Thank you for the download of Worldwide Warcor FAQ v1.0

This document is a product of many workhours spent by Warcors from all around the world. It is not an official answer to the questions by Corvus Belli but it is as close as it can get.

We tried to reach consensus on things that could be argued both ways and have simply looked for an answer within the existing framework of the rules. If we feel that the question merits an ERRATA for any reason, it is clearly marked in our answer – we have tried to avoid issuing such calls, though.

Moreover, we approached the questions with an attitude of choosing the more restrictive interpretation if a clear answer could not be found in the rules themselves and have ignored questions already in the CB FAQ.

If you have any questions, want to point out any errors in the document or simply want to contact us, you can find us on the forums, on Facebook @ Bromadpropaganda, or simply @ the following e-mail: infinity.warszawa@gmail.com

General rule questions:

1. **Q: How do mixed Fireteams consisting of Troops with and without Super-Jump Skill work?**
   A: The Super Jump skill changes the Jump skill into a Short Movement Skill, and the Fireteam (or participants of a Coordinated Order) need to execute the same set of skills. Therefore, if the group declares an Entire Order Jump, then all Troopers execute the Jump Skill, meaning that Troopers possessing the Super Jump Skill can make a "long jump". If the group declared the Short Movement Skill Jump, then only those Troopers possessing the Super Jump skill perform it, while other units Idle.

2. **Q: If a Trooper with Stealth and a Trooper without the skill activate within 8" and out of LoF of an enemy, the enemy is granted an ARO by the "noisy" Trooper. Can the ARO be spent against the Trooper possessing Stealth?**
   A: No, as you can only declare AROs against Troopers that provoked it.

3. **3. Q: Can an engaging Trooper be placed vertically 'on a wall' if the active Trooper moves near one?**
   A: [ERRATA] Only if the active Trooper ends the movement on the wall themselves. Meaning, when Bran do Castro who is moving on a wall is engaged by Fusilier Angus, he can place Angus on the wall next to him, but Fusilier Honorata engaged by Moderator Adam who was moving flat on the table cannot put Adam on the wall next to her.

4. **Q: Can I declare an Intuitive Attack against a Trooper that is neither camouflaged nor inside a Zero Visibility Zone? I can target that troop with a normal BS Attack with that same weapon.**
   A: No, as the rules clearly say you can use Intuitive Attack to attack 'an enemy in a state that would normally make him ineligible as target of Attack without previous Discovery, such as Camouflaged, TO Camouflaged, etc.'

5. **Q: Can a Trooper using AD:4 deploy on a rooftop, as the rules say that cannot deploy in contact with scenery?**
A: Yes, they can, in this case the rooftop is not treated as a piece of scenery but as a surface.

6. **Q: What happens if a TAG or Remote grabs a motorbike from a Panoply?**
A: As per the ITS X document, in the case of obtaining the result of a Motorcycle on the Booty Table, troopers with S1, S2, S3 and S5 will have S4 while Mounted. Troopers with S6, S7 and S8 will only modify their MOV Attribute.

7. **Q: How does Assault work with Fireteams, Coordinated Orders etc.?**
A: All the troopers involved declare Move + CC Attack, but only those with the Assault CC Special Skill will be able to combine their two MOV values, and if those troopers don't have LoF or enough movement to reach the target they will not Move at all. Remember that in a Fireteam only the Team Leader gets to perform the CC Attack.

8. **Q: Can EXPLODE LVL 1 Special skill be used to accidentally hit IMP markers or does it count as an Attack?**
A: [ERRATA] We suggest the following errata to streamline the skills. Explode L1 effects: At the end of the Order in which the user entered the Unconscious state, place a Circular Template centered on the user's base. This Circular Template indicates the Area of Effect of the explosion. Considering this to be an Attack with a Direct Template Weapon.

9. **Q: Do disconnected servants/synchronised units score zones of operations?**
A: No, as per the rules of Disconnected, they are counted as Casualties in Retreat, and are not counted for surviving Victory Points at the end of the game.

