ADDENDUM

1st Edition Book page 129 / 2nd Edition Book page 129
Equipment required to begin playing (NEW)

Markers: Camouflage (CAMO), Deployable Repeater Marker (REPEATER), Disabled (DIS), E/Mauler (E/Mauler), Immobilized (IMM), Impersonation (IMP-1 and IMP-2), Mines (MINES), Possessed (POS), Spawn-Embryo (SPAWN-EMBRYO), Suppression Fire (SUP FIRE), Thermo-Optical Camouflage (TO CAMO), and Wound (WOUND).

1st Edition Book page 129 / 2nd Edition Book page 129
TYPES OF UNITS

Remotes (REM): Semiautonomous support units, fast and versatile but with limited armour. Remotes require a Hacker or a T.A.G on the battlefield to be deployed, but they keep acting normally even if this dies.

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Availability

1.   *General Availability:* This value is printed in the troop's description and is used when fighting a battle using a regular and non-mercenary army (Such as Pan Oceania, Yu Jing or Ariadna). Total Availability indicates as many figures can be chosen from that unit as desired.

2.   *Mercenary Availability.* Mercenary forces allow a player to build a unique Mercenary Company rather than a regular army from a single faction (such as PanOceania or Ariadna). Mercenary Companies allow the enrolment of troops from up to three different factions to build a customized force. Troop Availability is significantly reduced in mercenary armies: *Mercenary Availability* is always half of the value (Rounded down) of an units' *General Availability*. Troops with Total Availability have a *Mercenary Availability* of 4. Troops with *General Availability* 1 have a *Mercenary Availability* of 0. When building a mercenary company, a mercenary of *General Availability* 1 may be enrolled for every 200 points of an army.

Example: In a 400 points army you can choose one Hac Tao (General Ava. 1) and one Swiss Guard (General Ava. 1) and no more troops with *General Availability* 1. Of course, you never can choose two Hac Taos or two Swiss Guards, for example.

        Personalities (Uxía McNeill, Ko Dali, etc.) who do not have the Troop Classification: Mercenary cannot be enrolled as mercenaries under any circumstances

Only armies constructed expressly by the player as Mercenary Companies may take troops from different factions and they do not require the units to have the Troop Classification: Mercenary. Regular armies (Like PanOceania, Yu Jing or Ariadna) can only take models outside their faction who have the Troop Classification: Mercenary Troop (Such as the Yuan Yuan, for example).

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Line of Fire (LoF)

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

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

Enemy and allied miniatures in the LoF block it and a player is not permitted to attack their own troops.

1st Edition Book page 133 / 2nd Edition Book page 133
Zone of Control (ZC)

a miniature is only provided with an Automatic Reaction Order to turn around and face his enemy. The model is considered to have heard some noise and is turning towards its direction If the model has any Special Skill or Equipment that allows it to act without LoF, it may use that instead of Change Facing.

1st Edition Book page 133 / 2nd Edition Book page 133
Dice Rolls

The **Failure Category** (FC) is the amount by which a dice roll surpasses the target Attribute, after MODs are applied. For example: Attribute (Including MODs) is equal to 14. A dice roll of 16 will therefore give a Failure Category of 2.

If the addition of negative Modifiers is higher than the Attribute of the miniature, then it is an automatic failure and the Order/ Short Skill spent is wasted. Example: A miniature with BS 11 performing a Speculative Shot at Maximum Distance (-12).

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FACE TO FACE ROLL

In a Face to Face roll the winner nullifies the action of his adversary. For example, the shots are missing (grenade or missile templates are not placed, limited or disposable weapons or equipment -like Panzerfaust, E/Maulers...- are spent) or a Dodge move in ARO is not performed.

Face to Face Rolls can be carried out by more than two miniatures at once.

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Orders and Orders Reserve

There is no limit to the number of Orders in the Reserve that can be assigned to the same figure, excepting that it may only receive Orders from its own Group. A player can alternate the spending of Orders between different figures, it is not necessary to spent them in a continuous way on the same figures. Any Orders not used are lost and cannot

Only troops represented by figures or Markers (Such as Camouflage or Impersonation) on the game table add their Order to the Orders Reserve.

1st Edition Book page 136 / 2nd Edition Book page 136
Types of Skills

Climb	Attack: Ballistic Skill (BS)	Attack: Intuitive Attack

| Move | Cannot be used in ARO. | Hacking |
| | | Airborne Deployment |

3. Use a single Long Skill = Camouflage, Intuitive Attack, or Cautious Movement.

1st Edition Book page 137 / 2nd Edition Book page 137
AUTOMATIC REACTION ORDER (ARO)

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

It is permissible to react with a Move, by performing a Movement Short Skill, as an ARO to an Order. **Any Movement Short Skill** carried out in ARO is considered as a Dodge (See Dodging below)

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

1st Edition Book page 138 / 2nd Edition Book page 138
Lieutenant Special Order

The Lieutenant can spend the Special Order on himself and it works the same as any other Order in the game, but its use can be kept secret so as not to reveal the Lieutenant.

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Deployment and Initiative (NEW)

Deployment and Initiative

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

DEPLOYMENT

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

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Initiative (NEW)

INITIATIVE

If a player takes the Initiative, then he decides, according to his best interest, who is the first active player.

This playing order will be kept for the entire battle.

DEPLOYMENT AND INITIATIVE EXAMPLE: The PanOceanian Player, with 12 miniatures, has a WIP 12 Lieutenant, the Fusilier Angus. The Yu Jing Player, with 7 figures, has a WIP 13 Lieutenant, the Zhanshi Wen Liu. They roll the dice and the PanOceanian Player gets a 7 while the Yu Jing Player rolls an 11. Both succeed at the roll, but the Yu Jing Player wins the Face to Face Roll because he has the highest roll. Now, he must choose if he prefers to decide the Deployment or to take the Initiative. To choose the Deployment would be interesting, because the right side of the game table has more Cover, and that is an advantage. Nevertheless, the Yu Jing Player is loyal to the "Who strikes first, strikes twice" philosophy and chooses to take the Initiative and prefers to be the first active player. This means the PanOceanian Player can choose on which side of the game table to deploy his troops, and who will deploy first. The PanOceanian Player chooses the right side, with more Cover, and decides the Yu Jing Player will be the first to deploy the troops onto the battlefield.

Following these choices, the Yu Jing Player places 4 of his figures on the left side of the game table, keeping aside one for reserve placement and two that have the Special Skill: Airborne Deployment (AD). The PanOceanian Player places 10 miniatures on the table, takes note of the position of his Croc Man (Who would be the 11th but he has the Special Skill CH: TO Camouflage) and puts a figure aside to deploy later. The Yu Jing Player places his reserve miniature (Keeping the Airborne Deployment troops aside for placement during the battle) and then the PanOceanian Player places his reserve figure. They are now ready to start!

