *Special Scenario rule* is used to move the trooper to a different *Combat Group*.

- » Only in the **Reactive Turn**, if the trooper declares any type of *ARO* different from the *Fireteam's ARO*, the one declared by all the Fireteam members.

When any Fireteam member declares an *ARO* different from the *Fireteam's ARO*, then the players must consider the *Fireteam's ARO* to be the one declared by more than half of the declaring *ARO Fireteam* members.

For example, in a five member Fireteam where only three of them declare an ARO, if two members declare one kind of ARO, and the third one declares a different ARO, this member will automatically leave the Fireteam.

When there is no majority of ARO, for example, if the three members each declare a different ARO, then the player can choose which one is considered to be the *Fireteam's ARO*, while the other two members will automatically leave the Fireteam.

In any of the above cases, the trooper stops being part of the Fireteam the moment the Order is declared, or when the case says. Consequently:

- » In the **Active Turn**, that trooper is not activated by the Fireteam's Order, so is considered inactive for ARO purposes.
- » In the **Reactive Turn**, that trooper is not able to benefit from the advantages of being in a Fireteam.

When one or more members leave the Fireteam, the player must recalculate the number of members to check if a *Fireteam Cancellation* occurs, or to determine the bonus available to the members during that Order if enough remain to compose a Fireteam.

If the Fireteam has not been cancelled, then the troopers who left will automatically be able to **rejoin it** if they are again in *Coherency* with the Team Leader during the *Order Count* phase of their next *Active Turn*.

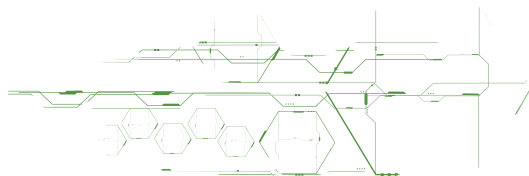
FIRETEAM CANCELLATION

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

- » If the Team Leader goes into the *Isolated* state or any *Null* state. The cancellation occurs automatically at the end of the Order in which the Team Leader enters into one of those states.
- » If the Team Leader declares an ARO different from the *Fireteam's ARO*, the one declared by the rest of the Fireteam members. The cancellation occurs automatically at the end of that Order.
- » In case the number of members is reduced to fewer than the minimum required by its Fireteam type, either because they break the *Coherency* from the Team Leader, they enter the *Isolated* state or any *Null* state, or any other gaming condition that reduces the number of Fireteam members.
- » If a *Retreat!* situation occurs.
- » If the player uses a Command Token to compose another Fireteam of the same type, if that type of Fireteam is exclusive.
- » The Fireteam can be cancelled voluntarily by the player, with no expenditure of Orders or Command Tokens.

FIRETEAM EXAMPLE. MOVEMENT SKILL

During their *Active Turn*, two members of the five Alguacil Fireteam are on a broken skyway, so they would need to declare the Entire Order *Jump* in order to keep moving. Their player declares *Jump* as Fireteam Order. The two Alguaciles on the skyway will perform the jump, but the rest will not need to jump and will instead declare an *Idle*.



FIRETEAM EXAMPLE. SUPPORT SKILL

During the *Active Turn*, a Fireteam of five Alguaciles declares the first Short Skill of their Order: *Move*. The Team Leader is a *Hacker*, so he declares *Hacking* as second Short Skill of the Order. This is a Movement + Support Skills combination. In this case, the Team Leader has not declared a *BS Attack*, so the rest of the Fireteam members cannot provide any bonus. Moreover, the other Alguaciles are not *Hackers*, so they are considered to have declared an *Idle* Skill, and the Team Leader is the only one who acts. But, even if there were another *Hacker* in the Fireteam, this trooper would not act either, and the Team Leader would not receive any support.

With the next Order, the first Short Skill is declared: *Move*. After the corresponding *Initial Coherency Check* and the adversary's ARO declarations, the player declares the Second Short Skill of the Order: *BS Attack*. Once again, a Move + Support Skills combination. The Leader and the members of the Team move, but the Team Leader is the only one who performs the BS Rolls. As this is a Fireteam of five models, the Team Leader gets a MOD of +1 to B, and a MOD of +3 to BS.

If the Discover skill would have been declared instead of BS Attack as the second Skill of the Order, then, the Team Leader would have been the only one to perform the WIP roll, receiving a +3 MOD to his WIP.

In any of the previous cases, the remaining Fireteam members were susceptible to receiving AROs from the enemy troopers within LoF or ZoC. In that case, the opponent would have performed Normal Rolls, because the Fireteam members could not perform any roll.

FIRETEAM EXAMPLE. EVASION SKILL #1

In the *Active Turn*, a Fireteam of five Alguaciles declares the first Short Skill of their Order: *Move*. After the corresponding ARO declarations, the player has to decide what will be the second Short Skill of the Order.

The Fireteam is in a situation where its Team Leader does not have LoF to any of the enemy troopers able to perform an ARO against the Fireteam. Each reactive trooper has only one ARO against the entire Fireteam. The Fireteam's player prefers to not risk declaring a *BS Attack*, which would allow some of the enemy troopers to perform Normal Rolls against the Fireteam members. Instead, he chooses to declare *Dodge*. So each Fireteam member performs a Face to Face Roll against the corresponding enemy troopers.

FIRETEAM EXAMPLE. EVASION SKILL #2

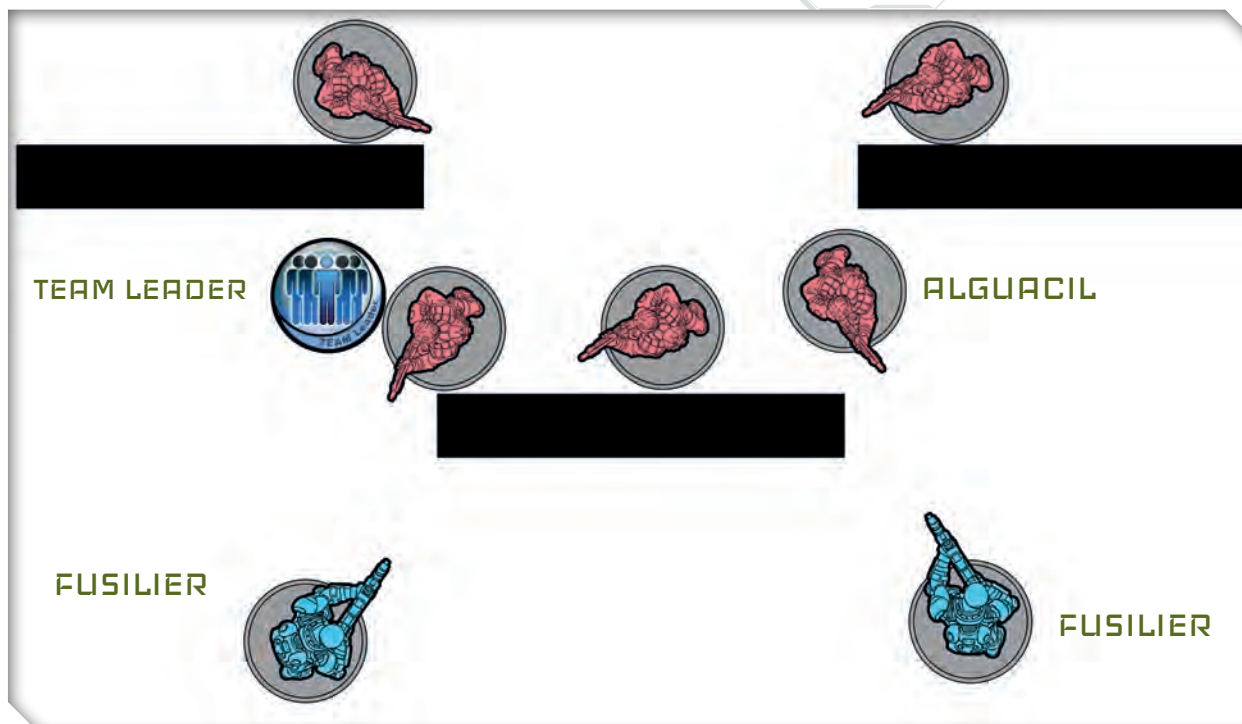
Let's suppose the opponents of the Fireteam were two Daturazi, and one of them declares an ARO BS Attack against the Team Leader with a Chain Rifle, while the other Daturazi will ARO BS Attack with a Combi Rifle against another Alguacil. In that case, the Team Leader will perform a PH Normal Roll, while the other Alguacil will have to perform a Face to Face Roll of PH against BS.

FIRETEAM EXAMPLE. SUPPORT/ EVASION SKILL

In the situation shown in the graphic, during the *Active Turn*, the Alguacil Fireteam has declared *Move* as the first Short Skill of the Order. The opponent has declared *BS Attack* as an ARO with his two Fusiliers, with the Fireteam only providing one ARO to each of them.

Here, the Team Leader has no LoF to the Fusilier on the right, so he could only declare a Face to Face Roll of BS Attack against the Fusilier on the left.

Now, the player must decide if his Team Leader declares *BS Attack* (Support) to face the Fusilier on the left, which would allow the other Fusilier to perform a *BS Attack* with a Normal Roll against one of his Alguaciles. Alternatively, he can declare *Dodge* (Evasion), so all Fireteam members could *Dodge*, performing two



TEAM LEADER

ALGUACIL

FUSILIER

FUSILIER

FIRETEAM EXAMPLE

SUPPORT/ EVASION SKILL

Face to Face Rolls (one for the Team Leader and one for the threatened Alguacil) against the *BS Attacks* of the Fusiliers.

FIRETEAM EXAMPLE.
TEAM LEADER CHANGE #1

In the *Active Turn*, the player with the Fireteam of five Alguacils wants to perform an attack against the enemy. So, with his new Order he declares the Team Leader will be the Alguacil model carrying the HMG, and he places the Team Leader Marker beside it. Then, after declaring the first Short Skill of the Order, the player performs an *Initial Coherency Check*, verifying which other Fireteam members are in *Coherency* with the new Team Leader. As one of the Fireteam members is too far away, it is now out of the Fireteam, so the player can only activate four troopers with the Order and the Team Leader could only apply the bonuses from a Fireteam of four troopers, instead of the Fireteam of five members.

FIRETEAM EXAMPLE.
TEAM LEADER CHANGE #2

The Fireteam of five Alguacils has suffered a casualty, who is in the *Unconscious* state. With a new Order, the player places the Team Leader Marker beside one of the Fireteam members who is a *Paramedic*. The player declares the first Short Skill of the Order: *Move*. Then, he performs an *Initial Coherency Check*, verifying that the other Fireteam members are in *Coherency* with the new Team Leader. All the Fireteam members move so that the *Paramedic* Alguacil is in base contact with the *Unconscious* trooper. With the second Short Skill of the Order, the *Paramedic* Alguacil uses his *MediKit*. Meanwhile, the rest of the Fireteam members, although activated by that second Short Skill, do not perform any actions, and are considered to have declared an *Idle*.

FIRETEAM EXAMPLE.
REACTIVE TURN #1

In the *Active Turn*, a Daturazi armed with a Chain Rifle spends his Order declaring a *BS Attack* against the five Alguacil Fireteam. The Nomad player determines that the Large Teardrop Template of the Chain Rifle will only affect three of his Alguacils (Numbered as 1, 2 and 3). If he declares *BS Attack* as an ARO, those Alguacils will need to perform an *ARM Roll*, so he decides to not risk them and declares *Dodge* as the ARO for those

three Alguacils, and also for Alguacil #4. This trooper, who is not affected by the Template, will use the *Dodge* Skill to get *Partial Cover*. Alguacil #5 doesn't declare an ARO as he already is in *Partial Cover* (See graphic).

FIRETEAM EXAMPLE.
REACTIVE TURN #2

During the *Active Turn*, an Auxilia and his Auxbot declare *Move* as the first Short Skill of the Order, in *LoF* of the five Alguacil Fireteam. The five Alguacils declare the same ARO, *BS Attack*, but three of them target the Auxilia and the other two the Auxbot. Thanks to the *G: Synchronized* Special Skill, the Auxilia and the Auxbot can choose different targets. The Auxilia declares the second Short Skill of the Order: *BS Attack* against Alguacil #1, and the Auxbot declares *BS Attack* as well, but against Alguacil #2. As the Alguacils belong to a five member Fireteam, they all can apply the corresponding bonuses.

Face to Face Rolls are performed between the Auxilia and Alguacil #1, who has a bonus *MOD* of +3 to his *BS* Attribute and also +1 to the *Burst* of his weapon in ARO, so he will shoot twice. As the Auxbot attacks with a Direct Template weapon, Alguacil #2 performs two *BS* Normal Rolls, thanks to the bonus of +1 to the *Burst* of his weapon in ARO. Alguacil #2 also gains a *MOD* of +3 to his *BS*, but he will have to make an *ARM Roll* for being hit by the Direct Template weapon. The other Alguacils, who perform Normal Rolls as they are not being attacked, will also apply the bonuses to their *BS Attack* AROs (See graphic).

FIRETEAM EXAMPLE.
CC VS MARTIAL ARTS L5

During their *Active Turn*, a Fireteam of three Alguacils declares a *Movement+CC Attack* Order against Miyamoto to Mushashi, who has the Special Skill *Martial Arts L5*. Only the Alguacil designated as Team Leader will be able to perform the *CC Attack*, receiving a bonus of +1 to *B* per each Fireteam Member engaged in *CC*. Miyamoto decides to apply the level 5 of Martial Arts which allows him to equal the *B* of the Alguacil designated as Fireteam Leader.

FIRETEAM EXAMPLE

REACTIVE TURN #1

alguacil 5

alguacil 4

Large
Teardrop
Template

alguacil 3

alguacil 2

Datur azi

alguacil 1

BASIC RULES

alguacil 3

alguacil 4

alguacil 5

TEAM LEADER

alguacil 2

Large
Teardrop
Template

FIRETEAM EXAMPLE

REACTIVE TURN #2

alguacil 1

Auxilia

Auxbot

FIRETEAM EXAMPLE. FIRETEAM INTEGRITY IN THE REACTIVE TURN

In the *Active Turn*, a Fusilier armed with a Missile Launcher declares a *BS Attack* against an Alguacil from the fire Alguacil Fireteam. However, this *Attack* is performed in *LoF* of the Team Leader and the three other members of that Fireteam. The Team Leader and these three Alguaciles declare their AROs, *BS Attack* (applying the support bonuses). But the targeted Alguacil declares *Dodge*, so he is automatically out of the Fireteam, because his ARO is different than the one declared by the rest of the Fireteam members. Therefore, the Nomad player only can use the Support bonuses of a four member Fireteam.

In the previous situation, if the Team Leader had declared an ARO different from the Fireteam's ARO, the one declared by the other three Fireteam members, then he would automatically leave the Fireteam, and it will be cancelled at the end of that Order.

EXAMPLE OF ORDER SPENDING AND ARO PROCEDURES (FIRETEAM IN THE ACTIVE TURN)

1. The active player places the Team Leader Marker besides the trooper he wants to be the Team Leader during that Order. Then he declares the first Short Skill of the Order. Next, he also checks the number of members that are in *Coherency*, being inside the *ZoC* of the Team Leader, performing an *Initial Coherency Check*.
2. The reactive player declares the AROs of all his troopers possessing *LoF* to, or who are in *ZoC* of any Fireteam member (Each enemy trooper gets only one ARO against the whole Fireteam).
3. The active player declares the second Short Skill of the Order.
4. The reactive player declares the AROs of any troopers who gain *LoF* or are now in *ZoC* of any Fireteam member due to the second Short Skill of the Order.

5. If the active player declared a Support Skill, then he applies the corresponding bonuses determined by the number of Fireteam members. Both players roll any required dice.
6. At the end of the Order, once the *Conclusion* has finished, after having performed any movement due to a failed *Guts Roll*, the active player performs a *Final Coherency Check*, to check if a *Fireteam Cancellation* happens.

FIRETEAM AND SUPPRESSIVE FIRE STATE

A trooper stops being part of a Fireteam if he enters the *Suppressive Fire* state.

Moreover, a trooper's *Suppressive Fire* state is cancelled when joining a Fireteam.

FIRETEAM GAME EXAMPLE

[Fireteam Creation] In the Deployment Phase, the Nomad player deploys five Alguaciles on the game table, placing a Team Leader Marker beside one of them. Next, he performs a *Deployment Phase Coherency Check*, verifying if the other Alguaciles are inside the Team Leader's ZoC. As one of them is not, the player moves it, placing the model inside the Team Leader's ZoC. The PanOceanian player, in his *Deployment Phase*, places his five Fusiliers in a cluster and places the Team Leader Marker beside one of them, checking that the others keep the *Coherency* rule, being inside the Team Leader's ZoC. As all of them are inside the ZoC, the PanOceanian player doesn't need to move any of his Fusiliers.

[Fireteam Order: Movement + Movement] During his *Active Turn*, the Nomad player spends one Order on his Alguacil Fireteam to declare *Move + Move*, as they are out of their enemies' LoF. With only one Order he activates the five Alguaciles and all of them declare the same Order, performing the same two Short Movement Skills.

[Fireteam Order: Team Leader Change; Movement (Climb)]

With his next Order, the Nomad player changes the Fireteam's leadership, placing the Team Leader Marker beside Alguacil #1, who is armed with a HMG. In the same Order, as the Nomad player is interested in two of his Alguaciles reaching an elevated position, the new Team Leader declares *Climb*. Then, the player performs an *Initial Coherency Check*, confirming all Alguaciles are in *Coherency*. Both Alguaciles climb, while the rest of the Fireteam members, even though activated by the same Movement Skill, don't do anything, and are considered to have declared an *Idle*. At the end of the Order, the player performs a *Final Coherency Check*.

[Fireteam Order (Movement + Support) against Fireteam ARO (Support)]

With a new Order, the Alguacil Team Leader declares *Move*, but now the PanOceanian player can declare an ARO as two members from his Fusiliers Fireteam have LoF to the Alguaciles. Both Fusiliers declare a *BS Attack* ARO, but each of them can only choose one of the Alguaciles as a target. Fusilier #1 chooses Alguacil #1 (Team Leader, armed with a HMG) and Fusilier #2 chooses Alguacil #2 (Combi Rifle). Since they are part of a five member Fireteam, they get all the bonuses of a five member Fireteam in ARO, too. In this situation they can use the *MOD* of +3 to *BS* and the *MOD* of +1 to *B*.

The Nomad player now has to choose between Support or Evasion. If he declares Evasion, and wins the Face to Face Rolls, he could avoid the *BS Attacks* against both troopers, but this will not remove the threat. If he uses Support and declares a *BS Attack*, he will apply the bonuses to the Team Leader, but Fusilier #2 will perform two Normal Rolls against Alguacil #2, who can neither declare a *BS Attack* nor *Dodge* as he will be providing Support to his Team Leader.

Finally, he decides to risk it and declares a *BS Attack*, applying the Support bonuses for a five member Fireteam (*MOD* of +3 to *BS* and *MOD* of +1 to *B*). He decides to share the Team Leader's Burst 5 (HMG's B 4 and the Support bonus +1 to B) between both Fusiliers, with three Face to Face *BS Attacks* against Fusilier #1 and two *BS Attack* Normal Rolls against Fusilier #2.



Fusilier #2, thanks to the bonuses provided by Support, can shoot in ARO with *Burst 2* (Combi Rifle in ARO: *B 1* and a Support bonus of +1 to *B*) and with better accuracy (Support bonus +3 to *BS*). He succeeds in his two Normal Rolls against Alguacil #2, who fails one *ARM* roll and enters the *Unconscious* state.

On the other side, Alguacil #1 wins his Face to Face Rolls against Fusilier #1, who enters the *Unconscious* state as well after failing an *ARM* Roll. However, neither of Alguacil #1's *BS Attacks* against Fusilier #2 are successful.

[Fireteam Order (Movement + Support) against Fireteam ARO (Evasion)] The Nomad player has lost one of his Alguaciles, so he can now only use the bonuses of a four member Fireteam. With a new Order, he places the Team Leader Marker beside Alguacil #3, armed with a Combi Rifle + Light Grenade Launcher. In the same Order, he declares *Move* as the first Short Skill of the Order, but he only moves the new Team Leader, who gets *LoF* to Fusilier #2.

The PanOceanian player, guessing he is going to be attacked with the Light Grenade Launcher (which, thanks to the Support bonuses has *B 2*) decides to declare *Dodge*. The Fusiliers Fireteam now has only four members, so it can only apply the corresponding bonuses. The PanOceanian player declares *Dodge*, and thanks to the Support bonuses, the Fireteam members get the *Sixth Sense L2* Special Skill, so they will not apply the *MOD* of -3 to *PH* imposed on *Dodge* Rolls by Template Weapons if they do not have *LoF* to the attacker.

Alguacil #3 declares a *BS Attack* against Fusilier #2. He does not receive the +3 to *BS*, as he now belongs to a four member Fireteam, but he still has the +1 to *B*, so his Light Grenade Launcher has *B 2*. The player places the Circular Template over Fusilier #2 and checks whether this also affects Fusiliers #4 and #5. Now it is time to make the corresponding rolls to see how the situation is resolved...



TYPES OF FIRETEAM

FIRETEAM: CORE

This is the most versatile and powerful type of Fireteam, and the one which allows the highest number of members.

REQUIREMENTS

In addition to the Fireteam Common Requirements, a Fireteam: Core has to fulfill the following specific requirements:

- » Only those units specified on their *Sectorial Army List* can compose a Fireteam: Core.
- » To compose a Fireteam: Core, the minimum trooper number Requirement is **two**, and the maximum is **five**.
- » The player can only have a single Fireteam: Core on the game table, unless a Special Rule, Scenario Rule, or some Special Skill indicates otherwise.

EFFECTS

- » Fireteam: Core allows players to compose Fireteams of two, three, four, or five members.
- » This Type of Fireteam allows players to apply the two, three, four, or five member Fireteam bonuses, depending on how many members it has.
- » A Fireteam: Core is identified by the Team Leader Marker (F: TEAM LEADER).

CANCELLATION

In addition to the Cancellation conditions specified on the Infinite Fireteams rule, a Fireteam: Core is cancelled when it is reduced to less than two members.

FIRETEAM: DUO

The Fireteam: Duo is the smallest of all types of Fireteams, as it has only two members.

REQUIREMENTS

In addition to the Fireteam Common Requirements, a Fireteam: Duo has to fulfill the following specific requirements:

- » A Fireteam: Duo must be composed of a maximum of two troopers.
- » Both members of the Fireteam: Duo must belong to the same unit, or those combinations of units indicated on their *Sectorial Army List*.
- » One of the members must have the Special Skill **Fireteam: Duo**.

EFFECTS

- » Fireteam: Duo allows players to compose two member Fireteams.
- » This Type of Fireteam allows players to apply the two member Fireteam bonuses.
- » A Fireteam: Duo is identified by the Duo Leader Marker (F: DUO LEADER), which is the equivalent to the Team Leader of the Infinity Fireteams rule.
- » A player can have more than one Fireteam: Duo on the game table.

CANCELLATION

In addition to the Cancellation conditions specified in the Infinity Fireteams rule, a Fireteam: Duo is cancelled when it is reduced to less than two members.

FIRETEAM: DUO EXAMPLE. SUPPORT SKILL

On their *Active Turn*, a Fireteam: Duo of two Knights of Santiago declares the first Short Skill of the Order: *Move*. The Team Leader has a Spitfire, and declares a *BS Attack* as the second Short Skill of the Order. This is a combination of Movement + Support Skills. Both Knights of Santiago move, but only the Team Leader performs the *BS* rolls. Being a Fireteam: Duo, the Leader does not receive any *MOD*.

During their *Reactive Turn*, the Knights of Santiago Fireteam: Duo reacts in *ARO* declaring *BS Attack* against an enemy trooper activated by an Order. Being part of a Fireteam: Duo, both Knights of Santiago apply no *MOD* to their *B*.

FIRETEAM: DUO EXAMPLE. CC

Let's now suppose that during their *Active Turn*, a Fireteam: Duo of two Knights of Santiago had declared the *Movement + CC Attack Order* against an Alguacil. Only the Knight of Santiago designated as Team Leader will be able to perform the *CC Attack*, receiving a *MOD* of +1 to *B* bonus thanks to the other Knight of Santiago engaged in *CC*. If the Knight of Santiago succeeds the roll, then he can also apply the *MOD* of +1 to Damage provided by the other Knight.

FIRETEAM: ENOMOTARCHOS

The medium size of the Fireteam: Enomotarchos allows the deployment of several teams on the battlefield.

REQUIREMENTS

In addition to the Fireteam Common Requirements, a Fireteam: Enomotarchos has to fulfill the following specific requirements:

- » Only those units specified on their *Sectorial Army List* can compose a **Fireteam: Enomotarchos**.
- » At least one of the members of this Type of Fireteam must have the **Fireteam: Enomotarchos** Special Skill.
- » To compose a Fireteam: Enomotarchos, the minimum of troopers required is **two**, and the maximum is **four**.

EFFECTS

- » Fireteam: Enomotarchos allows players to compose two, three, or four member Fireteams.
- » This type of Fireteam allows players to apply the two, three, or four member Fireteam bonuses.
- » A Fireteam: Enomotarchos is identified by the Enomotarchos Marker (F: ENOMOTARCHOS), which is the equivalent to the Team Leader of the Infinity Fireteams rule.
- » A player can have more than one Fireteam: Enomotarchos on the game table.

CANCELLATION

In addition to the Cancellation conditions specified on the Infinity Fireteams rule, a Fireteam: Enomotarchos is cancelled when it is reduced to less than two members.

FIRETEAM: HARIS

Due its reduced size, the Fireteam: Haris is considered a support team to the main combat force. However this type of Fireteam can also take a more proactive role as an attack resource.

REQUIREMENTS

In addition to the Fireteam Common Requirements, a Fireteam: Haris has to fulfill the following specific requirements:

- » Only those units specified on their *Sectorial Army List* can compose a Fireteam: Haris.
- » At least one of the members of this Type of Fireteam must have the **Fireteam: Haris** Special Skill.
- » A Fireteam: Haris is composed of **two** or **three** members.
- » A player can only have a single Fireteam: Haris on the table, unless a Scenario Special Rule or some other Special Skill state otherwise.

EFFECTS

- » Fireteam: Haris allows players to compose two or three member Fireteams.
- » This Type of Fireteam allows players to apply the two or three member Fireteam bonuses.
- » A Fireteam: Haris is identified by the Haris Leader Marker (F: HARIS LEADER), which is the equivalent to the Team Leader of the Infinity Fireteams rule.

CANCELLATION

In addition to the Cancellation conditions specified on the Infinity Fireteams rule, a Fireteam: Haris is cancelled when it is reduced to less than two members.

FIRETEAM: TRIAD

The Fireteam: Triad is composed of highly coordinated and mixed combat units, used to perform joint operations with complementary units.

REQUIREMENTS

In addition to the Fireteam Common Requirements, a Fireteam: Triad has to fulfill the following specific requirements:

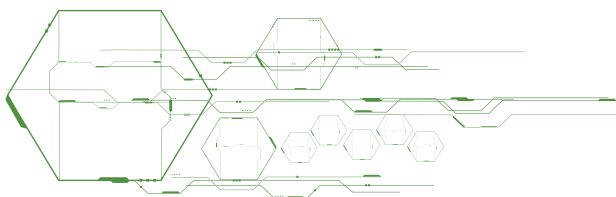
- » This Type of Fireteam can only be composed of troopers that have the **Fireteam: Triad** Special Skill, but it is not required for them to belong to the same unit.
- » To compose a Fireteam: Triad **three** members are required.

EFFECTS

- » Fireteam: Triad allows players to compose three member Fireteams.
- » This Type of Fireteam allows players to apply the two or three member Fireteam bonuses.
- » This Type of Fireteam can be used in Generic Army Lists, in addition to *Sectorial Army Lists*.
- » A Fireteam: Triad is identified by the Triad Leader Marker (F: TRIAD LEADER), which is the equivalent to the Team Leader of the Infinity Fireteams rule.
- » A player can have more than one Fireteam: Triad on the game table.

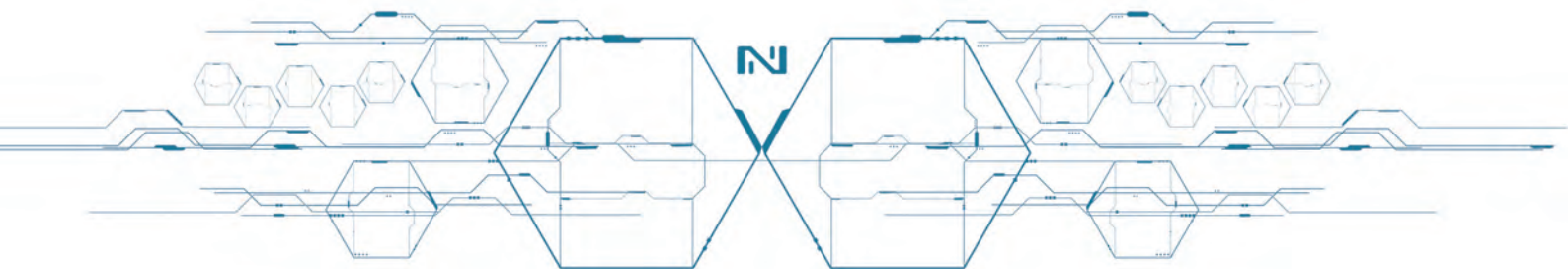
CANCELLATION

In addition to the Cancellation conditions specified on the Infinity Fireteams rule, a Fireteam: Triad is cancelled when it is reduced to less than two members.





SKILLS



COMMON SKILLS

Common Skills are those skills that any trooper can declare. Human Sphere adds the following to the list of Common Skills in the Infinity N3 ruleset

CASEVAC

This skill allows troopers to carry other figures that are in a *Stunned*, *Immobilized*, or *Unconscious* state.

CASEVAC

(SHORT SKILL)

Optional

REQUIREMENTS

- » Only models and not markers can perform this Common Skill. Any Marker which declares Casevac is automatically revealed.
- » Troopers must be in base to base contact with a friendly trooper in a *Stunned*, *Immobilized* (IMM-1 or IMM-2), or *Unconscious* state to declare Casevac. Some Scenario Special Rules may modify this.
- » A miniature will only be able to declare Casevac if it has a **PH value equal to or greater** than the PH value of the trooper it intends to carry. Troopers with the **Baggage** piece of Equipment can ignore this Requirement.

EFFECTS

- » This allows a trooper to activate the *Casevac* state.

In military terminology, a Casevac (Casualty Evacuation) refers to the transport and withdrawal of casualties from the field of battle employing non specialized personnel or medical vehicles.



SPECIAL SKILLS

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

SPECIAL SKILLS AND EQUIPMENT: LABELS

Like Common Skills, all Special Skills and pieces of Equipment have one or more **Labels** that quickly mark them as having certain game features. The **Labels** listed below are an expansion of the **Labels** series listed in the Infinity N3 rule book:

- » **Attack Tactic.** Identifies an aggressive type of Tactic.
- » **Support Attack.** Identifies a supportive type of Tactic.

SPECIAL SKILL LEVELS

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

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

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

CH: LIMITED CAMOUFLAGE

The owner of this Level Y of the Camouflage and Concealment Special Skill (CH) knows how to perform a camouflaged deployment, but once in the battle is not able to take advantage of the Camouflage and Mimetism techniques. There are several Levels of Camouflage and Hiding

IMPORTANT!

While the user of this Level is on Camouflage state, and only when he is on such state, the CH: Limited Camouflage automatically grants him the Surprise Attack, Surprise Shot L1, and Stealth Special Skills.

CH: LEVEL 4. LIMITED CAMOUFLAGE

(DEPLOYMENT SKILL)

Fire-Sensitive, NFB, Optional.

EFFECTS

- » During the *Deployment Phase*, allows the user to deploy in the *Camouflaged* state.
- » However, once the user is *Discovered* or reveals himself, he will not be able to return to *Camouflaged* state.
- » In the same way, once the user is *Discovered* or reveals himself, he cannot benefit from CH: *Camouflage* nor CH: *Mimetism* Special Skills (unless he possesses the CH: *Mimetism* Special Skill as well, so he can use it).

Some of the troops specialized in ambushing tactics abandon any concern for concealment once the combat starts. Usually this is blamed on an incomplete or lesser tactical instruction. However, it has been proven that on certain occasions it forms part of the unit's modus operandi. It's something that comes from a martial culture where the first strike is highly valued, a strike so effective and lethal that it decides the combat's outcome.

CHAIN OF COMMAND

The owner of this Special Skill is the next in the command echelon to the officer in command, being able to replace him if necessary during the combat operations.

CHAIN OF COMMAND

(AUTOMATIC SKILL)

Optional, Private Information.

REQUIREMENTS

- » The player can only activate this Special Skill when the *Lieutenant* enters the *Isolated* state or any *Null* state.
- » To be able to activate this Special Skill, the Chain of Command user must be placed on the game table as a model or as a Marker.

EFFECTS

- » This Special Skill allows its user to automatically become the new *Lieutenant* of the *Army List*.
- » Even if the previous *Lieutenant* recovers from the *Isolated* or *Null* state, the Chain of Command user will continue to be the *Lieutenant*.

"The highly hierarchical structure of the different military forces favors the decision making process during crisis moments, making it faster and more effective, while increasing the operative performance. This way, thanks to a pre-established hierarchy within the combat unit, the transference of authority to the most immediate subordinate happens naturally and automatically in case the leader of the team falls.

This system avoids the breaking of the chain of command and allows the unit to keep working without doubts or operative restrictions.



CORAHTAR DISCIPLINE

Those who master the Corahtar discipline are able to control others through the emission of pheromone pulses.

CORAHTAR DISCIPLINE LEVEL 1

(DEPLOYMENT SKILL)

Obligatory

REQUIREMENTS

- » To be able to use Level 1 of this Special Skill the *Troop Profile* must include the *SymbioMate* or *SymbioBomb* piece of Equipment.

EFFECTS

- » During the *Deployment Phase*, troopers possessing this Special Skill may assign *SymbioMates* or *SymbioBombs* to other troopers of their own army or to themselves, if they meet the *Requirements* for this piece of Equipment.

In the Tohaa culture, the Corahtar Discipline is a millennial technique to control inferior creatures and to intervene in the environment through pheromone emission. In its origin, this technique was used in the rural sphere, supporting farming activities, but soon warfare uses were found, developing a martial version of this discipline.

FIRETEAM: DUO

Troopers possessing this Special Skill can compose a *Fireteam* of two members if they belong to a *Sectorial Army List*.

FIRETEAM: DUO

(AUTOMATIC SKILL)

Optional.

REQUIREMENTS

- » The trooper possessing this Special Skill must belong to a *Sectorial Army List*, or have a Special Skill, piece of Equipment or *Hacking Program* that allows its use.
- » When used, the owner of this Special Skill must be part of that *Fireteam: Duo*.

EFFECTS

- » This Special Skill allows formation of a *Fireteam: Duo* following the rules of *Fireteam* composition.
- » It is not compulsory that the owner of this Special Skill be the *Team Leader* of the *Fireteam: Duo*.

Some troops are used to acting in pairs, working in perfect synchronization as one tactical element. This combat binomial tends to be formed by troops of the same quality, although within certain units a senior or veteran operative is in charge of the decision making on the ground, or is tasked with the instruction of the other member who tends to be a rookie operative. In penal units, this works as an imposed order, in which each member of the binomial is

responsible for the other. So if one of them disobeys the orders, both of them will be punished.

FIRETEAM: ENOMOTARCHOS

Troopers possessing this Special Skill can compose a *Fireteam* of up four members if they belong to a *Sectorial Army List*.

FIRETEAM: ENOMOTARCHOS

(AUTOMATIC SKILL)

Optional.

REQUIREMENTS

- » The trooper possessing this Special Skill must belong to a *Sectorial Army List*.
- » When used, the owner of this Special Skill must be part of that *Fireteam: Enomotarchos*.

EFFECTS

- » This Special Skill allows formation of a *Fireteam: Enomotarchos*, following the rules of *Fireteam* composition.
- » It is not compulsory that the owner of this Special Skill be the *Team Leader* of the *Fireteam: Enomotarchos*.

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.

FIRETEAM: HARIS

Troopers possessing this Special Skill can compose a *Fireteam* of up three members if they belong to a *Sectorial Army List*.

FIRETEAM: HARIS

(AUTOMATIC SKILL)

Optional.

REQUIREMENTS

- » The trooper possessing this Special Skill must belong to a *Sectorial Army List*.
- » When used, the owner of this Special Skill must be part of that *Fireteam: Haris*.

EFFECTS

- » This Special Skill allows formation of a *Fireteam: Haris*, following the rules of *Fireteam* composition.
- » It is not compulsory that the owner of this Special Skill be the *Team Leader* of the *Fireteam: Haris*.

The Haqqislamite army was the first to create and deploy minimum support and assistance units for their Fireteams. The Haris 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 Haris Fireteams, the other armies of the Sphere emulated the Haqqislamite forces, using the same tactical pattern, and keeping the term Haris for their respective NCO's.

FIRETEAM: TRIAD

Troopers possessing this Special Skill can compose a *Fireteam* of up three members.

FIRETEAM: TRIAD

(AUTOMATIC SKILL)

Optional.

REQUIREMENTS

- » Troopers possessing this Special Skill can only form a *Fireteam: Triad* with other troopers possessing this same Special Skill.
- » When used, the owner of this Special Skill must be part of that *Fireteam: Triad*.

EFFECTS

- » This Special Skill allows formation of a *Fireteam: Triad* following the rules of *Fireteam* composition.
- » It is not compulsory that the owner of this Special Skill be the *Team Leader* of the *Fireteam: Triad*.

The Tohaa are a very gregarious race, used to working as a team towards common objectives, and for which the number three is of great sociological relevance. This racial characteristic is reflected in their combat doctrine that favors quick formation of three member fireteams, able to perform at a high degree of competence even when they have different skills and training. However, there are also loners among the Tohaa, whose military specialization does not allow them to form part of a fireteam.

FORWARD DEPLOYMENT

This Special Skill marks troopers who move before the bulk of their own forces and take positions beyond the established allied lines.

FORWARD DEPLOYMENT LEVEL 2

(DEPLOYMENT SKILL)

Optional.

EFFECTS

- » The user of this Special Skill can deploy up to 8 inches beyond the limits of his *Deployment Zone*.
- » The bonus provided by this Level is not stackable with the bonus provided by the previous Level.

Some military units can be trusted to find and safely take advantageous forward positions in order to expedite contact with the enemy. These units rarely resort to anything but well-executed conventional deployment methods, but once on the ground they can unfurl both standard and special combat styles, with the added advantage of being always the first to reach the battlefield. These units differ from infiltration forces in two fundamental aspects: they do not rely on stealth and camouflage, and they operate in the no-man's-land immediately before enemy territory, where they act under the protective umbrella of their own artillery.

IMPORTANT

You cannot use Forward Deployment to deploy in base to base contact with another model, Marker, or mission objective.

FREE AGENT

The user of this Special Skill can be moved from one *Combat Group* to another.

FREE AGENT

(AUTOMATIC SKILL)

Optional.

REQUIREMENTS

- » This Special Skill can only be used in the **Tactical Phase** of the **Active Turn**, before the **Order Count**.

EFFECTS

- » During the **Tactical Phase** of the **Active Turn**, before the **Order Count**, the user of this Special Skill can be moved to a different **Combat Group**.

The term *Free Agent* designates troops who possess a unique innate or highly trained tactical talent that allows them to act within the combat unit with no fixed defensive or offensive position. A *Free Agent* will always try to locate where her presence becomes the most advantageous, supporting the troop or squad that needs her skills the most.



GHOST: JUMPER

Troopers with this Special Skill have several bodies available on the game table they can activate, jumping from one to another to always be in the thick of the action.

GHOST: JUMPER L1

(AUTOMATIC SKILL)

Obligatory.

REQUIREMENTS

- » The player must enlist either two or three *Proxies* available to a trooper with this Special Skill.
- » All the *Proxies* of a G: Jumper trooper must be in the same **Combat Group**, where they are counted as only **one** trooper.

EFFECTS

- » This Special Skill allows its user to have several troopers called **Proxies**.
- » A G: Jumper trooper provides a single Order no matter how many *Proxies* he has.
- » This Special Skill allows G: Jumper troopers to deploy two or three *Proxies*, applying any *Deployment* Special Skills they might have (*Airborne Deployment*, *Infiltration*...).

Players do not need to place the Active Proxy Marker in the *Deployment Phase*.

- » During the **Active Turn**, the G: Jumper trooper can activate any of his *Proxies* by placing the Active Proxy Marker beside the Proxy he wants to activate when declaring the Order.

The only Proxy that can perform the Order is the one with the Active Proxy Marker.

- » During the **Reactive Turn**, the G: Jumper trooper can activate a Proxy by placing the Active Proxy Marker beside it if an enemy trooper declares an Order in *LoF* or *ZoC*. This allows the Proxy to declare an ARO normally.

If an Order is declared in *LoF* or *ZoC* of several *Proxies* that belong to the same G: Jumper trooper, then his player can activate only one of them.

Inactive Proxies can react in ARO to any Order declared in *LoF* or *ZoC* by declaring *Change Facing*, *Dodge*, or *Reset*, if possible.

- » At the end of the Order in which a Proxy entered the **Isolated** state, or any **Null** state, the player can place the Active Proxy Marker beside any of the G: Jumper trooper's other *Proxies* which is not in *Isolated* state, or any **Null** state.

A G: Jumper trooper cannot activate a Proxy in *Isolated* state, or any **Null** state, until such state is cancelled.

If all the *Proxies* of a G: Jumper trooper are in *Isolated* state, or any **Null** state, then the G: Jumper will be considered a casualty until at least one of his *Proxies* recovers from such state.

G: Jumper: Deployment

In the *Deployment Phase* or during the game (if the *Proxies* possess any Special Skill which allows them to deploy during the game), the player must deploy all the *Proxies* of a G: Jumper at the same time, as if they were a single trooper.

G: Jumper and Victory Points

The player must count separately each *Proxy's Cost Attribute* value of its *Troop Profile*.

G: Jumper and AI Beacon

If the player has at least one *AI Beacon* that is not in *Isolated* state, or any *Null* state on the game table and all the *Proxies* of a G: Jumper trooper (no matter the *Combat Group* they belong to) enter a *Null* or *Isolated* state, then he can keep using the Order provided by the G: Jumper trooper. That Order will be added to the *Order Pool* of the *AI Beacon's Combat Group*.

