

Infinity Code N3.5

Everyone I know is excited for Infinity N4's release, enough that we're already adapting the rule changes shown from Code One and N4 previews into our N3 games. Below is a list of changes we've adapted from the new edition into N3, tentatively named N3.5.

For now, all models use their N3 profiles, as Code One profiles are incomplete or missing skills. Some skills may have been modified from their N3 versions. We know that Assault Hackers, certain skills, and some weapons may be radically changed from their N4 counterparts, but without confirmation we've opted to play it safe and not editorialize or wishlist too much.

As always, remember that Infinity is a cooperative game. Speak to your opponent, be clear in your intentions, and make sure that you're both having fun.

----- **General** -----

Army lists default to Tactical Window. This means a maximum of 15 Order-generating troops. Unlimited Mode is still an option, with agreement from both players.

You're allowed to premeasure movement to ensure your end point is a valid location. Specifically: the sequence of events is:

- ▶ 1. The player declares a Skill with the Movement Label.
- ▶ 2. Measure to find out which locations the Trooper could reach with that Skill.
- ▶ 3. Declare the final location, and the exact route that the Trooper is taking to reach it.
- ▶ 4. Move the Trooper to the final location.

In N3, this sequence is the same, but only mentions the Move skill. In N4 this encompasses all Movement skills such as Jump, Climb, or Dodge. This is important to keep in mind when reviewing how N4 handles invalid Jump declarations.

A trooper can move through any allied model or marker whose silhouette height is equal or shorter than their own.

Troopers can squeeze between or balance on spaces a minimum of half their base size over the course of their movement. They must end their movement in a place their base can entirely fit.

Engage, Change Facing, and Dodge have all been rolled into a single action: Dodge.

In ARO, if the Active Trooper is inside ZoC and outside LoF, the Reactive Trooper's Roll suffers a -3 PH MOD.

If Dodging a Template Weapon without LoF to the attacker, the Trooper's Roll suffers a -3 PH MOD.

If Dodging the Template of a Deployable Weapon, the Trooper's Roll suffers a -3 PH MOD.

The above modifiers stack, so a mine detonating out of LOF is a -6 to PH.

You may move your Dodge movement value during the active turn. This movement does not trigger AROs or Deployable Weapons. Normally this is 2", but may be modified by special skills or states such as Prone.

You may Dodge into the Engaged state with an enemy trooper. In the event that two troopers successfully Dodge, the Active player moves their model first, then the Reactive player moves theirs.

Super Jump and Climbing Plus have been reworded to alter the Jumping and Climbing actions into the single Short Skill Move, allowing synchronized, linked, or coordinated troopers without these skills to use the Move action while their allies jump and climb instead of Idling.

You must choose a valid landing point before declaring a Jump action; no more falling. This includes Super Jump. If an invalid or too distant landing point is chosen, you may measure and choose a new location. If no other landing point is available, the trooper performs an Idle instead.

A Prone trooper has Silhouette Value X, which is the height and length of their Base. This is mostly relevant when determining if a trooper can move through Narrow Gates or stepped over by allied troopers.

Any Short Skill or ARO with the Movement label, such as Climb, Jump, or Dodge, can be done while Prone, allowing you to begin that action while Prone.

Conversely, this means that you may cancel the Prone state after declaring a Jump, Dodge, Climb, or other Movement skill.

All movement values, including movement from a Dodge, are halved while prone.

Remotes can go Prone, TAGs cannot.

Unconscious troopers who are revived automatically stand up.

Climbing troopers can be in the Prone state. Unconscious climbing troopers remain where they are, still falling prone.

The Place Mine/Repeater/Deployable skill has been replaced with a common Place Deployable skill, allowing troopers to place anti personnel mines, repeaters, sniffers, monomines, etc together during a Coordinated Order.

Similarly, you may coordinate Hackers together with a Repeater and hack through the Repeater's expanded Hacking Area within the same order. Hackers no longer require an EVO to coordinate hacking attacks, but must declare the same Hacking Program.

Camo and TO Camo have been decoupled from Mimetism, being rolled into one common Camouflage skill. Troopers with previously different levels of Camo will now be able to Coordinate Recamo. Mimetism is open information, even on a Marker.

----- **Weapons and Combat** -----

You may expend one Command Token at the beginning of the game to start a trooper in the Suppressive Fire state. This is a Strategic use of the Command Token like stripping orders or limiting Command Token usage, but is unaffected by Limited Insertion or Counterintelligence.

Critical hits force an additional single save of the weapon's damage type; e.g. a DA crit forces 3 ARM saves, a Breaker crit forces 2 BTS saves at half BTS, a Plasma crit forces 2 ARM and 1 BTS save, a T2 crit forces 2 ARM saves for 2 damage each, and so on.

Cover no longer requires 1/3rd of your silhouette to be obscured; if a trooper is in base-to-base with a scenery item and any amount of their silhouette is obscured, they gain the benefit of Cover.

