



INFINITY

QUICK START RULES

One hundred and seventy-five years into the future Humanity has managed to survive despite itself, but for how much longer?

Humankind has reached the stars. Travelling through worm-holes massive commercial ships, known as **Circulars**, jump from one star system to another. Circulars are controlled by **O-12**, an international organism that is the second generation United Nations, but with a much greater capacity for decision-making and taking action. A single, extremely powerful Artificial Intelligence present in the entire **Human Sphere**, and indispensable for the great powers, assists the O-12 in maintaining a fragile balance between them.

The old nations have grouped themselves into great international federations and have allotted among themselves the star systems fit for human life. These new powers, much more powerful than the old ones, continue to be moved by the age-old driving forces of human history: the quest for living space, resources and power. All of them want the same thing and that makes peaceful co-existence difficult. Confrontation and conflict are the norm, whether they be open or concealed, of high or low-intensity, of long or short duration... the profession of soldier in this age is far from dull....

PanOceania is the N°1, the Great Power of the Human Sphere. It owns the greatest number of planets, has the richest economy and the most advanced technology. Pragmatic and generous, PanOceania is a melting-pot of cultures, heir to the best democratic and welfare traditions of the West. Proud of itself and somewhat domineering it can claim to have the most technically sophisticated society and army in the Sphere and likes to brag about it.

The other great power, the eternal rival always conspiring and intriguing to bring down its adversary is **Yu Jing** (read Yu Ching), the Asiatic giant. The entire Far East is united beneath the banner of what was once China but which has now formed a single, even if varied, oriental culture. Product of great industrial and technological development and a forceful, thriving economy, Yu Jing is determined to achieve the dominant position which it aspires to.

Haqqislam, the New Islam, is a smaller power which possesses a single star-system only, Bourak. Separating itself from fundamentalism, Haqqislam bases its culture on an Islam which is humanistic, philosophical and in continuous contact with nature. Biosanitary Science and Terraformation are the two major assets of Haqqislam, which includes the best schools of medicine and planetology in the Human Sphere.

The **Normads** comprise three enormous ships whose inhabitants, discontented with a society controlled by huge macroeconomic blocks and by A.I., have separated themselves from it and roam through space, trading from system to system. Tunguska is

dedicated to the traffic and storage of information. Corregidor offers skilled labour at a good price, while Bakunin trades everything that is exotic and illegal in whatever area, from fashion to nano-engineering.

Ariadne is made up of the descendents of the first human colony ship that disappeared into a worm-hole and was given up for lost. Isolated on a remote and hostile planet, the Ariadnes - Cossacks, Americans, Scots and Frenchmen - have evolved into a hard and technologically less advanced race, which has just made contact with the Human Sphere and is trying to carve out a niche for itself without falling under the control of the other powers.

The battlefronts, declared or not, are on planets and star-systems shared by the various powers. Harsh and cold Svalarheim, the suffocating jungles and devastated cities of Paradise, the dense woods of Ariadne, the unfathomable void at the Human Frontier. Names only recently appeared that yet possess a long history written in blood. The escalation of violence has precipitated the rise of the Mercenary Companies provoking the desperation of the technologically well-equipped but small military forces of the O-12.

And while Humanity devours itself, a new threat, perhaps the most terrible of all, has managed to form a bridgehead in the heart of the Human Sphere. A **Combined Army** of alien races, united beneath the dominance of an Evolved Intelligence, an ancient ultimate artificial intellect with hegemonic aspirations towards any race that crosses its path. A small expeditionary force, equipped with technology superior to that possessed by humans, has managed to withstand everything the Sphere has thrown against it, and appears to be awaiting reinforcements...

The present is a critical and decisive moment... Will humans become fully aware of what they're up against? Will they continue with their domestic struggles for larger slices of power? What will be the destiny of Mankind? The Chinese curse has come to pass and the Interesting Times are approaching...



What you have in your hands is a quick start ruleset to start you off playing. If you want to discover the complete potential of Infinity visit our website www.infinitythegame.com or ask at your local hobby shop how to get the full rules. This one contains only the basic concepts to give you an idea of the game system.

WHAT DO I NEED TO PLAY?

A flat surface (for example, a table), that represents the battlefield where your troops will fight. A surface of 3 foot x 3 foot is enough for two small armies like those in the Starter Packs.

Terrain Elements. "Your troops need to take cover" You need a lot of terrain elements to provide cover for your miniatures. To try out the game you can take what is at hand: books, CDs, Pens, vases...although the ideal would be to buy or make more realistic terrain representing trees, ruined buildings and rocks, etc...

Miniatures. You need Infinity miniatures for your troops. Each miniature represents a soldier, creature or robot. The Infinity Starter Packs are the best way to get into combat and start playing..

Dice. 20 sided die are necessary (d20). One is enough, but it's more comfortable for each player to have his own. The dice will help you find out if a miniature has been successful in what he wants to do or not.

Tape Measure. You need this to

see how many inches your troops can move and gauge the range of their weapons.

Markers. Various markers are used in the game. You can find the most used in the Starter Packs or you can download them from www.infinitythegame.com

Troop Sheet. In this you will find the Attributes, Characteristics, Skills, Weapons and Equipment of your troops. Normally, the higher the attribute value the better he'll be. You can find the Attributes of the troops in the Starter Packs, and lots more at www.infinitythegame.com

HOW DO YOU PLAY INFINITY?

Each player has an army under his command who will fight to destroy the opponent or to accomplish a mission.

Each soldier has certain **Attributes** that define the speed at which he moves, how good he is at different skills, or the equipment he uses. You'll find the Troop Sheets at the end of this Quick Start rule set.

Look at the Troop Sheet in the Attributes of the Fusilier of PanOceania, which we will take as our example.

Name of Troops: Shows the official nomenclature of the unit, in this case Fusiliers. It can also indicate that this type of troop is a Tactical Armoured Gear (TAG), Heavy Infantry (HI) or Remote robot (REM).