1st Edition Book page 141 / 2nd Edition Book page 141
Ballistic Skills

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

1st Edition Book page 141 / 2nd Edition Book page 141
Covers

Partial Cover: Partial cover is made of dense material that prevents complete vision of the target. It causes a −3 Modifier to the BS of the shooter and a +3 Modifier to the ARM or BTS of the target (except when Hacking).

1st Edition Book page 142 / 2nd Edition Book page 142
Direct Template weapons

Direct Template Weapons are the ones that allow use of the Intuitive Attack Skill.

1st Edition Book page 142 / 2nd Edition Book page 142
Parabolic Fire

The length of these shadow zones is the height of the obstacle.

1st Edition Book page 144 / 2nd Edition Book page 144
Dispersion

Dispersion. If a BS or PH roll is failed when using a weapon which allows performance of Parabolic Fire, like Grenade Launchers (Light or Heavy) or Grenades, the trajectory of the projectile suffers from Dispersion, diverting to explode at another point on the battlefield. In order to discover where the grenade explodes, place the Circular Template at the original targeted point, with the number 1 facing in the same direction as the firer's LoF. The projectile deviates a number of inches equal to the Failure Category multiplied by 2.5 (FCx2.5) in a direction indicated by the second digit of the d20 roll applied to the numbers around the edge of the Template.

The **Failure Category (FC)** is obtained by subtracting the target number required from the result of the die roll.

For example: Angus carries out a Speculative Shot with his Grenade Launcher. To hit his target, he must roll a 6 or less (BS 12-MOD Speculative 6). He rolls a 9, so his FC is 3 (9-6). Placing the Template over his original target point, it Disperses 7.5 inches (3x2.5) in the direction marked "9".

A dispersing projectile may not travel further than its Maximum Distance characteristic indicated in Table of Weapons under any circumstance. Beyond that point, the shot has missed and has no effect.

1st Edition Book page 144 / 2nd Edition Book page 144
Suppression Fire

drawn in a straight line from the base of the attacker to the extent of the weapon's extreme range, unless blocked by terrain.

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

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

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

In active turn, to place a Suppression Fire allows, with the same Order, to shoot in a normal way to those miniatures placed in LoF inside it. Example: Fusilier Angus spends 1 Order to place a SF which he covers 4 enemies, with the same Order, he splits the B 3 of his Combi Rifle to fire at 3 of them.

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

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

1st Edition Book page 145 / 2nd Edition Book page 145
Close Combat CC

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

1st Edition Book page 145-146 / 2nd Edition Book page 145
Charge

This term defines a Movement that finishes with two figures in base contact and engaging in CC. It does not provide any kind of additional advantage, but it is the kind of Movement typical of CC specialist units such as Warbands. It consists of moving towards the enemy until the bases of figures are in contact,

with CC initiated by using a Short Movement Skill to reach the foe and then using the CC Skill or by spending another Order to use the CC Skill, or by using the CC Skill with an ARO.

The figure targeted in the charge, to avoid the attack, can choose between one of the next options:

Shoot (Or whatever Skill which allows performance of an attack before being engaged in CC like Hacking, Sepsitor…). In this case, both figures make a Face to Face roll, using the CC Attribute for the charger and BS for the defender (Or the appropriate Attribute). If the defender wins the roll, the

1st Edition Book page 146 / 2nd Edition Book page 146
Disengaging from Close Combat

Disengaging from Close Combat. If one of the fighters in a Close Combat wishes to disengage from combat, he must make Face to Face Roll, using his PH Attribute instead of CC (Dodging). A successful Dodging roll allows disengagement, separating the bases a millimetre to indicate this. In an active turn a figure can still declare the second Short Skill of the Order, and in ARO it can move half of its first MOV value.

CC example: The Zhanshi Wen Liu (CC 14) in his active turn, fights in CC with the Fusilier Angus (CC 13). They perform a Face to Face roll, Wen Liu getting a 9 and Angus a 7. Wen Liu wins the roll because he rolled the higher number, hitting Angus. If Wen Liu (PH 10) had declared he wanted to escape from CC, he would succeed too, separating his base 1 millimetre from Angus. As Wen Liu is in his active turn, he could still declare the second Short Skill of the Order.

1st Edition Book page 148 / 2nd Edition Book page 148
Guts Roll

The miniature will look for better protection or cover instinctively (Looking for Total Cover, if it is possible, when he is in Partial Cover, for example), going Prone or performing any other Short Movement Skill (except Discover) towards the nearest cover that provides better protection, moving up to a maximum of half his first MOV value, but never charging towards the enemy who caused the Guts Roll.

The Guts Roll is also made when the figure suffers an unsuccessful Hacker or Sepsitor Attack.

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Unconsciousness

When a miniature receives as many Wounds as the value of his Wounds Attribute, he falls on the ground Unconscious at the end of the Order, but never before the Burst (B) is finished: therefore the number of Wounds can exceed his Wounds Attribute. An unconscious character is assumed to be lying down on the ground, except those unable to be Prone due to issues such as terrain, and can be indicated on the table with a PRONE Marker or by lying the figure down.

A miniature in this state has all its devices disconnected and cannot use any Skill, save the Special Skill Regeneration, or an AutoMediKit. He will

to roll for either CC or ARM: this is known as the *Coup de Grâce*.

1st Edition Book page 148 / 2nd Edition Book page 149
Death

If a player does not possess a Doctor or Paramedic, and the Unconscious figure does not possess an AutoMediKit or Regeneration, he passes to the Dead state and can be removed from the game table.

1st Edition Book page 149 / 2nd Edition Book page 149
Scenery Structures (NEW)

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

1st Edition Book page 149 / 2nd Edition Book page 149
Retreat!

Retreat! If, during the count of Orders/ figures at the beginning of the player's turn, the army has lost figures equal to more than 60% of its original points composition, its troops will be automatically considered as demoralized and they will withdraw from the battle.

1st Edition Book page 150 / 2nd Edition Book page 150
Loss of Lieutenant

The Unconscious Lieutenant may also be healed, but if at the end of the turn there is no active Lieutenant, there will only be 2 Orders available in total for the next turn, which can be consumed in

enrolling another Lieutenant. If the Lieutenant is wounded or killed during an enemy turn, then the player starts the following turn with only 2 Orders that ==can== be used to elect a new Lieutenant. The Loss of Lieutenant situation does not affect Impetuous Orders that are carried out normally. ==In a Loss of Lieutenant situation the player has got, not only the 2 Orders Reserve, but too the Impetuous Orders and those Orders given by figures with the Religious Troop Special Skill, which only them can use.==

1st Edition Book page 154-155 / 2nd Edition Book page 154-155
Advanced Combat (Hacking) Attack Mode

Hacking a T.A.G.

