

FAQS



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INTRODUCTION

GAME ELEMENTS: TERMINOLOGY AND ALIGNMENT

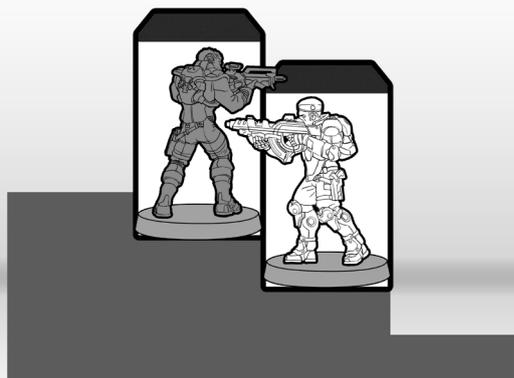
How does 3rd Ed affects the Civilian rules?

In 3rd Ed, Hostile Civilians no longer possess the ability to perform Attacks. Instead, they behave much like Neutral Civilians, only more reticent about cooperating.

In 3rd Ed, Civilians, both Hostile and Neutral, are not regarded as Enemies. Consequently, they do not trigger Deployable Equipment or Weapons.

BASIC RULES

Are these two miniatures in base to base contact?



Yes, as their Silhouette Volumes are touching each other.

In the reactive turn, when can you measure the Zone of Control?

Immediately before declaring a Zone of Control ARO.

INITIATIVE AND DEPLOYMENT

When do AI Beacons deploy?

AI Beacons deploy during the Deployment Phase, just like any other troop that has no Deployment Special Skill.

When are Booty and MetaChemistry rolled for?

As stated by the rules, the rolls are made *immediately after placing* each of your troopers on the table. *After* their deployment, the roll is made.

For AD troops and similar skills, the roll will take place after landing, as specified in the rules of these skills: *After* their deployment.

GAME SEQUENCE

Under 3rd Ed rules, how I must consider the game terms Game Turn and Player Turn I could find in the Human Sphere and Campaign Paradiso rules?

When the game terms "Game Turn" and "Player Turn" appear in the Human Sphere and Campaign Paradiso ruletexts, you must consider them as Game Round and Player Turn respectively.

ORDERS AND ORDER POOL

Is it obligatory to declare that the ARO is delayed when waiting for the second Skill when a troop in Camouflage or Impersonation State is activated?

Yes, it is obligatory.

An Auxilia and his Auxbot declares Move as first Short Skill of his Order. A Celestial Guard who only has LoF against Auxbot decide not to declare any ARO. With the second Short Skill, the Auxilia and Auxbot Move again, so that the Auxilia is now within the LoF with the Celestial Guard. Could the Celestial Guard declare an ARO against Auxilia now?

No, because the Auxilia and the Auxbot generated a single ARO as they possess the G: Synchronized Special Skill. Therefore, as the Celestial Guard has decided not to declare his ARO after the first Short Skill, he has lost the ability to declare any ARO against that Order.

COMBAT

BALLISTIC SKILLS (BS)

Can a miniature throw a Smoke Grenade to protect another figure from an attack?

No. In a similar way to a Dodge, the Special Dodge provided by throwing a Smoke Grenade can only protect the throwing trooper.

Can you do Speculative Fire or Guided Attack from or into a sealed room?

No you can't, because there is no way to trace the trajectory of the Attack.

How does Speculative Fire interact with enemy troops in Targeted State? For example is the attack affected by Camouflage or Cover?

The Attack is performed without the -6 MOD for Speculative Fire and with a MOD of +3 for being against a troop in Targeted State. The negative MOD imposed for Camouflage, for example, do not apply to a Speculative Fire and the Cover ARM/BTS bonus also does not apply as it is an Attack with a Weapon Template.

When do you choose which point of the movement path the BS Attack (or any other similar Skill) is performed?

In the Resolution step, when the players are about to measure distances. In case the order of declaration is important, the active player is the one who chooses who must declare it first.

That means that if I declare my first Short Skill while in Cover, my opponents may declare their Attacks when this trooper is in Cover even if my second Short Skill is a movement that takes it out of that Cover?

No. The opponents will declare the Skills that they are going to use, with all the corresponding details. But the Attacks are made at the best point of the movement for the one who declares the Attack.

Can I apply the bonus of +1 to Burst for Twin Weapons, if my troop has a Light Shotgun and has used the Special Skill Scavenger to get a Rifle+Light Shotgun?