MOV: Movement. Indicates how many inches you can move the troops. Watch out as there are two numbers! 4/4. The first (4 for Fusiliers), is the maximum distance that he can move if you want him to also do another type of action. If you only want him to advance the maximum possible distance without performing other actions then you can add together both numbers 8 (4+4) and this will be his maximum move distance.

CC: Close Combat. Shows how good the troops are in Hand to Hand combat. When two miniatures are in base to base contact ...Rifles are useless! It's time to get out the knives, pistols and use your martial arts!

BS: Ballistic Skill. Describes how good the troop is at firing any weapons from a distance.

PH: Physique. Shows how strong, agile and resistant the troop is.

WIP: Will Power. Marks the troop's capacity of decision making and his courage in combat. How long can your men stand under a terrifying sustained fire without breaking? This also indicates how good your troops are in certain intellectual abilities or concentration as in Hacking or Discovering.

ARM: Armour. Indicates the quality of the armour of your troops.

BTS: Biotechnological Shield. Protection against NBC (Nuclear,

Biological, Chemical) Electro-magnetic and Hackers.

W: Wounds. Shows the quantity of Wounds that your troops can take before being knocked out of the game: unconscious or dead. Normally the number of Wounds is one, but there are creatures or servoassisted exoarmours that can take more.

C: Cost. Each miniature has a point's value. To play balanced battles, in which no player starts with an advantage you should agree on a quota of points to spend with which to construct your army.

Special Skills and Equipment: Indicates the special training he has undergone, as in being an expert in infiltrating enemy territory, or in the use of camouflage techniques, etc... It also depicts any type of Special Equipment he might carry.

Weapons: Shows the weapons this troop has. There are Close Combat weapons, that is used with the Attribute CC, when the figures are in base contact, and weapons used at a distance with the BS Attribute.



WHAT ARE THE DICE USED FOR?

The die is used to find out if your miniature has been successful in any action he takes. For example, to see if he hits a target with a shot, etc...

There are three types of roll: Normal, Face to Face and Armour; and for all of them a 20 sided die is used (d20). Usually, to see if you've achieved something, roll the d20 and compare it with the corresponding Attribute to the action taken. If you get a score equal to or lower than the Attribute you are successful and achieve your objective. Sometimes you have to add or subtract Modifiers.

What is a Modifier (MOD)?

A Modifier indicates that what you are trying to do is easier or more difficult than normal.

For example the further away a miniature, the more difficult it is to shoot him, and for this reason many times you will have a negative modifier to your BS Attribute.

What is a Critical?

If you roll a d20 and the score coincides with the value of your Attribute, you've got a Critical. You've done the action in the best possible way. Congratulations! It was a perfect action.

Don't forget to add or subtract the Modifiers to your Attribute. To get a Critical, the number on the die must coincide with the resulting score once the Modifiers have been taken into account. For example, if your Attribute is 10 and you have a Modifier of -3, you must score 7 to get the Critical.

NORMAL ROLL: Used when you want to know if you achieve something successfully. Roll a d20 and if the score is equal to or less than the corresponding Attribute to the action, congratulations, you've done it! Don't forget to add or subtract the Modifiers to your Attribute before rolling.

FACE TO FACE ROLL: Is used when two miniatures are face to face in confrontation and you want to know which one acts first achieving his objective before his adversary does. You and your opponent must each roll a d20 and compare the scores with the corresponding Attribute. Don't forget to add or subtract the Modifiers to your Attribute before rolling.

Several results may happen:

You both fail. No one achieve his objective.

One succeeds and the other fails. He who succeeds gets his objective.

Both succeed. Compare the scores of the d20s. The player with the highest score wins and obtains his objective.

One succeeds and the other gets a Critical. The one who gets the Critical wins and achieves his objective. Even though the score of the one who did not get a Critical is higher the one who got a Critical wins.

Both get a Critical. The player with the highest score wins and obtains his objective.

Draws. Sometime the rolls may result in a draws. In this case, either with both succeeding normally, or both succeeding with Criticals, the winner is he who has the highest Attribute (Take the Attribute being used for this roll plus the Modifiers). If these values are still equal the rolls cancel each other out and you must roll again, spending the corresponding Order.

Remember that in a Face to Face Roll more than two figures can participate at a time.

ARMOUR ROLL: This is used when you need to know if the Armour (ARIV) of a miniature can stand a hit. Roll a d20, add the Armour and the possible MOD for cover and compare it with the damage caused by the weapon that hit your miniature. If the score is higher than the damage, the Armour has survived. If the result is equal to or less than the damage, your miniature has been Wounded. Consult the section *How to Cause Damage* which appears later one.

SHALL WE PLAY?

The first thing to do is place **terrain elements** on the table. The more the better. You can place them randomly, but it is a good idea to leave long "streets" to allow easy lines of fire. You'll realise the importance of this with practice. A good way of seeing if the terrain you placed is enough is when no element is more than 10 inches from any other or from the edge of the table.

Of course, this is only a suggestion, and you don't have to follow it as a hard and fast rule, but you will find it is more fun to play with a lot of cover.

Choosing your army. Agree a quantity of points to spend in miniatures, for example 150 points. The sum of the Cost of the miniatures of each army can't be bigger than the agreed quantity. This Quick Start rule set works better with armies between 100 and 200 points.

Choose a Leader for your army. We'll call him Lieutenant, and he represents the officer in charge of your troops. Don't tell your opponent who your Lieutenant is! Write it down on paper. If your Lieutenant is killed it's quite probable that your troops won't know what to do or they might even panic. So it's very important to keep your Lieutenant alive. Any miniature (except REM) can be the Lieutenant, but the miniature or the corresponding Camouflage Marker that represents it must be on the table right from the beginning of the game.

Deploying troops on the table: Each player rolls one d20 and adds the score to the WIP of his Lieutenant. The player who scores highest decides which side of the table to deploy his troops. The loser deploys on the opposite side of

the table. The winner also decides who deploys his figures first. Normally you'll prefer your opponent to deploy first so you know where his troops are. Once the first player has deployed all his troops it's the turn of the second player to deploy his.