The Hacker is now in full control of the T.A.G, using all its Attributes and weaponry and controlling it with Orders spent from the Orders Reserve of the Hacker's ==Combat Group==.

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

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

Reset. ==The T.A.G. must make a Normal or Face to Face Roll (if an enemy Hacker is within hacking range) against== its WIP Attribute. If it is not successful, it may try again ==with following== Orders. If it is successful, the POS or IMM Marker is removed.

==A possessed (POS) T.A.G. can be controlled by any Hacker of the army which has taken possession of it.== Due to the technological abyss that separates Humanity from the E.I.,

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

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

Reset. This is a Short Skill. The figure must make a Normal ==or Face to Face Roll (if an enemy Hacker is within hacking range) against== its WIP Attribute. If it is not successful, it may try again ==with following== Orders. If it is successful, the IMM Marker is removed.

1st Edition Book page 155 / 2nd Edition Book page 155
Advanced Combat (Hacking) Defensive Mode

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

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

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

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

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

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Impetuous (NEW)

Impetuous: The Impetuous miniature is hungry for combat, the closer and dirtier the better.

Impetuous obliges the miniature, at the beginning of each Active turn and before Orders are spent, to perform a mandatory, free, Impetuous Order. This Impetuous Order must be used in the following way:

With the Impetuous Order the figure must move always the whole of his first MOV value as the Short Movement Skill: **Move**. The miniature may only move less if he engages in base to base contact with an enemy, or if he enters terrain that reduces his MOV or obliges him to change the Short Movement Skill being used (Such as encountering terrain requiring the use of Climbing, Jump, Swim etc.) here, the Move skill stops and the second Short Skill must be declared.

The second Short Skill of the Order can be to repeat the **Move** Skill, or to perform a **Dodge,** an **Attack** (CC, BS, PH to throw a Grenade, Hacking etc.) or to perform one of these Movement Short Skills: **Climbing, Jump, Swim**.

The figure may attack first and move afterwards or vice versa.

If the miniature was Prone, he must perform an Order composed of Get Up followed by Move (Moving the whole of his first MOV value) Short Skills. It is not allowed to use the Impetuous Order to move while Prone or to Go Prone.

When engaged in an Impetuous Order, the miniature must move directly towards the closest enemy figure (The one that can be reached in the shortest time possible) in any direction, even if he is not in LOF but the miniature is aware of its presence. If there is no enemy figure the miniature is aware of, then he must always move towards enemy territory, never withdrawing. In an Impetuous Order, Markers are not considered enemy models.

The first Short Skill Move can be substituted by Climbing, Jump or Swim, if the terrain and the trajectory forces it.

A miniature's movement portion of the Impetuous Order permits it to move to avoid Suppression Fires, Mines and E/Maulers, but is compulsory to move the least distance possible while doing so.

An Impetuous Order can be cancelled by spending 1 Order from the Orders Reserve, or the Order belonging to the figure if it is Irregular.

IMPETUOUS ORDER
Move + Move
Move + Attack
Move + Climbing
Move + Dodge
Move + Jump
Move + Swim
Get Up + Move (whole MOV value)

1st Edition Book page 157 / 2nd Edition Book page 157
Frenzy

After having caused a Wound, the miniature automatically becomes *Impetuous* for the rest of the game, losing the advantages from skills like CH: Camouflage and CH: TO Camouflage, reducing his skill level to that of CH: Mimetism. The free Impetuous Order is obtained at the beginning of the next Active turn.

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Ballistic Skills Attack

Ballistic Skills Attack (Shoot): A Short Skill that allows use of a ballistic skill weapon: the Attribute is modified by Distances and Cover.

1st Edition Book page 157 / 2nd Edition Book page 157
Change Facing

allied miniature receives a hit inside its Control Zone. It is not necessary to roll dice to perform this Skill.

1st Edition Book page 157 / 2nd Edition Book page 158
Climbing

Climbing: Motorbikes and Vehicles cannot perform this Skill. A Short Skill that allows

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Discover

This Short Skill allows discovery of a miniature in LoF represented by an Camouflage, TO Camouflage or Impersonation Marker. A Normal WIP Roll must be made, applying the relevant Modifier (Camouflage, TO Camouflage, etc.). To be able to

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

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Dodge

Dodge is a Short Skill that allows a PH Face to Face Roll to be made against BS, CC, PH or Forward Observer Skills to avoid an enemy attack in LoF. A Dodging figure can spend the rest of his Order to carry out or finish his Movement. Dodge also allows to disengage from a CC. A figure dodging in ARO can move half of its first MOV value, or make any other Short Movement Skill that does not require a roll.

Exceptions are Rolls against Direct Template weapons (Chain Rifle

1st Edition Book page 158 / 2nd Edition Book page 158
Intuitive Attack (replaces Intuitive Shot) (NEW)

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

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

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

1st Edition Book page 159 / 2nd Edition Book page 159
Prone

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

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

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SPECIAL SKILLS

Level 1 and 2 abilities as well. Alphabetical Levels (Like Level X) will indicate in their description if they include any other level.

1st Edition Book page 159 / 2nd Edition Book page 159
Airborne Deployment (AD)

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

1st Edition Book page 159 / 2nd Edition Book page 159
AD: Parachutist

An entry section from the eight is chosen before the battle starts for each figure, noted in secret so that it can be verified when the figure is deployed. This section cannot be the enemy's Deployment Zone.

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AD: Airborne Infiltration

He must still spend his Order to deploy but may be placed on any border of the game table. The entry point chosen cannot be inside the enemy's Deployment Zone. If a Coordinated Order is

1st Edition Book page 160 / 2nd Edition Book page 161
AD: Tactical Jump

Tactical Jump allows performance of only AD: Airborne Infiltration, but without the enemy's Zone of Deployment restriction access. Moreover, if the figure possessing this Special Skill is the leader (Lieutenant)

1st Edition Book page 160 / 2nd Edition Book page 161
Antipode

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

1st Edition Book page 161 / 2nd Edition Book page 161-162
CH: Camouflage

Level-1. Mimetism: The figure has the special ability to obscure his appearance to an enemy. Moreover, he has basic mimetic tools and clothes or camouflage gear made

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

The only Skills whose execution does not automatically reveal the camouflaged figures are Cautious Movement and all Short Skills of Movement that do not require any roll (except Alert). The camouflaged figure reveals automatically when it is in base contact with another figure.

