INFINITY

Quick Start Rules

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**!
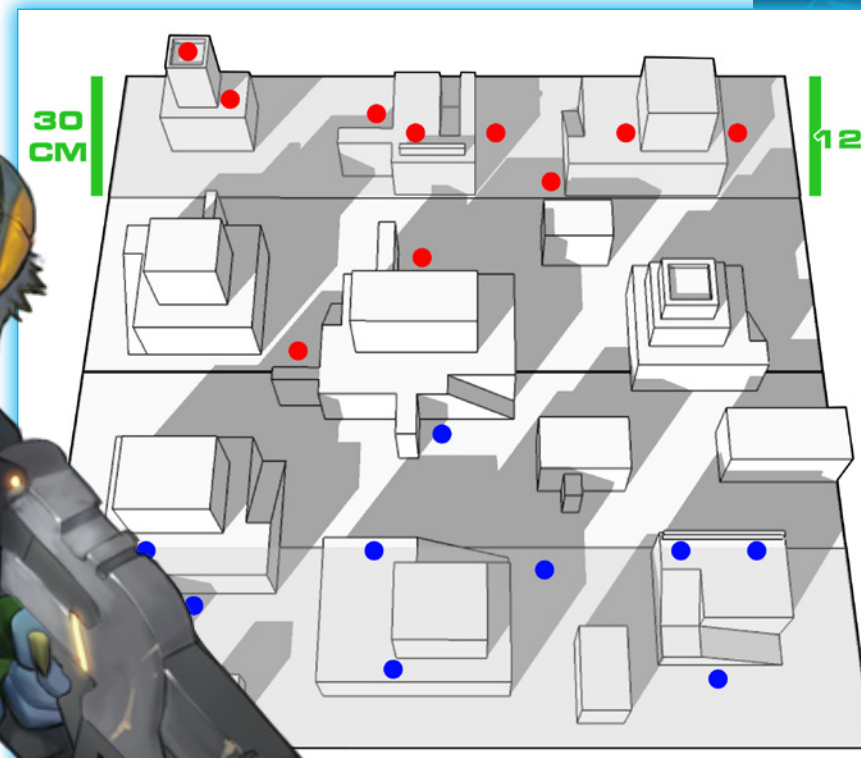
GAME SETUP

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.

30 CM

12"

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	
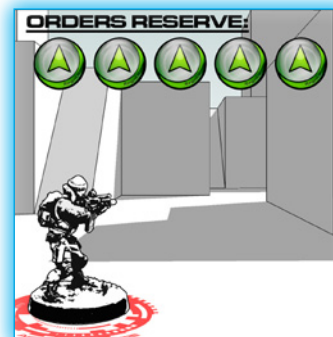
THE ENEMY REPLY: AUTOMATIC REACTION ORDER (ARO)

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**).
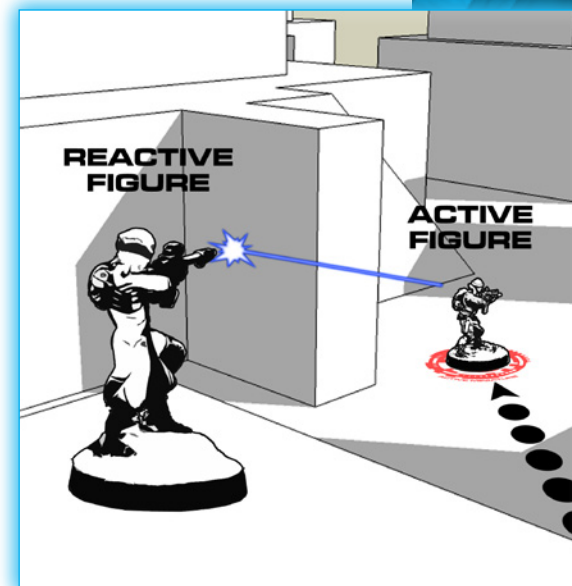
GAME SEQUENCE

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.

THE ACTIVE PLAYER DECLARES HIS FIRST SHORT SKILL OF THE ORDER: MOVE.

THE REACTIVE PLAYER DECLARES HIS AUTOMATIC REACTION ORDER: SHOOT.

THE ACTIVE PLAYER DECLARES HIS SECOND SHORT SKILL: SHOOT.

