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QUICK START RULES

CORVUS BELLII
INFINITY

INFINITY UNIVERSE

INTRO

ONE HUNDRED AND SEVENTY-FIVE YEARS INTO THE FUTURE, HUMANITY HAS SO FAR MANAGED NOT TO DESTROY ITSELF—BUT FOR HOW MUCH LONGER?

HUMANITY HAS REACHED THE STARS. MASSIVE, INTERNATIONALLY-OWNED TRADE SHIPS USE WORMHOLES TO JUMP FROM ONE STAR SYSTEM TO THE NEXT, IN A NETWORK OF LOOPING ROUTES KNOWN AS CIRCULARS. CIRCULARS ARE ADMINISTERED BY AN INTERGOVERNMENTAL ORGANIZATION CALLED O-12, AN OFFSHOOT OF THE UNITED NATIONS THAT HAS BEEN VESTED WITH GREATER AUTONOMY AND CAPACITY TO ENFORCE ITS DECISIONS THAN ITS PREDECESSOR EVER HAD. A SINGLE ARTIFICIAL INTELLIGENCE, NAMED ALEPH, IS ALLOWED TO EXIST WITH THE PURPOSE OF AIDING O-12 MAINTAIN THE FRAGILE BALANCE OF POWER. WITH ITS UNFATHOMABLE POWER AND ITS UBIQUITY ACROSS THE HUMAN SPHERE, ALEPH HAS BECOME INDISPENSABLE FOR THE POWERS THAT BE, EVEN AS THEY STRUGGLE AMONGST THEMSELVES.

THE OLD NATIONS SLOWLY AGGLOMERATED INTO A FEW GREAT FEDERATED BLOCS AND CLAIMED AS THEIR OWN THOSE STAR SYSTEMS THAT COULD SUSTAIN HUMAN LIFE. THESE NEW SUPERPOWERS, ALTHOUGH MIGHTIER THAN THE OLD ONES EVER WERE, ARE STILL MOTIVATED BY THE SAME COMPULSIONS THAT HAVE ALWAYS DRIVEN HUMAN HISTORY: LIVING SPACE, RESOURCES, POWER. COEXISTENCE IS HARD WHEN EVERYONE IS COMPETING FOR THE SAME THINGS. FRICTION IS CONSTANT AND CONFRONTATIONS—OPEN OR COVERT, HIGH OR LOW-INTENSITY, BRIEF OR PROLONGED—ARE COMMONPLACE. THESE ARE NOT DULL TIMES TO BE A SOLDIER.



PANOCEANIA

PANOCEANIA IS NUMBER ONE, THE GREATEST POWER IN THE HUMAN SPHERE. IT HAS THE MOST PLANETS, THE HEALTHIEST ECONOMY AND THE MOST ADVANCED TECHNOLOGY. PANOCEANIA IS A TRUE MELTING POT OF CULTURES THAT, WITH THEIR PRAGMATIC AND GENEROUS CHARACTER, CONSIDER THEMSELVES THE DEFENDERS OF THE WESTERN TRADITIONS OF DEMOCRACY AND WELFARE. PANOCEANIANS ARE A PROUD PEOPLE WHO OFTEN COME ACROSS AS SLIGHTLY CONCEITED, WITH THEIR CONSTANT REMINDERS OF THE TECHNOLOGICAL SUPERIORITY OF THEIR SOCIETY, AND PARTICULARLY THAT OF THEIR ARMY.





YU JING

IN THE HUMAN SPHERE, THE CHALLENGER, THE PERPETUAL OPPONENT, THE OTHER GREAT POWER WHICH IS ALWAYS CONSPIRING TO REACH THE PRIMACY, IS YU JING (PRONOUNCED 'YOU CHEENG'), THE ASIAN GIANT. THE WHOLE OF THE FAR EAST, UNITED UNDER THE BANNER OF WHAT ONCE WAS CHINA, HAS PRODUCED AN INTEGRATED, BUT HETEROGENEOUS, ORIENTAL CULTURE. EQUIPPED WITH A BLOOMING INDUSTRIAL SECTOR, STATE-OF-THE-ART TECHNOLOGY, AND ASTOUNDING ECONOMIC GROWTH, YU JING IS READY AND WILLING TO DEMAND THE DOMINANT POSITION TO WHICH IT FEELS ENTITLED.