1st Edition Book page 162 / 2nd Edition Book page 162
Combat Camouflage

If the Camouflaged figure receives a hit from an Intuitive Attack without having been Discovered first, he

1st Edition Book page 163 / 2nd Edition Book page 163
Coma

The nanovirus can infect all figures possessing a Cube,

When activated, a miniature with Sepsitor can attack, by spending one Order per target, any figure with a Cube within an 8 inch radius of the fighter with this Skill.

1st Edition Book page 163 / 2nd Edition Book page 163
Doctor

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

1st Edition Book page 163 / 2nd Edition Book page 163
Engineer

Engineer is a Short Skill that allows, with a successful Normal WIP Roll, the repair of Structure points (STR) of vehicles or figures (1 point per successful WIP Roll) which he is in base contact with. If the Engineer fails

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

1st Edition Book page 164 / 2nd Edition Book page 164
Forward Observer (NEW)

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

1st Edition Book page 164 / 2nd Edition Book page 165
Ghost Level X: Mnemonica

The Aspect can also jump when his body is in an Unconscious state, but this will cause the body to automatically autodestruct and it must be removed from the game table.

Ghost: Mnemonica includes too the Ghost: Remote Presence Special Skill.

1st Edition Book page 165 / 2nd Edition Book page 165
Immunity

Level-2: Total Immunity: The miniature is immune to all the special Weapons and Ammunition (Except Adhesive, E/M, Monofilament and Plasma), which are considered as normal attacks.

1st Edition Book page 165 / 2nd Edition Book page 165
Impersonation

to gain the element of surprise. This Special Skill is affected by E/M Special Ammunition. There are two levels in Impersonation:

Allows deployment of the figure wherever desired, except in the enemy Deployment Zone, or in base contact, without having to make any rolls. To represent the impersonator

The only Skills whose execution does not automatically reveal the impersonator are Cautious Movement and any Short Movement Skills that do not require any roll (except Alert). The Impersonator reveals automatically when he is in base contact with another figure.

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Infiltrate (NEW)

Option B: If the miniature wants to go further into enemy territory, he must to pass a Normal Roll of PH. Each 4 inch strip of distance advanced into enemy territory will add a cumulative Modifier of −1 to the roll. If he fails the roll, the Dispersion rule must now be applied. The centre of the Circular Template must be placed at the point in the battlefield where the figure wished to Infiltrate, with the number 1 pointing to the centre of the game table, multiplying the Failure Category by 2.5 (FC x 2.5) to determine where to place the infiltrator. Moreover, the miniature will lose the Camouflaged Deployment and Hidden Deployment options provided by the CH: Camouflage and CH: TO Camouflage Special Skills.

It is not allowed to Infiltrate inside the enemy's Zone of Deployment, or in base contact with another figure. If Dispersion would place the miniature in either position, move the figure back towards its initial Infiltration point until it is no longer in an illegal position; ie. the figure will be placed on the limit of the enemy's Zone of Deployment closest to the initial Infiltration point.

1st Edition Book page 165 / 2nd Edition Book page 166
Inspiring Leadership

This Special Skill functions automatically and its use is not optional. It only works while the user is conscious.

1st Edition Book page 166 / 2nd Edition Book page 166-167
Martial Arts

Two figures with Martial Arts L3 will perform their First Attack at the same time, so they have to make a Face to Face Roll.

Martial Arts Example: A Ninja declares a Charge (Mov + CC) at the unlucky Fusilier Angus. Angus' options are to react by Shooting, Dodging or with CC. If Angus waits until the Ninja engages in CC with him, this could use his Martial Arts L3, and will perform a First Attack, a previous Normal Roll. But, if Angus reacts by Shooting, this will be a Face to Face Roll between the Ninja's CC and Angus' BS, because it occurs before base contact.

Level 4- *Empty Mind.* This functions as Sixth Sense L1, cancelling out Martial Arts Skills of Levels 1-3 of opponents. It also makes opponents incapable of turning to face this figure as an ARO when he enters their ZC from behind, unless they have Sixth Sense L2.

1st Edition Book page 167 / 2nd Edition Book page 167
Morat

All the Morat have a racial ability equivalent to the Religious Troop Special Skill. In addition, the presence of Morat troops in an army increases the Retreat! threshold from 60% to 75%.

1st Edition Book page 167 / 2nd Edition Book page 168
Sensor

previously discovered. In such a case, Distance, Cover, CH and ODD Modifiers will not be applied to the Forward Observer WIP roll.

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Shasvastii

the mission of the Shasvastii Continuum. Spawn-Embryos can feed from the

It is therefore considered that, to count VP for victory as for Retreat! Shasvastii have three levels: Unconscious, Dead, and Spawn. When the Shasvastii is Dead, replace it with a Spawn-Embryo Marker (SPAWN-EMBRYO). The Spawn-Embryo cannot move from its location, attack, or defend itself. It has ARM 0, BTS 0 and if it suffers one Wound it must be removed from the battlefield.

1st Edition Book page 167-168 / 2nd Edition Book page 168
Sixth Sense

Level 1: Within a radius of 8 inches, the miniature will be surprised by neither Impersonators, Camouflaged, nor TO Camouflaged miniatures, nor enemies hidden by a Zero Visibility Zone nor can he be attacked from the rear within his Zone of Control. In this way, when attacked from within an 8 inch radius in his Zone of Control, the miniature will answer the assault in a simultaneous fashion with a Face to Face Roll. Figures with Sixth Sense L1 will be able to react against Impersonators, Camouflaged, TO Camouflaged figures and enemies hidden by a Zero Visibility Zone inside their Zone of Control only at the moment of being attacked, acting as if those miniatures were in front of them and revealed but not and not applying the Modifier of –6 for a Zero Visibility Zone. They cannot however react to movements or any other action of Impersonators, Camouflaged and TO Camouflaged foes or troops hidden by a Zero Visibility Zone. This Special Skill functions automatically (No need to spend any Order or make any Roll).

Level 2: Allows the miniature to react in a simultaneous fashion to attacks (Not to movements or any other actions) by Impersonators, Camouflaged and TO Camouflaged figures and enemies hidden by a Zero Visibility Zone in LoF, no matter the distance and the blocking of LoF by Zero Visibility Zones and not applying its –6 Modifier. This Special Skill functions automatically (you will not need to spend any Order or make any roll).

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Strategos (NEW)

Strategos: This Special Skill identifies the professional of the Strategy, an individual with an analytic mind and a deep and advanced knowledge of the art of war and the military psychology. There are three levels of Strategos:

- **Strategos Level 1:** If the Strategos figure is the Lieutenant, he can assign the Lieutenant Special Order to any other miniature of his combat group.