No. To be able to apply the bonus for Twin Weapons, both the weapons must be **exactly the same**. The weapons with the symbol "+" are a combined weapon.

Is the Twin Weapons rule applied to Close Combat?

No.

Can you declare an Attack against pieces of Equipment deployed by allied troops?

No.

Can you declare Discover + BS Attack to Discover a trooper but shoot at a different trooper?

Yes.

Can you split the Burst between several troops, when you declare Discover + BS Attack to discover a trooper and shoot at a different trooper?

Yes. Losing the shots at the target of the Discover if the Discover fails.

What happens when a Direct Template Weapon in ARO misses the target because it's out of range? Does it affect the other troops inside the Template or does it get cancelled?

The Attack is cancelled.

Can Camouflage Markers be indirectly hit by Templates Weapons? How does this interact with Impersonation?

If you hit an enemy trooper not in Camouflaged state and there is an enemy Camouflage Marker inside the Area of Effect of the Template, then the Camouflage Marker would be affected too. However, with an Impersonation Marker you can not declare the Attack because it counts as a friendly trooper.

DAMAGE

When a miniature with Transmutation or Symbiont Armor loses the last Wound of its first Troop Profile, what happens first: the Guts Roll or the profile change?

After the correspondent ARM/BTS rolls, the Guts Roll is made and after that the change of profile is made.

How does the Guts Roll work if the trooper that triggered it falls Unconscious in that Order?

Apply the Guts rule normally.

CHARACTERISTICS AND SKILLS

COMMON SKILLS

What happens if a miniature with a 25 mm base moves inside a room with a Narrow Access receives a successful Engage attack from a model with a 40 mm base?

Both figures will end their movements inside the room, ignoring the Narrow Access.

In a CC with the bonus to Burst applied for friendly troopers in that combat. Can I place more than one D-Charge?

Yes.

When declaring a Dodge in Reactive Turn, the movement of the Dodge ends in the Trigger Area of a Mine. Does this make the Mine activate? Does the declared Dodge Skill avoid the damage of the Mine?

Yes, a Mine is activated by an Order or ARO if enemy troops is in its Trigger Area. Following the Order Expenditure Sequence (pag. 31) in the Declaration of AROs it states that if movements are declared the player **measures the movement distance and specifies where the trooper would be at the end of its movement path**, therefore the Dodge roll would a Face to Face Roll against the trooper that declared the Order and a Normal Roll against the Mine. In the case of failing the Normal Roll or losing the Face to Face Roll, the Dodge movement does not occur, so the Mine does not activate.

Can you declare a Dodge ARO even if the Order generating that reaction does not include an Attack?

Yes.

How do the MODs for Low/Poor Visibility Zones apply to Dodge Rolls? And to Engage?

The MODs apply whenever a Skill, Special Skill or piece of Equipment requires LoF and is declared from, into or through a Low or Poor Visibility Zone. Note that if the trooper is within the Visibility Zone this also applies to Dodge Rolls against template weapons from outside LoF. So:

- Any Dodge declared inside a Low/Poor Visibility Zone suffers the negative MOD, even in Close Combat or if the Dodge didn't involve LoF.
- Any Dodge which LoF to the enemy trooper passes into/out/through a Low/Poor Visibility Zone suffers the penalty.

The negative MOD will also apply to the Engage Common Skill.

Can I declare Change Facing if I can not gain LoF to the enemy?

Yes. Since gaining LoF is not a Requirement LoF for this skill.

Can Motorcycles / Vehicle use stairs?

Yes. Motorcycles / Vehicles cannot use the Climb skill but the stairs can be used without declaring Climb.

Can troopers move through obstacles that do not exceed the height of their Silhouette Template? Then is that movement considered "up and down" or does it count as if they were always at ground level?

Troops can vault and they are considered to be moving up and down.

SPECIAL SKILLS

Which version of Bioimmunity is the correct, the English version or the Spanish version?

The English version. The trooper with Bioimmunity can choose an ARM or BTS Roll against Attacks with the Bio-Munitions Category.

Against an AP+Shock shot, how does Bioimmunity work if you choose to make the Armor Roll with the BTS Attribute?

The Shock Ammunition would be treated like Normal Ammunition, but is combined with AP Ammunition so it is compulsory to make the Roll with the ARM Attribute, not with the BTS.

