

INFINITY

Infinity is a 28mm metal miniatures game simulating special operations and skirmishes in a high technology sci-fi universe, an exciting and action-packed near future where secret missions, black ops and covert actions determine the destiny of Humankind.

Quick Start Rules

These rules are streamlined and simplified version of the Infinity game system that will allow you to understand the basics of this game easily.

Once you have tested them, you will know the basic game mechanics and it will then be very easy to you to access the complete rules. With the complete ruleset you will have a greater variety of tactical and gaming possibilities, and you can enjoy Infinity in its totality. Connect to www.infinitythegame.com !

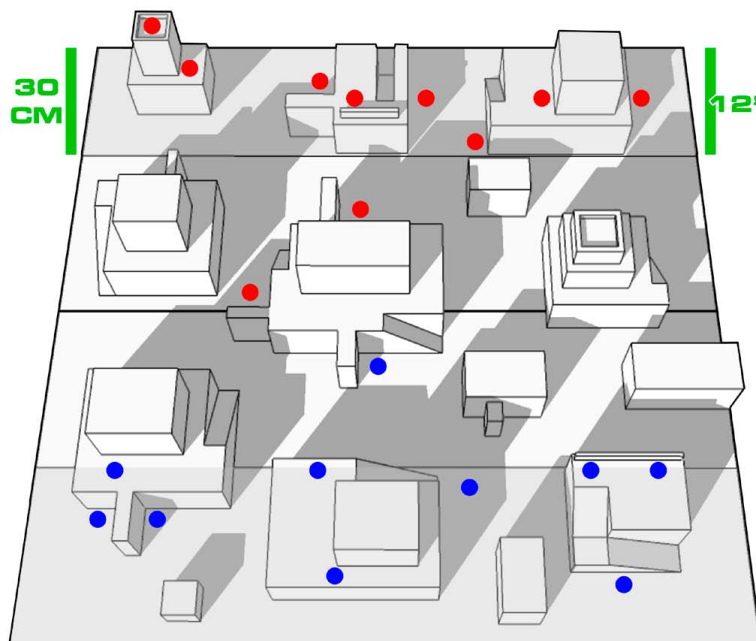
What I need to play

- Measure tape.
- Twenty-sided dice (d20).
- Infinity miniatures.
- Infinity Quick Start Rules.
- Scenery.

Game Setup

The following steps are used to set up your game of Infinity.

- A game table, with plenty of scenery, is prepared.
- Each Player selects a table edge (generally this is the opposite edge of the table).
- Players can deploy their models up to 12 inches from their selected table edge. This is their Deployment Zone.
- Each player makes a Face to Face Roll (see below) using the Willpower (WIP) Attribute of their Lieutenant.
- The winner may choose to act first or second.



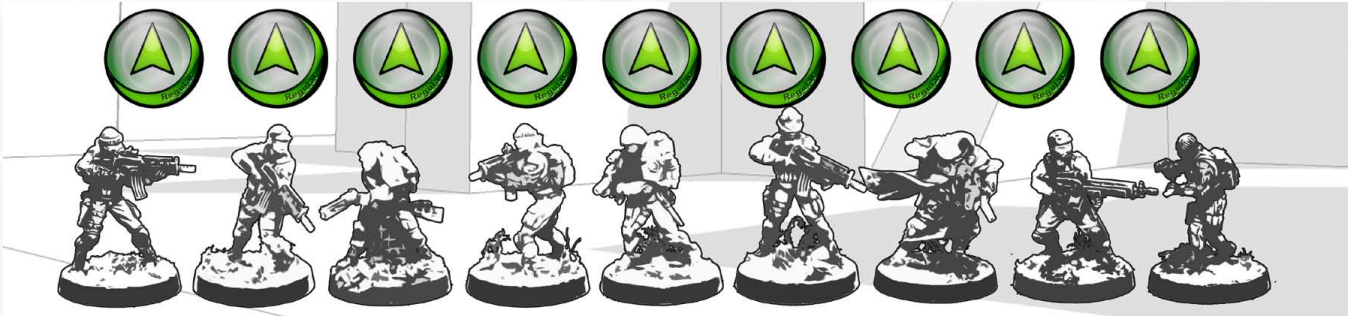
RULES

Line of Fire

The Line of Fire (LoF) is an imaginary straight line that runs from the centre of a miniature's base to an enemy figure. If there are any obstacles in the way that completely block an enemy miniature from sight, then there is no Line of Fire. A target may only be selected by a figure if the figure can "see" it, at least partially. Miniatures have a 180-degree field of vision.