- **Strategos Level 2:** This level allows to the player, during the Deployment phase to reserve two miniatures to deploy after his adversary. It is compulsory to be the Lieutenant to use this Special Skill.

- **Strategos Level 3: :** If the Strategos figure is the Lieutenant, he not only can use the preceding levels of this Special Skill, but can also prevent his adversary, during the Deployment phase, deploying a miniature after him.
  A Strategos L2 against a Strategos L3 can reserve one figure in his deployment, while the L3 can reserve two miniatures. Two opposing Strategos L3 will perform a Deployment as usual and as stated in the rules, reserving one figure to deploy after their adversary.

The origin of the Greek verb "stratego" means "to plan the destruction of the enemies with the reason of the effective use of the resources". However, a Strategos not only dominates the Art of War, he professes it as a philosophy of life, applying it in every moment, elaborating strategies of action which he studies, oversees, modifies, and evolves constantly. For that reason, a Strategos will be always "Your man with the plan".

1st Edition Book page 168 / 2nd Edition Book page 169
Transmutation

Transmutation is automatic and does not require the spending of any Order. The new figure replaces the old one, minus any wounds taken, at the end of the Order in which he receives the first wound.

1st Edition Book page 169 / 2nd Edition Book page 170
Veteran

Veteran: The miniature belongs to a unit with several years of service in the toughest frontlines: he possesses several skills acquired the hard way. Veterans are soldiers hardened by war, able to rise above the pain of their wounds and to detect danger wherever it lurks. The Veteran Skill provides the Sixth Sense L2 and V: No Wound Incapacitation Skills.

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Burst

Burst (B). This is a weapon characteristic that can only be used during the attack turn and never in ARO (Except in Total Reaction or <mark>Suppression</mark> Fire, per example). The value of B is the number of times a weapon can be shot during the use of Ballistic Skill. Thus, a Rifle can (Using 1 Short Skill BS Attack) perform 3 shots as its B is 3. <mark>Each shot of the Burst can be fired at a different figure amongst those who are in LoF. The Burst distribution must be announced when the BS Attack Short Skill is declared.</mark>

1st Edition Book page 170 / 2nd Edition Book page 171
Adhesive Special Ammunition

Once hit by this kind of ammo, the target must make a PH Roll with a -6 Modifier. If he fails the roll, his state changes to *Immobilized*<mark>, placing an Immobilized marker (IMM) besides the figure. Those troops Immobilized by failing the PH-6 roll cannot make the Guts Roll.</mark>

1st Edition Book page 170 / 2nd Edition Book page 171
Armour Piercing Special Ammunition (AP)

Armour Piercing Special Ammunition penetrates all armours<mark>, and in those superior to 0, reduces</mark> their value by half (Always rounding up), with a minimum ARM of 1. If the target is behind physical cover

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Double Action Special Ammunition (DA) **(NEW)**

<mark>*Double Action Special Ammunition (DA):* This Special Ammunition is a high impact light calibre. The Double Action Special Ammunition has been developed as a reply to military requirements for a light ammunition with high stopping capability, which can be loaded in the main weapon of an Infantry soldier.
The Double Action Special Ammunition obliges its target to perform two ARM rolls. Even if the target fails the first of them, or is Unconscious, he must still make the second Roll. Criticals with DA Special Ammunition cause a direct Wound and require the target to perform the additional ARM Roll as well.</mark>

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

1st Edition Book page 170 / 2nd Edition Book page 171
E/M Special Ammunition

Electromagnetic Special Ammunition (E/M): This is a type of ammunition designed to interfere with electronic systems through the emission of a powerful microwave pulse.
If a miniature receives a hit from E/M Special Ammunition he must make an ARM Roll using his BTS Attribute. If he fails the roll, all his Equipment and Weaponry, if vulnerable, is affected by the E/M pulse and enters the *Disabled* (DIS) state.

Disabled. A miniature that fails his BTS Roll will be marked with a Disabled (DIS) Marker. <mark>Heavy Infantry, TAGs and Remotes are also Immobilized.</mark> Disabled equipment stops functioning and the Marking performed by a disabled Forward Observer has no effect.

Figures with the Engineer Special Skill can repair Disabled equipment.

Ariadnian Heavy Infantries and troops that are not Heavy Infantry, REM or T.A.G.s must make a Guts Roll when affected by the damage of E/M Ammunition. <mark>As an exception, those Heavy Infantry, T.A.G.s and REMs which are Immobilized by E/M Special Ammunition cannot perform the Guts Roll.</mark> <u>ATTENTION: this Type of ammunition affects Cubes, deactivating them, and is forbidden by the Concilium Convention. Its use will be penalized by the international courts.</u>

CH: TO Camouflage	Yes	<mark>CH: Mimetism</mark>

Humans and other Creatures	No	Guts Roll
<mark>Impersonation</mark>	<mark>Yes</mark>	<mark>Disabled</mark>
MediKit	Yes	Disabled

Sensor (except Antipodes)	Yes	Disabled
<mark>Sepsitor</mark>	<mark>Yes</mark>	<mark>Disabled</mark>
T.A.G./ Vehicles	Yes	Immobilized

<mark>The E/M Special Ammunition emits radiation, so it can pass through solid matter, but this attenuates the signal intensity. This means that E/M can pass through any Cover, being Total or partial. Any figure behind Cover, even not in base contact with it, applies a +3 Modifier to its BTS.</mark>
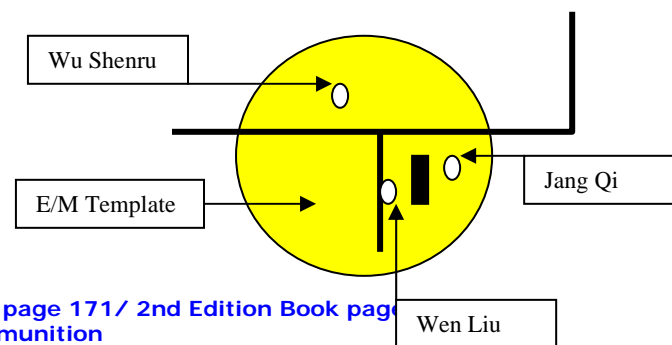
GRAPHIC A

1st Edition Book page 171/ 2nd Edition Book page
FIRE Special Ammunition

Fire Special Ammunition (FIRE): Ammunition which damages by Fire is designed to hurt with intense heat and flames, burning for as long as possible.
Once a miniature suffers Fire damage, he will have to make an Arm Roll. If he fails, he receives a Wound and will have to keep making ARM Rolls until he dies or passes an ARM Roll. After passing an ARM Roll, the Fire will be extinguished.
Fire Special Ammunition damages the systems of CH: Camouflage and CH: Camouflage TO, reducing them to CH: Mimetism until they are repaired. Moreover, Fire Ammunition disables all levels of the Impersonation Special Skill, Optical Disruption Devices and Holoprojectors affected by the template, considering them Disabled until repaired.

