

# Infinity FAQ 17th June 2011

## Errata

The latest, correct versions of the army lists are those available for free as PDF from the Infinity website any typo are for those lists.

Infiltration gets updated and works as described in the Human Sphere book.

Flash Pulse is updated and works exactly as described in the Human Sphere book.

## Typos

Page 131 of the Infinity core book: the Movement table should be: 8/8, 8/6, 6/6, 6/4, 4/4, 4/2, 2/2

## Army List Building

Q: Are army lists hidden?

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

Q: What is the AVA of Caledonian Volunteers and Troupes Métropolitains (Métros) in the General Ariadna army list?

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

Q: Can I include Yuan Yuan in a mercenary force that includes Yu Jing troops?

A: Yes.

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

A: No.

Q: What is the AVA for Sectorial Lists?

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

Q: Are Mercenary Troops that are included on the list like the Yuan Yuan in Quapu Khalqi Sectorial be included in a tournament list?

A: Yes.

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

A: Yes.

## Deployment

Q: Do I have to deploy my Lieutenant on the table

A: No, you can keep your Lieutenant in Hidden Deployment or in AD: Combat Jump but this will result in starting the game affected by Loss of Lieutenant.

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

A: No.

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

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

Q: Can I deploy my models Prone?

A: Yes, if the model is naturally allowed to go Prone.

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

A: Yes.

Q: What are my limitations when I deploy my miniatures?

A: A miniature can only be deployed in a place that its base fits and the terrain is not prohibiting.

Q: Does a mine deployed by Minelayer Special Skill counts toward the 3 miniatures under one Camouflage Marker restriction in Camouflage Deployment?

A: Yes.

Q: Can a model with the Minelayer Special Skill or Crazy Koalas deploy his munitions inside the opponents Deployment Zone

A: No.

Line of fire Q: How can I determine if I can draw LoF to a miniature?

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

Q: Do parts of the model outside the base diameter count for LoF purposes?

A: No.

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

A: In that extreme scenario LoF is granted.

Q: How is LoF determined to models sculpted in a crouched position?

A: Assume the model is standing, if needed, replace temporarily the model with a similar model standing, for example replace the Ninja sniper with the standing Ninja or a Zhanshi.

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

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

## Shooting

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

A: Shot gets cancelled.

Q: Can the effects of Cover and Low Visibility be combined?

A: Yes.

Q: What happens if the Line of Fire of a model to its intended target passes between multiple Zones of Low Visibility, do the effects stack?

A: The effects do not stack and the Modifier remains -3.

Q: When is a model inside a Zone of Low Visibility?

A: When the center of its base is in the zone.

Q: Do models block templates?

A: No, only Total Cover blocks templates.

Q: Can I choose to use Parabolic Fire in order to place a template behind Partial Cover even though I have Line of Fire to the target?

A: Yes.

Q: How do I determine Cover for templates?

A: Direct Template weapons draw LoF from the small corner of the Teardrop towards the big end, Area of Effect templates draw LoF from center towards the edge of the template.

Q: Can I place an Area of Effect template in the air, effectively creating an airburst?

A: Yes.

Q: Can I use Speculative Shot to shoot over multiple Line of Fire blocking terrain?

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

Q: What Modifiers are used in Speculative shooting?

A: Only Range and Speculative Shot Modifiers are applied.

Q: If a model using a weapon that allows to perform Parabolic Fire loses a Face to Face roll does its weapon deviate?

A: Only if both models fail their rolls.

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

A: Yes.

Q: Does bushes or other similar terrain provide cover?

A: No, but they are treated as a Zone of Low Visibility.

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

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

Q: Is the PH Attribute affected by BS Modifiers when used for Grenades?

A: Yes, it replaces the BS Attribute in every respect.

Q: When can a model choose how to split its Burst?

A: If this is the models first Short Skill the model must announce its targets but does not announces how the Burst is split, after the ARO have been announced the model can split its Burst as it sees fit among its announced targets, if it was the Second Short skill the model simply announces its targets and then splits Burst among its announced targets.

Q: What is the height of a Suppression Fire corridor?

A: A Suppression Fire corridor is a tube with circular diameter equal to the templates length.

