INFINITY NG+

WHAT IS THIS DOCUMENT?

This is an alternative ruleset for playing Infinity the Game by Corvus Belli, consisting of a series of mechanical changes made to the base N4 rules by Gyro88, with these primary goals in mind:

1. **Make the game more internally consistent.** Fewer kludgey exceptions and holes.
2. **Make the game more interactive.** Fewer things the reactive player is obligated to just sit and watch happen without recourse.
3. **Make the game more intuitive.** Things should work the way they *feel* they should.
4. **Keep the game relatively balanced.** Do all this without opening broken or exploitable avenues which ruin the game. There will inevitably be some winners and losers, and that's ok; the meta will be what it will be.
5. **Make all changes systemic.** Don't hand-tailor individual profiles or point costs. Instead, change the way rules and game mechanics work so that systemic issues are fixed.

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THE CHANGES:

MOVEMENT:

NORMALIZED CLIMBING AND JUMPING:

Climbing (and everything else) happens upright. Climbing models must have their entire silhouette height in contact with the supporting terrain to be considered fully supported, but may have as little as half their silhouette height supported momentarily, while moving (similarly to squeezing on flat ground during normal movement). Therefore, models may “pop up” over the top of a wall to gain LoF over the top, but may not finish their movement there.

Troopers can retain cover while climbing and jumping, if normal cover criteria are otherwise met.

Climbing troopers are not restricted to vertical movement only, and can move along terrain in any direction they choose (including along flat ground). The only limitation is the Entire Order expenditure, and the inability to take other actions while climbing.

Vaulting is possible while jumping and climbing, just as on flat ground. (For example, when a model is climbing up a wall and the top of its silhouette reaches the top of the wall, it may vault the remaining height, paying only the horizontal movement distance required to place its base on the roof. Similarly, the same is true in reverse – when descending a wall or ladder, the first silhouette height worth of vertical movement is essentially free.)

Super-Jump works like Climbing Plus (ie, it’s just normal movement, not the Jump skill). Therefore also works with Dodge, Guts, Berserk, etc, as well as allowing usage in mixed Fireteams.

Intent: This is meant to simplify movement and make it more consistent. By remaining upright at all times and moving in this way, all movements become continuous and are handled consistently, with fewer weird edge cases and exceptions. This is also intended to make movement options more flexible and intuitive by not awkwardly and artificially restricting things such as using Super-Jump in mixed fireteams.

PROGRESSIVE GUTS MOVEMENT:

Guts movement is allowed in all situations after being target by a successful Attack (regardless of whether armor saves are rolled), as long as the tier of cover or removal from hazard is not *decreased*. (In other words, Guts does not have to strictly *improve* cover in order to be used.) For area hazards like templates and hacking, the movement must be *no closer* to the hacker or repeater, or *no deeper* into the template area.

Example:
An O-Yoroi is hit by shots from an Avatar's MULTI HMG. After rolling its saves, the O-Yoroi opts to duck back 2" further behind the building it is using for cover. This does not completely break LoF to the Avatar, but Partial Cover is maintained, and the JSA TAG might have a chance to get the rest of the way to safety after a subsequent round of shooting, if it survives.

Intent: This does two things: it removes the “quantum” problem of Guts movement (wherein the ability to move in the first place is only determined by moving and *then* checking whether it achieves the higher protection standard), and it also allows for “progressive” Guts movement to eventually let the targeted trooper reach safety if they live long enough, even if it’s not possible in a single movement.

MARKER STATES AND DISCOVERS:

DISCOVER ATTEMPTS HAPPEN PASSIVELY:

Discover rolls do not constitute a separate Short Skill or ARO of their own, and instead may be automatically attempted during any Order in which a model has LoF to an appropriate target, even if that model performs a different action, or none at all. Only one Discover attempt may be attempted per Discovering model per Order, however.

This Discover attempt still allows for appropriate second Short Skills to be declared, such as Discover+BS Attack.

Intent: The need to decide between attempting to Discover and more useful actions is a primary reason why marker states are incredibly strong in Infinity, and it can result in some disproportionately-abusive outcomes. It's also not clear why a trooper's ability to notice something amiss should be an active choice rather than simply a passive quality, nor why it should prevent them taking any other situationally-appropriate action. Additionally, the guaranteed value provided by marker state troopers automatically requiring an additional order to attack is both extremely powerful and non-interactive. Streamlining the process of engaging such troopers narrows the gulf between marker state troopers and ones without, particularly for skirmishers.

