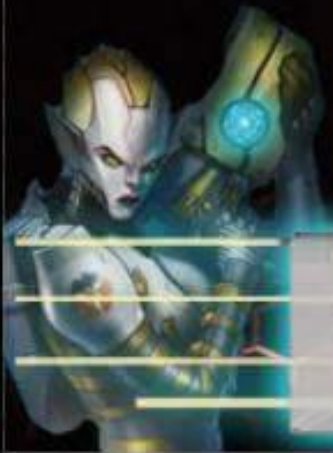


SHOOTING THE BULL



# Infinity: ZERO



INFINITY

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## **Number of Players**

*Infinity: ZERO* is a multi-player mission intended for 4-8 players (for maximum enjoyment, the maximum number of players is recommended).

## **Army Composition**

Players must take a single model unit. This means that units made up of multiple models are not allowed (Scarface and Cordelia, Margot and Duroc, etc). This includes units that automatically come with a piece of equipment in the form of a model, such as *Auxbots*, *Devabots*, *Zondcats*, *Krazy Koalas*, etc.

Lieutenants are not required, and the *Loss of Lieutenant* rules are ignored. Other list building restrictions still apply (for example, remotes may not be taken without a Hacker or TAG also being present).

The specific model chosen for the game will depend on the format chosen (see **Formats** below).

## **Formats**

The format chosen for a game of *Infinity: ZERO* serves as a guideline for the type of units that players may choose from. There is no single right way to play. In fact, players and organizers are encouraged to come up with their own ideas as to what would make for a fun game of *Infinity: ZERO*. The only criterion is that each participant should be limited to a single model.

Here are a few suggestions:

**Generic Spec-Ops:** Each player chooses any non-character Spec-op and spends a set value of XP on upgrades (these remain the same

throughout the game).

**Celebrity Death Match:** Each player chooses a different named character Spec-Op, Mercenary, or ABH.

**Authorized Bounty Hunters:** Each player chooses a non-character ABH.

**Free For All:** Each player chooses a single unit with a point cost of 50 or less, and no more than 1 SWC.

## **Mission Objectives**

>> Achieve the highest *Body Count*, in the shortest amount of time.

>> While not an actual objective, players and organizers may decide to keep track of things like most consecutive kills between *Re-Spawning* (killing spree), least re-spawns (unstoppable), most criticals rolled (headshot), and first model killed (first blood). Again, players and organizers are encouraged to come up with their own achievements befitting a first person shooter death match.

## **Deployment**

No special skills related to deployment may be used. At the beginning of the game, all players make a WIP face to face roll. Starting with the winner of the roll, and moving to their left, players take turns deploying their models on one of nine different *Spawn Points* located on the table.

## **Spawn Points**

Each *Spawn Point* is numbered (1-9), and should be represented by either a 40mm *Spawn Point Marker*, or an appropriate terrain feature. To deploy their model, a player must roll a D20. The second digit determines the *Spawn Point* location

they must use. If a player rolls a "0," they may place their model on any unoccupied *Spawn Point* they choose. If a *Spawn Point* is occupied, simply use the next one available.

*Example: Fusilier Angus rolls a 15. Unfortunately, Spawn Points 5, 6, and 7 are already occupied. This means that Angus must deploy on Spawn point 8.*

Models must be deployed with their entire base within the *Spawn Point*. Models may not be targeted while on a *Spawn Point*, as long as they haven't left it and returned. Models may not make any type of attack while on a *Spawn Point*, as long as they have not left it and returned.

### **Initiative**

The turn order is randomly determined at the beginning of every game turn. At the beginning of each game turn, all players make a WIP face to face roll. Players must take their turns in an order beginning with the winner of the WIP face to face roll, followed by the other player(s) who passed, and finally those who failed. Any players with the same target number that also find themselves tied with each other, should roll off (WIP face to face) to determine who goes first.

*Example: Joe (WIP 13), Ryan (WIP 12), Andrew (WIP 13), and Matt (WIP 14) roll off. Joe rolls a 5, Ryan a 10, Andrew a 14, and Matt a 19. As he is the winner of the face to face roll, Ryan goes first, followed by Joe (passed, but by less than Ryan), Andrew (failed), and finally Matt (also failed, but by more than Andrew).*

### **Scenario Special Rules**

**Singularly Determined:** Each round, players have one free regular order available to them, in addition to any normally generated by their Trooper.

#### **Whatever it Takes...**

In this scenario, all models are considered to have the Scavenger Special Skill.

#### **Unconscious and Dead**

Models that pass into the unconscious state are considered casualties for the purposes of *Body Count* (see **End of Mission**). While *Unconscious* models must be removed from the table, but the physical location of their bodies should remain marked so that players may loot any items they had (make note of what items the body possesses, or use the appropriate markers). A player whose model passes to the unconscious state prior to their turn may attempt to use a Skill or piece of Equipment that might somehow allow them to revive their model (*Auto-Medi Kit*, *Regeneration*, etc). However, even if successful, they will still have counted as a casualty for the purposes of determining another player's *Body Count*. *Unconscious* models must *Re-Spawn* at the end of the turn.

A model passing to the dead state is removed as usual, and their weapons equipment are lost or destroyed with them. *Dead* models must *Re-Spawn* at the end of the turn.