Q: Can a Suppression Fire Marker be placed in a way that it or the resulting corridor affects friendly models?

A: No.

Q: Can Suppression Fire be placed over a Camouflage Marker?

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

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

A: Yes. The suppression Fire's Corridor ends where the Line of Fire of the Suppression shooter is completely blocked.

Q: Does a model in a Suppression Fire corridor that completely blocks Line of Fire to a model behind it Prevent it from been hit when Suppression Fire is activated?

A: Yes. The suppression Fire's Corridor ends where the Line of Fire of the Suppression shooter is completely blocked.

## **Close Combat**

Q: What happens if a model attacks an Immobilized model in Close Combat?

A: The attacking model makes a Normal Roll

Q: What happens if a model wants to disengage from Close Combat and its opponent is Immobilized?

A: The Immobilized model is ignored in that case, model can leave freely.

Q: What happens if a model does not have a CC Weapon, or does not wish to use its Electric Pulse?

A: It may attack with its PH-2 doing normal damage.

Q: What happens if a model's Close Combat opponent gets Unconscious or dies before its reserved Order is used?

A: The reserved Order is freed to be used as normal.

Q: If a model uses its reserved Order in Close Combat but its opponent does not die or gets Unconscious, does the model need to spend more orders in Close Combat?

A: No, a model engaged in Close Combat is required to spend only a single Order in Close Combat.

Q: Do AP weapons halve the Defense Bonus?

A: No.

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

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

Q: Can a model make a BS attack and then move in base to base contact in the same Order and vice versa?

A: Yes.

Q: Does a model with Ghost: Synchronized/ Servant engaged in Close Combat reserves an order for Close Combat if it is not the controller?

A: Yes.

Q: If a Ghost: Synchronized/ Servant controller and its subject are both tied in Close Combat do they reserve two orders for Close Combat?

A: No, only one regardless of how many Ghost: Synchronized/ Servant are engaged in Close Combat.

## Hacking

Q: Does a Hacker attempting and failing to hack an aircraft reveal its presence?

A: Yes, as soon as the hacking attempt is declared the enemy player must reveal if there is an aircraft or not.

Q: What happens if a Hacker declares a hacking attempt against an aircraft and there is no aircraft present?

A: The Order is wasted.

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

A: Yes.

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

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

## Orders

Q: What is the Order Reserve and how it affects Combat Groups?

A: Order Reserve is the armies entire Order pool, these Orders are then distributed to the Combat Groups to which the models generating them belong.

Q: What is the timing of an Order?

A: While Orders are extremely elastic on how the Short Skills that take part in them interact with each other some timing takes part, a model cannot declare a Short Skill when it does not fulfill all the criteria for example or the previous Short Skill does not give at least the possibility of obtaining such criteria.

For example: A model cannot choose as a first Short Skill BS attack if it has no Line of Fire to its intended target and then declare Move to obtain Line of Fire, likewise a model can use this timing to allow it execute Short Skills that would normally not be possible like Discover a Camouflage Marker and then declare a BS attack on the still undiscovered Camouflage Marker, it is worth noting though that if the first roll fails (in the examples case the Discover roll) the second Short Skill fails automatically.

Q: Do Unconscious models keep their Order for themselves?

A: No, Unconscious models do not generate an Order.

Q: Can a group performing Coordinated Attack Split its Burst between two targets?

A: No, only one target is allowed. As said in the rules: "must execute these Skills against the same objective (For example, "Shoot at certain miniature)."

Q: When a model performing Coordinated Attack has a MULTI Weapon when is the Burst of the weapon halved?

A: The weapons Burst is halved after the decision on what Type of Ammunition the weapon will use.

## Normal Skills

Q: What happens if a model uses Cautious Movement but upon reaching its final position it is still in Line of Fire from enemies?

A: Regardless of how the model ends up to be still in Line of Fire (distance misjudge, Hidden Deployment trooper revealed, or some odd angle of Line of Fire) the effect of Cautious Movement is canceled, the model is moved as initially declared and any enemy models that can draw Line of Fire can declare ARO.

Q: Can TAGs and REMs climb?