ARIADNA

ARIADNA WAS FOUNDED BY THE DESCENDANTS OF THE FIRST HUMAN COLONY SHIP, THOUGHT LOST WHEN IT DISAPPEARED INTO A WORMHOLE. ISOLATED ON AN UNKNOWN, HOSTILE PLANET, THE ARIADNANS—MAINLY COSSACK, AMERICAN, SCOTTISH AND FRENCH IN ORIGIN—BECAME A TOUGH PEOPLE. NOW THAT THE HUMAN SPHERE HAS REGAINED CONTACT WITH IT, THE ARIADNAN NATION STRIVES TO BE RECOGNIZED AND RESPECTED DESPITE ITS TECHNOLOGICAL IMPAIRMENT.



INFINITY UNIVERSE



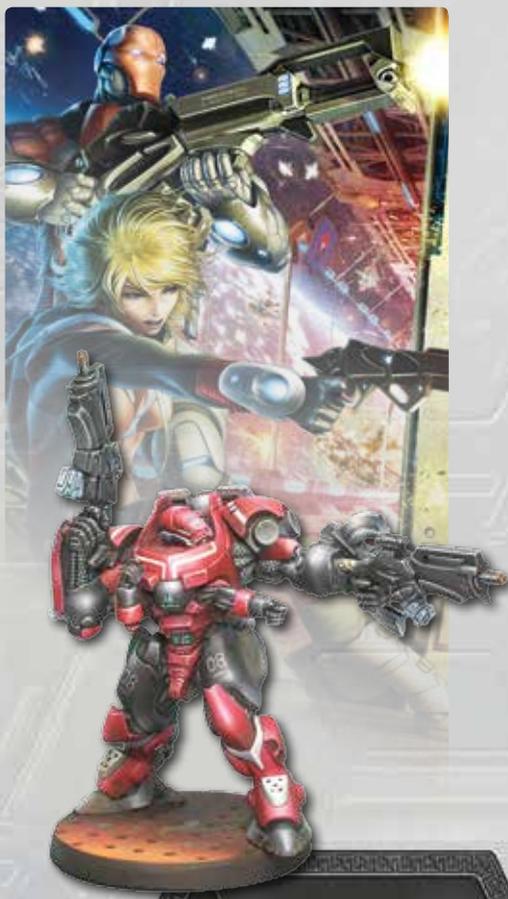
HAQQISLAM

HAQQISLAM, THE NEW ISLAM, IS A MINOR POWER, SPREAD ACROSS ONLY A SINGLE PLANETARY SYSTEM, BOURAK. HAQQISLAM HAS BUILT A CULTURE AROUND A HUMANIST, SCHOLARLY VERSION OF ISLAM THAT IS IN CONSTANT CONTACT WITH NATURE AND REJECTS ALL FUNDAMENTALISM. BIOMEDICAL SCIENCE AND TERRAFORMATION ARE THE TWO PILLARS OF THEIR DEVELOPMENT, AND HAQQISLAM IS HOME TO THE BEST ACADEMIES OF MEDICINE AND PLANETOLOGY IN THE HUMAN SPHERE.



NOMADS

THE NOMAD NATION IS A COALITION OF THREE COLOSSAL SHIPS WHOSE INHABITANTS, DISSATISFIED WITH A SOCIETY RUN BY FACELESS MACROECONOMIC INTERESTS AND THE AI ALEPH, DECIDED TO BREAK AWAY AND CREATE THEIR OWN SOCIETIES IN SPACE, MOVING BETWEEN SYSTEMS AND TRADING WITH THE LOCALS. TUNGUSKA LIVES OFF THE TRAFFIC AND STORAGE OF INFORMATION; CORREGIDOR OFFERS SKILLED LABOR AT COMPETITIVE PRICES, AND BAKUNIN SPECIALIZES IN ALL THAT IS EXOTIC, ILLEGAL OR BOTH, FROM FASHION TO NANOENGINEERING.