You must deploy your troops in your **Deployment Zone**, which is up to 12 inches from your table edge. There are some exceptions, such as the troops that have **Special Infiltration Skills** who can be placed anywhere up to centre of your table side. If you have a miniature with Camouflage skills, deploy the corresponding marker and leave the miniature off the table for the moment. If you have a miniature with TO Camouflage skills, you don't even have to put the Marker on the table! Simply note down exactly where the miniature is. This is called **Hidden Deployment**, and you don't have to say where the miniature is until you want to do some action with him, meaning when you give him an Order. Remember that this miniature cannot be the Lieutenant. If you want him to be the Lieutenant then you must put the corresponding marker on the table so losing the advantage of Hidden Deployment.

Infinity is a **turn based** system with alternate turns by the players. In each turn both players act, but one is known as the **Active Player**, and the other the **Reactive Player**. The active player is the one who activates, moves and makes his

miniatures do something while the reactive player can react to the movements and actions of the active player through the **Automatic Reaction Orders (ARO)**. When the active player has spent all his Orders, and so cannot continue with any actions it is the turn of the opposing player who then becomes the active player himself.

Now that all your miniatures are on the table ready to receive your orders and fight, **Who starts to move?** Roll one d20 each and add the score to the WIP of your Lieutenant. Whoever has the highest score decides who moves first. This is called the **Initiative Roll**. You can choose to move first (becoming the Active Player) or cede the initiative to your opponent.

Right, now you know who moves first. The moment of truth has arrived...

WHAT CAN I DO WITH MY TROOPS AND HOW DO I DO IT?

To move, fire, or do any other action, you must order your troops to do it. First you must know how many **Orders** you have as this will indicate how many things your troops can do during the turn. You have 1 Order for each miniature in your army. The total Orders of an army are called the **Order Reserves**. If you are using an army list from a Starter Pack, you can check that you have six miniatures in your army and so your Order Reserves total is 6. The Order Reserves can vary during a battle. If

one of your miniatures is knocked out, you lose this Order and so your Order Reserves are reduced. At the beginning of each turn, before you do anything else, you must always recalculate your Order Reserves.

The figures that are deployed only as a Camouflage Marker or TO Camouflage, also add their order to the Order Reserves. However, those figures that remain hidden because they have TO Camouflage (Hidden Deployment) will not add their Order to the Order Reserves until you put their Camouflage Marker or the miniature on the table.

How do you Spend the Orders?

Usually the Orders are spent one by one. You must spend one Order before spending another. You can spend your Orders as you wish: you can give an Order to each of the miniatures, give all the Orders to the same miniature, two to one and three to another etc...

You don't have to spend all the Order Reserves if you don't want to, but the Orders that are left are then lost as you cannot save them for another turn. When a player has spent all his Order Reserves, or decides that he doesn't need to spend any more, the turn passes to the other player, who then becomes the active player.

Remember you have a Lieutenant? The Lieutenant has an extra Order; that he can use exclusively on himself, he cannot give it to another miniature. This Order is

called the **Lieutenant's Special Order**. If you have spent all the Order Reserves your Lieutenant still has the possibility to do another action by spending his Lieutenant's Special Order. This special order does not have to be the last you spend in the turn, and you don't have to say that you are using the Lieutenant's Special Order.

WHAT CAN YOU DO IN SPENDING ORDERS?

The Orders allow your troops to do any action: move, fire, etc...

An Order is always executed in its totality. If your figure, before finishing its Order, falls dead because of being shot, or is obliged to dive for cover after being hit, he must always finish the Order that he was carrying out and only then apply the effects of being hit.

In these Quick Start rules, we include only the most common Orders. To explore all the possibilities of Infinity you need to get the full rule set.

Visit www.infinitythegame.com or ask in your local store how to get it.

Spending an Order you can:

MOVE AND MOVE: you can move as many inches as indicated on your first MOV value and then continue moving the inches indicated on the second MOV value (if your attribute MOV is 4/4, you can move up to 8 inches). In order to move it is not necessary to roll the die.

MOVE AND CC: You can move as many inches as indicated on your first MOV value and then also make a CC attack. When two miniatures are in base contact they are considered to be in Close Combat combat and **must** fight each other:

If your miniature was already in base to base contact with an enemy miniature at the beginning of your turn, you are obliged to spend at least 1 Order to fight in Close Combat although you can employ this Order to extricate yourself and Dodge the combat. To resolve a Close Combat a Face to Face Roll is required using the CC Attributes of the opposing figures. The winner hits his objective and the one who receives the hit must do an Armour Roll.

If you prefer you can just fight, without moving, (you have started your Order already in base to base contact with an enemy figure). You can also fight, and if you have killed

your enemy, move up to a maximum of the first MOV value Attribute.

Dodge combat: You can spend your Close Combat Order extricating yourself from the enemy. It's similar to combat, but you use your PH Attribute in order to Dodge your enemy. If you win the Face to Face Roll, you can move your figure separating him from the enemy figure up to a maximum of the first MOV value Attribute.

MOVE AND BS: You can move as many inches as indicated on your first MOV value and then also make a Ballistic Skills attack. You can make the attack at any point of your movement. You can also just Shoot, without moving. You can Shoot as many times as is indicated on the Burst (B) of your weapon.

In Ballistic Skills combat, you have to do a Normal Roll to see if you hit your objective, although as you will see in the section Automatic

MOVE AND MOVE (Fig a.)