The Order of the G: Jumper will be available only while the player has in any *Combat Group* at least one *AI Beacon* which is not in *Isolated* state, or any *Null* state. So, if the *AI Beacon* enters in a *Null*, *Disabled* or *Isolated* state, then the Order of the G: Jumper will be transferred automatically to any other *AI Beacon* from any *Combat Group* which is not in any of these states.

The *AI Beacon* has no effect on *Victory Points* for the *Proxies*, which will count normally.

G: Jumper and Lieutenant

If the G: Jumper trooper is the *Lieutenant* and all his *Proxies* enter the *Isolated* state, or any *Null* state, then that will result in a *Loss of Lieutenant* situation. This situation can be cancelled normally whether the player has an *AI Beacon* or not.

G: Jumper, Hidden Deployment and Camouflage and Hiding

Placing an *Active Proxy Marker* beside a *Proxy* that is in a *Marker* state (*Camouflage*, *TO*; *Impersonation*, *Holoecho*...) doesn't reveal the *Proxy*, because it is the type of Order or Short Skill of the Order declared which cancels those states.

The same happens with *Hidden Deployment*, activating the *Proxy* doesn't reveal the trooper. So, it is not required that the player place the *Active Proxy Marker* on the game table until the moment he spends the Order or ARO on the hidden trooper.

G: Jumper and Combat Groups

When a player moves a G: Jumper trooper from one *Combat Group* to another, he will move all the *Proxies*, as they are considered to be a single trooper in each *Combat Group*.

REMEMBER:

G: Jumper grants its user the **G: Remote Presence** Special Skill (see *Infinity N3*)

GHOST: JUMPER GAME EXAMPLE

The Posthuman Valentina Nero has 3 *Proxies* on the battlefield. A *Proxy Mk.2* (infiltrated *TO*) armed with a *MULTI Sniper Rifle*, a *Proxy Mk.3* (Heavy Infantry) with a *Spitfire* and a *Proxy Mk.1 Hacker*, placed in the *Deployment Zone*. Valentina decides to activate her infiltrated *Proxy*, placing the *Active Proxy Marker* beside it and declaring her Order: *Move + BS Attack*. The successful shots of her *Sniper Proxy* clear the path for her *Heavy Infantry Proxy Mk.3* with *Spitfire*. So, she places the *Active Proxy Marker* beside it and declares her next Order: *Move + Move*, taking up a good firing position with the *Heavy Infantry*. That is the end of the ALEPH player's *Active Turn*, with the *Active Proxy Marker* beside the *Heavy Infantry*.

Then, the *Active Turn* of her opponent begins. A *Hellcat* lands in the rearguard of the ALEPH player, in *LoF* of Valentina's *Inactive Proxy Mk.1 Hacker*, and in the *ZoC* of the *Proxy Mk.3*, which is the *Active Proxy*. Valentina has right to react with both *Proxies*, and decides to not jump into the *Proxy Mk.1 Hacker*, keeping the *Proxy Mk.3* as the *Active Proxy* and declaring its ARO: *Change Facing*. With this ARO, the *Hellcat* will be in the *LoF* of the *Proxy Mk.3*. Moreover, the *inactive Proxy Mk.1 Hacker* declares a *Dodge* ARO, to gain *Partial Cover* against the threat of the *Hellcat*. Both *Proxies* succeed in their respective rolls.

In the next Order, the *Hellcat* declares a *Move + BS Attack* Order, sharing the *Burst* between the *Inactive Proxy Mk.1 Hacker* and the *Active Proxy Mk.3*. Valentina declares a *BS Attack* ARO with the *Active Proxy Mk.3*, while the *Inactive Proxy Mk.1 Hacker* declares *Dodge*. The *Active Proxy Mk.3* has to make a *Face to Face BS Roll* against the *Hellcat*. While the *Inactive Proxy Mk.1* has to make a *Face to Face PH vs BS Roll*. However, the *Proxy* fails the *Dodge* and the *ARM Roll*, losing one *Wounds Attribute* point, but it is still in the game, thanks to the *V: No Wound Incapacitation* Special Skill.

GHOST: JUMPER GAME EXAMPLE 2

Let's suppose at the beginning of the *Active Turn*, the *Hellcat* landed in *LoF* of the *Inactive Proxy Mk.1 Hacker*, but out of *LoF* and *ZoC* of the *Active Proxy Mk.3*. Then, Valentina would only get an ARO with the *Inactive Proxy Mk.1 Hacker*. So the Posthuman decides to jump into it, places the *Active Proxy Marker* beside it, and declares a *BS Attack* ARO. The *Hellcat* now is threatened by the Normal *BS Roll* of the *Active Proxy Mk.1 Hacker*.

GHOST: JUMPER GAME EXAMPLE 3

Let's imagine now the *Inactive Proxy Mk.1* had entered the *Dead* state due the *BS Attack* of the *Hellcat*, removing the model from the game table. In a normal situation, that would be the end of the Posthuman, but as she has the G: Jumper Special Skill, and two *Proxies* which are not in *Null*, or *Isolated* state, then she can place the *Active Proxy Marker* beside one of them and keep playing.

GHOST: JUMPER GAME EXAMPLE 4

But let's suppose now that *Inactive Proxy Mk.1* in *Dead* state would be the Posthuman's last *Proxy*. In a normal

situation, that would mean the loss of the Order in the *Order Count* phase of her next *Active Turn*. However, the player has one *AI Beacon*, keeping the Order provided by Valentina.

GHOST: JUMPER GAME EXAMPLE 5

During the *Deployment Phase*, Valentina Nero, our intrepid Posthuman, decides to start playing with her Proxy Mk.2 (infiltrated TO) which is in the *Hidden Deployment* state. This state doesn't require players to place the model on the game table, and it is not necessary to place the Active Proxy Marker on the game table.

Those who possess Ghost: Jumper skills are entities, whether from artificial origin or not, whose consciousness inhabits the data net and can download themselves into different bodies called Proxies in order to interact with the physical world. The Posthumans related to ALEPH's Special Situations Section have at least two Proxies deployed on the battlefield in which they can download themselves and take part in the thrill of combat, being able to jump from one to another to always be in the thick of the action, or as a quick escape route.

GHOST: SERVANT

This Special Skill allows a *Doctor* or an *Engineer* to operate or repair remotely through the Skill's user.

G: SERVANT

(AUTOMATIC SKILL)

Obligatory.

REQUIREMENTS

- » Only troopers possessing the **Doctor** (any Level) or **Engineer** Special Skills can enlist G: Servant troopers in their *Army List*.

The player must identify which trooper each G: Servant trooper is linked to during deployment. They cannot be used by any other trooper.

- » The user of this Special Skill and its *Doctor/Engineer* must be in the **same Combat Group**, where both of them count as only **one trooper**.

EFFECTS

- » G: Servant troopers don't provide Orders to the *Order Pool*, and cannot receive Orders from their *Order Pool*.

However, they are always activated by the same Order as their *Doctor* (any Level) or *Engineer*.

- » The *Doctor/Engineer* and the G: Servant trooper **must declare the same Order**, declaring the same Short Skills of the Order. However, it is not compulsory that they have the same target.

If either trooper is not able to perform the Order (whether the Entire Order or both Short Skills of the Order), then that trooper will perform an *Idle*, while the other trooper will perform his complete Order normally.

If either trooper is not able to perform one of either Short Skills of the Order, then that trooper will perform only the Short Skill he is able to perform, and the other Short Skill will be an *Idle*. While the other trooper will perform his complete Order normally.

- » The *Doctor/Engineer* and the G: Servant trooper grant a **single ARO** to each enemy trooper in *LoF* or *ZoC*.

- » In the **Reactive Turn**, the *Doctor/Engineer* and the G: Servant trooper have their own ARO to any Order declared in their *LoF* or *ZoC*. However, the declared ARO must be the same for all of them.

- » **Close Combat.** In the *Active* or *Reactive Turn*, if only the *Doctor/Engineer* or the G: Servant trooper is engaged with an adversary then, applying the previous Effects, only that trooper will perform the *CC Roll*, or the correspondent Roll, while the other trooper will perform an *Idle*.

However, even in the *Active* or *Reactive Turn*, if the *Doctor/Engineer* and the G: Servant trooper are engaged with the same adversary, then only one of them will perform the *CC Roll*, getting a *MOD* of +1 to his *B* and +1 to the *PH* Attribute for *Damage* thanks to the other.

Other friendly troopers engaged in that *CC*, who are not the *Doctor/Engineer* or the G: Servant trooper don't provide any bonus.

In ARO, the adversary can only target one of them.

- » There is no limit to the operative **distance** between the *Doctor/Engineer* and the G: Servant trooper.

- » If the *Doctor/Engineer* enters the *Isolated* state, or any *Null* state, then the G: Servant trooper will enter the **Disconnected** state at the end of the Order that happened.

- » If the *Doctor/Engineer* is, or becomes, *Impetuous* or *Extreme Impetuous*, then his **Impetuous Order** also activates compulsorily activates the G: Servant trooper, which will be considered *Impetuous* or *Extreme Impetuous* as well.

- » A *Doctor/Engineer* can have more than one G: Servant troopers, but he can only activate them **one at a time**, applying all the previous conditions. Meanwhile, the other G: Servant troopers will be inactive.

- » G: Servant troopers possessing the **Airborne Deployment (AD)** Special Skill will be deployed with the same Order their *Doctor/Engineer* uses to deploy. In such situation, they must be deployed at the same time and on the same table edge segment, or the same Circular Template.

REMEMBER:

G: Servant grants its user the **G: Remote Presence** Special Skill (see Infinity N3)



G: Servant: Deployment

G: Servant troopers will be deployed at the same time their *Doctor/Engineer* is deployed as if they were a single trooper.

G: Servant and Remotes

It is not necessary to include a *Hacker* or TAG in the *Army List* to be able to enlist Remotes (REM) possessing G: Servant.

G: Servant and Doctor and Engineer Special Skills

Thanks to this Special Skill, a trooper with G: Servant can cancel the *Unconscious* state of another trooper, recover *STR* points, and perform all the capabilities of the *Doctor* and *Engineer* Special Skills, even though they lack them. However, when using this Special Skill, it will be the *Doctor/Engineer* who makes the corresponding Roll.

Players cannot apply the *Doctor/Engineer* Special Skills to different targets in the same Order. The *Doctor/Engineer* Special Skills can only be applied to one target per Order.

The G: Servant trooper must meet all respective requirements to use the *Doctor/Engineer* Special Skills remotely.

SIBYLLA'S ADVICE:

Usually, to allow the G: Servant trooper to reach the target, the *Doctor/Engineer* declares the Order, but doesn't perform it (which is considered an *Idle*), standing still in a safe place of the battlefield. Meanwhile, the G: Servant trooper performs the Order, moving until it reaches base to base contact with the target.

G: Servant, Coordinated Order and Fireteams

A G: Servant trooper and its *Doctor/Engineer* cannot be part of a Coordinated Order nor be a member of any type of Fireteam, unless specified otherwise.

G: Servant and Combat Groups

When a player moves a *Doctor/Engineer* from one *Combat Group* to another, he will also move any of his other G: Servant troopers, as they are considered to be a single trooper in each *Combat Group*.

G: SERVANT GAME 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 Yáožǎo, her G: Servant Remote, moves towards a Gūjiǎ in an *Unconscious* state, downed in the middle of the battlefield. A PanOceania Fusilier with LoF to the Yáožǎo declares a *BS Attack ARO* against it. Yie Yang then declares the second Short Skill of the Order, *Dodge*. The Yáožǎo must perform a Face to Face Roll, but not Yie Yang, as she is not being threatened, so players consider this to be an *Idle*. The valiant Yáožǎo wins the roll, dodging the enemy shot. Yie Yang spends a new Order, declaring *Move* as the first Short Skill of the Order. She moves until she reaches base contact with the *Total Cover*, while the Yáožǎo runs towards the Gūjiǎ. There is no ARO against them, so Yie Yang declares *Move* again as the second Short Skill of the Order. She stands still behind the *Total Cover* and the Yáožǎo moves up to its target. The next Order is to *Move + Engineer*, with the Yáožǎo reaching the fallen TAG while Yie Yang remains safe behind *Total Cover*, from where she performs the *WIP* Roll to repair by tele-presence through her reliable Yáožǎo, recovering one point of the *STR* Attribute of the fallen Gūjiǎ.

The effectiveness of medical assistance troops can be severely hindered by the difficulty and high level of risk that approaching fallen comrades through a crossfire implies. To minimize the risks and increase the odds of success, remote technologies have been developed, installed in highly mobile robotic platforms that can cross the battlefield and perform emergency interventions with higher efficacy and safety for themselves and their patients.

GHOST: SYNCHRONIZED

The user of this Special Skill does not have its own Order, but instead is activated by the same Order of its *Controller*, the trooper who has the G:Synchronized trooper as a *BS Weapon* option. A G: Synchronized trooper replicates the Orders performed by its *Controller*.

G: SYNCHRONIZED

(AUTOMATIC SKILL)

Obligatory.

REQUIREMENTS

- » The user of this Special Skill and its *Controller*, known as a *Synchronized Unit*, must be in the **same Combat Group**, where both of them count as only **one trooper**.
- » The user of this Special Skill must keep *Coherency* (see page 11) with its *Controller*.

EFFECTS

- » G: Synchronized troopers don't provide Orders to the *Order Pool*, and cannot receive Orders from their *Order Pool*.

However, they are always activated by the same Order as their *Controller*.

- » The *Controller* and the G: Synchronized trooper **must declare the same Order**, declaring the same Short Skills of the Order. However, it is not compulsory that they have the same target.

- » If either trooper is not able to perform the Order (whether the Entire Order or both Short Skills of the Order), then that trooper will perform an **Idle**, while the other trooper will perform his complete Order normally.

- » If either trooper is not able to perform one of either Short Skills of the Order, then that trooper will perform only the Short Skill he is able to perform, and the other Short

Skill will be an *Idle*. While the other trooper will perform his complete Order normally.

» The *Controller* and the G: Synchronized trooper grant a **single ARO** to each enemy trooper in *LoF* or *ZoC*.

» On the **Reactive Turn**, the *Controller* and the G: Synchronized trooper have their own ARO to any Order declared in their *LoF* or *ZoC*. However, the declared ARO must be the same for all of them.

» If the *Controller* has more than one G: Synchronized trooper, then this Special Skill works in the same way. In this situation, the *Controller* and all his G: Synchronized troopers are activated with the same Order.

» **Close Combat.** In the *Active* or *Reactive Turn*, if only one member of the *Synchronized Unit*, being the *Controller* or the G: Synchronized trooper, is engaged with an adversary then, applying the previous Effects, only that member will perform the *CC* Roll, or the correspondent Roll, while the other member will perform an *Idle*.

However, in the *Active* or *Reactive Turn*, if more than one member of the *Synchronized Unit* is engaged with the same adversary, then only one of them will perform the *CC* Roll, getting a *MOD* of +1 to his *B* and +1 to the *PH* Attribute for *Damage* for each additional member of the *Synchronized Unit* engaged in the *CC*.

If the members of the *Synchronized Unit* are engaged in separate *CC*s, it works in the same way: only one member in each *CC* will perform the *CC* Roll, or the correspondent Roll, getting a *MOD* of +1 to his *B* and +1 to the *PH* Attribute for *Damage* for each additional member of the *Synchronized Unit* engaged in that *CC*. Any member not engaged in *CC* will perform an *Idle*.

Other friendly troopers engaged in that *CC*, who are not members of the *Synchronized Unit* don't provide any bonus.

In ARO, the adversary can only target one of them.

» **Coherency.** In the *Deployment Phase*, the player can perform a *Deployment Phase Coherency Check* after having deployed a *Synchronized Unit*.

In the *Active* or *Reactive Turn*, when activating the *Synchronized Unit* with an Order or ARO, the player must perform an **Initial Coherency Check**.

In the *Active* or *Reactive Turn*, when finishing an Order or ARO, the player must perform a **Final Coherency Check**.

If the G: Synchronized trooper fails a *Coherency Check*, breaking *Coherency* with its *Controller*, then it will enter the **Disconnected** state immediately but before measuring movement, if he has declared any.

» If the *Controller* enters the *Isolated*, or any *Null* state, then the G: Synchronized trooper will enter the **Disconnected** state at the end of the Order that happened.

» If the *Controller* is, or becomes, *Impetuous* or *Extreme Impetuous*, then his **Impetuous Order** also activates the G: Synchronized trooper, which will be considered *Impetuous* or *Extreme Impetuous* as well.

» G: Synchronized troopers possessing the **Airborne Deployment (AD)** Special Skill will be deployed with the same Order their *Controller* uses to deploy. In this situation, they must be deployed at the same time and on the same table edge segment, or the same Circular Template.

REMEMBER:

G: Synchronized grants its user the **G: Remote Presence** Special Skill (see Infinity N3)

G: Synchronized: Deployment

G: Synchronized troopers will be deployed at the same time their *Controller* is deployed as if they were a single trooper.

G: Synchronized and Remotes

It is not necessary to include *Hacker* or *TAG* in the *Army List* to be able to enlist Remotes (REM) possessing G: Synchronized.

G: Synchronized, Coordinated Order and Fireteams

A G: Synchronized trooper and its *Controller* cannot be part of a Coordinated Order nor be a member of any type of Fireteam, unless specified otherwise

G: Synchronized and Combat Groups

When a player moves the *Controller* of a *Synchronized Unit* from one *Combat Group* to another, he will also move all other members of the *Synchronized Unit*, as they are considered to be a single trooper in each *Combat Group*.

G: Synchronized and Hacking Programs

If the player activates any *Hacking Program* which provides any *MOD* or state to the *Controller* of a G: Synchronized trooper (*Cybermask*, or *Kaleidoscope*, for example), then such *MOD* or state will also be applied to the G: Synchronized trooper.

G: SYNCHRONIZED EXAMPLE #1

In the *Active Turn*, the Auxilia Calvin, with his back against the exterior wall of a small building, sends his Auxbot, affectionately named "Hobbes", towards one of the building's corners while he moves towards the opposite corner. So, the first Short Skill of the Order is declared (*Move*) activating both figures. Then, an *Initial Coherency Check* is made and both models move in different directions. When arriving at the end of his movement, Calvin sees an enemy Alguacil who declares a *BS Attack* ARO against him. Meanwhile, "Hobbes" when arriving at the corner faces a Grenzer who reacts declaring a *BS Attack* 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 Alguacil, and "Hobbes" declares a *BS Attack* with its Heavy Flamethrower, placing the Large Teardrop Template over the unfortunate Grenzer (see Graphic). Next, a *Final Coherency Check* is made to verify that Hobbes is still inside Calvin's ZC.

Spending a single Order from the Order Reserve, Calvin and his Auxbot have attacked two different enemies.

G: SYNCHRONIZED EXAMPLE #2

Let's see what could happen if the situation was different. The Auxilia Calvin, with his back against the exterior wall of a small building, sends his little Auxbot "Hobbes" towards one of the building's corners while he goes towards the opposite corner. So, the first Short Skill of the Order is declared (Move) activating both figures, who move in different directions. When arriving at the end of his movement, Calvin doesn't see any enemies. Meanwhile, "Hobbes" when arriving at the corner faces two Alguaciles who both declare a *BS Attack* ARO against the Remote. With the second Short Skill, "Hobbes" declares a *BS Attack* with its Heavy Flamethrower, placing the Large Teardrop Template over the two Alguaciles. Meanwhile, Calvin declares he will perform a *BS Attack* too. Although he has no target in LoF, it's required that he declares a *BS Attack* to allow "Hobbes" to perform its *BS Attack*. (see Graphic).

G: SYNCHRONIZED.
CLOSE COMBAT EXAMPLE #1

In the Active Turn, the Auxilia Calvin and his Auxbot Hobbes engage in CC with an Alguacil. Both Auxilia and Auxbot declare a CC Attack, choosing Calvin to perform the CC Attack. The Alguacil declares a CC Attack ARO, targeting Calvin. A Face to Face Roll is made where Calvin gets a MOD of +1 to his B and +1 to the PH Attribute for Damage thanks to his Auxbot.

G: SYNCHRONIZED.
CLOSE COMBAT EXAMPLE #2

In the Reactive Turn, the Auxilia Calvin is engaged in CC with an Alguacil, without his Auxbot Hobbes. The Alguacil declares a CC Attack, targeting the Auxilia. Both Auxilia and Auxbot declare a CC Attack, but only Calvin performs the CC Attack, as the Auxbot is not engaged in CC with any enemy, and its ARO is considered as Idle.

The constant link capabilities of an operator and a synchronized unit allows a tactical understanding between both elements that provides superior control over the operations zone. The operator receives data through the synchronized unit's sensors, and the unit responds automatically to any order that the operator transmits via wireless signals, data link, or pheromonic connection.

HYPER-DYNAMICS

The user of this Special Skill gets a MOD to his rolls to dodge Attacks or to move in ARO. This Special Skill has several Levels.

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 center 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.

HYPER-DYNAMICS LEVEL 1

(AUTOMATIC SKILL)

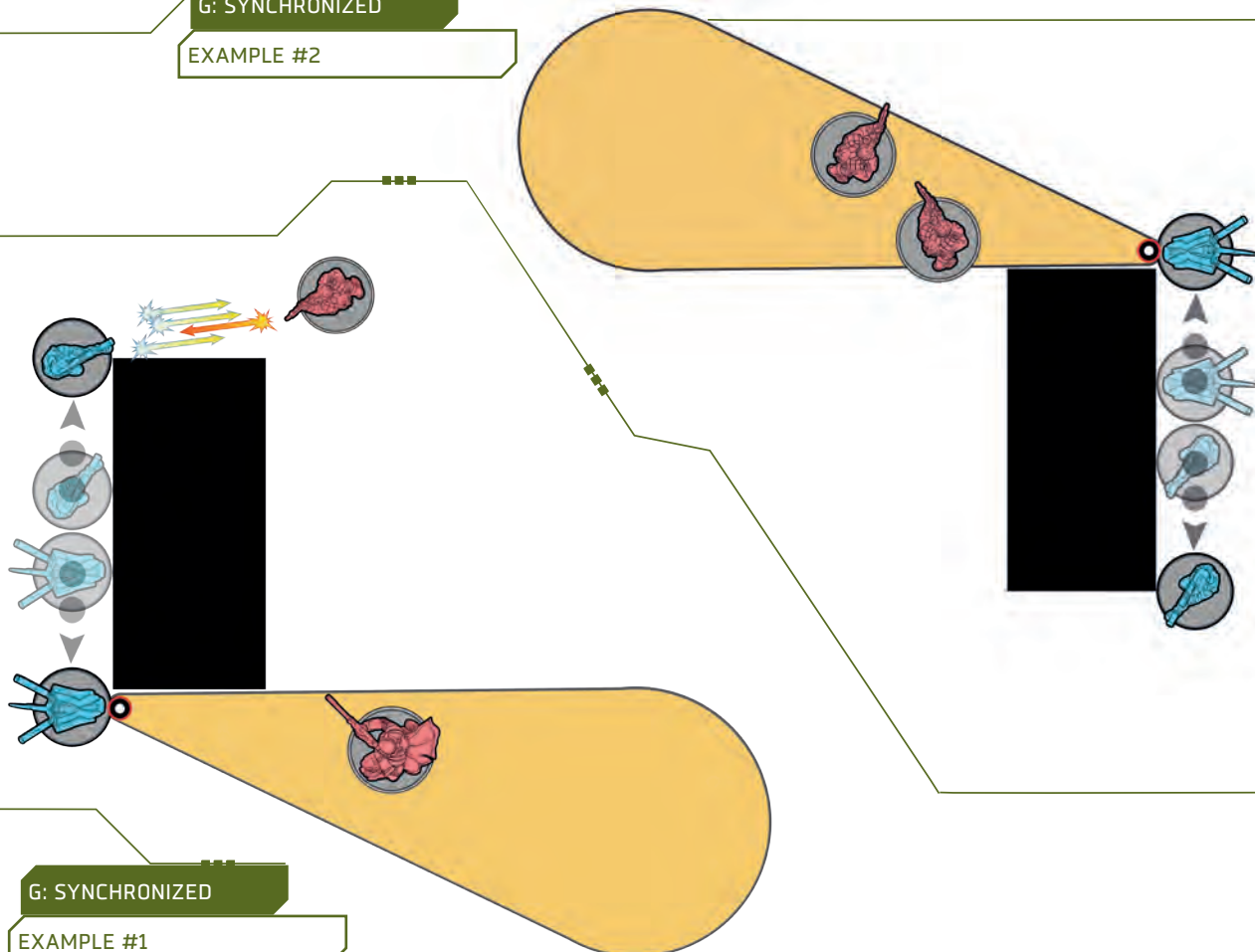
Optional.

EFFECTS

- > The user benefits from a +3 MOD to the PH Attribute when declaring the *Change Facing*, *Dodge* and *Engage* Skills.

G: SYNCHRONIZED

EXAMPLE #2



G: SYNCHRONIZED

EXAMPLE #1

HYPER-DYNAMICS LEVEL 2

(AUTOMATIC SKILL)

Optional.

EFFECTS

- » The user benefits from a +6 MOD to the PH Attribute for the purposes of *Change Facing*, *Dodge* and *Engage Rolls*.
- » The MOD provided by this Level is not stackable with the MOD provided by previous Level.

HYPER-DYNAMICS LEVEL 3

(AUTOMATIC SKILL)

Optional.

EFFECTS

- » The user benefits from a +9 MOD to the PH Attribute when declaring the *Change Facing*, *Dodge* and *Engage Skills*.
- » The MOD provided by this Level is not stackable with the MOD provided by previous Level.

LO-TECH

This Special Skill designates that units whose low technological level can be a weakness but also an advantage in the modern hyper-sophisticated combat environments. There are several non-inclusive versions of Lo-Tech.

LO TECH LEVEL A

(AUTOMATIC SKILL)

Obligatory.

REQUIREMENTS

- » For this Special Skill to activate, the user must lose all the *Wounds/STR* points of his **Full Power** Troop Profile

EFFECTS

- » The user substitutes his *Full Power Troop Profile* with the alternative version indicated on the Army List as **Battle Ravaged Troop Profile**.
- » Replace the user's model with his alternate form at the end of the Order in which he lost all the *Wounds/STR* Attribute points of his *Full Power Troop Profile*. From that moment on, the user adopts his alternate *Battle Ravaged Troop Profile*.

If the user does not have an alternate form model, place a Battle Ravaged Marker next to the user's model to represent his new status.

- » If the user lost more *Wounds/STR* Attribute points than all the *Wounds/STR* Attribute points of his *Full Power Troop Profile* during the Order, deduct the remainder from the *Battle Ravaged Troop Profile* at the end of the Order.

Even within the more advanced societies there are groups and individuals with less access to new technologies. However, the re-contact with Ariadna has provided a new dimension to this phenomena. The lost settlers of Planet Dawn use technologies that are completely outdated by today's standards. Because of this, within the Human Sphere, the term Lo-Tech is applied to any technology coming from Ariadna. The archaic technical solutions used by the Ariadnans are a subject of study among historians and paleoengineers, and are also a constant source of awe for the average citizen of the Sphere.

MECHANICAL TRANSMUTATION

The user of this Special Skill can transform at will into a different kind of trooper, with different Special Skills and abilities. Mechanical Transmutation allows its user to alternate freely amongst different *Troop Profiles* it might have.

MECHANICAL TRANSMUTATION

(AUTOMATIC SKILL)

Optional

REQUIREMENTS

- » When placing the user of this Special Skill on the table for deployment, the player must announce which *Troop Profile* it is using.
- » This Special Skill can only be used when its user declares the **Move** Short Movement Skill.
- » The space in which the user of this Special Skill declares the Mechanical Transmutation must have a height and width equal or greater than the Silhouette Template of the *Troop Profile* he is going to transmute into.

Otherwise, the trooper will be not able to perform the Mechanical Transmutation and he will perform an *Idle* instead.

EFFECTS

- » Mechanical Transmutation provides different *Troop Profiles* its user can use alternatively during the game.
- » The player can activate this Special Skill each time its user declares the **Move** Short Movement Skill.
- » When declaring **Move**, a trooper possessing Mechanical Transmutation can change from one *Troop Profile* to another shown in his Army List. This change is always performed **at the beginning of his Movement**, applying the new *Troop Profile* to the whole sequence of that Short Movement Skill.

This will affect the number of inches the trooper can move across the game table, depending on the *MOV* Attribute of the *Troop Profile* chosen by the player.

- » If there is not an alternative model to reflect the new *Troop Profile* used, then the player must place a Transmuted Marker beside the user of this Special Skill to reflect the change of *Troop Profile*.

- » The *Wounds/STR* Attribute points of a trooper possessing this Special Skill are shared among all of his *Troop Profiles*. So, the loss of *Wounds/STR* points from one of the *Troop Profiles* will be applied to the others, too.

MECHANICAL TRANSMUTATION GAME EXAMPLE

A Sù Jiàn in its Mobility Form *Troop Profile* declares a *Move + BS Attack Order*, announcing that he is also activating the Mechanical Transmutation Special Skill, changing to the Combat Form *Troop Profile*. The player must apply the replacement of the model and the *Troop Profile* to the whole Order. So, the Sù Jiàn will be in *Combat Form* during the whole Order applying the MOV and BS values of this *Troop Profile* to the *Movement* and *BS Attack* declared.

MECHANICAL TRANSMUTATION AND LOSS OF STR POINTS GAME EXAMPLE

A Sù Jiàn in its Mobility Form *Troop Profile* loses one point of his STR Attribute. This means he now has just one STR point remaining. When he declares a *Move Short Movement Skill*, announcing that he is also activating the Mechanical Transmutation Special Skill, and changes to the Combat Form *Troop Profile*, he will have only one STR point in this *Troop Profile*.

Adaptability within a changing combat environment is a very valued trait in units that must always operate under high risk and restricted situations. Because of this, the designers of war technologies have developed units able to transform themselves, altering their morphology depending on their role and the operative situation. These units alternate between their different tactical forms during the battle, taking the most suitable form for each combat situation, which maximizes their effectiveness and maneuverability.

METACHEMISTRY

This Special Skill provides its user with random advantages and Special Skills that represent a plethora of combat drug treatments and biotechnological augmentations.

METACHEMISTRY LEVEL 2

(DEPLOYMENT SKILL)

Optional.

EFFECTS

- Immediately after placing each trooper with MetaChemistry L2 on the table for deployment, the player may roll once on the *MetaChemistry Table* (see Infinity N3) or roll once on the *MetaChemistry L2 Table*, as chosen, to determine that trooper's extra MOD or Special Skill.
- MetaChemistry L2 cannot be combined with the previous Level. The player can only use one of them.

METACHEMISTRY L2

1-4	Natural Armor (+1 to ARM) + Bioimmunity
5-8	V: Dogged + Total Immunity
9-12	Superior Mobility (MOV: 6-4) + Super-Jump
13-16	Superior Mobility (MOV: 6-4) + Climbing Plus
17-20	Super-Physique (+3 PH) + Regeneration

MetaChemistry is the codename for a nano-chemical compound designed to control aggression and induce physical fitness in a military environment. As a side effect of the MetaChemistry memetic conditioning, the subject becomes more receptive to physical, neural, and metabolic augmentations in the form of cybernetic and biotechnological implants.

MINELAYER

The user of this Special Skill can secure his point of deployment by placing a *Mine*, or the *Deployable Weapon* or piece of Equipment he carries, nearby to prevent enemy troopers from approaching.

MINELAYER

(DEPLOYMENT SKILL)

Optional.

REQUIREMENTS

- Any enemy Camouflage and Hiding Marker cannot be inside the *Trigger Area* of the *Deployable Weapon* or piece of Equipment when it is deployed.
- The deployment of the *Deployable Weapon* or piece of Equipment must follow the *Deployment* general conditions.

EFFECTS

- In the *Deployment Phase*, this Special Skill allows to its user to place the *Deployable Weapon* or piece of Equipment inside his *Zone of Control*.
- If the *Deployable Weapon* or piece of Equipment has the *Disposable Trait*, then it will be subtracted from the total of available uses.
- If the user of this Special Skill deploys using any level of the *Infiltration* Special Skill, and fails the PH Roll, then in addition to the effects shown in the *Infiltration* Special Skill rule text, the Minelayer will lose the *Deployable Weapon* or piece of Equipment, subtracting it from the total of available uses if it has the *Disposable Trait*.

MINELAYER GAME EXAMPLE

In the *Deployment Phase*, a Muyib possessing the Minelayer Special Skill is deployed inside his *Deployment Zone*. The player must place the Viral Mine the Mine inside the Muyib's *Zone of Control*, but also inside the *Deployment Zone*.

MINELAYER AND INFILTRATION GAME EXAMPLE 1

In the *Deployment Phase*, a Croc Man Minelayer uses his *Infiltration* Special Skill to deploy outside his *Deployment Zone*, but in his own half of the table. The player must place the Mine inside the Croc Man's *Zone of Control*, but always inside his own half of the table.

MINELAYER AND INFILTRATION GAME EXAMPLE 2

In the *Deployment Phase*, a Croc Man Minelayer uses his *Infiltration* Special Skill to deploy in the enemy half of the table. The player must place the Mine inside the Croc Man's *Zone of Control*, but always outside the enemy *Deployment Zone*.

The ambush is common tactical maneuver in special operations. When carrying out an ambush the firepower is as important as the surprise factor. The use of deployable weapons like anti-personal mines guarantees both factors. An expert minelayer will know how to place the deployable devices in a way their arcs overlap to cover the maximum amount of the kill zone, in such a way that no enemy troop can escape the attack. The troops able to establish a mined area are highly valued for both their offensive and defensive capabilities. The minelayer typically chooses choke points as favored spots to deploy his weapons, but also within access points of his own deployment zone as anti-intruder protection.

NEUROCINETICS

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

NEUROCINETICS

(AUTOMATIC SKILL)

Obligatory.

EFFECTS

- » During the *Active Turn*, the *Burst (B)* value of all the BS Weapons of the trooper with this Special Skill are reduced to 1.
- » During the *Reactive Turn*, Neurocinetics allows the trooper to use the whole *Burst (B)* value against a single target.

Notes on Neurocinetics

- ⊙ If the BS Roll is a Normal Roll, make as many Rolls as the weapon's B value.
- ⊙ If the BS Roll is a Face to Face Roll, the resolution is similar to firing in *Active Turn*, but taking more dice into account. Players make all BS Rolls and then compare them. All modified results that are better than the opponent's best Roll hit their mark and force the target to make an ARM Roll.

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 individuals with Neurocinetics can be recognized by their obsessively slow and cautious movements, which indicate those who have to control their reactions constantly.

NUMBER 2

The owner of this Special Skill is the next in the command echelon to the *Team Leader* of a *Fireteam*, being able to replace him if necessary during the combat operations.

NUMBER 2

(AUTOMATIC SKILL)

Optional.

REQUIREMENTS

- » To be able to activate this Special Skill, the Number 2 trooper must be part of a *Fireteam*.
- » The player can only activate this Special Skill when the *Team Leader* of his *Fireteam* enters the **Isolated** state or any **Null** state.

EFFECTS

- » This Special Skill allows its user to automatically become the new *Team Leader* of his *Fireteam*, placing the *Team Leader* Marker beside him.
- » Even if the previous *Team Leader* recovers from the *Isolated* or *Null* state, the Number 2 trooper will continue to be the *Team Leader* until the player decides otherwise.

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 2s are designated when organizing the *Fireteams*, establishing a clear chain of command to prevent disorganization when they are engaged with the enemy. Number 2s are not very common due to the significant experience required to deal effectively with the chaotic situation caused by the fall of the *Fireteam Leader*.



PERIMETER

This Special Skill defines the so-called perimeter weapons and pieces of Equipment that move around their bearer.

PERIMETER

(AUTOMATIC SKILL)

Obligatory.

REQUIREMENTS

- » In the **Reactive Turn**, to activate **Stand By Mode** the Active trooper must be in *LoF* or *ZoC* of the bearer when declaring or executing his Order.

EFFECTS

- » When deploying the bearer, the player also places all Perimeter weapons or pieces of Equipment, known as **Perimeter Items**, this trooper has totally inside his *Zone of Control*, but following the *Deployment* general conditions.

When deploying these Perimeter Items, no enemy trooper can be inside their Zone of Control. The player can check the *ZoC* when deploying them and adjust their placement to keep this rule. Otherwise, if due to a *Dispersion* or to the Deployment conditions the player cannot avoid having any enemy troopers inside his *ZoC*, Perimeter Items cannot be deployed, and the player must consider them wasted.

- » **Active Turn.** *Perimeter Items* are activated by each Order declared by their bearer. Each time the bearer declares *Cautious Movement*, *Climb*, *Move*, or *Jump*, his *Perimeter Items* will perform the same Skill. If the bearer declares any other Skill different from the previously mentioned ones, the *Perimeter Items* will do nothing, considering it an *Idle*.

- ⦿ When moving, the *Perimeter Items* must keep *Coherency* with their bearer.

Each time the bearer declares an Order an *Initial* and *Final Coherency Check* must be performed.

- ⦿ The *Perimeter Items* provide ARO as they were troopers in the *Active Turn*. However, the bearer and his *Perimeter Items* grant **a single ARO** to each enemy trooper in *LoF* or *ZoC*.

- » **Reactive Turn.** Each time the bearer declares an ARO an *Initial* and *Final Coherency Check* must be performed.

In the *Reactive Turn*, a *Perimeter Item* can only perform a **Boost**. If the *Perimeter Item* is able to declare *Boost*, its ARO will be always different from the bearer's.

- » **Stand By Mode.** In *Stand By Mode*, the *Perimeter Item* stands still where its bearer placed it until activated by an enemy trooper.

- ⦿ Spending one Short Skill or ARO, the bearer can place any number of his *Perimeter Items* in *Stand By Mode*, pointing it with a *Stand By Marker*. This action is considered an *Attack*.

- ⦿ A *Perimeter Item* cannot be placed in *Stand By Mode* if there is an enemy *Camouflage* or *T0 Marker* inside its *Zone of Control*. This rule does not apply if there is a valid, non-camouflaged enemy inside the *ZoC*.

- » A *Perimeter Item* which is not in *Stand By Mode* will enter the **Disconnected** state at the end of the Order in which it breaks *Coherency* with its bearer or if its bearer enters the *Isolated*, or any *Null* state.

- » For the purposes of the *Expendable Trait*, a *Perimeter Item* is spent when it detonates, it is in *Disconnected* state, or it is placed in *Stand By Mode*.

BOOST

BOOST

(ARO)

Obligatory

REQUIREMENTS

- » An enemy trooper must declare or execute an Order inside the *ZoC* of the *Perimeter Item*.
- » The enemy trooper must be in an accessible location inside the *ZoC* of the *Perimeter Item* when declaring or executing the Order.

EFFECTS

- » When *Boost* is declared, the *Perimeter Item* will always move until it reaches base to base contact with the target, no matter how far the target is inside its *Zone of Control*, and considering it has the *Super Jump* and *Climbing Plus* Special Skills for the purposes of declaring its trajectory. The weapon or piece of Equipment detonates automatically at the end of its movement, when it reaches base to base (or *Silhouette template*) contact.
- » Once *Boost* is declared the *Perimeter Item* **always** reaches the target, ending its movement and detonating in base to base or *Silhouette Template* contact.
- » When a *Perimeter Item* declares *Boost*, it can exit the *Zone of Control* of its bearer.
- » *Boost* cannot be declared if the path from the *Perimeter Item* to the target is blocked, for example by an impassable obstacle (like a wall of infinite height, a closed door or sealed room...) or a space too small for the *Silhouette* template of the *Perimeter Item*.
- » *Perimeter Items* are not activated by enemy *Camouflage T0* or *Impersonation Markers*, nor by any Special Skill or piece of Equipment whose description specifies so
- » Once the *Perimeter Item* has detonated it must be removed from the game table.

Facing a Perimeter Item

The detonation of a **Perimeter Item** can only avoided by successfully making a **Dodge** Normal Roll.

PERIMETER GAME ITEM EXAMPLE #1

The Moran Akinyi, a Nomad Maasai Hunter with two CrazyKoalas (a *Perimeter* weapon), declares a *Move + Discover Order*. With the first Short Skill of that Order, Akinyi will move, with his two CrazyKoalas moving and keeping *Coherency* with him. In the second Short Skill of the Order, *Discover*, the CrazyKoalas will not do anything because in the *Active Turn* they can only move.

PERIMETER GAME ITEM EXAMPLE #2

With the last Order of the *Order Pool* of his *Combat Group* Akinyi declares a *Move + Move* Order. He moves up to a wall with his CrazyKoalas following him. During his adversary's *Active Turn* the Fusilier Angus, who is on the other side of the wall, declares the first Short Skill of an Order: *Move*. This activates the two CrazyKoalas, because he is inside their *Zone of Control*, so they declare *Boost* and their trajectory: CrazyKoala #2 will move around the wall to impact on Angus at the beginning of his movement while CrazyKoala #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, Angus, 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 Attribute* value is 10, and he rolls a 5, succeeding at the roll, so he dodges both Attacks. CrazyKoala #2 activates and runs towards Angus when he is starting his movement, getting into base to base contact and detonating automatically. Meanwhile, CrazyKoala #1 activates and runs towards Angus from the other side of the wall, entering in base to base contact and detonating at the end of the Fusilier's movement. But, since Angus succeeded at his *Dodge* roll he doesn't suffer damage and the CrazyKoalas must be removed from the table.

If Angus had failed his *PH Roll*, then he would have to make two *ARM* rolls against Damage 15, applying the *Shock Special Ammunition* rules, removing the CrazyKoalas from the table after detonation.

Within military confines, the term tactical perimeter devices is used for automated zone defense systems. These devices have been specifically designed to protect the immediate perimeter of their user, and also to detect and/or dissuade intrusion attempts during the user's security duties, either within a zone of operations or in especially sensitive facilities.

PHEROWARE TACTICS

This Special Skill is based upon the Tohaa's extensive use of Pheroware technology, which is of a pheromonic nature. There are two types of Pheroware Tactics: *Attack Tactics* and *Support Tactics*.

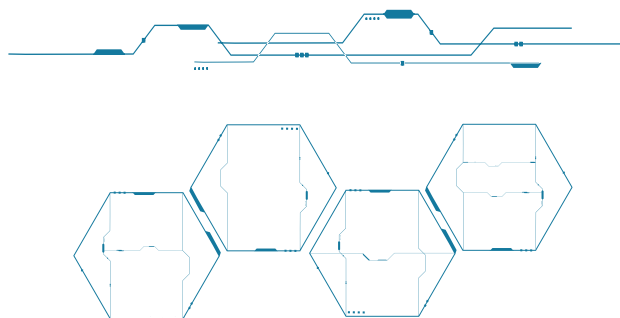
REMEMBER:

The target of a *Comms Attack* can declare *Reset* to avoid the Attack.

