

INFINITY

CODE ONE

QUICK

START RULES

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INFINITY

## CODE ONE

IT IS ONE HUNDRED AND EIGHTY YEARS INTO THE FUTURE. THE STAR SYSTEMS COLONIZED BY HUMANITY, COLLECTIVELY CALLED THE HUMAN SPHERE, HAVE BEEN CLAIMED BY MASSIVE INTERSTELLAR NATIONS WHO TRADE COVERT BLOWS IN SECRET WARS TO CONTROL THE DELICATE BALANCE OF POWER. BUT AN ALIEN THREAT FROM THE GREAT BEYOND THREATENS TO CHANGE EVERYTHING...

The main human nations—PanOceania, the ultramodern Hyperpower; Yu Jing, its advanced competitor, born of Asia; Haqqislam, the new Islam of philosophy and humanism; the Nomads, anarchistic space wanderers and Ariadna, tough colonists stranded on a hostile world—led by O-12, the international organization that replaced the UN, and helped by ALEPH, the omnipresent AI that pulls the strings from the shadows, must join forces to fight the outsider menace of the Combined Army and its master the EI, an alien artificial intelligence that plans to integrate the Human Sphere into its immense, all-devouring galactic empire.

Will they be able to put their differences aside, or will their infighting be their undoing at the hands of the alien invaders?

Infinity CodeOne is a tabletop wargame that uses 28 mm metal miniatures to create skirmishes in a hi-tech sci-fi setting influenced by manga aesthetics—an exciting, action-packed vision of the near future where special operations determine the fate of Humanity.

Infinity CodeOne will present you with non-stop challenges that will test all of your tactical skills. To defeat your opponent, you will need to take advantage of your environment, employ your troops' many abilities, exploit your enemies' weaknesses, and meet your mission parameters before it is too late.



## PANOCEANIA



PanOceania is the 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. Nomads are a proud people who might come across as slightly conceited with their constant reminders of the technological superiority of their society, and particularly their army.

## YU JING



PanOceania's challenger, its perpetual opponent, the other great power, is Yu Jing (pronounced you cheeng), the Asian giant. The whole of the Far East, united under the banner of what was once 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.



## COMBINED 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.

## O-12



O-12 is an international representational and governing body, evolved from the UN, but with greater action and decision-making power. Endowed with a tactical police branch, Bureau Aegis, O-12 is the arbiter, judge, and jury of the Human Sphere. Its mission is to protect the whole of Humanity and strive for its stability and progress.



## ARIADNA



A human colony lost in an isolated star system. Left to their own devices on a hostile, resource-poor planet, endurance and mettle had to make up for the lack of state-of-the-art technology. Cossack, American, French and Scottish fought each other and they all fought the planet, and from all this fighting emerged Ariadna, where only the toughest survive. Welcome to Ariadna. Welcome to Hell.

## 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.



## 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.

## 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 her the intergalactic

sociopolitical and economic framework would crumble. ALEPH possesses a tactical branch, named Special Situations Section or SSS for short, that was created to fight against the alien threat of the Combined Army, but also to persecute all of those who dare to create other artificial intelligences as her.



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► **ISC: Thorakitai**



○	▲	○	○	○						
MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA	
4-4	17	12	11	13	3	0	1	2	-	
► BS Weapon: Combi Rifle										

## QUICK START RULES

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

Once you have played them, you will know the basic game mechanics and it will then be very easy for 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 CodeOne in its totality. Connect to [infinitytheuniverse.com](http://infinitytheuniverse.com) to know more!

## OBJECTIVE AND GAME SUMMARY

Infinity CodeOne is a competitive game that pits two rival armies against each other in a struggle to complete a series of tactical objectives. The game has a duration of 3 rounds, or ends when all of one player's Troopers have been eliminated.

### WHAT YOU NEED

To play Infinity CodeOne you will need the following things:

- A measuring tape of at least 48 inches.
- Some 20-sided dice (d20).
- 6 Infinity CodeOne models to represent the 3 Troopers of both players.
- Scenery. At least 4 big elements and 10 small items.
- A 24 x 32 inch gaming table.
- Unconscious State Tokens and Order Tokens.

All of them are included in the Infinity CodeOne Battle Packs and are also all available for free on the Download section of the official Infinity website at: [Infinitytheuniverse.com](http://Infinitytheuniverse.com).

## UNIT PROFILE DESCRIPTION

Attributes are a series of numeric values that describe the basic capabilities of Troopers. In game terms, these are used to make Rolls and calculate the success or failure of attempted actions made by Troopers.