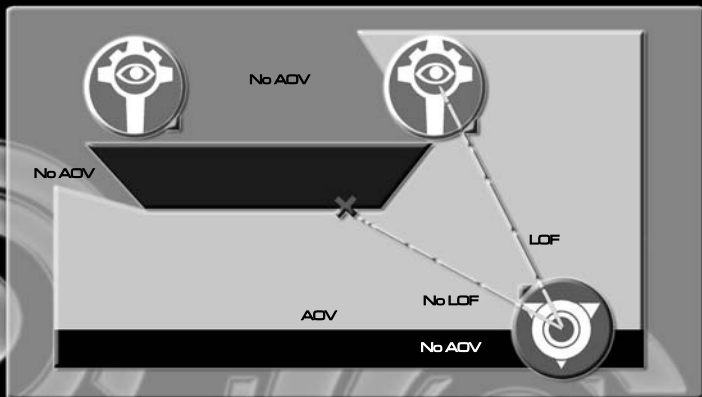


MOVE AND BS (Fig c.)



MOVE AND CC (Fig b.)





Reaction Order (ARO), it might require a Face to Face Roll. If you succeed in the roll you hit your enemy. The miniature of your opponent must then try to succeed with an Armour Roll.

HOW DO YOU FIRE?

1- Check that you have Area of Vision (AoV). A figure has an Area of Vision of 180° from the front of his base.

2- Check that you have a Line of Fire (LoF) to the objective. You can only have a LoF inside your Area of Vision.

LoF is an imaginary straight line that runs from the centre of the base of your miniature to the centre of the base of the enemy miniature. If there are obstacles in the way that completely block you from seeing the enemy miniature then there is no LoF. To be allowed to fire at a figure you must be able to see his head or an area the equivalent in size to it. If any miniature is in between obscuring the clear vision of the enemy then the LoF is blocked.

3- Check the Modifiers (MOD) when firing:

3.1- Measure the distance between the two miniatures using the centre of each base for reference. Check the MOD for distance in the Weapons Table.

3.2- Check if the targeted minia-

How to Bursts work?

Each miniature can shoot a burst as many times as is indicated on the repetition capacity or Burst (B) of his particular weapon. You can aim the bursts at one or various enemy figures, as long as they are in your Line of Fire (LoF) and within range of your weapon. All the shots are made from the same point, you can't shoot once, then move a little, and shoot again.

ture has Camouflage Skills or TO Camouflage and apply the corresponding MOD.

3.3- Check if there are MOD for cover: When a terrain element partially covers the target. This gives a MOD of -3 to BS and +3 to an ARM as long as the miniature is in base contact with the cover:

4- Add or subtract all the MOD to your BS Attribute.

5- Roll the d20 and compare the result with the total you obtained applying the MOD to your BS Attribute. If you pass the roll you hit!

6- Let's see if you cause Damage. Consult the section *How to Cause Damage* which comes further on.

MOVE AND DODGE: You can move as many inches as indicated on your first MOV value and then also Dodge. Dodge serves to avoid a possible shot your enemy could make with his Automatic Reaction Order (Explained below). To Dodge you must do a Face to Face Roll to see if you manage to Dodge your enemy. In the case that several enemy miniatures fire at you, remember that you can do only ONE Face to Face Roll to Dodge against all the enemies' shots (You must survive all of them to get out unhurt!). All the shots that have scored more than your Dodge roll hit you. You have to make an ARM Roll for each hit. TAG can't Dodge.

MOVE AND DISCOVER: You can move as many inches as indicated

on your first MOV value and then also try to Discover a camouflaged miniature. You can try to Discover at any point of your movement. You also can just Discover, without moving. You need LoF to the target to Discover. You have to do a Normal Roll for WIP, modified by the value of the camouflage of the enemy and by the Distance that separates you. If you succeed in the roll, this obliges your opponent to place the miniature on the table in place of the Camouflage Marker

MODIFIERS TO DISCOVERING

Distance	Short 0-8"	Medium 8-32"	Long 32-48"	Maximum 48-96"
Mod	+3	0	-3	-6

Base.

MOVE AND HACK: Only a miniature equipped with a Hacking Device can Hack. AoV or LoF to the target is not necessary as this only has to be within an 8 inch radius of the Hacker. You can move as many inches as indicated on your first Movement value and then also Hack. You can Hack at any point of your movement. If you wish, you may just Hack only and not Move at all. There are three types of attack:

HACK A TAG. To hack a Tactical Armoured Gear (TAG), the miniature must overcome one or several Hacker Rolls, (Normal Roll of WIP modified by the Target's BTS). Success on this roll means the enemy TAG is completely Immobilised (He can't Move or

Fire nor do anything else except for a Reset). Place an Immobilised Marker next to him.

If after managing to Paralyze the TAG, the Hacker spends a new Order and succeeds with another consecutive Hacker Roll, the TAG becomes Possessed. Place a Possessed Marker next to him and take away the Immobilised Marker. The Hacker can totally manipulate the TAG with all his Attributes and weapons, spending Orders from the Hacker's army's Order Reserves normally, as if it was one of their miniatures.

When the Hacker fails one of his rolls he loses the effects accumulated up until that moment, and the TAG becomes completely free. The Hacker can decide in what state of Hacking he wants to stop, but once decided, the TAG cannot be the target of another Hack Attack in that turn.

The TAG can free himself from the the states of Immobilised or Possessed in his following turn. To achieve this he must do a Reset.

HACKING A HEAVY INFANTRY OR A REMOTE

To Hack a Heavy Infantry figure (HI) or a Remote (REM), the miniature the figure must achieve the right score on a Hacker Roll (a Normal Roll of WIP modified by the target's BTS). Success on this roll and the enemy HI or REM become com-

pletely Immobilised (cannot Move or Fire nor do any other kind of action other than Reset). Place an Immobilised Marker next to him.

The HI or the REM can free themselves from the state of Immobilised in his following turn. To achieve this they must do a Reset.

ANTI HACKER PROTOCOLS:

The Hackers can carry out cyberattacks on other Hackers that are within an 8 inch radius. The AntiHacker Protocols cause physical damage to the victim, causing a neural overcharge and cerebral haemorrhaging. Activating the AntiHacker Protocols is dangerous as the target can block the cyberattack and send it back against the attacker. A cyberattack is done by means of a Face to Face Roll of WIP between the two Hackers. Don't forget to modify the roll due to BTS Attribute of the target. The winner causes one Wound to the victim.

