

## TACTICAL AWARENESS EP 001 - List Making Concepts for Beginners

### List Writing Concepts for beginners - Roles and Combat Groups

*These are intended to let you kind of mentally organize your models in your faction. Some can definitely straddle roles. These are NOT big Brain Concepts. They're supposed to help you look at the lists of figures in Infinity Army and quickly plug in their jobs. Then, you can kind of drag models around and adjust to cheaper or more expensive options. The GOAL here is you know what pieces are intended to be doing what job when you start your turn and can make good decisions during the game without over analyzing.*

### ROLES

Gunfighters - These models clear the way to get other pieces where they need to be or destroy the enemy order pool by hunting easy to kill or accessible enemy troopers.

Midfielders - Start the game in an advanced position and use their equipment or skills mix to disrupt the enemy's forward momentum. (Mines, Repeaters, KKoalas, ) They also use their own skills to minimize risk and exposure to themselves. They could also use equipment and skills to GET to the midfield very quickly and unopposed (Smoke, bikes, Parachutist, etc).

Button Pushers - Models that qualify as a 'specialist' such as Doctors, Paramedics, Hackers, Chain of Command or FOs. Models with mobility (such as Deployment, AD, fireteam inclusion) make great button pushers.

Support - You look at these and go 'why would I ever take this?' The answer is that they provide some kind of passive advantage. Are they cheap and provide an ARO? Are they cheap and provide an order? Does their equipment allow you an advantage that you wouldn't normally have (repeaters)? Great examples of these are things like repeater remotes, doctors and engineers with G Servants or Wildcard models that can Duo with a big brother.

### COMBAT GROUP TEMPLATES

Infinity in its Organized Play form (ITS) allows you to typically take a maximum of fifteen 'Troopers' (someone that generates an order, not ancillary stuff) and two combat groups. You can divide these up however you like between the two group when you design an army. This freedom of choice can be really confusing for people approaching the game and in order to help wrap your brain around it I've got some handy 'templates' for organizing your combat groups and roles that usually just live in my head but I figured I'd share because they'll help the listeners follow this discussion no matter what their experience level is.

## The Limited Insertion - A single combat group, ten order list.

### Advantages

- Lets you take bigger stat driven pieces that can reliably get jobs done. You can spend an average of 30pts per model.
- You're less worried about spreading around SWC with fewer models.
- You can take points off Support Pieces to take bigger pieces like TAGs and HI.
- Not having to keep track of two combat groups is really beginner friendly and lets you draw from a single resource pool to get things done.
- You can often find extra orders in expensive pieces like with extra Lt orders, Tactical Awareness or Impetuous.

### Disadvantages

- You've decided not to maximize your orders so losing pieces (especially if they generate extra orders) can feel like it's hitting your available resources harder than it might otherwise.
- You will intrinsically get less done in a turn, so be careful about over exposing yourself to the next opposing turn.
- You can put too much faith in a single model. Infinity often punishes that with the swinginess of D20s and the Crit system.

 Gunfighter

 Gunfighter


 Gunfighter

 Midfield

 Midfield

 Support

 Support

 Button Pusher

 Button Pusher

 Lieutenant
















**The Frontline and the Reserves** - Two Combat Groups, as close to fifteen orders as possible divided between 10 and 5.

**Advantages**

- You've got a 'get stuff done' pool of raiders and a reserve pool to transfer in as people die. Think of it as the 'active' pool and the 'reactive' pool.
- When you start playing with more than one combat group this is a great way of approaching how your orders are divided so you can visualize it on the table.
- You will be able to spend an average of 20pts per model, paying for more expensive gunfighters with cheaper support and tag-along button pusher pieces.

**Disadvantages**

- If your 'active' role Group is significantly depleted because of bad engagements or the enemy having an excellent active turn, you can end up with the order pool you have left not having enough tools to react.
- You're committing all your piece removal roles to a single combat group.
- By going wide you have less points to spend on high-end gunfighters because you're trying to maximize your order pool. Not all factions are created equal in this regard and some have access to cheaper orders than others.

