Carrying Rules v3

Intro

This is a set of house rules for moveable objects in Infinity. It's designed for objectives which could potentially be carried or dragged around such as crates, data drives, unconscious/immobilised bodies etc. and is based on relative PH values of the object and the carrier.

Size Classes

Objects are divided into Storable, Luggable and Draggable based on their PH value. All moveable objects other than models must be assigned a PH value at the sart of the game.

PH up to the carrier's PH - 8 = Storable.
PH up to the carrier's PH = Luggable.
PH up the carriers PH + 4 = Draggable.
Anything bigger cannot be moved.

As an example, for a Fusilier with PH10:
PH 0-2 is Storable.
PH 3-10 is Luggable.
PH 11-14 is Draggable.
PH 15+ is isn't movable.

For a TAG like a Cutter with PH17:
PH 0-9 is Storable.
PH 10-17 is Luggable.
PH 18-21 is Draggable.
PH 22+ isn't moveable.

Storable

Items that can be put in a pocket or slung in a backpack.

- Three items can be carried.
- When the carrier falls unconscious/dead/ immobilised the items are not dropped, the body has to be searched with a -3 WIP modifier (-6 if affected by adhesive special ammo). This is a short skill that can be performed in BtB contact and cannot be done in ARO. One skill use will be needed for each item.
- These items can be passed to models in BtB contact.
- Some of these items can be thrown as per the item's description.

Luggable

Items that need to be carried rather than stored.

- One item can be carried.
- When the carrier falls unconscious/dead/ immobilised the item is dropped and will disperse.
- Move skills are at -3 PH, fail = dropped. All other 'active' skills requiring a roll= dropped.
- Dispersing items - place the circular marker centred on the model with 1 pointing towards the middle of the table. Roll a die and place the item marker touching the circular template next to the relevant number.
- Picking up a dropped item is a short skill that doesn't require a roll but can't be done in ARO.
- These items can be passed to models in BtB contact but can never be thrown.
- All MOV rates are halved but the carrier can attempt to move at normal speed. This will need an unmodified PH roll ofr the object will be dropped halfway along the skill's movement.

Draggable

Items that are too large to carry, or which take both arms.

- One item can be dragged. The item is represented by another model or marker which is left in BtB contact with the dragger.
- When the dragger falls unconscious/dead/ immobilised the item is dropped.
- Dropped items will not disperse but are moved out of BtB contact.
- Picking up a dropped item is a short skill that doesn't require a roll and can't be done in ARO.
- The dragger's MOV values are halved. Any skill use that requires a roll will result in the item being dropped.
- These items cannot be passed to another model and cannot be thrown.

Passing Items

- An item can be passed to another model in BtB contact. This is a short skill which requires no roll in the active turn but if done in ARO a PH roll must be passed by the carrier. if the roll fails, the item is dropped and disperses.

Throwing Items

If specified in the item's description, Storable items can be thrown.

- Items must be thrown one at a time.
- Thrown items have a +3 range of 4" and a +0 range of 8" and cannot be thrown further*. This counts as a BS Attack short skill in the same way as throwing a grenade.
- A failed or beaten roll by the thrower will result in the item dispersing from the thrower as if it had been dropped.
- If throwing to another friendly model and failing the roll/being beaten, roll a new die, 1-10 disperse in that direction from the thrower, on 11-20 disperse from the catcher.

Ganging Up

Multiple models can team up to move bigger items. Each additional mover adds +2PH to the main carrier but can never make the item Storable. As each model will need to be actively helping this will require a Coordinated Order or similar.