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Guided Special Ammunition

with no need of LoF or any BS Roll: the projectile automatically hits a marked target. The maximum rate of fire of Guided Special Ammunition, by magazine capacity and fire system re-calibration, is 5 rounds per Game Turn. Guided Ammunition can be hacked and intercepted by ECM as well. Guided projectiles have BTS–3.

1st Edition Book page 171 / 2nd Edition Book page
Monofilament Special Ammunition

The Special Ammunition, or Monofilament Weapons, reduces any ARM value to 0. It has a fixed Damage of 12 and kills right away (Dead state and remove from the game table) independent of the number of Wounds, points of Structure or Special Skills (SpawnEmbryo, Remote Presence…) that the target figure may have.

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Plasma Special Ammunition

to determine figures hit. A Critical with Plasma Special Ammunition means a direct Wound to the target and also a BTS roll.

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Smoke Special Ammunition

Smoke Ammunition generates a Zero Visibility Zone with the size of a Circular Template and without height limit.

Smoke Ammunition impairs vision completely, and the Template area is considered a Zero Visibility Zone. This Special Ammunition is used to interrupt the enemy's LoF and to cover the advance of allied troops.

Shooting Smoke Special Ammunition is always considered an attack but being a type of non-offensive ammunition, it is not necessary to target a model and it can be launched at a point without any enemy miniature needing to be specified.

1st Edition Book page 171 / 2nd Edition Book page 173
Stunning Special Ammunition

badly pressurized zones. With the Stunning Ammo Special Damage, the Unconscious state only lasts a whole turn, applying its effect at the end of the Order, although further impacts will provoke Unconsciousness for as many turns as times the ARM Roll is failed.

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COMBI AND MULTI WEAPONRY (NEW)

Light MULTI: AP or DA Special Ammunition may be chosen by the shooter but the B value is reduced to 2. The types may be

Integrated Special Ammunition. AP and EXP (MULTI Heavy, Machine Gun Ammo, for instance), or AP and DA (MULTI Light, Rifle, for example) may be chosen by the shooter but the B value is reduced to 1.

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LIMITED OR DISPOSABLE WEAPONS AND EQUIPMENT (NEW)

LIMITED OR DISPOSABLE WEAPONS AND EQUIPMENT
Weapons and equipment with limited ammunition or quantity (Panzerfaust, Deployable Repeater etc.) are consumed each time its use is declared, no matter if the roll to use them is successful or not.

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Chain Rifle

A PH roll with a -6 Modifier is required to Dodge this weapon. During the active turn, figures with two Chain Rifles, such as Dog-Warriors, can shoot both with the same Order, aiming at different targets if so desired and applying the rules of Direct Template Weapons to both. This weapon allows performance of Intuitive Attacks.

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D-Charges

They can be used in Close Combat in the following way: to place a D-Charge on a target, use a Short Skill and pass a CC roll. If the target is Immobilized it is not necessary to roll CC. Detonating a D-Charge in CC is a Short Skill that does not require a CC roll. D-Charges can be placed or detonated in ARO. D-Charges can be remote detonated by any Engineer of the same army. Each figure equipped with D-Charges has a total of 3 charges.

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E/Marat

The Template must be placed centred on the figure carrying the E/Marat, who will also suffer the effect of the E/M pulse (Requiring a Guts Roll). The emission device of the E/Marat is not affected by its own discharges. This weapon can be used in CC, substituting the CC Attribute with WIP. The E/Marat can be used in ARO and allows performance of Intuitive Attacks.

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E/Mauler

E/Mauler. This is an E/M deployable weapon, with a Circular Template effect, activated by proximity. When an enemy troop penetrates the radius of the Circular Template, the device emits an E/M pulse of Damage 13. A Short Skill is used to drive an E/Mauler into the ground and activate it. E/Maulers remain active until the end of the battle or until they are destroyed by a shot or a Template Weapon. E/Maulers have ARM 0, BTS 0 and STR 1.
Due to their size when completely deployed, E/Maulers cannot be Camouflaged so they do not have Shot Modifiers. They are able to recognize ally figures, and are never activated in their presence, even if they are Unconscious. E/Maulers deactivate any guided projectile penetrating their radius of coverage, emitting their E/M Pulse as they do so. This weapon cannot be used in CC. Each figure equipped with an E/Mauler will carry 3 of the devices. This weapon allows to perform Intuitive Attacks.

1st Edition Book page 174 / 2nd Edition Book page 175
Flamethrower

The roll required to Dodge this weapon is PH with a -6 Modifier. Flamethrowers allow performance of Intuitive Attacks.

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Flash Pulse (NEW)

Flash Pulse. The sophisticated special equipment which some figures such as Forward Observers possess, allow them to emit a concentrated light or data beam at the target, denominated as a Flash Pulse. The massive discharge of the Flash jams the vision and sensor systems of the target, so the only Skills he can perform are Movement Short Skills (except Discover) and those which don't required LoF to act.
The use of the Flash Pulse is considered an Attack and it is a Short Skill or ARO which requires LoF (even using the Hacker Plus Device) and success at a Normal or Face to Face WIP roll. The target must roll BTS against Damage 13. The effect of the Flash Pulse is active until the end of that player turn.

1st Edition Book page 174 / 2nd Edition Book page 175
Grenade Launcher

It is a Circular Template weapon, and its shots can be affected by Dispersion of up to the Failure Category multiplied by 2.5 (FC x 2.5) inches. It can be used with Speculative Fire.

1st Edition Book page 174 / 2nd Edition Book page 176
Grenades

Grenades. These weapons are used at close quarters and use a Circular Template which can suffer Dispersion up to the Failure Category multiplied by 2.5 (FC x 2.5) inches. There are several types of grenades,

1st Edition Book page 174 / 2nd Edition Book page 176-177
Mines

Mines. Mines are variable Template Weapons which can use a Circular Template or Small Teardrop Template, as the player prefers during the game. They are activated by proximity, by any enemy miniature or Marker penetrating or acting in the radius of the Circular Template or in the equivalent radius of the Small Teardrop Template, but they act only in the Template area. Mines always load Special Ammunition and can be SH (Antipersonnel), or Monofilament Mines, depending on their purpose. A Mine explosion can be Dodged by succeeding at a PH-6 roll.