Does Kinematika increase the Engage radius?

Yes.

Do Kinematika levels stack?

No

Do Booty, Kinematika or Infiltrate Special Skills grant the lower Levels?

Yes, but they are not stackable.

Can I benefit from Hyper-Dynamics when declaring Change Facing or Engage?

Yes, you can apply the benefits of Hyper-Dynamics to these Common Skills, as they are specialized versions of Dodge.

When is the Infiltration Roll made when using Hidden Deployment?

As established in the rule of "Hidden Deployment and Infiltration" (pag. 72) in the rulebook, the player must write down the chosen deployment position for the Hidden Deployment troop before performing the Infiltration Roll, and immediately after that roll for Infiltration to determine the effects in case of failure of the Infiltration Roll.

Although the troops in Hidden Deployment are considered not to be on the table at all, for the purposes of the Infiltration Roll (pag.83) **they are considered to be on the table** so that the roll should be made once you have written down their position.

If the Infiltration Roll is a success, the troop infiltrates and does not lose the Hidden Deployment, but if the user fails his Infiltration Roll, he must deploy inside his player's Deployment Zone and in contact with ones of

the edges of the game table.

Can a troop with the Striga Special Skill declare a Protheion Attack against an Unconscious miniature that has been previously Sepsitorized?

No. Sepsitorized troops are considered Allies even when Unconscious. So, it can not be the target of attacks from his own troops.

Does Striga still include the V: Dogged Special Skill?

With the new changes to the V: Dogged Special Skill, Striga no longer includes the possibility of using V: Dogged.

How do V: Dogged and G: Remote Presence interact with each other?

When a trooper that has both skills goes to the Unconscious state, the player controlling it has to choose which to use.

If the player chooses to activate V: Dogged, the trooper will ignore the effects of the Unconscious state and enter the Dogged state. That means that the trooper will enter the Dead state at the end of the Turn, or if the trooper suffers a new wound before the Turn ends.

If the player chooses to use G: Remote Presence, the trooper will suffer the effects of the Unconscious state, but will gain a second Unconscious level before entering the Dead state and it could be repaired meanwhile.

If a trooper with G: Remote Presence and V: Dogged enters the second level of Unconsciousness, can he use Dogged?

Yes, because V: Dogged can activate when the trooper entered the Unconscious state.

Is it the same procedure with V: No Wound Incapacitation?

Yes, because the activation is the same as V: Dogged.

Could a trooper with Sixth Sense in Engaged state react to an Attack from outside that Close Combat?

Yes, you can always Dodge when all the Sixth Sense requirements are met.

Troops with V: Courage and Religious, how do the V: Courage and the Religious Skills interact with each other in a Guts Roll?

Troopers with both Skills can choose which one they are going to use in a Guts Roll.

When can an Engineer detonate a D-Charge?

A trooper with the Engineer Special Skill may, in the **Active Turn**, remotely detonate, **without range or LoF restrictions and without a Roll**, a D-Charge previously planted by themselves or by any other trooper from their army.

In the **Reactive Turn** they may detonate a D-Charge if either of the following is true:

-He has **Line of Fire** (LoF) to a trooper being activated by the Active Player.

-Or if the trooper activates within his **Zone of Control**.

AROs must choose the **trooper activated by the Order as their target.**

How many D-Charges can be detonated at a time?

One per Order or ARO.

Do the 3rd Ed alterations to States and Special Ammunitions affect G: Jumper, G: Servant or G: Synchronized?

These three Special Skills, G: Jumper, G: Servant and G: Synchronized, now have the Comms Equipment Trait, making them vulnerable to Special Ammunitions and Hacking Programs that induce the Isolated state.

If the user is rendered Isolated, Proxies and Remotes governed by these Special Skills enter stand-by mode and remain idle until the user's Isolated state is canceled.

Active Proxies that are rendered Isolated cannot jump to other Proxies. Also, those Inactive Proxies that are rendered Isolated cannot be activated until the Isolated state is cancelled.

Does a trooper with the G: Servant Special Skill provide the bonus of +1 to Burst in CC to friendly troopers in the same combat?

Yes, but only if they have not been activated by Order or ARO.

When do you verify that a trooper with G: Synchronized is within the Zone of Control of its Controller?

The G: Synchronized trooper must **always** be within the Zone of Control of its Controller. And "always" refers to: before, during and after the Order.

