MECHANICS:

ORDERS RESERVE

-The player has as many Orders as troops placed on the game table (These can be miniatures and/or Markers) that are in a Normal, non Unconscious state. -Impetuous miniatures have 1 extra Order. At the beginning of a player's turn, prior to normal order spending, it must be used with the first part performing a MOV action (See the Chart). This requirement can be cancelled by spending 1 Order.

-The Lieutenant has 1 extra Order. He can use on himself as with any other Order, but he can also spend it to make any miniature automatically succeed at a Guts Roll.

-If there is more than one Combat Group (Maximum 10 miniatures in a group), they can not exchange Orders between them.

-An Irregular miniature can only spend his Order on himself.

SPENDING ORDERS: It is compulsory to declare what the miniature is going to do (move, shoot, jump…) before measuring any distances. Regular Orders can be shared between different figures or spent on a single figure, as the player prefers.

1 Order in Active Turn allows:			
1 Long Skill	2 Short Movement Skills	1 Short Skill	1 Short Movement Skill + 1 Short Skill

Short Movement Skils	Short Skils	Long Skils	Impetuous Orders combinations
*Change Facing	Alert	CANNOT BE USED IN ARO	Move + Move
*Climb	*Attack: Ballistic Skill (BS)	*Airborne Deployment (AD)	Move + Attack
*Discover	*Attack: Close Combat (CC)	*Attack: Intuitive Attack	Move + Climbing
*Dismount	*Attack: Sepsitor	*Attack: Overrun	Move + Dodge
*Get Up	Dodge	*Attack: Suppression Fire	Move + Jump
*Prone	*Hacking	*Attack: Speculative Shot	Move + Swim
*Jump	*Sensor	Camouflage and Hiding (CH)	Get Up + Move (whole MOV value)
*Move	CANNOT BE USED IN ARO	Cautious Movement	
*Mount	*Attack: Forward Observer	*Hacking Airborne Deployment (AD)	
*Open/Close	Coma		
*Swim	*Doctor		
	*Engineer		* It can be used in a Coordinated Order
	Regenerate		
	Reset		
	* Use MediKit		

Coordinated Order: A maximum of 4 figures can spend 1 Order each and act simultaneously against the same target, providing only 1 ARO any enemy in LOF. The Burst value of any weapons fired by the figures is halved.

ORDER/ARO SEQUENCE:

-1.-Choose a miniature and declare its Order, declaring the first Short Skill of the Order, or the Long Skill.

-2.-Enemy miniatures with Line of Fire (LOF), Zone of Control (ZC) or with a specific Skill, can declare their AROs.

-3.-The active player must declare his second Short Skill, if it is required.

-4.-If now there are more figures with Line of Fire (LOF), Zone of Control (ZC) or with a specific Skill, provided by the second Short Skill, they can now declare their AROs.

-5.-Roll dice and apply their effects.

When the Orders are finished, it changes from the active to reactive turn.

DICE ROLLS:

- **Normal Roll.** To measure the effectiveness of an Attribute: Success requires a result less or equal than (Attribute+/-Modifiers).

- **Face to Face Roll**: When the Skills used interfere with each other (For example, Shoot against Dodge), this kind of Roll decides who acts first. The figure who gets the higher successful roll wins.

-Exception: A Critical [Dice roll=(Attribute+/-Modifiers)] always beats higher successful rolls.

-In a case of a draw, the higher Attribute wins. If the values are still the same, both dice rolls are cancelled and that Order is lost.

- **Armour (ARM) Roll**: When receiving an impact, this determines if the figure is wounded or not. If (d20+ARM+Cover Modifier) is higher than the Damage, no Wound is received.

- A **Guts Roll** is made if the troop wants to stay in position after suffering an attack (d20 less or equal than WIP) if fails he has to retreat or get Cover, moving the half of his first value of MOV.

-**The Failure Category** (FC) is the quantity that surpasses the (Attribute+ -MOD) in a roll.