ONCE ALL ACTIONS HAVE BEEN DECLARED, DICE ARE ROLLED.
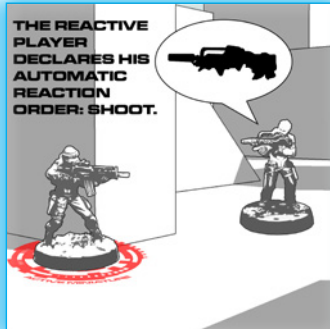
IMPORTANT

*In a reactive turn, when performing a shooting **AUTOMATIC REACTION ORDER** (ARO), the **BURST** (B) value of weapons is reduced to 1.*

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**.

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**.

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.

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

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** of higher value on the **Face to Face Roll**.

FACE TO FACE ROLL EXAMPLE IN A RANGED COMBAT:
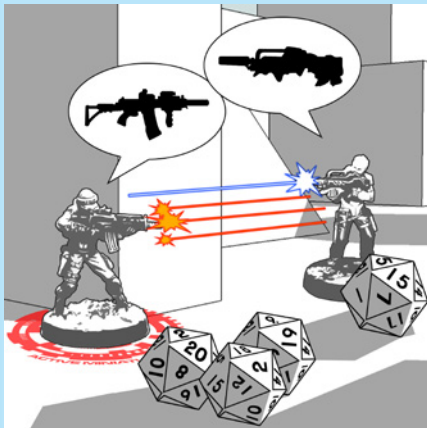
The active figure shoots the complete **Burst** of its weapon. In this case, **3d20**.

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

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:

An Acontecimento 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).
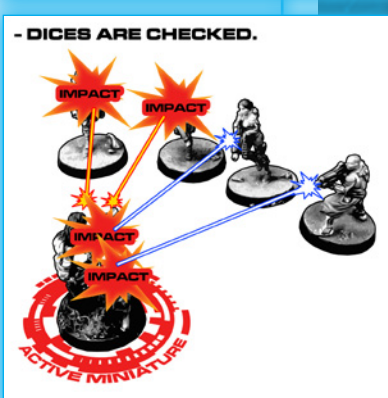
RANGE

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.
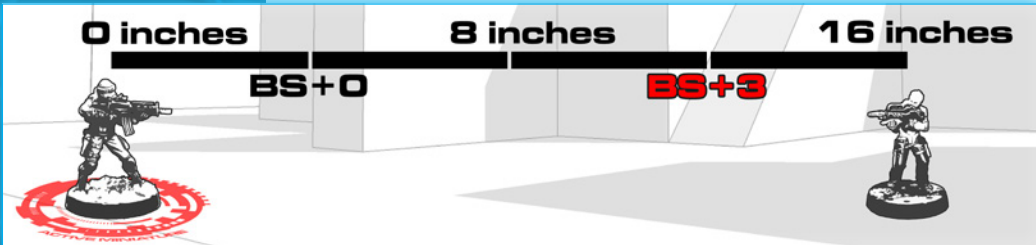
COVER

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.
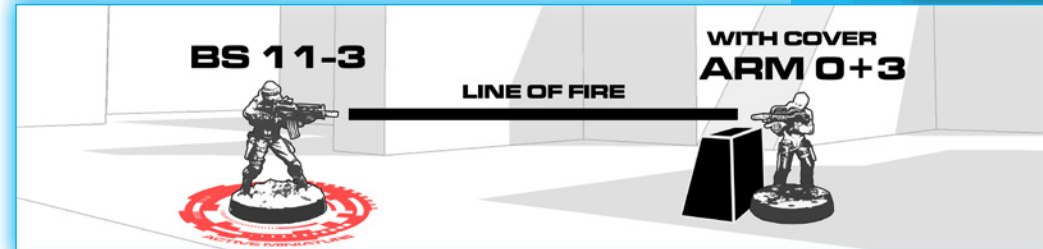
CLOSE COMBAT