Activating figures: Orders

Each turn, the Active Player (Who has the active turn) gains 1 Order per model in his army that is present on the table. The collective number of Orders provided to the player is called the Orders Reserve.



An Order allows activation of a figure to engage in combat and other actions. **The Active Player can spend one or more Orders on each miniature** (So he can activate a figure several times in the same turn) until all the Orders of the Orders Reserve are consumed, at which moment the active turn is passed to the next player.

Each Order can be used by the active player to allow any chosen model to take one of the following range of actions:

- Short Movement Skill + Short Movement Skill
- Short Movement Skill + Short Skill
- Long Skill

Short Movement Skill	Short Skill	Long Skill
Move	Shoot	Camouflage
Discover	Close Combat attack	Combat Jump
	Dodge	
	Doctor	



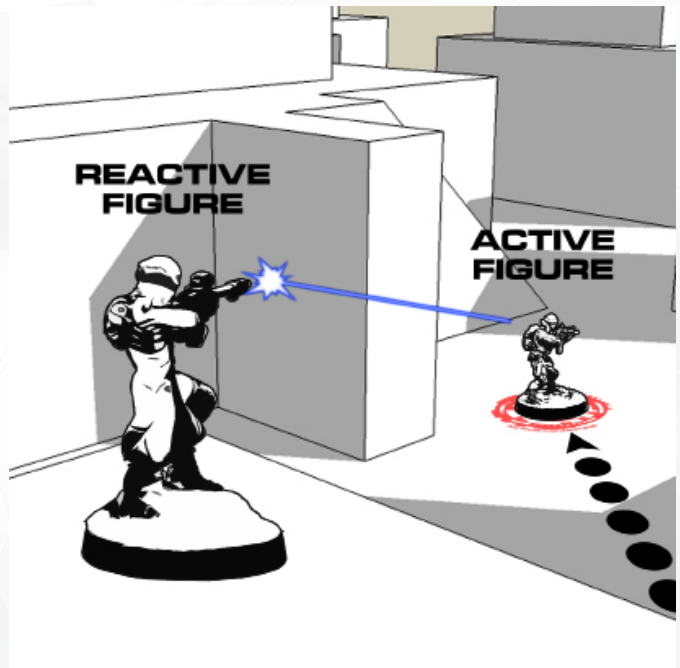
The enemy reply: Automatic Reaction Order (ARO)

As the first Short Skill (or Long Skill) is declared, the active player's opponent is permitted to react to the activated model using each of his models that is within 8" or that has Line of Fire to the model that triggered their reaction. This is called an Automatic Reaction Order (or ARO). The ARO allows the Reactive Player to act during the Active Player's turn, but only against the figure which has declared an Order.

Types of Automatic Reaction Order

When reacting to an enemy model, a model can take one of the following actions:

- Change **Facing**.
- **Discover** a hidden model.
- **Dodge** to avoid an enemy attack (if the reacting model is the target of an attack) or just to Move.
- Make a **Close Combat attack** (if the reacting model is engaged on that attack).
- **Shoot** the enemy (if the model has Line of Fire).

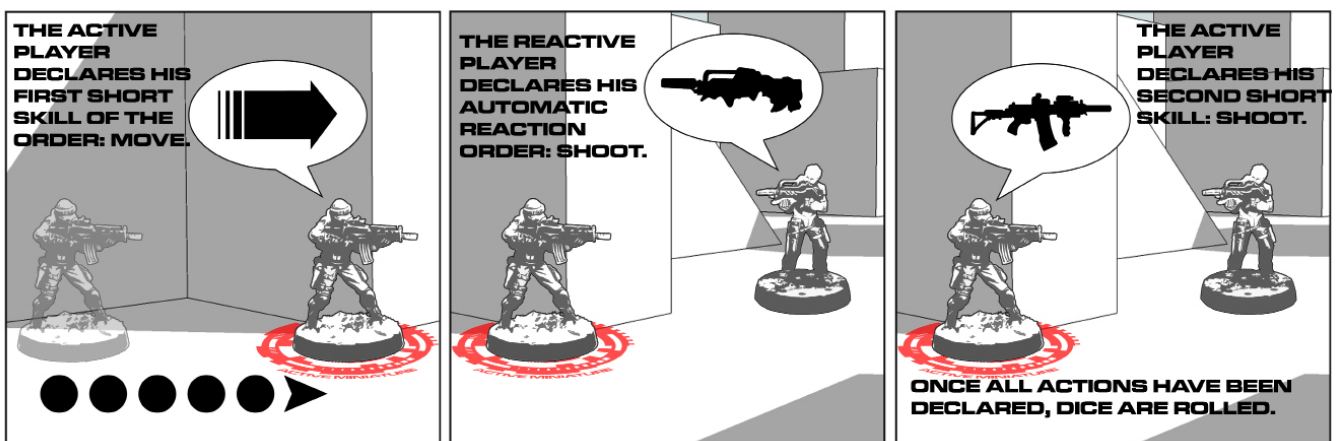


Game Sequence

Each time a model is activated by an Order, play is determined as follows:

GAME SEQUENCE

1. The active player declares his first Short or Long Skill.
2. The opposing player declares his Automatic Reaction Order.
3. The active player declares his second Short Skill (if appropriate).
4. Players measure movement and weapon range.
5. Dice rolls are made to resolve any combat or skill tests.



Despite the opponent declaring his reaction after the first Short Skill declaration, all of the actions take place simultaneously.

Dice Mechanics

Normal Rolls

In Infinity, to know if the action performed by a figure has been successful a d20 is rolled. If the result is equal or less to the relevant Attribute for that action (BS, WIP...), the action is successful. Before the dice are rolled, all necessary Modifiers must be added or subtracted from the Attribute.

Normal Roll example:

A PanOceanian Trauma Doc reaches base contact with a troop she wants to heal using her Doctor Special Skill.

Doctor requires performance of a Normal Roll with her Willpower (WIP) Attribute. The Trauma Doc has WIP 12.

If the dice rolls 12 or less, the roll will be successful, and the troop will be healed.

The dice rolls 2, so it is a successful roll.



Making Face to Face Rolls

When two or more figures are contesting directly and their actions affect them mutually, then a Face to Face Roll must be made. In this situation, both players involved in the contest roll d20 and, as in a Normal Roll, need to get a result equal or less to their Attribute [modified if necessary]. However, in a Face to Face Roll the results of the players' rolls are compared. **The player that has a successful roll, (One with a result equal or less to his Attribute, modified if necessary) with the highest number is the winner.**

In the case of a draw, the model with the highest Attribute, is declared the winner. However, if both models have the same Attribute value, then both are considered to have failed.

Critical Success

If a player rolls the target number exactly, they have scored a Critical Success. A Critical Success can only be beaten by an opposing player rolling a higher Critical Success.

Important

A Critical Success on a combat roll is called a Critical Hit and automatically causes the loss of 1 Wound to the target, unless the target rolls a Critical Success on a Dodge check.

COMBAT

Ranged Combat: Ballistic Skill (Shoot)

This is resolved by a Face to Face Roll using the active model's Ballistic Skill (BS) as the target number. The target can either return fire, by using its reaction to shoot at the model that shot them, or they can Dodge, using its Physical (PH) Attribute (See below).

An active model rolls 1d20 to attack for each point of Burst (B) that its weapon possesses (e.g. Burst 3 rolls 3d20) and each dice that beats its opponent's roll scores a hit.

Important

In a reactive turn, when performing a shooting Automatic Reaction Order (ARO), the Burst (B) value of weapons is reduced to 1.

Face to Face Roll example in a ranged combat:

Face to Face Roll example in a ranged combat:

The active figure shoots the complete Burst of its weapon. In this case, 3 d20.

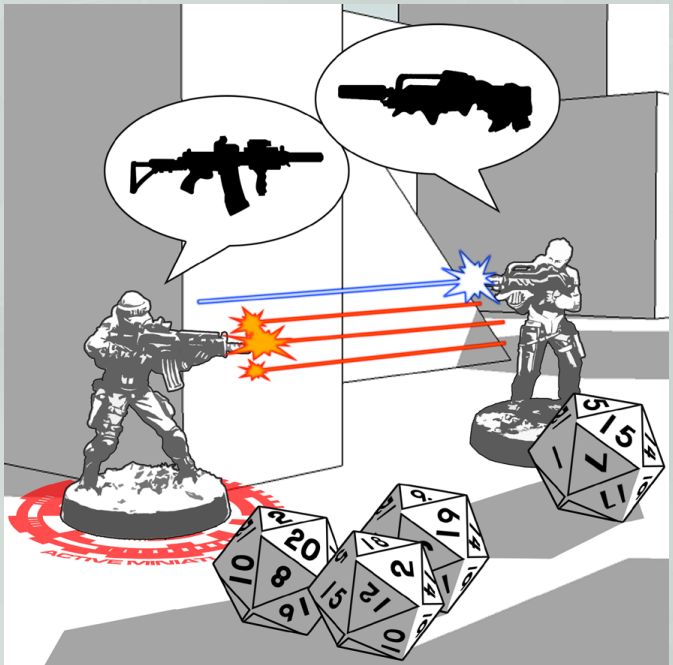
The reactive figure, which has also declared Shoot as its Automatic Reaction Order, only rolls 1 d20.