Example:
A Maakrep Tracker around the corner from an enemy camouflage marker declares Move as her first Short Skill of the Order. She moves around the corner to gain LoF to the marker, and so is able to make a free Discover attempt in the process. The marker does not declare an ARO, so the Maakrep player declares BS Attack as her second Short Skill. If the Discover roll is successful at the Resolution step, the target is revealed, and the BS Attack is valid and is rolled as normal.

Example:
An SAS in camouflage state moves out into the open in LoF of a Hollow Man watching the table. The Hollow Man delays his ARO declaration, so the SAS player continues moving in an attempt to reach cover. The Hollow Man loses his chance to perform an ARO, but is still able to attempt a Discover roll against the SAS.

Note: This does *not* allow a trooper to declare or perform the special Discover + BS Attack combination in the reactive turn, as that is a special exception only available in active turn. Attacks may only be performed in reactive turn if the marker-state trooper reveals itself during the order, as there is no legal target otherwise.

BIOMETRIC VISORS AUTO-DISCOVER:

Troopers possessing the Biometric Visor piece of Equipment automatically succeed at all Discover attempts, including vs Camouflage markers, Impersonation markers, and troopers in

Holomask and Holoprojector states. Additionally, Discovers versus IMP-1 markers reveal the trooper immediately, rather than putting them into IMP-2 state.

Intent: Biometric Visors have long been underwhelming pieces of equipment, and virtually useless for their intended purpose. This is intended to fill their obvious niche more appropriately and thematically.

RETRYING DISCOVERS AND INTUITIVE ATTACKS ALLOWED:

Failed Discover rolls and Intuitive Attacks do not prevent troopers from subsequently trying again in the same turn.

Intent: Not being able to retry failed Discover rolls and Intuitive Attacks is overly punishing, and makes marker state even better than necessary. Accomplishing nothing with your order is downside enough. Additionally, this removes the need to track which troopers have failed Discovers or Intuitive Attacks vs which markers already this turn.

INTUITIVE ATTACKS NOT FTF:

Intuitive Attacks still require a successful (normal) WIP roll, but do not contest any ARO declared by the target(s). The attack may still be avoided by the appropriate successful normal roll.

Intent: It's odd that a chain rifle or other similar template weapon is able to contest a FtF roll in this one particular case, when they otherwise cannot. It's especially odd when that property makes these weapons *better* at hitting unseen or camouflaged targets than they would be under normal circumstances. Removing this attribute still leaves Intuitive Attacks able to perform their primary function, which is to flush out hidden enemies.

PRONE & NON-OBVIOUS MINES:

Mines are SX in camo state, and come with a prone marker attached.

Intent: No more phantom tall mines. Camouflaged troopers and mines become properly indistinguishable until revealed.

Measuring coherency is required between mines and minelayers, decoys, etc, but the direction is not specified. Additionally, measuring Zone of Control and Coherency during Deployment is allowed for all troopers, markers, and equipment.

Intent: The act of checking legality should not give away what is under the camouflage marker. This way of measuring anonymizes while still confirming legal deployment.

MARKER STATE CAN BE DROPPED VOLUNTARILY:

Marker states may be canceled voluntarily during any Short Skill or ARO which does not automatically cancel it.

Example: A Hac Tao Hacker in Camouflage state rounds a corner into a close range encounter (but not into base contact) with a Moderator. As part of the Move declaration, the Hac Tao chooses to voluntarily drop its camouflage and appears as a model for the entire movement, thereby forcing the Moderator to make a difficult choice between contending with the Yu Jing trooper's MULTI Rifle, Nanopulser, or Hacking Device, instead of delaying its ARO until after the second Short Skill of the order.

Intent: There are some awkward situations in which being in a marker state is detrimental due to the order sequence and the ability to delay ARO declarations against markers. There's no apparent reason why a trooper would be *unable* to reveal itself intentionally, so this is now explicitly allowed.

SURPRISE ATTACK IN REACTIVE TURN:

Surprise Attack mods apply in Reactive Turn, provided all other usual requirements are met.

Intent: It's not apparent why Surprise Attack should only be applicable in Active Turn. It's an unnecessary exception, and a number of units even seem to be designed with the expectation that it does function reactively.

CLOSE COMBAT:

NO +BURST PISTOLS IN CC:

+Burst on pistols does not apply in CC.

Intent: This never made sense.