DISPERSION

	DISTANCE	TEMPLATE	DIRECTION
GRENADES	(Failure Cat. x 2.5)inches	Nº 1 towards LOF	Last digit of the roll
INFILTRATION	(Failure Cat. x 2.5)inches	Nº 1 towards the centre of the game table	Last digit of the roll
AD: COMBAT JUMP	(Failure Cat. x 2.5)inches	Nº 1 towards the centre of the game table	Last digit of the roll

VICTORY CONDITIONS:

It is considered a victory when the enemy army disbands and flees after having lost 60% of the army points (75% if it has Morat troops alive)

E/M SPECIAL AMMUNITION EFFECTS

IMMOBILIZED		DISABLED	
HI (Except Ariadna)	AutoMediKit	Hacker Device	Repeater
REMOTES	Control Device	Impersonation	Sensor*
TAGS / Vehicles	Cube	MediKit	Sepsitor
GUTS ROLL	Deployable Repeater	Motorcycles	TO Camouflage
Humans and other creatures that cannot be Immobilized.	ECM	ODD	Visors
	Forward Observer	Weapons, see the chart	

*except Antipodes

BASIC MODIFIERS

Helping in CC	+3 to CC, for each allied figure
Low Visibility	-3 to ranged attacks
Zero Visibility	Without LOF, -6 to ranged attacks in ARO
Berserk	+9 in CC
CH: Mimetism	-3 to BS
CH: Limited Camouflage	-3 to BS and to Discover
CH Camouflage	-3 to BS and to Discover
CH: TO Camouflage	-6 to BS and to Discover
Partial Cover	-3 BS, +3 ARM
Total Cover	When there is no LOF. +3 BTS against E/M
Shoot into a CC	-6 to BS
Speculative Shot	-6 to BS
Dodging Templates	-6 to PH
Airborne Deployment Hacking	-9 to WIP

Discover/ Forward Observer Distance	8 inches	32 inches	48 inches	+48 inches
MODIFIER:	+3	0	-3	-6

INFINITY FIRETEAMS: LINK TROOPS SUPPORT BONUSES

Active Turn	Only applied by the Team Leader
Reactive Turn	Applied by all the Fireteam's members
Types of Bonuses: Each level of Linked Team includes the previous ones	
Linked Team of 3 figures	+1 to B
Linked Team of 4 figures	Sixth Sense L2 and +3 to WIP (Only to Discover)
Linked Team of 5 figures	+3 to BS

EQUIPMENT

Dep. Repeaters, Mines, E/Maulers	Placed with a Short Skill or Intuitive Attack. They have ARM 0. Only Mines are camouflaged.
MediKit (Paramedic)	D20<PH-3 of the patient. A success recovers him from Unconscious state.
Multispectral Visor L1	Allows Discovery or ranged attack without applying Camouflage, Mimetism or Low Visibility Zone Modifiers.
Multispectral Visor L2	Allows to Discovery or ranged attack without applying any Camouflage and Hiding or ODD Modifiers, can also draw LOF through Zero Visibility Zones without the –6 Modifier.
Multispectral Visor L3	As L2 and allows attacks on Camouflage and TO Markers without Discovering it previously. Avoids surprise caused by Combat Camouflage (TO or not).
X-Visor	Reduces Distance Modifiers when applied. Long Distance=0, Maximum Distance=-3

COMMON SKILLS DESCRIPTION

INTUITIVE ATTACK	**Success at a WIP roll, allows firing of a Direct Template Weapon or Deployable Weapon to attack in a Zero Visibility Zone or against Camouflage and TO Markers.**
DISCOVER	**A successful (WIP +- Distance Modifier – Camouflage Modifier) Roll, allows Discovery of a camouflaged troop in LOF.**
SUPPRESION FIRE (SF)	**The SF Marker is placed in LOF, and at the maximum Long Distance of the weapon. In ARO, a complete Burst is fired against any figure activated by an Order in the SF corridor, which is as wide as the Marker.**
ENGINEER	**WIP Roll: repair 1 Structure (STR) point of figures or Vehicles (Failure: 1 STR point is lost), free from Adhesive ammo, repair disabled weapons and equipment, deactivate Mines (Failure: it explodes).**
DOCTOR	**WIP Roll: Recover Unconscious figures**
FORWARD OBSERVER	**A successful Normal or Face to Face (WIP+- Distance Modifier) Roll, marks targets for troops without LOF but armed with Guided ammo, grenades or GL.**
SPECULATIVE SHOT	**Shoot a grenade or GL at a figure or point on the battlefield out of LOF. The explosion must affect at least one un-camouflaged troop.**