INFINITY UNIVERSE



C. ARMY

AND WHILST HUMANITY KEEPS MINDLESSLY DEVOURING ITSELF, A NEW THREAT—PERHAPS MORE TERRIBLE THAN ANY BEFORE—HAS PLANTED A BRIDGEHEAD IN THE HUMAN SPHERE. A COMBINED ARMY OF SEVERAL ALIEN RACES, UNDER THE ORDERS OF THE EVOLVED INTELLIGENCE, AN ANCIENT SUPREME INTELLECT WITH HEGEMONIC INTENTIONS TOWARDS ALL LIFE FORMS THAT CROSS ITS PATH.



ALEPH

ALEPH, THE SOLE ARTIFICIAL INTELLIGENCE THAT OVERSEES THE DATA NETWORK OF THE HUMAN SPHERE AND MOST MAJOR INTERNATIONAL TECHNOLOGICAL SYSTEMS. ALEPH IS THE GREATEST ALLY OF HUMANITY, AND WITHOUT IT THE INTERGALACTIC SOCIOPOLITICAL AND ECONOMIC FRAMEWORK WOULD CRUMBLE.



INFINITY UNIVERSE



TOHAA

THE TOHAA ARE AN ADVANCED ALIEN CIVILIZATION CURRENTLY WAGING AN OPEN WAR AGAINST THE EI AND ITS COMBINED ARMY. TOHAA ARE MASTERS OF BIOTECHNOLOGY, CAPABLE OF BUILDING TERRIBLE VIRAL WEAPONS AND IMPERVIOUS SYMBIONT ARMORS, BUT ALSO OF ALTERING OTHER SPECIES, GRANTING THEM MORE INTELLIGENCE SO THEY CAN FIGHT BY THEIR SIDE.



MERCENARIES

FOR THE DIFFERENT MERCENARIES (SOLDIERS OF FORTUNE, COBSAIRS, BOUNTY HUNTERS...) THE SPHERE IS A PLACE FILLED WITH JOB OPPORTUNITIES, A PLACE WHERE THEY CAN MAKE LUCRATIVE BUSINESS DEALS. ALL THOSE CLANDESTINE OPERATIONS THAT GOVERNMENTS CANNOT LEGALLY CARRY OUT ARE ASSIGNED TO THESE CONFLICT PROFESSIONALS. THE BORDER TERRITORIES, WITH THEIR WEAK OR NON-EXISTENT LAWS, AND WHERE WEAPONS ARE ALWAYS THE FINAL ARBITER IN ANY DISPUTE, ARE THE NATURAL HOME FOR THOSE WHO MAKE WAR FOR THE HIGHEST BIDDER.



INFINITY UNIVERSE

QUICK START RULES

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.

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 infinitythegame.com!

YOU WILL NEED

MEASURING TAPE.

3 TWENTY-SIDED DICE (D20) PER PLAYER.

3 INFINITY MINIATURES PER PLAYER.

MODEL TERRAIN.

A GAMING TABLE

GAME TABLE AND TERRAIN

WE RECOMMEND USING A 48" BY 48" TABLE FOR INFINITY GAMES, BUT THE RULES INCLUDED IN THIS RULEBOOK CAN BE PLAYED ON A 32" BY 24" SURFACE.

WE STRONGLY SUGGEST YOU MAKE SURE THE GAME AREA INCLUDES PLENTY OF MODEL TERRAIN AND SCENERY TO SIMULATE COVER AND BLIND ANGLES.



QUICK START RULES

MEASURING TAPE: HOW TO MEASURE

All game distances are given in inches. When measuring the distance between two troopers, use the borders of their bases nearest to each other. When moving troopers around the battlefield, make sure to always use the same part of the base for your measurements.