All these dice rolls want to be the closest possible to the BS Attribute of the figure - those which exceed that value are misses.

Active Figure: Line Kazak, BS 11. Its dice rolls are: 2, 9 and 18. The 2 and the 9 are lower than the BS Attribute of the figure, so they are successful rolls. But the 18 exceeds the BS value, so it is a miss.

Reactive Figure: Moderator from Bakunin, BS 10. Its dice roll is 5, so it is a successful roll too.

Of all the successful dice rolls, the closest to the BS Attribute of the figure, and higher than the enemy's roll, is the Line Kazak's roll of 9. So it is the Line Kazak who wins the Face to Face Roll.



Tactical Tip

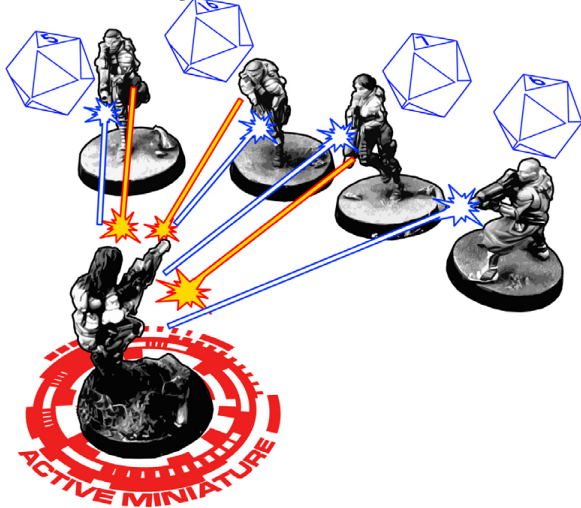
If you shoot at a model's rear facing, it cannot react (Because it lacks of Line of Fire) and the ranged attack becomes a Normal Roll (As it can not be a Face to Face Roll).

A Face to Face Roll example in a ranged combat. Several figures react:

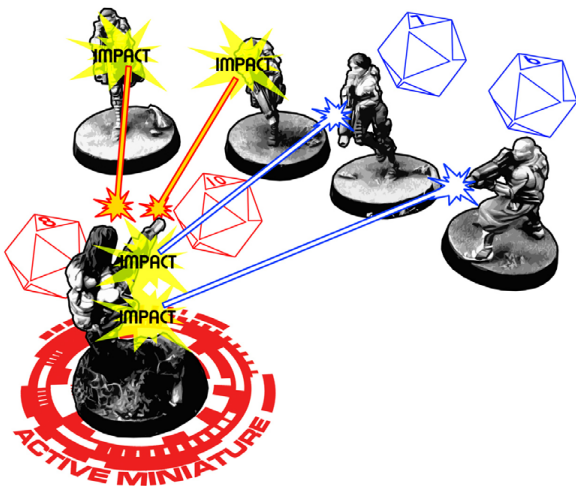
- THE ACTIVE MINIATURE ROLLS 3 DICES.



- REACTIVE MINIATURES ROLL THEIR ARO, 1 DICE EACH ONE.



- DICES ARE CHECKED.



An Acontecimiento Regular in her active turn spends one Order and declares Shoot against 3 enemy Zhanshi she has in her Line of Fire. She splits the Burst 3 of her Combi Rifle between them.

All enemy figures in Line of Fire declare their Automatic Reaction Order. The 3 Zhanshi declare to Shoot back at the Regular, but there is also a Keisotsu who declares he will Shoot too.

Time to roll the dice. Active figure: The Regular (BS 12) has to roll 3 d20 (Combi Rifle Burst 3). These will be 3 different Face to Face Rolls. Each roll is made against one of the enemy Zhanshi. Her first roll, against Zhanshi #1, is 8. Her second roll, against Zhanshi #2, is 10. Her third roll, against Zhanshi #3, is a 4. The 3 rolls are each lower than the BS Attribute of the Regular, so all of them are successful.

Reactive figures: The Burst of their weapons is 1 in ARO. Zhanshi #1 (BS 11) rolls a 5. Lower than his BS Attribute but also lower than the roll of the Regular (8) which was closer to her BS Attribute. So, the Regular wins this Face to Face Roll.

Zhanshi #2 (BS 11) rolls a 16, higher than his BS Attribute, so it is a missed shot. The Regular, who rolled a 10, wins the Face to Face Roll.