GUARD DECLARED ON OR OFF PER ORDER:

Guard is declared optionally on or off with each order, like Stealth. If on, other models can CC the Guard user from range as well, regardless of whether the Guard user declares a CC Attack.

Example:
Andromeda moves around a corner to draw LoF to a nearby Druze. The player controlling Andromeda declares that Guard will be used for this order. The Druze declares a CC Attack ARO with its Viral Pistol, and Saito Togan reveals from hidden deployment to shoot at Andromeda as well. Andromeda declares a Dodge in order to contest both attacks, but since Guard was in use, the Druze's CC Attack is still resolved vs Andromeda's dodge, instead of failing.

Intent: This keeps the unique utility of Guard, but removes the unfair baiting that makes it infamous.

PROTHEION AS SEPARATE WEAPON:

Protheion effects do not trigger on any CC Attack made with a separate weapon. Instead, Protheion has its own weapon profile when used, as follows:

Name	Range 0 8 16 24 32 40 48 96	Dam.	B	Ammo	S. Roll	Traits
Protheion		PH	1	N	BTS	CC

Intent: Protheion is a very potent skill, and remains so – but triggering it on an already-outstanding CCW is a bit ridiculous.

D-CHARGES NOT A WEAPON:

D-Charges do not have a CC Mode.

Intent: D-Charges are the most powerful CCW in Infinity, despite being very cheap and not really even making sense as a weapon in the first place.

E/M CCW EFFECTS SEPARATED:

E/M CCWs deal a N ammo save (which causes a wound if failed), and separate E/M saves (which cause normal E/M effects if failed), rather than both effects combined.

Intent: E/M CCWs are both disproportionately powerful and very unintuitive. This change moderates the power level somewhat while also working the way players would expect from reading the weapon profile.

BERSERK IS FTF:

Berserk results in a FtF roll, instead of normal rolls. It remains the same in all other ways, including any mods in brackets.

Intent: Berserk is an extremely powerful skill which negates virtually all investment in elite units, and leaves the reactive player with no recourse essentially regardless of play. Making the interaction FtF still allows Berserk units to use the efficiency of the double move and attack, and still allows them to use their CC skill to bully weaker units, but it does not allow, for example, a 7pt Taigha to simply delete a 38pt Khawarij without any recourse for the reactive player.

FIRETEAMS AND PERIPHERALS:

FIRETEAMS NEVER PURE:

Allowable fireteam compositions remain the same, and Size Bonuses apply as normal, but Composition Bonuses are never applied, regardless of which troopers are in the team.

Intent: Pure fireteams are the source of most of the worst offenders in terms of raising the bar for unbeatable AROs to ridiculous heights. Additionally, which fireteams get the Composition Bonuses and which do not seems to be relatively arbitrary, and effectively sorts sectorials into tiers all by itself. It also means that some units are simply automatic, while some are unusable.

LIEUTENANT ORDER(S) USABLE IN FIRETEAM:

The Special Lieutenant Order(s) are able to be used to activate a fireteam of which the Lieutenant is a member. The Lieutenant must be the fireteam leader for that order.

Intent: It’s odd that NCO allows this, but the actual Lieutenant skill doesn’t. It’s unintuitive and makes for some awkward team compositions, and doesn’t seem to be an important or necessary restriction for any reason. Therefore it’s permitted.

DIFFERING AROS ALLOWED:

Members of a fireteam, and units with peripherals, are not restricted to declaring or performing the same AROs, and may remain part of their fireteam regardless of their declarations.

Intent: This is a clumsy restriction that only really serves to make fireteams more awkward to play, and vulnerable to certain attacks which are already favored against the types of clustered targets that fireteams present. There's no clear reason why it should be necessary, so it's removed.

WEAPONS AND EQUIPMENT:

IMPACT AND DIRECT TEMPLATE PROPERTIES DECOUPLED:

The Impact Template label refers only to the remote placement of the (circular) template on a target, and does not necessarily entail making a FtF roll. Similarly, the Direct Template label refers only to placing the (teardrop) template in base contact with the user, and does not necessarily entail automatic placement of the template, with no roll.

Instead, these mechanics are decoupled from the type of template used, and are specified by the particular weapon instead. However, most template weapons are unchanged, with the exception of Shotguns, Grenades, and Grenade Launchers.

Intent: That these two categories of template weapons have properties that are locked together is inconvenient and leads to poor design outcomes, and there is nothing preventing them from being separated to allow for better use of the design space.