What is the Silhouette of a trooper in Foxhole state?

Silhouette 3. In N3 a trooper in a Foxhole is no longer considered Prone.

When using the Minelayer Special Skill or deploying CrazyKoalas how do deployable weapons or Equipment work during Deployment?

The deployment of weapons or deployable Equipment must follow the Deployment rules.

They must always be within the area in which the trooper is allowed to deploy. For example, if the Minelayer trooper lacks the Infiltration Special Skill, the Deployable Weapons must be placed inside the trooper's Deployment Zone.

When the Lieutenant enters Isolated state is Chain of Command activated?

Yes.

Can you pick your AD: Parachutist location at any time during the Deployment Phase of any player?

No. You have to choose the location during the Deployment Phase of the owning player.

Can a Camouflage Marker prevent that an enemy trooper from reverting to the Camouflaged state? If the Camouflage Marker were a Mine, would prevent it too?

Yes, no matter if it is a Mine or a real trooper, as the Camouflage trooper trying to Camouflage again doesn't know.

When a Camouflage Marker prevents an enemy troop from reverting to the Camouflaged state, does it reveal itself?

No. If the trooper was in Hidden Deployment you will have to place the TO Camouflage Marker.

Can you delay the ARO with a trooper in Hidden Deployment?

Yes, but you have to place the TO Camouflage Marker, cancelling the Hidden Deployment state.

How does Basic Impersonation work against alien races?

As stated on the rule (pag.80) in the sixth bullet point of Effects, the trooper can never adopt the Impersonation-1 state, the trooper with this Skill will instead start in Impersonation-2 state and when reactivating Impersonation state they will enter Impersonation-2 state.

To discover a trooper in Impersonation-2 state, the rule states that the enemy must pass a Discover Roll that applies no MODs, does that include the Range MODs?

The Range MODs apply normally. The only MOD that does not apply is the -6 MOD for the previous Impersonation-1 state.

At the moment of delaying the ARO against an Impersonation Marker, if the Marker does not reveal itself with its second Short Skill, can I declare a Discover ARO?

No. It works in the same way as it does against Camouflaged troops, if the Marker does not reveal itself, the reactive trooper loses his right to ARO.

WEAPONRY AND EQUIPMENT

WEAPONRY

A figure declares a BS Attack with a Breaker Rifle and Marksmanship, does each impact oblige you to perform a BTS Roll and an ARM Roll, receiving two wounds if failing both?

Yes. As stated on page 107, if the Ammunition affects different Attributes their effects are not combined, forcing the target to make a separate Roll for each affected Attribute.

What Traits do the Special Ammunitions of Human Sphere and Campaign Paradiso have?

The Special Ammunitions shown in the Human Sphere and Campaign Paradiso books have the following Traits:

SPECIAL AMMUNITION	TRAIT
E/M2	Exotic
STUN	Standard
SWARM	Standard
T2	Standard
VIRAL	Biomunition
ZERO-V SMOKE	Exotic

How does E/M2 Special Ammo work in 3rd Ed?

In 3rd Ed, E/M2 Special Ammunition works the same as E/M Special Ammunition but forces its target to make two BTS Rolls per impact suffered. As with E/M Special Ammunition, this ammo halves the BTS value of the target, rounded up.

TYPES OF WEAPONS

What volume does the Swarm Grenade create? A sphere like a Template Weapon or a zone with the size of a Circular Template and with infinite height?

The Swarm Grenade generates a zone the size of a Circular Template and with infinite height.

The rules say that a Critical with an Intuitive Attack deals one direct wound. What happens when you roll a Critical when laying a Mine or other Deployable Weapon with Intuitive Attack?

Simply deploy it and don't detonate it, the Critical affects Intuitive Attack with a BS Weapon and the Mine or other Deployable Weapon is not a BS Weapon.

What Silhouette attribute does a CrazyKoala have?

It has Silhouette S1.

What weapons apply Dispersion under 3rd Ed rules?

None. In 3rd Ed, weapons no longer apply the Dispersion rules.

EQUIPMENT

How do the new rules affect Holo projector usage?

Each level of the Holo projector Equipment now has the NFB Trait. This means its effect cannot be combined with other Skills, Weapons or pieces of Equipment that share the same Trait.

A troop with Holo projector can only imitate the appearance of allied troops possessing the same Silhouette value.

Holoechoes have the same Silhouette value of the owner of this piece of Equipment.