The term Pheroware applies to all pheromonic technology of artificial design with technical applications. Even though in Tohaa society the Pheroware is widely applied to civilian usage, in the Human Sphere this term is applied to military use technologies. The inability of human physiology to process information transmitted via Corathaa, the Tohaa's pheromonic language, is the main reason why the civilian applications of this technology pass unnoticed by humans. However, the warfare applications of Pheroware are particularly devastating and highly dangerous for any biological creature nearby.

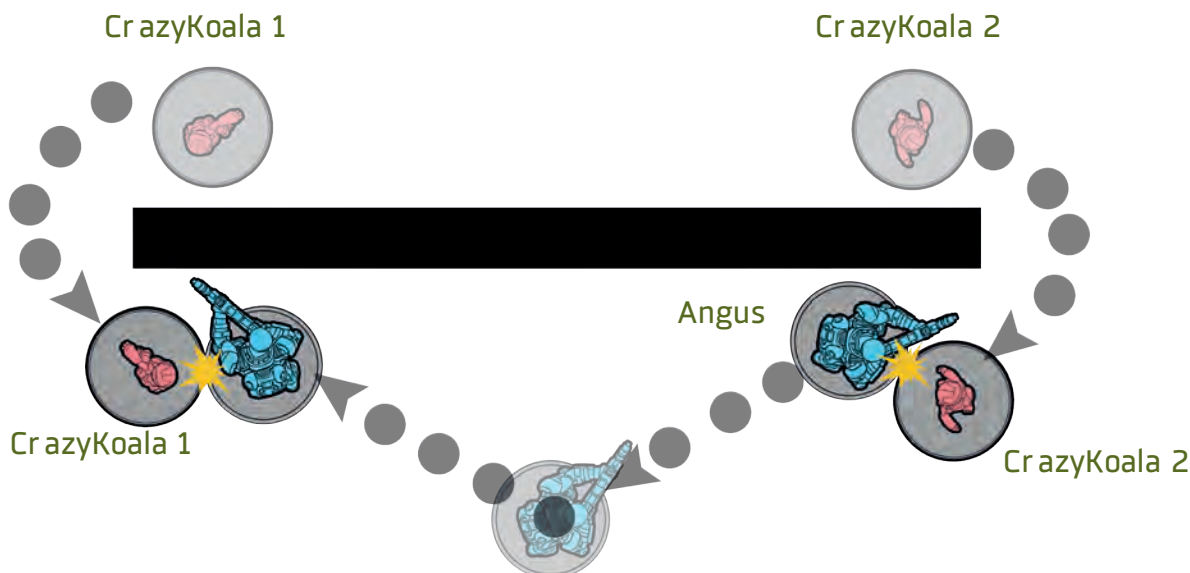
REMEMBER:

In the *Reactive Turn*, the Burst value is reduced to one.



EXAMPLE #2

PERIMETER GAME ITEM



PHEROWARE TACTICS CHART

TACTIC TYPE	NAME	ATTACK MOD	OPPONENT MOD	DAMAGE	B	TARGET	SKILL TYPE	SPECIAL
ATTACK	Endgame	0	0	14	2	Trooper possessing Wounds Attribute	Short Skill/ ARO	Zone of Control. Loss of 1 Wounds point.
ATTACK	Eraser	0	-3	13	2	Trooper possessing Wounds Attribute	Short Skill/ ARO	Zone of Control. DT Special Ammo. State: Isolated
ATTACK	Hellzone	+3	0	13	2	Trooper possessing Wounds Attribute	Short Skill/ ARO	Zone of Control. DT Special Ammo. State: IMM-1.
ATTACK	Pandemonium	0	-3	14	3	Trooper possessing Wounds Attribute	Short Skill/ ARO	Zone of Control. Breaker Special Ammo. State: Stunned.
SUPPORT	First Aid	0	0	--	1	Trooper with Symbiont Armor and in Unconscious state.	Short Skill	Zone of Control. Cancels Unconscious state.
SUPPORT	Mirrorball	0	0	--	1	--	Short Skill/ ARO	Turn. NFB. Reflec ive. Zone of Control. Circular Template that obstructs LoF of Multispectral Visors.
SUPPORT	Nimbus Sphere	0	0	--	1	--	Short Skill/ ARO	Turn. Zone of Control. Reflec ive. Circular Template with Nimbus Special Ammo.
SUPPORT	Revitalis	0	0	--	1	User in Active Symbiont Armor state.	Short Skill/ ARO	Allows recovery 1 Wounds point of the Active Symbiont Profile

ATTACK TACTICS

ENDGAME

ENDGAME

(SHORT SKILL/ ARO)

Comms Attack, No LoF, Optional.

REQUIREMENTS

- » The user must possess this Special Skill, the *Corahstar Discipline L2* Special Skill or a piece of Equipment that allows him to use Pheroware Tactics.
- » The target can only be an enemy trooper possessing the **Wounds** Attribute.

EFFECTS

- » In the *Active Turn*, the user may distribute two *WIP* Rolls among one or multiple targets.
- » Each successful Roll forces the target to make a *BTS* Roll versus *Damage 14*.
- » For each failed *BTS* Roll, the target loses one point of his *Wounds* Attribute.
- » *Critical* hits with this *Attack Tactic* cause the target to lose 1 point from his *Wounds* Attribute directly, bypassing the usual *BTS* Roll.
- » The range of this *Attack* is the user's *Zone of Control*.

ERASER

(SHORT SKILL/ ARO)

Comms Attack, No LoF, Optional.

REQUIREMENTS

- » The user must possess this Special Skill, the *Corahstar Discipline L2* Special Skill or a piece of Equipment that allows him to use Pheroware Tactics.
- » The target can only be an enemy trooper possessing the **Wounds** Attribute.

EFFECTS

- » In the *Active Turn*, the user may distribute two *WIP* Rolls among one or multiple targets.
- » In a *Face to Face* Roll, this Pheroware Tactic program imposes a -3 *MOD* to the target's Attribute.
- » Each successful Roll forces the target to apply the effects of **DT Special Ammunition**, which forces him to make two *BTS* Rolls, versus *Damage 13*.
- » Failing the *BTS* Roll causes the target to enter the **Isolated state**, signified by an *Isolated Marker* (ISOLATED) in base to base contact.
- » *Critical* hits with this *Attack Tactic* cause the target to enter the *Isolated* state directly, bypassing the usual *BTS* Roll.
- » The effects of this Pheroware Tactic persist until the opponent cancels the induced state by any of the *Cancellation* clauses for the state.
- » The range of this *Attack* is the user's *Zone of Control*.





HELLZONE

HELLZONE

(SHORT SKILL/ ARO)

Comms Attack, No LoF, Optional.

REQUIREMENTS

- » The user must possess this Special Skill, the *Corahtar Discipline L2* Special Skill or a piece of Equipment that allows him to use Pheroware Tactics.
- » The target can only be an enemy trooper possessing the **Wounds** Attribute.

EFFECTS

- » In the *Active Turn*, the user may distribute two *WIP+3* Rolls among one or multiple targets.
- » Each successful Roll forces the target to apply the effects of **DT Special Ammunition**, which forces him to make two *BTS* Rolls, versus *Damage* 13.
- » Failing the *BTS* Roll causes the target to enter the **Immobilized-1 state**, signified by an *Immobilized-1* Marker (IMM-1).
- » *Critical* hits with this *Attack Tactic* cause the target to enter the *Immobilized-1* state directly, bypassing the usual *BTS* Roll.
- » The effects of this Pheroware Tactic persist until the opponent cancels the induced state by any of the Cancellation clauses for the state.
- » The range of this *Attack* is the user's *Zone of Control*.

PANDEMONIUM

PANDEMONIUM

(SHORT SKILL/ ARO)

Comms Attack, No LoF, Optional.

REQUIREMENTS

- » The user must possess this Special Skill, the *Corahtar Discipline L2* Special Skill or a piece of Equipment that allows him to use Pheroware Tactics.
- » The target can only be an enemy trooper possessing the **Wounds** Attribute.

EFFECTS

- » In the *Active Turn*, the user may distribute three *WIP* Rolls among one or multiple targets.
- » In a *Face to Face* Roll, this Pheroware Tactic imposes a -3 *MOD* to the target's Attribute.
- » Each successful Roll forces the target to make a *BTS* Roll versus *Damage* 14 **while suffering the effects of Breaker Special Ammunition**, which halves its *BTS* value (see *Infinity* N3)
- » Failing the *BTS* Roll causes the target to enter the *Stunned* state, signified by a *Stunned* Marker. This *Attack Tactic* cannot cause the target to lose any points from his *Wounds* Attribute.
- » *Critical* hits with this *Attack Tactic* cause the target to enter the *Stunned* state directly, bypassing the usual *BTS* Roll.
- » The effects of this Pheroware Tactic persist until the opponent cancels the induced state by any of the Cancellation clauses for the state.
- » The range of this *Attack* is the user's *Zone of Control*.

SUPPORT TACTICS

FIRST AID

FIRST AID

(SHORT SKILL)

Optional, Support Tactic.

REQUIREMENTS

- » The user must possess this Special Skill, the *Corahhtar Discipline L2* Special Skill or a piece of Equipment that allows him to use Pheroware Tactics.
- » The target must be a friendly trooper possessing possess the **Symbiont Armor** piece of Equipment and he must be in **Unconscious** state.

EFFECTS

- » First Aid allows the user, by passing a Normal **WIP** Roll, to heal 1 point of the target's *Wounds/ STR* Attribute and cancel his **Unconscious** state back to Normal.
- » If the user fails his **WIP** Roll, the target *Dies* automatically and is removed from play.
- » The user can only declare this *Support Tactic* once each game.
- » *Critical* Rolls with this *Support Tactic* have no special effect
- » The range of this Pheroware Tactic is the user's *Zone of Control*.

WHITE NOISE: SUMMARY

Troopers wearing a Multispectral Visor cannot draw LoF through a White Noise Zone (*see Infinity N3 page 165*).

NIMBUS SPHERE

NIMBUS SPHERE

(SHORT SKILL/ ARO)

Optional, Reflective, Support Tactic.

REQUIREMENTS

- » The user must possess this Special Skill, the *Corahhtar Discipline L2* Special Skill or a piece of Equipment that allows him to use Pheroware Tactics.

EFFECTS

- » By passing a **WIP** Roll, the user may place a *Nimbus Circular Template* inside his *Zone of Control*.
- » The *Nimbus* Template must be entirely within the *Zone of Control*.
- » The effects of this *Support Tactic* persist until the end of the *Player Turn*, at which point you must remove the *Nimbus Circular Template*.
- » Each user can only sustain one active *Support Tactic* at each *Player Turn*.
- » The user may voluntarily cancel an active *Support Tactic* by declaring so.
- » *Critical* Rolls with this *Support Tactic* have no special effect

MIRRORBALL

MIRRORBALL

(SHORT SKILL/ ARO)

Optional, NFB, Reflective, Support Tactic.

REQUIREMENTS

- » The user must possess this Special Skill, the *Corahhtar Discipline L2* Special Skill or a piece of Equipment that allows him to use Pheroware Tactics.

EFFECTS

- » By passing a **WIP** Roll, the user may place a *White Noise Circular Template* inside his *Zone of Control*.
 - » The *White Noise* Template must be entirely within the *Zone of Control*.
 - » The effects of this *Support Tactic* persist until the end of the *Player Turn*, at which point you must remove the *White Noise Circular Template*.
 - » Each user can only sustain one active *Support Tactic* at each *Player Turn*.
- The user may voluntarily cancel an active *Support Tactic* by declaring so.
- » *Critical* Rolls with this *Support Tactic* have no special effect

REVITALIS

REVITALIS

(SHORT SKILL/ ARO)

Optional, Support Tactic.

REQUIREMENTS

- » The user must possess this Special Skill, the *Corahhtar Discipline L2* Special Skill or a piece of Equipment that allows him to use Pheroware Tactics.
- » The user must be in **Active Symbiont Armor** state.

EFFECTS

- » By passing a **WIP** Roll, the user may recover one *Wound* point of his **Active Symbiont Armor** Profile
- » The user can only declare this *Support Tactic* once each game.
- » Failing the **WIP** Roll has no negative consequences for the user, but the user will be not able to declare this *Support Tactic* again in that game.
- » *Critical* Rolls with this *Support Tactic* have no special effect

SAPPER

This Special Skill allows its user to deploy in a fortified emplacement that provides some in-game advantages.

SAPPER

(ENTIRE ORDER/ DEPLOYMENT SKILL)

Optional.

REQUIREMENTS

» The space in which the user of this Special Skill activates the Foxhole state must have a height and width equal or greater than the Silhouette Template of this state.

» Otherwise, the trooper will be not able to enter the Foxhole state and he will perform an *Idle* instead.

EFFECTS

» In the *Deployment Phase*, this Special Skill allows its user to deploy in the Foxhole state.

» In the *Active Turn*, the user of this Special Skill can activate the Foxhole state by spending an Entire Order.

FOXHOLE (STATE)

MARKER



ACTIVATION

» During the *Deployment Phase* the activation is automatic for troopers possessing the *Sapper* Special Skill.

» During the *Active Turn* a trooper possessing the *Sapper* Special Skill can activate this state by spending an Entire Order and placing a Foxhole Marker beside it.

EFFECTS

» A trooper in the Foxhole state applies the following effects

• The trooper possesses a **Silhouette** Attribute value of **3 (S3)**.

• The trooper is considered to be in base contact with **Partial Cover** in a 360° arc, and from all other directions and angles.

• The trooper possesses the **CH: Mimetism** and **V: Courage** Special Skills.

» The Foxhole state is a fixed position and it doesn't allow its user to perform any type of movement (troopers cannot declare *Cautious Movement*, *Climb*, *Engage*, *Jump*, *Lean Out*, *Move...* but can declare *Change Facing* or *Dodge*. Troopers are not allowed to move in the *Reactive Turn*, only to dodge the *Attack*).

CANCELLATION

» A trooper automatically cancels his Foxhole state when entering the *Prone* state.

» A Foxhole trooper may automatically cancel this state by declaring the Short Movement Skill *Move*. The player must announce he is cancelling the Foxhole state when declaring the Short Skill *Move*. By doing so, the state is cancelled at no cost and the trooper can carry out its *Move* using its regular *MOV* and *S* values.

» When cancelling the Foxhole state, the trooper loses all the advantages provided by it, the Marker is removed from the game table and the trooper recovers his *MOV* and *Silhouette* values.

Remember

The space in which the user of this Special Skill activates the Foxhole state must have a height and width equal or higher than the Silhouette Template of this state.

A sapper recognizes the importance of the combat scenario. Used intelligently, terrain is the soldier's best friend, and making the most out of the terrain is highly beneficial for the individual combatant. The sapper knows how to take advantage of the terrain to establish a fixed firing position that will be concealed in a way which blends with the surroundings and will also be fortified, using solid cover that protects him from enemy fire. In a well designed foxhole, the sapper will feel safe, which will improve his combat performance. The foxhole also allows for an effective use of the offensive capabilities of the soldier, facilitating actions, increasing the odds of survival, and providing control over the combat zone.

SPECIALIST OPERATIVE

The user of this Special Skill can accomplish missions and objectives when playing scenarios even if he does not have a specified role in the combat force.

SPECIALIST OPERATIVE

(AUTOMATIC SKILL)

Optional.

REQUIREMENTS

» It is compulsory to be playing a mission or a scenario possessing the *Specialist Troops* rule to be able to apply this Special Skill.

EFFECTS

» The user of this Special Skill is considered to be a Specialist Troop and use the special rules the mission or scenario specifies for this type of trooper.

The user of this Special Skill must be considered to be a Specialist Troop even if he doesn't fulfill any of the characteristics which define this type of trooper (being a *Hacker*, an *Engineer...*) in the parameters of the scenario.

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.

SURPRISE SHOT

Using this Special Skill, a trooper can open fire upon unsuspecting enemies, making them fumble to respond. Players can find the Level 1 of this Special Skill in the Infinity N3 book

SURPRISE SHOT L2

(SHORT SKILL)

BS Attack, Optional.

REQUIREMENTS

- » In addition to Surprise Shot, the user must be able to use one of the Special Skills *CH: Camouflage*, *CH: Limited Camouflage*, *CH: TO Camouflage*, *Impersonation*, any Special Skill, piece of Equipment or state that allows its user to play in a Marker state, or any other that explicitly allows its user to make Surprise Shots.
- » The user of this Special Skill must be in a **Marker state** (*Camouflaged*, *TO*, *Impersonation-1...*) or in the **Hidden Deployment** state at the time when he receives an Order and activates.

EFFECTS

- » This level has the same effects as *Surprise Shot L1*, but the **MOD to the opponent's Attribute is -6**.
- » The MOD provided by this Level is not stackable with the MOD provided by the previous Level.
- » Any Special Skill or piece of Equipment which ignores the MOD provided by *Surprise Shot L1* will be applied to this Level too.

The special training undergone by all operatives with concealment, camouflage and disguise backgrounds invariably includes setting up effective ambushes and making the most of an unforeseen fire vector with lightning attacks. After an attack so quick that the befuddled victims can do nothing to save themselves, the operative is free to relocate onto a new vantage point.

CC SPECIAL SKILLS

As the name implies, *CC Special Skills* are Special Skills used while engaged in *CC*. Infinity's N3 Rulebook explains the basics of these Special Skills.

GUARD

Troopers with this CC Special Skill go into combat with an escort unit that grants them *MODs* while in *CC*. Guard has different levels.

IMPORTANT!

Those in possession of the *Guard* Special Skill automatically have the Special Skill *V: Courage*.

GUARD

(AUTOMATIC SKILL)

CC Special Skill.

REQUIREMENTS

- » Either in an *Active* or *Reactive Turn*, a trooper must reach or be in base to base contact with an enemy in order to be able to use this Special Skill.

EFFECTS

- » Each level of Guard provides specific *MODs* to *CC*, as shown in the *Guard Chart* (see page 44).
- » If a trooper has any level of Guard, it automatically has all lower levels. However, you cannot combine the advantages of different levels of this Special Skill.
- » When using Guard, **troopers can employ only one Level from those at their disposal**.
- » A player must indicate which Level of Guard he will use when declaring the use of this Special Skill.

Ariadna instructors have taken advantage of all their years of experience training dogs in defensive and protective tactics to train Antipodes. These techniques have also been used in the rest of the Sphere to train biomodified creatures that fulfill personal security tasks, and even to program defensive robotic units. Even though the particular training is determined by the nature of the unit (biological, alien, robotic...), the final objectives and basic philosophy are always the same and have their origins in tactical dog training. The objective is to create a support and security unit that will help the owner during physical confrontations. Therefore, this unit must possess unquestionable loyalty, manageable aggressiveness, nerves of steel, and solid offensive skills. This is known as a 'firm bite' inside dog-training spheres.

GUARD

Level	Attack MOD	Opponent MOD	Damage MOD	Burst MOD	Type of Damage	Special
1	0	-3	+1	0	--	--
2	+3	0	+1	0	--	--
3	0	-3	+2	0	--	--
4	0	0	+3	0	--	--

I-KOHL

This is a CC Special Skill that forces a negative MOD upon the opponent. I-Kohl has different levels.

I-KOHL

(AUTOMATIC SKILL)

CC Special Skill.

REQUIREMENTS

» Either in an *Active* or *Reactive Turn*, a trooper must reach or be in base to base contact with an enemy in order to be able to use this Special Skill.

EFFECTS

» As shown in the *i-Kohl Chart* (see page 44), each Level of this CC Special Skill provides a negative MOD to the opponent in CC, no matter if the owner of i-Kohl declares **CC Attack, Dodge or Engage**.

» If a trooper has any Level of i-Kohl, it automatically has all lower Levels. However, you cannot combine the advantages of different Levels of this Special Skill.

» When using i-Kohl, **troopers can employ only one Level from those at their disposal**.

» Players must indicate which Level of *i-Kohl* they will use when declaring the use of this Special Skill.

» Troopers with a **Structure (STR)** Attribute instead of **Wounds** are immune to the effects of this Special Skill

I-KOHL EXAMPLE 1

Azra, an Odalisque with i-Kohl L3 is engaged in Close Combat with a Shaolin Monk. In spite of his strict training, the monk cannot help but be affected by the spellbinding presence of the beautiful Odalisque. The Shaolin Monk can use any of his *Martial Arts* Levels, but he will have to apply a -9 MOD to his CC.

I-KOHL EXAMPLE 2

With her natural magnetism, beautiful Azra finds herself in base to base contact with a wild and hairy 45th Highlander. However, the unstoppable force of the Caledonian will not make him immune to Azra's i-Kohl spell. The 45th may use his *Berserk* Special Skill (CC+6) only to see how the L3 i-Kohl turns it into a CC-3 Roll.

I-KOHL EXAMPLE 3

Beautiful Azra lures a Ninja on an *Active Turn*. He declares *Move* and CC against her. Once they come into base to base contact, if Azra reacts by declaring **CC Attack** or **Dodge** she will be able to implement her i-Kohl during the Face to Face Roll, but not if she declares a **BS Attack**.

i-Kohl functions by providing the capacity to emit designed pheromones—as well as other powerful biochemical substances—that overload the sensory receptors of any opponent close to the bearer. *i-Kohl* used to be a line of makeup and personal beauty products developed by the Haqqislamite cosmetic industry (Kohl was the name of the makeup used in Ancient Egypt). They soon found a more powerful and less subtle military use for these products. It is common to use the generic commercial *i-Kohl* name to refer to all these lines of products, whether they are used by the military or by the civilian population, be it artificial or created by the bearer's own organs—human or alien origin alike.

i-KOHL

Level	Attack MOD	Opponent MOD	Damage MOD	Burst MOD	Type of Damage	Special
1	0	-3	0	0	--	*
2	0	-6	0	0	--	*
3	0	-9	0	0	--	*

NOTE *: i-Kohl can be used even when declaring *Dodge* or *Engage*.

NATURAL BORN WARRIOR

Troopers with this *CC Special Skill* are superb fighters, able to cancel the *CC Special Skills* of their opponents.

IMPORTANT!

Troopers with any Level of *Natural Born Warrior* automatically have the *Surprise Attack*, *Stealth* and *V: Courage Special Skills*.

NATURAL BORN WARRIOR

(AUTOMATIC SKILL)

CC Special Skill.

REQUIREMENTS

- » Either in an *Active* or *Reactive Turn*, a trooper must reach or be in base to base contact with an enemy in order to be able to use this Special Skill..

EFFECTS

- » The user of this *CC Special Skill* chooses between two *CC Combat Modes*, as shown in the *Natural Born Warrior Chart* (see page 45).
- » The user can choose to use either *CC Combat Mode*, but not both, as their effects do not combine.
- » When declaring the use of *Natural Born Warrior*, the user can only choose one *CC Combat Mode*.
- » The player must indicate which *CC Combat Mode* he will use when declaring the use of *Natural Born Warrior*.

NATURAL BORN WARRIOR VS MARTIAL ARTS GAME EXAMPLE

Señor Massacre, a Mercenary possessing the *Natural Born Warrior* Special Skill, is engaged in *CC* with Miyamoto Mushashi, a Mercenary with the *Martial Arts L5* Special Skill. If Sr. Massacre declares the use of *Combat Mode A*, Mushashi will cannot use any of his *Martial Arts* levels, but he can apply *V: Courage* if he wishes so.

Mushashi cannot use his *Dual Wield CC* Special Skill, so he must choose which Special Ammunition he will use instead of combining the effects of both

Let's suppose Mushashi is engaged in *CC* with Señor Massacre and two Jaguars. Then, Mushashi and declares the use of the *Martial Arts L5* against his ad-

versaries, and Sr. Massacre declares the use of *Combat Mode A*. This means that *Martial Arts L5* is cancelled, so Mushashi must now choose only one target amongst his three opponents. However, if Mushashi declares the use of the Level 5 against only the two Jaguars, then Sr. Massacre cannot declare the use of *Combat Mode A*, because he is not the target of a *CC Attack*.

NATURAL BORN WARRIOR VS BERSERK GAME EXAMPLE

If a 45th Highlander, a trooper possessing the *Berserk* Special Skill, declares the use of *Assault* against Señor Massacre, then *Combat Mode A* has no effect, and the Caledonian can move the total of his both *MOV* values and perform a *CC Attack*. However, once they are engaged in *CC*, if Sr. Massacre declares the use of *Combat Mode A*, the 45th Highlander cannot apply the *Berserk Attack* *Combat Mode*.

NATURAL BORN WARRIOR VS I-KOHL GAME EXAMPLE:

If Señor Massacre is engaged in *CC* with the beautiful Odalisque Azra and declares the use of *Combat Mode A*, then she cannot apply any Level of her *i-Kohl* *CC* Special Skill.

NATURAL BORN WARRIOR VS SURPRISE ATTACK GAME EXAMPLE

A Ninja who engages in *CC* with Señor Massacre cannot use the *Surprise Attack CC* Special Skill and any level of his *Martial Arts* Special Skill if the mercenary declares the use of *Combat Mode A*. However, the Ninja can apply *V: Courage* if he wishes so.

NATURAL BORN WARRIOR VS PROTHEION GAME EXAMPLE

If Señor Massacre declares the use of *Combat Mode A* when engaged in *CC* with an Umbra Samaritan, the alien warrior cannot use any Level or special effect of his *Protheion* *CC* Special Skill. However, the Umbra can apply *V: Courage* if he wishes so.

NATURAL BORN WARRIOR VS POISON GAME EXAMPLE

If Señor Massacre is engaged in *CC* with Tarik Mansuri and declares the use of *Combat Mode A*, then the Khawarij officer cannot use his *Martial Arts* and his *Poison* *CC* Special Skill. This means Tarik cannot apply the extra *BTS* Roll provided by this *CC* Special Skill.

NATURAL BORN WARRIOR VS NATURAL BORN WARRIOR GAME EXAMPLE

If a Wolverine declares the use of *Combat Mode A* and the *Berserk Attack* *Combat Mode* when engaged in *CC* with Señor Massacre, then the mercenary cannot use *Combat Mode B*. However, Sr. Massacre can declare the use of *Combat Mode A* to cancel the *Berserk Attack* *Combat Mode* of his hairy opponent.

NATURAL BORN WARRIOR

CC Combat Mode	Attack MOD	Opponent MOD	Damage MOD	Burst MOD	Type of Damage	Special
A	0	0	0	0	--	*
B	+3	0	+1	0	--	--

NOTE *: While in *CC*, this type of *Combat Mode* cancels the *CC Special Skills* of the opponent (except *Natural Born Warrior's* own *Combat Mode A*, *Assault*, and those indicating otherwise in their descriptions) when declaring a *CC Attack* against the user.

However, this *Combat Mode* doesn't cancel the *Special Skills* associated to the *CC Special Skills*, like *V: Courage* or *Stealth*, in the case of *Martial Arts* and *Protheion*, for example.

Some people are particularly adapted for the fray, possessing highly developed combat instincts and carrying hundreds of hours of intense training and real combat upon their shoulders. These fighters are able to identify and counteract the movements and tactics of their adversaries. This instinctive fighting skill makes them fearsome opponents against whom it seems there is no chance to attain victory.

PROTHEION

The users of this CC Special Skill can increase the value of their *Wounds Attribute* whenever they inflict *Damage* during Close Combat.

PROTHEION

(SHORT SKILL/ ARD)

Attack, CC Special Skill, Optional.

REQUIREMENTS

- » Either in an *Active* or *Reactive Turn*, a trooper must reach or be in base to base contact with an enemy in order to be able to use this Special Skill.

EFFECTS

- » Each Level of Protheion provides specific *MODs* to CC, as shown in the *Protheion Chart* (see page 47).
- » Each Level of Protheion, automatically grants all lower Levels. However, players cannot combine the advantages of different Levels of this Special Skill.
- » When using Protheion, **troopers can employ only one Level from those at their disposal.**
- » A player must indicate which Level of *Protheion* he will use when declaring the use of this Special Skill.
- » The use of Protheion is considered a *CC Attack*.

Each successful Protheion *CC Attack* requires a *BTS* roll from the target against a *Damage* value equal to that of the *PH* Attribute of the owner of said Special Skill. When declaring the use of Protheion, players do not apply the *Damage* value, Special Ammunition or other rules of any *CC Weapon*.

The target loses one point from the *Wounds/ Structure* Attribute for every failed *BTS* Roll.

- » Also, **if the target has a *Wounds* Attribute**, then the Protheion users increase the value of their *Wounds* Attribute by one for every *BTS* Roll the target fails. The Protheion users indicate this by placing a Power-Up Marker by their side.

The *Wounds* Attribute can be increased by a maximum of **two** points. Use a Power-Up 2 Marker to indicate this.

This Special Effect can only be used against enemy troopers that possess the *Wounds* Attribute.

- » A Critical with Protheion means the automatic loss of one point from the *Wounds/ Structure* value from the target. Also, if the target possesses the ***Wounds* Attribute**, the users of this Special Skill automatically gains one point to their *Wounds* Attribute.

- » The Protheion user can apply this *CC* Special Skill when declaring a *Coup de Grâce*.

IMPORTANT!

Troopers with any Level of Protheion automatically have the *Surprise Attack*, *Stealth* and *V: Courage* Special Skills.

EXAMPLE OF PROTHEION AGAINST OPPONENTS WITH THE *WOUNDS* ATTRIBUTE

An Umbra Samaritan with Protheion who wins the *CC* Face to Face Roll against a Fusilier who fails his *BTS* roll increases his *Wounds* Attribute by one point. The target (the Fusilier) loses one point from his *Wounds* Attribute and goes into the *Unconscious* state. At this point, if the Umbra Samaritan uses another Short Skill to make a *Coup de Grâce* with Protheion, he will increase his *Wounds* Attribute by one more point without having to make any *CC* Rolls. Just like in other *Coup de Grâce* situations, the Fusilier will go from an *Unconscious* state to *Dead* state. At this point, the Umbra Samaritan has reached the maximum number of *Wounds* points allowed for this Special Skill and will not be able to increase them any further. However, if he was to lose some points from the *Wounds* Attribute, he could always use Protheion again against an enemy trooper and, if successful, increase his *Wounds* Attribute once more.

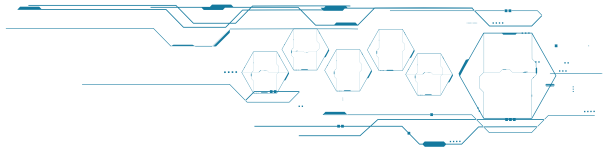
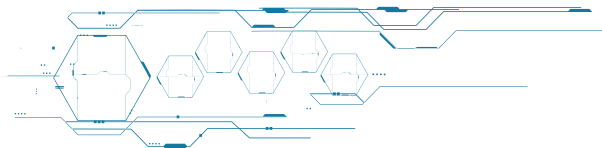
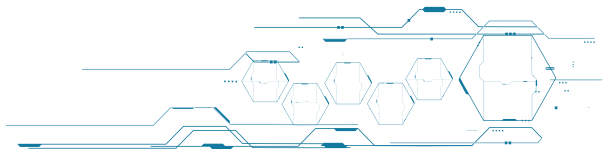
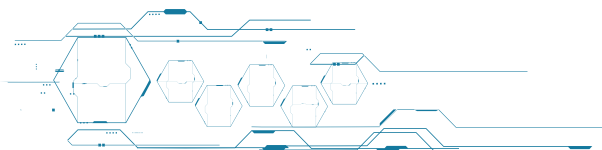
EXAMPLE OF PROTHEION AGAINST OPPONENTS WITH THE *STRUCTURE* ATTRIBUTE

If the Umbra Samaritan faces an opponent with the *Structure* Attribute (*STR*) in *CC*, he will be able to use the *MODs* given by any Protheion Level he has available. However, if the Umbra Samaritan wins the *CC* Face to Face Roll, he will not be able to implement the Special Effect, so he will not increase his *Wounds* Attribute.

Protheion is a bio-genetic enhancement that allows the owner to extract nutrients and organic matter from other biological entities in order to regenerate their own wounds or to increase their physical resilience. This morally questionable enhancement provides those who own it with a greater autonomy and capacity to survive in hostile environments. Protheion not only improves the physical functionality of its user, but also lets the user feed and recover from any damage received while operating without support or behind enemy lines.

However, beyond the tactical advantages this enhancement provides, the offensive capability of Protheion is exceptional and it hasn't gone unnoticed by military instructors. A specific close combat technique has been developed around Protheion, a technique that combines blows and maneuvers from various combat arts adapted to the advantages provided by this bio-genetic enhancement. As a result, all Protheion experts are fearsome opponents in close combat, because they add the psychological impact of feeding on their opponents to their combat capabilities.

PROTHEION						
Level	Attack MOD	Opponent MOD	Damage MOD	Burst MOD	Type of Damage	Special
1	+3	0	+1	0	PH	
2	0	-3	+1	0	PH	
3	0	0	+3	0	PH	
4	0	0	0	+1	PH	
5	+3	-3	0	0	PH	





WEAPONRY AND EQUIPMENT



WEAPONRY

It is true that soldiers are not defined solely by their weaponry, but it is also true that it can determine their behavior and effectiveness when engaged in combat. In a Human Sphere where primacy is always military supported, the arms industry never stops developing new weaponry in an unending race.

This expansion enhances the weapons and ammunition available in Infinity N3 with new additions that provide more versatility and variety to the Army Lists of the different powers in the Infinity universe.

TRAITS

Most weapons and pieces of Equipment have special features called Traits. The Traits listed below are an expansion of the Traits series listed in the Infinity N3 rule book

- » **Automatic.** This Special Skill, weapon, or piece of Equipment is automatic and doesn't require a Roll as it provides a fixed result shown between brackets.
- » **Burst: Single Target.** This weapon can only choose a single target for all shots of the *Burst*.
- » **Comms Attack.** The use of this weapon or piece of Equipment is considered an *Attack* that allows the target to declare a *Reset* as a reply..
- » **Heavy MULTI.** This is a multipurpose weapon capable of using different types of Heavy Special Ammunition. This enhanced rule replaces the version previously shown in Infinity N3. Heavy MULTI weapons have 3 Fire Modes:
 - ⦿ **Burst Mode. AP or Shock Special Ammunition.** The shooter chooses which of these types of Ammunition to use. The whole *Burst* must use the same type of Ammunition. This Mode allows the use of the *Suppression Fire* Trait.
 - ⦿ **Anti-materiel Mode. EXP Special Ammunition.** Using this Fire Mode, the shooter fires *EXP* Special Ammunition. The *Burst* value of the weapon is reduced to 1. This Mode possesses the *Anti-materiel* Trait.
 - ⦿ **Stun Mode. Stun Special Ammunition.** Using this Fire Mode, the shooter fires *Stun* Special Ammunition. The *Burst* value of the weapon is reduced to 1. This Mode possesses the *Non-Lethal* Trait.
- » **Light MULTI.** This is a multipurpose weapon capable of using different types of Light Special Ammunition. This enhanced rule replaces the version previously shown in Infinity N3. Light MULTI weapons have 3 Fire Modes:
 - ⦿ **Burst Mode. AP or Shock Special Ammunition.** The shooter chooses which of these types of Ammunition to use. The whole *Burst* must use the same type of Ammunition. This Mode allows the use of the *Suppression Fire* Trait.
 - ⦿ **Anti-materiel Mode. DA Special Ammunition.** Using this Fire Mode, the shooter fires *DA* Special Ammunition. The *Burst* value of the weapon is reduced to 1. This Mode possesses the *Anti-materiel* Trait.
 - ⦿ **Stun Mode. Stun Special Ammunition.** Using this Fire Mode, the shooter fires *Stun* Special Ammunition. The *Burst* value of the weapon is reduced to 1. This Mode possesses the *Non-Lethal* Trait.

» **Medium MULTI.** This is a multipurpose weapon capable of using different types of Medium Special Ammunition. This enhanced rule replaces the version previously shown in Infinity N3. Medium MULTI weapons have 3 Fire Modes:

- ⦿ **Anti-tank Mode. AP Special Ammunition.** The shooter can only use this type of Ammunition.
- ⦿ **Anti-materiel Mode. DA Special Ammunition.** The shooter can only use this type of Ammunition. This Mode possesses the *Anti-materiel* Trait.
- ⦿ **Stun Mode. Stun Special Ammunition.** Using this Fire Mode, the shooter fires *Stun* Special Ammunition. The *Burst* value of the weapon is reduced to 1. This Mode possesses the *Non-Lethal* Trait.

TYPES OF SPECIAL AMMUNITION

Certain weapons can fire ammunition with effects that differ from the standard Normal Ammunition. The Types of Special Ammunition listed below are an expansion of the Special Ammunition series listed in the Infinity N3 rule book.

E/M2 SPECIAL AMMUNITION

This ammunition emits an extremely powerful double electromagnetic pulse to disable the target's electronics.

CATEGORY

Exotic.

ROLL

After a successful attack using E/M2 Special Ammunition, the target must make two *BTS* Rolls using half his *BTS* value.

EFFECTS

- » E/M2 Special Ammunition works in the same way as *E/M* Special Ammunition (see Infinity N3) but forces its target to make two *BTS* Rolls per impact suffered. *E/M2* Special Ammunition reduces the *BTS* value of its target to half of its original value, rounding up.
- » *Critical* hits with *E/M2* Special Ammunition cause the target suffer its effects (*Isolated*, etc.) directly, bypassing both halved *BTS* Rolls.

E/M2 Special Ammunition and CC Weapons

Close Combat Weapons that use *E/M2* Special Ammunition cause Normal damage in addition to the *E/M* effect.

Consequently, the target must make an *ARM* Roll in addition to the *BTS* Roll (with half its usual *BTS* value). For both Rolls, the CC Weapon's *Damage* is the trooper's *PH* Attribute. *Critical* hits in CC are always applied to the *E/M2* effect

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

Weapons which shoot E/M2 Special Ammunition carry larger projectiles with warheads carrying two E/M multifrequency pulse emitters. With this Special Ammunition a soldier gets higher power and effectiveness against protected hi-tech systems.

E/M2 ammunition is basically enhanced E/M ammunition. Design requirements were focused specifically to get an increased power and effectiveness, without any constraint related to the size of the projectiles. E/M2 ammunition has been conceived to load heavy ordnance warheads or just to load disposable weapons, so the size and weight of the projectiles is not an inconvenience.

E/M2 AMMO QUICK REFERENCE CHART

BTS ATTRIBUTE	VALUE AGAINST E/M AMMO
0	0
3	2
6	3
9	5

ECLIPSE SPECIAL AMMUNITION

The Eclipse Special Ammunition is a variant of the Smoke Special Ammunition designed to block the effect of the Multi-spectral Visors.

CATEGORY

Exotic.

EFFECTS

- » The Eclipse Special Ammunition works in the same way as *Smoke* Special Ammunition (see Infinity N3) but the *Zero-Visibility Zone* it generates also affects Multispectral Visors, preventing them from drawing LoF, regardless of their Level.

The Eclipse smoke is the evolution of the traditional Smoke ammunition, totally impenetrable to the modern optical and sensor devices. The Eclipse Special Ammunition creates a canceled visibility area, which cannot be penetrated by any scanner or optical tracking device.

FLASH SPECIAL AMMUNITION

A variety of non-lethal weapons and devices capable of temporarily incapacitating a target by overloading his visual receptors.

This new rule replaces the version previously shown in Infinity N3.

CATEGORY

Exotic.

ROLLS

After a successful *Attack* using Flash Special Ammunition, the target must make a *BTS* Roll.

EFFECTS

- » Failing the *BTS* Roll causes the target to enter the *Stunned* state, placing a *Stunned* Marker beside him.
- » Additionally, failing the *BTS* Roll causes the target to fail the subsequent *Guts* Roll for having survived an attack, unless he has the Special Skill V: *Courage* or an equivalent.
- » **Critical** hits with Flash Special Ammunition cause the target to enter the *Stunned* state directly, bypassing the usual *BTS* Roll, and to fail the *Guts* Roll too.

Flash Special Ammunition emits focused beams of light and sound to stun the target. This term is also used for concentrated bursts of data capable of jamming a target's sensory ports. Generally speaking, the overwhelming Flash interferes with the target's eyes and sensors, causing temporary blindness and disorientation. Against organic beings, it can also affect the inner ears, provoking vertigo and nausea. Against inorganic troops, the sensory overload cascades into the control systems, causing similar effects.

PEROMONIC SPECIAL AMMUNITION

This is a type of lethal ammunition based on modified pheromones that not only cause damage to the target but also marks them.

CATEGORY

Exotic

ROLLS

After a successful attack using Pheromonic Special Ammunition, the target must make a *BTS* Roll.

EFFECTS

- » Each *BTS* Roll failed against Pheromonic Special Ammunition causes the target to lose one point from his *Wounds/STR* Attribute.
- » Moreover, the target enters directly into the *Targeted* state, whether he succeeds at the *BTS* Roll or not, placing a *Targeted* Marker on his side.
- » The effective use of this ammunition is considered a successful *Forward Observer Attack* in regards to accomplishing Objectives in missions or scenarios.
- » **Critical** hits with Pheromonic Special Ammunition cause the target to lose 1 point directly from his *Wounds/STR* Attribute, bypassing the usual *BTS* Roll. Moreover, the target directly enters into the *Targeted* state.

The pheromonic ammunition is a type of advanced biological ammunition characteristic of the Tohaa arms industry. This race has a long tradition developing military applications of its pheromonic technology.

STUN SPECIAL AMMUNITION

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

CATEGORY

Exotic.

ROLLS

After a successful attack with Stun Special Ammunition, the target must make two *BTS* Rolls.

EFFECTS

- » Stun Special Ammunition forces its target to make two *BTS* Rolls per impact suffered.
- » A failed *BTS* Roll against Stun Special Ammunition causes the target to enter the **Stunned** State.
- » Additionally, failing the *BTS* Roll causes the target to fail the subsequent *Guts* Roll for having survived an *Attack*, unless he has the Special Skill V: *Courage* or an equivalent.
- » **Critical** hits with Stun Special Ammunition cause the target to enter the *Stunned* state directly, bypassing the usual *BTS* Roll, and to fail the *Guts* Roll too.

Stun Special Ammunition and weapons loaded with Special Ammunition

If by mutual accord between players or if the scenario allows it, those weapons loaded with only one type of Special Ammunition can load Stun Ammunition (for example an AP Rifle). In such situation, the Stun Ammunition replaces the Special Ammunition of the weapon, being the only ammunition this weapon can shoot during the game. This replacement doesn't affect the weapon profile. Players must announce this change when deploying the trooper.

EXAMPLE: STUN AMMUNITION AND WEAPONS LOADED WITH SPECIAL AMMUNITION

During the *Deployment Phase* of a game, the player declares that the AP Rifle of his Veteran Kazak is loaded with Stun Special Ammunition. So, during the whole game, this trooper can only shoot this type of ammunition.