SHOTGUNS:

SHOTGUNS USE FTF TEMPLATE:

Shotguns all have a Blast (aka Template) mode, which uses either a Small or Large teardrop template, depending on type. The template must be placed in contact with the user's base, and must have a primary target (who benefits from cover, vis mods, etc in the FtF roll). The shotgun user treats this template as having a +6 range mod.

Note: Essentially, shotgun templates are resolved like a traditional Impact Template Weapon in all ways except the placement of the template itself, which is handled like a traditional Direct Template Weapon.

Intent: The +6 rangeband on a shotgun is meant to represent the ease and high likelihood of hitting with a spread of pellets. Additionally, N4's direct-template shotguns make many interesting elite 1W models largely non-viable, as so many enemy troopers can easily trade with them.

SLUG MODE USES RIFLE RANGEBANDS:

"Slug" mode on shotguns (except Light Shotguns) has Rifle rangebands, but Normal ammo (unless otherwise specified, such as T2 Shotguns). Burst is unchanged.

Intent: A slug behaves more or less like a single massive rifle bullet, and should be treated as such in game terms.

LSG HAS NO SLUG MODE:

Light Shotguns lack the hit mode, having only the template mode common to all shotguns, as described above.

Intent: Light Shotguns are vastly cheaper than other varieties, and they provide a bit less functionality as a result beyond simply the small difference in damage. Additionally, most units with a Light Shotgun have other weapons as well.

HSG USES LARGE TEMPLATE:

Heavy Shotguns use the Large template for their blast mode.

Intent: All other Heavy weapon variants use the large template, so this is more consistent and intuitive. It also distinguishes the HSG from the BSG in a meaningful way, rather than simply a single point of damage.

Note: All shotgun variants have modified Damage values; see the Ammunition and Damage section below.

GRENADES AND GRENADE LAUNCHERS:

NO SPEC FIRE:

Speculative Fire no longer exists.

Intent: Spec Fire is easily one of the least interesting, least intuitive, least realistic, and least fun parts of the game. Its only relevant function is replaced below.

COMPLETELY REDESIGNED GRENADES AND GRENADE LAUNCHERS:

All variants of Grenades are Targetless Impact Templates with 8” maximum range. Grenades may either target locations in space, or on the ground, within range and LoF of the user.

If targeting a spot on the ground, the template lands automatically, without a roll. If using the airburst mode, a successful normal WIP roll must be made in order to place the template. This roll is just to successfully place the template; any AROs are not FtF with this WIP roll, so a successful normal Dodge (including -3 when appropriate for no LoF) will avoid the attack. Smoke still becomes an infinitely-high column centered on that space (treat it as having been placed on the surface directly below the blast focus).

Grenade launchers are similar to Grenades, except that Grenade Launchers come in Light and Heavy varieties. Most units get the Light variety, which has a 16” max range. TAGs instead get the Heavy variety, which has a 24” maximum range. Any Damage bonuses apply as normal.

All varieties of Grenades and Grenade Launchers are Disposable (3).
Grenades and Grenade Launchers do not benefit from Fireteam bonuses, and cannot be used in the reactive turn.

Example: A Dakini Tacbot with a Light Grenade Launcher peeks around a corner into a firelane, intending to destroy a repeater hiding around a corner to clear the way for its allies, and to hopefully also kill the Shaolin monk standing nearby. The Dakini selects a location on the ground within its LoF and 16” maximum range, where the circular template covers both targets. The Shaolin monk, now affected by a template, declares a Dodge ARO, while the repeater does nothing, as it cannot respond.

The Shaolin rolls a successful normal Dodge on a 2, and avoids the attack The repeater, however, is not so lucky. Being unable to Dodge, it is hit by the attack and forced to roll an armor save. The Dakini marks off one use of its disposable Light Grenade Launcher ammunition.

Example:
A Zhanshi with a Light Grenade Launcher moves out to get within 16" of a building rooftop with a prone Moran and a CrazyKoala on it. The Zhanshi can't see the rooftop from its lower vantage point, so it attempts to fire an airburst grenade that will detonate just above the rooftop and hit both the perimeter weapon and its controller. The Zhanshi positions the template in space and determines it's within range. The Moran, being affected by a template, declares a Dodge to try and avoid the attack, while the CrazyKoala can do nothing. At the Resolution step, the Zhanshi makes a normal WIP roll, which succeeds on a 12, while the Moran succeeds at its normal Dodge roll on a 1, and is unharmed. (Although the Moran’s roll was lower than the Zhanshi’s, the two are not FtF). The CrazyKoala makes an armor save, and the Zhanshi marks off one use of its disposable Light Grenade Launcher ammunition.