Now, under 3rd Edition rules, players must place the Holoechoes totally inside the Zone of Control of the model instead of the Circular Template.

What is the angle of LoF of a Holoecho?

The same as its owner, usually 180°.

What happens when a troop with Nanoscreen becomes Impetuous?

This miniature no longer benefits from the Modifiers for Partial Cover, as indicated by the Impetuous rule.

What Silhouette Attribute does a Nullifier have?

It has Silhouette S0.

How do X-2 Visors work in 3rd Ed?

In 3rd Edition, this piece of Equipment alters the Range MODs of the user's BS Weapons, Special Skills, and Equipment from -3 and -6 to 0.

X-2 Visor benefits also apply to Common Skills with Range bands, such as Discover and Suppressive Fire

Baggage can cancel the Unloaded state. Does this mean that the trooper gets one more use or reverts to their full capacity?

All weapons and pieces of Equipment with the Disposable Trait are replenished to their full capacity.

Can I declare a BS Attack against a TinBot?

No. Because is a state Marker.

A trooper inside the enemy Hacking Area declares that they are placing a Sniffer or Deployable Repeater. The enemy declares Blackout and gets a successful Roll and the trooper fails the BTS Roll. Does all the Comms Equipment enter the Disabled state including the deployed item?

No. Blackout only affects the Equipment that has not been deployed.

END-GAME

What happens to troopers in Holoecho state when their army enters Retreat!?

In a Retreat! situation, the Holoecho state is automatically canceled. Place the figure in its current position and remove the Holoecho Markers from play.

ADVANCED RULES

COMMAND TOKENS

SWITCHING COMBAT GROUPS

When can this be done?

As stated by the rules, this can only be done during the Order Count in the Tactical Phase of the Active Turn.

Do Unconscious models count towards the limit?

Yes. Unconscious troopers are still part of their Combat Group.

Can units that are not deployed on the table (TO, AD) be moved to a different Combat Group by using a Command Token?

Yes, but that will inform the opponent of the existence of those troopers.

Does this reveal units in Hidden Deployment?

No. This doesn't activate the trooper in Hidden Deployment, so there's no need to reveal them.

Does it make the unit's information public?

No it doesn't.

The Kuang Shi Controller Device rules say it has to be in the same Combat Group as the Kuang Shi. Can a Command Token be used to move either to a different Combat Group?

Yes. But the user can only detonate Kuang Shi that are in their own Combat Group.

CANCELLING RETREAT FOR A UNIT

If a Command Token is used to cancel Retreat! for a unit does this also ignore other effects of Retreat!, e.g. downgrading Camouflage to Mimetism, breaking links, etc?

The Token cancels all the effects of the Retreat! state for the trooper.

COORDINATED ORDERS

When a group of troopers activate simultaneously (using a Coordinated Order or a Fireteam, for example), and they receive an ARO from a Template Weapon, does the attack affect all the troops that traverse the area of effect at any time during the Order, or does the Reactive Player have to declare the exact moment where he places the template, affecting only some of the targets?

The template affects all the troopers that get in contact with the area of effect during this Order, as everything happening during the Order is simultaneous.

When two or more troopers activate simultaneously, (through a Coordinated Order or Fireteam, for example) can one of them "hide" behind the others to avoid AROs?

No. Troopers don't block LoF while moving.

What happens when several troopers try to activate the same mission objective through a Coordinated Order or G: Synchronized?

If all pass the Roll, you meet the Requirement and the element is activated.

If all fail the roll, you do not meet the Requirement and the element is not activated.

If some troops fail the roll and other troops pass the roll, you meet the Requirement and the element is activated, since the failure of one does not eliminate the success of another (as would occur with Heal / Repair).

Is possible to activate more than one objective Marker (Antennas, Console...) at the same time through a Coordinated Order?

No, because it is necessary to select the Marker as a target, and in the Coordinated Order the target has to be the same for all the participating troopers.

In the same way, can you destroy multiple Scenery Items?

No, because you have to target the same objective when you declare an Attack.

How does the Targetless trait interact with Coordinated Orders or with increased Burst in reaction, for example when throwing Smoke Grenades is it necessary to target the same point?

Yes, in both cases.

Do G: Synchronized / G: Servant models count toward the trooper limit for a Coordinated Order?

Unless otherwise stated, a trooper possessing the Special Skill G: Synchronized / G: Servant can not be part of a Coordinated Order.

