

FAQS

V 1.6

## INTRODUCTION

**If a Combat Group only contains troopers in Hidden Deployment or that are off-table with Airborne Deployment, do you have to indicate to your opponent that you have two Combat Groups?**

Yes. The number of Combat Groups is Open Information.

**Is the Combat Group of a Marker (Camouflaged, TO Camouflaged, IMP-1, IMP-2...) Open or Private Information?**

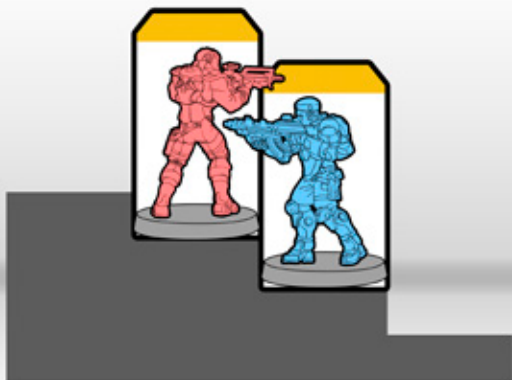
It is Open Information.

**Do Camouflage markers that do not represent a trooper (Mines, Ambush Camouflage decoys ...) belong to a Combat Group?**

Yes. They are considered to belong to the Combat Group of the troops that have deployed them.

## BASIC RULES

**Are these two miniatures in base to base contact?**



Yes, as their Silhouette Volumes are touching each other.

**In the reactive turn, when can you measure the Zone of Control?**

Following the steps of the Order Expenditure Sequence: you declare a ZoC ARO, and in the step of resolution, is when the players take measurements. So, is troop is in the ZoC, resolve his ARO, but if not, the ARO is lost.

## INITIATIVE AND DEPLOYMENT

**When do AI Beacons deploy?**

AI Beacons deploy during the Deployment Phase, just like any other troop that has no Deployment Special Skill.

**When are the Symbiomates or SymbioBombs assigned?**

They are assigned at the moment that you deploy the trooper whose profile includes the SymbioMates or SymbioBombs is deployed.

**When are Booty and MetaChemistry rolled for?**

After the player's Deployment Phase.

For AD troops and similar skills, the roll will take place after landing, as specified in the rules of these skills: After their Deployment.

## GAME SEQUENCE

**Under 3rd Ed rules, how should the game terms Game Turn and Player Turn in the Campaign Paradiso rules be treated?**

When the game terms "Game Turn" and "Player Turn" appear in the Campaign Paradiso rule texts, you must consider them as Game Round and Player Turn respectively.

## ORDERS AND ORDER POOL

**Is it obligatory to declare that the ARO is delayed when waiting for the second Skill when a troop in Camouflage or Impersonation State is activated?**

Yes, it is obligatory.

**Can you delay the ARO with a trooper in Hidden Deployment?**

Yes, but you have to place the TO Camouflage Marker, cancelling the Hidden Deployment state.

**An Auxilia and his Auxbot declares Move as first Short Skill of his Order. A Celestial Guard who only has LoF against the Auxbot decides not to declare any ARO. With the second Short Skill, the Auxilia and Auxbot Move again, so that the Auxilia is now within the LoF of the Celestial Guard. Could the Celestial Guard declare an ARO against Auxilia now?**

No, because the Auxilia and the Auxbot generated a single ARO as they possess the G: Synchronized Special Skill. Therefore, as the Celestial Guard has decided not to declare his ARO after the first Short Skill, he has lost the ability to declare any ARO against that Order.

**Do Impetuous trooper ever consider a Piece of Equipment, Deployable Weapon, or a Perimeter Weapon, like a CrazyKoala or Netrod, to be the nearest enemy figure?**

No.

## COMBAT

### BALLISTIC SKILLS (BS)

**Can a miniature throw a Smoke Grenade to protect another figure from an attack?**

No. In a similar way to a Dodge, the Special Dodge provided by throwing a Smoke Grenade can only protect the throwing trooper.

### Can you do Speculative Fire or Guided Attack from or into a sealed room?

No you can't, because there is no way to trace the trajectory of the Attack.

### How does Speculative Fire interact with enemy troops in Targeted State? For example is the attack affected by Camouflage or Cover?

The Attack is performed without the -6 MOD for Speculative Fire and with a MOD of +3 for being against a troop in Targeted State. The negative MOD imposed for Camouflage, for example, do not apply to a Speculative Fire and the Cover ARM/BTS bonus also does not apply as it is an Attack with a Weapon Template.

### When do you choose which point of the movement path the BS Attack (or any other similar Skill) is performed?

In the Resolution step, when the players are about to measure distances. In case the order of declaration is important, the active player is the one who chooses who must declare it first.

### That means that if I declare my first Short Skill while in Cover, my opponents may declare their Attacks when this trooper is in Cover even if my second Short Skill is a movement that takes it out of that Cover?

No. The opponents will declare the Skills that they are going to use, with all the corresponding details. But the Attacks are made at the best point of the movement for the one who declares the Attack.

### Can I apply the bonus of +1 to Burst for Twin Weapons, if my troop has a Light Shotgun and has used the Special Skill Scavenger to get a Rifle+Light Shotgun?

No. To be able to apply the bonus for Twin Weapons, both the weapons must be **exactly the same**. The weapons with the symbol "+" are a combined weapon.

### Is the Twin Weapons rule applied to Close Combat?

No.

### Can you declare an Attack against pieces of Equipment deployed by allied troops?

No.

### Can you declare Discover + BS Attack to Discover a trooper but shoot at a different trooper?

Yes.

### Can you split the Burst between several troops, when you declare Discover + BS Attack to discover a trooper and shoot at a different trooper?

Yes. Losing the shots at the target of the Discover if the Discover fails.

### What happens when a Direct Template Weapon in ARO misses the target because it's out of range? Does it affect the other troops inside the Template or does it get cancelled?

The Attack is cancelled.

### Can Camouflage Markers be indirectly hit by Templates Weapons? How does this interact with Impersonation?

If you hit an enemy trooper not in Camouflaged state and there is an enemy Camouflage Marker inside the Area of Effect of the Template, then the Camouflage Marker would be affected too. However, with an Impersonation Marker you can not declare the Attack because it counts as a friendly trooper.

### What happens when a troop rolls a Critical with a Template Weapon that affects more than one troop?

The main target of the attack suffers the Critical effects of the Special Ammunition, weapon, or rule, for example Normal Ammunition will cause the target to lose one Wound/Structure, bypassing the ARM or BTS Roll.