Note: The -3 mod for no LoF may be applied to the reactive model if they do not have LoF to either the activating trooper using the Grenade Launcher *or* any part of the template itself (see the Pitchers and Deployables section for more).

Note: The circular blast template is actually a sphere. If detonated in midair, it represents either an airburst mechanism or a “cooked” grenade.

Intent: These mechanics are intended to make grenades behave more like they would in the real world, rather than like some kind of strange exploding throwing star as they do in the base rules. It’s bizarre that an elite super-soldier can’t literally toss a grenade on the ground a few feet away without closing their eyes first, unless it contains smoke-producing chemicals (and even then, they fail to manage that fairly frequently). Equally, it’s absurd that a grenade can teleport to

its destination through an arbitrary number of walls and other obstacles. These rules get rid of all of that, while retaining their use as an indirect tool for removing entrenched obstacles.

DEPLOYABLES AUTOMATIC:

Drop Bears automatically succeed, and have an 8" maximum range, similar to Grenades.

Mine Dispensers automatically succeed, and have a 16" maximum range, similar to Grenade Launchers. They lose the Double Shot trait.

Pitchers automatically succeed, and have a 16" maximum range, similar to Grenade Launchers.

Mines and Deployable Repeaters remain unchanged in terms of placement.

None of these benefits from Fireteam bonuses, and they cannot be used in the Reactive Turn.

Intent: Drop Bears, Mine Dispensers, and Pitchers behave very similarly to the analogous tiers of Grenades, being essentially uncontested placements of equipment on the battlefield. As a result, the mechanics are made the same as well.

DEPLOYABLES GENERATE AROS AS IF THEY WERE TROOPERS:

Troopers treat smoke, pitchers, mines, and other deployed items as activating troopers when deployed/used for hacking, for purposes of AROs. The same is true for troopers with onboard Repeaters (they can still declare their own skills/AROs, if applicable). Deployable items (mines, perimeter weapons, etc) also respond to such activations for Deployable Equipment (just as they would if a trooper were in the place of the equipment), but they do ***not*** trigger on templates in range, such as smoke. If more than one Repeater could be used to hack through, the hacking player must specify which is being activated when declaring the hacking attack. AROs to these deployed items are never FtF against the deploying trooper or hacker; similarly, AROs to Repeater-bearing troopers are never FTF against a hacker using that Repeater.

Example:
Jazz slices the pie on a Bolt Sniper and shoots her pitcher at the foot of the building on which he is standing. The Repeater is placed in LoF of the Bolt, so he may declare a BS Attack ARO against the Repeater on the order in which it's placed in an attempt to destroy it before being hacked through it. A nearby mine also detonates on the Repeater, forcing it to make an armor save.

Example:

Jazz's pitched Repeater instead lands outside the Bolt's LoF, but in his ZoC. The Bolt declares a Dodge ARO and succeeds on his roll. He is able to move into a position where he has LoF to the Repeater. On the next order, Jazz attempts to Spotlight the Bolt. Rather than declare a Reset to try to contest the hacking attempt, the Bolt declares a BS Attack against the activating Repeater. Jazz's hack is successful and the Bolt becomes Targeted, but the Repeater fails its armor saves and is destroyed, meaning no more hacking attempts can be made.

Example:
A Cameronian places a smoke grenade near (but not touching) a Ghulam Doctor. The Ghulam has LoF to the area of effect of the smoke template (any part of the circular template, not just the blast focus), so he may declare a normal Dodge (or Reset) ARO to try to run away and avoid what's coming next.

Note: To be clear, any smoke template or deployable item in LoF, ZoC, or Hacking Area of a trooper will generate an ARO, just as a trooper in the same situation would.

Note: While deployables actually appear on the table in the Resolution step, they are still considered valid targets for appropriate AROs when declared. The AROs will simply be resolved in the same Resolution step.

Note: Repeaters are not usable for hacking until the order after they're deployed, so neither side can declare nor perform hacking attacks through the Repeater during the order in which it's placed.

SMOKE, VIS MODS, AND VISORS:

X-VISOR EXTENDS FIXED RANGES:

In addition to their normal effects on rangebands, X-Visors extend the maximum range of capped-range weapons and equipment (such as Grenade Launchers) by 8".

Intent: This simply preserves the thematic and functional benefits of X-Visors on gear which no longer has a rangeband.