Following this, a trooper *a/ways* has Cover against troopers at a lower elevation, even while standing; they no longer need to be Prone to maintain Cover against troopers below them.

Shotguns have a B2 Direct Template variant instead of N3's impact template. As of now, all shotgun direct templates are a small teardrop without the Intuitive Attack property. Light Shotguns have a Normal mode and Template mode instead of only a Template mode.

Plasma weapons are a circular template instead of N3's impact template.

Fire weapons no longer burn away Symbiont Armor.

MSRs have only B1 DA instead of B2.

Jammers are Disposable. The exact value is unknown; the community has settled on Disposable (2).

Electric Pulse and Adhesive weapons inflict Imm-A status.

Standard Hacking Devices have access to Carbonite and Oblivion. Carbonite inflicts Imm-B status.

Spotlight and Forward Observe can be performed as AROs. Spotlight is a straight WIP roll instead of WIP-3. Both inflict Targeted status.

Imm-1 and Imm-2 are replaced with Imm-A and Imm-B.

Imm-A: Afflicted trooper can only declare Dodge at PH -6, a successful Dodge cancels Imm-A. Can be canceled by Engineers.

Imm-B: Afflicted trooper can only declare Reset at WIP -3, successful Reset cancels Imm-B. Can be canceled by Engineers.

Targeted: BS Attacks, Comms Attacks, and Hacking Attacks against afflicted trooper gain a +3 mod. Targeted does not go away at EOT and can only be cleared by an Engineer or succeeding at a WIP -3 Reset action, either a Normal or Face to Face roll. Targeted adds a -3 to all Reset actions the trooper takes, aside from clearing Targeted state.

----- **Skills and Equipment** -----

Troops with the Shasvastii special skill in Spawn-Embryo State do not count as being Null for the purposes of counting Victory Points, and do not count as troopers eliminated by the enemy.

All levels of Airborne Deployment have been rolled into two skills: Parachutist(AD Lv2) and Combat Jump(AD Lv3).

Martial Arts and Protheion have been compressed into one table:

LEVEL	ATTACK MOD	OPPONENT MOD	DAMAGE MOD	BURST MOD
1	0	-3	+1	0
2	+3	-3	+1	0
3	+3	-3	+2	0
4	+3	-3	+3	0
5	+3	-3	+3	+1

As we're still using N3 profiles, certain troopers might be buffed or nerfed until new profiles are presented in N4. Keep this in mind when deploying Knights, Morlocks, Achilles, and other troopers with MA2 or MA4.

Protheion is now an Automatic Skill that can optionally be used when making a CC Attack or Coup de Grace action. It deals no additional damage, instead granting 1 Wound per Wound dealt to the opponent, to a maximum of +2 Wounds.

Mimetism is either -3 or -6 and is decoupled from the Camo state, replacing CH: Mimetism and ODD.

Surprise Attack and Surprise Shot have been merged into Surprise Attack -X: can be used with BS Attacks, CC Attacks, Hacking Programs, or Comms Attacks, inflicting the SA's -X on any Skill Roll that targets perform in ARO; this means Template weapons can now make use of Surprise Attack modifiers.

Fatality Level 2 adds +2 to BS Weapon Damage when using a BS Attack.

Paramedics, and Medikits used in their BS Attack mode, revive a trooper on a flat PH roll, instead of PH-3.

Regeneration and Automedikits are rolled together. It now optionally activates automatically at the beginning of the active player's turn, before the Order Count phase. It's a flat PH roll. The trooper still dies if the Regeneration fails. It's possible for an Lt to be revived by a successful Regenerate; because it happens before the Order Count Phase, the Lt would wake up before the player enters Loss of Lt.

MSV1 Can see through Smoke, adding a -6 Mod to attacks made through or into it.

Sixth Sense is compressed into a single skill: it now functions as Sixth Sense Lv 2. Shoutouts to the Maakrep and Al'Fasid.

The interaction between Sixth Sense and MSV1 is an important case that needs clarifying: Certain troops with Sixth Sense and MSV1 will be able to draw LOF through smoke and declare attacks at -6. The wording of Sixth Sense Level 2 specifically removes the -6 mod for shooting through zero-vis zones **when the trooper is the target of an Attack.**

Remember that MODS are determined at the Resolution step, after AROs are declared.

Thus; A Kaauri in the reactive turn may respond to an attack through a zero-vis zone with a BS Attack without taking a -6 Mod. If their opponent opts to Dodge instead of Attack, the Kaauri suffers the -6 Mod.

The Active turn gets more complicated, as below:

A Kaauri in the active turn shooting at an opponent through smoke suffers the -6 mod if their target declares a Dodge.

A Kaauri in the active turn shooting at an opponent through smoke suffers NO mod if their target declares an Attack.

This is a very weird edge case and exactly the kind of thing N4 is designed to remove, but until N4 clarifies the interaction, I encourage you to be aware of, and make your opponent aware of, how this works under the current rules. Remember, Infinity is a cooperative game, minimize the Gotchas for a more positive experience for everyone!

There's more to come, mostly added as I remember.