The Roll will not count as a Critical against the other troops, instead counting as a success that can be beaten by higher Rolls.

## CLOSE COMBAT

### How does Close Combat work against a Scenery Item?

In those scenarios in which it is allowed or required to destroy Scenery Items in Close Combat, they count as enemy troops for the purposes of declaring CC Attack, using CC Special Skills and gaining bonuses for multiple combatants (for example, Fireteams or Coordinated Orders). Note that at the end of the Order, the Scenery Item will not cause any trooper to be in the Engaged state.

### What happens if a trooper is using Jump or Super-Jump and enters base contact with an enemy trooper while in mid-air? Will they be able to declare a CC Attack while in mid-air?

The active trooper will automatically stop moving when they enter base contact, and will then fall vertically from that position, receiving Damage from the fall if is applicable. A CC Attack by either trooper will require base contact at the end of the fall.

## DAMAGE

### When a miniature with Transmutation or Symbiont Armor loses the last Wound of its first Troop Profile, what happens first: the Guts Roll or the profile change?

After the correspondent ARM/BTS rolls, the Guts Roll is made and after that the change of profile is made.

### How does the Guts Roll work if the trooper that triggered it falls Unconscious in that Order?

Apply the Guts rule normally.

## CHARACTERISTICS AND SKILLS

### COMMON SKILLS

What happens if a miniature with a 25 mm base moves inside a room with a Narrow Access receives a successful Engage attack from a model with a 40 mm base?

Both figures will end their movements inside the room, ignoring the Narrow Access.

## FAQS

**If a trooper declares an Engage ARO, can they be placed "on a wall" if the active trooper ends their move near a wall?**

No.

**In a CC with the bonus to Burst applied for friendly troopers in that combat. Can I place more than one D-Charge?**

Yes.

**When declaring a Dodge in Reactive Turn, the movement of the Dodge ends in the Trigger Area of a Mine. Does this make the Mine activate? Does the declared Dodge Skill avoid the damage of the Mine?**

Yes, a Mine is activated by an Order or ARO if enemy troops is in its Trigger Area. Following the Order Expenditure Sequence (pag. 31) in the Declaration of AROs it states that if movements are declared the player **measures the movement distance and specifies where the trooper would be at the end of its movement path**, therefore the Dodge roll would a Face to Face Roll against the trooper that declared the Order and a Normal Roll against the Mine. In the case of failing the Normal Roll or losing the Face to Face Roll, the Dodge movement does not occur, so the Mine does not activate.

**Can you declare a Dodge ARO even if the Order generating that reaction does not include an Attack?**

Yes.

**If a trooper declares a Dodge in ARO, does this "open up" LoF to troopers behind them?**

No. A trooper that declares a Dodge in ARO continues to block LoF during that Order.

**How do the MODs for Low/Poor Visibility Zones apply to Dodge Rolls? And to Engage?**

The MODs apply whenever a Skill, Special Skill or piece of Equipment requires LoF and is declared from, into or through a Low or Poor Visibility Zone. Note that if the trooper is within the Visibility Zone this also applies to Dodge Rolls against template weapons from outside LoF. So:

- Any Dodge declared inside a Low/Poor Visibility Zone suffers the negative MOD, even in Close Combat or if the Dodge didn't involve LoF.
- Any Dodge which LoF to the enemy trooper passes into/out/through a Low/Poor Visibility Zone suffers the penalty.

The negative MOD will also apply to the Engage Common Skill.

**Can I declare Change Facing if I can not gain LoF to the enemy?**

Yes. Since gaining LoF is not a Requirement for this skill.

**Can Motorcycles / Vehicle use stairs?**

Yes. Motorcycles / Vehicles cannot use the Climb skill but the stairs can be used without declaring Climb.

**Can troopers move through obstacles that do not exceed the height of their Silhouette Template? Then is that movement considered "up and down" or does it count as if they were always at ground level?**

Troops can vault and they are considered to be moving up and down.

**Is the Suppressive Fire state cancelled when a trooper, in Suppressive Fire, fails its Guts Roll?**

Yes.

**If I declare a Suppressive Fire ARO beyond 24", does the -3 MOD for the Suppressive Fire apply to the opponent?**

No. As the target is farther than the maximum Range value, the attack fails automatically and there is no FtF Roll so the -3 MOD of the Suppressive Fire State doesn't apply.

**When do I choose which ammunition or fire mode is used while in Suppressive Fire?**

At the moment of declaring the Burst.

**For a trooper with more than one weapon with the Suppressive Fire trait, must we declare which one he uses to enter Suppressive Fire state or can he use any of those weapons while in this state?**

When entering Suppressive Fire state, you must choose which weapon the trooper will use.

**Can a trooper move through allied Markers like Camouflage, TO Camouflage and IMP Markers, or his own Deployable Equipment and Deployable Weapons?**

Yes, if the trooper's Silhouette Attribute is equal or greater.

**Can I declare an Intuitive Attack against a troop that is neither camouflaged nor inside a Zero Visibility Zone?**

No.

**Can I declare two Discover skill against same marker in one order?**

No.

**How is movement measured during a Climb?**

When using Climb you need to measure the movement until the trooper reaches the horizontal surface. Then, there is a "free" placement on the horizontal surface after reaching it with Climb

## SPECIAL SKILLS

**Which version of Bioimmunity is the correct, the English version or the Spanish version?**

The English version. The trooper with Bioimmunity can choose an ARM or BTS Roll against Attacks with the Bio-Munitions Category.

### Against an AP+Shock shot, how does Bioimmunity work if you choose to make the Armor Roll with the BTS Attribute?

The Shock Ammunition would be treated like Normal Ammunition, but is combined with AP Ammunition so it is compulsory to make the Roll with the ARM Attribute, not with the BTS.

### Does Kinematika increase the Engage radius?

Yes.

### Do Kinematika levels stack?

No

### Do Booty, Kinematika or Infiltrate Special Skills grant the lower Levels?

Yes, but they are not stackable.

### When is the Infiltration Roll made when using Hidden Deployment?

As established in the rule of "Hidden Deployment and Infiltration" (pag. 72) in the rulebook, the player must write down the chosen deployment position for the Hidden Deployment troop before performing the Infiltration Roll, and immediately after that roll for Infiltration to determine the effects in case of failure of the Infiltration Roll.

Although the troops in Hidden Deployment are considered not to be on the table at all, for the purposes of the Infiltration Roll (pag.83) **they are considered to be on the table** so that the roll should be made once you have written down their position.