RESET: A TAG, Heavy Infantry or Remote that has been attacked by a Hacker and is Immobilised or Possessed must pass a Normal Roll on its WIP Attribute. If he doesn't pass he can repeat the attempts on successive Orders. You can do a Reset and move up to the first value of your MOV attribute on the same Order.

CAMOUFLAGE: The way this works is specified in the section of Special Skills. You cannot camoufla-

ge yourself and move on the same Order.

WHAT IS AN AUTOMATIC REACTION ORDER (ARO) AND WHAT CAN YOU DO WITH IT?

It is the ability of one or more of your miniatures to act in the enemy's turn as a reply to an Order by the active player; **and only against the miniature that has been activated by this Order.** There is no limit to the number of miniatures that can react to an Order used by an enemy miniature. The reaction is always against the Order itself, not against the component parts of it. For example if an enemy unit moves and shoots, you don't win an ARO for the movement and another ARO for the shot, only for the Order itself used (Move and Shoot).

The ARO has the same requisites of a normal Order (for example you need requires LoF to react shooting) and is always simultaneous to the Order to which it is responding.

Using an ARO you can:

Close Combat (CC): You can react fighting in Close Combat just if your miniature is in base contact with an enemy. Your only reactions could be Attacking CC or trying to Dodge.

If your enemy attacks you in Hand to Hand you will use a Face to Face Roll using the CC values. You can try to Dodge instead, then your roll would be Dodge (PH)

If your enemy tries to Dodge you will use a Face to Face Roll using his PH

values against your CC values.

The one who succeeds in the Face to Face Roll hits his enemy, or in the case of Dodge, dodges his hit. See Dodge for details.

If your enemy decides only to Move and gets in base contact without doing an CC attack, you can react in CC with a Normal Roll. If you succeeded, then you hit your enemy. You can also react trying to Dodge. You should make a Dodge Normal Roll. See Dodge for details.

Distance Combat. Ballistic Skills (BS): You can use your ARO to Fire, but remember that in ARO your weapon's Burst ability (B) is always 1. You can only fire in ARO, not move and fire.

If your enemy shoots at you, you'll do a BS Face to Face Roll.

If your enemy tries to Dodge you, do a Face to Face Roll with his PH values against your BS values.

The one who succeeds in the Face to Face Roll hits his enemy, or in the case of Dodge, dodges his hit.

If your enemy makes any action not directly confronted with your miniature you can react in BS with a Normal Roll. If you succeed, then you hit your enemy.

Dodge: You can use your ARO to Dodge. Remember that TAGs can't Dodge.

If your enemy shoots you do a Face to Face Roll using his BS against

your PH values. If he makes several shots (weapon with B=3, for example), remember that you can make just one Dodge roll, and that every BS roll that scores higher than your Dodge roll means a hit.

If your enemy tries to attack you in CC do a Face to Face Roll of his CC values against your PH.

The one who succeeds in the Face to Face Roll hits his enemy, or in the case of Dodge, dodges his hit or attack. If you succeed in Dodgeing, you can move your miniature up to a maximum of half of your first MOV value.

Discover: You can use your ARO in order to Discover a camouflaged miniature, represented by a Camouflage Marker. You can't move and Discover in ARO.

Hacking: You can use your ARO to Hack. Remember that you can only Immobilise and not Possess a TAG in ARO. You can't Hack and Move in ARO.

WHO WINS A FACE TO FACE ROLL WITH BURST (B)?

In a Face to Face Roll, the reactive player, with his ARO always has B=1 and must obtain a score equal to or less than his corresponding Attribute with a d20 (after applying the appropriate MOD) and at the same time higher than **all** the scores of BS of the player that gives the Order in his turn.

The active player hits with his shots that are less than his (modified) BS and at the same time, higher than his opponent's rolls in ARO. The miniature that gets hit must roll for Armour for as many times as he is hit.

HOW IS DAMAGE CAUSED?

When a miniature is hit, you must execute an Armour Roll. If you succeed, the miniature is saved, it's nothing more than a simple scratch! If you fail in your Roll, the miniature gets a Wound. When a miniature gets as many wounds as his Wound Attribute indicates, you must remove your miniature from the table as he's out of the game. It doesn't mean he's dead, but due to the terrible hits and his wounds he's useless in combat.

Critical Hit: if the the hit was caused bya Critical, you cause the Wound automatically, without making an Armour Roll.

If your miniature has a Wound Attribute of 2 and it is his first Wound, do not remove your miniature from the table, just place a Wound Marker next to him. When receiving the second Wound your miniature must be removed from the battlefield.

If your miniature is hit, but has survived, either because it's gotten past the Armour Roll or has more than one Wound, you must run for cover. It's an instinctive reaction in the presence of danger! At the end of your enemy's Order (not after each Hit or Wound), move your miniature as many inches as half your first Movement MOV value (for example, 2 inches for a Fusilier). You must put your miniature behind as much cover as possible getting him away from the Area of Vision of any enemy units. If you prefer not to run

and stay where you are, you must succeed in a Guts Roll. It is a Normal Roll: you must roll a d20 and compare the score with the value of your WIP Attribute. If you succeed you hold your position and stay where you are. If you fail, you must run for cover.

HOW DO YOU WIN A BATTLE?

When you play with such small armies as are in the Starter Packs, the battle finishes when one of the armies is completely wiped out. If you are playing a scenario the most usual practice is that certain Victory Conditions were defined at the beginning of the game.

A SAMPLE COMBAT

Fusilier Angus, receives an Order over his intercom: change to a more favourable position to target the enemy, and so Move and Fire. In this way Angus moves 3 inches to a corner (he could move up to 4 inches, but prefers not to expose himself, and keeps close to the cover offered by the corner).