1.  Gunfighter	1.  Midfield
2.  Gunfighter	2.  Button Pusher
3.  Gunfighter	3.  Support
4.  Gunfighter	4.  Support
5.  Midfield	5.  Support
6.  Midfield	
7.  Button Pusher	
8.  Button Pusher	
9.  Button Pusher	
10.  Lieutenant	
















**Independent Teams** - Two Combat Groups, divided evenly at 8 and 7 orders each. Each contains its own elements.

Advantages

- It becomes harder to make a single group ineffective at performing the mission when gunfighter contact doesn't all come from the same pool. Spreading your resources across the table makes it harder to make one ineffective without extra work.
- Your instinct to 'go ham' when you're on a streak of getting things done will be curtailed by limited resources on each side. When you've got 10-12 orders in a single pool you often push past what you need to do because you feel like you've got the extra time to do it.
- You will become more task oriented for each piece and start to think about allocating your orders for the turn even before you start moving models or issuing them.

Disadvantages

- You're putting a hard ceiling on how much each piece can get done during a turn.
- A series of 'bad dice' such as for WIP check on objectives can really negatively impact a turn because you've got less flexibility for back up plans on a single model when they just refuse to get the plan done.
- You will need to mentally keep track of who is in what group and where they're spread to on the table. This can be taxing in early infinity games.

1.  Gunfighter	1.  Gunfighter
2.  Gunfighter	2.  Gunfighter
3.  Gunfighter	3.  Midfield
4.  Midfield	4.  Midfield
5.  Midfield	5.  Button Pusher
6.  Button Pusher	6.  Support
7.  Button Pusher	7.  Lieutenant
8.  Support	

## Classified Objectives

OSSS Example Lists

## Limited Insertion

Limited Insertion OSSS		Operations Subsection of the SSS -		Fireteams Chart	
Max. Points: 300		SWC 2.5   Points 300			
Name	Weaponry   Equipment	Melee Weapons	SWC	C	
GROUP 1	10		2.5	300	
ASURA (Lieutenant [+1 Order], Hacker], Hacking Device Plus [UPGRADE: Trinity (+2 Damage)])	MULTI Rifle, Nanopulser	GUNFIGHTER		69	
PROXY Mk.3	AP Spitfire, Nanopulser	GUNFIGHTER		23	
RUDRA	K1 Marksman Rifle, Mine t	GUNFIGHTER		38	
PROXY Mk.2 (Hacker, Hacking Device)	Boarding Shotgun	BUTTON PUSHER		25	
PARVATI	Submachine Gun(+1B), Flash Pulse, MediKit	BUTTON PUSHER / SUPPORT		38	
TRISHA	Breaker Combi Rifle, Nanop E/M Mines	SUPPORT		26	
YUDBOT		PARA CC Weapon(-3)	0	3	
ANDROMEDA (Infiltration [+3])	Submachine Gun, Zapper, Charges	BUTTON PUSHER		32	
DALETH Rebot	Combi Rifle, Flash Pulse	BUTTON PUSHER		16	
LAMEDH Rebot	Flash Pulse	SUPPORT		7	
PROBOT (Hacker, EVO Hacking Device)		SUPPORT		15	
PROBOT (Deactivator, Repeater)		SUPPORT		8	

Sizeable hitting pieces in the Asura, Prox Mk 3 nd Rudra (supported by the Probot especially). The Asura, Rudra and Parvati can be combined into a Haris as well provided you're not precious about the extra orders to increase your order efficiency and their damage output. Parvati keeps the Asura alive practically forever. Andromeda and the Proxy Mk 2 can reliably contain the midfield and get to work completing objectives.