Does the Regular Order used for a Coordinated Order need to be from the same Combat Group as the coordinated troopers?

No.

COORDINATED ORDER WITH TO CAMOUFLAGE

I have some TO Camo troopers in Hidden Deployment. They are all in the same group and they are all Regular. Now:

a) Are they eligible for a Coordinated Order while they are in Hidden Deployment?

Yes.

b) Can I spend one of the TO Camo trooper's personal Order to execute the Coordinated Order? The Coordinated Order rules talk about a "Regular Order", and the TO Camo trooper's one is a Regular Order

No. Those Regular Orders are not added to the Order Pool and can only be expended on the trooper that generated it. To coordinate the troopers you would need a Regular Order from the Order Pool.

c) If I coordinate 3 TO Camo troopers in Hidden Deployment in this way, will I add their Orders to the Order Pool, lose them, or something else?

No. These Orders can only be used to reveal and activate the troop in Hidden Deployment. So these Orders will be lost.

COORDINATED ORDER WITH AIRBORNE DEPLOYMENT

I have some AD troops. They are all in the same group and they are all Regular. Now:

a) Can I use one of their personal Orders to do a Coordinated Order?

No. You need a Regular Order from the Order Pool.

b) If I coordinate the landing, will the Orders of the AD troopers be added to the Order Pool or not?

No. As those Orders can only be used to deploy the AD trooper that generated it, the AD Orders are lost.

c) The same case as b), but with Impetuous troopers. If I coordinate the landing using a Regular Order from my pool, will their Impetuous Orders be lost?

The Impetuous Order would be lost because you would have cancelled it. Remember that Impetuous Orders are only available during the Impetuous Phase.

ADVANCED COMBAT: HACKING

What happens when the Face to Face roll for Airborne Deployment vs Hack Transport Aircraft results in a tie?

As stated in the Hacking Program, the Hacker needs to win the roll to apply the effects of the Program. So, in the case of a tie, the Program doesn't have any effect at all.

Can a Hacker that acquired the Impersonation-2 state using the Hacking Program: Cybermask declare a Surprise Attack or a Surprise Shot?

Yes. As stated in the Impersonation-2 state Effects of the online version (updated from the Errata file), a trooper in this state may use the Surprise Attack or Surprise Shot L1 Special Skills.

When a Hacker equipped with ODD uses the Hacking Program: Cybermask, does his ODD turn off? When will the ODD turn on again?

A trooper can only use or benefit from one Special Skill, piece of Equipment or Hacking Program with the NFB Trait or Label in the same Order.

When you use Cybermask, the ODD will turn off because this Equipment has the NFB Trait and any Special Skill or Equipment with this Trait or Label is incompatible with any other Special Skill or Equipment that has the same Trait or Label.

The ODD will turn on when you cancel or turn off the effect of the Special Skill, Equipment, or in this case the Hacking Program, that produces the disconnection.

As an example, this means a trooper cannot benefit from the ODD and also the Surprise Shot provided by Cybermask in the same Order.

Does a Remote that enters a Null state still keep any active Supportware Programs it has when it gets repaired?

Yes, because the Requirement of the Programs are that the *hacker* doesn't enter Disabled state, Isolate state or any Null state or use another Supportware Program.

Should the Hacking Program: White Noise have the Special Dodge trait? And against Multispectral Visor?

No. It does not have the Special Dodge Trait, even against troopers using a Multispectral Visor. The same applies to Pheroware Tactics: Mirrorball.

What volume does the Hacking Program: White Noise create? A sphere like a Template Weapon or a zone with the size of a Circular Template and with infinite height?

The Hacking Program: White Noise generates a zone with the size of a Circular Template and with infinite height.

Does Stealth stop Hacking AROs if the Hacker doesn't have Line of Fire?

Yes, it does. As stated in the rule, a trooper with Stealth that declares a Short Movement Skill or Cautious Movement Skill within the Zone of Control but outside LoF does not grant an ARO, so that prevents the Hacker from using any program, because that would be declaring an ARO.

If a troop is already in Immobilized-1 state from a previous Hacking Attack and suffers a second Hacking attack and wins the Face to Face Roll with a Reset, does this cancel the first Immobilized state?

Yes. Any successful unbeaten Reset roll will cancel the IMM-1 state.