10. **Q: What happens, if a unit declares the Discover skill twice against the same marker in one order?**
A: You get to roll twice. As per the Order Resolution rules, the dice are rolled and game states are changed at the same time after all declarations are made at the end of the order, unless specified otherwise by exceptions such as the Discover+Shoot maneuver. In a gameplay example, Fusilier Honorata tries to discover Speculo Killer in Impersonation-1 state. As PanO WIP is not that high, she declares Discover as her first Short Movement Skill and follows with Discover as her second Short Movement Skill, allowing her to roll twice. Even though she rolled two "1", Speculo Killer is now only in Impersonation-2 state.

11. **Q: A unit with MSV2 or MSV3 declares a Discover on a Camo Marker through a Zero Visibility Zone with its first Short Skill. Can the Marker react in any way at this point?**
A: No, unless it has MSV2 or 3 itself. Only BS Attacks reveal the shooter through the Zero Visibility Zone, and Discover is not a BS Attack.

12. **Q: How does a Marker react to the Special Maneuver Discover+Shoot. Can it wait until the result of the Discover roll is announced to declare its ARO?**
A: No, all rolls are made in the Resolution step of the Order, which is after the point in which AROs can be declared. The Marker needs to decide whether it reveals itself to ARO or tries its luck hoping the Discover will fail.

13. **Q: Can I re-roll failed Engineer WIP rolls when repairing G: Mnemonica troopers with a STR Attribute?**
A: No, as it is not mentioned as one of the perks of Ghost: Mnemonica and is mentioned in all the other Ghost skills. When unsure of how an interaction should look like, we encourage use of the more restrictive option.

14. **Q: Can I use a Command Token to pass or fail Guts roll only in the Active turn?**
A: Yes. Tactical Use of Command Tokens can only be done in the Active Turn.

15. **Q: Does the use of a Command Token to remove Possession from a TAG happen before or after the Order Count? The English rulebook states both options at different points.**
A: After the LoL check but before the Order Count phase.

16. **Q: What happens if a hacker fails a BTS save against Brain Blast and Maestro in the same order. Does the hacker go Unconscious, or die?**
A: Seeing how Maestro only ever puts the target into the Unconscious state, and how the two effects are applied at the same time in the Order resolution stage, we can say that the target will fall Unconscious.

17. **Q: If a Trooper with Symbiomate uses it to ignore a hit (and that is the only hit during the Order), does it make a Guts roll? That is, can they choose to fail the Guts roll to go Prone?**
A: No Guts roll is made in an Order where a Trooper used a Symbiomate, meaning it cannot elect to fail it and gain better cover.

18. **Q: A question on Sixth Sense Level 1. An Active Trooper enters into Line of Sight and ZoC of a Chasseur that is in marker state and has the Sixth Sense level 1 Skill. The Chasseur delays his ARO. The Active Troop is only able to Discover or do any other thing that does not affect the Chasseur. Does Sixth sense level 1 allow the chasseur to delay his ARO until after the second part of the Active Trooper's declaration?**
A: The Chasseur can ARO normally after the 2nd short of the enemy, as per the last sentence of the example:
http://infinitythewiki.com/en/Sixth_Sense#Example_of_Sixth_Sense_L1_vs_a_rear_attack

19. **Q: Natural Born Warrior gives the Surprise Attack and Stealth skills, but there is no model possessing both Natural Born Warrior and Camouflage skills, the second being a requirement for the execution of Surprise Attack. Can we use that Surprise Attack somehow?**
A: There is one Trooper in the game with access to both Camouflage and NBW, Pavel Aleksei MacManus. You may only use Surprise Attack if you have access to the Marker state, as per normal rules.

20. **Q: When a Door is opened using the Activate skill, when does the Door actually open?**
A: As per the current rules, the door opens in the Resolution step at the end of the Order. As a recommended alternative rule to the official rules, we suggest using 'Star Trek' style doors, that open on B2B contact and close if no one is in B2B contact, with no Skill expenditure.