A: No, with the exception of those possessing the Climbing Plus Special Skill.

Q: Does Cover affect Discover Short Skill?

A: No.

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

A: No.

Q: Can a model try to Discover twice the same Impersonation Marker in one Order?

A: Yes, but only in an attempt to decrease twice the Impersonation status, if the first attempt fails then the second Discover roll fails automatically.

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

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

Q: Can a model Dodging in ARO enter base to base contact with an enemy?

A: Yes.

Special Skills Q: Can a model choose to not use any of its Special Skills?

A: If the skill does not describe that it must be used, the model can choose to not use it.

Q: How does Airborne Deployment: Combat Jump works?

A: The player takes the round blast template and place it on the battlefield in a place that contains no scenery or Low/ Zero Visibility Zones, this is the landing zone and the Combat Jump model can be placed in any place inside the template in any facing the player wants. If the model deviates, the model itself is moved, from its declared landing position inside the landing zone and not the landing zone, it is entirely possible the model lands in terrain.

Q: What happens if there are no possible landing zones for Combat Jump troops?

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

Q: Can a Lieutenant using the Airborne Deployment: Tactical Jump coordinate its jump with more than one model?

A: No, the situation remains Loss of Lieutenant until the Lieutenant with Tactical Jump enters the table, so the available Orders are capped to two, allowing only the Lieutenant and another model enter the table with a coordinated jump.

Q: Can a Landing Zone be established in an area containing enemy or friendly troops?

A: Yes.

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

A: The player can use any Order from the Orders Reserve to cancel the Impetuous Jump. If the Airborne Impetuous figure is Irregular, the player can use the Irregular Order of that figure to cancel the Jump.

Only normal Orders can be used to cancel Impetuous Orders, for example: a player never can use an Impetuous Order to cancel another Impetuous Order.

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

A: Yes.

Q: Does Berserk work if at Charge the AROing model decides to respond with a BS attack?

A: No.

Q: When is the Booty equipment rolled?

A: Before deployment.

Q: What happens if a model with Booty loots a Disabled weapon or equipment?

A: The said item remains Disabled.

Q: Can a model with Booty loot a Hacking Device and use it?

A: Models with Booty Special Skill are assumed to automatically possess knowledge to operate whatever they loot.

Q: What happens if an Unconscious model that has been looted gets recovered?

A: The model is healed but misses the items that have been looted from it.

Q: Is Concealment and Hiding (CH) a leveled Special Skill?

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

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

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

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

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

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

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

Q: If a camouflaged figure gets hit by a model equipped with a Multispectral Visor Level 3 does the Armour roll reveal it?

A: Yes.

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

A: No.

Q: Can a Camouflage Marker within the Area of Effect of a Mine use its Combat Camouflage to shoot the Mine before it activates?

A: Yes.

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

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

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

A: Yes.

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

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

Q: How does the model with climbing plus stand on a vertical surface?

A: Climbing Plus allows to a model to consider a vertical surface as a horizontal one.

Q: Does a mode with Explode Special Skill explodes automatically once it enters Unconscious stage?

A: Yes, the figure explodes when it falls Unconscious. A Short Skill is required to be spend when the model possessing this Special Skill wants to explode while being conscious, in Normal state.

Q: If a model with Explode and Dogged Special Skills decides to use its Dogged Special Skill can it explode after the Dogged Special Skill stops having effect?

A: No, the mode enters Dead state, missing its chance to explode while Unconscious.

Q: Does a model marked by Forward Observer outside its Line of Fire and Zone of Control gets to turn face?

A: Yes.

Q: How does the Impersonation deployed inside the enemy's Deployment Zone works?

A: Impersonation Marker is placed where it is intended to be, then the WIP roll is made. If unsuccessful the model is revealed and placed where the Impersonation Marker was, models owner may choose the models facing.

Q: How does Impersonation work in multiplayer scenarios?

A: A model with Impersonation may choose to impersonate only one of the opposing sides, the model may change the side it Impersonates by Impersonating again.

Q: Does an Impersonation Marker generate ARO?

A: Yes.

Q: Can an Impersonation Marker within the Area of Effect of a Mine shoot the Mine before it activates?