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 + 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**.
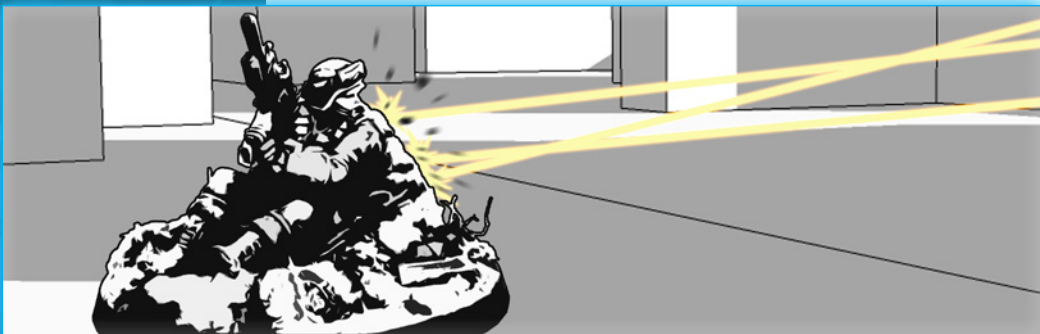
UNCONSCIOUS AND DEATH

Once a model has received a number of wounds equal to its **WOUNDS** (**W**) or **STRUCTURE** (**STR**) **ATTRIBUTE** 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**.

A TROOP IN CAMOUFLAGE MARKER STATE DECLARES MOVE AS THE FIRST SHORT SKILL OF HIS ORDER

USING THE CAMOUFLAGE SPECIAL SKILL HE CAN ATTACK FROM SURPRISE AGAINST AN ENEMY.

THE ENEMY CAN REACT WHEN THE ACTIONS OF THE CAMOUFLAGED TROOPER, NOW PLACED AS A FIGURE, HAVE BEEN PERFORMED.

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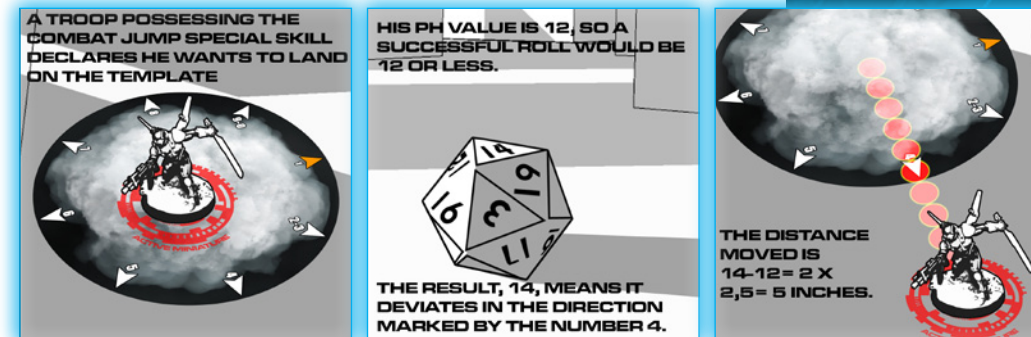
After placing the model on the table, the model must make a **Physical** (**PH**) **Normal Roll** in order to deploy successfully.

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).

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.

A TROOP POSSESSING THE COMBAT JUMP SPECIAL SKILL DECLARES HE WANTS TO LAND ON THE TEMPLATE

HIS PH VALUE IS 12, SO A SUCCESSFUL ROLL WOULD BE 12 OR LESS.

THE RESULT, 14, MEANS IT DEVIATES IN THE DIRECTION MARKED BY THE NUMBER 4.

THE DISTANCE MOVED IS 14-12= 2 X 2,5= 5 INCHES.

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**.

ACCESSING THE INFINITY UNIVERSE

It is 175 years in the future. The star systems colonized by Humanity, known as the Human Sphere, are divided between the great nations who engage in secrets wars behind a delicate balance of power. But an external alien threat can upset everything...

The main human nations - PanOceania, the great hypertechnological power; Yu Jing, its advanced asiatic rival; Haqqislam, the philosophical and humanistic new Islam; the Nomads, anarchic space wanderers; Ariadna, hardy colonists isolated on a hostile world; and ALEPH, the global AI ruling in the shadows - must now face the alien forces of the Combined Army, in service of the EI, an alien artificial intelligence claiming the Human Sphere as the next possession of its immense star empire.

Will they manage to overcome their differences or will they destroy themselves, allowing the alien forces to complete their invasion?

Choose a side, recruit your troops and participate in the most decisive hour of Humanity!

INFINITY: THE BOOKS

The Infinity basic book contains everything necessary to start playing and immersing oneself in this futuristic universe: detailed background about all factions and troops, the complete ruleset, all army lists and more.

"Infinity Human Sphere" is the first expansion for the Infinity universe, with more background information, a new faction: the AI ALEPH, new troops for all factions, the Sectorial Armies and new rules, special skills and weapons.