The term *Stun Special Ammunition* embraces different types of non-lethal ammunition (Electrical, chemical, concussive, etc.) designed with the purpose of incapacitating the target without killing it. This is a type of ammunition characteristic of police and antiterrorist operations. It is used in riot control and hostage operations, missions requiring the capturing the targets alive, and also those undertaken in sensitive areas, such as pressurized environments.

T2 SPECIAL AMMUNITION

A high value ammunition that causes severe damage to the target.

CATEGORY

Exotic.

ROLLS

After a successful attack using T2 Special Ammunition, the target must make an *ARM* Roll.

EFFECTS

- » If the target fails its *ARM* Roll, it loses **two points** from its *Wounds/STR* Attribute.
- » **Critical** hits with T2 Special Ammunition cause the target to lose two points directly from his *Wounds/STR* Attribute, bypassing the usual *ARM* Roll.

T2 Ammo And Terrain

T2 Special Ammunition can affect structures and pieces of scenery that have a profile with Attributes and have been identified as possible targets by previous agreement or by the scenario rules.

ATTENTION: Use of this Special Ammunition is prohibited by the Concilium Convention. Violators shall be prosecuted by international courts.

This Special Ammunition designates jacketed hollow-point projectiles covered in a double reinforced coating of fragmenting Teseum. The poorly-refined production process of the Teseum weakens the alloy that coats the tip of these rounds, causing them to splinter into multiple tiny and deadly fragments when impacting a target, the final result being a real bloodbath.

Known as "The most expensive ammunition in the Sphere" the T2 projectiles are only accessible to those who have an almost unlimited access to Teseum, such as troopers from Caledonia, which controls the greatest seams in the whole Human Sphere. However, unlike the Cossacks, the Caledonians lack the technological capability to correctly process the Teseum, requiring huge amounts of the metal to create the T2 Ammunition. T2 rounds are highly appreciated by the Irmandinhos smugglers, who sell them on the Black Market by weight, with the Teseum content often extracted for non-military applications.

VIRAL SPECIAL AMMUNITION

This ammunition is characterized by its enhanced damage capability against living targets.

CATEGORY

Bio-Munition, Exotic.

ROLLS

After a successful attack using Viral Special Ammunition, the target must make two *BTS* Rolls.

EFFECTS

- » Viral Special Ammunition forces its target to make two *BTS* Rolls per impact suffered.
- » The second *BTS* Roll is mandatory, even if the target fails the first one or falls *Unconscious*.
- » Each *BTS* Roll failed against Viral Special Ammunition causes the target to lose one point from his *Wounds/STR* Attribute.
- » **Critical** hits with Viral Special Ammunition cause the target to lose 1 point directly from his *Wounds/STR* Attribute, bypassing the usual *BTS* Roll (the target must still make the remaining Roll).
- » If the target has a *Wounds* Attribute of 1 on his profile and fails a *BTS* Roll against Viral Special Ammunition, then he enters the *Dead* state directly, bypassing the *Unconscious* state. This specific special effect does not apply to

- Units whose *Wounds* Attribute is higher than 1 on their profile (such as Heavy Infantry).
- Troopers who, during the course of the game, increased their *Wounds* Attribute above 1.
- Units with a *Structure (STR)* Attribute instead of a *Wounds* Attribute, such as Remotes, TAGs, Vehicles, etc.
- Units possessing more than one *Troop Profile* whose cumulative *Wounds* Attribute is greater than one (for example, units with *Transmutation*).

IMPORTANT

A target of Viral Special Ammunition that enters the *Dead* state directly, bypassing the *Unconscious* state, cannot activate the **Spawn-Embryo**, **V: Dogged**, or **V: No Wound Incapacitation** states.

VIRAL SPECIAL AMMUNITION AND SHASVASTII GAME EXAMPLE

A Shasvastii Malignos who suffers a hit with Viral Special Ammunition and fails one of both *BTS* Rolls must be removed from the game table, ignoring the *SpawnEmbryo* state.

ATTENTION: Use of this Special Ammunition is prohibited by the Concilium Convention. Violators shall be prosecuted by international courts.

Viral Ammunition uses soft-shell special projectiles coated with immunological inhibitors and with a core of wide spectrum viral agents and/or biodesigned nanodevices with a viral destructive programming.

Viral Ammunition is an armament project developed in laboratories by biologists and immunologists commissioned by the Haqqislamite Army. Designed specifically as deadly light ammunition, it's the answer for "One shot, one kill" philosophies. The use of it as anti-riot ammunition against Dogfaces is of interest specifically to Ariadna, which acquired a shipment in exchange for a significant amount of Teseum.

TYPES OF WEAPONS

AKRYLAT-KANONE

A disposable support weapon that fires *Adhesive Special Ammunition*.

AKRYLAT-KANONE

RANGE



Damage: --

B: 1

Ammunition: Adhesive

Traits: *Disposable (2)*, *Non-Lethal*.

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.

BLITZEN

A disposable support weapon that shoots long range projectiles loaded with *E/M2* Special Ammunition.

BLITZEN

RANGE



Damage: 14

B: 1

Ammunition: E/M2

Traits: *Disposable (2)*

ATTENTION: Use of this weapon is prohibited by the Concilium Convention. Violators shall be prosecuted by international courts.

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.

CHAIN-COLT

A Direct Template *BS* weapon.

CHAIN-COLT

Damage: 13

B: 1

Ammunition:
N

Traits: *Direct Template (Small Teardrop), Intuitive Attack*

ATTENTION: Use of this weapon is prohibited by the Concilium Convention. Violators shall be prosecuted by international courts.

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 easily hidden), 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. Versions implanted into a user's body are illegal under international laws.

CHEST MINES

This is just an antipersonnel mine its user has strapped onto his chest plate to use as a limited use Direct Template or *CC* weapon.

CHEST MINES (BS WEAPON MODE)

Damage: 13

B: 1

Ammunition:
Shock

Traits: *Disposable (2), Direct Template (Small Teardrop), Intuitive Attack*

CHEST MINES (CC WEAPON MODE)

Damage: 13

B: 1

Ammunition:
Shock

Traits: *CC (+3), Disposable (2)*



CHEST MINES

(SHORT SKILL/ARO)

Attack

EFFECTS

This weapon has two Modes of use, as a *BS Weapon* and as a *CC Weapon*, also it has a special *Self Detonation* in *CC*.

» **BS Weapon.** The Chest Mines work as Direct Template Weapons with limited uses. In this Mode, the user can apply the *Twin Weapons* rule, if he has not spent either of his two Chest Mines (*Disposable 2*).

» **CC Weapon.** In *CC*, the Chest Mines work as a *CC Weapon* and don't use a Template.

In *CC*, this weapon applies a **MOD of +3 to the CC** of its bearer.

If the user wins the Face to Face Roll, the Chest Mines will affect all enemy troopers in base to base contact with its bearer. This weapon cannot be used in *CC* if there are friendly troopers in base to base contact with its bearer.

» The detonation of the Chest Mines in any of its two Modes does not affect the bearer.

» **Self Detonation in CC.** This effect will only apply if the bearer is **engaged in CC**. If the bearer of the Chest Mines falls **Unconscious** while engaged in *CC*, each unconsumed Chest Mine will detonate at the end of the Order in which the bearer falls into said state. Self Detonation affects all enemy troopers in base to base contact with its bearer.

Self Detonation **will not apply** if there are friendly troopers in base to base contact with its bearer, or if the trooper goes directly into the **Dead State**.

» The **Disposable (2)** Trait is shared between both Modes. The bearer of this weapon has only two uses available, no matter the Mode he would be using.

CHEST MINES EXAMPLE: BS WEAPON

During his *Active Turn*, a Blackjack has not spent any of his two Chest Mines (*Disposable 2*) declares a *BS Attack* with them. He can apply the *Twin Weapons* rule (See Infinity N3) that grants him a +1 to the *Burst* and allows him to target different enemies. However, this does mean the *Attack* of the Blackjack consumes his two Chest Mines, and requires placing an UNLOADED Marker next to the model at the end of the Order.

CHEST MINES EXAMPLE: CC WEAPON

During his *Active Turn*, a Blackjack equipped with Chest Mines (*Disposable 2*) declares a *CC Attack* with one of them. The Chest Mine used as *CC Weapon* grants him a +3 *MOD* to his *CC* Attribute.

CHEST MINES EXAMPLE: SELF DETONATION

Let's assume that the Blackjack equipped with Chest Mines (*Disposable 2*) is defeated in *CC*, fails the *ARM* Rolls, and enters the *Unconscious* state. Because there are no friendly models in base to base contact with the Blackjack the Self Detonation of the Chest Mines happens. Since the Blackjack has not consumed either of his two Chest Mines, the Self Detonation of both of them happens. So, all enemy troopers in base to base contact with the Blackjack must make two *ARM* Rolls, even those who succeeded at a *Dodge* but didn't disengage from the *CC*.

ATTENTION: Use of this weapon is prohibited by the Concilium Convention. Violators shall be prosecuted by international courts.

The evolution of the directed detonation systems to improve the safety of the explosive weapons, avoiding collateral damages and casualties, lowered the number of "friendly fire" incidents with weapons such as Antipersonnel Mines. Even though, manufacturers determine a safety perimeter around these weapons, because the deflagration caused by their detonation is still very potent. However, some armored vehicle crews and troops equipped with reinforced protection opted to adhere mines to the external surface of the vehicles or chest plates when they realized the structural integrity of their armors suffered not damage. The usefulness of this tactic has been proven in closed quarters combat, causing a psychological impact on the enemy, especially when these mines are carried by foot troops because it is a full statement about their mental health.

CONTENDER

A BS weapon with a low Burst value that loads DA Special Ammunition.

CONTENDER

RANGE



Damage: 13

B: 1

Ammunition:
DA

Traits: Anti-materiel

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 dueling weapons. Usually, Contenders are characterized by their compact size, some models specifically designed to be attached to personal armor as forearm weapons. However, some manufacturers have developed models with a look similar 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.

CONTENDER



KOKURA ZAITEKI (WITH YUNGANG LICENSE)



CRAZYKOALAS

A perimeter weapon possessing a tracking warhead activated by enemy proximity, which pursues a target until it contacts it.

CRAZYKOALA

ARM	BTS	STR	S
0	0	1	1
Special Skills: Perimeter.			

CRAZYKOALA

RANGE

Damage: 15

B: 1

Ammunition:
Shock

Traits: Deployable, Disposable (2), Non-Lootable.

The 'Running Projectiles HT-14' were developed by Aizuri-sho, an armaments company dependent of the Kiyomitsu keiretsu, to cover the close defense requirements of certain armored units of the State Empire 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.

D-CHARGES

Demolition (or simply D) Charges is the generic name for any number of remotely detonated explosive charges. As a weapon, they have been designed to demolish structures, objectives and terrain alike, but they can also be used in *Close Combat*.

This new rule replaces the version previously shown in Infinity N3.

D-CHARGES

(SHORT SKILL/ARO)

CC Attack

REQUIREMENTS

- » To be able to deploy a D-Charge in *Deployable Mode*, the user must be in or enter base to base contact with the target.
- » To be able to use a D-Charge in *CC Mode*, the user must be in or enter base to base contact with an enemy trooper.

EFFECTS

The D-Charges possess two different Modes of use from which players can choose.

- » **Deployable Mode.** Using D-Charges as *Deployable Weapons* is a two-step process: Planting and Detonating.

- ⦿ **Planting a D-Charge on a piece of scenery or on an enemy trooper in an Immobilized (IMM-1 or IMM-2) or any Null state.** In base to base contact, spend one Short Skill of an Order or ARO. No Roll needed.

- ⦿ **Detonating a D-Charge.** The user, or another friendly trooper with D-Charges or the Special Skill *Engineer*, spends one Short Skill of an Order or an ARO (if ARO Requirements are fulfilled). No Roll needed.

- ⦿ D-Charges can only be detonated if they have been previously planted.

- » **CC Mode.** When engaged in CC, D-Charges function as a CC Weapon with limited uses.

- ⦿ In CC this weapon applies a **-3 MOD to the CC Attribute** of their user.

- ⦿ In CC this weapon detonates in the same Order in which their user has won the Face to Face or Normal CC Roll.

- ⦿ The detonation of a D-Charge in CC doesn't affect its use.

- » The **Disposable (3)** Trait is shared between both Modes. The bearer of this weapon has only three uses available, no matter the Mode he would be using.

DETONATE D-CHARGES

(SHORT SKILL/ARO)

Optional.

EFFECTS

Troopers with D-Charges may remotely detonate, **without range or LoF restrictions and without a Roll**, a D-Charge previously planted by themselves or by any other trooper from their army.

D-CHARGES [DEPLOYABLE MODE]

Damage: 14

B: 1

Ammunition:
AP + EXP

Traits: *Anti-materiel, Deployable, Disposable (3)*

D-CHARGES [CC MODE]

Damage: 14

B: 1

Ammunition:
AP + EXP

Traits: *Anti-materiel, CC (-3), Disposable (3)*

D-Charges have been designed to cause a controlled, directed detonation capable of penetrating a target's armor. They have a directional cover over a hollow charge, so the explosion affects only the surface to which they are attached. This limits collateral damage and allows the operator to detonate them while in the proximity of the target. As their name implies, D-Charges are typically used for demolition purposes and they are particularly useful in destroying and dismantling vehicles, structures and walls.

D.E.P.

A light support weapon whose warhead combines the effect of the AP + EXP Special Ammunition.

D.E.P.

RANGE



Damage: 14

B: 1

Ammunition:
AP+EXP

Traits: *Anti-materiel, Disposable (1)*

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 troopers 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.

E/MARAT

A Direct Template BS weapon that fires E/M Special Ammunition.

E/MARAT

Damage: 13

B: 1

Ammunition:
E/M

Traits: Direct Template (Large Teardrop), Intuitive Attack

ATTENTION: Use of this weapon is prohibited by the Concilium Convention. Violators shall be prosecuted by international courts.

The 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 a 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 battle weapon, quite useful to equal the imbalance in confrontations between light forces with a low technological profile and highly modernized units.

E/MARAT

RASOOL RS E/MARAT (ARABIAN: POWER)

ATTENTION: Use of this weapon is prohibited by the Concilium Convention. Violators shall be prosecuted by international courts.

This weapon has been designed to disable the weaponry and equipment of the target. Projectiles loaded with this Special Ammunition launch a powerful electromagnetic pulse. In spite of its name, the E/Mitter uses non-lethal subsonic projectiles, with a volatile, deformable structure that doesn't pierce armor. It is a multipurpose weapon employed in assault operations against technological units as well as against defense and security systems, and installations.

ELECTRIC PULSE

A contact-activated, electricity-based CC Weapon. This new rule replaces the version previously shown in Infinity N3

ELECTRIC PULSE

Damage: --

B: 1

Ammunition:
--

Traits: 2 Turns, Automatic (7), CC, State: IMM-2, Non Lootable

ELECTRIC PULSE

(SHORT SKILL/ARO)

CC Attack

REQUIREMENTS

- » Base to base contact.

EFFECTS

- » This CC Weapon works automatically. Each time its use is declared, it is always considered that its user obtained a result of 7, so the player is not required to roll for CC in any way. This automatic result is always considered successful, regardless the CC Attribute value of the bearer.
- » If the opponent fails the Face to Face Roll against the automatic result of 7, he will be in the *Immobilized-2* state for **2 Turns** (The effect cancels automatically at the end of the next *Player Turn*), placing the corresponding IMM-2 Marker.
- » This CC Weapon does not apply *Critical Hits*, which it considers a normal success.
- » This CC Weapon does not allow either the user or his adversaries to apply any *MOD* to the CC or PH Attributes when performing the Face to Face CC Roll from any rule, Special CC Skill, weapon, or piece of Equipment.

ELECTRIC PULSE, CC SPECIAL SKILLS, AND EQUIPMENT EXAMPLE:

A Remote with Electric Pulse declares a CC Attack in a *Coordinated Order* along with a friendly trooper against an enemy Oniwaban.

Using Electric Pulse, the Remote can apply the +1 *Burst MOD* the *Coordinated Order* provides to the trooper designated as *Spearhead*. This is because the *MOD* is applied to the *Burst*, but not to the CC Roll.

In the same way, if the Oniwaban declares he is using *Martial Arts L3*, he cannot apply either the negative *MOD* this Level imposes to the opponent, or the positive *MOD* to the owner of this CC Special Skill. However, the Oniwaban can instead declare the use of *Martial Arts L4* and apply the +1 to the *Burst* provided by this level, as

E/MITTER

A BS weapon loaded with E/M2 Special Ammunition.

E/MITTER.

RANGE



Damage: 13

B: 1

Ammunition:
E/M2

it is a *MOD* not related to the *CC* or *PH* Attributes in the Face to Face *CC* Roll. Then, the Remote is considered to have obtained two results of 7. If the Oniwaban fails the Face to Face Roll he will enter the *Immobilized-2* state.

If the adversary of the Remote were a trooper possessing the *Hyper-Dynamics* Special Skill, then this trooper could not apply the *MOD* to the *PH* Attribute this Special Skill provides when declaring *Dodge*, as it is a *MOD* applied to the *PH* Attribute in the Face to Face *CC* Roll.

ELECTRIC PULSE AND BERSERK CC SPECIAL SKILL EXAMPLE:

A wild 45th Highlander Rifle declares a *Berserk* Attack against an enemy Remote with Electric Pulse.

As this *CC* Special Skill turns the usual *CC* Face to Face Roll into two *CC* Normal Rolls, the Remote automatically succeeds in its *CC* Normal Roll. The 45th Highlander will probably succeed in his *CC* Normal Roll but he will automatically enter the *Immobilized-2* state at the end of the Order.

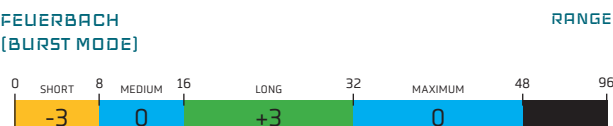
The Electric Pulse is a defensive system typically installed on vehicles and in security zones. It generates a discharge strong enough to put down any opponent or intruder without using deadly force. Portable variants have been developed as a more immediate and personal defense solution.

FEUERBACH

This heavy support weapon possesses two different Shooting Modes from which players can choose.

Burst Mode combine the effects of the *AP* and *DA* Special Ammunition. The **Explosive Mode** loads Explosive Special Ammunition, but it possesses a lower *Burst* value.

FEUERBACH (BURST MODE)



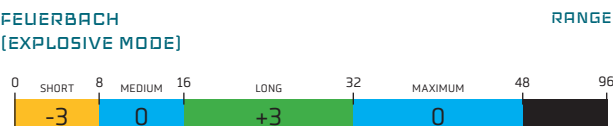
Damage: 14

B: 2

Ammunition:
AP+DA

Traits: *Anti-materiel*

FEUERBACH (EXPLOSIVE MODE)



Damage: 14

B: 1

Ammunition:
EXP

Traits: *Anti-materiel*

The Feuerbach, or "River of Fire" in German, shoots auto-propelled projectiles. These small, lightweight projectiles have a quick loading and boosting mechanism that provides a rapid rate of fire. In exchange for this, the Feuerbach sacrifices 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 rumored that the real origin of

the names comes from the fondness of its designer for German philosophers of the Nineteenth century.

FEUERBACH



ASKARI AS ATEŞ (TURKISH: FIRE) (WITH FGA LICENSE)

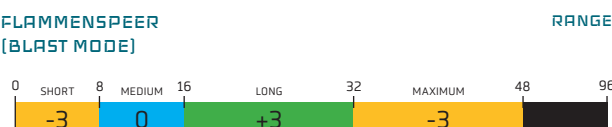
FLAMMENSPEER

A disposable weapon which shoots projectiles loaded with *Fire* Special Ammunition. This weapon possesses two different Shooting Modes from which players can choose.

Blast Mode possess the *Impact Template (Circular)* Trait and applies the *Fire* Special Ammunition across the whole *Area of Effect* of the *Circular Template*. The **Hit Mode** lacks the *Impact Template* Trait, but it possesses a higher *Damage* value.

The **Disposable (2)** Trait is shared between both Shooting Modes. The bearer of this weapon has only two uses available, no matter the Mode he would be using.

FLAMMENSPEER (BLAST MODE)



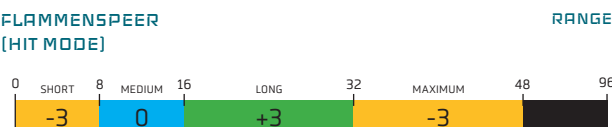
Damage: 14

B: 1

Ammunition:
Fire

Traits: *Disposable (2)*, *Impact Template (Circular)*

FLAMMENSPEER (HIT MODE)



Damage: 15

B: 1

Ammunition:
Fire

Traits: *Disposable (2)*

ATTENTION: Use of this weapon is prohibited by the Concilium Convention. Violators shall be prosecuted by international courts.

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.

GRENAD LAUNCHER, (GL)

A BS Weapon capable of accepting different types of projectiles (explosive, smoke, E/M...) specified in its Weapon Profile, and using *Speculative Fire*.

VARIANTS

ECLIPSE LIGHT GRENADE LAUNCHER

This variant fires only non-lethal *Eclipse* Special Ammunition.

ECLIPSE LIGHT GRENADE LAUNCHER

RANGE



Damage: --

B: 1

Ammunition:
Eclipse

Traits: *Impact Template (Circular), Non-Lethal, Reflective, Special Dodge, Speculative Fire, Targetless*

The grenade launcher is a multi-purpose weapon platform. There are non-lethal variants loading smoke rounds. Thanks to the grenade launcher, the soldier can cover the area of operations with a smoke screen that is impossible to pierce for even the most advanced optical scanners of the enemy.

STUN LIGHT GRENADE LAUNCHER

This version of the light model fires *Stun* Special Ammunition.

STUN LIGHT GRENADE LAUNCHER

RANGE



Damage: 15

B: 1

Ammunition:
Stun

Traits: *Impact Template (Circular), Non-Lethal, Speculative Fire*

When the anti-terrorist or police forces need to increase the range of their Stun rounds they use light grenade launchers, which allow them to reach zones previously inaccessible to hand thrown grenades. Generally before the start of an assault, the launcher operative stays in a position further back from his teammates. The sound of the Stun grenade launcher is the signal for the teammates to start the assault and take advantage of the disruptive effects of this round.

GRENADS

A BS Throwing Weapon, useful at short range against groups of enemies or obscured targets.

VARIANTS

ECLIPSE GRENADES

A non-lethal variant of the grenade loaded with *Eclipse* Special Ammunition.

ECLIPSE GRENADES

RANGE



Damage: --

B: 1

Ammunition:
Eclipse

Traits: *Impact Template (Circular), Non-Lethal, Reflective, Special Dodge, Speculative Fire, Targetless, Throwing Weapon*

Hand grenades are the ideal deployment platform for the Eclipse ammunition. There is not an optical device or scanner able to penetrate the thick screen generated by Eclipse grenades. Thanks to this non-lethal weapon, the operative and survival capabilities of the soldiers increase exponentially, allowing a broader mobility through the zone of operations.

STUN GRENADES

A version of this *Throwing Weapon* that loads *Stun* Special Ammunition.

STUN GRENADES

RANGE



Damage: 15

B: 1

Ammunition:
Stun

Traits: *Impact Template (Circular), Non-Lethal, Speculative Fire, Throwing Weapon*

Stun 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. Stun 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.

HEAVY MACHINE GUN (HMG)

A powerful long-range support *BS* weapon with a high *Burst* value.



VARIANTS

MULTI HMG

The main advantage of the MULTI HMG is its capacity to fire Heavy MULTI Ammunition, giving the user the chance to choose between three different Shooting Modes on the fly.

This new Weapon Profile replaces the version previously shown in Infinity N3

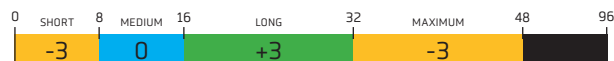
MULTI HMG (BURST MODE) RANGE



Damage: 15 B: 4 Ammunition: AP/Shock

Traits: Heavy MULTI, Non-Lootable, Suppressive Fire.

MULTI HMG (ANTI-MATERIEL MODE) RANGE



Damage: 15 B: 1 Ammunition: EXP

Traits: Anti-materiel, Heavy MULTI, Non-Lootable.

MULTI HMG (STUN MODE) RANGE



Damage: 15 B: 1 Ammunition: Stun

Traits: Heavy MULTI, Non-Lethal, Non-Lootable

Conceived as heavy support weapons, MULTI HMGs are auto-cooled, allowing their operator to fire continuously for long periods of time without fear of heat damage to the barrel or the firing mechanisms. Multiple feeding magazines and preprogrammed systems give this weapon more versatility by enabling the operator to choose the ammunition best suited to the variable conditions of battle.

HYPER-RAPID MAGNETIC CANNON (HMC)

A support *BS* Weapon that shoots Light MULTI Ammunition, giving the user the chance to choose between three different Shooting Modes on the fly. HMCs have one of the highest *Burst* values on the Infinity Weapons Chart.

This new Weapon Profile replaces the version previously shown in Infinity N3

HMC (BURST MODE) RANGE



Damage: 15 B: 5 Ammunition: AP/Shock

Traits: Light MULTI, Non-Lootable, Suppressive Fire

HMC (ANTI-MATERIEL MODE) RANGE



Damage: 15 B: 1 Ammunition: DA

Traits: Anti-materiel, Light MULTI, Non-Lootable.

HMC (STUN MODE) RANGE



Damage: 15 B: 1 Ammunition: Stun

Traits: Light MULTI, Non-Lethal, Non-Lootable

The Hyper-Rapid Magnetic Cannon uses a Gatling-style array of railguns—cannons that use electrically-induced magnetism to accelerate a projectile to hypersonic speeds—to achieve incredible fire rates. The projectiles launched by this weapon are 3mm metal shards, but their kinetic energy is far superior to normal bullets, making their penetration capabilities and effective range on par with a HMG. Due to their size and weight, HMCs are mounted weapons used exclusively by armored units.

JAMMER

This *Technical Weapon* doesn't require LoF and acts in the user's *Zone of Control*, inducing the *Isolated* state.

» The user of a Jammer can declare a *BS Attack* using his *WIP* Attribute against a target within his *ZoC*. However, this weapon does not require *LoF* to the target.

» A successful Roll forces the target to make a *BTS* Roll versus *Damage* 13.

» Failing the *BTS* Roll causes the target to enter the *Isolated* state, signified by an Isolated Marker in base to base contact.

» *Critical* hits with a Jammer put the target directly into the *Isolated* state, bypassing the usual *BTS* roll.

» The user of a Jammer can declare an *Intuitive Attack* to target a Camouflage or TO Marker within his *ZoC*.

JAMMER

Damage: 13

B: 1

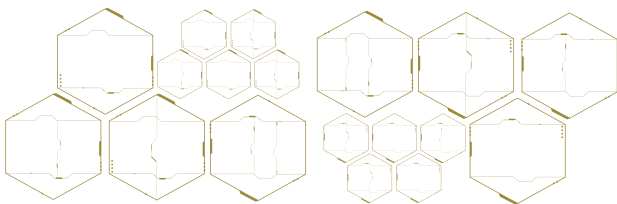
Ammunition: --

Traits: Comms Attack, Intuitive Attack, No LoF, State: Isolated, Technical Weapon, Zone of Control.

The Jammer is an electronic warfare tactical weapon, which means it is a short range, compact, and specialized artefact. 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, and other electromagnetic energy, 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 friendly 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 from being popularized as an infantry weapon, due to the risk to 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 enemy's strategy.

Remember:

The target of a Comms Attack can declare **Reset** to avoid the Attack.



RANGE

KATYUSHA MRL

A Multiple Rocket Launcher designed as an area saturation weapon.

This weapon possesses two different Shooting Modes from which players can choose.

Blast Mode possess the *Impact Template (Circular)* Trait and can perform *Speculative Fire*. **Guided Mode** applies the *Guided* Trait that allows its projectiles to home in on a target previously flagged by a *Forward Observer*. Both Modes apply DA Special Ammunition across the whole *Area of Effect* of the Template.

KATYUSHA MRL
(BLAST MODE)

RANGE



Damage: 14

B: 1

Ammunition: DA

Traits: Anti-materiel, Impact Template (Circular), Non-Lootable, Speculative Fire

KATYUSHA MRL
(GUIDED MODE)

Damage: 14

B: 1

Ammunition: DA

Traits: Anti-materiel, Guided, Impact Template (Circular), Non-Lootable

The Katyusha (*Kamiowa*, 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.

MADTRAPS

A non-lethal perimeter weapon possessing a tracking warhead activated by enemy proximity, which pursues a target until it contacts it.

MADTRAP			
ARM	BTS	STR	S
0	0	1	1
Special Skills: Perimeter.			

MADTRAP

Damage: --

B: 1

Ammunition: Adhesive

Traits: Deployable, Disposable (2), Non-Lootable, Non-Lethal.

The Runner Projectiles HT-21 are a non-lethal variant of the famous *CrazyKoalas*. This weapon was developed following the instructions of the Imperial Service by the *Aizuri-sho* company, a branch of the *Kiyomitsu keiretsu*, with the purpose of providing a solution for the detention of suspects that avoids risking the lives of the agents. Even though the

Imperial Service designation is Mǎng (蟒, "boa" in Chinese), the HT-21 are known on the international weapon market as MadTraps, because they not only trap their prey, but because they run maddeningly toward them.

MARKSMAN RIFLE

In game terms, this weapon can be considered a medium-long range weapon.

MARKSMAN RIFLE

RANGE



Damage: 13

B: 3

Ammunition:
N

Traits: *Suppressive Fire*

The Marksman Rifle is considered the mid step between the Combi Rifle and the Sniper Rifle. 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. For such situations, 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 sniper's 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.

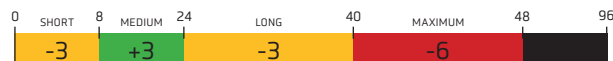
VARIANTS

AP MARKSMAN RIFLE

A variant of the Marksman Rifle that shoots AP Special Ammunition.

AP MARKSMAN RIFLE

RANGE



Damage: 13

B: 3

Ammunition:
AP

Traits: *Suppressive Fire*

The armor piercing variant of the Marksman rifle was born from the need to give the regular infantry units better platoon accurate anti-armor capabilities. The adaptation of this weapon for anti-armor ammunition has the advantages of requiring less logistics and weight for the unit on the field, contrary to what happens with heavy armor piercing weaponry.

SHOCK MARKSMAN RIFLE

This version of the Marksman Rifle is loaded with *Shock* Special Ammunition.

SHOCK MARKSMAN RIFLE

RANGE



Damage: 13

B: 3

Ammunition:
Shock

Traits: *Suppressive Fire*

Even though the Marksman rifle is considered an infantry team weapon instead of a specialized weapon, it is so versatile that it becomes a very attractive option for special operations. Its capability of performing sustained and accurate fire on distances greater than of a conventional rifle make it an ideal weapon for independent agents that must face all types of operative situations without support. The variant capable of loading Shock ammo has been developed specially to grant the deadly and immediate capability of a sniper rifle.

MINES

Mines are a type of *Deployable Weapon* used to control small areas of the battlefield and influence the movement of enemy troopers.

VARIANTS

VIRAL MINES

The most sophisticated version of this weapon, it uses *Viral* Special Ammunition to great effect.

VIRAL MINES

(SHORT SKILL/ARO)

Attack

REQUIREMENTS

- » In the **Reactive Turn**, LoF to the Active trooper is required.

EFFECTS

- » Viral Mines follow the same rules as Anti-Personnel Mines, but use *Viral* Special Ammunition instead of Shock.

VIRAL MINE

ARM	BTS	STR	S
0	0	1	0

VIRAL MINES

Damage: 12

B: 1

Ammunition:
Viral

Traits: *Concealed, Deployable, Direct Template (Small Teardrop), Disposable (3), Intuitive Attack*

ATTENTION: Use of this weapon is prohibited by the Concilium Convention. Violators shall be prosecuted by international courts.

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.

Mk12

A BS weapon characterized by its increased accuracy and fire power.

Mk12

RANGE



Damage: 15

B: 3

Ammunition:
N

Traits: *Suppressive Fire*

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 troopers who 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.

Mk12



ITALIERI DE PRECISIONE IPS ELLISSE
(ITALIAN: ELLIPSE)

MOLOTOK

A BS weapon designed to operate in medium range with a high rate of fire that shoots AP Special Ammunition.

MOLOTOK

RANGE



Damage: 13

B: 4

Ammunition:
AP

Traits: *Suppressive Fire*

The Molotok (Молоток, 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 (Хищник, Russian for "Predator"), the Molotok has been especially useful in urban warfare and Close Quarters Battle environments, being adopted by several Ariadnan units in addition to those units types previously mentioned.

PISTOL

A BS weapon useful both at short range and in CC.

ASSAULT PISTOL



AKNOVY GROZA (ГРОЗА, "THUNDERSTORM")

VARIANTS

ASSAULT PISTOL

A short range BS weapon characterized by its high rate of fire.

ASSAULT PISTOL

RANGE



Damage: 13

B: 4 (1 in CC)

Ammunition:
N

Traits: *CC*

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 troopers 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.

STUN PISTOL

A short range BS weapon that fires Stun Special Ammunition.

STUN PISTOL



Damage: 11

B: 2 (1 in CC)

Ammunition:
Stun

Traits: CC, Non-Lethal

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 melee. 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.

VIRAL PISTOL

Variant of the Pistol that fires Viral Special Ammunition.

VIRAL PISTOL



Damage: 12

B: 2 (1 in CC)

Ammunition:
Viral

Traits: CC

Viral Pistols are weapons conceived for assassination. Developed within the military field, the original intention of this design was a weapon that allowed the troopers extreme and immediate prejudice capabilities in close combat situations. However, the tactical possibilities of this weapons were identified by the intelligence services who quickly showed interest on acquiring them for their clandestine units.

PITCHER

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

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

PITCHER

RANGE



Damage: --

B: 1

Ammunition:

--

Traits: Disposable (2), Indiscriminate, Non-Lethal, Speculative Fire, Targetless

The Pitcher was conceived as an advanced designation tool, increasing the effective action radius of tactical Hackers. As a 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.

PULZAR

An advanced Direct Template BS Weapon which loads Nanotech Special Ammunition.

PULZAR

Damage: 13

B: 1

Ammunition:
Nanotech

Traits: Direct Template (Large Teardrop), Intuitive Attack, Non-Lootable

The Pulzar is a superior variant of the famous Nanopulser, different from it due to its increased range and greater capability of offensive nanobot dispersion. Just like the Nanopulser there are many versions of this weapon on the market. Even though there are external use models, most of this versions are made to be implanted in the user's body. The visual discretion of the body integrated variants turns them into ideal weapons for use in covert operations. However, the Pulzar is considered military gear and lacks a civilian use license.

RED FURY

A medium-long range BS weapon with a high rate of fire that loads Shock Special Ammunition.

RED FURY

RANGE



Damage: 13

B: 4

Ammunition:
Shock

Traits: Suppressive Fire

Since modern combat is characterized by more concentrated zones of operation than previous conflicts, squads need support weapons capable of accurate and sustained fire that are light and compatible with the rest of the team's. It is true that solutions like the Spitfire, which provide more firepower for close quarters combat, exist. But these lack accuracy at long ranges and use a different casing than other basic infantry weapons. The answer to these shortcomings is the Red Fury, a generic name for these types of weapons that reflects their supe-

rior fire rate. The Red Fury comes from the standard team rifle, but is equipped with a more robust firing mechanism, able to resist the fire rate needed to keep sustained fire, and a heavier barrel to avoid overheating. Even though the Red Fury has higher capacity magazines, it has been designed to accept basic magazines from the standard team rifle. So in a long fight, the shooter can utilize his team mate's magazines to keep providing fire support.

RIFLE

The rifle is the standard BS weapon. A versatile firearm, it has considerable power and is most effective at medium range. Due to its success as a standard-issue gun, it is the basis for a profusion of variants.



VARIANTS

MULTI RIFLE

MULTI Rifles are variants of the Combi Rifle that give their user the ability to choose between three different Shooting Modes on the fly.

This new Weapon Profile replaces the version previously shown in Infinity N3.

MULTI RIFLE (BURST MODE)



Damage: 13

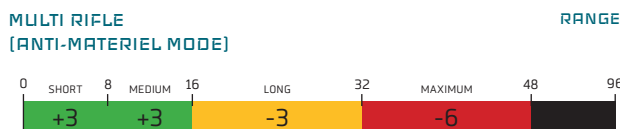
B: 3

Ammunition:
AP/Shock

Traits: Light MULTI, Suppressive Fire.

MULTI RIFLE

(ANTI-MATERIEL MODE)



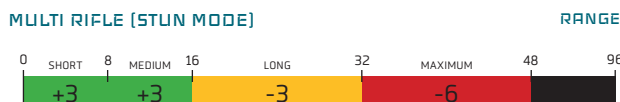
Damage: 13

B: 1

Ammunition:
DA

Traits: Anti-materiel, Light MULTI.

MULTI RIFLE (STUN MODE)



Damage: 14

B: 1

Ammunition:
Stun

Traits: Light MULTI, Non-Lethal

The MULTI Rifle is a modern version of the Combi Rifle, a very complex machine available only to the more technologically or financially blessed armies of the Sphere. The MULTI Rifle is given only to specially prepared troops who have received both extensive tactical training—to make the most of the versatility of this costly weapon—and technical education—to be able to perform the daily maintenance of its complex machinery. What few contest is the effectiveness of this type of gun, one of the best tools any soldier could receive to maximize his output of lethal damage against any enemy.

T2 RIFLE

This version of the conventional Rifle has been specially adapted to shoot T2 Special Ammunition.

T2 RIFLE



Damage: 13

B: 3

Ammunition:
T2

Traits: Anti-materiel, Suppressive Fire

The T2 Rifle is an unique variant of the standard rifle which has been adapted to shoot the exceptionally powerful and expensive T2 ammunition. This version has a damage capability higher than any other duty long gun, but without modifying the basic characteristic of a rifle. Its main advantage over the standard rifle is the capability of causing critical damage to the target, resulting in high levels of lethality. Thanks to the T2 ammunition, the effective damage stats of this weapon reach and even surpass the stats of other support weapons considered more powerful or sophisticated.

VIRAL RIFLE

A variant of the Rifle loaded with Viral Special Ammunition.

VIRAL RIFLE



Damage: 13

B: 3

Ammunition:
Viral

Traits: Suppressive Fire

The Bureau for Weaponry Research and Development of the Diwān al Jund contacted the Haqqislamite pharmaceutical industry to develop light caliber Viral ammunition that could be loaded in a basic infantry weapon. The main reason of the Haqqislamite technicians for this decision was to equip the regular soldier with a weapon with superior lethal force than that of the standard rifle. The success of this type of weapon took the Haqqislamite weapon industry to the top of the Stock Market. However, the high cost of Viral ammunition prevents it from being a regular sight on the battlefield.

VIRAL COMBI RIFLE

A variant of the Combi Rifle specially designed to shoot *Viral* Special Ammunition..

VIRAL COMBI RIFLE

RANGE



Damage: 13

B: 3

Ammunition:
ViralTraits: *Suppressive Fire*

This highly advanced version of the Combi Rifle can only be seen in military units characterized by their access to cutting-edge weaponry. In other combat forces, its use is restricted to elite operatives.

ROCKET LAUNCHER (RL)

A versatile support weapon possessing different *Shooting Modes* which allows it to adapt to variable combat conditions.

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 meters, this weapon 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 77 motor, 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 thirty 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.

VARIANTS

LIGHT ROCKET LAUNCHER (LIGHT RL)

This weapon possesses two different *Shooting Modes* from which players can choose.

Blast Mode possess the *Impact Template (Circular)* Trait and applies the *Fire* Special Ammunition across the whole *Area of Effect* of the Circular Template. The **Hit Mode** lacks the Impact Template Trait, but it possesses a higher *Damage* value.

LIGHT ROCKET LAUNCHER
(BLAST MODE)

RANGE



Damage: 13

B: 2

Ammunition:
FireTraits: *Impact Template (Circular)*LIGHT ROCKET LAUNCHER
(HIT MODE)

RANGE



Damage: 14

B: 2

Ammunition:
Fire

Light versions of the Rocket Launcher have been designed to provide portable fire support at squad level without a substantial modification of the trooper's standard personal gear.

HEAVY ROCKET LAUNCHER (HEAVY RL)

This weapon possesses two different *Shooting Modes* from which players can choose.

Blast Mode possess the *Impact Template (Circular)* Trait and applies the *Fire* Special Ammunition across the whole *Area of Effect* of the Circular Template. The **Hit Mode** lacks the Impact Template Trait, but it possesses a higher *Damage* value.

HEAVY ROCKET LAUNCHER
(BLAST MODE)

RANGE



Damage: 14

B: 2

Ammunition:
FireTraits: *Impact Template (Circular)*HEAVY ROCKET LAUNCHER
(HIT MODE)

RANGE



Damage: 15

B: 2

Ammunition:
Fire

The Rocket Launcher is a weapon system that has been improved over the years thanks to technological advances. The development of auto-propelled micro-munitions allowed the old single projectile Rocket Launchers to carry multiple magazines without an increase in weight. However, modern Heavy Rocket Launcher models are still shoulder-launched to protect gunners from gases ejected when the propellant charge activates. More advanced models have multiple stage auto-propelled projectiles that avoid this risk, igniting beyond the point of danger to the gunner.

HEAVY ROCKET LAUNCHER



SWITECH TEMPESTAS (LATIN: "STORM")

SMART ROCKET LAUNCHER (SMART RL)

Smart Rocket Launchers are a more advanced version of the Rocket Launcher, possessing two different Shooting Modes from which players can choose.

Guided Mode applies the *Guided* Trait that allows its projectiles to home in on a target previously flagged by a *Forward Observer*. **Blast Mode** possess a higher *Burst* value. Both Modes apply *Fire* Special Ammunition across the whole *Area of Effect* of the Circular Template.

SMART ROCKET LAUNCHER
(GUIDED MODE)

Damage: 14

B: 1

Ammunition:
FireTraits: *Guided*, *Impact Template (Circular)*SMART ROCKET LAUNCHER
(BLAST MODE)

RANGE



Damage: 14

B: 2

Ammunition:
FireTraits: *Impact Template (Circular)*

As a weapon, the Smart Rocket Launcher is less versatile than the homonymous Missile Launcher, as it was conceived to primarily damage multiple targets, and has an increased collateral damage profile.