Modern Mines are quasi-intelligent, possessing an IFF (Identification of Friend or Foe) device, so they will not explode if a member of the army who placed them is around, even if he is Unconscious. Mines are not detonated by the presence of non-Discovered Impersonators or non-Discovered Sepsitorized troops.

Mines have a 360° LoF to act, detonating when an enemy miniature or Marker penetrates or is activated by Order or ARO inside its area of effect (Only if there is no any allied figure in it) using the type of Template chosen by the owning player. A delayed detonation system on the Mine allows to the player to choose the moment of the explosion.

Mines are placed Camouflaged. Placing a Mine is a short Skill that allows placement of a Camouflage Marker (Camo) in base contact with the figure. To detect them, it is necessary to make a Discover Roll at WIP-3, applying Distance Modifiers. Once discovered, the Camouflage Marker is substituted by a Mine Marker (Mines). Then they may be shot or a Template weapon used to disable them. Mines have ARM 0, BTS 0, STR 1 and don't explode when they are destroyed. They can also be deactivated by figures possessing the Engineer Special Skill. Mines are weapons with only one use, and they must be removed from the battlefield after exploding. Each figure carrying Mines will have a total of 3. Mines can be placed in ARO.

These weapons cannot be hacked, although all of them are affected by E/M Special Ammunition.

If Cover obstructs the Area of Effect of a Mine (Circular or Small Teardrop Template) then that Cover limits its action and detection radius, creating a blind spot past which it will not explode, in effect blocking its LoF.

It is not allowed to place a Mine with an enemy Camouflage or TO Marker inside its Area of Effect. The only exception to this rule would be the presence of an enemy not camouflaged figure inside its Area of Effect, or to perform an Intuitive Attack.

Monofilament Mines, when exploding, cover the area of detonation with a web of monofilaments that can only be removed using an E/M weapon or by a successful WIP roll by a troop with the Engineer Special Skill. Therefore, after detonation, the Mines Marker is not removed and the player must put a Circular or Small Teardrop Template to mark the area is full of monofilaments that effect to any figures entering the area. Figures take damage at the beginning of each Order or ARO they spend while in the radius.

The Biomines excreted by the Pretas expel neurotoxic spores: they only respect the members of their own race, the Hungries: Gakis and Pretas, exploding near any other being. Apart this, they are considered to be Antipersonnel Mines.

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

1st Edition Book page 175 / 2nd Edition Book page 177
Missile Launcher

To summarize, Guided Missile-Launchers can shoot at any target marked by a Forward Observer, gaining the benefits of Guided Special Ammunition: no need for LoF or BS Roll, but they become vulnerable to hacking and ECM. They can also make normal shots, not Guided: in which case the missiles cannot be hacked or affected by ECM. Guided Missile Launchers can only fire 5 times per game turn.

1st Edition Book page 175 / 2nd Edition Book page 177
Nanopulser

uses a Small Teardrop Direct Template weapon and requires targets to make a BTS Roll or take 1 Wound. This weapon allows performance of Intuitive Attacks. Nanopulsers cannot be picked up with the Booty or Impersonation Special Skills.

1st Edition Book page 175 / 2nd Edition Book page 178
Plasma Rifle

An Area of Effect Template must be placed at the point of impact: either a Circular Template or a Small Teardrop Template may be chosen.

1st Edition Book page 176 / 2nd Edition Book page 178
Sepsitor

The Sepsitor is a weapon with an 8 inch radius range (ZC) and Burst 1, but it does not need a LoF. Shooting a Sepsitor is a Short Attack Skill. In order to use the Sepsitor, a WIP Face to Face Roll is made against the WIP or other Skill used by the target, which must be a figure with a Cube. If this figure chooses to face the roll with his WIP and wins the roll, he must perform a Guts Roll. A successful Sepsitor roll allows the target figure to be added to the ranks of the army of the figure possessing this weapon, but without his Order contributing to the Orders Reserve. The former possessor of the target figure considers it as Dead in respect to the Orders Reserve and army points count. Due to the technological abyss that separates Humanity from EI, the Sepsitor is not susceptible to being hacked. This weapon cannot be picked up with the Booty or Impersonation Special Skills.

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Shotgun

In game terms, a miniature with 2 Light Shotguns is considered to be armed with a Light Shotgun with Burst 3.

Boarding and Heavy Shotguns allow the firing of Normal Ammunition with a Template, or the Special Ammunition stated in the Weapons Chart (Like AP, for example) as a standard shot with B value of 2 and without Template.

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Sniper Rifle

Sniper Rifle. This weapon cannot be used in Close Combat. Some of them can be fired in Light MULTI mode, allowing loading of AP and DA Special Ammunition.

1st Edition Book page 177 / 2nd Edition Book page 179
Braces

to determine LoF and cover situations. The Maghariba Guard, for example, has its Braces in the rear area.

1st Edition Book page 177 / 2nd Edition Book page 180
Deployable Repeater

Deployable Repeater. This portable and deployable instrument is used to amplify the range of hackers and is specially designed to be placed in a fixed point, covering a specific area. Placing and activating a Deployable Repeater is a Short Skill, and it must be marked by a Deployable Repeater Marker (REPEATER) placed in base contact with the user. Unlike Mines, it cannot be Camouflaged. Deployable

Repeaters have ARM 0, BTS 0, STR 1 and an effective range radius of 8 inches. Each figure with Deployable Repeater carries a total of 3.

1st Edition Book page 177 / 2nd Edition Book page 180
ECM

ECM. Electronic Countermeasures. This term encompasses all devices that vehicles and T.A.G.s use to avoid and neutralize incoming enemy guided projectiles.
Standard ECM includes a system of fire detection, localization and proximity radars as well as small battery of micromissiles loaded with nanotechnological chaff. This equipment tampers with the systems of enemy guided projectiles, forcing them to deviate from their target and to explode out of range. ECM from Ariadna are similar to modern ones, although comparatively bigger. Instead of nanotech micromissiles, their ECM systems are equipped with a battery of rockets that create a wall of explosions that detonate enemy guided projectiles.
ECM has a standard level of 5, requiring a Normal Roll of 5 or less for each incoming guided projectiles to deflect and detonate the projectile without causing any damage. ECM functions automatically and does not require spending of any Orders or having LoF and can be used in ARO. ECM allows reacting in ARO against enemy guided projectiles.

1st Edition Book page 177 / 2nd Edition Book page 180
Hacking Device

See Hacker combat rules for details. All Hacking Devices are Repeaters for the other Hackers of the same army.

The Hacking Device Plus has an additional advanced system of Localization-Identification-Liaison that works as a Forward Observer, but only within the Hacker's, or his Repeater's, Zone of Control (8 inches): LoF with the enemy is not required. In order to mark a target with the Hacker Device Plus Forward Observer function, it is necessary to spend an Order and pass a WIP Roll. The target can react by Dodging the marking of the Forward Observer Hacking Device Plus, provided he has LoF.