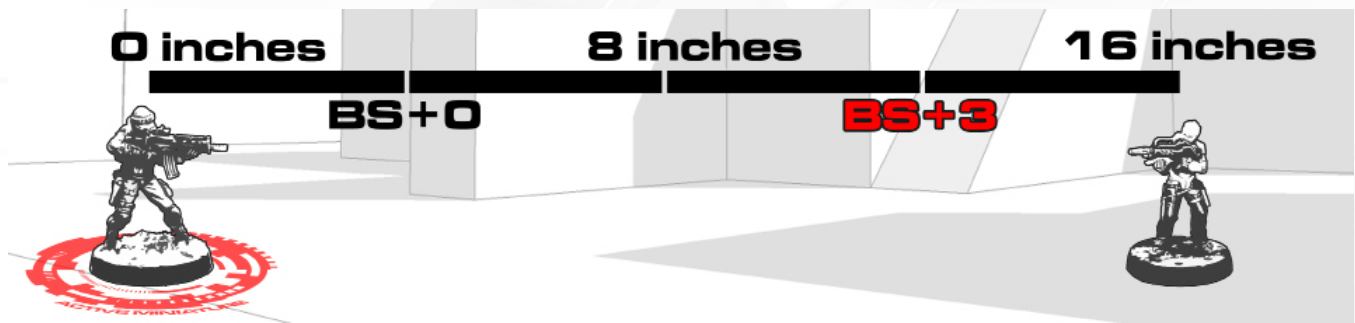
Zhanshi #3 (BS 11) rolls a 7, lower than her BS Attribute, and also higher than the Regular's roll (4), so Zhanshi #3 wins this Face to Face Roll.

The Keisotsu was not selected as target by the Regular, so this will be a Normal Roll. The Keisotsu (BS 10) rolls a 6, lower than his BS Attribute, so it is a successful roll.

In this combat, the Regular has won 2 Face to Face Rolls, against Zhanshi #1 and Zhanshi #2, who now have to make an Armour Roll each, but she lost the Face to Face Roll against Zhanshi #3 and also received a shot from the successful Normal Roll of the Keisotsu. So the Regular now has to make 2 Armour Rolls (See below).

Range

The distance the target is from the shooter modifies the target number they need to aim for. These Modifiers are particular to the type of weapon used and are noted on the Weapons Chart.