If the Infiltration Roll is a success, the troop infiltrates and does not lose the Hidden Deployment, but if the user fails his Infiltration Roll, he must deploy inside his player's Deployment Zone and in contact with ones of the edges of the game table.

### Can a troop with the Special Skill Protheion declare an Attack with this skill against an Unconscious trooper that is in Sepsitorized State and controlled by you?

No. Sepsitorized troops are considered Allies even when Unconscious. So, it can not be the target of attacks from his own troops.

### How do V: Dogged and G: Remote Presence interact with each other?

When a trooper that has both skills enters the Unconscious state for first time, the player controlling it has to choose which to use.

If the player chooses to activate V: Dogged, the trooper will ignore the effects of the Unconscious state and enter the Dogged state. That means that the trooper will enter the Dead state at the end of the Turn, or if the trooper suffers a new wound before the Turn ends.

If the player chooses to use G: Remote Presence, the trooper will suffer the effects of the Unconscious state, but will gain a second Unconscious level before entering the Dead state and it could be repaired meanwhile.

### If a trooper with G: Remote Presence and V: Dogged enters the second level of Unconsciousness, can he use Dogged?

Yes, because V: Dogged can activate when the trooper entered the Unconscious state.

### Is it the same procedure with V: No Wound Incapacitation?

Yes, because the activation is the same as V: Dogged.

### Could a trooper with Sixth Sense in Engaged state react to an Attack from outside that Close Combat?

Yes, you can always Dodge when all the Sixth Sense requirements are met.

### A reactive trooper with Sixth Sense is inside Zero Visibility Zone. The active trooper moves into base contact with their first Short Skill and then declares a CC Attack. Can the reactive trooper declare a BS Attack?

No. The active trooper is only visible when they are in base contact. As BS Attacks cannot be declared while in base contact, the trooper with Sixth Sense cannot declare a BS Attack.

### Troops with V: Courage and Religious, how do the V: Courage and the Religious Skills interact with each other in a Guts Roll?

Troopers with both Skills can choose which one they are going to use in a Guts Roll.

### When can an Engineer detonate a D-Charge?

A trooper with the Engineer Special Skill may, in the **Active Turn**, 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.

In the **Reactive Turn** they may detonate a D-Charge if either of the following is true:

- He has **Line of Fire (LoF)** to a trooper being activated by the Active Player.
- Or if the trooper activates within his **Zone of Control**.

AROs must choose the **trooper activated by the Order as their target**.

### How many D-Charges can be detonated at a time?

One per Order or ARO.

### When using the Minelayer Special Skill or deploying CrazyKoalas or MadTraps how do deployable weapons or Equipment work during Deployment?

The deployment of weapons or deployable Equipment must follow the Deployment rules.

They must always be within the area in which the trooper is allowed to deploy. For example, if the Minelayer trooper lacks the Infiltration Special Skill, the Deployable Weapons must be placed inside the trooper's Deployment Zone. In the case that the trooper with Minelayer uses the Infiltration Special Skill, and this trooper deploys in his own half of the table, he only can deploy the mine inside his half of the table, never beyond.

## FAQS

**Can you pick your AD: Parachutist location at any time during the Deployment Phase of any player?**

No. You have to choose the location during the Deployment Phase of the owning player.

**Can a Camouflage Marker prevent that an enemy trooper from reverting to the Camouflaged state? If the Camouflage Marker were a Mine, would prevent it too?**

Yes, no matter if it is a Mine or a real trooper, as the Camouflage trooper trying to Camouflage again doesn't know.

**When a Camouflage Marker prevents an enemy troop from reverting to the Camouflaged state, does it reveal itself?**

No. If the trooper was in Hidden Deployment you will have to place the TO Camouflage Marker.

**How does Basic Impersonation work against alien races?**

As stated on the rule (pag.80) in the sixth bullet point of Effects, the trooper can never adopt the Impersonation-1 state, the trooper with this Skill will instead start in Impersonation-2 state and when reactivating Impersonation state they will enter Impersonation-2 state.

**To discover a trooper in Impersonation-2 state, the rule states that the enemy must pass a Discover Roll that applies no MODs, does that include the Range MODs?**

The Range MODs apply normally. The only MOD that does not apply is the -6 MOD for the previous Impersonation-1 state.

**At the moment of delaying the ARO against an Impersonation Marker, if the Marker does not reveal itself with its second Short Skill, can I declare a Discover ARO?**

No. It works in the same way as it does against Camouflaged troops, if the Marker does not reveal itself, the reactive trooper loses his right to ARO.

**How does the Piece of Equipment TinBot C work with the Neurocinetics Special Skill on the Yān Huǒ 2 Missile Launcher profile?**

The TinBot C allow use of the Twin Weapons bonus in the Reactive Turn, granting Burst 2 with Neurocinetics.

**Does the Marksmanship Lv1 Special Skill apply to Template Weapons?**

Yes.

**When can you Mount or Dismount a troop?**

When declaring Move as the first Short Skill of an Order, at the beginning of its movement, a troop can Mount or Dismount.

**When Mounting or Dismounting, which profile is activated?**

The new Troop Profile is the one that is activated for the entire Order sequence. The other profile does not count as having been activated.

**During a CC Combat, can a trooper Dismount from his TAG, Vehicle or Motorcycle?**

No. When a trooper is in Engaged state at the start of the Order they can only declare CC Attack, Coup de Grâce, Dodge and those Skills which specify that they can be used in CC Combat or in the Engaged state, such as Reset.

**Can a troop Dismount from his TAG, Vehicle or Motorcycle if it is in Hidden Deployment or in a Marker state?**

Yes, but this action will reveal the TAG, Vehicle or Motorcycle.

**Can a Pilot or Remote Pilot Mount any "empty" TAG?**

No, they can only Mount their own TAG.

**A Pilot or Remote Pilot has dismounted from his TAG and the TAG is not in a Null state. Does the TAG still generate Orders in the Order count step of the Tactical Phase?**

Yes.

**What happens if a Pilot has Dismounted from a Manned TAG and the Pilot or TAG enters Dead State?**

If the Pilot is Dead, the TAG also enters Dead state and is removed from the game table. If the TAG is Dead, the Pilot stays on the table until he enters Dead state.

**When using the Sensor: Triangulated Fire Skill must you apply MODs to the Burst value, such as the MODs from a Saturation Zone, etc?**

Yes.