A: Yes.

Q: How does Infiltration, of any level, works when the model is deployed in the opponents half of the table.

A: The model is placed in its intended position, distance is calculated, and the PH test is then made, applying the corresponding Modifiers by the distance the model is placed from the middle of the table. If the model fails its test, the model deviates (on lvl 0 and 1) from that position.

Q: Does Inspiring Leadership affect Mercenary Troops?

A: Yes.

Q: Can models with Frenzy be affected by their Frenzy when lead by an Inspiring Leadership Lieutenant?

A: They may activate Frenzy but will still have the same instruction as the Lieutenant, if the Lieutenant becomes incapacitated they gain their frenzied bonus, likewise if the model with Frenzy

was frenzied because the Lieutenant was but the same has not inflicted a wound if the Lieutenant gets incapacitated the model will revert in a non Frenzied state.

Q: Can an Impetuous Lieutenant with Inspiring Leadership use Coordinated Order with other Impetuous models?

A: Yes.

Q: Can an Impetuous Lieutenant use its Lieutenant Special Order, or any other Order, to cancel its Impetuous order?

A: yes.

Q: Must an Impetus model move towards the closest model in its Line of Fire or the closest physical model on the board?

A: The rule says: "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." Following the question, this means the Impetuous trooper must move towards the closest physical model on the board.

Q: What happens if an Impetus model has an enemy model in its Zone of Control but not in its Line of Fire?

A: As said by the Impetuous rule text, "the miniature **must move directly towards the closest enemy figure**", so that enemy model will be its target.

Q: How straight must an Impetus Movement be?

A: The Impetus model must Move as close as possible to the nearest enemy model in the game table, it may use Cover if that is available and it may ignore routes that are hazardous in any predictable way such as Climbing or Jumping areas that require a PH roll.

Q: Does Martial Arts Level 4 cancel Sixth Sense level 1? A

: Yes.

Q: What happens if models with Mechanized Deployment comes from different Combat Groups?

A: They still apply the Mechanized Deployment rules to deploy. A central figure must be selected and the rest of them must be deployed within a radius of 20cm/ 8 inches around that model.

Q: When is MetaChemistry bonus rolled?

A: Before Deployment.

Q: Does placing a Mine skill need Line of Fire to be performed in ARO?

A: No, it is enough the active miniature declares its Order inside the Zone of Control of the reacting model.

Q: Is a Repeater an extension of all allied Hackers Zones of Control?

A: Yes.

Q: When do Shasvastii give Victory Points?

A: Only when the Spawn-Embryo gets destroyed.

Q: Can a model in base to base contact with a Shasvastii Spawn Embryo use Coup the Grace?

A: Yes.

Q: Does Sixth Sense Level 2 grant Line of Fire to models outside its Line of Fire and Zone of Control that attack it?

A: Yes, but to retaliate physically a legal Line of Fire must be drawn to the active model, for example a model can Dodge a Speculative Shooting attack, because Sixth Sense grants it the required Line of Fire but cannot retaliate with a BS attack since the Sixth Sense does not provide a physical Line of Fire.

Q: Does a Strategos LvL3 force his opponent to deploy first regardless of the Deployment result?

A: No, normal deployment procedure is kept, Strategos LvL3 prevents his opponent to keep a model in reserve.

Q: Can a model use Cautious Movement with Super Jump?

A: Yes.

Q: Can a model with Super Jump, jump only as high as needed to shoot from a tall wall but still retain Cover?

A: Yes.

Q: Does the Veteran's skill No Wound Incapacitation include all the lower level Valor Skills?

A: Yes.

Q: Have the troops with Veteran Troop Classification the Veteran Special Skill?

A: No.

Q: Can Seed-Embryo be deployed Prone?

A: No.

## **Automatic Reaction Order (ARO)**

Q: what happens if two or more models make a successful Discover roll against an Impersonation Marker in ARO?

A: The Impersonation Marker drops 1 level.

Q: What happens if a model in a Coordinated Order or Link team gets in Line of Fire with the second Short Skill of the Order while all other models have already been in Line of Fire?