21. **Q: Can I dismount possessed TAG with a Remote Pilot or strip Symbioarmour from the Gorgos?**
A: You cannot Dismount a Pilot or Remote Pilot from a Possessed TAG as this involves activating the Pilot or Remote Pilot which is still the opponent's trooper. You could cancel the Active Symbiont Armor state of a Gorgos, but only if it was in the Isolated, IMM or Targeted state, as per the last Cancellation bullet on http://infinitythewiki.com/en/Active_Symbiont_Armor.

22. **Q: What happens when a 1W trooper with Protheion fails an ARM Roll against Shock ammo in the same Order in which it gains an Order from Protheion?**
A: As per the Resolution rules, they will increase their W Attribute with a Power Up token and suffer an impact from the Shock ammo at the same time. Meaning, they will not pass to Dead and will have 1W remaining.

23. **Q: How does Morpho-Scan interact with Holoechoes? What if I accidentally Morpho-Scan a Holoecho in the first turn of the game?**
A: [ERRATA] You cannot perform Morpho-Scan against Holoecho markers. If such a declaration took place at any point in the game, simply remove the Holoecho in the Resolution Step.

24. **Q: What happens if, during a Coordinated Order, a player moves two Troopers in line of sight of an enemy Trooper that has sixth sense lvl 2. One of the Active player's Troopers moves in the Zone of Control of the enemy, the other is further away. The Reactive Player declares he uses his Sixth Sense skill and delays his ARO declaration because a model moved in his ZoC. With the second Short Skill of the Coordinated Order, the Active Player declares Shoot at delaying enemy model. Can the Reactive model shoot back at the model that isn't in his Zone of Control? Does the situation change if the troop that was in ZoC was a Camo marker?**
A: A Trooper delays ARO against a single opposing Trooper. In this case, they'd be able to respond to the Trooper they delayed their ARO to, be it a Camo marker or a non-Marker Trooper, and only to them. Alternatively, they can declare Dodge to make a F2F Roll against all attacking units.

25. **Q: Can I Possess a Gorgos?**
A: Yes, you can, as the target has to be a TAG.

26. **Q: Can I benefit from Cover during a Movement when using a ladder?**
A: No, because 'Troops can never be in the Prone state while they Climb or hold on to a vertical surface' and 'Troopers who are Climbing or holding <u>on to a vertical surface</u> cannot benefit from Partial Cover MODs'.

27. **Q: Can bikes use ladders?**
A: Ladders have to be at least as wide as the base of the model for it to be allowed to use the ladder. In general, bikes using ladders is not against the rules, but it is certainly puzzling. In order to avoid this issue, we suggest that no ladders be bigger than 25mm in width.

28. **Q: A trooper with a Super-Jump tries to reach BtB with an enemy on the edge of a rooftop with a Jump on a first half of the order. Unfortunately, he does not have enough move to land on the roof itself. But while the Super-Jumper was in the air, he touched the Silhouette of the enemy. After the Jump he will fall down. The enemy declares his ARO (a CC attack). Is it a legal declaration?**
A: As much as we love the image of an Antipode jumping onto Troopers on buildings, the rules as currently written do not allow for such a move.

29. **Q: Can a trooper change their Prone State during Movement Skills other than Move? For example, during a Cautious Movement, Engage, Change Facing etc.**
A: No, as the rules currently say that only during the 'Short Movement Skill Move, […] player may indicate that it (the model) will go Prone.'

30. **Q: Can I declare Jump or Climb while Prone?**
A: No, as per the Prone state 'While Prone, troopers cannot Jump or Climb'

31. **Q: How does the NFB Label on the White Noise Hacking Program work?**
A: The White Noise Program is considered to be running as long as its White Noise Zone is on the table. If the White Noise Program stops running, the corresponding White Noise Circular Template will be removed. The NFB Label will apply as long as the program is running.

32. **Q: While having Sixth Sense L1, can I declare a BS Attack against enemy trooper coming into Base to Base in my back arc or through Zero Visibility Zone?**
A: You could declare a BS Attack only if you have delayed your ARO and enemy declared a BS Attack. If his 2nd short skill was CC/Dodge/Idle, BS Attack against other model, etc., then you don't get LoF during his movement and therefore you cannot declare a BS Attack as an ARO.