**How are troopers with G: Servant and G: Synchronized counted for Dominating Zones of Operations, Killing and Victory Points?**

Troops with G: Servant have their own cost in points and that is the value that is used to count Victory Points, Killing or points for Dominate a Zone. In the case of troops with a G: Synchronized or G: Servant trooper included in their unit entry, break down the points cost for each trooper. For example, an Auxilia and its Auxbot cost 14 points, but the breakdown of points indicates that the Auxbot costs 4 points, which are part of the 14 points of the Synchronized Unit, so the Auxilia costs 10 points. So, if both are in the same area to be controlled, the Synchronized Unit would add 14 points (not 18) and if they are in different areas you would have to count 4 points in one area for the Auxbot and 10 points (14-4) by the Auxilia in the other area. It works in the same way for calculating Victory Points and Killing.

**Can I use G: Servant to cancel Immobilized state from his linked Engineer?**

No. As the G: Servant trooper doesn't have the Engineer Skill it is the G: Servant's Controller who is performing the Engineer Skill, and this cannot be done while in Immobilized state.

**CC SPECIAL SKILLS****If a troop with Special Skill: Scavenger take a Hacking Device or a Medikit, is it considered a Specialist Troop?**

Yes.

**A troop with Special Skill: Scavenger, if this troop take a Hacking Device, could it be the target of a Hacking Attacks?**

Yes.

**If two or more troops, one with Stealth and the other without Stealth, were activated simultaneously within ZC and outside LoF of an enemy, troops without Stealth would granted to the enemy an ARO. Could the ARO be declared against the troops with Stealth?**

No, you can only ARO against the troop without Stealth. This does not prevent you from declaring Change Facing or Reset.

**If two or more hackable troops, one with Stealth and the other without Stealth, were activated simultaneously within Hacking Area, could I declare Hacking against the troops with Stealth?**

No, you can only ARO against the troop without Stealth. This does not prevent you from declaring Change Facing or Reset.

## WEAPONRY AND EQUIPMENT

### WEAPONRY

**A figure declares a BS Attack with a Breaker Rifle and Marksmanship, does each impact oblige you to perform a BTS Roll and an ARM Roll, receiving two wounds if failing both?**

Yes. As stated on page 107, if the Ammunition affects different Attributes their effects are not combined, forcing the target to make a separate Roll for each affected Attribute.

**How do Criticals with the Shock Special Ammunition work?**

A Critical with Shock Special Ammunition causes the target to lose 1 point directly from his Wounds/STR Attribute bypassing the usual ARM Roll.

**Do the Shock Special Ammunition affect those troops with the Lo-Tech A Special Skill or with Symbiont Armor?**

No. They count as troopers with a Wounds Attribute higher than 1.

**Do the special effects of Shock Special Ammunition affect those troops with the Lo-Tech A Special Skill using their Battle Ravaged Troop Profile, or with Inactive Symbiont Armor?**

No. They count as troops with Wounds Attribute higher than 1.

**How does Shock Special Ammunition affect troops whose troop profile has a Wounds Attribute greater than 1 and who have the Special Skills V: Dogged or V: No Wound Incapacitation?**

It will have the same effect as Normal Ammunition in this situation. The Important! Box text should read:

A target of Shock 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.

### TYPES OF WEAPONS

**The rules say that a Critical with an Intuitive Attack deals one direct wound. What happens when you roll a Critical when laying a Mine or other Deployable Weapon with Intuitive Attack?**

Simply deploy it and don't detonate it, the Critical affects Intuitive Attack with a BS Weapon and the Mine or other Deployable Weapon is not a BS Weapon.

**What weapons apply Dispersion under 3rd Ed rules?**

None. In 3rd Ed, weapons no longer apply the Dispersion rules.

**What is the MOV Attribute of a Perimeter weapon?**

6-4".

**Can a Perimeter Weapon declare an Idle ARO or is it obligatory to declare Boost?**

It is obligatory to declare Boost.

**When performing an Attack with a Jammer, is the roll affected by the negative MOD of ODD or Camouflage, for example?**

No, in the case of an attack that does not require LoF, the negative MODs are not applied.

**Does the Jammer ignore the +3 BTS granted by cover?**

Yes.

**Can weapons with the Impact Template Trait and no value in the damage attribute be fired with allied troops in their area of effect? For example, a Smoke Grenade, an Eclipse Grenade or a Nimbus Grenade.**

Yes.

### EQUIPMENT

**How does the Aerocam work?**

It provides to the user the 360° Visor Piece of Equipment, being Automatic Equipment that does not require a Roll or spend an Order to be used.

Being a Piece of Equipment can be picked up with the Booty Special Skill.

This Piece of Equipment does not have a profile, it is not considered a target and shall be represented by an AeroCam marker in base contact with the user.

**What is the angle of LoF of a Holoecho?**

The same as its owner, usually 180°.

**What happens when a troop with Nanoscreen becomes Impetuous?**

This miniature no longer benefits from the Modifiers for Partial Cover, as indicated by the Impetuous rule.

**Can I declare a BS Attack against a TinBot?**

No. Because is a state Marker.

**A trooper inside the enemy Hacking Area declares that they are placing a Sniffer or Deployable Repeater. The enemy declares Blackout and gets a successful Roll and the trooper fails the BTS Roll. Does all the Comms Equipment enter the Disabled state including the deployed item?**

No. Blackout only affects the Equipment that has not been deployed.

**Can I repair troops that have the AI Beacon Piece of Equipment?**

No. The bearer of the AI Beacon is considered a piece of Deployable Equipment, and not a trooper.

**When all the Proxies of a G: Jumper trooper are in a Null or Isolate state and the player has an AI Beacon, if the AI Beacon changes ownership via an enemy Minesweeper, does the enemy add one or two Orders to their Order Pool?**

One. If the original owner recovers ownership of the AI Beacon, it will be add two Orders to the Order Pool, one for the AI Beacon and one for the G. Jumper.

**Can Nullifiers be “turned on” and “off” at will?**

No. The Optional trait only applies to deploying the Nullifier.

**If a trooper with the Baggage Special Skill is in a Null state, how do they interact with Retreat!, Killing and Victory Points?**

As Automatic Equipment does not work while in a Null state, the extra Army Points or Victory Points for Baggage do not apply. For example an Ikadron that survives the game in a non-Null state is worth 29 Victory Points, but if it is in a Null state it will only be worth 9 points for Killing. In addition, the force's Retreat! threshold is based on the number of non-Null troopers with Baggage.