SCALE OF THE GAME

Infinity is a skirmish game where a player uses from 8 to 15 miniatures. You can start playing Infinity just by buying a Starter Pack, with 6 figures providing approximately 125 army points. The usual games and tournaments are played at 300 points, but a competitive army list of 200 points, the beginners' scale, can be created just by spending around 65 or 80 US dollars.

INFINITY FIGURES

Known as the best sci-fi figures in the market, the Infinity miniatures, with their detailed modelling, are of a consistently-awarded high quality standard.

INFINITY ACCESSORIES

Some companies produces Infinity licensed accessories. Micro Art Studio has the "Specially Designed for Infinity" range of products composed by buildings, scenery and terrain items, markers, templates, tokens, miniature and diorama bases. Battle Foam has different bags and trays of certified quality specifically designed to carry safely the range of Infinity figures.

ON LINE GAME SUPPORT

The official Infinity website is the meeting point for all Infinity players. There, they find information and game support to enhance their Infinity game experience.

In the Infinity official website they can contact other players, ask and solve game issues and be part of the Infinity community, through the Infinity Official Forum.

All rules, complete army lists for all factions, weapon charts, markers and templates, from both the basic book and "Infinity Human Sphere", and all the necessary information to play the game, are freely available in the Download Section of the official Infinity website.

To help a player create his armies, he may also freely download from the Infinity website two different army builders: the easy Infinity O.R.A. and the enhanced Infinity Army 3.0 with all armies and troop profiles.

In the website you will find the link to the Infinity Wiki which contains all the rules, special skills and weapons fom the two books, indexed and linked with the FAQ and also with Infinity Army 3.0, so you can check the characteristics of your troops while you are creating your army list.

But the best way to get started with Infinity is to follow the link from the Infinity website to the Infinity YouTube channel where you can find tutorial videos of the basic game mechanics and the background, the easiest way to be introduced to the Infinity gaming universe.

Discover the varied range of incredible miniatures and deep background for this exciting future universe by accessing **www.infinitythegame.com**!

PANOCEANIA

PanOceania is the Nº1 Great Power of the Human Sphere. It owns the greatest number of planets, has the richest economy and possesses 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.

ACONTECIMENTO REGULARS

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

Combi Rifle, Pistol, Knife

ACONTECIMENTO REGULARS

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

Combi Rifle, Pistol, Knife

HEXAS

MOV	CC	BS	PH	WIP	ARM	W
4 - 4	15	12	11	13	1	1

TO Camouflage
Sniper Rifle, Pistol, Knife

MONTESA KNIGHTS

MOV	CC	BS	PH	WIP	ARM	W
4 - 2	16	14	13	13	4	2

Lieutenant
Combi Rifle, Pistol, CC Weapon

YU JING

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, though 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.

KEISOTSU BUTAI

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

Combi Rifle, Pistol, Knife

KEISOTSU BUTAI

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

Combi Rifle, Pistol, Knife

NINJAS

MOV	CC	BS	PH	WIP	ARM	W
4 - 4	17	11	12	14	1	1

TO Camouflage, Infiltration, Martial Arts L3
Combi Rifle, Pistol, CC Weapon

HSIEN

MOV	CC	BS	PH	WIP	ARM	W
4 -2	16	14	14	14	4	2

Multispectral Visor L2, Lieutenant
Combi Rifle, Pistol, CC Weapon

ARIADNA

Ariadna is made up of the descendents of the first human colonizing 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.

7TH FOXTROT RANGERS

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

Camouflage, Infiltration
Sniper Rifle, Pistol, Knife

1ST HIGHLANDER S.A.S.

MOV	CC	BS	PH	WIP	ARM	W
4 - 4	17	11	13	13	0	1

Camouflage, Infiltration, Lieutenant
Rifle, Pistol, CC Weapon

LOUP-GAROUS

MOV	CC	BS	PH	WIP	ARM	W
4 - 4	14	12	11	13	2	1

Sniper Rifle, Pistol, Knife

ZOUAVES

MOV	CC	BS	PH	WIP	ARM	W
4 - 4	13	12	10	13	2	1

HMG, Pistol, Knife

HAQQISLAM

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 humanist, philosophical and in continuous contact with nature. Biosanitary Science and Earthformation are the two major strengths of Haqqislam, which includes the best schools of medecine and planetology in the Human Sphere.