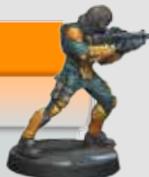


MEASURING DISTANCES



ZHANSHI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S
4-4	14	11	10	13	1	0	1	2
Combi Rifle								
Knife								



TROOPER PROFILE

Each Infinity trooper has a *Trooper Profile* that details his *Attributes*: a series of numeric values that represent how well the trooper can fare against the game's challenges. The different *Attributes* of Infinity troopers are:

- » MOV: Movement.
- » CC: Close Combat.
- » BS: Ballistic Skills.
- » PH: Physique.
- » WIP: Willpower.
- » ARM: Armor.
- » BTS: Bio-Technological Shield.
- » W: Wounds.
- » S: Silhouette.

Additionally, Trooper Profiles list the trooper's Special Skills, Equipment and weapons.

LINE OF FIRE (LOF)

Line of Fire (**LoF**) is the criterion by which players determine whether a trooper can see his target. LoF is an imaginary straight line between a trooper and his potential target.

In Infinity, troopers have a LoF angle of 180°, that is, they can see with the front half of their base. For a trooper to be able to draw LoF to his target, these conditions must be met:

- » The target must be within the trooper's front 180° arc.
- » The trooper must be able to see a part of his target at least the size of its head.
- » LoF must not be obstructed by other troopers or by pieces of scenery.

ROLLS

To figure out whether a trooper is able to successfully complete his action, roll a twenty-sided die (d20). Playing with these rules, each player might need to roll up to three dice simultaneously.

NORMAL ROLL

Only one player takes part in a Normal Roll. Roll a d20 and compare the result to the acting trooper's relevant Attribute. If the result is equal to or lower than the Attribute, the action is successful.

FACE TO FACE ROLL

When two or more troopers have opposing intentions, both players participate in a Face to Face Roll. Each player rolls a d20 and compares the result to their trooper's Attribute and to the opponent's result. The trooper with the highest result that did not go over its Attribute value wins the Face to Face Roll and cancels the opponent's attempt.

If the players can roll more than 1 d20, when comparing, successes cancel enemy successes with a lower die result—even if they are canceled, in turn, by higher enemy successes.

In the event of a tie, both rolls cancel each other and no effects are applied.

MODIFIERS (MOD)

Modifiers (sometimes called **MODs**) are penalties or bonuses different game situations can impose on a Roll. *Modifiers* can be either positive or negative and they are applied to the *Attribute* **before** rolling the dice.

MAXIMUM MODIFIER

The **total** sum of all *Modifiers* applied to a Roll can never exceed +12 or -12.

IMPORTANT!

Whenever a rule mentions the value of an *Attribute*, consider it to mean the **final value**, obtained after applying **all MODs**.

CRITICALS

If the result on the dice is equal to the final value of the Attribute, the Roll is a *Critical* success.

In a Face to Face Roll, *Criticals* always win, trumping any non-critical result rolled by the opponent. If both players roll a *Critical*, the Face to Face Roll is a tie and both troopers fail.

QUICK START RULES

INITIATIVE ROLL

To decide which player goes first, make a Face to Face Roll using WIP.

DEPLOYMENT

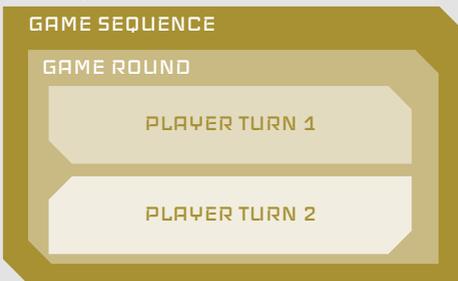
Before the game begins, players must deploy their troopers on the battlefield. The winner of the *Initiative Roll* will be the first to perform the Deployment. Each player has his own *Deployment Zone*.

Each trooper's base must be inside the *Deployment Zone* in its entirety. Troopers can be deployed over the buildings and containers placed inside the *Deployment Zone*.

You may only deploy troopers where their base fits.

GAME SEQUENCE

The game is played in a series of *Rounds*, and each Round is divided into two *Player Turns*.



The player who won the Initiative Roll goes first, that is, has the first *Player Turn*. When that Turn ends, the opponent's Turn begins. Alternate Turns until one player loses all his troopers. Then, the game ends.

ACTIVE PLAYER, REACTIVE PLAYER

The *Active Player* is the player currently playing his Turn. During the opponent's Turn, that player becomes the *Reactive Player*.