**When an AI Beacon suffers Dispersion, the rule states that it is destroyed if the Dispersion takes it off the game table, but what happens when the Dispersion causes it to land in the enemy Deployment Zone? Would it be destroyed or deployed at the edges of its Deployment Zone?**

An AI Beacon is only destroyed when a Dispersion causes it to leave the game table. If the Dispersion causes the landing to be in the enemy Deployment Zone, the AI Beacon will deploy normally at the point established by that Dispersion.

**Do the effects of multiple Deflectors stack in a Fireteam?**

No. You can only use the highest level of Deflector present in the Fireteam. In addition, Deflector levels do not stack.

## ADVANCED RULES

### COMMAND TOKENS

#### SWITCHING COMBAT GROUPS

**When can this be done?**

As stated by the rules, this can only be done during the Order Count in the Tactical Phase of the Active Turn.

**Do Unconscious models count towards the limit?** Yes. Unconscious troopers are still part of their Combat Group.

**Can units that are not deployed on the table (TO, AD) be moved to a different Combat Group by using a Command Token?**

Yes, but that will inform the opponent of the existence of those troopers.

**Does this reveal units in Hidden Deployment?** No. This doesn't activate the trooper in Hidden Deployment, so there's no need to reveal them.

**Does it make the unit's information public?**

No it doesn't.

#### CANCELLING RETREAT FOR A UNIT

**If a Command Token is used to cancel Retreat! for a unit does this also ignore other effects of Retreat!, e.g. downgrading Camouflage to Mimetism, breaking links, etc?**

The Token cancels all the effects of the Retreat! state for the trooper.

### COORDINATED ORDERS

**When a group of troopers activate simultaneously (using a Coordinated Order or a Fireteam, for example), and they receive an ARO from a Template Weapon, does the attack affect all the troops that traverse the area of effect at any time during the Order, or does the Reactive Player have to declare the exact moment where he places the template, affecting only some of the targets?**

The template affects all the troopers that get in contact with the area of effect during this Order, as everything happening during the Order is simultaneous.

**When two or more troopers activate simultaneously, (through a Coordinated Order or Fireteam, for example) can one of them “hide” behind the others to avoid AROs?**

No. Troopers don't block LoF while moving.

**What happens when several troopers try to activate the same mission objective through a Coordinated Order or G: Synchronized?**

If all pass the Roll, you meet the Requirement and the element is activated.

If all fail the roll, you do not meet the Requirement and the element is not activated.

If some troops fail the roll and other troops pass the roll, you meet the Requirement and the element is activated, since the failure of one does not eliminate the success of another (as would occur with Heal / Repair).

**Is possible to activate more than one objective Marker (Antennas, Console...) at the same time through a Coordinated Order?**

No, because it is necessary to select the Marker as a target, and in the Coordinated Order the target has to be the same for all the participating troopers.

**In the same way, can you destroy multiple Scenery Items?**

No, because you have to target the same objective when you declare an Attack.

**How does the Targetless trait interact with Coordinated Orders or with increased Burst in reaction, for example when throwing Smoke Grenades is it necessary to target the same point?**

Yes, in both cases.

**Does the Regular Order used for a Coordinated Order need to be from the same Combat Group as the coordinated troopers?**

Yes.

**Can a trooper in Isolate state take part in a Coordinated Order?**

No.

**Are Skills with the BS Attack label considered to be BS Attacks or other Skills when declaring a Coordinated Order? For example, could a Coordinated Order be made where one of the members declares Surprise Shot, another Forward Observer and a third troop shoot with a rifle?**

They are considered to be BS Attacks, so can be combined in a Coordinated Order.

**When a trooper with the G: Server or G: Synchronized Skill is in a Null state or a Disconnected state, can his controller be part of a Coordinated Order?**

Yes.

**Can I use a Coordinated Order to have several troops revert to different marker states? For example, Troops with Camouflage, TO Camouflage, Impersonation or Holoprojector.**

One of the requirements of the Coordinated Order is that all the participating troops must declare and execute exactly the same Skills, so they could not combine Skills like Camouflage or Holoprojector

#### COORDINATED ORDER WITH TO CAMOUFLAGE

**I have some TO Camo troopers in Hidden Deployment. They are all in the same group and they are all Regular. Now:**

**a) Are they eligible for a Coordinated Order while they are in Hidden Deployment?**

Yes.

**b) Can I spend one of the TO Camo trooper's personal Order to execute the Coordinated Order? The Coordinated Order rules talk about a "Regular Order", and the TO Camo trooper's one is a Regular Order**

No. Those Regular Orders are not added to the Order Pool and can only be expended on the trooper that generated it. To coordinate the troopers you would need a Regular Order from the Order Pool.

**c) If I coordinate 3 TO Camo troopers in Hidden Deployment in this way, will I add their Orders to the Order Pool, lose them, or something else?**

No. These Orders can only be used to reveal and activate the troop in Hidden Deployment. So these Orders will be lost.

#### COORDINATED ORDER WITH AIRBORNE DEPLOYMENT

**I have some AD troops. They are all in the same group and they are all Regular. Now:**

**a) Can I use one of their personal Orders to do a Coordinated Order?**

No. You need a Regular Order from the Order Pool.

**b) If I coordinate the landing, will the Orders of the AD troopers be added to the Order Pool or not?**

No. As those Orders can only be used to deploy the AD trooper that generated it, the AD Orders are lost.

**c) The same case as b), but with Impetuous troopers. If I coordinate the landing using a Regular Order from my pool, will their Impetuous Orders be lost?**

The Impetuous Order would be lost because you would have cancelled it. Remember that Impetuous Orders are only available during the Impetuous Phase.

#### ADVANCED COMBAT: HACKING

**What happens when the Face to Face roll for Airborne Deployment vs Hack Transport Aircraft results in a tie?**

As stated in the Hacking Program, the Hacker needs to win the roll to apply the effects of the Program. So, in the case of a tie, the Program doesn't have any effect at all.

**Can a Hacker that acquired the Impersonation-2 state using the Hacking Program: Cybermask declare a Surprise Attack or a Surprise Shot?**

Yes. As stated in the Impersonation-2 state Effects of the online version (updated from the Errata file), a trooper in this state may use the Surprise Attack or Surprise Shot L1 Special Skills.

**When a Hacker equipped with ODD uses the Hacking Program: Cybermask, does his ODD turn off? When will the ODD turn on again?**

A trooper can only use or benefit from one Special Skill, piece of Equipment or Hacking Program with the NFB Trait or Label in the same Order.

When you use Cybermask, the ODD will turn off because this Equipment has the NFB Trait and any Special Skill or Equipment with this Trait or Label is incompatible with any other Special Skill or Equipment that has the same

Trait or Label.