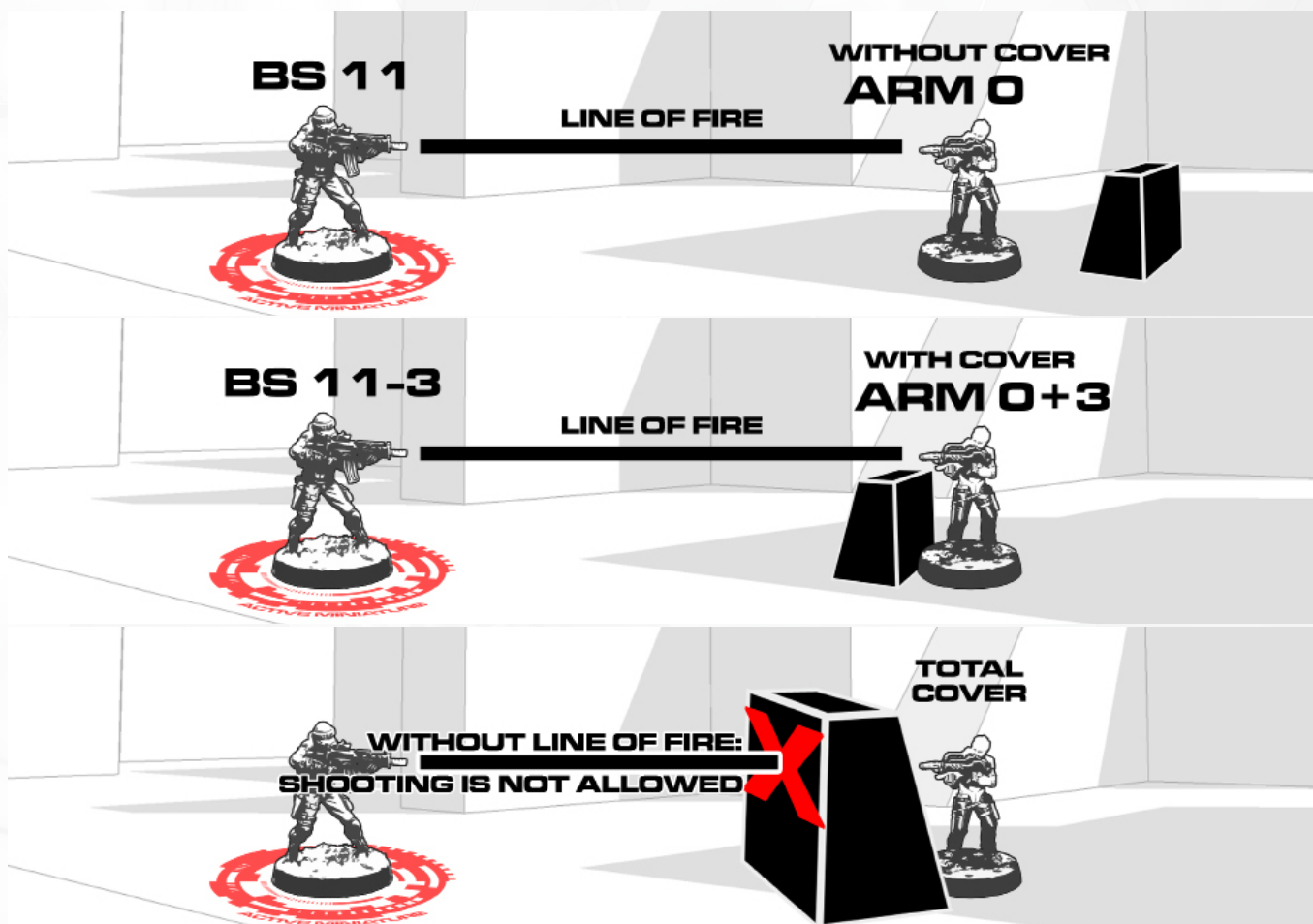


Range Graphic: The Line Kazak's Rifle provides a positive Modifier of +3 to his Ballistic Skill (BS) Attribute when he shoots at a target from 8 to 16 inches away.

Cover

When a model shooting at another figure has its Line of Fire blocked by a section of terrain that is in base contact with his target and which covers at least a third of the targeted model, the shooter suffers a -3 Modifier to his BS Attribute when shooting at that figure.

A model claiming Cover also gains a +3 Modifier to its Armour (ARM) Attribute, making it easier to resist damage.



Cover Graphic: When the Moderator has Cover, his attacker, the Line Kazak, suffers a negative -3 Modifier to its Ballistic Skill (BS) Attribute. Moreover, the Moderator receives a positive +3 Modifier to his Armour (ARM) Attribute.

Tactical Tip

Order: Movement + Shoot. When shooting at an enemy, you can declare your attack at any point during a model's movement. Make sure you choose to shoot when your opponent doesn't have any Cover to maximise your effectiveness.

Close Combat

When a model is in base contact with an enemy model, they engage in a melee fight called Close Combat. The models are automatically considered to be using one of their Close Combat weapons (this does not require an order to change weapon).

Fighting in Close Combat is a Face to Face Roll using the model's Close Combat Attribute (CC) against an opponent's CC Attribute.

Dodge Roll

A Dodge roll is a reaction that allows the model to use its Physical (PH) Attribute to oppose attack rolls and avoid the triggering attack. The target number for a Dodge roll is the model's Physical (PH) Attribute.

If the Dodging model wins the Face to Face Roll, it is unaffected by the attack and, if that model is in its reactive turn, and only in its reactive turn, it can move up to half of the first value of its MOV Attribute (in inches).

Important

Some weapons use a template to attack and do not require an attack roll. These can be opposed using a Dodge roll, but applying a -6 Modifier to the model's Physical (PH) Attribute. You have been warned!

Movement

In Infinity, Move is a Short Movement Skill that allows the miniature to cover a number of inches equal to the first value of his MOV Attribute. Repeating this Skill in the same Order allows the figure to move a number of inches equal to the second value of the MOV Attribute. It is not compulsory to move the total distance indicated by the MOV values.

When declaring a Short Movement Skill, the complete and exact route taken by a figure must be described so that an opponent can announce his ARO.

Armour Roll



When a model is hit by an attack, it must perform an Armour (ARM) Roll. In this kind of roll, the ARM Attribute is a positive (+) Modifier to a model's dice roll. If the result of the Modified Roll ($d20 + \text{ARM}$) is higher than the Damage value of the weapon, then, the Armour has absorbed the hit successfully, and the figure is not hurt.

If the model fails the ARM Roll, it suffers 1 wound.

Unconscious and Death

Once a model has received a number of wounds equal to its Wounds Attribute (W) it falls Unconscious.

Figures in the Unconscious state must be identified with an Unconscious Marker. A model that falls Unconscious is unable to take any actions and does not add an Order to the Orders Reserve of its player.