ORDER POOL

As the *Active Player*, the first thing you must do when your *Active Turn* begins is count how many of your troopers are still alive on the table. That is the number of Orders you may spend during that *Active Turn*. These make up your *Order Pool*.

By spending one Order, you may activate one trooper. You decide which trooper to activate each time you spend an Order. You could activate each trooper once, use all your Orders on one trooper, or anything in between.

Once you have spent all your Orders, your *Active Turn* ends.

MARKERS



Markers help keep track of all that happens during the game. For this first mission, you will need three Regular Order Markers (REGULAR) for each player.

SPENDING AN ORDER

STEP 1

Active Player declares 1st Short Skill of the Order: *Move*.

STEP 2

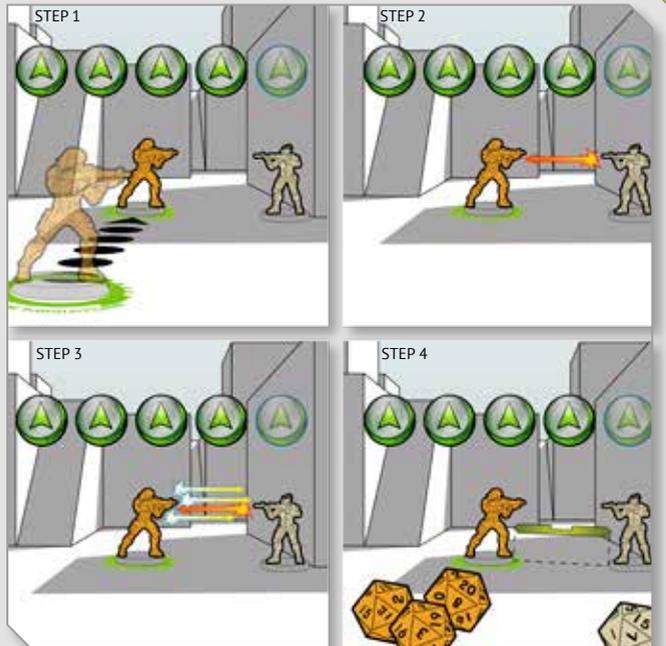
Reactive Player declares ARO: *BS Attack*.

STEP 3

Active Player declares 2nd Short Skill of the Order: *BS Attack*.

STEP 4

Measure *BS Attack* distance and make Rolls.



QUICK START RULES

ORDERS

During your *Active Turn*, you spend your Orders sequentially to activate your troopers. By spending one Order, you may have one of your troopers perform one of the following combinations of Skills:

- » Move + BS Attack (Ballistic Skill)
- » Move + CC Attack (Close Combat)
- » Move + Dodge
- » Move + Move

AROS

When the *Active Player* declares the first Skill of an Order, and before he can declare the second, both players check to see if any of the *Reactive Player's* troopers can react with an ARO (Automatic Reaction Order).

All of the *Reactive Player's* troopers that have *Line of Fire* to (that is, they can "see") the trooper that is using the Order, may declare one of these AROs:

- » BS Attack
- » Close Combat Attack
- » Dodge

SKILLS

MOVE

When a trooper declares Move, he may move up to his first *MOV* value in inches. While moving, he may freely change the direction he is facing.

Declaring Move includes disclosing the exact route the trooper follows.

The second value of the *MOV* Attribute is the number of inches a trooper may move if he declares Move for the second time during a single Order.

BS ATTACK

In order to declare a BS Attack, the trooper must have *Line of Fire* to his target and must not be in base to base contact with an enemy.

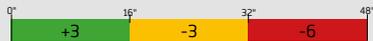
Before rolling the BS Attack, measure the distance between the trooper and his target and apply the appropriate *MOD* to his BS Attribute.

If the trooper possesses two different BS weapons (Rifle + Light Shotgun) the player can choose which weapon the trooper will use. However, the trooper will only use the weapon chosen during that BS Attack.