The ODD will turn on when you cancel or turn off the effect of the Special Skill, Equipment, or in this case the Hacking Program, that produces the disconnection.

As an example, this means a trooper cannot benefit from the ODD and also the Surprise Shot provided by Cybermask in the same Order.

**Does a Remote that enters a Null state still keep any active Supportware Programs it has when it gets repaired?**

Yes, because the Requirement of the Programs are that the *hacker* doesn't enter Disabled state, Isolate state or any Null state or use another Supportware Program.

**Should the Hacking Program: White Noise have the Special Dodge trait? And against Multispectral Visor?**

No. It does not have the Special Dodge Trait, even against troopers using a Multispectral Visor. The same applies to Pheroware Tactics: Mirrorball.

**What volume does the Hacking Program: White Noise create? A sphere like a Template Weapon or a zone with the size of a Circular Template and with infinite height?**

The Hacking Program: White Noise generates a zone with the size of a Circular Template and with infinite height.

**Does Stealth stop Hacking AROs if the Hacker doesn't have Line of Fire?**

Yes, it does. As stated in the rule, a trooper with Stealth that declares a Short Movement Skill or Cautious Movement Skill within the Zone of Control but outside LoF does not grant an ARO, so that prevents the Hacker from using any program, because that would be declaring an ARO.

**If a troop is already in Immobilized-1 state from a previous Hacking Attack and suffers a second Hacking attack and wins the Face to Face Roll with a Reset, does this cancel the first Immobilized state?**

Yes. Any successful unbeaten Reset roll will cancel the IMM-1 state.

**Does a non-lethal hacking program (but without this trait) with DT Ammunition or similar, like Total Control, inflict a wound for each BTS roll failed by the target?**

Only the programs that state that the target loses one point of his Wounds/Structure Attribute loses wounds. The types of ammunition apply the effects of the reduction to BTS or multiple rolls, **not** the lethal damage.

**Can the Burst increase from the Hacking Program: Enhanced Reaction be used in CC?**

Yes.

**Can you Split the weapon's Burst in a Reactive Turn with an active Hacking Program: Enhanced Reaction?**

No.

**Does the Hacking Program: Blackout cause a troop to enter the Isolated state?**

No. The Hacking Program: Blackout causes the target to enter the Disabled state.

**Since a possessed TAG is considered to be an enemy, can you declare an Overlord attack to take control of a TAG in Possessed state? What happens then?**

Yes. Then you would control the TAG but in Possessed state (applying the corresponding Troop Profile). If the Possessed state of a trooper is cancelled, the trooper will return to the control of the owning player, regardless of who currently controls it.

**Can you declare to the Gorgos TAG, Iguana TAG or Anaconda TAG as valid targets of the Hacking Program: Expel?**

No.

**Can you use the Hacking Programs Overlord or Total Control on a TAG whose Pilot or Remote Pilot has dismounted?**

No.

**Every success when using the Hacker: Carbonite program, involves two BTS Rolls applying the effects of DT Special Ammunition. Does the target have to perform two or four BTS rolls?**

Only two BTS Rolls per success.

## HACKING: EQUIPMENT

**The Defensive Hacking Device rule allows use of GADGET Programs Level 1 and the quick references chart of the Appendices allows use of GADGET Programs Level 1 and 2. Which one is correct?**

The Programs listed in the rule of the Device, it allows only use of GADGET Level 1.

**Can the bearer of an AI Beacon use the +3 PH Bonus to Airborne Deployment provided by an EVO Hacking Device?**

No.

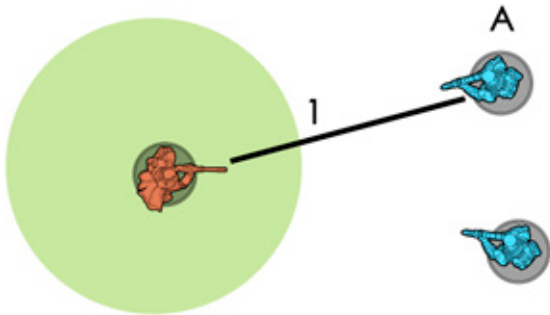
**How do enemy Repeaters extend a Hacker's Hacking Area?**

If a Hacker is in the ZoC of an enemy Repeater, then, in addition to the ZoC of the Repeater, all enemy Hackers on the table are inside their Hacking Area.

## SPECIAL TERRAIN RULES

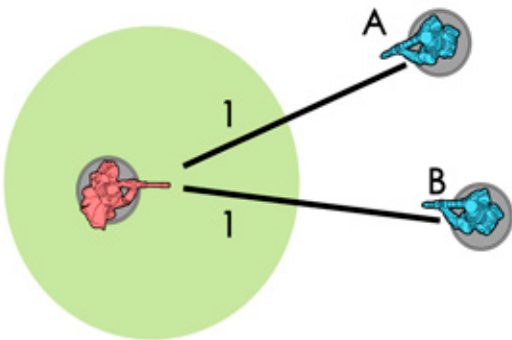
### How does a Saturation Zone reduce the Burst?

#### EXAMPLE 1



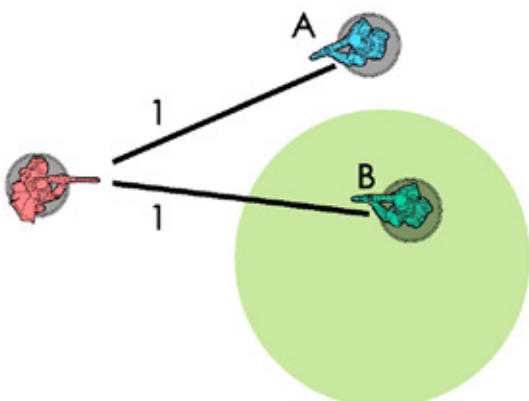
A Grenzer with a Sniper Rifle with B2, inside a Saturation Zone, declares a BS Attack with his total Burst to the Fusilier A, who is outside of the Saturation Zone. After suffering the -1 B MOD for Saturation Zone his B changes to 1 ( $2-1=1$ )

#### EXAMPLE 2



A Grenzer with a Sniper Rifle with B2, inside a Saturation Zone divides his weapon's Burst between Fusilier A, who is outside the Saturation Zone and Fusilier B, who is also outside of the Saturation Zone. He allocates 1 shot to Fusilier A and 1 shot to Fusilier B. The Burst 1 against Fusiliers A and B remains unchanged, as a Saturation Zone cannot modify the Burst below 1.