INFINITY

COMMON WEAPONS CHART

WEAPON	SHORT	MEDIUM	LONG	EXTREME	DAMAGE	B	*E/M
Adhesive-Launcher	4/0	16/+3	24/-3	48/-6	Inmobilize	--	No
Antipersonnel Mines	--	--	--	--	13	--	Yes
Assault Pistol	8/+3	16/-6			13	4	No
Boarding Shotgun	8/+3	16/0	24/-3	--	14	2	No
CC Weapon	--	--	--	--	PH	--	No
Chain Rifle	--	--	--	--	13	--	No
COMBI Rifle	8/+3	16/+3	24/-3	48/-6	13	3	Yes
Feuerbach	8/0	24/+3	32/0	48/-6	14	2	Yes
Guided Missile Launcher	8/0	32/+3	48/-3	96/-6	14	--	Yes
Grenade	4/+3	8/0	12/-3	--	13	--	No
Heavy Flamethrower (FT)	--	--	--	--	14	--	No
Heavy Grenade-Launcher (GL)	8/0	32/+3	48/-3	96/-6	13	--	No
Heavy Machine Gun (HMG)	8/0	32/+3	48/-3	96/-6	15	4	No
Knife	--	--	--	--	PH-2	--	No
Light Flamethrower (FT)	--	--	--	--	13	--	No
Light Grenade-Launcher (GL)	4/0	16/+3	24/-3	48/-6	13	--	No
Light Shotgun	8/+3	16/0	24/-3	--	13	2	No
Missile Launcher (ML)	8/0	32/+3	48/-3	96/-6	14	--	No
MULTI HMG	8/0	32/+3	48/-3	96/-6	15	4//2//1	Yes
MULTI Rifle	8/+3	16/+3	24/-3	48/-6	13	3//2//1	Yes
MULTI Sniper Rifle	12/0	36/+3	52/-3	104/-6	15	2//1	Yes
Ojótnik	8/0	16/+3	24/-3	48/-6	14	2	No
Panzerfaust	8/0	32/+3	48/-3	96/-6	14	1 (2 Uses)	No
Pistol	4/+3	8/0	16/-3	24/-6	11	2	No
Rifle	8/0	16/+3	24/-3	48/-6	13	3	No
Sniper Rifle	12/0	36/+3	52/-3	104/-6	15	2	No
Spitfire	8/+3	24/+3	32/0	48/-6	14	4	Yes

* Shows Vulnerability to E/M Ammunition

AMMO TYPES

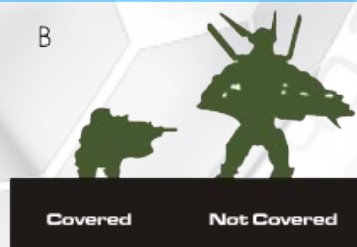| AMMUNITION	EFFECT	ROLL REQ.	CRITICAL EFFECT
Adhesive	Inmobilizes	1 PH-6 Roll	Inmobilizes directly
AP	1 Wound	1 ARM/2 Roll	1 direct Wound
DA	2 Wounds	2 ARM Rolls	1 Wound +1 ARM Roll
E/M	(See Chart)	1 BTS Roll	Direct Effect
E/M2	(See Chart)	2 BTS Rolls	Direct Effect
EXP	3 Wounds	3 ARM Rolls	1 Wound + 2 ARM Rolls
Flash	The target only can perform Short Movement Skills (Except Discover) and those which don't require LoF for execution. The figure also cannot use any Special Skill which requires LoF to be employed. Moreover, the target will automatically fail the Guts Roll.	1 BTS Roll	Direct Effect
Fire	1 Wound for each ARM Roll failed. Nullifies Holoprojector, Impersonation. Reduces Camouflage and TO to Mimetism	ARM Roll (Failure: a Wound is received, another ARM Roll is required)	1 direct Wound and another ARM Roll is required
Monofilament	Direct Death	1 Roll > 12	Direct Death
Nanotech	1 Wound	1 BTS Roll	1 Wound
Plasma	1 Wound+ E/M effect	1 ARM Roll + 1 BTS Roll	1 Wound+ BTS Roll by E/M effect
Shock	1 Wound. Nullifies V: Dogged, V: No Wound Incapacitation, Transmutation and figures with 1 Wound pass directly to Death state.	1 ARM Roll	1 Wound
T2	2 Wounds	1 ARM Roll	2 Wounds
Viral	2 Wounds. Nullifies V: Dogged, V: No Wound Incapacitation, Transmutation and figures with 1 Wound pass directly to Death state.	2 BTS Roll	1 Wound + 1 BTS Roll