1st Edition Book page 178 / 2nd Edition Book page 181
Multispectral Visor

Level 1: This allows the performance of Discovery or Shoot rolls without having to apply the Modifiers for CH: Mimetism, CH: Camouflage and Low Visibility Zones.
Level 2: This allows the performance of Discovery or Shoot rolls without having to apply any Modifier for any level of the Camouflage and Hiding (CH) Special Skill, for Optical Disruption Devices (ODD) and Low Visibility Zones.
Level 2 allows LoF through Zero Visibility Zones and doesn't apply the –6 Modifier.
Level 3: This works exactly the same as the previous levels but will also allow attacks against a Camouflage or a TO Camouflage Marker without having to pass any Discover roll previously. These attacks against a Marker do not reveal it to the rest of the army. Also, L3 prevents the use of Combat Camouflage and Combat TO Camouflage against its user.

1st Edition Book page 178 / 2nd Edition Book page 181
Optical Disruptor Device

ODF in combat. Figures can act normally inside the ODF without losing the –6 effect when shot at. The Modifier from an ODF is not cumulative with those from Camouflage and Hiding (CH). If a figure is in CC within an ODF, the -6 Modifier is not applied to CC Attribute rolls.

1st Edition Book page 179 / 2nd Edition Book page 181
Powered Armour and Traditional Armour

A heavy powered armour taken with the Booty Special Skill only gives its ARM value and no other Attributes, and it is not affected by E/M Special Ammunition.

1st Edition Book page 181 / 2nd Edition Book page 182
Dropships

Dropships have 4 cargo spaces. Light, Medium, and Heavy Infantry each use one space. Figures with a Motorcycle and Remotes need two spaces. T.A.G.s require three spaces. In the Download section of the Official Infinity Webpage you have a paper cut-out model and a Dropship template to recreate its presence on the battlefield.

	PH	BTS	ARM	ST
Dropship	15	-9	8	3

1st Edition Book page 181 / 2nd Edition Book page 183
Low Visibility Zone

Low Visibility Zone: With this type of terrain any Skill which requires LoF passing through any of these zones will have a Modifier of –3 to the roll (BS; Discover, Forward Observer, etc.). Thus, miniatures already possessing the Camouflage and Hiding Special Skill, or Optical Disruptor Device, will have their Modifier increased when discovered and shot at by an additional –3. A Camouflaged figure in a Low Visibility Zone will have therefore have a Modifier to hit of –6 instead of the usual –3, while a TO Camouflaged figure will have a Modifier of –9 instead of the usual –6. Landing with AD: Combat Jump will not be possible into these areas. (See Graphic 25)

1st Edition Book page 181 / 2nd Edition Book page 183
Zero Visibility Zone

- **Zero Visibility Zone**: With this Visibility Zone category, there is no LoF. Only those Skills that don't require LoF, or those that need to be in base contact can be used inside a Zero Visibility Zone. Moreover, AD: Combat Jump will be impossible in these Zones.
  However, it is allowed to place Suppression Fires and Speculative Shots over a Zero Visibility Zone, adding in both cases the Modifier of –6 to BS to Distance Modifiers.
  In an active turn, miniatures with a Special Skill or Equipment which ignores the blocking of LoF created by Zero Visibility Zones, can perform a BS attack or Forward Observer before his target. His adversary, if he survives the attack (Succeeding at an ARM roll or corresponding reaction) and all enemy figures with LoF to the attacker can perform their ARO despite the Zone, because the attacker has revealed for a moment his location. If the reply is a BS attack, or Forward Observer, they must apply not only Distance and Cover Modifiers but the –6 Modifier for the Visibility Zone. So in this case, for a BS combat in, or through, a Zero Visibility Zone there is no Face to Face Roll, just Normal Rolls.
  In a reactive turn, if any figure with a Special Skill or Equipment which ignores the blocking of LoF created by the Zero Visibility Zone, reacts in ARO with a BS attack or Forward Observer, it can perform a Face to Face Roll BS attack or Forward Observer skill but does not need to apply the Modifier of –6 for the Zero Visibility Zone.

  If the opposing figures all have a Special Skill or Equipment which ignores the blocking of LoF, then they will perform Face to Face Rolls.

  Example: Active Turn of a figure with Multispectral Visor: The Intruder Zakalwe, in his active turn, declares a BS attack at the Fusilier Angus. There is a Smoke Template in his LoF, considered a Zero Visibility Zone, but Zakalwe, thanks to his Multispectral Visor L2, can ignore it. This Zero Visibility Zone prevents Angus, who has no Visor, reacting in ARO. Taking advantage of the Zero Visibility Zone, allowing him to shoot first, Zakalwe performs 2 BS rolls with his MULTI Sniper Rifle (B2) but only gets one success. Surprisingly, Angus succeeds at his ARM Roll, so he can perform his ARO. Angus declares a BS attack, shooting with his Combi Rifle. Now, since Zakalwe as an Intruder has CH: Camouflage, Angus has to add the Camouflage Modifier (BS-3) to the Zero Visibility Zone (-6) and to any Cover and Distance Modifiers.

  Example: Active Turn of two figures with Multispectral Visor: If Zakalwe attacks a Nisse, and not a Fusilier, the situation would be quite different. The Nisse has Multispectral Visor L2 as well, so can react at the same time as Zakalwe, performing a Face to Face Roll. Both must apply the Cover and Distance Modifiers, but not the Modifier for Camouflage and Hiding, because they both have the Visor. The Nisse does not have to apply the Modifier of –6 for the Zero Visibility Zone, because his Visor allows to LoF through it.

  Example: Reactive turn of troop with Multispectral Visor L2: The Fusilier Angus declares a Movement Short Skill, and part of his move is seen by the Intruder Zakalwe through a Zero Visibility Zone. Zakalwe declares a BS ARO. Angus declares the second Short Skill of his Order, which is a BS attack at Zakalwe. Both have to perform a Face to Face Roll, but Angus, not having a Multispectral Visor, must add the Zero Visibility Zone Modifier of –6 to the Distance and the CH: Camouflage Modifiers.

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Practical Advice (NEW)

ARMY LISTS: Army Lists are hidden. A player has to identify each troop during the Deployment, but he does not have to tell to his adversary which troops are those deployed as a Marker and not with a figure, neither does he say who is his Lieutenant or if he has any troops with Hidden Deployment or Airborne Deployment.

MEASURING: It is not allowed to pre-measure before declaring an Order/ Short Skill/ ARO except if all the players, for some specific situation during the game, decide to the contrary.