A: The model cannot be selected as target of ARO.

Q: What happens if a model in a Coordinated Order or link team in Line of Fire does not use the Short Skill(s) the rest of its team uses?

A: It still generates an ARO.

Q: What happens if a model with the Ghost: Synchronized/ Servant Special Skill cannot, voluntary or not, copy the orders of its controller but is in Line of Fire?

A: It generates ARO as normal.

Q: What happens if a non-active model gets in Line of Fire from the actions of the active model?

A: The Inactive model does not generate an ARO.

Q: Does a possessed TAG generate ARO to its own side?

A: Yes.

Q: What happens if a model with Multi Spectral Visor Lvl2+ ARO with BS attack a model throwing a Smoke Grenade and vice versa?

A: Both Models make Normal roll.

Q: If an active model becomes Unconscious during an ARO were is the Unconscious model placed?

A: At the end of its declared movement.

Q: Can a model place a Mine or other deployable equipment as an ARO?

A: Yes, it requires no roll and anything the active miniature does is unopposed.

Q: Does a model get an ARO if it can see a Mine or other deployable placed, but cannot see the model placing it?

A: No.

Q: What happens if a model ARO a Charge with a Direct Template weapon?

A: The Charging model is hit automatically (assuming it does not try to Dodge with its second Short Skill, if available) and if it declares a CC attack the attack is made with a normal CC roll.

Q: What happens if a model throws a Smoke Grenade from out of Line of Fire and then moves into Line of Fire, but were the Line of Fire would potentially be blocked by the said Smoke Grenade?

A: Any models that gains Line of Fire to the active model with the second Short Skill gains ARO as normal, If the ARO declared can prevent the Smoke Grenade to be thrown, a BS attack for example, it will result in a Face to Face roll.

Q: Can a reactive model in a free for all game react with an ARO to another side's reactive model that ARO the active model?

A: No, only active models generate ARO.

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

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

## Weapons

Q: Can a model hit with ADH Special Ammunition try to Reset?

A: No, Reset can only be used against Immobilized that has happened as a result of a hacking attempt.

Q: How exactly does BTS protects from E/M Special Ammunition, Viral Special Ammunition and any other similar Special Ammunition?

A: Ignore the negative modifier in front of the BTS and treat it as you would Armour, for example a Swiss Guard (BTS -6) hit by an E/Mauler (Damage 13 E/M) would save on 8+.

Q: Can a HI, REM or TAG model affected by E/M Special Ammunition try to reset?

A: No.

Q: Does Fire Special Ammunition need to damage its target in order to have an effect on the systems it disables?

A: No, it just needs to hit the model having any of the above mentioned skills or equipment.

Q: Does Guided Special Ammunition ignore terrain?

A: Yes.

Q: Can Plasma Special Ammunition affect targets behind total cover with its EM Damage?

A: No. The E/M Damage is a byproduct of the plasma hit so the model must first be hit in order to be affected by the E/M damage.

Q: what happens if Smoke Special Ammunition is thrown indoors or somewhere that a natural solid ceiling exists?

A: The terrain would stop the smoke progressing further up.

Q: Can I use Stunning Special Ammunition in normal battles?

A: No, only in scenarios that specifically allows it, or just by mutual agreement between players.

Q: Can a model perform Close Combat attacks while affected by Flash Special Ammunition?

A: Yes, Close Combat attacks do not require Line of Fire.

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

A: No, Dodge requires Line of Fire.

Q: Can a model perform Speculative Shot while affected by Flash Special Ammunition?

A: Yes, as this skill allows to shoot enemies that are outside of the Line of Fire.

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

A: Yes.

Q: Can a model Immobilized by Electric Pulse be Reset or repaired?

A: No.

Q: How long does Electric Pulse Immobilization lasts?

A: The effect lasts until the current game turn ends, that happens when the last player's active turn is finished.

Q: What is the height of the E/mauler?

A: 2,5 CM/ 1 inch.

Q: Does Grenade Launcher come with all the ammo listed in the rulebook entry?

A: No, only that ammo the Grenade Launcher has is listed in the army list's trooper entry. If nothing is listed, the Grenade Launcher has normal ammo.