33. **Q: A trooper with Stealth is in LoF of a reactive trooper and moves into base contact with them. Can the reactive Trooper declare a BS Attack or does the last bullet point for Stealth limit them to Skills that can be declared in Engaged state?**
A: Yes, they can declare a BS Attack. The final bullet point of Stealth only applies to troopers that are outside LoF.

34. **Q: When can CC Special Skills be used?**
    A: Automatic CC Special Skills that have the Attack label can only be used when declaring a CC Attack, unless specified otherwise in the Skill.

35. **Q: How is movement measured during a Climb? Do you have to measure the horizontal movement to get the trooper on to the flat surface, or do they move onto the horizontal surface for free?**
    A: The horizontal placement at the end of the Climb is not free. While climbing a surface you have to calculate the distance to get the Trooper onto the flat surface as part of the climb.

36. **Q: When a Trooper disguised as a Camo Marker has a Hacking Device or is a model that is Hackable enters a hacking area or Cybermine trigger area, how should we resolve that interaction? What if it is a Trooper that can normally be targeted by Hacking programs but is disguised as one which is not by means of Holo 1?**
    A: As per the current rules, you should inform the opponent of such an occurrence. Remember that when a trooper is inside the Hacking Area of an enemy, even if it uses Holoprojector 1, as in the question, the information on whether it actually possesses the Hackable Characteristic or is a Hacker is considered to be Public Information.

37. **Q: Can a model move with "Guts" after taking a hit if the shooting model is no longer in LoF (i.e. can they move to eliminate LoF from the position used by the shooter and not just the shooters final position)?**
    A: Yes, in such a case you use the position from which the shot was fired to extrapolate the 'Guts' interaction.

38. **Q: Does a model with the Ghost: Servant Special Skill qualify as a 'Trooper'?**
    A: Yes

39. **Q: Do Deployable items such as Fastpandas or Deployable Repeaters block enemy Cautious Movement within ZOC?**
    A: [ERRATA] No, as the Cautious Movement bullet point talks about figures in the sense of Troopers. Fast Pandas are not Troopers, neither are Crazy Koalas nor Repeaters.

40. **Q: Can a Hacker whose Hacking Device has been Disabled (for example by Blackout) be targeted by opposing Hackers with Programs that target Hackers? To rephrase, does a trooper with a Disabled hacking device still count as a Hacker for game purposes?**
    A: Yes, as they have not lost the piece of Equipment making them a Hacker, it is only Disabled.

41. **Q: Are different Hacking Programs treated as different Skills for declaration purposes? Can an HD+ use Sucker Punch while a HD uses Brain Blast in the same Coordinated Order? Can different Hacking Programs be used in ARO in a Fireteam?**
    A: Yes, they are different Skills.
    For Coordinated Orders, the EVO Hacking Device which enables Coordinated hacking allows the use of different Hacking Programs during the Coordinated Order.

For Fireteams, declaring different Hacking Programs in ARO will force one or more troopers to leave the Fireteam due to declaring a different ARO.

42. **Q: Can Fireteam members NOT engaged in Close Combat use a move action while one or more of the team is in the Engaged state?**
A: Yes, but the Engaged models will activate and Idle generating AROs.

43. **Q: Is a Kotail with Holo 2 activated to disguise himself as 3 troopers able to receive a Symbiomate? How would it work?**
A: Yes, you'd place the Symbiomate next to the real Kotail, as per the normal rules.

44. **Q: When an Impetuous Irregular trooper with AD enters with its Impetuous order, it's Irregular Order becomes available. Would it add a Regular Order in case of having an Inspiring Leadership Lieutenant?**
A: Yes, because the trooper is Impetuous and Regular due to Inspiring Presence.

45. **Q: During a critical hit with DA ammo against a troop with a Symbiomate, does the Symbiomate allow the user to ignore the 'additional' ARM roll generated by DA?**
A: No, the user has to take 1 direct wound and roll for any additional wounds coming from that hit (1 more in the case of DA, 2 more in the case of EXP).