SHOTGUN

There are different kinds of shotguns, but all are short-range BS weapons, packing quite a punch despite their comparatively low *Burst* value.

VARIANTS:

T2 BOARDING SHOTGUN

This powerful Shotgun that offers two different Shooting Modes from which players can choose.

Blast Mode possess the *Impact Template (Small Teardrop)* Trait. The **T2 Mode** lacks the *Impact Template* Trait, but applies the *T2* Special Ammunition.

T2 BOARDING SHOTGUN
(BLAST MODE)

RANGE



Damage: 14

B: 2

Ammunition:
NTraits: *Impact Template (Small Teardrop)*T2 BOARDING SHOTGUN
(T2 MODE)

RANGE



Damage: 14

B: 2

Ammunition:
T2Traits: *Anti-materiel*

ATTENTION: Use of this weapon is prohibited by the Concilium Convention. Violators shall be prosecuted by international courts.

This variant of the traditional Boarding Shotgun is a highly versatile weapon for close quarters battle against regular infantry forces. The T2 version allows the shooter to choose between two firing modes. The anti-personnel mode, with the round fully loaded with flechettes, is very useful in CQB and navy combat. The anti-materiel mode, shooting T2 projectiles, the best option when facing highly resilient adversaries. However, the high cost of the T2 ammunition makes the logistics NCOs unhappy when facing an indiscriminate use of these projectiles by the few assault units able to use this specialized weapon.

VULKAN SHOTGUN

This powerful Shotgun that offers two different Shooting Modes from which players can choose.

Blast Mode possess the *Impact Template (Small Teardrop)* Trait and applies the *Fire* Special Ammunition. Meanwhile, the **AP Mode** lacks the *Impact Template* Trait, but applies the *AP* Special Ammunition.

VULKAN SHOTGUN
(BLAST MODE)

RANGE



Damage: 14

B: 2

Ammunition:
FireTraits: *Impact Template (Small Teardrop)*

VULKAN SHOTGUN (AP MODE)

RANGE



Damage: 14

B: 2

Ammunition:
AP

ATTENTION: Use of this weapon is prohibited by the Concilium Convention. Violators shall be prosecuted by international courts.

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 thin 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, etc.) 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 troopers equipped with Symbiont Armor.

SNIPER RIFLE

A BS Weapon capable of great accuracy at extreme distances.

VARIANTS

MULTI SNIPER RIFLE

A modernized, more versatile version of the standard Sniper Rifle it can fire a range of Medium MULTI Special Ammunitions that give their user the ability to choose between three different Shooting Modes on the fly

This new Weapon Profile replaces the version previously shown in Infinity N3

MULTI SNIPER RIFLE (AP MODE)

RANGE



Damage: 15 B: 2

Ammunition:
AP

Traits: Medium MULTI.

MULTI SNIPER RIFLE (ANTI-MATERIEL MODE)

RANGE



Damage: 15 B: 2

Ammunition:
DA

Traits: Anti-materiel, Medium MULTI

MULTI SNIPER RIFLE (STUN MODE)

RANGE



Damage: 15 B: 1

Ammunition:
Stun

Traits: Medium MULTI, Non-Lethal

The MULTI Sniper Rifle is the next evolutionary step in long-range precision firearms. The versatility of this weapon stems from its munition selector. Basic models have multiple magazines and interchangeable or rotating systems, while the more sophisticated versions use adaptive ammunition that is altered in-chamber to suit the needs of the operator. Carrying only a MULTI Sniper Rifle, a sharpshooter can switch seamlessly between an anti-tank gun capable of piercing thick armor, and an anti-personnel weapon that can neutralize even the most resilient targets.

SMART MULTI SNIPER RIFLE

A highly sophisticated long range BS weapon.

This weapon allows its user the ability to choose between four different Shooting Modes on the fly: the usual Medium MULTI Special Ammunitions, and another which applies the *Guided* and the *Impact Template (Circular)* Traits but with a lower Damage value.

SMART MULTI SNIPER RIFLE (AP MODE)

RANGE



Damage: 15

B: 2

Ammunition:
AP

Traits: Medium MULTI.

SMART MULTI SNIPER RIFLE (ANTI-MATERIEL MODE)

RANGE



Damage: 15

B: 2

Ammunition:
DA

Traits: Anti-materiel, Medium MULTI

SMART MULTI SNIPER RIFLE (STUN MODE)

RANGE



Damage: 15

B: 2

Ammunition:
Stun

Traits: Medium MULTI, Non-Lethal.

SMART MULTI SNIPER RIFLE (GUIDED MODE)

Damage: 13

B: 1

Ammunition:
DA

Traits: Anti-materiel, Guided, Impact Template (Circular)

The Smart MULTI Sniper Rifles come with special projectiles equipped with state of the art tracking rounds able to follow and hunt its target throughout the battlefield. This is a light support weapon with less destructive capabilities, but which compensates for that fact thanks to its longer range than traditional Smart Missile Launchers. The fact that it can also be used as a MULTI Sniper Rifle gives it a versatility highly appreciated by the special operation units.

SNIPER RIFLE

This version of the Sniper Rifle is loaded with T2 Special Ammunition.

T2 SNIPER RIFLE

RANGE



Damage: 15

B: 2

Ammunition:
T2

Traits: Anti-materiel

The T2 Sniper Rifle was designed specifically to be used against heavy military gear. Its design is quite similar to a regular sniper rifle, with high caliber shooting capabilities.

ties at long ranges with great accuracy, but fitted with a chamber capable of holding a heavier caliber, usual of T2 ammunition. As a result, this weapon presents very high destructive capabilities per hit. However, T2 ammunition is very rare, very expensive, and bit heavier than the standard sniper rifle ammunition, which can cause certain logistics problems in prolonged campaigns.

VIRAL SNIPER RIFLE

Variant of the Sniper Rifle that fires *Viral* Special Ammunition.

VIRAL SNIPER RIFLE

RANGE



Damage: 15

B: 2

Ammunition:
Viral

Viral Sniper Rifles have been nicknamed "Divine Resolution" because of their combination of deadliness and effective range. The name is completely justified because on many occasions the sniper is at such range that, even with unsilenced weapons, the hit happens before the sound of the shot arrives, due to the projectile being faster than the speed of sound. Furthermore the high lethality of *Viral* ammunition tends to kill the target before it hits the ground. This weapon is used not only as a conventional offensive element but also to obtain extra tactical advantages from the psychological hit to the enemy's morale.

VIRAL SNIPER RIFLE



IRIISTA CLAADO-350 (CLAADO-KUMIEL)

SPITFIRE

A support *BS* Weapon particularly useful at medium ranges thanks to its signature high *Burst* value.

VARIANTS

AP SPITFIRE

Variant of the Spitfire that fires AP Special Ammunition.

AP SPITFIRE

RANGE



Damage: 14

B: 4

Ammunition:
AP

Traits: *Suppressive Fire*

The Spitfire has demonstrated its versatility and special adaptation to the modern warfare, where urban and closed environments predominate, being the latter thick jungles or narrow and stifling space environments. The excellent results of the Spitfire has favored the interest to develop different versions loaded with armor-piercing ammunition to face heavily armored enemies.

SUBMACHINE GUN

A short-medium *BS* weapon that offers two different Shooting Modes from which players can choose.

AP Mode fires AP Special Ammunition. Meanwhile, the **Shock Mode** applies the *Shock* Special Ammunition.

SUBMACHINE GUN (AP MODE)

RANGE



Damage: 13

B: 3

Ammunition:
AP

Traits: *Suppressive Fire*.

SUBMACHINE GUN (SHOCK MODE)

RANGE



Damage: 13

B: 3

Ammunition:
Shock

Traits: *Suppressive Fire*

The advances in personal ballistic protection and the appearance of the Combi Rifle eclipsed the submachine gun as the main military and police 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 to 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.

SYMBIOBUGS

A perimeter weapon possessing a tracking warhead activated by enemy proximity, which pursues a target until it contacts it.

SYMBIOBUG			
ARM	BTS	STR	S
0	0	1	1
Special Skills: Perimeter.			

SYMBIOBUG

Damage: 13

B: 1

Ammunition:
Pheromonic

Traits: Deployable, Disposable (2), Non-Lootable

SymbioBugs are living weapons bioengineered specifically to perform perimeter defense tasks. The advanced research of the Tohaa genetic engineers into the modification of creatures through symbiotic implants has allowed the incorporation of offensive pheromonic action packages to trained fauna. The symbiont implanted in said creatures also includes a pheromonic communication link that allows the bearer of these weapons to communicate simple orders through Corahta, the Tohaa pheromonic language. All this plus the speed and special sensing capabilities of the Laaga, the name of the beings that serve as platform for the symbiont, constitute a perfect living weapon for area defense.

RANGE

T2 CC WEAPON

A Close Combat Weapon that loads T2 Special Ammunition.

T2 CC WEAPON

Damage: PH

B: 1

Ammunition:
T2

Traits: CC

Considered a precious trophy, the T2 bladed weapons usually decorate the halls of the great Caledonian clan chiefs. Due the high cost of the materials they require and their arduous production system, these weapons are not usually seen on the battlefield. Just some special operators and great warriors really carry them in combat.

TEMPLAR CC WEAPON

A Close Combat Weapon which combines the effect of two different types of Special Ammunitions. There are multiple forges of this weapon, with different profiles

TEMPLAR CC WEAPON [FORGE 1]

Damage: PH

B: 1

Ammunition:
AP+Shock

Traits: CC

TEMPLAR CC WEAPON [FORGE 2]

Damage: PH

B: 1

Ammunition:
AP+DA

Traits: Anti-materiel, CC

The Templars shone as innovative weaponsmiths. Today, Templar-made weapons have almost disappeared, and the few existing ones are considered collector's pieces. Thanks to the toughness of their design, they usually still work perfectly.

URAGAN MRL

A Multiple Rocket Launcher designed to exterminate the enemy by saturation of firepower.

This weapon possesses three different Shooting Modes from which players can choose.

Blast Mode possess the *Impact Template (Circular)* Trait and can perform *Speculative Fire*. **Guided Mode** possess the *Guided* Trait besides the *Impact Template (Circular)* Trait, but with a lower Burst value. Both of these Modes apply AP and Shock Special Ammunitions across the whole Area of Effect of the Template. The **Hit Mode** lacks the *Impact Template* Trait, but it possesses a higher Damage value.

URAGAN MRL (BLAST MODE)

RANGE



Damage: 14

B: 3

Ammunition:
AP + Shock

Traits: Burst: Single Target, Impact Template (Circular), Non-Lootable, Speculative Fire

URAGAN MRL (GUIDED MODE)

Damage: 14

B: 1

Ammunition:
AP + Shock

Traits: Guided, Impact Template (Circular), Non-Lootable

URAGAN MRL (HIT MODE)

RANGE



Damage: 15

B: 3

Ammunition:
AP + Shock

Traits: Burst: Single Target, Non-Lootable

The Uragan (Ураган, which means "Hurricane" in Russian) is a low cost, fast production artillery weapon designed to face armored elements and provide counter-battery fire. The offensive concept of the Uragan is to rain armor-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, non-hackable artillery.

VIRAL CC WEAPON

A Close Combat Weapon that loads *Viral* Special Ammunition.

VIRAL CC WEAPON

Damage: PH

B: 1

Ammunition:
Viral

Traits: CC

There is no better tool for killing than a blade with an invisible substance able to terminate the target without needing to reach any vital organ. The slightest cut with one of these weapons is so lethal that it exemplifies the saying of that ancient Japanese master: "There are many ways to attack, but you only need one to kill".

VORPAL CC WEAPON

A Throwing Weapon that loads *Monofilament* Special Ammunition and can be used in CC. The Vorpal CCW always return to its bearer so it can be used repeatedly.

VORPAL CC WEAPON

RANGE



Damage: 12

B: 1

Ammunition:
Monofilamen

Traits: CC, Throwing Weapon

EXAMPLE OF USING A CC VORPAL WEAPON

A trooper with one or more CC Special Skills and a Vorpal Weapon declares its use as a *Throwing Weapon* against a target that she is not *Engaged* in CC with. Because it is being used as a *Throwing Weapon*, she must succeed at a PH roll with a +3 range MOD. She cannot apply any CC Special Skills because she is not in CC with her target.

Originally, the Vorpal Sword was mentioned by Lewis Carroll in "Alice Through the Looking-Glass" as the only weapon able to kill the terrible Jabberwocky Monster. So the word "Vorpal" acquired the "deadly and sharp weapon" meaning, a term that also perfectly defines this VoodooTech weapon.

Vorpal weapons are monofilament close combat weapons of configurable length and morphology. Thanks to this peculiar feature, its bearer can make the Vorpal weapon take shapes and sizes that allow it to be thrown to the enemy and come back to the hand after hitting the target. Vorpal weapons have a built in semi-intelligent system that regulates its length during flight, improving the aerodynamics and reducing the risk of injury when retrieved.

The Vorpal weapon is one of the most dangerous close combat weapons that exist, for the enemy as well as for the bearer, including a true expert. However, its use in combat is a true visual spectacle. There is nothing more awe-inspiring than seeing how the Vorpal weapon cruises through the air, cutting everything in its path and returning to its thrower's hand with the majesty of a bird of prey.

Generally related to Voodoo Technology, Vorpal weapons are unusual on the battlefields, not only because of its high sophistication, but also because the expertise required to use it effectively. Even though it is an Umbra and other Combined Army elite troopers weapon, research on programmable microminds installed in personal weapons was carried out by the master weapon smiths of the extinct Templar Order, suggesting that a few survivors could have developed prototypes secretly, on-demand, and in very limited amounts.



EQUIPMENT

In Infinity, game-relevant pieces of material and gear are collectively called Equipment. Their use is usually non-offensive, but they give their users special abilities and bonuses that improve their prospects of survival on the battlefield.

EQUIPMENT: LABELS AND TRAITS

Like Special Skills, all pieces of Equipment have one or more **Labels** that quickly mark them as having certain game features. You can refer to the full list of **Labels** in the Infinity N3 rulebook.

In the **Labels** section of some pieces of Equipment you can also find **Traits** like the ones used for Weapons. The full list of **Traits** is in the Infinity N3 rulebook.

EQUIPMENT: LEVELS

Like Special Skills, certain pieces of Equipment are divided into several *alphabetic* or *numeric Levels* (see the Infinity N3 rulebook) that represent grades of effectiveness and refinement of the same basic technology.

AI BEACON

The AI Beacon provides an Order to the Order Reserve; even though its bearer is a piece of Equipment instead of a trooper.

AI BEACON

(AUTOMATIC EQUIPMENT)

Deployable, Non-Lootable, Obligatory.

REQUIREMENTS

- » The bearer of the AI Beacon must belong to a **Combat Group**, which cannot exceed the total amount of members, including the bearer of the AI Beacon.

EFFECTS

- » The AI Beacon provides one Regular Order to the **Order Reserve** of the **Combat Group** it belongs to.
- » The bearer of the AI Beacon is considered a piece of **Deployable Equipment**, and not a trooper. It cannot be activated by Orders or AROs.
- » The bearer of an AI Beacon must be deployed using the **AD: Combat Jump** Special Skill if it appears in its **Troop Profile**.

In such a situation, the deployment of this piece of Equipment must be done in the **Deployment Phase**.

The **PH** Attribute of the **Troop Profile** must be used only to perform the Deployment, unless any Scenario Special Rule says the opposite.

- » The bearer of the AI Beacon counts toward the total number of **Combat Group** members.
- » Although not a Trooper, the bearer of the AI Beacon counts toward **Retreat!** and **Victory Points**.
- » AI Beacon is affected by the **Loss of Lieutenant** and the **Retreat!** rules, its Order becoming **Irregular** until such situations are cancelled.
- » AI Beacon also interacts with the **G: Jumper** Special Skill (see page 27).

AI Beacon and Combat Jump: Dispersion

If during the **Deployment Phase**, the bearer of AI Beacon suffers a **Dispersion** using the **AD: Combat Jump** Special Skill that causes it to exit the game table, then the player must consider it lost, and a casualty that counts toward the **Retreat!** and the **Victory Points**.

The AIs base their existence, and their capability for control, on information and access to it. To increase the range and effectiveness of their own data sphere the AI uses net signal emitters. The field models of these AI Beacons are deployable ground probes that collect information from the evolution of a battle. Moreover, these beacons can establish an exclusive data sphere that allows continuous linking of the AI with troops in the combat area.

ALBEDO

An Albedo jams Multispectral Visors, preventing its bearer from being the target of an enemy trooper carrying that piece of Equipment.

ALBEDO

(AUTOMATIC EQUIPMENT)

Fire-Sensitive, NFB, Non-Lootable, Obligatory

EFFECTS

- » This piece of Equipment allows the bearer to deploy in **Active Albedo** state when placing it on the game table.

Albedo and Fire Special Ammunition

If the user of an Albedo is affected by **Fire Special Ammunition**, then this piece of Equipment is rendered **Burnt**, regardless of the result of the **ARM** Roll. Place a **Burnt** Marker beside the user, who remains in that state until his Equipment is repaired (usually by an **Engineer**).

ACTIVE ALBEDO (STATE)

MARKER



ACTIVATION

- » Automatic when deploying the model on the table.

EFFECTS

- » Players must consider a trooper in **Active Albedo** state as being inside a **White Noise Zone** (see Infinity N3), applying the Effects of this Special Terrain Zone.

However, the Effects of the **White Noise Zone** don't affect the bearer.

- » This state has a limited duration of two **Turns**, and once cancelled it cannot be reactivated.

CANCELLATION

- » The Active Albedo state is automatically cancelled at the end of the second *Turn* after its bearer is deployed.
- » This state is also cancelled if the bearer is affected by *Fire Special Ammunition*, entering into the *Burnt* state.

Albedo devices have been designed to jam enhanced wide spectrum vision units with outstanding success. However, the power consumption requirements are so high that their batteries deplete faster than desired.

BAGGAGE

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

BAGGAGE

(AUTOMATIC EQUIPMENT)

Non-Lootable, Obligatory.

EFFECTS

- » Baggage makes its bearer worth an additional **20 Victory Points**.

This *Victory Points* increase must be applied when calculating the *Retreat!* percentage of the *Army List*.

- » Players apply that increase when calculating the Victory Points the player has during the *Retreat! Check* of the *Active Turn's Tactical Phase*.

- » In the same way, players must consider that increase in such missions or scenarios in which players must calculate their *Victory Points*.

- » This piece of Equipment allows to its bearer to ignore the *PH* restriction of the *Casevac* Common Skill and *Casevac* state. A trooper possessing Baggage can declare *Casevac* to carry a trooper in the *Stunned*, *Immobilized* (IMM-1 or IMM-2), or *Unconscious* state, no matter his *PH* Attribute value.

- » Moreover, if the bearer of Baggage is in base to base contact with a friendly trooper in the *Unloaded* state, or who has used part of his *Disposable* weapons or pieces of Equipment, and spends one Short Skill of the Order, it will cancel such state allowing him to recover the complete use of all his *Disposable* weapons and pieces of **Equipment**. This effect can only be applied to one friendly trooper per Order.

Baggage and Perimeter Disposable weapons and pieces of Equipment

If the bearer of Baggage is in base to base contact with a friendly trooper who has used all or part of his *Perimeter Disposable* weapons or pieces of Equipment, and spends one Short Skill of an Order, then the player can replace those reloaded weapons or pieces of Equipment in base contact with their owner.

BAGGAGE EXAMPLE #1

When deploying a Baggage trooper in a 300 point Army List, the player calculates the *Retreat!* percentage at 320 points (300 troops Cost + 20 *Baggage* extra points). If the player deploys two *Baggage* troopers, then the increase would be 40 points.

In the same way, and applying this rule in an individual manner, a Baggage trooper, costing its player just 8 *Cost* points, provides 28 *Victory Points* (*Cost*: 8 + 20 thanks *Baggage*) to his player to calculate the total amount of *Victory Points* he possesses.

BAGGAGE EXAMPLE #2

A Muyib armed with a D.E.P. a *Disposable Weapon* (1) and Viral Mines, *Disposable Weapon* (3), has spent his D.E.P. so he is carrying an *Unloaded Marker*, and also one of the three Viral Mines he has available. If a bearer of Baggage enters in base to base contact with the Muyib and spends one Short Skill of the Order, then the Muyib will recover the complete use of all his *Disposable Weapons*, cancelling the *Unloaded* state. By doing this the Muyib will again have 1 D.E.P. and 3 Viral Mines.

BAGGAGE EXAMPLE #3

Akinyi is a Moran Maasai Hunter armed with CrazyKoalas, Perimeter Disposable Weapons (2), who has spent one of them as he left it in *Stand By Mode*. If a bearer of Baggage enters in base to base contact with Akinyi and spends one Short Skill of the Order, then the Moran Maasai Hunter will get one new CrazyKoala that the player places in base to base contact with him.

However, if Akinyi had spent his two CrazyKoalas and a bearer of Baggage enters in base to base contact with Akinyi and spends one Short Skill of the Order, then Akinyi will get two CrazyKoalas.

END-GAME: RETREAT!

Army points with a Baggage trooper	Point value of survivors (25% Army points)
360	90 Points or less
340	85 Points or less
320	80 Points or less

Provisions, supplies, and ammunition are key elements in long term campaigns or for those deployed far away from the supply lines. Infantry campaign personal gear comprises everything needed by a soldier for survival in a combat environment. Anything else that is 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 via a purifier system) and food, batteries and/or a power generator, and deployment-specific items.

Traditionally, infantry have suffered 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.

BIOLOCATOR

A biotechnological device that allows the user to enter the **Targeted** state, and also works as a **Repeater**.

BIOLOCATOR

(SHORT SKILL)

Comms Equipment, NFB, Non-Lootable, Optional.

EFFECTS

- » Spending one Short Skill, this piece of Equipment allows its bearer to automatically enter into the **Targeted** state for his own army. The adversary cannot benefit from this Targeted state.
- » The bearer of an active Biolocator (in the **Targeted** state) can be targeted by friendly troopers.
- » To activate the Biolocator (and enter into the **Targeted** state) automatically provides its bearer the **Repeater** piece of Equipment.
- » The activation of Biolocator causes its bearer to also enter the **Unconscious** state.

The Unconscious state caused by the Biolocator doesn't cancel the **Targeted** state, nor deactivates the **Repeater** piece of Equipment.

- » Entering the **Dead** state cancels the **Targeted** state and the **Repeater** piece of Equipment.
- » Biolocator is a single use piece of Equipment: once this has been activated and its bearer recovers from the **Unconscious** state, or if he uses a Special Skill that can be used in **Unconscious** state (as *V: Dogged*, *V: No Wound Incapacitation*, *Regeneration...*) then the Biolocator disconnects and cannot be used anymore.

Biolocator and Explode

The use of Biolocator automatically nullifies the **Explode** Special Skill, if its bearer possesses it.

ATTENTION: Use of this piece of equipment is prohibited by the Concilium Convention. Violators shall be prosecuted by international courts.

When activated, the Biolocator emits a powerful signal which allows friendly units to locate its user on the battlefield. This device feeds off the electric activity of a user's 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 disposable and/or sacrificial.



BIOMETRIC VISOR

This piece of Equipment has been conceived to palliate the effects of the different impersonation and disguise technologies.

Developed as a security asset, the proliferation of ID hiding and disguising technologies have made biometric visors an operational need to avoid the infiltration of enemy covert agents. These visors use different physical recognition technologies to identify their targets. Equipped with multiple biometric scanners that analyze different physical particularities, biometric visors have access to a wide database with a variety of voice, posture, facial, metabolic, and behavioral recognition patterns.

BIOMETRIC VISOR LEVEL 1

[AUTOMATIC EQUIPMENT]

Obligatory

EFFECTS

- » This bearer of this piece of Equipment ignores the -6 MOD to WIP imposed by the **Impersonation-1** state.
- » When engaged in **CC Combat** against an enemy benefiting from any of the **Impersonation** (IMP-1 or IMP-2) or **Holoecho** states, the user of a Biometric Visor L1 ignores the -6 MOD to his Roll imposed by the **Surprise Attack** Special Skill.
- » When fired upon by an enemy in **LoF** benefiting from any of the **Impersonation** (IMP-1 or IMP-2) or **Holoecho** state, the user of a Biometric Visor L1 ignores the negative MOD to his Roll imposed by the **Surprise Shot** Special Skill.

BIOMETRIC VISOR LEVEL 2

[AUTOMATIC EQUIPMENT]

Obligatory

EFFECTS

- » In addition to the Effects of the previous Level, this piece of Equipment provides a +3 MOD to any **Discover** Roll against an enemy trooper benefiting from any of the **Impersonation** (IMP-1 or IMP-2), **Holoprojector**, or **Holoecho** state.



CONTROL DEVICE

This is a piece of equipment that allows players to deploy specific troopers. There are several specialized Control Devices depending on their functions.

VARIANTS

HUNGRIES CONTROL DEVICE

(AUTOMATIC EQUIPMENT)

Comms Equipment, Non-Lootable, Prior Deployment, Optional.

REQUIREMENTS

- » This device can only be used in a *Sectorial Army*.
- » The bearer of this piece of Equipment and the Hungries must belong to the same *Combat Group*.

EFFECTS

- » This Control Device allows players to pick Hungries (Gakis and Pretas) for their *Sectorial Army Lists* and deploy them.
- » In the **Deployment Phase**, this Control Device allows its bearer to compose a *Fireteam: Core* with Hungries (Gakis and Pretas) in a *Sectorial Army List*.

Thanks to this piece of Equipment the *Fireteam Core* members become **Regular** and **Not Impetuous** during the whole of any *Player Turn* they have been part of such a *Fireteam*.

The bearer of this Control Device cannot compose more *Fireteams Core* during the game.

- » This Control Device has no effect in *Generic Army Lists*, where players can pick and deploy Hungries in a normal way.

Remember:

If the Control Device bearer moves from his original *Combat Group*, or enters in a *Null*, *Isolated*, or *Disabled* state, then the Hungries will keep acting normally, but the player cannot create a *Fireteam Core* with them.

HUNGRIES CONTROL DEVICE EXAMPLE

In the *Deployment Phase*, a Morat player creates a *Fireteam Core* with 2 Gakis, 2 Pretas and an Oznat with a Hungries Control Device. In his first *Active Player Turn* one of the Gakis breaks *Coherency* and leaves the *Fireteam*. However, during the rest of that *Active Turn*, that Gaki is still considered *Regular* and *Not Impetuous*. At the beginning of the next *Player Turn*, that Gaki becomes *Irregular* and *Extreme Impetuous* again.

The strong role 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.

KUANG SHI CONTROL DEVICE

(AUTOMATIC EQUIPMENT)

Comms Equipment, Non-Lootable, Optional.

REQUIREMENTS

- » The bearer of this piece of Equipment and the Kuang Shi must belong to the same *Combat Group*.

EFFECTS

- » This Control Device allows players to pick Kuang Shi for their *Army Lists* and to deploy them.
- » Moreover, this piece of Equipment allows its bearer to use the *Detonate Kuang Shi* Special Skill.

Remember:

If the Control Device bearer moves from his original *Combat Group*, or enters in a *Null*, *Isolated*, or *Disabled* state, then the Kuang Shi will keep acting normally, but the bearer cannot use the *Detonate Kuang Shi* Special Skill. Also, the player cannot compose a *Fireteam Core* with them, unless he has another trooper possessing a Kuang Shi Control Device inside the *ZoC* of the Kuang Shi and belonging to their same *Combat Group*.

DETONATE KUANG SHI

(ENTIRE ORDER)

Optional.

REQUIREMENTS

- » A trooper must possess a Kuang Shi Control Device to declare this Special Skill.
- » The bearer of the Control Device and the Kuang Shi must belong to the same *Combat Group*.

EFFECTS

- » This Special Skills allows the bearer to activate the *Explode L1* Special Skill of all the Kuang Shi from his *Combat Group* at the same time.

DETONATE KUANG SHI GAME EXAMPLE

A Celestial Guard with a Kuang Shi Control Device spends one Entire Order and declares *Detonate Kuang Shi*. As his *Combat Group* contains two Kuang Shi, the Celestial Guard activates the *Explode L1* Special Skill of both troopers. The player places the Circular Template over each of them and finds that each template affect two enemy troopers. As none of them has *LoF* to the Celestial Guard they must declare a *PH-3* Normal Roll to Dodge the Template.

ATTENTION: Use of this piece of equipment is prohibited by the Concilium Convention. Violators shall be prosecuted by international courts.

The Kuang Shi Control Device is the clearest example of the Celestial Guard's cruelty, and evidence of their relentless attitude against the enemies of the State and Emperor. Some sanction proposals have been presented in the Überhaus, the Senate of O-12, against Yu Jing's 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.

TRAKTOR MUL CONTROL DEVICE

(AUTOMATIC EQUIPMENT)

Comms Equipment, Non-Lootable, Optional.

REQUIREMENTS

- » The bearer of this piece of Equipment and the Traktor Muls must belong to the same *Combat Group*.

EFFECTS

- » This Control Device allows players to pick Traktor Muls for their *Army Lists* and deploy them.

Remember:

If the Control Device bearer moves from his original *Combat Group*, or enters in a Null, Isolated, or Disabled state, then the Traktor Mul will keep acting normally.

The Traktor Muls are designed to support Ariadnan ground forces during the performance of their mission, across the whole spectrum of the military operations. Thanks to the link with its operator, this robotic unit can participate proactively in any kind of operation providing supplies or fire support to the infantry. 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 Muls some autonomous behavior in case the link with its controller is broken.

EVACUATION DEVICE (ED)

This piece of Equipment encompasses all systems designed to prolong the life of TAG and vehicle pilots by evacuating them in case of mortal danger.

VARIANTS

ED: LEVEL 2. EJECTION SYSTEM

A TAG and Vehicle emergency evacuation device. This piece of Equipment evacuates the Operator from a vehicle through an automatic quick ejection system.



ED LEVEL 2: EJECTION SYSTEM

(AUTOMATIC EQUIPMENT)

Non-Hackable, Non-Lootable, Obligatory.

REQUIREMENTS

- » The Ejection System activates automatically at the end of any Order during which the TAG lost its last STR point, whether the TAG itself is in its Active Turn or its Reactive Turn.

EFFECTS

- » Units with this piece of Equipment have two different *Troop Profiles*, the TAG (or Vehicle) Profile and the TAG Operator Profile

- » The activation process of an Ejection System has three steps:

1. At the end of the Order during which the TAG lost the last STR point of its *Troop Profile*, the player must make a PH Roll, applying the PH Attribute value of the TAG Operator Profile
2. If the roll is successful, the player can place the Operator's model at any point in a 16 inch radius around the TAG model, applying the same landing restrictions of **AD: Combat Jump** (see the Infinity N3 rulebook)
3. However, if the roll fails, the player must apply the *Dispersion* rule (see the Infinity N3 rulebook) from the position of the TAG.

Then, the TAG model is removed from the game table.

- » If the TAG lost more STR points than it had remaining, the excess points are subtracted from the Operator's profile

- » The activation process must always be completed, even if the Operator is already *Unconscious* or *Dead*, and even if the TAG is *Immobilized* (due to Hacking, *Adhesive Special Ammunition* or any other reason).

- » A TAG equipped with an Ejection System provides its Order to the player who fielded it until its Operator enters a Null state (*Unconscious*, *Dead*, *Sepsitorized*, etc.).

- » Players do not apply any game states of the TAG—other than *Sepsitorized*, *Retreat!* or those which specify so—to the Operator.

- » If the Operator would be vulnerable to Hacking or E/M Ammunition, he cannot be Hacked or harmed by E/M until after the model is placed on the game table.

Remember

- Always use the ARM/ BTS value of the TAG until after the Operator model is placed on the game table.
- Activating the Ejection System does not require the expenditure of any Orders, and therefore enemies cannot react in any way to the ejection of the Operator.
- Always perform the ejection, even if the Operator lost all his Wounds and was ejected Dead.

EJECTION SYSTEM EXAMPLE

Sergeant Anita Méndez, in her *Active Turn* and commanding her Iguana TAG is facing an Ariadnan combat group, composed of a Veteran Kazak with AP Rifle, a Scout with an Ojónnik, and a TankHunter with his Autocannon. The dice are not favorable to sergeant Méndez, who only manages to take down the TankHunter, receiving a Critical hit from the Veteran Kazak and another hit from the Scout, failing the ARM Roll. So, the Iguana has lost two 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 has PH 12, but rolls a 14 which is a failure. This means the player must make now the *Dispersion Roll*, placing the Circular Template centered in the TAG with the number one pointing at the center of the table. If she had succeeded at the roll, she could have chosen the landing point inside the 16 inch radius. It seems this is not a good day for Anita, but she still has her HMG and can keep fighting.

Let's 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 two STR points (from the Critical hit and the impact of the Scout) and she would suffer the loss of two Wound points (from the Autocannon), rolled against the ARM value of the TAG in this case. The Ejection System of her Iguana still activates, launching Anita in the Unconscious state up to 16 inches, hopefully in the direction of a nearby doctor. If Sergeant Anita had failed all three ARM Rolls caused by the Autocannon's hits, then her Dead body would be launched up to 16 inches.

Let's suppose now, Sergeant Anita Méndez would engaged in CC against an Oniwaban armed with a Monofilament CCW. If Anita had failed the CC Face to Face Roll and also the ARM Roll, then, due the Monofilament Special Ammunition, her Dead body would be launched up to 16 inches.

The Vehicle and TAG 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 TAG or Vehicle was incapacitated. The Ejection System uses a small explosive charge to open the operator's 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.

HOLOPROJECTOR

A nanotechnological tridimensional pseudo-solid image emitter, conceived to hide the identity of its user or to deceive the adversaries regarding the numbers of enemies they have to face. There are several levels of Holojector.

Holojector and Fire Special Ammunition

If the user of a Holojector is affected by *Fire Special Ammunition*, then this piece of Equipment is rendered *Burnt*, regardless of the result of the ARM Roll. Place a Burnt Marker beside the user, who remains in that state until his Equipment is repaired (usually by an Engineer).

Three-dimensional image projector devices have evolved inside the military-scientific complex from huge naval systems to personal units that are increasingly lighter and less bulky. The Holojector, in any format, offers a soldier several tactical possibilities, increasing his chance of survival against enemy fire.

HOLOPROJECTOR LEVEL 1
(AUTOMATIC EQUIPMENT)

This piece of Equipment allows its user to imitate the look of a friendly trooper who possess the same *Silhouette* value. The visual deception is also applied to the weapons and equipment the trooper could carry.

HOLOPROJECTOR LEVEL 1

(AUTOMATIC EQUIPMENT)

Fire-Sensitive, NFB, Optional.

REQUIREMENTS

- » This Level of Holojector allows imitation of troopers available to the bearer's *faction or Sectorial Army*.
- » That trooper must have *the same Silhouette value* as the bearer of this piece of Equipment.

EFFECTS

- » This piece of Equipment allows its bearer to deploy in *Holojector L1* state when he is placed on the table.
- » In game, this piece of Equipment allows the use of *Holojector L1* state.

Remember:

The presence of troopers in *Holojector L1* state is considered *Private Information*. This also includes the Special Skills they have and their weapons and pieces of Equipment, too. However, in *Holojector L1* state the *Hackable* Characteristic is considered *Open Information when the trooper is inside the Hacking Area of an enemy*.

Holojector L1, weapons and Equipment

A trooper in Holojector L1 state cannot replicate those *Deployable* weapons or pieces of Equipment represented by a Marker or model (TinBots, FastPandas, SymbioMates, Mines deployed by the *Minelayer* Special Skill...) the *imitated* model or himself could have.

HOLOPROJECTOR L1 (STATE)

MARKER

None.

ACTIVATION

- » Automatic when deployed.
- » During their *Active Turn*, troopers with *Holojector L1* may revert to the Holojector L1 state by expending an Entire Order while outside enemy LoF.

EFFECTS

- » While in *Holojector L1* state, players don't place the Holojector L1 bearer's model but the model of any other trooper (known as the *imitated model*) fitting the *Holojector L1* Re-

quirements and declaring which weapon option it is replicating from the imitated model's *Troop Profile*.

However, players use the Troop Profile of the *Holoprojector L1* bearer, as it appears on their *Army List*.

The trooper the Holoprojector L1 bearer is imitating must have **the same Silhouette** value as the bearer.

» In order to *Discover* a trooper in the Holoprojector L1 state, the enemy must pass a **Discover Roll**.

If an enemy successfully *Discovers* your trooper in Holoprojector L1 state, replace the imitated model with the real trooper's model, facing the same direction as the imitated model.

» This state does not affect Automatic Special Skills or Automatic Equipment.

CANCELLATION

» A trooper's Holoprojector L1 state is canceled, and its imitated model replaced by its real model, whenever:

- ⦿ The trooper in Holoprojector L1 state declares a Skill other than **Cautious Movement** or a **Short Movement Skill** that does not require a Roll (except Alert).
- ⦿ The trooper in Holoprojector L1 state enters **base to base contact** with a model.
- ⦿ The trooper in Holoprojector L1 state is successfully **Discovered**.
- ⦿ The trooper in Holoprojector L1 state receives a successful hit that forces him to make an *ARM/BTS* Roll, or a *Critical* hit.
- ⦿ The trooper in Holoprojector L1 state becomes *Impetuous* (due to the *Frenzy* Characteristic or any other effect) or enters *Retreat!* state.

» Whenever the Holoprojector L1 state is canceled, **replace the imitated model** with the trooper's real model, facing the same direction as the imitated model, at the end of the Order that happened.

When you replace the imitated model with the real one, you are required to share all *Open Information* relative to that trooper.

» The cancellation of the Holoprojector L1 state is applied to the whole declared Order. So, if a trooper in Holoprojector L1 state declares a *Move + BS Attack* Order, he will be considered discovered all along his Movement, even if the *BS Attack* would be performed at the end of that Movement.

HOLOPROJECTOR L1 AND PRIVATE INFORMATION EXAMPLE

A Hafza in *Holoprojector L1* state imitating a Hassassin Lasiq suffers an enemy *BS Attack*. Even though his Special Skills, weapons and pieces of Equipment are considered *Private Information*, the Hafza cannot apply the *CH: Mimetism* Special Skill of the Lasiq. This means that during the Resolution step of the Order, when *MODs* are applied, the Hafza's player must inform his opponent that there is no *CH: Mimetism MOD* to apply.

HOLOPROJECTOR L1 AND FIRETEAM EXAMPLE

A *Fireteam Core* of Janissaries with a Hafza in *Holoprojector L1* state imitating a Janissary, declares a *Move + BS Attack* Order. The Hafza, who is not the *Team Leader*, moves and provides support to the *Team Leader*, which is considered an *Idle*. As this *Short*

Movement Skill doesn't require a Roll, the Hafza is not revealed, and so remains in the Holoprojector L1 state.

However, in the following Order, the *Team Leader* declares *Dodge*, so all the Fireteam members make a *PH Roll*. In this situation, the Hafza is revealed automatically.

HOLOPROJECTOR L1 AND DEPLOYABLE WEAPONS EXAMPLE

In the *Deployment Phase*, a Hafza with Holoprojector L1 imitates a *Muyib Minelayer*. The Haqqislamite player places a *Muyib* model on the table instead of the Hafza's one. However, the Haqqislamite player cannot place any Camouflage Marker for the Mine the *Muyib's Minelayer* Special Skill allows to place in the *Deployment Phase*.

The *Holoprojector L1* technology emits a three-dimensional image which is capable of entirely covering its user and changing his external appearance partially or totally, as preferred, to make him look like another trooper in his own army. At a tactical level this is one of the favourite psy-ops tools, using it to confuse the enemy and develop distracting manoeuvres.

HOLOPROJECTOR LEVEL 2 (AUTOMATIC EQUIPMENT)

This piece of Equipment allows their users to generate two replicas of themselves that imitate all their movements. This confuses enemies, as it provides more targets for them.

IMPORTANT!

Holoprojector L2 and higher automatically grants its user the *Surprise Attack* and *Surprise Shot* L1 Special Skills.

HOLOPROJECTOR LEVEL 2

(AUTOMATIC EQUIPMENT)

Fire-Sensitive, NFB, Optional.

EFFECTS

- » This piece of Equipment allows its bearer to deploy in the *Holoecho* state when he is placed on the table.
- » In game, this piece of Equipment allows the use of the *Holoecho* state.

HOLOECHO (STATE)

MARKER



ACTIVATION

» Automatic when deployed, placing three Holoechoes on the game table, within **Coherency** of each other. Players must respect the general conditions of the *Deployment* rules.

» If the Holoprojector L2 bearer is **outside enemy LoF**, then the bearer may automatically activate this state at the begin-

ning of the **Reactive Turn**, placing the other two Holoechoes in **base to base contact** with it.

» During their **Active Turn**, troopers with **Holoprojector L2** may revert to the **Holoecho** state by expending an Entire Order while outside enemy **LoF**. The player will place the other two Holoechoes in **base to base contact** with the **Holoprojector L2** bearer.

EFFECTS

» While in the **Holoecho** state, the trooper is represented by three Holoechoes: the Holoecho 1 Marker, the Holoecho 2 Marker and the actual model.

The player must note in secret which of these three Holoechoes represents the real bearer of **Holoprojector L2**, with the other two being holographic decoys.

» The bearer of **Holoprojector L2** and his holographic decoys act the same time, performing exactly the same Order declared. However, the holographic decoys cannot interact with scenery, considering any **Activate** or **Alert** declaration as an **Idle**.

» **Coherency**. The Holoechoes **must be in Coherency** of another Holoecho, regardless who is the real **Holoprojector L2** bearer. For example, one of the Holoechoes must have at least one of the other two Holoechoes in its **ZoC**.

In the **Deployment Phase**, the player can perform a **Deployment Phase Coherency Check** after having deployed the Holoechoes.

In the **Active** or **Reactive Turn**, when activating the Holoechoes with an Order or ARO, the player must perform an **Initial Coherency Check**.

In the **Active** or **Reactive Turn**, when finishing an Order or ARO, the player must perform a **Final Coherency Check**.

» The Holoechoes are considered real troopers in regards to providing AROs, checking **LoF**, and activating enemy weapons or pieces of Equipment (Mines, E/Maulers, etc.), but since they act simultaneously, all three provide **only one ARO** to each enemy in **LoF** or **ZoC**.

» **In order to know** if a Holoecho is the bearer or just a holographic decoy, the enemy must pass a **Discover Roll** against that Holoecho.

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

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

» The effect of the Holoecho state can be combined with the effects of the **Holoprojector L1** state.

This allows the player to replace the model with others from the same army possessing the same Silhouette value, and also to replace the Holoecho Markers with figures. However these must represent the same type of trooper as the model, possessing the same weapons and equipment, like the Holoecho Markers do. If it is not possible, then the player must place a Holoecho Marker beside that model to reflect its condition.