From the corner, Angus has a LoF to Wen Liu, a Zhanshi enemy, and a TO Camouflage Marker. Wen Liu uses his Automatic Reaction Order (ARO) to fire at Angus, as he has just come into his LoF. The miniature represented by the TO Camouflage Marker could also use his ARO, but prefers

LOSS OF THE LIEUTENANT

It happens when the Lieutenant miniature has received all his wounds and consequently is out of the game.

In the next turn, the army will have only a **maximum of 2 Orders**, no matter how many miniatures you have on the gaming table. It is compulsory to nominate a new Lieutenant which will cost you 2 Orders.

If you haven't got enough Orders to nominate your Lieutenant (if you have only 1 miniature available) then you'll continue playing without a Lieutenant and therefore without the Lieutenant's Special Order

not to, as he's confident of the accuracy of Wen Liu.

Angus, who still has to Fire to complete his Order, decides to fight Wen Liu shooting the entire Burst (B) of his weapon (his Combi Rifle has B=3, meaning he can fire 3 times). A Distance Combat fight ensues where the roll will be Face to Face.

After both have declared their intention to fire, measure the distance between them (12 inches) and shoot. Angus has to score 15 or less in his three shots [12(BS Attribute) +3 (MOD for the distance of a Combi Rifle at 12 inches)], and Wen Liu has to score 11 or less [11 (BS Attribute) +3 (MOD for the distance of a Combi Rifle at 12 inches) -3 (MOD for Cover, as Angus is against a wall and partially covered by it)]. Angus gets a 16 (fail), a 19 (fail) and a 7 (success). Wen Liu, gets a 9 (success). Only Wen Liu hits (as Wen Liu is successful in the BS roll and also

scores higher than the 7 of Angus).

Now Angus has to make an Armour Roll and get more than 13 (13= Damage from Combi Rifle) applying a +4 (+1 for his Armour (ARM) and +3 for being under Cover) to his score on a d20: Angus scores 17 (success) and is saved from a Wound as his Armoured vest absorbs the impact without affecting him. Then he has to do a Guts Roll. Angus has a WIP of 12. On a Roll of the d20 he scores 10 (success) so he holds his position.

This was the last Order for the player controlling Angus. Now it's the Wen Liu player's turn. He activates Wu Shenru, the figure represented by the TO Camouflage Marker, who turns out to be a Ninja, and the Order he spends on him is: Move.

Shenru moves 7 inches (Move + Move 4+3 inches) to close in on Angus. Angus wanted to use his ARO to fire at Shenru, but having a TO camouflage his only chance to react is to try and Discover him. For this he measures the distance separating them: 4 inches and must do a WIP roll of 9 or less [12 (WIP Attribute) +3 (MOD for Distance) -6 (MOD for TO Camouflage)] and scores an 11 and fails. So Shenru retains his TO Camouflage status active, and can continue using the TO Camouflage Marker instead of the miniature.

Shenru receives a new Order: Fire. As he is camouflaged, his shots are done before the reaction of Angus. With a distance of 4 inches between them he needs to obtain from each shot (B=3) a 17 or less [14 (BS Attribute) +3 (MOD for distance for the Combi Rifle)], but scores an 18 (fail), 20 (fail) and 18 (fail). Budha is not with him and it looks like all the luck is with Angus. After these shots the miniature of Shenru must be placed on the table substituting the TO Camouflage Marker.

Now Angus has the right to his ARO. He shoots with only one Burst (it's an ARO) and must score 9 or less [12 (BS Attribute) +3 (MOD for distance of the Combi Rifle) -6 (MOD for TO Camouflage)] He scores 8, a hit! Shenru must now do an Armour roll of more than 13 [13 Damage from the Combi] with a +1 (ARM) on the d20 roll. He scores 17 so his armour absorbs the impact without harming him. Now Shenru must do a Guts Roll if he wants to hold his position and not run for cover. He has a 14 WIP, rolls a d20 and scores a 3 so he can hold his position.

Shenru receives a new Order and on this occasion he decides to fight Close Combat in which he is mortally effective. He uses an Order to Move (4inches) to fight in CC. So he will finish in base contact with

FIG 1.

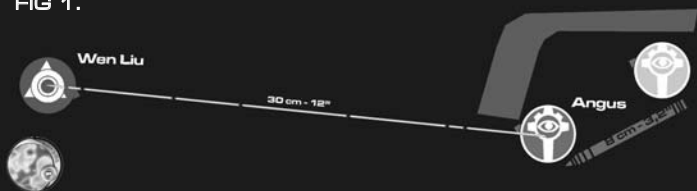


FIG 2.



FIG 3.



FIG 4.



Angus, who of course will have a right to his ARO. Angus opts to face him in Close Combat. As Shenru is not now camouflaged he must do a Face to Face Roll. Both use their CC values. Angus must obtain a 13 or less [13 (CC Attribute)]. When the miniature uses a CC the TO Camouflage Modifier is not applied]. Shenru needs 16 or less.

They roll their d20s. Angus scores 12 and Shenru 14. Shenru gets a hit, so Angus must roll for Armour and score more than 12 [Damage that Shenru inflicts in CC for his PH Attribute of 12.], adding +1 (ARM) to his d20. The dice roll and Angus scores 2. He's out of luck, Shenru's weapon penetrates his armoured vest and Angus hits the dust, knocked out of combat. As Fusiliers only have one Wound, the miniature is removed from the table.

SPECIAL SKILLS AND EQUIPMENT:

MULTI Weapons: These weapons allow you to fire several types of ammunition. In the Weapons Table each type of ammunition a Multi Weapon can fire is detailed. You must declare what type of ammunition you are going to use before doing the roll for Firing. All the B is fired with the same ammunition.

1. Normal Ammunition (N). If you use this ammunition it works normally and it does not reduce the value of B.

2. Special Ammunition: Armour Piercing (AP), The B value is reduced to 2.

3. Special Explosive Ammunition EXP, the B value is reduced to 2.

4. Special Integrated Ammunition: If your weapon can shoot ammo AP and EXP you can combine both in one single shot. Both ammo characteristics can be applied simultaneously. The value of B is reduced to 1.