COMBI RIFLE



RANGE



Damage: 13

Burst: 3

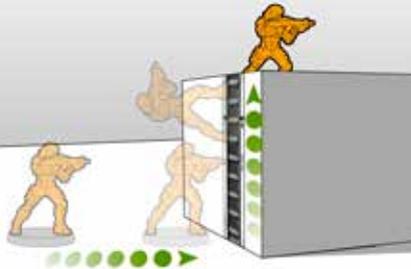
BS ATTACK ROLL AND BURST

When one of your troopers declares a BS Attack, you make a BS Roll to find out whether the attack was successful. If the target declares a BS Attack against your trooper in response or tries to Dodge your attack, then you both make a Face to Face Roll. Otherwise, resolve the attack with a Normal Roll.

When he declares a BS Attack, a trooper in his *Active Turn* may shoot as many times as the *Burst (B)* value of his weapon (in this case, a Combi

MOVEMENT AND LADDERS:

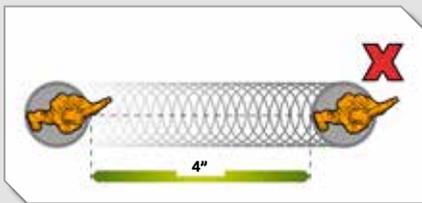
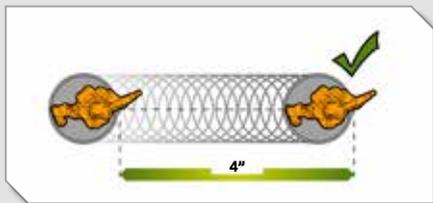
Troopers can use ladders and stairs to reach the roofs of terrain pieces.



QUICK START RULES

BE CAREFUL!

Remember to measure from the same spot in the model's base at the start and at the end of a Movement.



Rifle). The *Active Player* may distribute those shots among any number of targets, but must do so during the declaration of the attack.

The *Active Player* rolls as many d20s as the *Burst* value of his trooper's Combi Rifle, and compares the results to the *BS* of the trooper, as explained above under *Rolls*.

If the *Active Player* splits his *Burst* between different targets and these react in ARO, each Face to Face Roll is rolled separately following the order the *Active Player* wishes.

The *Burst* value of the *Reactive Player* is always 1.

COVER

Cover can obstruct *Lines of Fire* and offers troopers a modicum of protection. The target of a *BS Attack* is in *Partial Cover* when it is in base to base contact with a piece of scenery that partly blocks the *Line of Fire* of the attacker.

Troopers in *Partial Cover* impose a -3 *Modifier* to the *BS* Attribute of their attacker, and also enjoy a +3 *Modifier* to their own *ARM* and *PB* Rolls.

CC ATTACK

Troopers may only declare a *CC Attack* if they are in base to base contact with their target.

KNIFE



Damage: PH-1

B: 1

CC ATTACK ROLL

When one of your troopers declares a *CC Attack*, you make a *CC Roll* to find out whether the attack was successful. If the target declares another *CC Attack* or a *BS Attack* against your trooper in response or tries to *Dodge* your attack, then you both make a *Face to Face Roll*. Otherwise, resolve the attack with a *Normal Roll*.

Roll a d20 and compare the result to the *CC* Attribute of your trooper as explained above under *Rolls*.

DODGE

To declare *Dodge*, a trooper must be in base to base contact with, or have *Line of Fire* to, an active enemy.

A trooper that declared *Dodge* makes a *Physique (PH)* Roll to avoid the *CC* or *BS Attack*.

Additionally, troopers in their *Reactive Turn* that *Dodge* successfully may move up to 2 inches. This movement cannot be used to enter base to base contact with an enemy.

ARMOR AND DAMAGE

Successful attacks force their target to pass an *Armor (ARM)* Roll or receive injuries and be removed from play.

To make an *ARM Roll*, roll a d20 and add the result to the *ARM* Attribute of your trooper. If the sum is higher than the *Damage* value of the weapon used in the attack, the trooper passes his *ARM Roll*. If the sum is equal to or lower than the *Damage* of the weapon, the trooper loses one point from his *Wounds* Attribute.

Certain Special Ammunitions force the target to make a *BTS Roll* instead of an *ARM Roll*. *BTS Rolls* work in the same way as *ARM Rolls*, replacing the *ARM* Attribute by the *BTS* one.