#### EXAMPLE 3



In this situation, the Grenzer with Sniper Rifle with B2, outside a Saturation Zone, divides his weapon's Burst between Fusilier A, who is outside the Saturation Zone and Fusilier B, who is inside the Saturation Zone. He allocates 1 shot to Fusilier A and 1 shot to Fusilier B. The Burst 1 against Fusilier B remains unchanged, as a Saturation Zone cannot modify the Burst below 1.

## SCENERY STRUCTURES

### Can any trooper pass through a Narrow Gate in a Prone State?

Yes, because prone troopers have a Silhouette value of 0, so they fulfil the Requirements to pass through the Narrow Gate.

### When an Access Scenery Item (a door, for example) enters Destroyed state, is the access point blocked, open or something else?

The Access point is considered open.

**Troopers using Airborne Deployment cannot deploy Prone or in base to base contact with another troop, Marker, mission objective, or piece of scenery.**

### Does this means that a troop can not deploy on a rooftop because the troop will be in contact with a piece of scenery?

You can deploy on a rooftop. When the rule says that the troop cannot be deployed in contact with a piece of scenery, this means that the troop cannot gain cover from that piece of scenery.

## CIVILIAN

### Do Synchronized Civilians generate AROs?

The Civilians do not generate AROs. Note that a Mine whose template affects a Civilian at any point during the Order will not be triggered.

## STATES

### Can you choose to cancel game states that are the result of an optional Skill? For example Camouflaged state or an IMP state.

No, unless the Cancellation bullet points for the game state say that you can cancel the state voluntarily.

### If you use a Command Token to cancel the Possessed state of a TAG, when during the Tactical Phase is the Possessed state cancelled?

Before the Order count.

## FIRETEAMS

### Can a Fireteam member be part of a Coordinated Order?

No. Fireteam members cannot take part in a Coordinated Order, so you would need to cancel the Fireteam or create a new Fireteam without those troopers.

**Can a Fireteam declare the special maneuver: Discover + BS Attack?**

Yes.

**Can you spend a Regular Order on a Fireteam member to activate that trooper and leave the Fireteam?**

No. You cannot activate individual Fireteam members with a Regular Order, so you would need to cancel the Fireteam or create a new Fireteam without that trooper.

**Do MediKits, Forward Observer, Discover, Deactivators and Minesweepers get the Burst Support Bonus granted by a Fireteam? Can they be used with Triangulated Fire?**

No, because they are Skills or items of Equipment.

**How do you spend Orders on a Fireteam when using Tactical Awareness or NCO?**

The Tactical Awareness or NCO trooper does not need to be the Team Leader when spending the Order on the Fireteam, but they **must** be nominated as the Team Leader when declaring the first Skill of the Order.

**ITS****In an ITS scenario, if one of the players doesn't have any troopers left in the game. Does the game end at this moment or do we keep playing until the end conditions of the scenario are met?**

The game continues until the end conditions of the scenario are met.

**In an ITS scenario, in one of the game rounds we only play one of the player's turns. Do we consider that the game round has been played and therefore score for this round?**

This left to the discretion of the tournament organizers.

**What are the rules to use the Classified Deck during an ITS game?**

As described in the ITS rules:

*"Each player must shuffle his own Classified Deck in front of his opponent and pick two random cards for each Classified Objective determined in the scenario. He will be allowed to discard one of them. The discard will take place before picking the next two cards for the following Classified Objective."*

**If I have chosen to use my Classified Objective card as an INTELCOM Card, can I still perform the Secure HVT Classified Objective?**

No. Secure HVT replaces your Classified Objective card, but you have already replaced it with an INTELCOM Card. There is no possibility to replace your INTELCOM Card with Secure HVT.

**In what order should players reveal who has chosen to use their Classified Objective as an INTELCOM card?**

Each player rolls a die and the one who gets the highest score must make their decision first and inform their adversary.

**When do I have to give my opponent my Courtesy List?**

You can show your Courtesy List at the end of the Deployment phase.

**Can I declare an Imetron or a Netrod as a target to accomplish a Classified Objective?**

No. The bearer of the AI Beacon is considered a piece of Deployable Equipment, and not a trooper.

**Do the Civilian Rules apply to High Value Targets?**

Yes.

**Can the Special Skill Synchronize Civilian be used in the scenarios where the HVT counts as the Designated Target?**

Yes, but remember that the enemy HVT is considered Hostile.

**In the scenarios that grant objective points for killing Specialist Troops, would the elimination of a TAG be counted?**

No. It would be counted only if the Pilot or Remote Pilot was killed, while dismounted.

**Do TAG Operators count for Zones of Operations?**

Yes. The total army points of the TAG to which the Operator belongs will be added to the Zone of Operations.

**If a Pilot or Remote Pilot has a Supply Box, an item from a Panoply or any Synched Civilians, what happens if the Pilot or Remote Pilot Mounts his TAG again?**

The TAG will have the Supply Box or item from the Panoply and will have any Civilians Synched to them. The same applies if the Pilot or Remote Pilot Dismounts from a TAG that has a Supply Box, an item from a Panoply or any Synched Civilians.

**How is the SWC cost for Soldiers of Fortune extra applied? 1 SWC for 0-75 points or 1 SWC for each mercenary trooper?**

1 SWC for 0-75 points.

**When I declare Data Scan, can the target declare an ARO other than Reset?**

Any possible ARO could be declared, but only Reset would be a Face to Face roll against Data Scan.

**DATATRACKER****Are the Datatrackers declared in deployment order or by another method such as initiative order or a separate die roll?**

Datatracker is declared in Initiative order.

**Is there any effect on a Datatracker if the trooper becomes Irregular (Due to Isolation, for example)?**

No. Nothing happens.

**How does G: Jumper L1 interact with Datatracker selection?**

A Proxy can be selected as DataTracker, but the DataTracker doesn't move to the other Proxies. Remember that the DataTracker can't be in a marker state.

**If a TAG is selected as the DataTracker, what happens when the Pilot or Remote Pilot Dismounts? And with the Operator?**

The Pilot or Remote Pilot becomes the DataTracker and the DataTracker marker will pass to them. When the Pilot or Remote Pilot Mounts the TAG the TAG will become the DataTracker again. If a TAG in Locked state cancels it by the Reset Skill, the TAG will become the DataTracker again. Note that Remote Pilots can become the DataTracker even though they are Remotes.

The same applies to a TAG Operator when their TAG's Evacuation Device activates.