When taking an ARO the MULTI weapons can select one type of Special Ammunition. Special Integrated Ammunition cannot be used.

Martial Arts: The miniature has a superior Close Combat ability, thanks to harsh discipline, intense training and an iron will in meditation. This is a Special automatic Skill that can be activated without spending an Order. The miniature who has this Special Skill, if he wishes can be the first to attack in CC Combat using a Normal Roll instead of a Face to Face Roll. If his opponent survives, he can then also attack in CC using a Normal Roll.

CH (Camouflage and Hiding): A miniature with this Special Skill can deploy at the beginning of the game with a Camouflage Marker or a TO Camouflage Marker in place of the miniature. While this miniature is represented by the Camouflage Marker you cannot fire at him nor move into base contact with him. The only ARO that is permitted against him while he is moving is Discover.

A camouflaged figure can Move without losing his camouflaged status. He loses his camouflaged status if he fires, Discovers or Dodges or if he does any other action other than Move. In these cases you would put the miniature in place of the Camouflage Marker. From this moment on he is visible to all other miniatures and they can therefore fire at him or act against him as per normal.

The Camouflage Markers have a 360° Area of Vision. When you place the miniature in substitution of the Marker he can face in any direction you wish. The figure, like any other will have a 180° Area of Vision.

The figures with Camouflage or TO Camouflage can regain their Camouflage status (Camouflage Marker) by spending 1 Order, only if they are not in LoF of an enemy miniature. You cannot Move and Camouflage yourself under the same Order.

Miniatures with Special Camouflage Skills have MODs that are applied when someone tries to Fire at or Discover them. These MODs are also applied even when the miniature is not currently camouflaged (The miniature is on the table).

There are several different types of camouflage:

CH: Mimetism. MOD--3. Miniatures who have this Special Skill cannot be substituted with a Camouflage Marker, but have the MOD against enemy fire.

CH: Camouflage. MOD--3. Can use a Camouflage Marker.

CH: TO Camouflage. (Thermo-optical camo) MOD--6. Can use a TO Camouflage Marker. They can use Hidden Deployment at the beginning of the game (Neither the miniature nor the TO Camouflage Marker is placed, and his position is only noted down on paper).

Hacker Device: Hacker Devices are small quantronic computers specially configured for infowar and cybercombat that allow you to attack enemy computer systems or defend yourself against them.

Infiltration: A miniature with this Special Skill can be deployed at the beginning of the game anywhere up to his halfway point of the table.

Special Armour Piercing Ammunition (AP): Is a type of ammunition specially designed to penetrate the armour plating and that of the heaviest vehicles. The Armour Piercing Munition reduces the ARM value to half, always rounding up. If the target is behind physical cover, the

Armour Piercing Munition only affects the ARM of the figure and not the Modifier for the cover, which remains the same.

Special Explosive Ammunition (EXP): The special explosive ammunition forces the miniature receiving the impact to roll three times for ARM for each hit received. Each failed ARM roll causes a Wound.

Multispectral Visor: This device increases the miniature's visual skill for tracking the different wavelengths, giving him a special capacity for detecting hidden figures. You can Roll for Discover or Fire without applying the MODs for the Special Camouflage and Hidden Skills (CH).

Once more we remind you that these Quick Start Rules only show you a simplified version of the game. To totally enjoy Infinity, you must get the complete Rules, where you'll find more information on TAGs, Combat Jump and many other things: more skills, more weapons, more ammunition types,... More Action!

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markers



Camouflage



Thermo-optical
camouflage



Wound



Possessed



Immobilized

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PANOCEANIA



FUSILIERS

MOV	CC	BS	PH	WIP	ARM	BTS	W
4-4	13	12	10	12	1	0	1

Combi Rifle, Pistol, Knife

C:10



ORC TROOPS

HI

MOV	CC	BS	PH	WIP	ARM	BTS	W
4-2	15	14	14	12	4	-3	2

Multi Rifle, Pistol, Knife

C:40



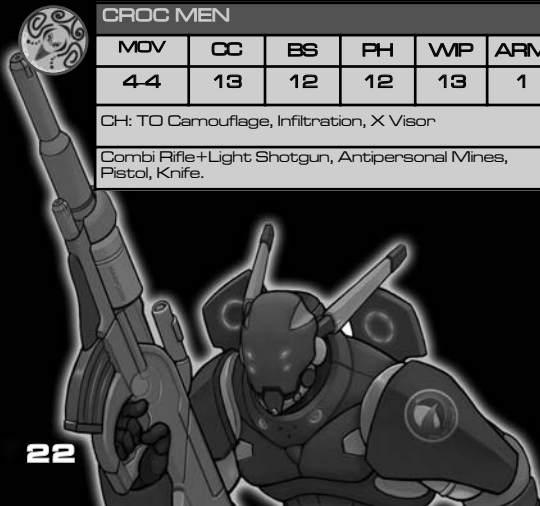
CROC MEN

MOV	CC	BS	PH	WIP	ARM	BTS	W
4-4	13	12	12	13	1	0	1

CH: TO Camouflage, Infiltration, X Visor

Combi Rifle+Light Shotgun, Antipersonal Mines, Pistol, Knife.