### UNIT PROFILE DESCRIPTION

The main Attributes are as follows:

► **MOVEMENT (MOV)**

The number of inches this Trooper can move with an Order. The MOV Attribute usually has two values: the first time the Trooper moves in an Order, and the second.

► **BALLISTIC SKILLS (BS)**

This conveys the Trooper's prowess in ranged combat.

► **PHYSIQUE (PH)**

This represents all physical skills, such as strength, dexterity, throwing, dodging...

► **ARMOR (ARM)**

This is a numeric value for the Trooper's overall armor. The higher the value, the heavier and more effective the armor is in reducing the damage of enemy weapons.

► **WOUNDS (W)**

This represents the physical endurance of the Trooper, and how much punishment it can withstand before losing consciousness or dying.



## ► ISC: Daylami Infantry



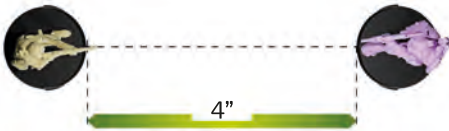
○	▲	○	○	○						
MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA	
4-4	15	11	10	13	1	0	1	2	-	

► BS Weapon: Rifle

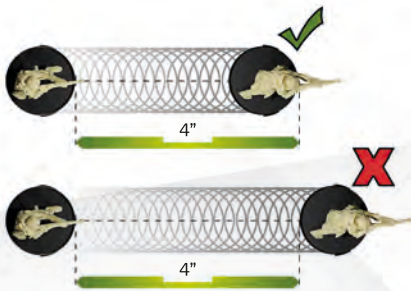
## DISTANCES AND MEASUREMENTS

When measuring the distance between two Troopers, players must measure between **the closest parts of their bases**.

To determine what is the distance between two objects or scenery items, players must measure a straight line between them.



When moving Troopers around the battlefield, players must measure the complete route (including, for example, any detour to avoid obstacles) and must **always use the same part of the base for their measurements**.



## LINE OF FIRE (LOF)



Line of Fire (LoF) is the criterion by which players determine whether a Trooper can see its target. For a Trooper to be able to draw LoF to its target, it must meet these conditions:

- The target must be totally or partially within the Trooper's front 180° arc.
- The Trooper must be able to see part of the volume of its target, with a minimum size of 3x3mm.
- LoF can be drawn from the Trooper to any point in the target's volume without being obstructed by any pieces of scenery or Troopers (friendly or enemy).

## TYPES OF ROLL AND SUCCESS VALUE

Infinity CodeOne's game mechanics revolve around two types of d20 rolls: **Normal Rolls** (this roll is used when a Trooper is not facing off against an enemy) and **Face to Face Rolls** (when two or more Troopers act at the same time to try to thwart each other's progress). The **Success Value (SV)** is the numeric value resulting from applying any applicable Modifiers to the Attribute being used for the Skill. To find out if a Skill has succeeded, a d20 is rolled and the result is compared to the Success Value.

## STRUCTURE OF AN ORDER



ENTIRE  
ORDER  
SKILL

SHORT  
MOVEMENT  
SKILL

+

SHORT  
MOVEMENT  
SKILL

SHORT  
MOVEMENT  
SKILL

+

SHORT SKILL

**Any result that is equal or less than the Success Value** means that the Skill was successful.

To resolve a Face to Face Roll, compare the two Troopers' successful Rolls. Any success that is lower than the opponent's is cancelled. If the highest successes are tied, all successes in the Face to Face Roll are cancelled.

## GAME SEQUENCE



Each Player Turn is divided into these steps:

- ▶ 1. Start of the Turn: Tactical Phase
  - ▶ 1.1 Order Count
 

For each Trooper deployed on the table that is not in a *Null* state (*Unconscious, Dead...*), the Active Player adds one Regular Order to his *Order Pool*.
- ▶ 2. Order Phase
 

This is the main phase of the Player Turn, when the Active Player gets to use his *Order Pool* to **activate** her Troopers.
- ▶ 3. States Phase
 

Once the Active Player runs out of Orders, or decides not to use the remaining ones, both players will carry out any checks for those States or Skills that require it.
- ▶ 4. End of the **Turn**

Once all checks are made, *the Active Player's Turn ends*.

## TROOPER ACTIVATION

The expenditure of an **Order** allows the activated Trooper to declare **one** of the following combinations of Skills:

- ▶ Any one Short Movement Skill plus any one Short Movement Skill.
- ▶ Any one Short Movement Skill plus any one Short Skill (and vice versa).

There is no limit to the number of times *Orders* can activate the same Trooper during its *Active Turn*.