SMOKE GRANTS VIS MODS:

Smoke blocks LoF as normal, and is considered to apply a -6 vis mod to BS Attacks through it.

Intent: This simply reclassifies the negative mod from shooting back through smoke as a vis mod, rather than a uniquely-typed one. Similarly, White Noise and Albedo do the same against troopers with Multispectral Visors. This is relevant due to how it interacts with other vis mods, as described below.

VISORS REDUCE VIS PENALTY CONSISTENTLY:

MSV1 allows drawing LoF through smoke, and reduces the vis penalty by 3 (to -3), while MSV2 reduces it by 6 (to -0).

Intent: This makes the penalty-reducing function of the various levels of MSV consistent, rather than having a single exception for MSV1 drawing LoF through smoke.

VIS MODS CAPPED AT -6:

Multiple vis mods don't stack (only the worst is applied) and total vis mods are capped at -6 for any given roll.

Intent: This simply makes the handling of vis mods more regular and consistent, and disallows things like stacking mimetism and smoke penalties, which makes no sense – you can't be *doubly* invisible.

Note: Order of Operations here should not generally matter, but for the sake of being explicit, Visors are considered to modify the visibility penalty of each source separately, and then thereafter only the worst is applied.

MSV3 GRANTS MARKSMANSHIP:

MSV3 acts as MSV2, but also grants Marksmanship to the bearer. It does not, however, automatically discover enemy markers.

Intent: Marksmanship is in a sense the spiritual successor to tiers of ignoring vis mods. Additionally, MSV3 has long been just overcosted MSV2, and the units that have it are broadly very expensive and unpopular. This change gives them a boost, while distinguishing the two pieces of equipment in a meaningful way.

SIXTH SENSE DOES NOT BYPASS VIS MODS FROM SMOKE:

Sixth Sense does not negate vis mods from shooting through a Zero Vis zone.

Intent: It never made much sense that being unsurprised by attacks also gives you perfect aim at a hard-to-see or invisible target. Additionally, this change prevents MSV1 from being just as good as MSV2 in many applications, for less cost.

WHITE NOISE AND MIRRORBALL ARE AUTOMATIC:

White Noise and Mirrorball automatically succeed, and do not require a roll. Additionally, only the center of the template is required to be within ZoC (or Hacking Area) of the user.

Intent: This change puts the usage of these abilities in line with the functionality of smoke grenades.

MIRRORBALL UNUSABLE IN ARO:

Mirrorball cannot be used in the Reactive Turn.

Intent: Like smoke and White Noise, Mirrorball is excluded from reactive use.

NO SMOKE DODGE:

Smoke Special Dodges no longer exist.

Intent: Smoke Special Dodges are disproportionately powerful, often preventing even elite gunfighters from shooting ordinary warbands out of cover with unreasonable frequency. They're also unintuitive – what exactly are they supposed to represent? – and with no roll on the smoke throw, there's no way to construct a FtF anyway.

AMMUNITION AND DAMAGE:

ARMOR PIERCING ROUNDS DOWN:

Armor Piercing special ammunition rounds down when halving odd-numbered ARM values, instead of rounding up.

Intent: The fact that AP has no effect on ARM 1 targets is strange. AP will now reduce all ARM values.

SMGS USE SHOCK ONLY:

Submachine Guns do not have multiple ammo types available, and instead use Shock special ammunition only.

Intent: Having multiple ammo types makes SMGs disproportionately useful for their very cheap cost, and also doesn't make intuitive sense given the way such weapons behave in real life. Shock ammunition is a more reasonable approximation.

ADHESIVE AMMUNITION RE-INTRODUCED:

Adhesive Launchers, Akrylat-Kanones, Riotstoppers, and Madtraps use Adhesive special ammunition, rather than PARA. Mechanically, they remain otherwise identical.

Intent: This is simply to distinguish adhesive-based weapons and equipment from electrically-based ones, for purposes of applying to Immunity (Total). See Immunity and Vulnerability for more.

DAMAGE 13 CRAZYKOALAS:

CrazyKoalas are Damage 13 with Shock ammunition.

Intent: This puts CrazyKoalas on par with other deployables in terms of damage, rather than uniquely hitting much harder.

DAMAGE 13 HRMC:

Hyper-Rapid Magnetic Cannons are Damage 13.

Intent: HRMCs use Light MULTI ammo, which is the same as MULTI Rifles. This change makes the damage consistent, and also provides a meaningful trade-off vs the identically-priced MULTI HMG, which has higher Damage, but lower Burst.