C:33



玉

YU JING

ZHANSHI

MOV	CC	BS	PH	WP	ARM	BTS	W
4-4	14	11	10	13	1	0	1

Combi Rifle, Pistol, Knife

C:11

HSIEN

MOV	CC	BS	PH	WP	ARM	BTS	W
4-2	16	14	14	14	4	-6	2

Martial Arts L2, Multispectral Visor L2

Multi Rifle, Pistol, AP CCW

C:60

NINJA

MOV	CC	BS	PH	WP	ARM	BTS	W
4-4	17	11	12	14	1	0	1

Martial Arts L3, CH: TO Camouflage, Infiltration

Combi Rifle, Pistol, CCW Shock

C:36

SHAOLIN WARRIOR MONK

MOV	CC	BS	PH	WP	ARM	BTS	W
4-4	19	9	13	14	1	0	1

Martial Arts L3, Religious troop

Combi Rifle, Smoke Grenades, Pistol, Shock CCW

C:14



ARIADNA



LINE KAZAK

MOV	CC	BS	PH	WIP	ARM	BTS	W
44	13	11	11	13	1	0	1

Rifle, Pistol, Knife

C:9



VETERAN KAZAK

MOV	CC	BS	PH	WIP	ARM	BTS	W
44	15	13	13	13	4	0	1

Shock Immunity, Veteran (Courage, Sixth Sense L2, Multitermain)

AP Rifle, Light Flamethrower, Pistol, CCW

C:42



SCOUT SNIPER

MOV	CC	BS	PH	WIP	ARM	BTS	W
44	13	11	13	14	1	0	1

CH: Camouflage, Infiltration

AP Sniper Rifle, Antipersonal Mines, Pistol, Knife

C:26





HAQQISLAM

GHULAM

MOV	CC	BS	PH	WP	ARM	BTS	W
4-4	13	11	10	14	1	0	1

Rifle+Light Shotgun, Pistol, Knife.

C:13

KHAWARIJ

MOV	CC	BS	PH	WP	ARM	BTS	W
4-4	15	12	13	15	1	0	1

Shock Immunity, Super Jump, Religious Troop

Rifle+Light Shotgun, Grenades, Pistol, CCW

C:27

DJANBAZAN

MOV	CC	BS	PH	WP	ARM	BTS	W
4-2	14	12	11	14	2	0	1

Multitermain, Regeneration, Multispectral Visor L2

Rifle+Light Shotgun, Pistol, CCW

C:28

HUNZAKUT

MOV	CC	BS	PH	WP	ARM	BTS	W
4-4	13	11	12	14	0	0	1

CH: Camouflage, Infiltration, Position Repeater

Rifle+Light Grenade Launcher, Antipersonal Mines, Pistol, Knife

C:21





NOMADS



ALGUACIL

MOV	CC	BS	PH	WIP	ARM	BTS	W
4-4	13	11	10	13	1	0	1

Combi Rifle, Pistol, Knife.

C:10



SECURITATE

MOV	CC	BS	PH	WIP	ARM	BTS	W
4-4	13	12	10	14	1	0	1

Sixth Sense L2

Combi Rifle+Light Shotgun, Pistol, Knife.

C:20



MOBILE BRIGADA

HI

MOV	CC	BS	PH	WIP	ARM	BTS	W
4-2	15	13	14	13	4	-3	2

Courage

Multi Rifle+Light Flamethrower, Pistol, Knife

C:43



ZERO

MOV	CC	BS	PH	WIP	ARM	BTS	W
4-4	13	11	12	13	0	0	1

CH: Camouflage, Infiltration

Combi Rifle, Antipersonal Mines, Pistol, Knife

C:18



COMBINED ARMY / E.I.

MORAT

MOV	CC	BS	PH	WP	ARM	BTS	W
4-4	14	11	12	13	1	0	1

Morat

Combi Rifle, Pistol, Knife

C:16



MALIGNOS

MOV	CC	BS	PH	WP	ARM	BTS	W
4-4	13	12	12	14	1	0	1

Automedikit, CH: TO Camouflage, Infiltration, Shasvastii

Combi Rifle+Light Shotgun, Antipersonal Mines, Pistol, Knife

C:37



THE CHARONTIDS

HI

MOV	CC	BS	PH	WP	ARM	BTS	W
4-2	15	13	14	16	5	-6	2

No Wound Incapacitation, Mnemotecnico, Multispectral Visor L3

Plasma Rifle, Pistol, Monofilament CCW, Nanopulser

C:93



DĂTURAZI WITCH SOLDIERS

MOV	CC	BS	PH	WP	ARM	BTS	W
4-4	18	10	14	13	1	0	1

Martial Arts L4, CH: Mimeticism, Coma, Morat

Combi Rifle, Smoke Grenades, Pistol, AP CCW

C:23



WEAPON	RANGE				DMG	BURST	AMMO TYPE	CC
	SHORT/MOD	MED/MOD	LONG/MOD	MAX/MOD				
KNIFE	-	-	-	-	PH-2	-	N	YES
CLOSE COMBAT WEAPON (CCW)	-	-	-	-	PH	-	N	YES
CLOSE COMBAT ARMOR PIERCING WEAPON (AP CCW)	-	-	-	-	PH	-	AP	YES
PISTOL	0-4/+3	4-8/0	8-12/-3	12-24/-8	11	2	N	YES
RIFLE	0-8/0	8-18/+3	18-24/-3	24-48/-8	13	3	N	-
AP RIFLE	0-8/0	8-18/+3	18-24/-3	24-48/-8	13	3	AP	-
COMBI RIFLE	0-8/+3	8-18/+3	18-24/-3	24-48/-8	13	3	N	-
AP SNIPER RIFLE	0-12/0	12-36/+3	36-52/-3	52-104/-8	15	2	AP	-
PLASMA RIFLE	0-8/+3	8-18/+3	18-24/-3	24-48/-8	14	3	N	-
MULTI RIFLE	0-8/+3	8-18/+3	18-24/-3	24-48/-8	13	3/2	N/AP	-

TROOP:

MOV	CC	BS	PH	WP	ARM	BTS	W

SPECIAL SKILLS AND EQUIPMENT:

WEAPONS:

C:

TROOP:

MOV	CC	BS	PH	WP	ARM	BTS	W

SPECIAL SKILLS AND EQUIPMENT:

WEAPONS:

C:

TROOP:

MOV	CC	BS	PH	WP	ARM	BTS	W

SPECIAL SKILLS AND EQUIPMENT:

WEAPONS:

C:

TROOP:

MOV	CC	BS	PH	WP	ARM	BTS	W

SPECIAL SKILLS AND EQUIPMENT:

WEAPONS:

C:

TROOP SHEET