Q: Can an exploded Monofilament Mine be targeted with an E/M weapon or a weapon that also has E/M effects like the Plasma Rifle?

A: Yes.

Q: When the Plasma Rifle selects the Small Teardrop Template, how is the template placed?

A: It is placed in the same manner as a shotgun.

Q: Are Katyusha affected by ECM?

A: Yes.

## Equipment

Q: can a model choose to deactivate any or all equipment it may have?

A: No.

Q: Can Braces carry TAGs, REMs, or Bikes?

A: No.

Q: Does Antipodes Control Device have range?

A: No.

Q: What is the height of a Deployable Repeater?

A: 2,5 cm/ 1 inch

Q: Does all Motorcycles come equipped with a Light Grenade Launcher?

A: No, only those that state it in the army list.

Q: Does a model with Multispectral Visor LvL3 know the info of any Camouflage Marker it has in Line of Fire?

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

Q: Can a model with Multispectral Visor LvL3 charge against a Camouflage Marker?

A: No.

Q: Can a model with Multispectral Visor LvL3 and Hacking Device Plus mark a Camouflage Marker?

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

Q: Does an enemy model inside an Optical Disruption Field (ODF) receive the -6 BS Modifier to shoot at other models inside the ODF?

A: Yes.

Q: Do all Ariadna HI have traditional Heavy Armour?

A: Yes.

Q: Does a Disabled Powered Armour still protects from Shock and Viral Special Ammunition?

A: Yes.

Q: Is X-Visor attached to any specific weapon on the model?

A: No, X-Visor can be used with any and every weapon and skill that have Long and Maximum distance modifiers.

Q: Can a model equipped with Holoprojector level 1 disguise itself as a model that its AVA has already been exceeded, or cannot exist more than once as is the case of special characters?

A: Yes.

Q: Can a model equipped with Holojector level 1 disguise itself as a model that exists in the army list, but with a legal weapon that does not exist in the army list? For example can a Sepulcher Knight disguise as a Spitfire Order sergeant when the army list he is in has no such model included?

A: Yes.

Q: In Holojector level 1 what does same size really mean?

A: Volume, so for example a Daikini is a valid Disguise form for Patroclus even though it is a REM.

## Miscellaneous

Q: Is premeasuring allowed?

A: No.

Q: How does Zone of Control extend?

A: As a sphere centered at the model.

Q: Do Unconscious models need to be removed from the battlefield immediately if there is no Doctor, Paramedic or Engineer (as applicable) present in their force?

A: In such situation an Unconscious model can be removed if both players agree, but if the Unconscious model has further effects like affecting Mines or have a weapon or equipment that a model with Booty Special Skill wants then the model should stay.

Q: Can a model pass over an Unconscious model?

A: If needed, it is allowed. Don't forget that T.A.G.s, Remotes, Vehicles and Motorcycles cannot be Prone, so to pass over them the model needs to Climb or Jump.

Q: What happens with too dynamically positioned models?

A: If a model is too dynamically positioned like the Ninja Sniper you may substitute the model with an equivalent model to check Line of Fire.

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

A: When their operator becomes Unconscious or Dead.

Q: How are Unconscious or Dead models of composite units such as Antipodes Assault Pack, Equipe Mirage-5 or Überfallkommando counted for the purposes of Retreat?

A: In composite units with only one Cost value, like the Antipodes Assault Pack, Zoe and Π- Well, Auxilia, Guarda de Assalto, Seraph, Peacemaker, Tomcat Engineer + Zondcat, Carlota + Moriarty it's needed all members be in Unconscious or Dead state to be counted for the purposes of Retreat or to account their Victory Points.

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

A: The Religious troops can still deploy on the battlefield.

Q: Can Sù-Jiàn fire its weapons in High Mobility Form?

A: Yes.

Q: How are Mines triggered?

A: They behave as an ARO.

Q: If a miniature in the Area of Effect of a Mine elects to not ARO a BS Attack Short Skill in order to not trigger the Mine will the subsequent Armour Rolls trigger the mine?

A: No, as the figure has not been activated by any Order or ARO, it doesn't trigger the Mine.