K1 AMMO USES BASE WEAPON DAMAGE:

K1 weapons retain the Damage code of their base equivalent weapon, rather than being fixed at 13.

Intent: K1 weapons are oddly saddled with a fixed damage value, rather than working like virtually every other ammo type. It also makes the K1 Sniper essentially useless.

MONOFILAMENT USES PH:

Monofilament (and Vorpal) weapons use PH for their damage code, rather than being a fixed value of 12.

Intent: Similarly to K1, this eliminates a solitary exception to CCWs, and also means that units who pay for better stats get to benefit from them.

Note: This means that any additional damage from the user's Martial Arts skill applies.

ALL SHOTGUNS -1 DAMAGE:

Light Shotguns are Damage 12, Vulkan/T2/Boarding Shotguns are Damage 13, and Heavy Shotguns are Damage 14.

Intent: This simply puts the various shotgun tiers in line damage-wise with their cousins in other weapon families, and balances them vs those options.

DAMAGE 12 PISTOLS:

All varieties of Pistols are Damage 12, except for Heavy Pistols, which are Damage 13.

Intent: Pistols are something of a mess of different damage codes, none of which are explicitly made clear in the name of the weapon, except for the Heavy Pistol. This just regularizes all varieties and makes them more consistent and intuitive.

DISPOSABLE PHEROWARE:

All Pheroware weapons are Disposable (3).

Intent: This simply limits the extreme cases of pheroware abuse, without removing it as a vital and characteristic tool for Tohaa and Spiral Corps. It also puts Mirrorball uses in line with its grenade counterparts.

HACKING:

DISPOSABLE WHITE NOISE:

White Noise is Disposable (3).

Intent: This puts White Noise uses on par with smoke grenades and Mirrorball.

MANNED TAGS IMMUNE TO POSSESSION:

TAGs without Remote Presence (ie, “Manned” TAGs) are immune to Possession.

Intent: Direct manual control of the TAG from the inside should mean that there's no remote access route which can be hijacked. This also gives Manned TAGs a small buff to make up for the fact that Engineer rolls on them cannot be re-rolled with command tokens.

ORDERS AND ORDER SEQUENCE:

PRE-FAQ ORDER SEQUENCE USED:

Speculative skill declaration is not permitted.

Note: this reverts the order sequence and determination of valid skill declarations to the state of N4 prior to FAQs being published.

Intent: The many FAQ iterations were meant to solve a situation which wasn't nearly as bad as the one they created. This change reverts to a much simpler and not particularly problematic arrangement.

HVTS:

HVTS DO NOT BLOCK MOVEMENT:

HVTs do not block movement (just as they don't block LoF, templates, or anything else). Obviously, you still can't end your movement while intersecting the HVT.

Intent: This removes an odd loophole whereby HVTs can be used as obstacles (such as in The Armory), when they are in all other ways treated as essentially not being there.

IMMUNITY AND VULNERABILITY:

VULNERABILITY REMOVED:

Vulnerability is removed from the game.

Intent: Vulnerability creates a rock-paper-scissors situation, wherein it isn't relevant at all for the vast majority of units, but makes a handful of matchups unplayably oppressive. Since it's largely a fluff rationale anyway, it's removed.

IMMUNITY (TOTAL) DOES NOT APPLY TO ADHESIVE OR E/M:

Immunity (Total) does not apply to Adhesive or E/M ammunition (see Weapons and Equipment section).

Intent: It's not clear why Immunity (Total) should prevent a trooper with it from being physically restrained by adhesive, or from having its communication with its army disrupted by E/M weapons like any other trooper. In fact, this should be one of the most important use cases for such weapons.

LIEUTENANTS:

LIEUTENANT COUNTS AS A SPECIALIST:

The active Lieutenant is always considered a specialist for purposes of the scenario being played.

Intent: It's odd that a Chain of Command trooper is considered a specialist in the base rules, even though the original Lieutenant is not. This resolves that discrepancy, and also makes for fewer situations wherein a player has no means at all of advancing the objective.

LIEUTENANT WIP IS PRIVATE INFO:

Each player's Lieutenant's WIP value is not open information during the initiative roll.

Intent: While arguably slightly more consistent with other roll mechanics, LT WIP being open info ruins some interesting strategies and often tells your opponent exactly what they're going to be facing before they even see a model deployed. It's not a worthwhile trade-off.