## Frontline and Reserve List

Frontline and Reserve Operations Subsection of the SSS -		Fireteams Chart	
Max. Points: 300		SWC 4   Points 300	
Name	Weaponry   Equipment	Melee Weapons	SWC C
<b>GROUP 1</b>  10		3.5 239	
DEVA (Multispectral Visor L2)	Spitfire, Nanopulser	GUNFIGHTER	
DAKINI (Paramedic)	Combi Rifle   MediKit	BUTTON PUSHER / SUPPORT	
DAKINI (Paramedic)	Combi Rifle   MediKit	BUTTON PUSHER / SUPPORT	
DAKINI	Combi Rifle, Grenade Launcher	SUPPORT	
DAKINI	Heavy Machine Gun	GUNFIGHTER	
NETROD		SUPPORT	
NETROD		SUPPORT	
DALETH Rebot	Combi Rifle, Flash Pulse	GUNFIGHTER / BUTTON PUSHER	
PROXY Mk.1 (Doctor)	Combi Rifle, Nanopulser   MediKit	SUPPORT	
PROXY Mk.2 (Hacker, Hacking Device)	Boarding Shotgun	BUTTON PUSHER	
YUDBOT		PARA CC Weapon(-3)	0 3
ASURA (Lieutenant [+1 Order], Hacker, Hacking Device Plus [UPGRADE: Trinity (+2 Damage)])	MULTI Rifle, Nanopulser	Pistol AP CC Weappn GUNFIGHTER	0 69
<b>GROUP 2</b>  5		0.5 61 	
LAMEDH Rebot	Flash Pulse	SUPPORT	
LAMEDH Rebot	Flash Pulse	SUPPORT	
PROBOT (Deactivator, Repeater)		SUPPORT	
PROBOT (Hacker, EVO Hacking Device)		SUPPORT	
SHUKRA (Chain of Command)	Boarding Shotgun	SUPPORT	

This list leans on a full Daikini link to flex between backline defense and turn 3 pushes up the board to complete minor or in close objective work. The Paramedic can bring back the Deva should they run into a bad dice contest hunting Mimetism targets. The HMG Daikini can be left with the Mk2 Proxy's Yudbot nearby and supported by the Probot Evo to make a dangerous full link gunfighter at a really affordable cost. The Shukra keeps your Lieutenant using its extra two orders hunting in the midfield and flexing to complete objectives.

## Independent Teams

Independent Teams		Operations Subsection of the SSS -		Fireteams Chart	
Max. Points: 300		SWC 3.5   Points 298			
Name	Weaponry   Equipment	Melee Weapons	SWC	C	
<b>GROUP 1</b> <span style="color: green;">▲ 7</span> <span style="color: orange;">👤 1</span>					
ASURA (Lieutenant [+1 Order], Hacker, Hacking Device Plus [UPGRADE: Trinity (+2 Damage)])	MULTI Rifle, Nanopulser	GUNFIGHTER/ Button Pusher	0	175	
RUDRA	K1 Marksman Rifle, Mine Dispenser	GUNFIGHTER			
PARVATI	Submachine Gun(+1B), Flash Pulse MediKit	SUPPORT / Button Pusher			
NETROD		SUPPORT			
NETROD		SUPPORT			
LAMEDH Rebot	Flash Pulse	SUPPORT			
PROBOT (Deactivator, Repeater)		SUPPORT			
WARCOR (Sixth Sense)	Flash Pulse	SUPPORT			
<b>GROUP 2</b> <span style="color: green;">▲ 6</span>					
YADU (NCO)	Heavy Machine Gun	GUNFIGHTER	3.5	123	
YADU (Hacker, Hacking Device [UPGRADE: Carbonite (+1 Damage)])	Boarding Shotgun	Heavy Pistol, CC Weapon	0.5	35	
SAMEKH Rebot FTO	Missile Launcher, Flash Pulse	SUPPORT			
DALETH Rebot	Combi Rifle, Flash Pulse	GUNFIGHTER/ Button Pusher			
LAMEDH Rebot	Flash Pulse	SUPPORT			
PROBOT (Deactivator, Repeater)		SUPPORT			

Two Haris teams each with a mix of gunfighters and button pushers make both these combat groups flexible. The Group 2 Order pool is larger than it appears as the Yadu NCO can use both the Lt Orders from the Asura to bring them to a full 8. The presence of a Hacking net that can be advanced turn 1 to catch ARO Spotlights and threaten Guided Missiles from the Samekh FTO will cause pause during the reactive turn.

**FINAL NOTES: Remember, these are TEMPLATES for starting to understand list construction in Infinity. It's a huge pool of models with TONS of options. You should freely start to flex both roles and groups as you get more comfortable with the game and you will start to see values in certain profiles that weren't initially apparent.**

**Army Lists don't win you games in Infinity, but they do help you absorb the game faster and keep your mental load focused while you're playing. Understanding what your tools can do lets you access them faster and look at each active turn like a problem set you can take apart with what you have to hand.**