Does a non-lethal hacking program (but without this trait) with DT Ammunition or similar, like Total Control, inflict a wound for each BTS roll failed by the target?

Only the programs that state that the target loses one point of his Wounds/Structure Attribute loses wounds. The types of ammunition apply the effects of the reduction to BTS or multiple rolls, **not** the lethal damage.

Can the Burst increase from the Hacking Program: Enhanced Reaction be used in CC?

Yes.

Can you Split the weapon's Burst in a Reactive Turn with an active Hacking Program: Enhanced Reaction?

No.

Does the Hacking Program: Blackout cause a troop to enter the Isolated state?

No. The Hacking Program: Blackout causes the target to enter the Disabled state.

Since a possessed TAG is considered to be an enemy, can you declare an Overlord attack to take control of a TAG in Possessed state? What happens then?

Yes. Then you would control the TAG but in Possessed state (applying the corresponding Troop Profile).

HACKING: EQUIPMENT

How do EVO Repeaters work in 3rd Ed?

Under 3rd Ed rules, EVO Repeaters cannot call down any of the Support Programs described in the previous edition (Icebreaker, Capture, Support Hacking, and Trajectory Assistant). Furthermore, they lose their previous heightened effect to successful attempts to Hack Guided Ammunition.

However, they still allow Hackers to choose the Landing Area of a successfully Hacked enemy Airborne Deployment prior to its Dispersion (see EVO Repeater in Infinity. Human Sphere for further details).

EVO Repeaters also include regular Repeater Equipment.

EVO Repeater now allows you to expend a Command Token to reroll one single failed Normal or Face to Face WIP Roll to use a Hacking Program, no matter its Burst value.

Having an EVO Repeater also gives you an automatic +3 MOD to your PH Rolls to use the Airborne Deployment Special Skill. This MOD granted to Airborne Deployment is not cumulative with the MOD for Supportware Controlled Jump.

Furthermore, EVO Repeater gives you an automatic +3 MOD to all your attempts to use the Sat-Lock Special Skill, making it a WIP-3 Roll.

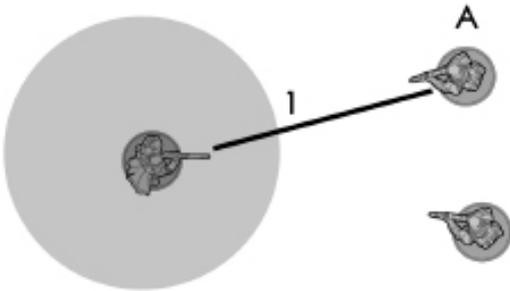
The Defensive Hacking Device rule allows use of GADGET Programs Level 1 and the quick references chart of the Appendices allows use of GADGET Programs Level 1 and 2. Which one is correct?

The Programs listed in the rule of the Device, it allows only use of GADGET Level 1.

SPECIAL TERRAIN RULES

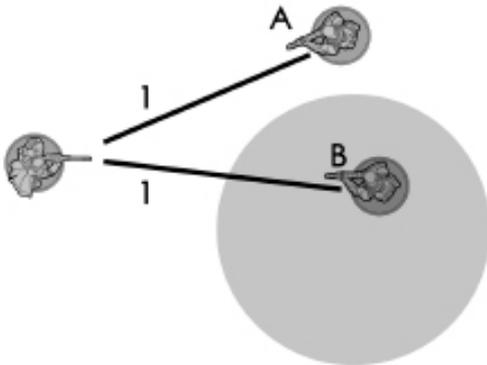
How does a Saturation Zone reduce the Burst?

EXAMPLE 1



A Grenzer with a Sniper Rifle with B2, inside a Saturation Zone, declares a BS Attack with his total Burst to the Fusilier A, who is outside of the Saturation Zone. After suffering the -1 B MOD for Saturation Zone his B changes to 1 (2-1=1)

EXAMPLE 2



In this situation, the Grenzer with Sniper Rifle with B2, outside a Saturation Zone, divides his weapon's Burst among the Fusilier A, who is outside a Saturation Zone and to the Fusilier B, who is inside a Saturation Zone. Against Fusilier A he allocates 1 shot and to Fusilier B he allocates 1 shot. The B 1 against Fusilier B remains unchanged, as a Saturation Zone cannot modify the Burst below 1.

SCENERY STRUCTURES

Can any trooper pass through a Narrow Gate in a Prone State?