GHULAM INFANTRY

MOV	CC	BS	PH	WIP	ARM	W
4 - 4	13	11	10	14	1	1

Rifle, Shotgun, Pistol, Knife

GHULAM INFANTRY

MOV	CC	BS	PH	WIP	ARM	W
4 - 4	13	11	10	14	1	1

Lieutenant
Rifle, Shotgun, Pistol, Knife

AL HAWWA'

MOV	CC	BS	PH	WIP	ARM	W
4 - 4	13	11	11	14	1	1

Camouflage, Infiltration
Sniper Rifle, Pistol, Knife

JANISSAIRES

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

Doctor
Rifle, Shotgun, Pistol, CC Weapon

NOMADS

The Nomads consist of 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 in all that is exotic and illegal in whatever area, from fashion to nano-engineering.

MODERATORS FROM BAKUNIN

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

Lieutenant
Combi Rifle, Pistol, Knife

HELLCATS

MOV	CC	BS	PH	WIP	ARM	W
4 - 2	14	12	12	13	2	1

Combat Jump
Combi Rifle, Pistol, Knife

PROWLERS

MOV	CC	BS	PH	WIP	ARM	W
4 - 2	14	12	12	14	2	1

Camouflage, Infiltration
Spitfire, Pistol, Knife

SPEKTRS

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

TO Camouflage, Infiltration
Combi Rifle, Pistol, Knife
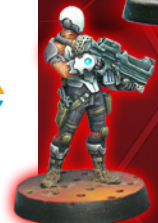
ALEPH

ALEPH is the unique Artificial Intelligence controlling the data networks and technological systems of the entire Human Sphere. ALEPH is humanity's great ally, and without it, intergalactic socio-political and economical systems would fall apart almost instantly.

DAKINI TACBOTS

MOV	CC	BS	PH	WIP	ARM	STR
6 - 4	8	11	8	13	0	1

Combi Rifle

GARUDA TACBOTS

MOV	CC	BS	PH	WIP	ARM	STR
6 - 4	8	12	11	13	0	1

Combat Jump
Combi Rifle

NAGAS

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

Camouflage, Infiltration
Sniper Rifle, Pistol, Knife

DEVA FUNCTIONARIES

MOV	CC	BS	PH	WIP	ARM	W
4 -4	14	12	11	15	2	1

Multispectral Visor L2, Lieutenant
Spitfire, Pistol, Knife

COMBINED ARMY

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 but supreme artificial intellect with hegemonic aspirations with respect to any race that crosses its path.

ZERATS

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

Infiltration
Sniper Rifle, Pistol, Knife

RASYATS

MOV	CC	BS	PH	WIP	ARM	W
4 - 2	18	12	13	13	2	1

Combat Jump, Martial Arts L3
Combi Rifle, Pistol, CC Weapon

NOCTIFERS

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

TO Camouflage
Spitfire, Pistol, Knife

YAOGATS

MOV	CC	BS	PH	WIP	ARM	W
4 - 2	16	12	12	13	3	1

Multispectral Visor L2, Lieutenant
Combi Rifle, Pistol, CC Weapon

WEAPONS LIST

WEAPON	DAMAGE	RANGE (CD MODIFIERS)	BURST	DAMAGE
KNIFE	10	—	—	—
SNIPER RIFLE		0"/0cm +0 · 12"/30cm +3 · 36"/90cm +3 · 52"/130cm -3 · 104"/260cm -6	2	15
HMG		0"/0cm +0 · 8"/20cm +3 · 16"/40cm +3 · 32"/80cm -3 · 48"/120cm -6	4	15
SPITFIRE		0"/0cm +0 · 8"/20cm +3 · 16"/40cm +3 · 24"/60cm -3 · 48"/120cm -6	4	14
COMBI RIFLE		0"/0cm +0 · 8"/20cm +3 · 16"/40cm +3 · 24"/60cm -3 · 48"/120cm -6	3	13
RIFLE		0"/0cm +0 · 8"/20cm +3 · 16"/40cm +3 · 24"/60cm -3 · 48"/120cm -6	3	13
LIGHT SHOTGUN		0"/0cm +3 · 8"/20cm +0 · 16"/40cm -3 · 24"/60cm	2	13
PISTOL		0"/0cm +3 · 4"/10cm +0 · 8"/20cm -3 · 12"/30cm -6 · 24"/60cm	2	11
CC WEAPON	13	—	—	—

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**!