Q: Does a Mine Explode if a model moves in its Area of Effect because of a failed Guts Roll?

A: Yes. As said by the rules, Mines are activated by the declaration of an Order or ARO but also by any enemy figure that penetrates in its Area of Effect.

Q: How can I exactly manage the use of the different templates when playing with the Mines?

A: OK, let's see an example:

1- Player A activates with an Order a model inside the area of effect of the Teardrop Template of Player B's Mine.

2- Player B decides to wait and don't make explode the Mine.

3- Next Order of the Player A, this miniature is activated again inside the area of effect of the Teardrop Template of Player B's Mine.

4- Again, the Player B decides to wait and don't make explode the Mine.

5- New and different Order of the Player A, the figure enters the area of effect of the Circular Template of Player B's Mine.

6- Player B decides to make explode the Mine using the Circular Template.

The player always can decide when to detonate the Mine, and in the previous example, we can perfectly interchange the terms "Teardrop Template" and "Circular Template". The result will be:

1- Player A activates with an **Order** a model inside the Circular Template area of effect of Player B's Mine.

2- Player B decides to wait and don't make explode the Mine.

3- Next **Order** of the Player A, this miniature is activated again inside the area of effect of the Circular Template of Player B's Mine.

4- Again, the Player B decides to wait and don't make explode the Mine.

5- New and different **Order** of the Player A, the figure enters the area of effect of the Teardrop Template of Player B's Mine.

6- Player B decides to make explode the Mine using the Teardrop Template. (We can suppose acting by this way, the Teardrop Template can reach some other enemy figures).

But, the final result of this example, even can be a different one: 6- Again, Player B decides to wait and not detonate the Mine. So, to enter or to be activated, in the area of effect of the Circular Template of a Mine, don't oblige to make it explode.

Another example, the same situation, but just changing points 5 and 6:

5- New Order of Player A, the figure is activated again in the area of effect of the Teardrop Template of Player B's Mine

6- Player B detonates the Mine with the Teardrop Template because now he can reach another enemy model not activated by that Order.

A new example, the same situation, but just changing, again, points 5 and 6:

5- New **Order** of Player A, the figure is activated but now it is not in the area of effect of the Teardrop neither Circular Template of Player B's Mine.

6- Mine can not be detonated now. Player B has lost his chance. Now, Player B and his Mine get the wind out of their sails.

Another new example, again changing points 5 and 6, just to (almost) cover all game possibilities:

5- New **Order** of Player A, who activates another different model inside the area of effect of the Teardrop Template of Player B's Mine.

6- Player B detonates the Mine with the Teardrop Template.

Q: When a model gets Immobilized what Skills, Special Skills and Equipment work?

A: As said by the rules: Discover, Reset, Sepsitor or Sensor Special Skills. But also those which works automatically by a change in the figure status. For example: Explode when the Immobilized figure gets Unconscious, but never Explode voluntarily. Or Transmutation if the Immobilized figure suffers a Wound, but no Mechanical Transmutation.

Taken from the core book, passive Special Skills still work as Antipode, Coma, Explode (See above), Exrah, Immunity, Inspiring Leadership, Morat, Poison, Regeneration, Religious Troop, Repeater, Shasvastii, Strategos, Transmutation, V: No Wound Incapacitation. Modifiers by Camouflage and Hiding (CH) Special Skill are still applied. And also the next pieces of Equipment: AutoMediKit, Multispectral Visor, Optical Disruption Device, X-Visor and 360° Visor.

Taken from Human Sphere, Special Skills as Chain of Command, Ghost: Jumper, Ghost: Servant, Ghost: Synchronized, i-Kohl. Equipment as AI Beacon, Baggage, Ejection System, EVO Repeater, Holoprojector, X-2 Visor are still active.

Weapons or Equipment which has been deployed previously as E/Maulers, Mines, Deployable Repeaters. The CrazyKoalas still can be activate by enemy Orders, even its Controller is Immobilized.

Troops controlled by Control Device (Antipodes, Kuang Shi...) still act as normal, but the Control Device cannot be used actively, for example, the Kuang Shi Control Device can not be used to detonate the Kuang Shi.