Yes, because prone troopers have a Silhouette value of 0, so they fulfil the Requirements to pass through the

Narrow Gate.

When an Access Scenery Item (a door, for example) enters Destroyed state, is the access point blocked, open or something else?

The Access point is considered open.

FIRETEAMS

Can Seed-Soldiers in Camouflaged State start the game in a Fireteam?

Yes. The rule of Fireteams allows you to link troopers, and troopers include both models and Markers.

Can Jacques Bruant be part of a Métros Fireteam while he is in Camouflaged state?

Yes. The rule of Fireteams allows you to link troopers, and troopers includes both models and Markers.

Under 3rd Ed rules, can I still use the Special Lieutenant Order to reinstate or create a Fireteam by appointing a new Team Leader?

No, you can't. Command Tokens now serve that role. In 3rd Ed, you may expend one Command Token to appoint a Team Leader, effectively repairing a broken link or creating a new Fireteam.

Under 3rd Ed rules, what happens to a Fireteam that enters Loss of Lieutenant?

Loss of Lieutenant in 3rd Ed does not automatically break Fireteam links. However, troopers in Loss of Lieutenant become Irregular. Should a member of a Fireteam expend his Irregular Order, he automatically and immediately abandons the Fireteam and forfeits all its bonuses.

Under 3rd Ed rules, are Fireteams restricted to a limited set of possible Orders?

They are. In 3rd Ed, Fireteams cannot declare any Entire Order Skill without the Movement Label. Should a member of a Fireteam declare an Entire Order Skill without the Movement Label (such as Speculative Fire), he abandons the Fireteam. For example, a member of a Fireteam could declare Jump or Climb without abandoning his Fireteam, but declaring Intuitive Attack or Suppressive Fire would automatically cause him to act outside the Fireteam.

With 3rd Ed rules, can the players apply the burst bonus provided by the Fireteams to any kind of attacks?

No, in 3rd Edition, players can only apply the Burst Bonus to Ballistic Attacks (Short Skill/ ARO).

Does this paragraph concerning Religious Troops in Fireteams still apply in 3rd Ed?

In a Loss of Lieutenant situation, any figure belonging to a Linked Team and possessing the Religious Troop Special Skill, who uses its Order (The Order the Religious Troop Special Skill allows it to keep for itself) is no longer part of the Linked Team

No, it doesn't. The overhaul of the Religious Troop Special Skill in 3rd Ed has rendered that ruling obsolete.

With the appearance of the Common Skill Reset in 3rd Ed. Can it be declared by a Fireteam?

Yes. Reset is like Dodge and the whole Fireteam can declare Reset.

Can troopers with the Special Skill G: Servant / G: Synchronized can be part of a Fireteam?

Unless otherwise specified, if the controller of a G: Servant / G: Synchronized trooper is a member of any Fireteam and employs an Order or ARO to activate his G: Servant / G: Synchronized, he will automatically leave the Fireteam.

ITS

In an ITS scenario, if one of the players doesn't have any troopers left in the game. Does the game end at this moment or do we keep playing until the end conditions of the scenario are met?

The game continues until the end conditions of the scenario are met.

In an ITS scenario, in one of the game rounds we only play one of the player's turns. Do we consider that the game round has been played and therefore score for this round?

This left to the discretion of the tournament organizers.

What are the rules to use the Classified Deck during an ITS game?

As described in the ITS 2015 rules:

"Each player must shuffle his own Classified Deck in front of his opponent and pick two cards for each Classified Objective determined in the scenario. He will be allowed to discard one of them. The discard will take place before picking the next two cards for the following Classified Objective."

What happens if you pick two of the same card, or a duplicate of one already chosen?

You must discard the duplicate and pick a new one from the deck.

Why does the Classified Deck have 40 cards?

This quantity is needed for future uses of the Classified Deck.

Does the Classified Deck contain just one 40-card deck, or does it contain two 20-card decks, as it looks like because of the numbers in the lower left corner?

It's just one deck. The numbering in the first printing was wrong, but has been fixed in the second printing. If your deck came in a grey box this is from the first printing, if it came in an orange box this is from a later printing.

Biotechvore – In the mission Biotechvore, do troops in Hidden Deployment have to make the BTS roll at the end of each Active Turn?

No. One of the effects of Hidden Deployment is that trooper is considered not to be on the game table at all. So the Biotechvore doesn't affect them.

FAQS



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