# INFINITY N5 HELPER
UNOFFICIAL

## Movement
Go **Prone** at the start or end of any Movement. MOV values halved when **Prone**.

### Short — Move
Move the left MOV value in inches.
On the 2nd Short Move Skill of an order, use the right MOV value.

### Long — Climb
Climb vertical walls taller than the silhouette (S) of the model.
Move 6" from base. Stop at top.
No cover on vertical surface.

### Short — Climbing Plus
Climb as a short skill

### Long Skill — Jump
Move in 6" in a parabola, must reach landing spot.
Measure from base edge.
Cancels prone state. No cover.

### Short — Super-Jump
6" Jump as a short skill or 10" as a long skill.

### Long — PH — Combat Jump
Deploy anywhere on a flat surface.
No cover bonuses, not prone, no contact with other models/tokens

### Long — Parachutist
Deploy on table edge, outside enemy DZ. No cover bonuses, not prone, no contact with other models/tokens

## Evasion

### Short Skill — PH — Dodge *
### ARO
One roll against all Attacks in LoF.
Attack from ZoC w/o LoF: **-3**
Template weapon w/o LoF: **-3**
Deployable weapon: **-3**

Success: Move up to 2". Allows user to enter engaged state.

### Short Skill — WIP — Reset *
### ARO
Against Hacking / Comms Attack / in IMM-B state.
Success: Cancel Targeted or IMM-B, avoid comms attack.

## Heal

### Short Skill — WIP — Doctor 🖐
Target must have VITA and be unconscious.
Success: Target removes 1 wound
Failure: Target is dead.

### Short Skill — WIP — Engineer 🖐
Target must have STR.
Recover: Success/Failure
Target removes/gains 1 wound.
Cancel: Remove negative states.

- 🎲 BS **Attribute Roll**
- 🚫 **No Roll**
- 👁 **Line of Fire (LoF) needed**
- 🚫👁 **No Line of Fire (LoF) needed**
- ZoC **Zone of Control only, no LoF**
- 🖐 **Silhouette contact needed**
- 🔸 **Hackable**

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## Active Player Start of Turn: Order Count
Don't count unconscious or dead models. Check LoL
Put 🔥 🟢 🔺 🔷 🔄 into the pool

## 1. Impetuous Phase → 2. Orders Phase: Activation
1. Optionally spend 🔥 in any order to activate each model.
2. Spend 🟢 🔺 🔷 🔄 in any order to activate each model.
Declare all skills/AROs, then perform them simultaneously.

| | | |
|---|---|---|
| **Declare Long Skill** | **Declare Basic Short Skill And Move** | **Declare Basic Short Skill And Move** |
| | **Declare ARO LoF/ZoC** | **Declare ARO LoF/ZoC** |
| | **Declare Basic Short Skill And Move** | **Declare Short Skill** |
| **Declare ARO LoF/ZoC** | **Declare ARO if new available** | **Declare ARO if new available** |

## Resolution: Resolve Order
All skills are performed simultaneously.
Check requirements and if ok resolve order otherwise turn **Idle**.

### Attacker — Calculate MODs — Target
Measure Distance and apply range MODs: **-6** to **+6**

| 8" | 16" | 24" | 32" | 40" | 48" |
|---|---|---|---|---|---|

**Cover -3** on **BS Attack** and **Discover**
**Mimetism** (-X) **-3** **-6** (MSV reduces MOD)
Move **Dodge**d models during the effects step.

### 🎲 CC/BS/PH/WIP/ARM/BTS — Roll Dice
With target value X:

**Roll > X**
**Failure**
Ignore the die.

**Roll < X**
**Success**
Wins against all successes with a lower dice value.
Rolls with the same dice value cancel each other.

**Roll = X**
**Critical**
Wins against all enemy successes. If your enemy also rolls any crits, nothing happens.
+1 Saving roll per crit.

### 🎲 ARM/BTS — Effects: ARM/BTS Saving Rolls
**+3** on PS when in Cover (Only Non-Template Weapons)

$$\text{Roll}+\text{ARM/BTS} \leq \text{Possiblity of Survival (PS)}$$

**Failure**
Take 1 VITA or STR wound.
If conscious, fail or attempt Guts WIP roll. Fail → Move 2" to lose LoF > gain cover > prone.