If the trooper loses his last *Wounds* point, he is removed from play.

If the trooper survives an *Attack* against him from outside of his 180° *LOF*, he can turn to face the attacker, at the end of the *Order* and without any *Roll* required.

When a *Critical* success is rolled in any *Attack Roll* (Being a *BS* or a *CC Attack*) the target loses directly one point of his *Wounds* Attribute value without any *ARM Roll* required.

LINE OF FIRE AND COVER

NO COVER



PARTIAL COVER



TOTAL COVER



QUICK START RULES

BOOKS AND EXPANSIONS

INFINITY N3: ESSENTIAL

INFINITY's third edition of the basic book entirely reforms the rule set, improving the gaming experience for new and veteran players alike, without losing any of the qualities of thrilling, cinematic, tactical action so iconic of Infinity.

Infinity N3 has all that is necessary to start playing and dive into this futuristic universe. The new edition case contains two volumes, one containing plenty of background and illustrations of the main armies of Infinity, and the other containing the basic and advanced rules along with complete army and weapons lists. With more than four hundred essential pages, Infinity N3 is the same game as always, but better!

HUMAN SPHERE. EXPANDED UNIVERSE

The new edition of Infinity Human Sphere updates this book to the rules of Infinity N3 and offers an expanded vision of Infinity's universe. This book delves deeper into the background of the different factions and adds two new ones: the AI ALEPH and the enigmatic Tohaa.

Human Sphere brings a new dimension to Infinity N3, and is essential for diving into the Infinity universe and developing the tactical capabilities of every player.



CAMPAIGN: PARADISO. ASSIGNED MISSION

In Campaign: Paradiso you will find exhaustive campaign rules, including tools to create your own campaigns and scenarios and an action-packed campaign with sixteen specifically-designed missions that continue the gripping plot of Infinity. This expansion is the perfect sequel to the fascinating plot of the Infinity background.

ARTBOOK ONE. INFINITY BEHIND THE SCENES

The ARTBOOK ONE offers insight on the design processes behind the miniatures of the different factions, from initial sketches to the final models. It also includes ten gorgeous, exclusive full-color prints with some of the most amazing art from Infinity, now full-page and ready to frame!





Are you new to Infinity? No problem! Operation: Icestorm is the perfect introduction to the Infinity universe, containing everything needed for two players to take their first steps into the game. This box includes an introductory rules booklet that explains the basics of the new edition of Infinity N3, guiding the players through a tutorial campaign of five scenarios. It also includes fourteen excellent metal miniatures, two of them exclusive to this introductory pack, along with all the markers and templates needed to play the tutorial campaign, six customized faction dice, and a complete pack of easy to assemble scenery, ready to play. Operation: Icestorm has all the basics in just one box!

SCENERY PACKS. KEY PIECES



moto.tronica scenery pack

ref. 285055



hephaestus scenery pack

ref. 285056



navajo outpost pack

ref. 285057



neon lotus scenery pack

ref. 285058

Scenery is a key element to fully enjoying Infinity's gaming experience. A fast and easy way to get all the scenery you need is the new Infinity Scenery Packs. Moto.tronica Scenery Pack, the modern industrial environment of a huge PanOceania corporation. Hephaestus Scenery Pack, ALEPH's hyper-technological research complex. Navajo Outpost Scenery Pack, USAriadna's forward military communications field emplacement. And the Neon Lotus Scenery Pack, the futuristic mall of a Yu Jing orbital station.

Each Scenery Pack contains a game-mat, six containers and four easy to assemble buildings. Ready to play!

QUICK START RULES

ONLINE SUPPORT



WARCORS

INFINITY WARCORS. YOUR LIASON AGENTS

The Infinity WarCORS are responsible for guiding and expanding their local communities.

By accessing infinitythegame.com/warcors you can contact your local Warcor and ask for a demo game or help finding other players. We all need a gaming guide, and here is yours!