### IMPORTANT:

Even though they are declared one after the other, both Skills in a single Order are performed simultaneously. For example, if you declare *Move plus BS Attack*, you can make the *BS Attack* at any point during the declared movement route, and not necessarily at the end of that route.

## ARO: AUTOMATIC REACTION ORDER

Thanks to the Automatic Reaction Order (**ARO**) mechanic, the action and decision-making never stops. Even during their opponent's Active Turn, a player's Troopers can react each time the opponent **activates** one of his Troopers with an Order. There is no limit to the number of Troopers that can react to the activation of a single enemy Trooper.

The ARO declarations of the Reactive Player's Troopers are considered valid when an enemy Trooper activates within its Line of Fire (LoF).

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## ALL AT ONCE

In Infinity CodeOne, Orders and AROs are simultaneous regardless of the Skills declared.

## ORDER EXPENDITURE SEQUENCE

- ▶ 1. The *Active Player* declares which Trooper will activate.
  - ▶ 1.1 The *Active Player* **removes from the table the Order** he uses to activate the Trooper.
  - ▶ 1.2 The *Active Player* **declares the first Short Skill** of the Order he wants to use. If movements are declared, the player measures where the Trooper can move and places the Trooper at the final point of its movement.
- ▶ 2. The *Reactive Player* checks *Lines of Fire* to the *Active Trooper*, and **declares AROs**. Troopers are not forced to declare the AROs, but if a Trooper can declare an ARO and fails to do so, the chance to declare an ARO is lost.
- ▶ 3. The **Active Player** declares the second Short Skill of the Order, if applicable. If movements are declared, the player measures where the Trooper can move and places the Trooper at the final point of its movement.
- ▶ 4. The *Reactive Player* checks *Lines of Fire* to the *Active Trooper*, and can declare any new AROs that are available.
- ▶ 5. **Resolution:** Measure all distances, determine *MODs* (Cover and Range), **and both players make Rolls.**
  - ▶ 5.1 **Effects:** Players **apply all effects** of successful Skills.
  - ▶ 5.2 **Conclusion:** End of the Order.

## COMMON SKILLS

Common Skills can be employed by any Trooper. The main Common Skills are Move, BS Attack and Dodge.

### MOVE

SHORT MOVEMENT SKILL

#### REQUIREMENTS

- ▶ The Trooper's base must always be in contact with the surface on which they intend to move and the space they move through must be equal or larger than the **half** their base.

#### EFFECTS

- ▶ By declaring Move, the user may move up to the first value of his MOV Attribute in inches.
- ▶ If the user declares Move again with the second Short Skill of the same Order, he may then move up to the second value of his MOV Attribute in inches.
- ▶ Once declared, Troopers always reach the end of their Movement, even if they fall into a *Null* state (*Unconscious, Dead...*).

### BS ATTACK

SHORT SKILL / ARO

#### REQUIREMENTS

- ▶ It is mandatory to have a *BS Weapon* and be able to draw *Line of Fire (LoF)* to the target of the *BS Attack*.
- ▶ Not be in base contact with any enemy Trooper, unless they are in a *Null* state (*Unconscious, Dead...*).

#### EFFECTS

- ▶ The user employs his *BS Attribute* to fire upon one or more enemies.
- ▶ If the attacker has more than one target and a *BS Weapon*, he must distribute his attacks as part of the *BS Attack* declaration.
- ▶ All shots must be declared from the same point.

## RIFLE



<b>Rifle</b>	<b>Traits:</b>			
<b>Damage:</b> 13	<b>B:</b> 3			
<b>Ammo:</b> N	<b>Saving Roll Attribute:</b> ARM			
RANGE MODIFIERS				
8"	16"	32"	48"	96"
0	+3	-3	-6	

## COMBI RIFLE



<b>Combi Rifle</b>	<b>Traits:</b>			
<b>Damage:</b> 13	<b>B:</b> 3			
<b>Ammo:</b> N	<b>Saving Roll Attribute:</b> ARM			
RANGE MODIFIERS				
16"	32"	48"	96"	
+3	-3	-6		

Before making a *BS Attack Roll*, the distance between the Trooper and their target must be measured and the corresponding *Modifiers* to the BS Attribute (*Range* and *Cover*) must be applied. The Active Player rolls as many d20 as their Combi Rifle's *Burst [B]* value indicates, while the Reactive Player's *Burst [B]* is always reduced to 1.

## RANGE

COMBI Rifle have the following values:

- ▶ If the distance between the Trooper and the Target ranges from 0 to 16 inches, the Trooper has a +3 MOD to their BS Attack Roll due to distance.
- ▶ If the distance is greater than 16 inches and equal or lesser than 32 inches, the Trooper has a -3 MOD to their BS Attack Roll due to distance.
- ▶ If the distance is greater than 32 inches and equal or lesser than 48 inches, the Trooper has a -6 MOD to their BS Attack Roll due to distance.
- ▶ BS Attacks automatically fail if the distance is greater than 48 inches.