If the player is using models instead of Holoecho Markers, then **at the start of his Active Turn** or if he activates the Holoecho state in his **Active Turn**, the player must place a Holoecho Marker next to **one** of the three models, but it is not compulsory that model be the real **Holoprojector L2** bearer. By

this way, his adversary can know he is facing a **Holoprojector L2** trooper in order to be able to delay his AROs. The player can remove that Holoecho Marker at the end of his **Active Turn**.

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

CANCELLATION

» The Holoecho state of the real **Holoprojector L2** bearer is canceled, removing all the holographic decoys and placing the model in its real position, whenever:

- The **Holoprojector L2** bearer declares a Skill other than **Cautious Movement** or a **Short Movement Skill** that **does not require a Roll** (except **Alert**).

- Following the previous, the **Holoprojector L2** bearer declares a **Surprise Attack** or a **Surprise Shot**.

- The **Holoprojector L2** bearer enters **base to base contact** with a model.

- The **Holoprojector L2** bearer is successfully **Discovered**.

- The **Holoprojector L2** bearer receives a successful hit that forces him to make an **ARM/BTS Roll**, or a **Critical** hit.

- The **Holoprojector L2** bearer becomes **Impetuous** (due to the **Frenzy** Characteristic or any other effect) or enters the **Retreat!** state.

- The **Holoprojector L2** bearer breaks **Coherency** with the other Holoechoes.

» Whenever the Holoecho state of the **Holoprojector L2** bearer is canceled, **remove all the holographic decoys** at the end of the Order that happened. If the bearer was hidden as a Holoecho Marker or as a different model, replace it with the bearer's model, facing the same direction, at the end of the Order that happened.

An exception to this rule is made when **Holoprojector L2** bearer fails a **Coherency Check**, then the player must remove all the holographic decoys immediately, before measuring movement, if he has declared any.

» The Holoecho state of a holographic decoy is canceled, whenever:

- It is successfully **Discovered**.

- It enters **base to base** contact with a model.

- It receives a successful hit that forces him to make an **ARM/BTS Roll**, or a **Critical** hit.

- It breaks **Coherency** with the other Holoechoes.

- The real **Holoprojector L2** bearer's Holoecho state is cancelled for any reason.

» Anytime a holographic decoy cancels its Holoecho state the player must **remove its Holoecho** from the table at the end of the Order that happened.

An exception to this rule is made when the Holoecho fails an **Initial Coherency Check**, then the player must remove the Holoecho immediately, before measuring movement, if he has declared any.

» The cancellation of the Holoecho state is applied to the whole declared Order. So, if a trooper in the Holoecho state

declares a *Move + BS Attack Order*, he will be considered discovered all along his Movement, even if the *BS Attack* would be performed at the end of that Movement.

Remember:

The presence of troopers in active Holoecho state is considered **Private Information**. This includes their Special Skills, weapons and Equipment.

However, in *Holoecho* state the **Hackable** Characteristic is considered **Open Information when the trooper is inside the Hacking Area of an enemy**.

AROs against Holoecho state

Bear in mind that when reacting to a Holoecho, you may delay your ARO declaration until after the Holoecho declares its second Short Skill.

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

Holoechoes, weapons, Equipment and states

A trooper in Holoecho state cannot replicate those **Deployable** weapons or pieces of Equipment represented by a Marker or model (TinBots, FastPandas, SymbioMates, Mines deployed by the *Minelayer* Special Skill...) the *imitated model* or himself could have.

However, the Holoecho state replicates all the game state Markers (Prone, Unloaded...) the *Holoprojector L2* bearer has.

Holoecho and Fireteam

A trooper in Holoecho state cannot be part of a *Fireteam*. If a member of a *Fireteam* activates the Holoecho state, then it will automatically cease being part of the *Fireteam*.

HOLOECHO STATE GAME EXAMPLE

In their *Reactive Turn*, the Fusiliers Angus and Silva see how three Lù Duān come at them. In fact, there is just one Lù Duān with its *Holoprojector L2* activated. Trusting in its equipment, the Lù Duān declares *Move* to get closer to its enemies. Angus and Silva decide to delay their ARO until the Remote declares the second Short Skill of its Order. The Lù Duān declares *Surprise Shot L1*, revealing itself automatically. The player removes the holographic decoys and places the model in the position he has already noted. Now Angus and Silva declare their AROs, *BS Attack*, but they have to apply the -3 *MOD* to *BS* provided by *Surprise Shot L1*.

If the Lù Duān survives this shooting and finds a place outside enemy *LoF*, it can reactivate the Holoecho state. However, it can even combine the effects of *Holoprojector L1* with its Holoechoes to confuse the enemy. Spending an Entire Order, the player replaces the Lù Duān model with a Yáopǔ Pangguling, a Remote possessing the same Silhouette value, and places the other two Holoechoes in base to base contact with the Pangguling, taking note of which one is the real trooper.

However, let's suppose the Lù Duān had not activated the *Holoecho* state. Then, at the beginning of its *Reactive Turn*, during the Tactical Phase of its opponent, the *Holoecho* state will activate automatically, if the Remote were outside *LoF* of all its enemies.

HOLOECHOES AND MODELS GAME EXAMPLE

If the Yu Jing player decides to replace the Holoecho Markers with Lù Duān models, then instead of two Holoecho Markers the player will place two Lù Duān models on the table with the original one. At the beginning of his *Active Turn*, the player must place a Holoecho Marker beside one of the Lù Duān models.

At the moment the Lù Duān revealed itself by declaring a *Surprise Shot*, the player removes the models representing the holographic decoys, leaving the model representing the real trooper on the table.

Later, at the beginning of its *Reactive Turn*, during the *Tactical Phase* of its opponent when the Holoecho state activates automatically, the player will place the two Lù Duān models instead of the *Holoecho* Markers, in base to base contact with the original Lù Duān model.

HOLOPROJECTOR L2, HOLOECHO AND FIRETEAM EXAMPLE

During the *Deployment Phase*, a player deploys a *Holoprojector L2* bearer in *Holoprojector L1* state, so she places a different model on game table, instead of the corresponding *Holoprojector L2* bearer model. As this trooper can join any *Fireteam Core* of this Sectorial Army, the player places it in her *Fireteam Core*, where it is hidden as the fifth member of the *Fireteam*.

Later, during the game, when the *Holoprojector L2* bearer is in the *Prone* state and out of the *LoF* of all his enemies, the player spends one Entire Order to activate the *Holoecho* state. The player, who decides to keep with her scheme, places two models which are the same as the original in base to base contact with it and notes which one is the real *Holoprojector* bearer. These two new models each have their correspondent *Prone* Marker. Moreover, as the *Holoprojector* bearer is in its *Active Turn*, the player must place a Holoecho Marker beside one of the models. In that Order, the disguised *Holoprojector L2* bearer ceases to be part of the *Fireteam Core*, which is reduced to four members. However, now her opponent finds that there are seven troopers from the same unit on the game table.

HOLOPROJECTOR L2 AND HACKING EXAMPLE

The perfidious Interventor Morgana gets an ARO when the Holoecho of a Yǎoxiè Lù Duān enters in her *Zone of Control*. As this trooper possesses the **Hackable** Characteristic, Morgana, with an evil smile, declares a *Hacking* ARO against it. The Interventor succeeds the roll only to realize much to her chagrin that it was just a holographic decoy and not the real *Holoprojector L2* bearer. The Holoecho vanishes into thin air, and is removed from the game table.

HOLOPROJECTOR L2 AND HACKING. HACKABLE CHARACTERISTIC EXAMPLE

The perfidious Interventor Morgana gets an ARO when an Order Sergeant model enters her *Zone of Control*. Morgana asks if that trooper has the **Hackable** Characteristic, and surprisingly she gets a "yes" as reply. With evil satisfaction, the Interventor declares a *Hacking* ARO against that model. Morgana succeeds at the roll only to realize much to her chagrin that it was just a Holoecho and not a real trooper. However, now she knows some of the other Order Sergeants are a Holy Sepulchre Knight bearing a *Holoprojector L2*. The game has just started.

HOLOPROJECTOR LEVEL 3 (AUTOMATIC EQUIPMENT)

This Level works like the Level 2 but without applying the NFB Label.

HOLOPROJECTOR LEVEL 3

(AUTOMATIC EQUIPMENT)

Fire-Sensitive, Optional.

EFFECTS

- » This Level works exactly in the same way as the previous, but it lacks the *Negative Feedback (NFB)* Label, so it doesn't disconnect if the bearer possesses any other piece of Equipment with the same Label, or the player of the scenario applies any *Hacking Program* or any scenario special rule.
- » Moreover, this Level allows its bearer to be part of a **Fireteam** even in the *Holoecho* state.

HOLOPROJECTOR L3, HOLOECHO AND FIRETEAM EXAMPLE

During the *Deployment Phase*, a Steel Phalanx player deploys Patroclus in Holoecho state, so she places three Achilles V2 models on game table, to confuse her adversary about the real Achilles V2 she deployed before. Then, she takes note secretly about which one is the real Patroclus. As Patroclus possesses a Holo-projector L3 and also the *Fireteam: Duo* Special Skill, the player places beside each model a Duo Leader Marker. At the beginning of her *Active Turn*, she must also place a Holoecho Marker beside one of the three models.

The most advanced levels of Holo-projectors are holographic decoy emitter devices that create multiple images of the user to confuse the enemy, increasing the number of potential targets, and therefore increasing his survival probabilities. These versions of the Holo-projector control several little swarms of nanobots which emit a three-dimensional and semi-corporeal image of the user called a Holoecho. The Holoecho exactly replicates the physical appearance and movements of the user. However, the range of the Holo-projector is limited, so the holographic replicas must always stay near the user.

MINESWEEPER

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



Damage: --

B: 1

Ammunition --

Traits: BS Attack, Non-Lootable. Technical Weapon

MINESWEEPER

(SHORT SKILL)

BS Attack, Non-Lootable, Optional.

REQUIREMENTS

- » The user of this piece of Equipment must have *LoF* to the target.
- » Minesweeper may only be used against enemy *Deployable* weapons or pieces of Equipment deployed on the game table, and never against *Camouflage* Mar ers.

EFFECTS

- » Minesweeper allows the user, by passing a Normal WIP Roll, to invert the ownership of enemy *Deployable Weapons* or pieces of Equipment (Mines, E/Maulers, AI Beacons, Deployable Repeaters, Sniffers...) within *LoF*, making them of his own.

The WIP Roll is only *Modified* by *Range*, never by Special Skills (*CH: Mimetism*, for example), Equipment (such as *ODD: Optical Disruptor*) or *Cover*.

Minesweeper and AI Beacon

When an *AI Beacon* changes its ownership to that of the Minesweeper bearer, it joins the *Combat Group* of the bearer, and it also provides the Order. In the following *Tactical Phases*, that Order will be added to the *Order Pool* of the *Combat Group* of the Minesweeper bearer, but only when that *Combat Group* has less than ten members. Otherwise, the bearer cannot add it to his *Combat Group* or use that Order until it fulfills the Requirements of the *AI Beacon* piece of Equipment, checked in the *Tactical Phase* of his *Turn*.

MINESWEEPER GAME EXAMPLE

A Salyut Zond, a Remote with a Minesweeper, declares its use against an ALEPH Netrod, which possesses an *AI Beacon*, a piece of *Deployable Equipment*. The Remote succeeds the WIP Roll, so the Netrod with the *AI Beacon*, and the Order it provides, joins the *Combat Group* the Salyut Zond belongs to.

Modern minesweeper devices have been designed to apply intelligence before brute force. Instead of remotely detonating the enemy weapons or equipment, they invert their *Friend or Foe Identifier (FFI)* so these cease to be a hostile element, instead becoming a friendly tactical resource. 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.

NANOSCREEN

This advanced device generates a thick cloud of nanobots which provide mobile Partial Cover to its bearer.

NANOSCREEN

(AUTOMATIC EQUIPMENT)

Fire-Sensitive, Non-Lootable, Obligatory.

EFFECTS

- » The player must place a Nanoscreen Marker in base to base contact with the user when deploying it during the *Deployment Phase*.
- » The Nanoscreen provides **Partial Cover** to its user in 360°, providing the corresponding *MODs*.
- » The *Partial Cover MODs* provided by the Nanoscreen cannot be added to any other *Partial Cover MOD*.
- » This piece of Equipment cannot be used in *CC*.

Nanoscreen and Fire Special Ammunition

If the user of a Nanoscreen is affected by *Fire Special Ammunition*, then this piece of Equipment is rendered *Burnt*, regardless of the result of the *ARM* Roll. Place a *Burnt* Marker beside the user, who remains in that state until his Equipment is repaired (usually by an *Engineer*).

The cloud of nanobots generated by a nanoscreen device is so thick that it is able to stop a ballistic attack. The nanoscreen is a highly advanced piece of special equipment. An extreme level of sophistication is required to achieve the reaction capacity the minute nanobots display against high velocity threats. 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.



NULLIFIER

A *Deployable* and *Disposable* piece of Equipment consisting in of portable signal blocking device.

NULLIFIER

(SHORT SKILL/ARO)

Comms Attack, Comms Equipment, Deployable, Disposable (3), Indiscriminate, Optional, Zone of Control.

REQUIREMENTS

- » In *Reactive Turn*, *LoF* to the Active trooper is required.

EFFECTS

- » By spending a Short Skill or ARO, the user places a Nullifier Marker on the game table to represent this piece of Equipment. This action is an *Attack*.

In the **Active Turn**, the trooper can deploy the Nullifier Marker in base contact or, if he moved, in base contact with any part of his route. In the **Reactive Turn**, the trooper must deploy the Nullifier Marker in base contact.

Nullifier Markers are not considered deployed until the **Conclusion** of the Order.

- » Once the Marker is placed on the game table, the Nullifier will be considered activated, and can be used in the following Orders/AROs.

- » The *Area of Effect* of a Nullifier is its **Zone of Control** (8 inch radius).

- » Inside the *Area of Effect* of a Nullifier troopers cannot declare the use of **Hacking Programs, Technical Weapons, Comms Attacks, or Sepsitor**, applying the effect of an *Idle* in such situation.

Moreover, troopers, weapons, or pieces of Equipment inside of the *Area of Effect* of a Nullifier, cannot be targeted by any *Hacking Program, Technical Weapons, Comms Attacks* or *Sepsitor*.

- » A deployed Nullifier remains on the table until the end of the game or until it is destroyed.

Nullifier and Scenery Items

The Nullifier has no effect on those Scenery Items or pieces of Equipment placed in missions or scenarios (*Consoles, Beacons, Access Gates...*) which can still be activated as their description indicates, unless the rules of the scenario says otherwise.

NULLIFIER GAME EXAMPLE

During his *Reactive Turn*, a Sakiel carrying a Nullifier is attacked by a Charontid with a Sepsitor. The Sakiel declares the deployment of a Nullifier as an ARO. Neither of these *Attacks* declared by both troopers require a Roll, so the Sakiel will have to make a *BTS* Roll due the Sepsitor *Attack*, and his player will place a Nullifier Marker besides the base of the Sakiel at the end of the Order.

While the Nullifier Marker is on the game table, the Charontid cannot use the Sepsitor inside the *Zone of Control* of the Nullifier, applying the effect of an *Idle* if the alien trooper declares an *Attack* with it.

NULLIFIER

ARM	BTS	STR	S
0	0	1	1

The Nullifier was developed by the Tohaa Trinomial 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 adoption of a zero-activity defensive 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. However, the annexation of the Sygmaa Trihedron to the Ur Hegemonic Civilization has caused its appearance amongst the troops of the Combined Army.

SPOTTER

Remote file assistant device usually carried by TinBot units.

SPOTTER

(AUTOMATIC EQUIPMENT)

Attack, Obligatory.

EFFECTS

- » This Special Skill automatically provides the associated trooper a **bonus MOD of +3** to the BS and WIP Rolls when declaring BS Attack or Discover, respectively.

A Spotter device carrier helps the shooter to detect, observe, and assign targets when deployed in the field. The Spotter carrier also watches for the results of the shot, scoring successful hits and providing aiming corrections if any were missed. The Spotter device reads atmospheric and gravity conditions by using both physical indicators and sensor systems. It also provides the shooter accurate calculations for distance, angle shooting, and a reticule, which leads for fast-moving targets.

SYMBIOBOMB

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



SYMBIOBOMB

(SHORT SKILL/ARO)

Deployable, Non-Lootable, Optional, Prior Deployment.

REQUIREMENTS

- » SymbioBombs can only be assigned during the *Deployment Phase*.
- » The owner can only assign a SymbioBomb to those troopers that have the **Symbiont Armor** piece of Equipment and are present on the game table (Thus excluding troopers with *Airborne Deployment*, *Hidden Deployment*, etc.).
- » A trooper with *Symbiont Armor* cannot receive more than one SymbioBomb.
- » Troopers can only use a SymbioBomb while in the *Symbiont Armor Active* state. If this state is lost, the SymbioBomb must be removed from the game table.

EFFECTS

- » During the *Deployment Phase*, one SymbioBomb is assigned to a trooper with *Symbiont Armor*, and it is placed in base to base contact with that trooper on the game table.
- » By expending one Short Skill it allows its user to use one **Pheroware Tactic**.
- » The SymbioBomb will be removed from the game table at the end of the Order in which it has been activated.
- » SymbioBombs apply the **General Game Conditions** of the SymbioMates (see page 84).

SYMBIOBOMB: PHEROWARE TACTICS

Attack Tactics

Support Tactics

Endgame

First Aid

Eraser

Mirrorball

Hellzone

Nimbus Sphere

Pandemonium

Revitalis

SYMBIOBOMB GAME EXAMPLE

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

Symbiotech developed by the Tohaa has allowed them to design symbiont creatures that serve as a singular platform for many Pheroware variants. However, the stress these small and frail creatures have to endure when activating their different Pheroware variants turns them into one use only resources. To the Tohaa troopers, used to use-and-throw-away symbiont tools, the chubby and likeable aspect of the SymbioBombs is no excuse to not detonate them. The combat versatility and effectiveness of the SymbioBombs overcomes any qualms that they might have when sacrificing them in exchange for a tactical advantage.

SYMBIONT ARMOR

Symbiont Armors allow their bearer to be deployed with a *Troop Profile* (Active Symbiont Armor Profile) and, when this has lost all the points of its *Wounds* Attribute, it can keep playing with another, different *Troop Profile* (Inactive Symbiont Armor Profile)

SYMBIONT ARMOR

(AUTOMATIC EQUIPMENT)

Fire-Sensitive, Non-Lootable, Obligatory.

EFFECTS

- » This piece of Equipment allows its bearer to be deployed in Active *Symbiont Armor* game state.
- » During the game, it allows the use of the Active *Symbiont Armor* state.
- » In *Unconscious* state, the bearer of this piece of Equipment applies a **MOD** of +3 to his *PH* Attribute when using the *Regeneration* Special Skill, or when the *AutoMediKit* and *MediKit* pieces of Equipment are applied to him.

ACTIVE SYMBIONT ARMOR (STATE)

MARKER

None.

ACTIVATION

Automatic when the bearer is deployed.

EFFECTS

- » In Active Symbiont Armor state, the bearer uses the Active Symbiont Armor *Troop Profile* which appears on the Army List.
- » The Active Symbiont Armor state is highly sensitive to the *Fire* Special Ammunition.

In this state, failing an *ARM* Roll caused by *Fire* Special Ammunition means **losing all the points of the *Wounds/STR* Attribute** of the Active Symbiont Armor *Troop Profile*. If the bearer loses more points of his *Wounds/STR* Attribute during that Order, deduct them from the Inactive Symbiont Armor Profile.

When performing the *ARM/BTS* Rolls, the player **must first make all those rolls due to the *Fire* Special Ammunition** to facilitate the roll and effects sequence.

CANCELLATION

- » The Active Symbiont Armor state is automatically canceled at the end of the Order in which the trooper loses as many or more points of the *Wounds/STR* Attribute of his Active Symbiont Profile.
- » All those points which exceed the *Wounds/STR* of Active Symbiont Profile will be deducted from the Inactive Symbiont Armor Profile at the end of the Order.

» Once this state is cancelled, the player will place a Symbiont Armor: Inactive Marker besides the trooper, who can keep in game with the Inactive Symbiont Armor Profile.

» Spending one Short Skill of the Order, the bearer can cancel voluntarily the Active Symbiont Armor state to also cancel the **Immobilized** (IMM-1 or IMM-2), **Isolated**, or **Targeted** states.

REMEMBER:

- Always use the *ARM/ BTS* value of the Active Symbiont Armor Profile until the end of the Order where the Active Symbiont Armor state was canceled.
- *Wounds* Markers beside a trooper in Active Symbiont Armor mark the points lost by the Active Symbiont Armor Profile
- However, the *Wounds* Markers beside a trooper in Inactive Symbiont Armor mark the points lost by the Inactive Symbiont Armor Profile

LOSING WOUNDS WITH SYMBIONT ARMOR EXAMPLE #1

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 Profile. 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 points of his *Wounds* Attribute – which is the total value of *Wounds* of his Active Symbiont Armor Profile– he will keep playing with his Inactive Symbiont Armor Profile, placing the corresponding Inactive Symbiont Armor Marker beside the model.

However, if Soaane loses 3 *Wounds*, his Symbiont Armor will deactivate, because it has lost both its 2 *Wounds*, and the third *Wound* is suffered by the Inactive Symbiont Armor Profile, taking Soaane to an *Unconscious* state (His Inactive Symbiont Armor Profile has 1 point of the *Wounds* Attribute) placing an Inactive Symbiont Armor Marker and also a *Unconscious* Marker beside the model. Soaane will stay on the game table, in an *Unconscious* state, with his Inactive Symbiont Armor profile

However, let's 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 deactivate (It has lost both its 2 points of the *Wounds* Attribute), 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.

LOSING WOUNDS WITH SYMBIONT ARMOR EXAMPLE #2

But, what happens if Soaane only loses 1 point of the *Wounds* Attribute in this Order and in another different Order he loses 2 more point of the *Wounds* Attribute? Losing 1 point of the *Wounds* Attribute, a *Wound* Marker must be placed besides the model, which keeps playing with its Active Symbiont Armor Profile. When it loses 2 *Wounds* then the Inactive Symbiont Armor Marker is placed, and an *Unconscious* Marker too, as the Inactive Symbiont Armor has lost its last 1 *Wounds* Attribute point and the only *Wounds* Attribute point of his Inactive Symbiont Armor profile (*Wounds*: 1).

LOSING WOUNDS WITH SYMBIONT ARMOR EXAMPLE #3

Let's suppose Soaane should lose 2 points of his *Wounds* Attribute in this Order and, in another different Order, he loses 1 more point of the *Wounds* Attribute. Having lost 2 *Wounds* Attribute points, his Symbiont Armor deactivates and the Inactive Symbiont Armor Marker is placed directly (no need to place the 2 *Wound* Markers), because this indicates his Symbiont Armor is already deactivated (without points of the *Wounds* Attribute) and Soaane must use his Inactive Symbiont Armor Profile. In the Order where Soaane loses 1 more point of the *Wounds* Attribute, he has used his Inactive Symbiont Armor Profile in the ARM Roll, and the *Wound* he loses is applied to that profile (*Wounds*: 1), so he keeps the Inactive Symbiont Armor Profile, and an *Unconscious* Marker is placed beside the model.

HEALING A TROOP POSSESSING A SYMBIONT ARMOR EXAMPLE

Boona, a courageous Kumotail Bioengineer, is in base contact with a Gorgos, a Tohaa TAG, 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 point of its *Wounds* Attribute, passing from *Unconscious* state to Normal, with 1 point of the *Wounds* Attribute, and keeping its Inactive Symbiont Armor Profile. However, Boona cannot make this TAG recover more *Wounds*.

If Boona fails her WIP Roll to cure the TAG it will enter directly the *Dead* state, and the Gorgos model must be removed from the battlefield.

SYMBIONT ARMOR AND FIRE SPECIAL AMMUNITION EXAMPLE

Soaane, our brave soldier of the Ectros Heavy Infantry Regiment, with his Active Symbiont Armor at full capacity again (*Wounds*: 2), suffers one hit by a Light Flamethrower and two hits by a HMG. But poor Soaane fails his ARM Roll against the Fire Special Ammunition, so, he loses the 2 points of the *Wounds* Attribute of his Active Symbiont Armor Profile. Now, applying the Fire Special Ammunition rule, he must make another ARM Roll which he succeeds. However, he loses one of the ARM Rolls due to the HMG. That lost *Wounds* point is deducted from his Inactive Symbiont Armor Profile (*Wounds*: 1). So, the poor Soaane enters the *Unconscious* state, placing the correspondent Marker besides the model.

The Symbiont Armors are one of the jewels of the Tohaa military biotechnology. They are biotechnological entities artificially created as defensive-offensive personal elements. The Symbiont Armor is a living organism which enhances certain attributes of the users, facilitates their healing process and provides armor and protection, absorbing the damage caused to them.

SYMBIOMATE

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

SymbioMates: General Game Conditions

- ☉ The SymbioMate must be placed and remain in base contact with its *user*, its assigned trooper, moving along with him.
- ☉ A SymbioMate is considered a Game State Marker rather than a model.

SYMBIOMATE

(AUTOMATIC EQUIPMENT)

Deployable, Non-Lootable, Optional, Prior Deployment.

REQUIREMENTS

- » SymbioMates can only be assigned during the *Deployment Phase*.
- » A SymbioMate can only be assigned by its owner to those troopers possessing **Symbiont Armor** and who are present on the game table (thus excluding troopers with *Airborne Deployment*, *Hidden Deployment*, etc.)
- » A trooper with *Symbiont Armor* cannot receive more than one SymbioMate.
- » SymbioMates can only be used while in the *Active Symbiont Armor* state. If this state is lost, the SymbioMate must be removed from the game table.

EFFECTS

- » During the *Deployment Phase*, a SymbioMate is assigned to a trooper possessing *Symbiont Armor* and is placed in base to base contact with that trooper on the game table.
- » If its user, the trooper who the SymbioMate has been assigned to, is in the **Active Symbiont Armor** state and receives a successful *Attack* and declares the use of his SymbioMate, he will **not perform an ARM/BTS or the correspondent roll, and the Damage and effects of the Special Ammunition or Attack will be ignored**. However, the SymbioMate will be removed from the game table at the end of that Order. Any other successful *Attacks*, including their *Damage* and effects, received by the user during the same Order will also be ignored.
- » However, when using the SymbioMate, all *Critical Attacks* received will be applied as usual.
- » Using a SymbioMate also avoids having to perform a **Guts Roll** in that same Order.
- » The player must declare the use of the SymbioMate **before** performing any ARM/BTS Roll.

SYMBIOMATE GAME EXAMPLE #1

During the *Deployment Phase*, the Tohaa Player assigns two of its Kaeltar Specialist's SymbioMates to a Gorgos and a Sakiel, two troopers deployed with *Active Symbiont Armor*.

During the game, the Gorgos receives in the same Order, a successful hit with Normal Ammunition, two successful hits with *Fire Special Ammunition*, one successful hit with *Adhesive Special Ammunition*, an *Attack* with *Forward Observer* and an *Attack* with a *Hacking Program*. The Tohaa player declares the use of the SymbioMate, so he doesn't make the ARM Rolls for any of the three hits, nor the PH Roll for the *Adhesive Special Ammunition*, nor the BTS Roll for the *Hacking Attack*. At the end of the Order, the player will not place the Targeted Marker besides the model but he must remove the SymbioMate from the game table.

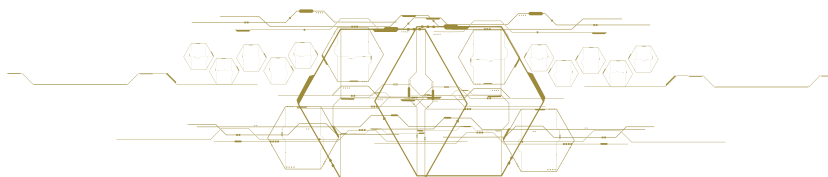
Later, the Kaeltar Specialist, the owner of the SymbioMates, passes to *Dead* state. However, even though the Kaeltar model is removed from the game table, the player will not remove the Sakiel's SymbioMate.

On the next *Round*, during a heroic action, the Sakiel, receives several successful hits, fails the corresponding ARM Roll and goes to the *Dead* state. When removing the figure from the table, the SymbioMate Marker is removed as well.

SYMBIOMATE GAME EXAMPLE #2

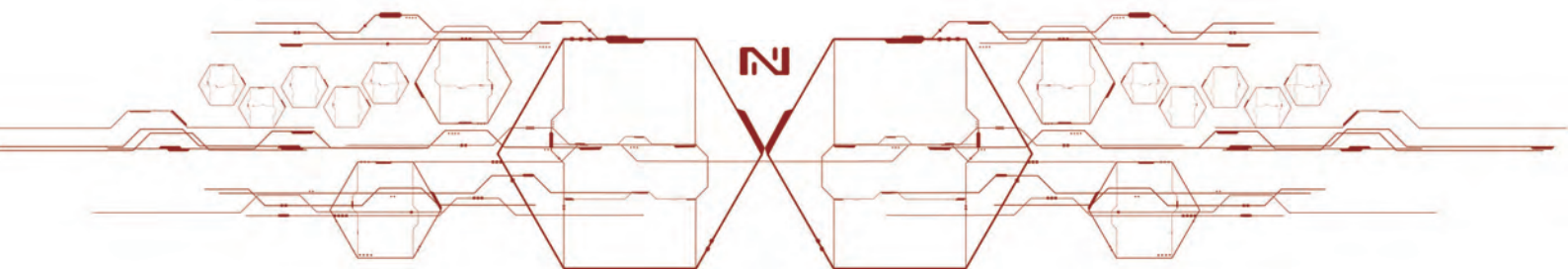
Let's suppose during the game, the Gorgos suffers two successful hits with AP Special Ammunition, one *Critical* hit with Normal Special Ammunition, one *Critical* hit with Adhesive Special Ammunition, and a *Critical Attack* with *Forward Observer*, all of them in the same Order. The Tohaa player declares the use of the SymbioMate, so he doesn't make the ARM Rolls for any of the two AP Special Ammunition hits. However, he must apply the effects of the Normal Ammunition, the Adhesive Special Ammunition and the *Forward Observer Critical* hits. So, at the end of that Order, the player must place a Wound Marker, a Targeted game state Marker and an Immobilized-2 Marker besides the Gorgos model, removing the SymbioMate.

SymbioMates are bioconstructs that serve as a platform for a symbiont creature to allow other troopers to benefit from the capabilities of the Corahar Discipline Masters. The sacrifice of these creatures is valuable as it helps to save the life of their users, so nobody will shed tears for them.





ADVANCED RULES



ADVANCED COMBAT: HACKING

HACKING RULES

In the Infinity universe, cybercombat and infowar operations are collectively referred to as *Hacking*. Operatives equipped with a *Hacking Device* are called simply *Hackers*. *Hacking Devices* come in various models with different degrees of specialization and *Hacking Program* suites.

As an addition to the *Hacking Devices* shown in the Infinity N3 rules, this book introduces three new different versions of this piece of Equipment. The *Killer Hacking Device* is an offensive infowar tool possessing new and exclusive *Hacking Programs*, while the *White Hacking Device* is a more advanced version of the *Defensive Hacking Device*.

Another new addition introduced in this expansion book is the *EVO Hacking Device*, a specialized device with unique *Hacking Programs* designed mainly for support tasks, but also capable of using *UPGRADE Programs*.

TYPES OF HACKING PROGRAMS

This expansion of the Infinity N3 rules includes a new type of *Hacking Program*:

- » Utility EVO Programs (GADGET-EVO). A new and different category of support programs uploaded only by EVO Hacking Devices.

HACKING PROGRAMS LIST

The *Hacking Programs* list included in this ruleset is organized by *Type of Program* and *Level*.

HACKING PROGRAMS: LABELS

Like Common Skills, Special Skills, and pieces of Equipment, *Hacking Programs* have one or more **Labels** that quickly identify them as having certain game features (see *Labels*, page 71), and relay their *Type of Program* and *Level*.

HACKING DEVICE



RASOOL RS DAMEER (ARABIAN: SECRET THOUGHT).

REMEMBER:

The target of a *Hacking Program* can declare *Reset* to avoid the *Attack*.

HACKING PROGRAMS [SWORD-2]

REDRUM [AHP]

(SHORT SKILL/ARO)

Attack, SWORD-2.

REQUIREMENTS

- » The target must be an enemy *Hacker*.

EFFECTS

- » In the *Active Turn*, the user may distribute two *WIP* Rolls among one or two targets.

- » In a *Face to Face Roll*, this program imposes a -3 *MOD* to the target's *Attribute*.

- » A successful *Roll* forces the target to make two *BTS* Rolls versus *Damage 16* as specified by the **DT Special Ammunition** (see Infinity N3) this *Hacking Program* applies.

For each failed *BTS Roll*, the target loses one point of his *Wounds/Structure Attribute*.

- » **Critical** hits with *Redrum* cause the target to lose one point of its *Wounds/STR Attribute* directly, bypassing the first *BTS Roll* (the target must still make the remaining *BTS Roll*).

- » The range of this program is the *Hacker's Hacking Area*.

SKULLBUSTER [AHP]

(SHORT SKILL/ARO)

Attack, SWORD-2.

REQUIREMENTS

- » The target must be an enemy *Hacker*.

EFFECTS

- » In the *Active Turn*, the user may distribute two *WIP+3* Rolls among one or two targets.

- » A successful *Roll* forces the target to make a *BTS Roll* versus *Damage 16* while suffering the effects of **Breaker Special Ammunition**, which halves its *BTS* value (see Infinity N3).

For each failed *BTS Roll*, the target loses one point of his *Wounds/Structure Attribute*.

- » **Critical** hits with *Skullbuster* cause the target to lose one point of its *Wounds/STR Attribute* directly, bypassing the *BTS Roll*.

- » The range of this program is the *Hacker's Hacking Area*.

TRINITY (AHP)

(SHORT SKILL/ARO)

Attack, SWORD-2.

REQUIREMENTS

- » The target must be an enemy *Hacker*.

EFFECTS

- » In the *Active Turn*, the user may distribute three *WIP* Rolls among one or more targets.

- » A successful Roll forces the target to make a *BTS* Roll versus *Damage* 16, while suffering the effects of *Shock Special Ammunition*.

For each failed *BTS* Roll, the target loses one point of its *Wounds/Structure* Attribute.

- » **Critical** hits with Trinity cause the target to lose one point of its *Wounds/STR* Attribute directly, bypassing the *BTS* Roll, and applying the effects of *Shock Special Ammunition*.

- » The range of this program is the *Hacker's Hacking Area*.

HACKING PROGRAMS (GADGET-EVO)

KALEIDOSCOPE (SUPPORTWARE)

(ENTIRE ORDER)

GADGET-EVO.

REQUIREMENTS

- » This *Hacking Program* affects only friendly *Hackers* from the same *Army List* as the user.
- » Each player can only have one Supportware Program with the GADGET-EVO Label active on the game table.

EFFECTS

- » Thanks to Kaleidoscope, any of the *Hackers* from the same *Army List* that suffer a *Hacking Attack* impose a *WIP-3 MOD* to their adversaries' Roll.

This *WIP-3 MOD* is not cumulative with the *Firewall MODs*.

- » When the user activates this *Hacking Program*, which does not require a Roll, place a Kaleidoscope Supportware Marker (SUP: KALEIDOSCOPE) beside him.

- » The effects of Kaleidoscope persist until the end of the following *Player Turn* after the declaration of this *Hacking Program*, at which point you must remove all corresponding Markers.

- » Once activated, this program's range covers the entire game table.

EXAMPLE OF USE OF KALEIDOSCOPE

A player who had activated the *Fairy Dust* Supportware (see Infinity N3) with one of his *Hackers* now declares the activation of the Kaleidoscope Supportware with a different *Hacker*. As this player possesses a Heavy Infantry trooper (benefiting from *Fairy Dust*) who is also a *Hacker* (and so able to benefit from Kaleidoscope as well), the player now has to declare which Supportware program will apply to this trooper on each Order/ARO while both Hacking Programs are active.

SUPPORTWARE. IMPORTANT:

- Each *Hacker* can only sustain one active Supportware program at a time.
- *Hackers* may voluntarily cancel an active Supportware program by declaring another and expending the corresponding Order.
- Supportware programs are automatically canceled whenever their user enters a *Disabled* or *Isolated* state, or any *Null* state.
- A **player** can only sustain one active Supportware program with the GADGET-EVO Label at a time.
- A trooper with a Supportware Marker can benefit from the effects of only one Supportware program at a time.

OVERCLOCK (SUPPORTWARE)

(ENTIRE ORDER)

GADGET-EVO

REQUIREMENTS

- » This *Hacking Program* affects all the friendly REMs possessing the *Repeater* piece of Equipment from the same *Army List* as the user.
- » Each player can only have one Supportware Program with the GADGET-EVO Label active on the game table.

EFFECTS

- » Overclock grants all the REMs with the *Repeater* piece of Equipment a *Burst* value of 2 in ARO.

The Effect of this Hacking Program is not obligatory.

- » The target can only benefit from the effects of one GADGET Program at a time. Players must declare which one they will apply.

- » When the user activates this program, which does not require a Roll, place an Overclock Marker (SUP: OVERCLOCK) beside him.

- » The effects of Overclock persist until the end of the *Player Turn* following the declaration of this *Hacking Program*, at which point you must remove all corresponding Markers.

- » Once activated, this program's range covers the entire game table.

EXAMPLE OF USE OF OVERCLOCK

A player who had activated the *Assisted Fire* Supportware (see Infinity N3) with one of his *Hackers* now declares the activation of the Overclock Supportware with a different *Hacker*. As this player possesses a REM (benefiting from *Assisted Fire*) that also has the *Repeater* piece of Equipment (and so, able to benefit from Overclock as well), the player now has to declare which Supportware program will apply to this trooper on each Order/ARO while both Hacking Programs are active.

REBOOT [SUPPORTWARE]

(ENTIRE ORDER)

GADGET-EVO

REQUIREMENTS

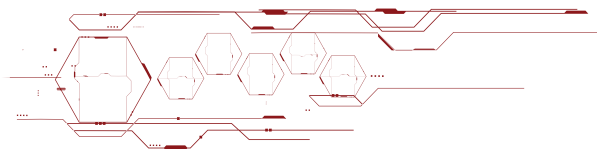
- » This *Hacking Program* affects only friendly Hackers, HIs, REMs and TAGs from the same *Army List* as the user.
- » Each player can only have one Supportware Program with the GADGET-EVO Label active on the game table.

EFFECTS

- » Thanks to Reboot, any of the **Hackers, HIs, REMs or TAGs** from the same *Army List* that declare a **Reset** impose a **WIP-3 MOD** to their adversaries' Face to Face Roll.

This **WIP-3 MOD** is not cumulative with the *Firewall MODs*.

- » The target can only benefit from the effects of one GADGET Program at a time. Players must declare which one they will apply.
- » When the user activates this program, which does not require a Roll, place a Reboot Marker (SUP: REBOOT) beside him.
- » The effects of Reboot persist until the end of the *Player Turn* following the declaration of this *Hacking Program*, at which point you must remove all corresponding Markers.
- » Once activated, this program's range covers the entire game table.



TEAMPRO [SUPPORTWARE]

(ENTIRE ORDER)

GADGET-EVO

REQUIREMENTS

- » This *Hacking Program* affects only *Fireteams* from the same *Army List* as the user.
- » Each player can only have one Supportware Program with the GADGET-EVO Label active on the game table.

EFFECTS

- » If the *Team Leader* of a *Fireteam* from the same *Army List* as the user enters a **Null** or **Isolated** state, TeamPro allows any other member of that *Fireteam* to automatically become the **new Team Leader**, placing the *Team Leader* Marker beside him.

Even if the original *Team Leader* recovers from his *Null* or *Isolated* state, the trooper that became the *Team Leader*, thanks to TeamPro, will continue to be the *Team Leader* until the player decides otherwise.

- » Moreover, TeamPro allows the use of **Fireteam: Duo** in *Generic Armies*.

Players can only apply this advantage to those units possessing an option with the *Fireteam: Duo* Special Skill on their *Troop Profile*.

Creation of a Fireteam rules are applied as usual. However, every *Fireteam: Duo* in a *Generic Army* is automatically cancelled at the end of the Order this GADGET Program is cancelled.

- » The target can only benefit from the effects of one GADGET Program at a time. Players must declare which one they will apply.
- » When the user activates this program, which does not require a Roll, place a TeamPro Marker (SUP: TEAMPRO) beside him.
- » Once activated, this program's range covers the entire game table.



HACKING PROGRAMS [UPGRADE]

EXILE [INFOWAR]

(SHORT SKILL/ARO)

Comms Attack, UPGRADE.

REQUIREMENTS

- » The target must be an enemy trooper belonging to any kind of *Fireteam*.

EFFECTS

- » Allows the user to make a *WIP* Roll against the target.
- » A successful Roll forces the target to make a *BTS* Roll versus *Damage* 16.
- » Failing the *BTS* Roll causes the target to enter the *Isolated* state, signified by an *Isolated* Marker (ISOLATED) in base to base contact.

As a side effect, the *Fireteam* is **cancelled**, even if the target was not the *Team Leader*, so the player must remove the correspondent Team Leader Marker from the game table.

- » **Critical** hits with Exile cause the target to enter *Isolated* state directly, bypassing the *BTS* Roll. As a side effect, the *Fireteam* is cancelled.
- » The *Isolated* state effect of this program persist until the opponent cancels the induced state by whatever means.

- » The range of this program is the *Hacker's Hacking Area*.

ICEBREAKER [INFOWAR]

(SHORT SKILL/ARO)

Attack, UPGRADE.

REQUIREMENTS

- » The target must be an enemy with the *Hackable Characteristic* (HI, TAG, REM...) or an enemy *Hacker*.

EFFECTS

- » In the *Active Turn*, the user may distribute two *WIP* Rolls among one or two targets.

- » A successful Roll forces the target to make a *BTS* Roll versus *Damage* 12, **but reducing the *BTS* value of the target to 0.**

Failing the *BTS* Roll cause the target to enter the **Immobilized-1 state**, signified by an Immobilized-1 Marker (IMM-1) in base to base contact.

- » The effects of this *Hacking Program* are canceled automatically at the end of the *Player Turn* following its declaration, but the induced state may be canceled earlier by other means.

- » **Critical** hits with Icebreaker cause the target to enter *Immobilized-1* state directly, bypassing the *BTS* Roll.

- » The range of this program is the *Hacker's Hacking Area*.

GOODNIGHT [INFOWAR]

(SHORT SKILL)

Attack, UPGRADE.