**Success**
Fail or attempt Guts WIP roll.
Fail → Move 2" to lose LoF > gain cover > prone.

## Orders Phase: Conclusion of the Order
**Deployables** are considered deployed.
**Alert** Models with attacked models in their ZoC that have used no order/ARO may turn as much as they want.

## States Phase
Models can use the **Regeneration** skill.

## End of the Turn
Active player switches to the other player.

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# ACTIVE PLAYER TURN

## Attack

### Short Skill — 🎲 BS — BS Attack 👁
### ARO
1 die per Burst (B). ARO Burst (B) is 1. Shoot at any point during move.
Place templates during declaration.

### Short Skill — 🎲 CC — CC Attack 🖐
### ARO
1 die per Burst (B), usually 1.
ARO Burst (B) is 1.
Dodge move up to 2" away and end engaged state (no silhouette contact).
Coup de Grâce: If the target is unconscious, remove it without saving roll.

### Automatic — Martial Arts (CC)

| Level | User | Enemy | SD | Burst |
|---|---|---|---|---|
| 1 | 0 | -3 | 0 | 0 |
| 2 | +3 | -3 | 0 | 0 |
| 3 | +3 | -3 | +1 | 0 |
| 4 | +3 | -3 | 0 | +1 |
| 5 | +3 | -3 | +1 | +1 |

### Short Skill — 🚫 — Deploy
### ARO
Deploy Deployable (Mine, ...).
Active In base contact with any part of a move. ARO In base contact and requires LoF to active model.

### Auto — 🎲 WIP — Hacker
Range: ZoC (up to 8" away)

### Short — 2x 🎲 WIP — Carbonite
### ARO
DA Ammo with PS 13 vs BTS.
Success: IMM-B
(Reset **-3** to break free)

### Short — 2x 🎲 WIP — Spotlight
### ARO
AP Ammo with PS 5 vs BTS
Success: Targeted
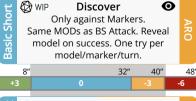(Reset **-3** to break free)

## Miscellaneous

### Long — 🚫 — Camouflage
Outside of enemy LoF. Enters Marker state at end of order.

**Camouflaged State**
Cannot be attacked/engaged.
Cancelled: Attack or skill roll/entire order/ engaging/discovered/successfully attacked.
Only AROs allowed: **Discover**, **Dodge**, **Reset**.
**Delay** to wait for the 2nd skill declaration. If marker does not reveal itself, lose the ARO.

### Basic Short — 🎲 WIP — Discover 👁
### ARO
Only against Markers.
Same MODs as BS Attack. Reveal model on success. One try per model/marker/turn.

| 8" | | 32" | 40" | 48" |
|---|---|---|---|---|
| +3 | 0 | | -3 | -6 |

### Short — 🚫 — Idle
### ARO
Do nothing.

### Regeneration
In States phase. Use normal PH roll.
Success/Failure like **Doctor**.
**Surprise Attack (-X)**
Only Active Turn: When in Marker form and attacking, target must apply MOD to ARO.
**Total Reaction**
Full Burst in ARO against single target.

# Infinity AROs against Camo Markers

**Enemy camo 1st short skill: Moves into LoF (line of fire)** (Short)

Branches into two AROs:

**ARO: Dodge** (Situationally useful)

**ARO: Reset** (Situationally useful)

## Delay

- Camo marker 2nd short skill: **BS Attack, CC Attack, or Hacking** (reveals camo marker) (Short Skill)
  → **ARO:** You choose a face-to-face ARO against the attack: **BS Attack, CC Attack, Hacking, Dodge, Reset...** (Good ✊)

- Camo marker 2nd short skill: **Move** again (Basic Short)
  → You lose your right to declare an ARO (Bad 👉)

## ARO: Discover

- Camo marker 2nd short skill: **BS Attack, CC Attack, or Hacking** (reveals camo marker) (Short Skill)
  → Enemy gets a normal uncontested attack roll against your trooper. Discover and BS Attack are not face to face. (Bad 👉)

- Camo marker 2nd short skill: **Move** again (Basic Short)
  → **ARO:** You make a normal uncontested **Discover** roll against the camo marker (Good ✊)