## COVER

A Troop is in *Partial Cover* when it is in contact with a scenery element that partially obscures a full view of the Trooper being targeted by a *BS Attack*. If the target is in *Partial Cover*, the attacker will apply a -3 MOD to their *BS Attack Roll* and the *BS Attack's* target reduces the *Attack's Damage* by 3 for *Saving Roll* purposes.

## DODGE

SHORT SKILL / ARO

### REQUIREMENTS

- ▶ The Trooper must be in base contact or have LoF to an enemy Trooper.

### EFFECTS

- ▶ When declaring Dodge, the Troop performs a *PH Roll to avoid suffering a Attack*.
- ▶ Dodge allows the user to **move** up to 2 inches, during the *5.1 Effects step of the Order Expenditure Sequence*, if the *Roll* is **successful**.

## ARMOR AND DAMAGE

Damage is the capacity of a weapon to harm or impair its target in any way. However, this Damage is not usually applied to the target as is. Targets often have the right to a **Saving Roll** that determines if their Armor (ARM) protects them from said Damage. To measure an *Attack's Damage*, the player must subtract from the Weapon's Damage:

- ▶ The target's *ARM* Attribute.
- ▶ The [-3] MOD due to *Partial Cover*, if applicable.

If the final **result is equal to or lower** than the **Damage value of the Attack**, the **impact is successful**, when this happens, the most common consequence is the loss of one point from the target's Wounds.

If the **final result is higher** than the *Damage* value of the *Attack*, **the target receives no Damage** and suffers no alteration to its Attribute profile or its state.

If the value of the Wounds Attribute of a Trooper reaches 0, then that Trooper enters **Unconscious** State. However, if the Wounds Attribute falls below 0, the Trooper enters the **Dead** state and is removed from the game.

## INITIATIVE AND DEPLOYMENT ROLL

Before the game begins, players make a Face to Face Roll using their respective Lieutenant's WIP Attributes (select one Alguacil and one Rokots respectively). So, both players roll a D20 and compare their results and the one with the higher result (that does not exceed their Lieutenant's WIP Attribute) is the winner of the *Initiative Roll*.

The winner of the Initiative Roll can choose between keeping **Deployment** and keeping **Initiative**. Whichever option the winner declined goes to the other player.

### KEEPING INITIATIVE

The player who kept Initiative gets to choose **which player has the first Player Turn** and which player has the second *Player Turn* in each *Game Round*. This order is maintained throughout the game.

### KEEPING DEPLOYMENT

The player who kept Deployment gets to choose **who deploys first**, and in which **Deployment Zone**. Both players will deploy on opposite ends of the game table, in a Deployment Zone 8 inches deep and 24 inches wide.

The Deployment Phase is divided into the following steps:

- ▶ **Player One Deployment.**
- ▶ **Player Two Deployment.**

## DEPLOYMENT RULES

To deploy your Troopers on the table, follow these rules:

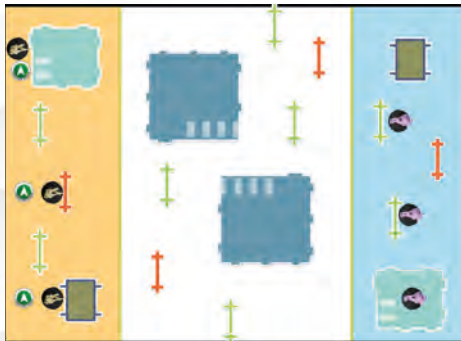
- ▶ The base of each Trooper must be entirely within the *Deployment Zone*.
- ▶ Troopers cannot deploy in a location without enough space to fit their entire base.

### GAME ROUND EXAMPLE

Both players secretly pick one of their 3 Troopers as Lieutenant and make the Initiative Roll between their Lieutenants' WIP.



The Haqqislamite Player wins the Initiative Roll and decides to keep the Initiative (to be Player 1) and begin first. The ALEPH Player (Player 2) therefore decides that Haqqislam should deploy their Troopers first. The Haqqislamite Player decides to place them as indicated in the map. Next, the ALEPH Player does the same, knowing Haqqislamite's starting positions in advance.