WOUNDS:

EXTRA WOUND:

All troopers, with the exception of Peripherals, gain +1W.

Note: This wound is "on top of" the listed profile in Army, and so applies to the original form of units with Transmutation (W) or (STR).

Intent: Base Infinity suffers from a systematic unit pricing issue and a swingy lethality that conspire to make most 1W models largely non-viable. Additionally, putting up any kind of meaningful defense outside of very specific units is usually useless, because of the fragility of models in the reactive turn. This very simple change is intended to flatten the math, expand the scope of viable lists and strategies, and allow for a wider range of more nuanced outcomes during gameplay.

FAILED ENGINEER/DOCTOR ROLLS DON'T WOUND:

Failed Engineer and Doctor rolls do not deal a wound to the target.

Intent: It's not clear what this outcome is meant to represent, and the harsh penalty for failure effectively prevents even trying unless the possibility of rerolls is present. With this change, Remote Presence and Cube become reliability/order efficiency gains, rather than a binary go/no-go for picking up downed troopers.

MISCELLANEOUS:

VANILLA AVA ALWAYS 1:

The Availability of each unit in a generic (aka vanilla) army is always 1. Units with the same name from multiple sources are considered the same unit. The limitation applies to all troopers (including peripherals), with the exception of peripherals which ***must*** be taken as part of a package with the parent trooper. This limitation does not replace or override any other Availability restrictions, such as unique Character limitations, or units which share Availability.

Example:
A vanilla Ariadna player may take either Polaris Bearpode, but not both. However, they may still field an Antipode Assault Pack with its three Antipode peripherals, as they are inseparable from their parent unit.

Example:
A vanilla Nomads player may take an Überfallkommando with either zero or one Pupnik attached, but neither two nor three. Similarly, a maximum of one Puppetbot is allowed.

Example:
A vanilla PanOceania player may take an Auxilia (including Auxbot), and a Peacemaker (including Auxbot), because both are required to be included with the parent unit. However, a Seraph with Auxbot would not be allowed in the same list, since there is an alternate profile which does not include one.

Note: Celestial Guard Monitors listed under Kuang Shi are considered to be the exact same profile as the one listed under Celestial Guards, and hence the same unit. Only one may be taken in a vanilla Yu Jing list.

Intent: There is often very little reason to play a sectorial over the vanilla faction, given that Availabilities are similar and the generic army has more variety. This change makes it so that vanilla armies trade their ability to take multiples of the same unit for the ability to take many different types. Additionally, it adds a small incentive to take some units that might otherwise not be fielded.

EXPERIMENTAL RULES - USE AT YOUR OWN RISK

EX: SENTE SYSTEM:

Instead of executing entire Active and Reactive half-turns at a time, a Sente system is introduced. The Active player at any given time is considered to have Sente. If in any order, no AROs are generated by the active model(s), possession of Sente will pass to the other player, who will then be the Active player for the following order, with the same caveat.
The initiative roll at the start of the game determines which player keeps deployment, and which starts with Sente.
Order pools function as normal, but are counted at the start of each turn by both players. Once one player has spent all their orders for the turn, they may not regain Sente for the remainder of that turn. In other words, they will remain the Reactive player for all remaining orders until the turn is over.

Intent: This change is intended to do three things: break up devastating alpha-strike turns where one player's order pool is shredded before they even get to play; incentivize more tactical chess-like positioning throughout the game; and make good on Infinity's motto of "It's Always Your Turn".
Rather than sending disposable attackers to the other side of the table and simply racking up as many kills as possible before dying, having orders alternate in many cases will induce interplay and the ability to respond to moves as they happen. This is also anticipated to allow for a wide variety of strategic and tactical options.

EX: PERIPHERAL CONTROLLERS CAN COORDINATE AND LINK:

Troopers with Peripherals may join Fireteams and participate in Coordinated Orders for which they are otherwise eligible. However, in the case of the Controller joining a Fireteam, the Peripheral becomes Disconnected and will not activate until the Controller leaves the Fireteam and satisfies the requirements for controlling the Peripheral once again. In the case of joining a Coordinated Order, only the Controller activates in that Order (the Peripheral cannot activate, nor declare nor perform any skills).

Intent: The various rules against combining multiple means of simultaneous movement are generally sensible in motivation, but they are also unnecessarily restrictive. This rule prevents certain units, such as Engineers and Doctors that could otherwise join links, from being saddled with a simple servant peripheral and therefore unable to ever join, while also preserving the movement chaining prohibition.