46. **Q: Mutual Awareness. When an enemy model moves out of cover and is able to see 1x1 mm of my Silhouette then I'm not a valid target. He is a valid target for me as I can see 3x3mm of his Silhouette. Due to the Mutual Awareness rule he gains LOF to me. Does each model need to see 3x3mm of the other model's Silhouette for the Mutual Awareness clause to work?**
A: No, it is enough if one model sees 3x3mm of the other's Silhouette for Mutual Awareness to work.

47. **Q: What happens if a model is on top of a trooper in Hidden Deployment? Where can it be placed, if he can be placed at all?**
A: Nothing happens – simply move the HD trooper the minimum required distance not to be in B2B with the model that 'took its place'.

48. **Q: If a single Antipode is left from an Antipode Assault Pack, is it automatically immobilized?**
A: Yes, because it is no longer in ZoC of another pack member.

49. **Q: While using Dual Wield, can I use a non-CCW and combine it with a CCW to perform the attack? For example, combining things like Knives, Pistols, D-Charges, Chest Mines with a CCW?**
A: The only kind of weapons that Dual Wielding allows to combine are Close Combat Weapons (CCWs). That means you can combine the following weapons while Dual Wielding: CCW, AP CCW, DA CCW, E/M CCW, EXP CCW, Monofilament CCW, Shock CCW, T2 CCW, Templar CCW, Viral CCW, Vorpal CCW, and E/M2 CCW.

50. **Q: Can I load HRL or LRL with Stun ammunition?**
A: Yes, but remember that such a change requires mutual accord between the players or a special rule in the rules of the particular scenario.

51. **Q: Can a troop in Foxhole declare Idle or Discover?**
A: Yes, and they do not lose the benefits of the Foxhole.

52. **Q: When is throwing or firing a Smoke Grenade considered an Attack? Specifically, does being in a smoke template trigger a Guts Roll? We know from game examples that it does allow the model to declare a Dodge for being hit by a template from outside of LoF.**
A: It does not provoke a Guts roll. It is a combination of two effects – a template attack and a smoke attack. While the first could provoke a Guts roll, it's the second that is the actual effect of the skill and smoke in itself does not provoke a Guts roll.

53. **Q: Can you choose where exactly vertically on the Silhouette of a target do you center the blast focus when using circular templates?**
A: Yes, you can choose where you vertically center the focus, as long as you follow all the other rules.

54. **Q: If armed with a CCW, can a model choose to attack Bare-handed (Unarmed)?**
A: Yes, but remember that Bare-handed attacks have a DAM Attribute of the attacker's PH-2.

55. **Q: Can a Trooper be deployed Climbing (with or without Climbing Plus) in the Deployment Phase?**
A: Yes.

56. **Q: If a Religious Troop fails the BTS Roll against Flash ammo, is it forced to stay still? (This forces the target to fail a Guts Roll, while Religious forces the trooper to stay still unless they pass a Guts Roll.)**
A: The trooper could choose to stay in place, or could try to pass a Guts Roll to move

57. **Q: A Domaru has an E/M CCW (Damage N + E/M), a Shock CCW and Dual Wield. Normally he inflicts an ARM roll + Shock effect and a halved BTS roll to avoid the E/M effects. What happens with a Critical hit? Automatic wound + BTS roll or ARM roll + automatic E/M effects?**
A: As per the rules of E/M weapons, the E/M trait takes precedence when there are 2 different ammo types. Meaning, a CRIT with an E/M weapon makes the target suffer from the E/M effect. In short, if you want to kill the model with a CRIT, don't use the Dual Wield skill but only the Shock CCW, instead.

58. **Q: What happens to a G: Synchronized / G: Servant Trooper which becomes Isolated? Are they also Disconnected from their Controller?**
A: Yes, they are considered Disconnected.

59. **Q: Is there a limit of Combat Groups?**
A: Technically there is no limit to the number of Combat Groups, but Infinity Army does not allow more than 4 and its use is required for many events. When playing systems other than ITS the player is not restricted in any way unless limited by the Event Organizer.