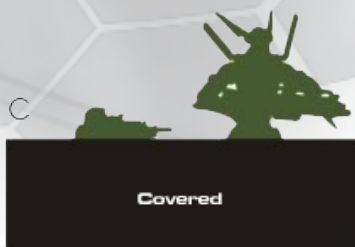| SKILLS	
AD L1-Parachutist	All sides of the table are divided in 2 at start, choose from which section the troop will appear (Except enemy Zone of Deployment). Spend own order to deploy.
AD L2-Airborne Infiltration	Allows AD L1, without pre-selecting the side of the table (Except enemy Zone of Deployment).
AD L3-Combat Jump	Success at a PH Roll allows landing where a Circular Template fits. Apply Dispersion if it fails the roll.
AD LX-Tactical Jump	Can perform AD L2 in enemy ZD. If Lieutenant, other troops with AD can enter with him. Cancels Loss of Lieutenant when entering the game table.
Berserk	Makes CC Face to Face Rolls Normal Rolls with +9 bonus, no Defence Bonus for user (+3 ARM).
Climbing Plus	Climbs without PH Roll, can combine Climbing with other Skills
Frenzy	After having caused a Wound, the figure becomes Impetuous and reduces CH: Camouflage and TO CH: Mimetism.
Ghost L1-Remote Presence	Works as V: Courage. Considered "No Cube".
Ghost L2-Mnemotecnia	Allows transferring the Lieutenant status, WIP and this Special Skill to another allied troop when Unconscious.
Inferior Infiltration L0	Deploys in the enemy half of the table, except in Zone of Deployment. PH Roll (Additional –1 for each 4 inches extra of advance) with Dispersion and lose Camouflaged status if failed.
Infiltration L1	Deploys in own half of the table, without roll, or anywhere in the enemy half (except ZD) with PH Roll, otherwise as level 0.
Infiltration L2	Deploys in own half of the table, without roll, or in the enemy half (except ZD) with PH Roll, if failed no Dispersion, only loss of camouflaged status.
Martial Arts L1	Nullifies enemy Defence Bonus (+3ARM) in CC
Martial Arts L2	Works as V: Courage
Martial Arts L3	First Attack: CC Normal Roll instead of Face to Face. Allows use of CC to disengage in CC.
Martial Arts L4	Nullifies inferior Martial Arts levels, acts like Sixth Sense L1. Nobody can Change Facing when the figure enters their ZC, except those with Sixth Sense L2.
Martial Arts L5	Nullifies enemy CC group attack Modifier. Can damage all in range with only 1 CC Roll.
Religious Troop	Ignores Retreat! and keeps his Order in Loss of Lieutenant situation.
Sixth Sense L1	Allows simultaneous ARO (Face to Face Roll) against attacks inside its ZC, even without LOF. Don't apply the –6 for ARO through Zero Visibility Zone.
Sixth Sense L2	Allows simultaneous ARO (Face to Face Roll) against to any attack, even without LOF. Don´t apply the –6 by ARO through Zero Visibility Zone.
Super-Jump	Jumps without PH Roll, can combine Jump with other Skills and falls without damage from heights up to the sum of his two MOV values.
Valor L1-Courage	Ignores Guts Roll
Valor L2-Dogged	Ignores Unconsciousness while Orders are being spent on this troop. After that, the figure dies.
Valor L3-No Wound Incapacitation	Ignores Unconsciousness. Can be healed or regenerated, if possible.

A

Not Covered

B

Covered   Not Covered

E

Covered

C

Covered

D

X   Covered