REQUIREMENTS

- » The target must be an enemy with the **G: Remote Presence** Special Skill in the *Unconscious* state.

EFFECTS

- » In the *Active Turn*, the user may distribute two *WIP*+3 Rolls among one or two targets.

- » A successful Roll forces the target to make a *BTS* Roll versus *Damage* 16 **while suffering the effects of Breaker Special Ammunition**, which halves its *BTS* value (see Infinity N3).

- » Failing the *BTS* Roll causes the target to enter the **Dead** state, removing the model from the game table.

- » **Critical** hits with Goodnight cause the target to enter *Dead* state directly, bypassing the *BTS* Roll.

- » The range of this program is the *Hacker's Hacking Area*.



LIGHTNING (AHP)

(SHORT SKILL/ARO)

Attack, UPGRADE.

REQUIREMENTS

- » The target must be an enemy *Hacker*

EFFECTS

- » In the *Active Turn*, the user may distribute two *WIP* Rolls among one or two targets.

- » In a *Face to Face Roll*, this program imposes a -6 *MOD* on the target's Attribute.

- » A successful Roll forces the target to make a *BTS* Roll versus *Damage* 15 **while suffering the effects of Breaker Special Ammunition**, which halves its *BTS* value (see *Infinity* N3).

For each failed *BTS* Roll, the target loses one point of his *Wounds/Structure* Attribute.

- » **Critical** hits with *Lightning* cause the target to lose 1 point of this *Wounds/STR* Attribute directly, bypassing the *BTS* Roll.

- » The range of this program is the *Hacker's Hacking Area*.

MAESTRO (AHP)

(SHORT SKILL/ARO)

Attack, UPGRADE.

REQUIREMENTS

- » The target must be an enemy *Hacker*.

EFFECTS

- » In the *Active Turn*, the user may distribute two *WIP*+3 Rolls among one or one or two targets.

- » In a *Face to Face Roll*, this program imposes a -3 *MOD* on the target's Attribute.

- » A successful Roll forces the target to make a *BTS* Roll versus *Damage* 14 **while suffering the effects of Breaker Special Ammunition**, which halves its *BTS* value (see *Infinity* N3).

- » Failing one *BTS* Roll causes the target to lose all points of his *Wounds/STR* Attribute and enter the **Unconscious** state, or equivalent, signified by an *Unconscious* Marker in base to base contact.

- » Successive successes with this *Hacking Program* in the same or following *Orders* has no effect, unless the target had recovered from his *Unconscious* state.

- » A **Critical** hit with *Maestro* causes the target to enter *Unconscious* state directly, bypassing the *BTS* Roll.

- » The range of this program is the *Hacker's Hacking Area*.



HACKING: EQUIPMENT

EVO HACKING DEVICE

This is a system for enhancing the Communications and Hacking capabilities of the combat force. The presence of an EVO Hacker increases the operative maneuverability of the units on the ground.

TRAITS

Comms Equipment.

EFFECTS

- » Allows the use of SWORD L1, SHIELD L2 and all GADGET programs.
- » In addition, allows the use of the following GADGET-EVO programs:

GADGET-EVO. Supportware: **Kaleidoscope**.

GADGET-EVO. Supportware: **Overclock**.

GADGET-EVO. Supportware: **Reboot**.

GADGET-EVO. Supportware: **TeamPro**.

- » This piece of Equipment allows players to enlist REMs in their *Army List*.

- » The EVO Hacking Device allows use of the **Tactical Support Systems**, a series of automatic and simultaneous Bonuses:

- ⦿ EVO Hacking Device allows the use of *Hacking Programs* in a **Coordinated Order**.

It is not mandatory for all the Hackers in the *Coordinated Order* to use the same *Hacking Program*.

- ⦿ This piece of Equipment allows players to spend a *Command Token* to re-roll a single failed Normal or Face to Face *WIP Roll* when declaring the use of a *Hacking Program*. The player may re-roll just one die, no matter the *Burst* value of the *Hacking Program* he used.

- ⦿ The player who has the second *Player Turn* may spend a *Command Token* to deploy one troop with the EVO Hacking Device with one GADGET-EVO Supportware *Hacking Program* active.

During the *Deployment Phase* the player will place the corresponding Supportware Marker with the EVO Hacker Device bearer on the table.

This action is not considered a *Strategic Use* of the *Command Token*.

- ⦿ This piece of Equipment automatically provides a Bonus that **nullifies the -6 MOD to the WIP Roll** for the **Sat-Lock** Special Skill for any friendly trooper.

- ⦿ An EVO Hacking Device automatically provides a +3 *PH Bonus* to the **Airborne Deployment** Special Skill. This Bonus is not cumulative with the *Controlled Jump Supportware Hacking Program*, nor with the Bonus provided by other additional EVO Hacking Devices.

This piece of equipment allows the EVO troops operating at long distance or from planetary orbit to provide active support for the Tactical Hackers deployed on the combat zone. The EVO link device keeps communication channels open between different surveillance remotes and the EVO troops' AxtraNiches in orbit or far behind in the rearguard. This way, all the advanced power of the technology and skills of the EVO is directly at the Combat Hackers' disposal.

KILLER HACKING DEVICE

This is the offensive variant of the Hacking Device, a piece of Equipment designed exclusively to perform cyberattacks against other Hackers.

TRAITS

Comms Equipment.

EFFECTS

- » Allows the use of SWORD L2 Programs.
- » Allows the use of the UPGRADE Program Toolbox: Cyber-mask.
- » Always **ignores Firewall MODs**, even the ones from the Defensive and White Hacking Devices.
- » This piece of Equipment allows players to enlist REMs in their *Army List*.

SPECIAL CATEGORY: EI

- ⦿ Unless specified to the contrary, all the Killer Hacking Devices listed in the Combined Army's *Army List* possess this Special Category.

- ⦿ This Special Category allows the use of the **Maestro (AHP) UPGRADE Program**.

Hackers specialized in the use of the Killer Hacker Device like to call themselves Net Gunslingers, a cocky nickname for a despicable job, one that even within the military is considered almost murder. This device is the ultimate infowar tool used to hunt down other hackers. Being caught with one of them, as happens with snipers, is risking an immediate summary execution, without trial or previous deliberation.

WHITE HACKING DEVICE

Advanced version of the Defensive Hacking Device, a piece of Equipment conceived to support the combat force.

TRAITS

Comms Equipment.

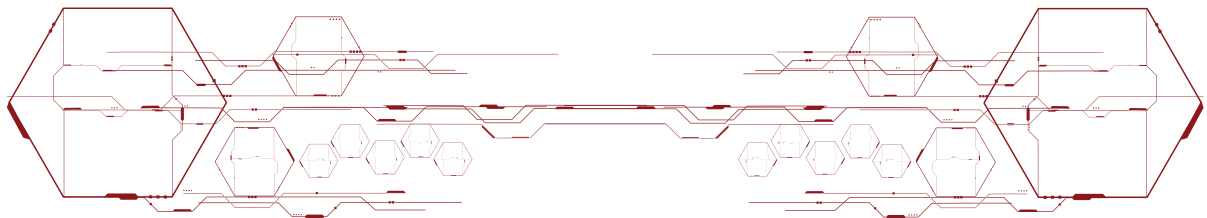
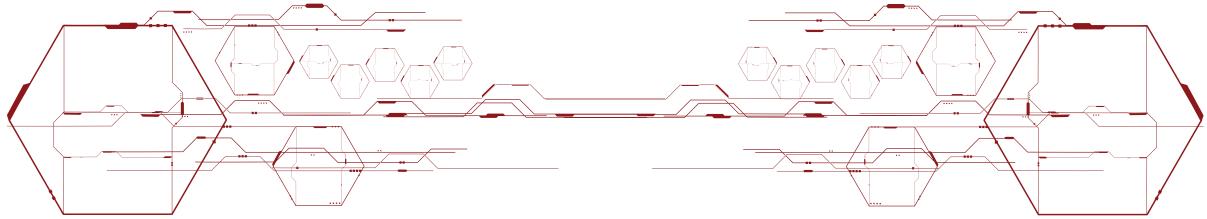
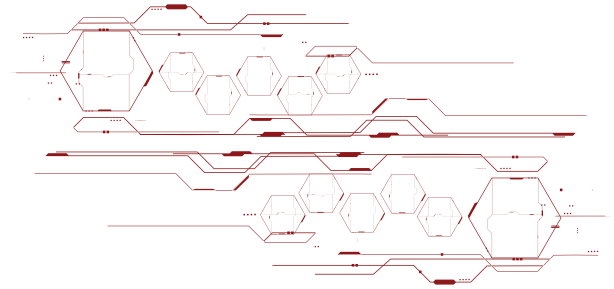
EFFECTS

- » This piece of Equipment allows use of the following *Hacking Programs*: SHIELD Level 3 and also GADGET Level 1 Programs.
- » If the user is targeted by a *Hacking Attack*, it allows application of **Firewall MODs**.
- » This piece of Equipment allows the player to enlist REMs in his *Army List*.
- » The White Hacking Device allows use of the **Cyberalert Systems**, a series of automatic Bonuses:

- ⦿ If the user is the target of any kind of **Surprise Shot** from within his *Hacking Area*, he may ignore the negative MOD to his Roll imposed by any level of that Special Skill.

⦿ In the *Reactive Turn*, this piece of Equipment allows its user to **delay his ARO declaration** until after the declaration of the second Short Skill of the enemy inside his *Hacking Area*.

The second generation of the defensive hacking devices received the commercial denomination "Plus". However, this name was too long and flamboyant for the hackers who soon started to call them "White Hacking Devices". This nickname comes from the slang of the very old data piracy times. In its beginning it was established that the experts in cybersecurity and the hackers acting with permission within the system were called "White Hats", while the unauthorized and hostile hackers were known as "Black Hats". This terms come from the Old West movies, on which the good guys generally wore white hats and the bad guys black hats. So that way, this hacking device model is the sign of identity of the guardian hackers, the ones who keep their fellows safe from the enemy cyberattacks.



CIVILIAN RULES

CIVILIANS IN INFINITY

Covert operations are the brand of Infinity, and those are usually highly precise and surgical missions executed when there is no one to witness, just to keep their secrecy.

However, sometimes the objectives of the mission could include civilians. In such situations, troopers can interact with non-combatant personnel, synchronizing with them and performing what is called a *CivEvac*.

The rules of engagement however prevent causing harm to civilians.

EFFECTS

- » A Civilian is a game element with a *Troop Profile* that does not belong to the *Army List* of any player.

Therefore Civilians cannot be part of any *Combat Group* and don't provide Orders to an *Order Reserve*.

- » Civilians are considered **Neutral**, unless some rule, Special Skill or piece of Equipment states the contrary.

- » *Civilians don't block LoF*.

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

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

However, if any player causes harm to a *Civilian* (meaning the *Civilian* enters a *Null* state), then that **player automatically loses the game** and any *Objective Points* he would have gotten. In addition, in a compensatory way, the player's opponent gets 2 extra *Objective Points*, but these points cannot bring his total number above 10.

Some Scenario Special Rules or mission *Objectives* can modify this rule.

- » *Civilians* cannot activate nor suffer *Attacks* from *Deployable* weapons or pieces of Equipment, which will consider them as friendly troopers.
- » Automatic *Attacks* (as the one of the **Explode** Special Skill, for example) which affect a *Civilian* will be considered null.

Remember

As *Civilians* are considered **Neutral** models, being in base to base contact with them doesn't activate the *Engaged* state (see Infinity N3)

SYNCHRONIZE CIVILIAN

This Common Skill allows a model to control a *Civilian* in game.

SYNCHRONIZE CIVILIAN

(SHORT MOVEMENT SKILL)

Optional.

REQUIREMENTS

- » Only models and not markers can perform this Common Skill. Any Marker which declares Synchronize Civilian is automatically revealed.
- » Troopers must be in base to base contact with the targeted *Civilian* to declare Synchronize Civilian.
- » The targeted *Civilian* cannot be in a *CivEvac* state with an enemy model.
- » A model cannot declare this Common Skill if any of the following is true:
 - It already controls two *Civilians* in the *CivEvac* state.
 - It possesses the *Impetuous* or *Extreme Impetuous* Characteristic, or it possesses the *Frenzy* Characteristic and has become *Impetuous*.
 - It possesses the *G: Servant* or *G: Synchronized* Special Skill.
 - Its Type of Troop is *REM*.
 - It is performing a *Coordinated Order*, or it belongs to any kind of *Fireteam*.

EFFECTS

- » If the model successfully passes a **WIP** Roll, the *Civilian* enters the *CivEvac* state (see *CivEvac* state, page 95).
- » Failing the *WIP* Roll causes the *Civilian* to move two inches in a random direction. To determine the direction of the movement, the player must place a Circular Template over the *Civilian* model, with the number one pointing to the center of the table, and roll a d20. The result will point the direction in which the *Civilian* will move. This Movement must follow the *General Movement* rules explained in the *Move Common Skill* rules (see Infinity N3)
- » If the *Civilian* is considered **Hostile**, due to any game condition or Scenario Special Rule, then the player must apply a -3 MOD to the **WIP** Roll.

A *Hostile Civilian* is identified by a Ho tile Marker.

ISC: CIVILIANS										
CIVILIANS										
MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA	
4-4	6	5	10	11	0	0	1	2		
Name	BS Weapons			CC Weapons			SWC	C		
CIVIL										

CIVEVAC (STATE)

MARKER

None.

ACTIVATION

» A trooper enters in base to base contact with a *Civilian*, declares the *Synchronize Civilian* Common Skill (see page 94), spends one Short Movement Skill, and successfully passes the required WIP Roll. This model is called the **Controller**, and is the *Reference Trooper* for *Coherency* purposes.

EFFECTS

» A *Civilian* in CivEvac state is considered to possess the **G: Synchronized** Special Skill (see page 30).

So, while in CivEvac state, the *Civilian* is activated by the same Order as the *Controller*, performing the same Skills the *Controller* declares, and provoking **only one ARO** from each enemy within LoF or ZoC. However, this state has some characteristics listed below.

» A *Civilian* in CivEvac state cannot perform **any Attack**, nor the **Activate**, **Discover** and **Cautious Movement** Common Skills.

If the *Controller* declares any Skill the *Civilian* cannot perform, then the *Civilian* performs an **Idle** instead.

» **Coherency.** In the *Active* and *Reactive Turn*, when activating a *Civilian* in CivEvac state, with an Order or with an ARO, the player must perform an **Initial Coherency Check** relative to the *Controller*.

In the *Active* and *Reactive Turn*, at the end of the Order or ARO, the player must perform a **Final Coherency Check** relative to the *Controller*.

» While in this state, a *Civilian* doesn't provide any **MOD** when engaged in **CC**.

» The CivEvac state doesn't provide the **G: Remote Presence** Special Skill.

» The activation of the CivEvac state cancels the *Immobilized-2* state (IMM-2) caused by a previous cancellation of this state.

CANCELLATION

» This state is automatically and immediately cancelled if the *Civilian* fails a *Coherency Check* from the *Controller* before measuring movement, if any was declared.

» In the same way, the CivEvac state is cancelled at the end of the Order in which the *Controller* passes to *Immobilized* (IMM-1 or IMM-2), *Isolated*, *Null*, or any other state that indicates so.

» This state is also cancelled if the *Controller* enters a state that replaces the model with a Marker (*Camouflage*, *TO*, *Impersonation*, *Holoecho*...).

» The *Controller* can cancel the CivEvac state voluntarily just spending a Short Skill of the Order.

» The cancellation of this state provokes the *Civilian* to automatically enter the **Immobilized-2** (IMM-2) state. The *Immobilized-2* (IMM-2) state of a *Civilian* can only be cancelled by restoring the CivEvac state.

EXAMPLE. ATTACKING A CIVILIAN

A trooper declares two **BS Attacks** with a Heavy Rocket Launcher (**B 2**) in *Blast Mode*. When placing the Circular Templates, the player realizes one of the *Attacks* also affects a *Civilian*, so that *Attack* is null. However, the other *Attack* is resolved in a normal way.

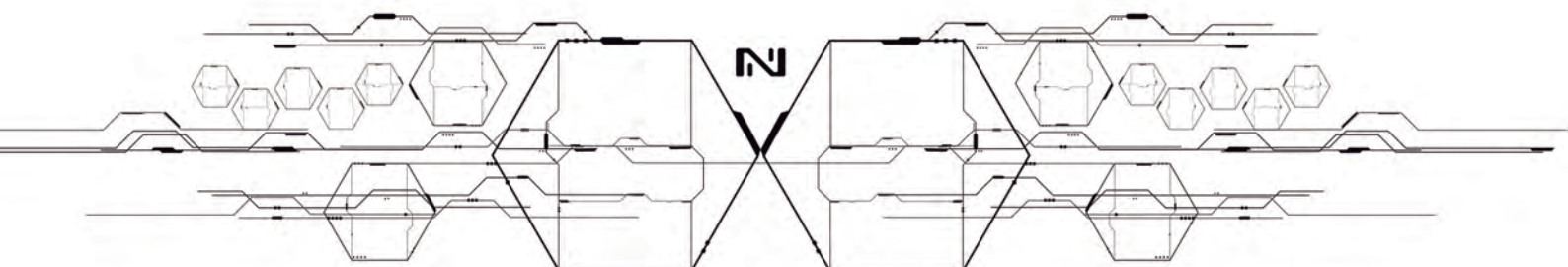
EXAMPLE. AUTOMATIC ATTACK AND A CIVILIAN

A *Civilian* is close to a Gaki, a trooper possessing the *Explode* Special Skill. The Gaki fails an **ARM Roll**, entering the *Unconscious* state, so its *Explode* Special Skill is activated. When placing the Circular Template, the player checks it affects the *Civilian* model, so the *Attack* with the Circular Template is considered null, enemy troopers affected by the template can declare their AROs and the Gaki enters the *Dead* state at the end of the Order.





APPENDICES



GAME STATES

'State' is a game term for each of the altered conditions, beneficial or not, that a trooper might find himself in.

Each state has a specific game effect, as well as individual methods of activation and cancellation. States in Infinity are cumulative, and are indicated by placing Markers next to an affected trooper.

Game States shown here must be added to the list of Game States of the Infinity N3 book

ACTIVE ALBEDO

MARKER



ACTIVATION

Automatic when deploying the model on the table.

EFFECTS

- » Players must consider a trooper in Active Albedo state as being inside a **White Noise Zone**, applying the Effects of this Special Terrain Zone.

However, the Effects of the *White Noise Zone* don't affect the bearer.

- » This state has a limited duration of two *Turns*, and once cancelled it cannot be reactivated.

CANCELLATION

- » The *Active Albedo* state is automatically cancelled at the end of the second *Turn* after its bearer is *deployed*.
- » This state is also cancelled if the bearer is affected by *Fire* Special Ammunition, entering into the *Burnt* state.

ACTIVE SYMBIONT ARMOR

MARKER

None.

ACTIVATION

Automatic when the bearer is deployed.

EFFECTS

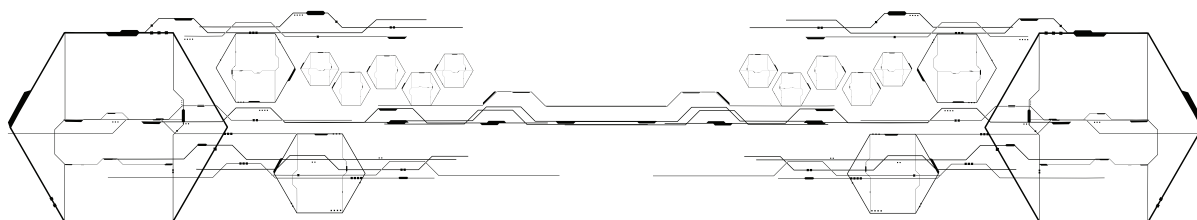
- » In Active Symbiont Armor state, the bearer uses the Active Symbiont Armor *Troop Profile* which appears on the Army List.
- » The Active Symbiont Armor state is highly sensitive to the *Fire* Special Ammunition.

In this state, failing an *ARM* Roll caused by *Fire* Special Ammunition means **losing all the points of the Wounds/STR Attribute** of the Active Symbiont Armor *Troop Profile*. If the bearer loses more points of his *Wounds/STR* Attribute during that Order, deduct them from the Inactive Symbiont Armor Profile.

When performing the *ARM/BTS* Rolls, the player **must first make all those rolls due to the Fire Special Ammunition** to facilitate the roll and effects sequence.

CANCELLATION

- » The Active Symbiont Armor state is automatically canceled at the end of the Order in which the trooper loses as many or more points of the *Wounds/STR* Attribute of his Active Symbiont Profile.
- » All those points which exceed the *Wounds/STR* of Active Symbiont Profile will be deducted from the Inactive Symbiont Armor Profile at the end of the Order.
- » Once this state is cancelled, the player will place a Symbiont Armor: Inactive Marker besides the trooper, who can keep in game with the Inactive Symbiont Armor Profile.
- » Spending one Short Skill of the Order, the bearer can cancel voluntarily the Active Symbiont Armor state to also cancel the **Immobilized** (IMM-1 or IMM-2), **Isolated**, or **Targeted** states.



CASEVAC

MARKER



ACTIVATION

- » A trooper in base to base contact with an allied trooper in *Immobilized* (IMM-1 or IMM-2), *Stunned*, or *Unconscious* state, declares *Casevac* spends one Short Skill of the Order.

Troopers can only activate the *Casevac* state if they possess a **PH Attribute equal to or higher than the PH Attribute** of the trooper they want to carry.

EFFECTS

- » While in *Casevac* state, the player activates both troopers with one single Order or ARO.

In the *Casevac* state, the player will move both troopers simultaneously in base to base contact.

- » In this state, the carried trooper (who is in an *Immobilized*, *Stunned*, or *Unconscious* state) cannot declare Orders or ARO. Any Order or ARO will be always declared and performed by the **carrying trooper**.

- » In the *Casevac* state, both troopers provoke **only one ARO** from each enemy within LoF or ZoC.

- » Players declaring an *Attack* with a *Template Weapon* against a trooper in *Casevac* state or the carried trooper must apply the *Template Attack* on a CC rule (see Infinity N3)

- » In the *Casevac* state, the carried trooper doesn't block LoF.

- » In the *Casevac* state, the carried trooper doesn't provide the MOD of +1 to B when engaging in CC.

- » Unless a Special Scenario Rule indicates the contrary, a trooper in the *Casevac* state cannot carry more than one *Immobilized*, *Stunned* or *Unconscious trooper*.

CANCELLATION

- » The *Casevac* state is automatically cancelled if the **trooper** carrying the *Immobilized*, *Stunned*, or *Unconscious* trooper declares a Skill other than **Cautious Movement, Change Facing, Climb, Dodge, Jump, Reset, or a Short Movement Skill**.

- » This state is also cancelled if the trooper that declared *Casevac* spent an *Impetuous Order*.

- » In the same way, the *Casevac* state is cancelled when the trooper that declared *Casevac* passes to *Immobilized* (IMM-1 or IMM-2), any *Null* state, or any other state that indicates so.

- » The *Casevac* state is automatically cancelled if the carried trooper recovers from the *Immobilized* (IMM-1 or IMM-2), *Stunned*, or *Unconscious* state.

- » This state is also cancelled if the trooper that declared *Casevac* enters a state which replaces the model with a Marker

(*Camouflage, TO, Impersonation, Holoecho...*).

- » The trooper that declared *Casevac* can cancel it voluntarily just spending a Short Skill of the Order.

- » Players must remove the *Casevac* Marker from the game table at the end of the Order in which such state is cancelled.

Casevac, Equipment, and Scenery Items

The *Casevac* state can be applied to the transportation of pieces of Equipment or Scenery Items, as stated by the Scenario Special Rules or by mutual agreement between the players.

Casevac and Motorbikes

Troopers with the Motorbike piece of Equipment, or an equivalent, can only be carried without it, placing a Motorbike Marker when this state is activated.

CIVEVAC

MARKER

None.

ACTIVATION

- » A trooper enters in base to base contact with a *Civilian*, declares the *Synchronize Civilian* Common Skill (see page 94), spends one Short Movement Skill, and successfully passes the required WIP Roll. This model is called the **Controller**, and is the *Reference Trooper for Coherency* purposes.

EFFECTS

- » A *Civilian* in *CivEvac* state is considered to possess the *G: Synchronized* Special Skill (see page 30).

So, while in *CivEvac* state, the *Civilian* is activated by the same Order as the *Controller*, performing the same Skills the *Controller* declares, and provoking **only one ARO** from each enemy within LoF or ZoC. However, this state has some characteristics listed below.

- » A *Civilian* in *CivEvac* state cannot perform any *Attack*, nor the *Activate*, *Discover* and *Cautious Movement* Common Skills.

If the *Controller* declares any Skill the *Civilian* cannot perform, then the *Civilian* performs an **Idle** instead.

- » A *Civilian* in *CivEvac* state cannot perform any *Attack*, nor the *Activate*, *Discover* and *Cautious Movement* Common Skills.

If the *Controller* declares any Skill the *Civilian* cannot perform, then the *Civilian* performs an **Idle** instead.

- » **Coherency.** In the *Active* and *Reactive Turn*, when activating a *Civilian* in *CivEvac* state, with an Order or with an ARO, the player must perform an **Initial Coherency Check** relative to the *Controller*.

In the *Active* and *Reactive Turn*, at the end of the Order or ARO, the player must perform a **Final Coherency Check** relative to the *Controller*.

- » While in this state, a *Civilian* doesn't provide any MOD when engaged in CC.

» The CivEvac state doesn't provide the *G: Remote Presence* Special Skill.

» The activation of the CivEvac state cancels the *Immobilized-2* state (IMM-2) caused by a previous cancellation of this state. .

CANCELLATION

» This state is automatically and immediately cancelled if the *Civilian* fails a *Coherency Check* from the *Controller* before measuring movement, if any was declared.

» In the same way, the CivEvac state is cancelled at the end of the Order in which the *Controller* passes to *Immobilized* (IMM-1 or IMM-2), *Isolated*, *Null*, or any other state that indicates so.

» This state is also cancelled if the *Controller* enters a state that replaces the model with a Marker (*Camouflage*, *TO*, *Impersonation*, *Holoecho*...).

» The *Controller* can cancel the CivEvac state voluntarily just spending a Short Skill of the Order.

» The cancellation of this state provokes the *Civilian* to automatically enter the *Immobilized-2* (IMM-2) state. The *Immobilized-2* (IMM-2) state of a *Civilian* can only be cancelled by restoring the CivEvac state.

DISCONNECTED

MARKER



ACTIVATION

» The Controller of this trooper is in *Immobilized* is in *Isolated* or any *Null* state.

» The trooper fails a *Coherency Check*, breaking *Coherency* with its Controller.

» The trooper suffered a successful *Attack* from an enemy using a Special Ammunition or *Hacking Program* capable of causing this state.

» The trooper suffered the effect of a piece of scenery, a Special Scenario Rule, or condition capable of causing this state.

EFFECTS

» Troopers in this state **cannot declare Orders or AROs**.

» *Automatic Special Skills* and *Automatic Equipment* have no effect while in the Disconnected state.

» Disconnected troopers count as casualties for the purposes of *Retreat!*

» Players **cannot count their Disconnected troopers as survivors for Victory Point** purposes at the end of the game.

CANCELLATION

» This state is automatically cancelled if the Controller of this trooper recovers from the state which caused the activation of the Disconnected state.

» If this state has been caused by breaking *Coherency* with the Controller, then it will be automatically cancelled at the end of an Order in which the Disconnected trooper is again in *Coherency* with its Controller.

» If this state has been caused by an *Attack*, a piece of scenery, or a Special Scenario Rule applied to this trooper, then it is automatically cancelled if a trooper with the Special Skill *Engineer* (or an equivalent Skill) spends one Short Skill of an Order while in base contact with the affected trooper and passes a Normal *WIP* Roll (or the Roll specified by the Special Skill or Scenario that caused the state).

FOXHOLE

MARKER



ACTIVATION

» During the *Deployment Phase* the activation is automatic for troopers possessing the *Sapper* Special Skill.

» During the *Active Turn* a trooper possessing the *Sapper* Special Skill can activate this state by spending an Entire Order and placing a Foxhole Marker beside it.

EFFECTS

» A trooper in the Foxhole state applies the following effects

- The trooper possesses a *Silhouette* Attribute value of **3 (S3)**.
- The trooper is considered to be in base contact with *Partial Cover* in a 360° arc, and from all other directions and angles.
- The trooper possesses the **CH: Mimetism** and **V: Courage** Special Skills.

» The Foxhole state is a fixed position and it doesn't allow its user to perform any type of movement (troopers cannot declare *Cautious Movement*, *Climb*, *Engage*, *Jump*, *Lean Out*, *Move*... but can declare *Change Facing* or *Dodge*. Troopers are not allowed to move in the *Reactive Turn*, only to dodge the *Attack*).

CANCELLATION

» A trooper automatically cancels his Foxhole state when entering the *Prone* state.

» A Foxhole trooper may automatically cancel this state by declaring the Short Movement Skill *Move*. The player must announce he is cancelling the Foxhole state when declaring the Short Skill *Move*. By doing so, the state is cancelled at no cost and the trooper can carry out its *Move* using its regular *MOV* and *S* values.

» When cancelling the Foxhole state, the trooper loses all the advantages provided by it, the Marker is removed from the game table and the trooper recovers his *MOV* and *Silhouette* values.

Remember

The space in which the user of this Special Skill activates the Foxhole state must have a height and width equal or higher than the Silhouette Template of this state.

HOLOECHO

MARKER



ACTIVATION

» Automatic when deployed, placing three Holoechos on the game table, within *Coherency* of each other. Players must respect the general conditions of the *Deployment* rules.

» If the Holoprojector L2 bearer is **outside enemy LoF**, then the bearer may automatically activate this state at the beginning of the **Reactive Turn**, placing the other two Holoechos in **base to base** contact with it.

» During their **Active Turn**, troopers with **Holoprojector L2** may revert to the *Holoecho* state by expending an Entire Order while outside enemy *LoF*. The player will place the other two Holoechos in **base to base** contact with the *Holoprojector L2* bearer.

EFFECTS

» While in the *Holoecho* state, the trooper is represented by three Holoechos: the Holoecho 1 Marker, the Holoecho 2 Marker and the actual model.

The player must note in secret which of these three Holoechos represents the real bearer of *Holoprojector L2*, with the other two being holographic decoys.

» The bearer of *Holoprojector L2* and his holographic decoys act the same time, performing exactly the same Order declared. However, the holographic decoys cannot interact with scenery, considering any *Activate* or *Alert* declaration as an *Idle*.

» **Coherency.** The Holoechos **must be in Coherency** of another Holoecho, regardless who is the real *Holoprojector L2* bearer. For example, one of the Holoechos must have at least one of the other two Holoechos in its *ZoC*.

In the *Deployment Phase*, the player can perform a *Deployment Phase Coherency Check* after having deployed the Holoechos.

In the *Active* or *Reactive Turn*, when activating the Holoechos with an Order or ARO, the player must perform an **Initial Coherency Check**.

In the *Active* or *Reactive Turn*, when finishing an Order or ARO, the player must perform a **Final Coherency Check**.

» The Holoechos are considered real troopers in regards to providing AROs, checking *LoF*, and activating enemy weapons or pieces of Equipment (Mines, E/Maulers, etc.), but since they act simultaneously, all three provide **only one ARO** to each enemy in *LoF* or *ZoC*.

» In order to know if a Holoecho is the bearer or just a holographic decoy, the enemy must pass a **Discover Roll** against that Holoecho.

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

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

» The effect of the *Holoecho* state can be combined with the effects of the *Holoprojector L1* state.

This allows the player to replace the model with others from the same army possessing the same *Silhouette* value, and also to replace the Holoecho Markers with figures. However these must represent the same type of trooper as the model, possessing the same weapons and equipment, like the Holoecho Markers do. If it is not possible, then the player must place a Holoecho Marker beside that model to reflect its condition.

If the player is using models instead of Holoecho Markers, then **at the start of his Active Turn** or if he activates the *Holoecho* state in his *Active Turn*, the player must place a Holoecho Marker next to **one** of the three models, but it is not compulsory that model be the real *Holoprojector L2* bearer. By this way, his adversary can know he is facing a *Holoprojector L2* trooper in order to be able to delay his AROs. The player can remove that Holoecho Marker at the end of his *Active Turn*.

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

CANCELLATION

» The *Holoecho* state of the real *Holoprojector L2* bearer is canceled, removing all the holographic decoys and placing the model in its real position, whenever:

- The *Holoprojector L2* bearer declares a Skill other than **Cautious Movement** or a **Short Movement Skill** that **does not require a Roll** (except *Alert*).
- Following the previous, the *Holoprojector L2* bearer declares a **Surprise Attack** or a **Surprise Shot**.
- The *Holoprojector L2* bearer enters **base to base** contact with a model.
- The *Holoprojector L2* bearer is successfully **Discovered**.
- The *Holoprojector L2* bearer receives a successful hit that forces him to make an *ARM/BTS* Roll, or a *Critical* hit.
- The *Holoprojector L2* bearer becomes *Impetuous* (due to the *Frenzy* Characteristic or any other effect) or enters the *Retreat!* state.

- The *Holoprojector L2* bearer breaks *Coherency* with the other *Holoechoes*.

» Whenever the *Holoecho* state of the *Holoprojector L2* bearer is canceled, **remove all the holographic decoys** at the end of the Order that happened. If the bearer was hidden as a *Holoecho* Marker or as a different model, replace it with the bearer's model, facing the same direction, at the end of the Order that happened.

An exception to this rule is made when *Holoprojector L2* bearer fails an *Initial Coherency Check*, then the player must remove all the holographic decoys immediately, before measuring movement, if he has declared any.

» The *Holoecho* state of a holographic decoy is canceled, whenever:

- It is successfully **Discovered**.
- It enters **base to base contact** with a model.
- It receives a successful hit that forces him to make an *ARM/BTS* Roll, or a *Critical* hit.
- It breaks **Coherency** with the other *Holoechoes*.
- The real *Holoprojector L2* bearer's *Holoecho* state is cancelled for any reason.

» Anytime a holographic decoy cancels its *Holoecho* state the player must **remove its Holoecho** from the table at the end of the Order that happened.

An exception to this rule is made when the *Holoecho* fails an *Initial Coherency Check*, then the player must remove the *Holoecho* immediately, before measuring movement, if he has declared any.

» The cancellation of the *Holoecho* state is applied to the whole declared Order. So, if a trooper in the *Holoecho* state declares a *Move + BS Attack* Order, he will be considered discovered all along his Movement, even if the *BS Attack* would be performed at the end of that Movement.

HOLOPROJECTOR L1

MARKER

None.

ACTIVATION

- » Automatic when deployed.
- » During their Active Turn, troopers with *Holoprojector L1* may revert to the *Holoprojector L1* state by expending an Entire Order while outside enemy *LoF*.

EFFECTS

» While in *Holoprojector L1* state, players don't place the *Holoprojector L1* bearer's model but the model of any other trooper (known as the *imitated model*) fitting the *Holoprojector L1* Requirements and declaring which weapon option it is replicating from the imitated model's *Troop Profile*.

However, players use the *Troop Profile* of the *Holoprojector L1* bearer, as it appears on their *Army List*.

The trooper the *Holoprojector L1* bearer is imitating must have **the same Silhouette** value as the bearer.

» In order to *Discover* a trooper in the *Holoprojector L1* state, the enemy must pass a **Discover Roll**.

If an enemy successfully *Discovers* your trooper in *Holoprojector L1* state, replace the imitated model with the real trooper's model, facing the same direction as the imitated model.

» This state does not affect Automatic Special Skills or Automatic Equipment.

CANCELLATION

» A trooper's *Holoprojector L1* state is canceled, and its imitated model replaced by its real model, whenever:

- The trooper in *Holoprojector L1* state declares a Skill other than **Cautious Movement** or a **Short Movement Skill that does not require a Roll** (except *Alert*).
- The trooper in *Holoprojector L1* state enters **base to base contact** with a model.
- The trooper in *Holoprojector L1* state is successfully **Discovered**.
- The trooper in *Holoprojector L1* state receives a successful hit that forces him to make an *ARM/BTS* Roll, or a *Critical* hit.
- The trooper in *Holoprojector L1* state becomes *Impetuous* (due to the *Frenzy* Characteristic or any other effect) or enters *Retreat!* state.

» Whenever the *Holoprojector L1* state is canceled, **replace the imitated model** with the trooper's real model, facing the same direction as the imitated model, at the end of the Order that happened.

When you replace the imitated model with the real one, you are required to share all *Open Information* relative to that trooper.

» The cancellation of the *Holoprojector L1* state is applied to the whole declared Order. So, if a trooper in *Holoprojector L1* state declares a *Move + BS Attack* Order, he will be considered discovered all along his Movement, even if the *BS Attack* would be performed at the end of that Movement.



STUNNED

MARKER



ACTIVATION

- » The trooper suffered a successful *Attack* from an enemy using a Special Ammunition or *Hacking Program* capable of causing this state (as *Stun* Special Ammunition, for example).
- » The trooper suffered the effect of a piece of scenery, a Special Scenario Rule, or condition capable of causing this state.

EFFECTS

- » Troopers in this state **cannot declare Attacks**.
- » Moreover, troopers in Stunned state must apply a **MOD of -3** to any Roll they perform, except to the **ARM/BTS** Rolls.
- » This state does not affect Automatic Special Skills or Automatic Equipment.

CANCELLATION

- » The Stunned state is automatically cancelled at the end of the *Player Turn* during which it was caused.



ISC HARAMAKI ZENSENBUTAI

ENGINEERING DECK

BOOK VERSION

MISSION OBJECTIVES

MAIN OBJECTIVES

- » **Have the same amount** of *Connected Consoles* as the adversary at the end of the game (2 Objective Points, only if the player has *Connected* at least 1 *Console*).
- » **Have more** *Connected Consoles* than the adversary at the end of the game (5 Objective Points).
- » **Secure** the *Objective Room* at the end of the game (3 Objective Points).

CLASSIFIED

- » Each player has **2 Classified Objectives (1 Objective Point each)**.

FORCES

Side A: 300 points.

Side B: 300 points.

DEPLOYMENT

Both players will deploy on opposite sides of the game table, in a standard *Deployment Zone* 12 inches deep.

Deploying inside or in base contact with the *Objective Room* or in base contact with a *Console* is not permitted.

Inner Area. This scenario happens inside a vessel, so the use of Levels 3, 4 and 5 of the *Airborne Deployment* Special Skill is not permitted. However, the other Levels of this Special Skill are allowed. *AI Beacons* must be deployed on the edge of the game table, outside the *Deployment Zones*, with no *PH* Roll required. *Inner Area* doesn't affect other Deployment Special Skills.

SCENARIO SPECIAL RULES

GAME TABLE SIZE:

48 x 48 inches

OBJECTIVE ROOM

Placed in the center of the table, it covers an area of 8 by 8 inches. In game terms it is considered to have walls of infinit height that completely block *Line of Fire*.

To represent the *Objective Room* we recommend using the *Objective Room* by Micro Art Studio, the *Operations Room* by Plastcraft or the *Command Bunker* by Warsenal or the *Panic Room* by Customeeple.

The interior of the *Objective Room* is a **Saturation Zone**.

The *Objective Room* has four *Gates*, one in the middle of each wall (See map below). The *Objective Room* Gates must be represented by a *Narrow Gate* Marker or a scenery piece with the same size. The *Objective Room* Gates have a *Narrow Gate Width*.

The *Gates* of the *Objective Room* are closed at the start of the game.

OPEN THE ROOM GATES

(SHORT SKILL)

Attack.

REQUIREMENTS

- » Only *Specialist Troops* can declare this Skill.
- » The *Specialist Troop* must be in base contact with a *Gate*.

EFFECTS

- » Allows the *Specialist Troop* to make a **WIP** Roll to *Open the Gates*. A success opens **all Gates** to the *Objective Room*. If the roll is failed, this can be repeated as many times as necessary, each time spending the corresponding Short Skill and making the roll.

SECURE THE OBJECTIVE ROOM

The *Objective Room* is considered to be *Secured* by a player when that player is the only one to have any troopers inside the Room who are **not** in a *Null* state.

THE CONSOLES

There are **4 Consoles**, placed on different halves of the game table, each of them 8 inches from the central line of the table and 12 inches from the edge of the table (See map below). There is a fifth *Console* placed in the center of the *Objective Room*.

Each *Console* must be represented by a *Console A* Marker (CONSOLE A) or by a scenery piece of the same diameter (such as the Human Consoles by Micro Art Studio, the Tech Consoles and the Communications Array by Warsenal or the Comlink Console by Customeeple).

CONNECT CONSOLES

(SHORT SKILL)

Attack.

REQUIREMENTS

- » Only *Specialist Troops* can declare this Skill.
- » The *Specialist Troop* must be in base contact with a *Console*.

EFFECTS

- » Allows the *Specialist Troop* to make a Normal **WIP** Roll to *Connect the Console*. If the roll is failed, this can be repeated as many times as necessary, each time spending the corresponding Short Skill and making the roll.
- » A connected *Console* can be *Connected* again by the other player, applying the same procedure. In such a situation, the *Console* is no longer considered to be *Connected* by the adversary.
- » Player A and Player B Markers can be used to mark the *Connected Consoles*. It is recommended each player uses a different kind of Marker.

SPECIALIST TROOPS

For the purposes of this scenario, only *Hackers*, *Doctors*, *Engineers*, *Forward Observers*, *Paramedics* and troops possessing the *Chain of Command* Special Skill are considered *Specialist Troops*.

Hackers, *Doctors* and *Engineers* cannot make use of *Repeaters* or *G: Servant* models to perform tasks reserved to *Specialist Troops*.

Remember

Troops with the *Specialist Operative* Special Skill can accomplish the different functions *Specialist Troops* have in this scenario.