If an Unconscious model suffers an additional wound, it is Dead and is removed from the table.

SPECIAL SKILLS

Some troops have special training or equipment that allow them to perform actions others cannot. Here is a sample of these abilities but check out the full rulebook to find out more about the special actions your forces can take.

Camouflage

A figure with the Camouflage Special Skill can begin the game hidden and is represented by a Camouflage Marker on the game table to show that the model cannot be seen.

A Camouflage Marker can move across the battlefield without suffering direct attacks. Any hostile figure which wants to attack a Camouflage Marker must Discover it first, which requires success at a Discover (WIP Attribute) Roll.



Any roll to Discover or Shoot at a troop possessing the Camouflage Special Skill suffers a -3 Modifier, but if the troop has Thermo-Optical Camouflage (TO), an advanced level of the Camouflage Special Skill, then the Modifier is -6 .

Camouflaged troopers have the ability to **attack from surprise**, so they can Shoot before their target, who can only reply if he survives the attack. However, when a camouflaged trooper performs an attack he reveals himself, becoming visible to enemy units and replacing the Camouflage Marker with the figure.

The Reactive Player can wait to declare the AROs of all of his figures with Line of Fire to a Camouflage Marker until it declares the second Short Skill of its Order.

Combat Jump

Paratroopers have the Combat Jump Special Skill. A model with the Combat Jump Special Skill is not placed on the table at the start of the game and is not considered to be an active model until it is placed on the table (i.e. it does not grant an additional Order).

A player can deploy a model with Combat Jump at any time during his turn. In order to deploy the model, you first place the Circular Template on the table (with the number 1 facing the centre of the table) and then the player places his model anywhere inside the template. This deployment uses the deploying model's Order, so it does not add an additional Order on the first turn it is deployed.

Important

If you cannot fit the Circular Template flat on the table in an area (i.e. if there is terrain underneath it), then a model with Combat Jump cannot use that area to deploy.

After placing the model on the table, the model must make a Physical (PH) Normal Roll in order to deploy successfully.

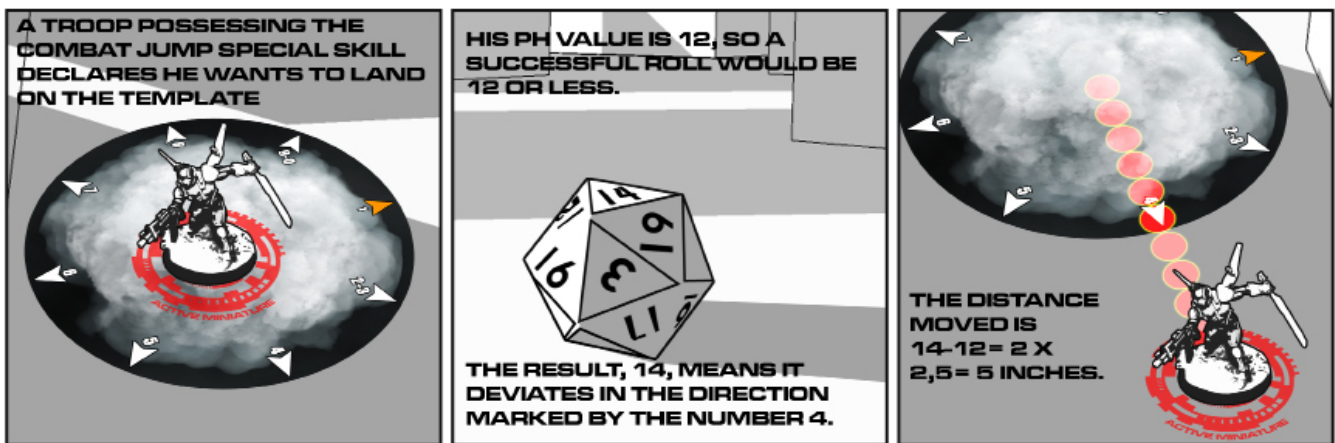
If the model succeeds, the model deploys successfully, but it also risks triggering reactions from enemies with Line of Fire to its final location.

If the model fails, it suffers a Dispersion roll (see below).

Tactical Tip

While deploying a model with Combat Jump take note of the facing of enemy models and try to land your paratrooper out of their Line of Fire for some easy kills.

Dispersion Roll



If a model with Combat Jump fails its PH check to deploy it does not land in the intended area. In order to find out where the model lands, record the second digit of the player's d20 roll and compare it to the numbers around the edge of the Circular Template. This will give you the direction the model will travel.