## XENOTECH

**Do Xenotechs generate AROs?**

Xenotechs are Civilians so do not trigger AROs. Note that a Mine whose template affects a Xenotech at any point during the Order will not be triggered.

**Can I deploy the Xenotech outside my Deployment Zone if I synchronize him at the start of the game with a troop deploying outside it?**

No. The Xenotech does not have any Special Skills that allow him to deploy outside of the Deployment Zone.

**In the scenarios in which I have to have the Xenotech in a certain zone or in contact with an element to score, does it have to be Synchronized?**

No. If the Xenotech is in the zone or in contact with the element and the main objective is met, (Dominate the Sector, Control the Tech-Coffin, for example) the Xenotech will score.

## SCENARIOS

**Biotechvore – In the mission Biotechvore, do troops in Hidden Deployment have to make the BTS roll at the end of each Active Turn?**

No. One of the effects of Hidden Deployment is that trooper is considered not to be on the game table at all. So, the Biotechvore doesn't affect them.

**Biotechvore - if the Confused Deployment Roll fails, will a trooper lose the Camouflaged or Impersonation state? And Deployable Weapons or Equipment?**

Only if the Special Skill would have required a Roll, for example if using Infiltration to deploy beyond the middle line of the table, or Impersonation to deploy in the enemy Deployment Zone.

**Decapitation – In the mission Decapitation, if my lieutenant is a camouflage marker, do I have to say that it is a Camouflage Marker or which specific Camouflage Marker it is?**

You must say which Camouflage Marker it is.

**Supplies – When you get a successful Roll to Extract Boxes, is it considered that the Specialist Troop has already picked up the Supplies Box or should you spend another Order to use the Pick up Supply Box Skill?**

If you have a success on the WIP Roll you get the Supply Box. So, you need only one Order.

**Highly Classified – Are the Secondary Objectives taken in count to accomplish more Classified Objectives?**

Yes.

**Hunting Party – When do you consider a Lieutenant Hunted Down?**

At the end of the game all troopers that are in Isolated, Imm1 or Imm2 states and had these states applied to him while he was Lieutenant.

**Hunting Party - Does Veteran L1 (or skills that include it such as Morat) make a trooper unable to be 'Hunted Down' due to being in Isolated state?**

Yes, they only can be hunted down when they are in IMM state.

**Looting and Sabotaging - How many Objective Points do you get for dealing 4 STR to the enemy AC2?**

4 OP in total. 3 OP for dealing 3 STR and then 1 OP for Destroying it.

**Looting and Sabotaging - As written, D-Charges cannot be used against the AC2 because they lack Anti-Material trait in CC mode. Is this intended?**


D-Charges may be used against the AC2.

**The Grid - Can an Antenna in the Damaged state still be Designated?**

Yes.

ISC: Xenotech

CIVIL



XENOTECH										
MOV	CC	BS	PH	WIP	ARM	BTS	W	S	Disp	
10-10	8	10	10	13	0	0	1	2	1	

Name	CC Weapon	C Weapon	SWC	C
XENOTECH (Civil)			--	--

## ERRATA

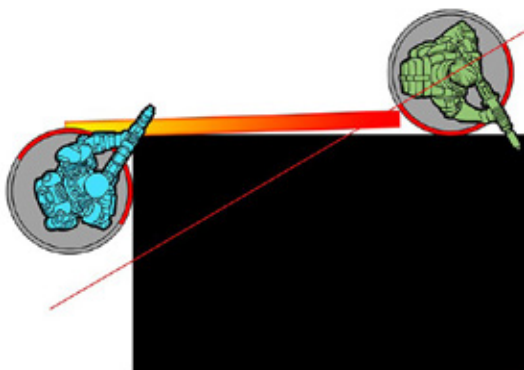
### LINE OF FIRE

In Infinity, troops have a LoF angle of 180°, that is, they can see targets that are at least partially in their front arc. Players should clearly mark the limits of that arc on their troops' bases.

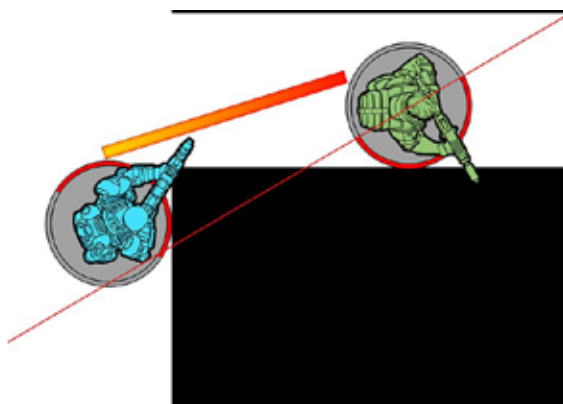
For a troop to be able to draw LoF to its target, it must meet the following conditions:

- The target must be wholly or partially within the troop's front 180° arc, unless a Special Skill or piece of Equipment ignores this restriction.
- The troop must be able to see, at least, a part of the volume of its target with the size of the target's head, or a minimum size of approximately 3x3mm (the size of the black squares on the Silhouette Templates).
- A straight line can be drawn between any point of the troop's Silhouette and any point of the target's Silhouette, without being interrupted by scenery or models (allied or enemy).

**The green troop does not have LoF and the blue troop does.**



**Both troops have LoF.**



**The blue troop does not have LoF and the green troop does.**



**Both troops have LoF.**



### ENGAGED STATE

**The second bullet of the Engaged state the text should be:**

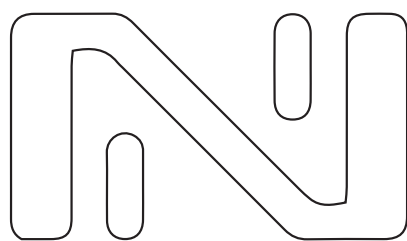
At the Conclusion of an Order, the Engaged state can be cancelled when all of a trooper's adversaries are in Null or Immobilized state. When this happens, the trooper's player must decide whether to keep the Engaged state, or cancel it by separating the trooper by 1mm from the adversaries.

If all of an active trooper's adversaries are in Null or Immobilized state the trooper can also cancel Engaged state by declaring Move (but following the structure of the Order) to separate from the adversaries.

### SYMBIOBOMB

The second Requirement for SymboBombs should read:

A SymbioBomb can only be assigned by its owner to those troopers possessing Symbiont Armor and who are present on the game table as a model (thus excluding troopers using Airborne Deployment, in Hidden Deployment or Impersonation state, etc.)



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