INFINITY TOURNAMENT SYSTEM. IT'S YOUR TURN

The Infinity organized play programme offers players around the globe a platform where they can compete for phenomenal prizes each season. Anyone can organize an official ITS event, using the Tournament Pack that best suits their needs. From friendly two-player games to major tournaments with dozens of contenders, everything will get you higher in the International Player Ranking of the ITS. It's your turn!

CORVUS BELLI INFINITY

ONLINE SUPPORT. WWW.INFINITYTHEGAME.COM

The official Infinity website is a hub for all Infinity players. There, you will find plenty of information and game aids to improve your game experience.

All rules, army lists weapons tables, markers and templates, including all expansions, and absolutely everything you need to play, are available free of charge from the **Downloads** section of our website.

To help you build and manage your lists, you can download the free **Infinity Army** tool from our official website.

Our website will also direct you towards the Infinity Wiki, an indexed compilation of all rules, special skills, weapons, and official answers to frequently asked rules questions to date. Infinity Army also conveniently links to the rules description of each term in the Wiki, so you can quickly refer to the rules while building your Army List.



The best way to get up to speed on Infinity gameplay and news is to follow our **YouTube** channel, linked from the official Infinity website. Our channel is full of useful videos that explain the basic Infinity mechanics and background, effortlessly introducing you and your friends into the Infinity game universe.

You can also get updates about Infinity news, events, releases and the wider Infinity community on our official **Facebook** page, which will allow you to join the Infinity community.

Discover our diverse range of amazing miniatures and the rich background of this exciting vision of the future by visiting infinitythegame.com/



USARIADNA ARMY PACK. THE RANGER FORCE IN A BOX

THE USARIADNA ARMY PACK HAS EVERYTHING YOU NEED TO START AN INFINITY ARIADNAN SECTORIAL ARMY OR TO COMPLETE YOUR COLLECTION. THIS PACK CONTAINS THE USARIADNA STARTER PACK, THE DEVIL DOGS TEAM, AND ONE EXCLUSIVE MINIATURE, THE MAVERICK WITH BOARDING SHOTGUN.

THIS BOX ALSO PROVIDES A FULL-COLOR PAGE BOOKLET CONTAINING THE QUICK START RULES, THREE NEVER-SEEN NEW MISSIONS READY TO PLAY, AND THE BACKGROUND AND TROOP PROFILES OF EACH TROOP IN THE ARMY PACK. TO COMPLETE THE GAME EXPERIENCE, THE ARMY PACK BRINGS A READY-TO-PLAY CARDBOARD SCENERY SET, A GAME MAT, THREE ARIADNA TWENTY-SIDED DICE, AS WELL AS CARDBOARD MARKERS, TEMPLATES AND A RULER — EVERYTHING YOU NEED TO START PLAYING!



QUICK START RULES

ACCESSORIES (PARTNERS)

WARSENAL

Warsenal have an extensive range of official products in their 'Designed for Infinity' line, such as terrain—including useful pieces of ITS-specific terrain—, templates, bases and an assortment of tokens and markers.

MICRO ART STUDIO

Micro Art Studio offers a whole range of 'Designed for Infinity' products that includes buildings, terrain and scenery, markers, templates, tokens and bases for your models and dioramas.

CUSTOMEOPLE

Customeeple specialize in custom designs, but they also offer a variety of ITS scenery, markers, templates and other products, all designed with Infinity players in mind.

PLASTCRAFT

Plastcraft produces pre-cut PVC terrain for Infinity game tables that is lightweight, durable and capable of eye-catching, futuristic rounded shapes.

ANTENOCITIS WORKSHOP

Antenocitis Workshop offers a wide range of scenery and terrain to spice up your Infinity game tables, from buildings and model vehicles to street furnishings.

BANDUA WARGAMES

Bandua Wargames have a range of budget-conscious Infinity scenery elements to help you fill your table without breaking the bank, from small crates to hulking structures like their impressive Mag-Lev Train.

BATTLE FOAM

Battle Foam have created a series of quality bags and foam trays specifically designed for you to securely store and carry your Infinity collection.



CORVUS BELLI
INFINITY



OPERATION RED VEIL

TWO-PLAYER INTRODUCTORY BATTLE PACK