Next, subtract the model's PH Attribute from the player's roll and multiply this by 2.5 (d20-PH x 2,5 inches), this is the number of inches the model has travelled. Then, place the model on the table at this location.

If deviation prompts the figure to fall outside the battlefield, he will have to spend an extra Order to appear on the border of the game table at the point where he would have left.

Doctor

A troop possessing this Special Skill can recover models that have fallen Unconscious. To recover an Unconscious model, it is required to be in base contact with it, to spend one Short Skill of the Order and to succeed at a WIP Roll. The patient recovers only 1 Wound, and in the next active turn (if it is still alive) it will again provide 1 Order to the player's Orders Reserve. If the WIP Roll is failed, the patient passes from Unconscious state to Dead state, and the model must be removed from the game table.

Infiltration

A model with the Infiltration Special Skill can elect to deploy anywhere in its owner's half of the table. However, this does not increase the player's initial deployment area for other troops.

Lieutenant

One figure of the army list must be designated as the leader, or Lieutenant of the combat force. Only those models having the Lieutenant option in their army list profile can be designated as Lieutenant. In-game, the Lieutenant possesses an extra Order, called the Lieutenant Special Order, that only he can spend.

Martial Arts Level 3

This Special Skill allows a figure to attack first in Close Combat, performing a Normal Roll with its CC Attribute. If the defender survives, then it can perform an attack in reply. If both figures have this same Special Skill, then they must perform a Face to Face Roll.

Multispectral Visor Level 2

Allows performance of Discover and BS rolls (Shoot) without applying the negative Modifiers for Camouflage.

Do you want to know more?

The Quick Start Rules end here, but to enjoy the gaming potential of Infinity and its numerous tactical possibilities, you need the complete ruleset, which you will find easy to grasp now you have tested these introductory rules.

Remember you have the complete rules, the Human Sphere expansion, all the weapons charts, complete army lists, templates and Markers totally free to download from the Infinity official website.

This was only the beginning, connect and discover more about this exciting universe at www.infinitythegame.com !

The image displays a collection of weapons from the Infinity Armory. On the left, a large, detailed illustration of the Cinetics Bagyo is shown, with a text box below it stating: "THE BAGYO CARRIES A 75 ROUNDS MAGAZINE, IT ALSO FEATURES AN ADVANCED AIMING SYSTEM SPECIALLY DESIGNED FOR INSTINCTIVE SHOOTING IN CLOSE-QUARTERS COMBAT." Above this illustration are four circular icons representing different weapon types or features. To the right, five smaller illustrations of other weapons are shown, each with a label below it: "YU JING SPITFIRE", "PANO HEAVY SUPPORT HMG", "PANO SPITFIRE", "ALEPH MULTI SNIPER RIFLE", and "CUSTOMIZED VIRAL RIFLE". The background of the entire section is a light green with a hexagonal pattern and some faint text like "GATE OPEN" and "CAUTION".

CINETICS BAGYO
("TYPHOON" IN TAGALOG)

THE BAGYO CARRIES A 75 ROUNDS MAGAZINE, IT ALSO FEATURES AN ADVANCED AIMING SYSTEM SPECIALLY DESIGNED FOR INSTINCTIVE SHOOTING IN CLOSE-QUARTERS COMBAT.

YU JING SPITFIRE

PANO HEAVY SUPPORT HMG

PANO SPITFIRE

ALEPH MULTI SNIPER RIFLE

CUSTOMIZED VIRAL RIFLE

INFINITY ARMORY

Weapons

Name	Distance (Inches/Modifier)				Damage	Burst	Template
	Short	Medium	Long	Maximum			
Boarding Shotgun	0-8/+3	8-16/0	16-24/-3	--	14	2	No
Light Shotgun	0-8/+3	8-16/0	16-24/-3	--	13	2	No
Rifle	0-8/0	8-16/+3	16-24/-3	24-48/-6	13	3	No
Combi Rifle	0-8/+3	8-16/+3	16-24/-3	24-48/-6	13	3	No
Sniper Rifle	0-12/0	12-36/+3	36-52/-3	52-104/-6	15	2	No
MULTI Rifle	0-8/+3	8-16/+3	16-24/-3	24-48/-6	13	3	No
Grenades	0-4/+3	4-8/0	8-12/-3	--	13	1	Circular
HMG	0-8/0	8-32/+3	32-48/-3	48-96/-6	14	4	No
Light Flamethrower	--	--	--	--	13	1	Small Teardrop
Missile Launcher	0-8/0	8-32/+3	32-48/-3	48-96/-6	15	1	Circular

Game Markers