60. **Q: What happens when a Perimeter weapon is hit by adhesive ammo? They don't have a PH value, and it's not terribly clear if they can be affected by game states (such as IMM) that normally affect troopers.**
A: [ERRATA] They suffer the effect of the Adhesive ammo without a roll, as they do not have a PH value, meaning they will be unable to Boost.

61. **Q: If the Hacking Program Exile is used on a trooper that is immune to the effects of Isolation, such as a Veteran or Morat, does the "side effect" clause still activate and break the Fireteam?**
A: Yes, it is a side effect of failing the BTS Roll, not a side effect of becoming Isolated.

62. **Q: When a Trooper with the NCO or Tactical Awareness skills is part of a Fireteam, must they already be the Team Leader when declaring the use of the Lieutenant Order or their Tactical Awareness Irregular Order?**
A: [ERRATA] Yes. The trooper must already be the Team Leader, and must remain the Team Leader during that Order.

63. **Q: When am I allowed to measure Deployment Zones, during or before deployment? For example, when deciding which DZ I choose?**
A: Yes, but only the Deployment Zone and nothing else on the table (i.e. distance to buildings outside of the Deployment Zone, etc.)

64. **Q: Why aren't some Characters classified as Characters for the purposes of the rules? (For example, Valerya Gromoz or Leila Sharif)?**
A: This has been called 'an oversight' by Hellois in one of the podcasts. Treat all characters with a distinctive name as Characters, in addition to their Troop type.

65. **Q: If an Impetuous model can shorten his way, in terms of declared Orders, to the enemy model by declaring Jump, does he have to Jump, even if it could harm him?**
A: Yes.

66. **Q: How do Impact Template Weapons and any scenery zones that they create interact with Total Cover?**
A: All Impact Templates Weapons follow the rules for their Blast Focus and Total Cover, so any point where there is Total Cover between the Blast Focus and that point will not be affected. For example, Smoke will not go through walls, and if placed near the base of a building will only affect the rooftop where there is LoF from the Blast Focus.

67. **Q: How do I calculate distance while Vaulting? I understand I can ignore the obstacle if it is equal or lower than my Silhouette height? How do I calculate moving through scatter terrain where there's a lot of small elements, each of them smaller than my Silhouette but together they add up to a lot of distance traversed?**
A: Measure a direct line from the starting point towards the goal. Do not measure the 'vaults' / 'changes in height' as long as they are equal or lower than the height of the trooper's Silhouette.

68. **Q: Can I perform a Guts roll when my model is in the open field with no cover of any sort close to it, just to get further from the enemy?**
A: No, as per the general Guts rules if you cannot increase your cover 'level' you simply go Prone. You do not get to move, even if it would put you further away from the attacker.

69. **Q: Can I measure my opponent's Deployment Zone edge when deploying AD2 troops? Can I also measure where my side of the table ends when Infiltrating if I don't want to Infiltrate on the opponent's side?**
A: In the first case, you have to make a measurement, as you cannot land in your opponent's Deployment Zone. In the second case, you are also allowed to measure due to the requirements of Deployment itself.

70. **Q: Does a scenario's Exclusion Zone block the placement of an AI Beacon during deployment?**
A: Yes. Exclusions Zones block other equipment such as Perimeter Items and deployables placed via Minelayer, so this is the most consistent approach.

71. **Q: What will happen to the area affected by a Smoke Grenade if it was placed near a closed door, and the door is opened in a subsequent Order?**
A: The area affected by the Smoke Grenade will be recalculated in the Conclusion step of the Order.

72. **Q: Can I move 2 inches after a successful Smoke Dodge?**
A: No. Smoke Dodge is not the same as the Dodge skill.

ITS-related Questions

73. **Q: What happens if a Trooper such as a dismounted biker, a TAG Pilot or Remote Pilot, a unit capable of Transmutation, or any other unit with multiple troop profiles is holding a Supply Box and changes profiles?**
A: The Box is considered to be held by the new profile. Therefore, when a TAG Pilot or Remote Pilot captured a Box and later Mounted its TAG again, the TAG would then be holding the Box.