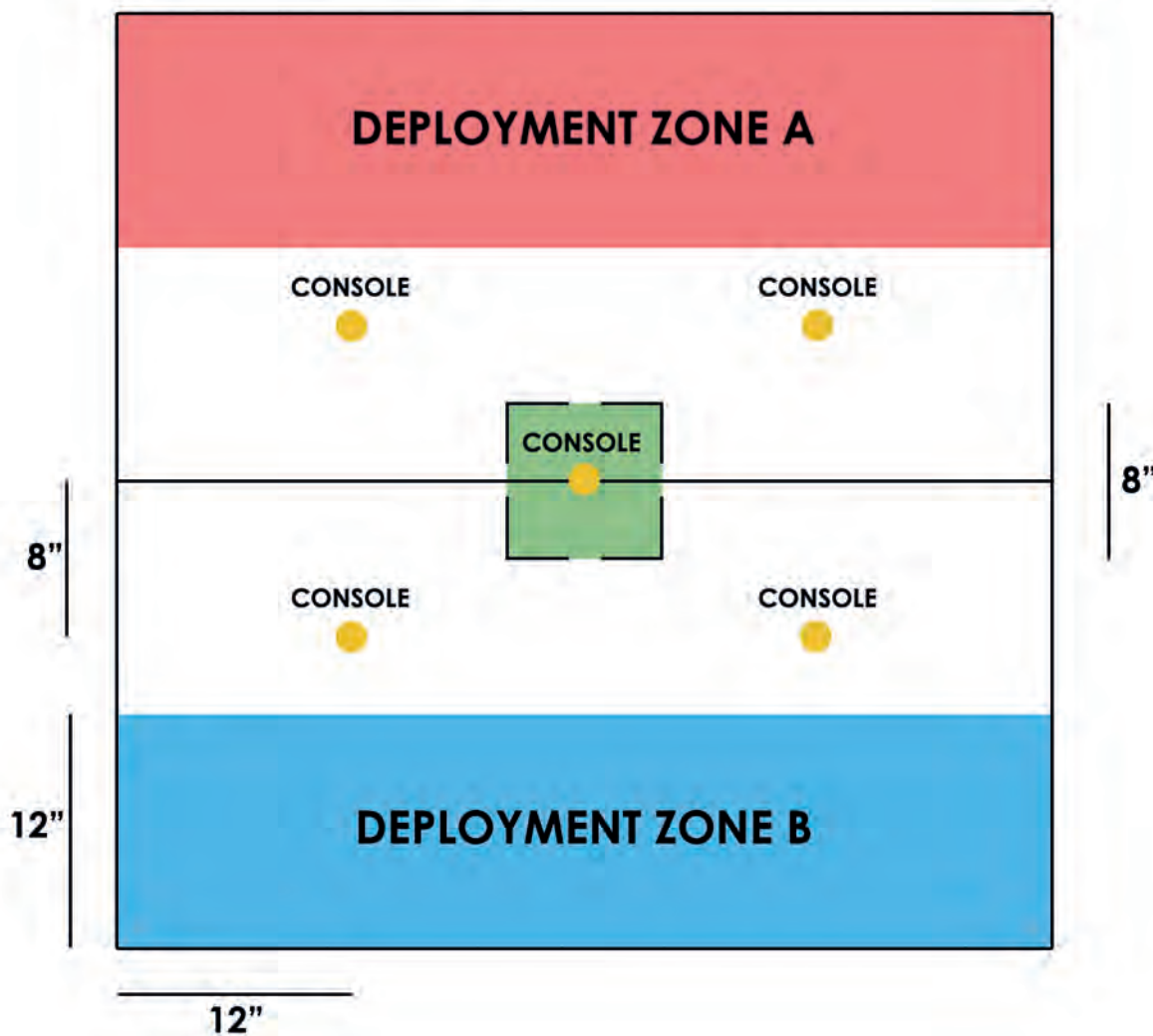
A *Specialist Trooper* with a Disabled Marker can still accomplish the Objectives of this scenario.



END OF THE MISSION

This scenario has a limited time frame, so it will automatically finish at the end of the **third Game Round**.

If one of the players starts his active turn in a *Retreat!* state, the game will end **at the end of that Turn**.

ENGINEERING DECK

RESCUE

BOOK VERSION

MISSION OBJECTIVES

MAIN OBJECTIVES

- » Have **more** *Synchronized Civilians* in **CivEvac** state in the **Exclusion Zone** than the adversary at the end of the game (1 Objective Point).
- » Have **the same amount** of *Synchronized Civilians* in **CivEvac** state in the player's own **Dead Zone** as the adversary in his **Dead Zone** at the end of the game (2 Objective Points, only if the player has at least 1 *Civilian* in such state in the **Dead Zone**).
- » Have **more** *Synchronized Civilians* in **CivEvac** state in the player's own **Dead Zone** than the adversary in his **Dead Zone** at the end of the game (3 Objective Points).
- » Have **more** *Synchronized Civilians* in **CivEvac** state in the player's own **Deployment Zone** than the adversary in his **Deployment Zone** at the end of the game (4 Objective Points).

CLASSIFIED

- » Each player has **1 Classified Objective** (2 Objective Points).

FORCES

Side A: 300 points.

Side B: 300 points.

DEPLOYMENT

Both players will deploy on opposite sides of the game table, in a standard *Deployment Zone* 12 inches deep.

Exclusion Zone. Troopers may not use the *Airborne Deployment*, *Forward Deployment*, *Mechanized Deployment*, or *Infiltration Special Skills* or the deployment rule of the *Impersonation Special Skill* to deploy inside of an 8 inch area on either side of the central line of the game table. The *Exclusion Zone* is not applied to troopers that suffer *Dispersion*.

It is not allowed to deploy in base to base contact with a *Civilian*.

SCENARIO SPECIAL RULES

GAME TABLE SIZE:

48 x 48 inches

EXCLUSION ZONE

Players must consider the *Exclusion Zone* to be a **Saturation Zone** and a **Difficult Terrain Zone**. Troopers possessing the *Terrain* (any type) or *Multiterrain Special Skill* can apply it to avoid the effect of the *Difficult Terrain Zone*.

DEAD ZONES

There are two *Dead Zones* on the battlefield, 4 inches deep between the *Deployment Zone* and the *Exclusion Zone* (see the map below).

The *Dead Zone* of each player is the one in his half of the table.

CIVILIANS

There are a total of eight *Civilians* on the game table, four of them belonging to each player.

Each player will place his four *Civilians* inside the *Exclusion Zone*, but in base contact with the limit of the enemy *Dead Zone*, in the **adversary's** half of the table. Two of them must be placed 12 and 20 inches respectively from one of the edges of the table, while the other two must be placed 12 and 20 inches respectively from the other edge (see the map below).

Players cannot place their *Civilians* either on top of or inside of any *Scenery Item* or *Building*, always deploying it in an accessible location on the table. *Scenery* placement must facilitate this.

Players can only *Synchronize* their own *Civilians*.

In this scenario, *Specialist Troops* can have up to **two** *Civilians* in *CivEvac* state at the same time. Other troops able to declare *Synchronize Civilian* can have only **one** *Civilian* in such state.

Players can use any model from the *Infinity* or the *Infinity Bootleg* range, preferably those designated as *HVT* or as a *Civilian*. Good examples of this are the O-12 High Commissioner, the Tohaa Diplomat, Go-Go Marlene, the Fusilier Angus, the TAG Pilots, the VIP Executive or the HAZMAT A1 Specialist. Players can also use the Player A and Player B Markers to identify or even represent their *Civilians*.

SPECIALIST TROOPS

For the purposes of this scenario, only *Hackers*, *Doctors*, *Engineers*, *Forward Observers*, *Paramedics* and troops possessing the *Chain of Command Special Skill* are considered *Specialist Troops*.

Hackers, *Doctors* and *Engineers* cannot make use of *Repeaters* or *G: Servant* models to perform tasks reserved to *Specialist Troops*.

Remember

Troops with the *Specialist Operative Special Skill* can accomplish the different functions *Specialist Troops* have in this scenario.

A *Specialist Trooper* with a *Disabled Marker* can still accomplish the Objectives of this scenario.

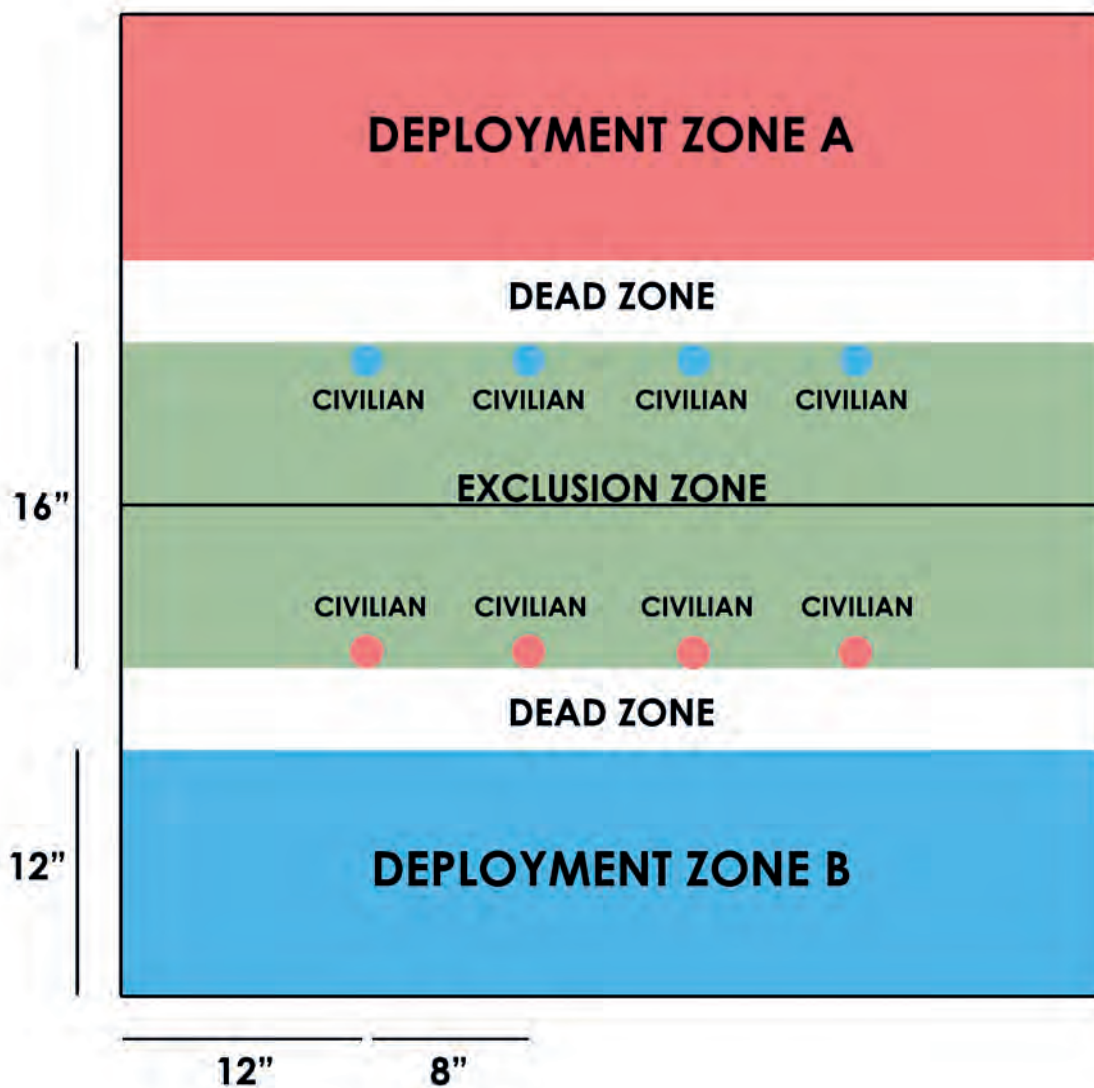
END OF THE MISSION

This scenario has a limited time frame, so it will automatically finish at the end of the **third Game Round**.

If one of the players starts his active turn in a *Retreat!* state, the game will end at the end of that *Turn*.



RESCUE



TIC-TAC-TOE

BOOK VERSION

MISSION OBJECTIVES

MAIN OBJECTIVES

- » To be the **only player** who has **three Connected Antennas** in a horizontal, vertical, or diagonal row at the end of the game (4 Objective Points).
- » Both players have **three Connected Antennas** in a horizontal, vertical, or diagonal row at the end of the game (2 Objective Points).
- » To have **more Connected Antennas** than the adversary at the end of the game (3 Objective Points).
- » To have **at least one Connected Antenna** in the enemy's half of the table at the end of the game (2 Objective Points).

CLASSIFIED

- » Each player has **1 Classified Objective** (1 Objective Point).

FORCES

Side A: 300 points.

Side B: 300 points.

DEPLOYMENT

Both players will deploy on opposite sides of the game table, in a standard *Deployment Zone* 12 inches deep.

It is not allowed to deploy in base contact with an *Antenna*.

SCENARIO SPECIAL RULES

GAME TABLE SIZE:

48 x 48 inches

THE ANTENNAS

There are a total of **9 Antennas**. One of them is placed in the center of the game table, with the next two placed on the central line of the table, 12 inches from the edges. The other six *Antennas* are placed in different halves of the game table. Four of them are placed 8 inches in parallel from the central line of the game table and 12 inches from the edges. The other two are placed 8 inches in parallel from the central line of the game table and 24 inches from the edges (see map).

Each *Antenna* must be represented by a Transmission Antenna Marker (TRANS. ANTENNA) or by a scenery piece of the same diameter (such as the Communications Array by Warsenal or the Sat Station Antenna by Customeeple).

CONNECT THE ANTENNAS

(SHORT SKILL)

Attack.

REQUIREMENTS

- » Only *Specialist Troops* can declare this Skill.
- » The *Specialist Troop* must be in base contact with an *Antenna*.

EFFECTS

- » Allows the *Specialist Troop* to make a Normal **WIP** Roll to *Connect the Antenna*. If the roll is failed, this can be repeated as many times as necessary, each time spending the corresponding Short Skill and making the roll.
- » A *Connected Antenna* can be *Connected* again by the other player, applying the same procedure. In such a situation, the *Antenna* is no longer considered to be *Connected* by the adversary.
- » Player A and Player B Markers can be used to mark the *Connected Antennas*. It is recommended each player uses a different kind of Marker.

SPECIALIST TROOPS

For the purposes of this scenario, only *Hackers*, *Doctors*, *Engineers*, *Forward Observers*, *Paramedics* and troops possessing the *Chain of Command* Special Skill are considered *Specialist Troops*.

Hackers, *Doctors* and *Engineers* cannot make use of *Repeaters* or *G: Servant models* to perform tasks reserved to *Specialist Troops*.

Remember

Troops with the *Specialist Operative* Special Skill can accomplish the different functions *Specialist Troops* have in this scenario.

A *Specialist Trooper* with a *Disabled* Marker can still accomplish the Objectives of this scenario.

EVO HACKING DEVICE BONUS

If a player has at least one trooper with the *EVO Hacking Device* piece of Equipment on the game table who is not in a *Null* state, then that player applies a **MOD of +3** to the *WIP* Rolls necessary to *Connect the Antennas*.

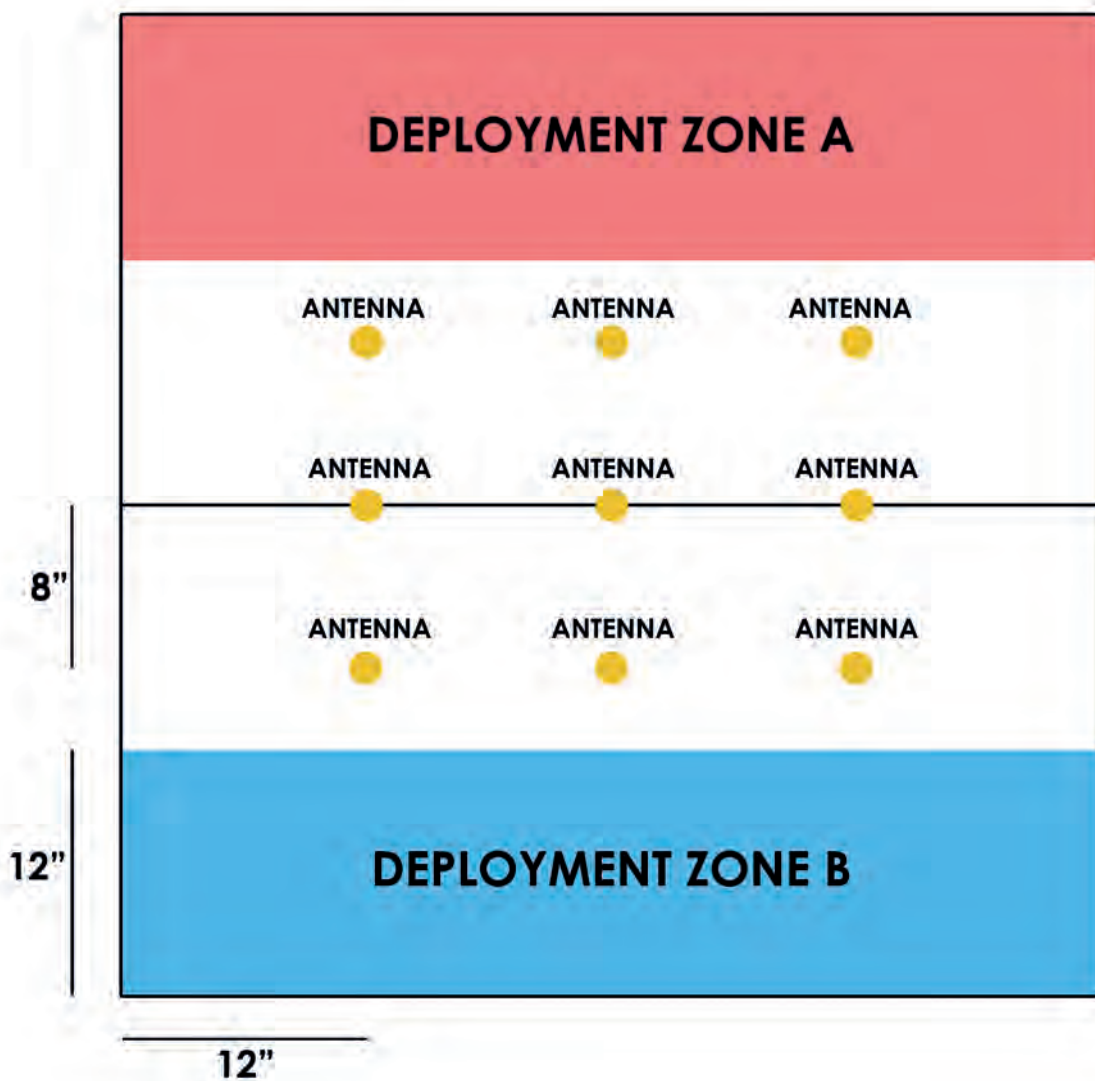
END OF THE MISSION

This scenario has a limited time frame, so it will automatically finish at the end of the **third Game Round**.

If one of the players starts his *Active Turn* in a *Retreat!* situation, the game will end at the end of that *Turn*.



TIC-TAC-TOE



FIREFIGHT

BOOK VERSION

MISSION OBJECTIVES

MAIN OBJECTIVES

- » To kill **more** *Specialist Troops* than the adversary (1 Objective Point).
- » To kill **more** *Lieutenants* than the adversary (2 Objective Points).
- » To kill **more** *Army Points* than the adversary (**4 Objective Points**).
- » Acquire **more** weapons or items from the *Panoplies* than the adversary at the end of the game (1 Objective Point).

CLASSIFIED

Each player has 2 *Classified Objectives* (1 Objective Point for each one).

FORCES

Side A: 300 points.

Side B: 300 points.

DEPLOYMENT

Both players will deploy on opposite sides of the game table, in a *Deployment Zone* 12 inches deep.

SCENARIO SPECIAL RULES

GAME TABLE SIZE:

48 x 48 inches

KILLING

A trooper is considered *Killed* when he enters *Dead* state, or is in a *Null* state at the end of the game.

Troopers that **have not been deployed on the game table** at the end of the game, will be considered to be *Killed* by the adversary.

NO QUARTER

In this scenario, *Retreat!* rules are **not** applied.

DESIGNATED LANDING AREA

The whole game table is considered a *Designated Landing Area*. Any trooper with the *Airborne Deployment* Special Skill can apply a +3 *MOD* to his deployment *PH* Roll. This *MOD* is cumulative with any other *MOD* provided by any other rule.

Moreover, troopers with any Level of this Special Skill ignore the prohibition of the *Deployment* and *Dispersion* rules against deploying inside the enemy *Deployment Zone*.

PANOPLIES

There are **three** *Panoplies*, placed on the central line of the game table. One of them is in the center of the table and the other two 12 inches from the edges (see map below).

Each *Panoply* must be represented by an Objective Marker or by a scenery piece of the same diameter. (such the Info Hubs by Micro Art Studio).

USE THE PANOPLIES

(SHORT SKILL)

Attack.

REQUIREMENTS

- » The trooper must be in base contact with a *Panoply*.

EFFECTS

- » Allows the trooper to use the *Logistics* Trait of a *Panoply*:
 - ⦿ By succeeding at a *WIP* Roll, a trooper can make a Roll on any of the *Booty Charts* to obtain one weapon or piece of equipment. Once a success has been rolled, that trooper cannot use the *Logistics* Trait of this piece of scenery again.
 - ⦿ Troopers possessing the *Booty* or the *Scavenger* Special Skill, or any other Skill which specifies so, don't need to make the *WIP* Roll and may automatically make a Roll on any of the *Booty Charts*.
 - ⦿ A trooper in base contact with this piece of scenery may spend one Short Skill of an Order to cancel his **Unloaded** state.
- » By succeeding at a *WIP* Roll, the *Specialist Troops* can roll twice on any of the *Booty Charts* but they can only choose one of the results.

SPECIALIST TROOPS

For the purposes of this scenario, only *Hackers*, *Doctors*, *Engineers*, *Forward Observers*, *Paramedics* and troops possessing the *Chain of Command* Special Skill are considered *Specialist Troops*.

Hackers, *Doctors* and *Engineers* cannot make use of *Repeaters* or *G: Servant* models to perform tasks reserved to *Specialist Troops*.

Remember

Troops with the *Specialist Operative* Special Skill can accomplish the different functions *Specialist Troops* have in this scenario.

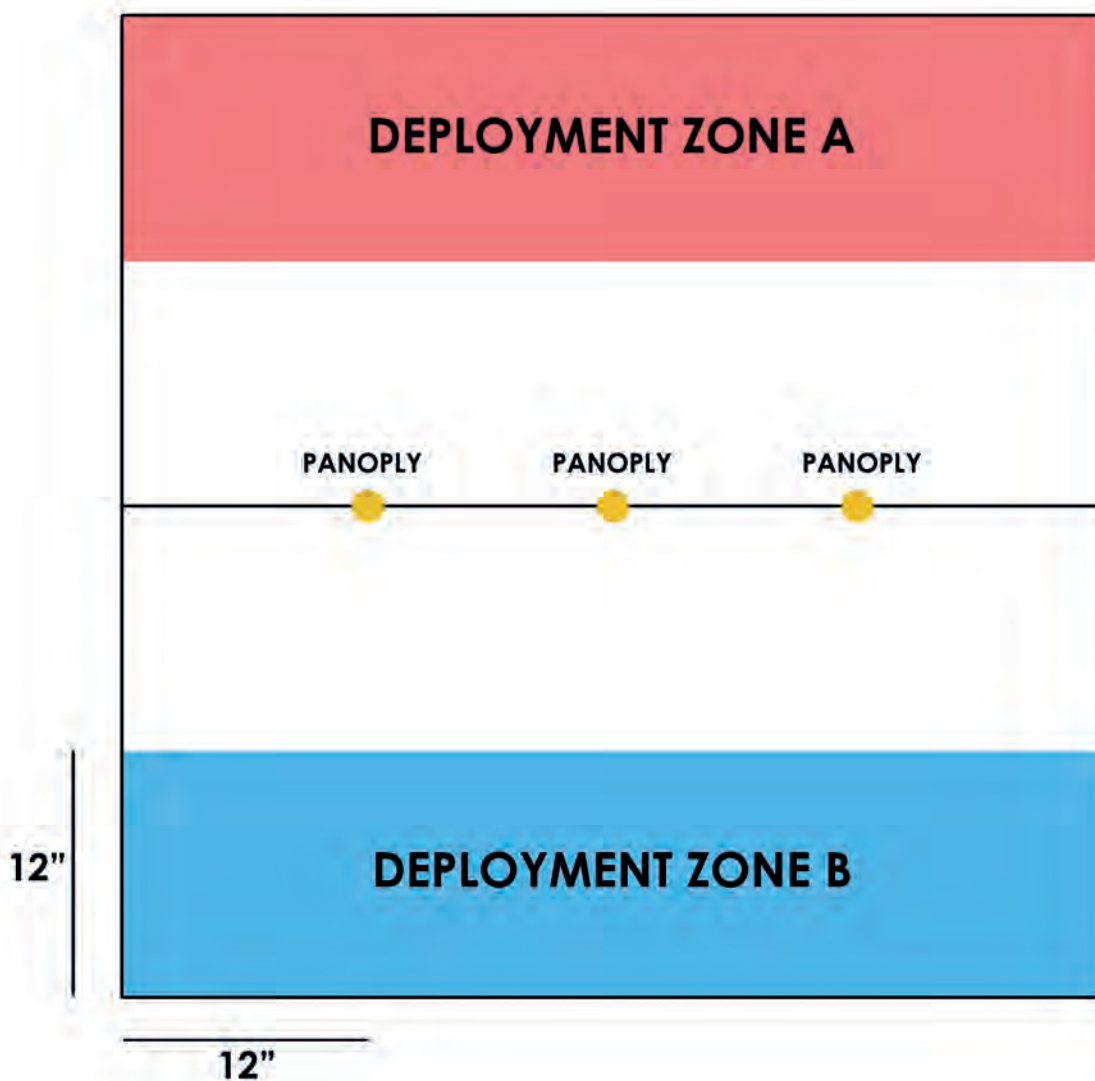
A *Specialist Trooper* with a Disabled Marker can still accomplish the Objectives of this scenario.

END OF THE MISSION

This scenario has a limited time frame, so it will automatically finish at the end of the **third Game Round**.

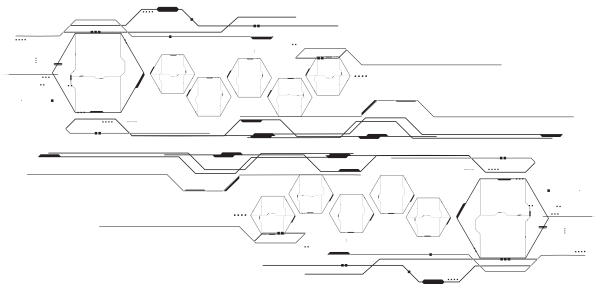


FIREFIGHT



COMBAT

MULTIPLE ACTIVATIONS CHART							
	Same Combat Group	ORDER: All performs the same	ARO: All performs the same	CC Bonuses: +1 B/ +1 PH	Leader Marker	Zone of Control	Unique on the table
Antipode	Yes	Yes	Yes	Yes	Yes	Yes	No
Coordinated Order	Yes	Yes	--	Yes	Yes	No	Yes
Fireteam: Core	Yes	Yes	Yes	Yes	Yes	Yes	Yes
F: Duo	Yes	Yes	Yes	Yes	Yes	Yes	No
F: Enomotarchos	Yes	Yes	Yes	Yes	Yes	Yes	No
F: Haris	Yes	Yes	Yes	Yes	Yes	Yes	Yes
F: Triad	Yes	Yes	Yes	Yes	Yes	Yes	No
G: Servant	Yes	Yes	Yes	Yes	No	No	No
G: Synchronized	Yes	Yes	Yes	Yes	No	Yes	No



FIRETEAM ORDER: SKILL COMBINATIONS
Movement Skill
Movement Skill + Movement Skill
Movement Skill + Evasion Skill / Evasion Skill + Movement Skill
Movement Skill + Support Skill / Support Skill + Movement Skill
Evasion Skill
Support Skill



SKILLS

GUARD						
Level	Attack MOD	Opponent MOD	Damage MOD	Burst MOD	Type of Damage	Special
1	0	-3	+1	0	--	--
2	+3	0	+1	0	--	--
3	0	-3	+2	0	--	--
4	0	0	+3	0	--	--

NATURAL BORN WARRIOR						
CC Combat Mode	Attack MOD	Opponent MOD	Damage MOD	Burst MOD	Type of Damage	Special
A	0	0	0	0	--	*
B	+3	0	+1	0	--	--

NOTE *: While in CC, this type of Combat Mode cancels the CC Special Skills of the opponent (except Natural Born Warrior's own Combat Mode A, Assault, and those indicating otherwise in their descriptions) when declaring a CC Attack against the user.

However, this Combat Mode doesn't cancel the Special Skills associated to the CC Special Skills, like V: Courage or Stealth, in the case of Martial Arts and Protheion, for example.

I-KOHL						
Level	Attack MOD	Opponent MOD	Damage MOD	Burst MOD	Type of Damage	Special
1	0	-3	0	0	--	*
2	0	-6	0	0	--	*
3	0	-9	0	0	--	*

NOTE *: i-Kohl can be used even when declaring Dodge or Engage.

PROTHEION						
Level	Attack MOD	Opponent MOD	Damage MOD	Burst MOD	Type of Damage	Special
1	+3	0	+1	0	FIS	*
2	0	-3	+1	0	FIS	*
3	0	0	+3	0	FIS	*
4	0	0	0	+1	FIS	*
5	+3	-3	0	0	FIS	*

PHEROWARE TACTICS CHART								
Tactic Type	Name	Attack MOD	Opponent MOD	Damage	B	Target	Skill Type	Special
ATTACK	Endgame	0	0	14	2	Trooper possessing Wounds Attribute	Short Skill/ ARO	Zone of Control. Loss of 1 Wounds point.
ATTACK	Eraser	0	-3	13	2	Trooper possessing Wounds Attribute	Short Skill/ ARO	Zone of Control. DT Special Ammo. State: Isolated
ATTACK	Hellzone	+3	0	13	2	Trooper possessing Wounds Attribute	Short Skill/ ARO	Zone of Control. DT Special Ammo. State: IMM-1.
ATTACK	Pandemonium	0	-3	14	3	Trooper possessing Wounds Attribute	Short Skill/ ARO	Zone of Control. Breaker Special Ammo. State: Stunned.
SUPPORT	First Aid	0	0	--	1	Trooper with Symbiont Armor and in Unconscious state.	Short Skill	Zone of Control. Cancels Unconscious state.
SUPPORT	Mirrorball	0	0	--	1	--	Short Skill/ ARO	Turn. NFB. Reflexive. Zone of Control. Circular Template that obstructs LoF of Multispectral Visors.
SUPPORT	Nimbus Sphere	0	0	--	1	--	Short Skill/ ARO	Turn. Zone of Control. Reflexive. Circular Template with Nimbus Special Ammo.
SUPPORT	Revitalis	0	0	--	1	User in Active Symbiont Armor state.	Short Skill/ ARO	Allows recovery 1 Wounds point of the Active Symbiont Profile

METACHEMISTRY L2	
1-4	Natural Armor (+1 to ARM) + Bioimmunity
5-8	V: Dogged + Total Immunity
9-12	Superior Mobility (MOV: 6-4) + Super-Jump
13-16	Superior Mobility (MOV: 6-4) + Climbing Plus
17-20	Super-Physique (+3 PH) + Regeneration

WEAPONRY AND EQUIPMENT

END-GAME: RETREAT!	
Army points with a Baggage trooper	Point value of survivors (25% Army points)
360	90 Points or less
340	85 Points or less
320	80 Points or less

NULLIFIER			
ARM	BTS	STR	S
0	0	1	1

SYMBIOBOMB: PHEROWARE TACTICS	
ATTACK TACTICS	SUPPORT TACTICS
ENDGAME	FIRST AID
ERASER	MIRRORBALL
HELLZONE	NIMBUS SPHERE
PANDEMONIUM	REVITALIS

MADTRAP			
ARM	BTS	STR	S
0	0	1	1
Special Skills: Perimeter.			

VIRAL MINE			
ARM	BTS	STR	S
0	0	1	0

SYMBIOBUG			
ARM	BTS	STR	S
0	0	1	1
Special Skills: Perimeter.			

E/M2 AMMO QUICK REFERENCE CHART	
BTS ATTRIBUTE	VALUE AGAINST E/M AMMO
0	0
3	2
6	3
9	5

ADVANCED RULES

HACKING PROGRAMS CHART

Program Type	Name	Attack MOD	Opponent MOD	Damage	B	Target	Skill Type	Special
SWORD-2	Redrum	0	-3	16	2	Hacker	Short Skill/ ARO	Hacking Area. DT Special Ammo. Loss of 1 Wounds/STR.
SWORD-2	Skullbuster	+3	0	16	2	Hacker	Short Skill/ ARO	Hacking Area. Breaker Special Ammo. Loss of 1 Wounds/STR.
SWORD-2	Trinity	0	0	16	3	Hacker	Short Skill/ ARO	Hacking Area. Shock Special Ammo. Loss of 1 Wounds/STR.
GADGET-EVO	Kaleidoscope	--	--	--	1	Hacker	Entire Order	2 Turns. Target imposes a WIP-3 MOD.
GADGET-EVO	Overclock	--	--	--	1	REMs with Repeater	Entire Order	2 Turns. All targets gain B2 in ARO..
GADGET-EVO	Reboot	--	--	--	1	TAG, HI, REM, Hacker	Entire Order	2 Turns. In Face to face Roll targets impose a WIP-3 when declaring Reset..
GADGET-EVO	TeamPro	--	--	--	1	Fireteams	Entire Order	Allows naming a new Team Leader and the use of Fireteam Duo in Generic Armies.
UPGRADE	Exile	0	0	16	1	Fireteam member	Short Skill/ ARO	Hacking Area. State: Isolated. Fireteam cancellation.
UPGRADE	Goodnight	+3	--	16	2	Remote Presence in Unconscious state.	Short Skill	Hacking Area. Breaker Special Ammo. State: Dead.
UPGRADE	Icebreaker	0	0	12	2	TAG, HI, REM, Hacker	Short Skill/ ARO	Hacking Area. Reduces BTS value to 0. State: IMM-1.
UPGRADE	Lightning	0	-6	15	2	Hacker	Short Skill/ ARO	Hacking Area. Breaker Special Ammo. Loss of 1 Wounds/STR.
UPGRADE	Maestro	+3	-3	14	2	Hacker	Short Skill/ ARO	Hacking Area. Breaker Special Ammo. State: Unconscious.

HACKING CRITICAL CHART

PROGRAM TYPE	PROGRAM	CRITICAL EFFECT
CLAW-1	BLACKOUT	Target enters Disabled state directly, bypassing the BTS Roll.
CLAW-1	GOTCHA!	Target enters Immobilized-1 state directly, bypassing the BTS Roll.
CLAW-1	OVERLORD	Target enters Possessed state directly, bypassing the BTS Roll.
CLAW-1	SPOTLIGHT	Target enters Targeted state directly.
CLAW-2	EXPEL	Target must place the Pilot model in base to base contact with the TAG, bypassing the BTS Roll.
CLAW-2	OBLIVION	Target enters Isolated state directly, bypassing the BTS Roll.
CLAW-3	BASILISK	Target enters Immobilized-1 state directly, bypassing the BTS Roll.
CLAW-3	CARBONITE	Target enters Immobilized-1 state directly, bypassing the BTS Roll.
CLAW-3	TOTAL CONTROL	Target enters Possessed state directly, bypassing the BTS Roll.
SWORD-1	BRAIN BLAST	Target loses 1 point of its Wounds/ STR Attribute directly, bypassing the BTS Roll.
SWORD-2	REDRUM	<i>Target loses 1 point of its Wounds/ STR Attribute directly, bypassing the first BTS Roll (the target must still make the remaining BTS Roll).</i>
SWORD-2	SKULLBUSTER	Target loses 1 point of its Wounds/ STR Attribute directly, bypassing the BTS Roll.
SWORD-2	TRINITY	Target loses 1 point of its Wounds/ STR Attribute directly, bypassing the BTS Roll.
SHIELD-1	EXORCISM	Target's Possessed state is directly cancelled, bypassing the BTS Roll.
SHIELD-1	HACK TRANSPORT AIRCRAFT	AD: Combat Jump trooper must apply the Dispersion rules.
SHIELD-2	BREAKWATER	The user nullifies the Hacking Attack against him and avoids all Damage and special effects from the Attack.
SHIELD-3	COUNTERSTRIKE	Not only avoids all Damage and special effects from the Attack against him, but additionally reflects the Attack back to the attacker, who suffers the Critical Damage and special effects of the Attack, if applicable.
SHIELD-3	ZERO PAIN	The user nullifies the Hacking Attack against him and avoids all Damage and special effects from the Attack.
GADGET-1	LOCKPICKER	The Hacker will activate, deactivate, open or close the Hackable Scenery element.
UPGRADE	CYBERMASK	Hacker enters Impersonation-2 state directly.
UPGRADE	EXILE	Target enters Isolated state directly, bypassing the BTS Roll. As a side effect, the Fireteam is cancelled.
UPGRADE	GOODNIGHT	Target enters Dead state directly, bypassing the BTS Roll.
UPGRADE	ICEBREAKER	Target enters Immobilized-1 state directly, bypassing the BTS Roll.
UPGRADE	LIGHTNING	<i>Target loses 1 point of this Wounds/ STR Attribute directly, bypassing the BTS Roll.</i>
UPGRADE	MAESTRO	Target enters Unconscious state directly, bypassing the BTS Roll.
UPGRADE	STOP!	Target enters Immobilized-1 state directly, bypassing the BTS Roll.
UPGRADE	SUCKER PUNCH	Target loses 1 point of his Wounds/ STR Attribute directly, bypassing the first BTS Roll, (the target must still make the remaining BTS Roll).
UPGRADE	WHITE NOISE	The Hacker may place a White Noise Circular Template inside his Hacking Area.

EVO HACKING DEVICE CHART

EVO HACKING DEVICE	SWORD Level 1, SHIELD Level 2 and all GADGET Programs.
	GADGET-EVO Supportwares: Kaleidoscope, Overclock, Reboot, TeamPro.
	Allows the player to field REMs in his <i>Army List</i> .
TACTICAL SUPPORT SYSTEMS	Allows the use of Hacking Programs in a Coordinated Order .
	If the player has the second Player Turn , he can spend one Command Token to deploy with one GADGET-EVO Supportware Program active.
	Allows a player to spend a Command Token to repeat a failed WIP Roll when declaring a <i>Hacking Program</i> .
	Nullifies the -6 MOD to the WIP Roll for <i>Sat-lock</i> .
	Provides a +3 MOD to the PH Roll for <i>Airborne Deployment</i> .

EVO HACKING DEVICE

Type of Program	Category and name of the Program	Attack MOD	Opponent MOD	Damage	B	Target	Skill Type	Special
SWORD-1	Brain Blast	0	0	14	2	Hacker	Short Skill/ARO	Hacking Area. Loss of 1 point of Wounds/STR.
SHIELD-1	Exorcism	0	-3	18	2	Possessed TAG	Short Skill	Cancels Possession. DT Spec. Ammo.
SHIELD-1	Hack Transport Aircraft	-6	--	--	1	--	ARO	Face to Face Roll vs PH of the user of Combat Jump. Apply Dispersion rules.
SHIELD-1	U-TURN	--	-3	--	1	Guided Spec. Ammo	ARO	Cumulative MOD to Attacks with Guided Trait.
SHIELD-2	Breakwater	0	-6	--	1	Hacker	Short Skill/ARO	Nullifies Hacking Attack.
GADGET-1	Controlled Jump	--	--	--	1		Entire Order	Turn. +3 PH MOD to all Combat Jumps.
GADGET-1	Fairy Dust	--	--	--	1	HI	Entire Order	2 Turns. All HIs gain Firewall MODs.
GADGET-1	Lockpicker	0	0	--	1	--	Short Skill.	Base to base contact. Can open/activate Security scenery.
GADGET-2	Assisted Fire	--	--	--	1	REM	Entire Order	2 Turns. Target gains Marksmanship L2.
GADGET-2	Enhanced Reaction	--	--	--	1	REM	Entire Order	2 Turns. Target gains B2 in ARO.
GADGET-EVO	Kaleidoscope	--	--	--	1	Hacker	Entire Order	2 Turns. Target imposes a WIP-3 MOD.
GADGET-EVO	Overclock	--	--	--	1	REM with Repeater	Entire Order	2 Turns. All targets gain B2 in ARO.
GADGET-EVO	Reboot	--	--	--	1	TAG, HI, REM, Hacker	Entire Order	2 Turns. In Face to face Roll targets impose a WIP-3 when declaring Reset.
GADGET-EVO	TeamPro	--	--	--	1	Fireteam	Entire Order	Allows naming a new Team Leader and the use of Fireteam Duo in Generic Armies.

KILLER HACKING DEVICE								
Type of Program	Category and Name of the Program.	Attack MOD	Opponent MOD	Damage	B	Target	Skill Type	Special
WORD-2	Redrum	0	-3	16	2	Hacker	Short Skill/ARO	Hacking Area. DT Special Ammo. Loss of 1 point of Wounds/STR.
WORD-2	Skullbuster	+3	0	16	2	Hacker	Short Skill/ARO	Hacking Area.. Breaker Special Ammo. Loss of 1 point of Wounds/STR.
WORD-2	Trinity	0	0	16	3	Hacker	Short Skill/ARO	Hacking Area. Shock Special Ammo. Loss of 1 point of Wounds/STR.
UPGRADE	Cybermask	0	0	--	1	--	Entire Order	NFB. Replace user with an Impersonation-2 Marker.
UPGRADE (EI)	Maestro	+3	-3	14	2	Hacker	Short Skill/ARO	Hacking Area. Breaker Special Ammo. State: Unconscious.

WHITE HACKING DEVICE								
Program Type	Name	Attack MOD	Opponent MOD	Damage	B	Target	Skill Type	Special
SHIELD-1	Exorcism	0	-3	18	2	Possessed TAG	Short Skill	Cancels Possession. DT Spec. Ammo.
SHIELD-1	Hack Transport Aircraft	-6	--	--	1	--	ARO	Face to Face Roll vs PH of the user of Combat Jump. Apply Dispersion rules.
SHIELD-1	U-TURN	--	-3	--	1	Guided Spec. Ammo	ARO	Cumulative MOD to Attacks with Guided Spec. Ammo.
SHIELD-2	Breakwater	0	-6	--	1	Hacker	Short Skill/ARO	Nullifies Hacking Attack.
SHIELD-3	Counterstrike	-3	-3	--	1	Hacker	Short Skill/ARO	Reflects Hacking Attack back to attacker.
SHIELD-3	Zero Pain	0	0	--	2*	Hacker	Short Skill/ARO	Nullifies Hacking Attack. B2 in ARO.
GADGET-1	Controlled Jump	--	--	--	1		Entire Order	Turn. +3 PH MOD to all Combat Jumps.
GADGET-1	Fairy Dust	--	--	--	1	HI	Entire Order	2 Turns. All HIs gain Firewall MODs.
GADGET-1	Lockpicker	0	0	--	1	--	Short Skill.	Base to base contact. Can open/activate Security terrain.

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