*Sorry, the Shasvasti special rule has no effect in Infinity: ZERO*

## Weapon Vending Machines

*Weapon Vending Machines* should be located at various points on the battlefield, and may be represented by either 25mm *Weapon Vending Machine* markers, or an appropriate terrain feature. *Weapon Vending Machine* possess the Logistics Trait.

## Bio-enhancement Kiosks

*Bio-enhancement Kiosks* should be located at various points on the battlefield, and may be represented by either 25mm *Bio-enhancement Kiosk* markers, or an appropriate terrain feature. *Bio-enhancement Kiosks* possess the Logistics Trait. However, rather than allow a trooper to roll on any of the Booty charts to obtain Weapons or Equipment, they must instead roll on the Meta-chemistry chart to obtain a MOD or Special Skill. Subsequent uses of other Bio-enhancement Kiosks automatically replace the trooper's MOD or Special Skill with the newly generated one.

## Teleporters

*Teleporters* should be located at various points on the battlefield, and may be represented by either 40mm *Teleporter* markers, or an appropriate terrain feature. These scenery items are considered Elevators and use the rules for Lifts (Cargo Standard, Compartment). As all the Teleporters/Elevators on the map occupy the same level, players must instead specify a different Teleporter/Elevator that a Trooper wants to reach when using the Activation Common Skill.

## Reset and Re-spawn Phase

At the end of every game turn, there are a number of things that must happen:

### Reset

>> Any models affected by Adhesive

ammunition return to a normal state.

>> Any open doors close automatically (unless blocked by a model).

>> Any otherwise problematic game effects should cease, be reversed/ignored, return to normal state, etc. (at the player's/organizer's discretion).

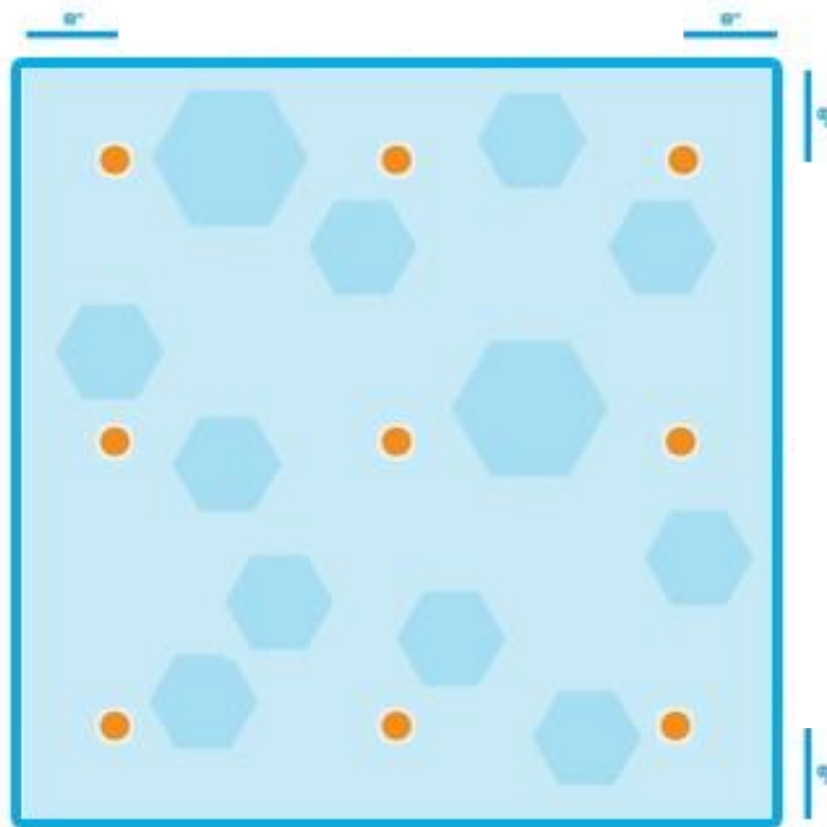
## Re-Spawn

All casualties should be re-deployed (models in the Unconscious or Dead state at the end of the previous turn). In the same order that the casualties occurred, the owning players each roll for a new *Spawn Point* and deploy their miniature using the method outlined above in **Deployment**. Note that any models still located on a *Spawn Point*, and that did not *Re-Spawn* during the current *Reset and Re-Spawn* phase are destroyed (must wait until the next *Re-Spawn* phase to re-deploy). When a model *Re-spawns*, it makes new rolls for any skills normally rolled for at deployment (*Booty*, *Meta-Chemistry*, etc.).

## End of the Mission

### Body Count

Before beginning a game, either the participating players, or event organizer should agree on a *Body Count* (we suggest a *Body Count* of 3-5, for an enjoyable, but fairly quick game). Each player's individual *Body Count* is equal to the number of enemy casualties they've inflicted (models they have directly caused to pass into the *Unconscious* or *Dead* state). If at any point in the game a player's *Body Count* equals or exceeds the agreed upon amount, the game ends immediately, and that player is declared the winner (godlike). In the event of a tie (multiple players somehow achieving the game's *Body Count* simultaneously), the winner of the two should be decided by their other achievements (organizer's discretion, see **Mission Objectives**)



# Infinity: ZERO



**Kill Count:** 1[    ] 2[    ] 3[    ] 4[    ]

**Criticals** (*Head Shot!*): 1[    ] 2[    ] 3[    ] 4[    ]

**Killing Streak** (*Unstoppable!*): 1[    ] 2[    ] 3[    ] 4[    ]

**Respawns** (Survivor!): 1[    ] 2[    ] 3[    ] 4[    ]