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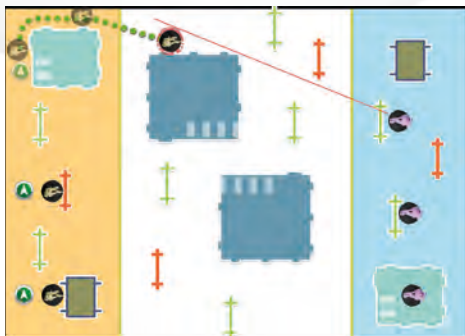
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## 1. Start of the Turn: Tactical Phase

Order Count: having 3 available Daylami deployed, Player 1 places 3 Orders on the table.

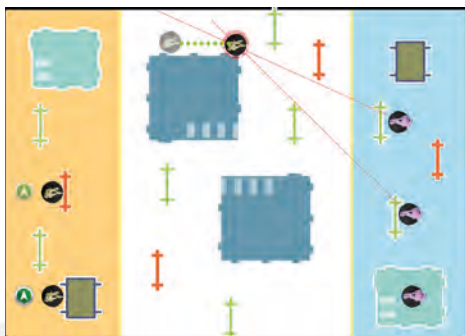
## 2. Order Phase:



Player 1 declares who is the Active Trooper, removes the Order from the table and declares the first Short Skill: Move.

Player 2 does not declare any AROs because the buildings cover the Haqqislamite Trooper's advance.

For the second Skill of the Order, Player 1 declares Move once again and moves 4 inches. Again, there are no AROs.



With the second Order, Player 1 declares Move yet again, reaching the corner of the building, and staying in cover. Player 2 declares the ARO BS Attack with the two Troopers that now have LOF. Player 1 also declares BS Attack and distributes their Rifle's B3 (2 dice against one target and 1 die against the other).

In the Resolution of the Order, the Players measure the distance, 15 inches and 12 inches respectively, so they will have a +3 MOD due to range, that will be compensated by the -3 MOD due to all the Troopers being in Cover.

In this case, the Success Value will therefore be:

► **Haqqislam:** BS = 11, +3 due to Range, -3 due to Cover. SV=11.

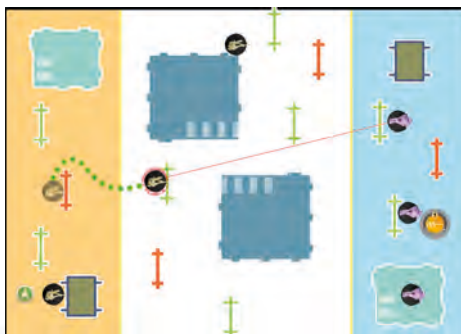
► **ALEPH:** BS = 12, +3 due to Range, -3 due to Cover. SV=12 for both Troopers that declared an ARO.

When comparing the results of both Face to Face Rolls, it turns out that the 14 is a miss and the 7 is the higher value, thus winning the roll.

In the other Face to Face Roll, the two 8s are a tie, and both are cancelled.

As the 7 is a winning roll, Player 2 will have to make a Saving Roll: Attack Damage = 9 (13 weapon damage, -3 due to Cover, -1 ARM). Any result that is equal to or less than 9 will imply the loss of one Wound. Player 2 rolls the die and obtains a 7, so their Trooper falls Unconscious.

[See image 1]



With their last Order, Player 1 decides to declare Move from one blast barrier to the next. Player 2 declares BS Attack as their Trooper's ARO and Player 1 declares Dodge as their second Skill. SV are calculated for the Face to Face Roll.

► **Haqqislam:** Dodge with PH = 10. SV=10.

► **ALEPH:** BS = 12, -3 due to Range (18 inches) and no negative MOD due to Cover, since they decided to shoot at the enemy before they reached the second blast barrier. SV = 9.

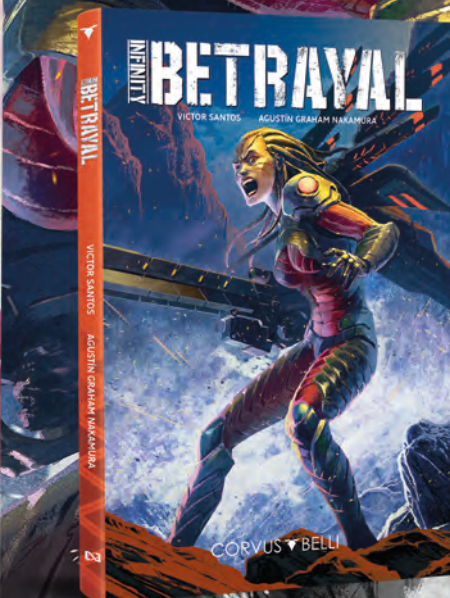
They roll the Dice and the results are:

► **Haqqislam:** 7.

► **ALEPH:** 6.



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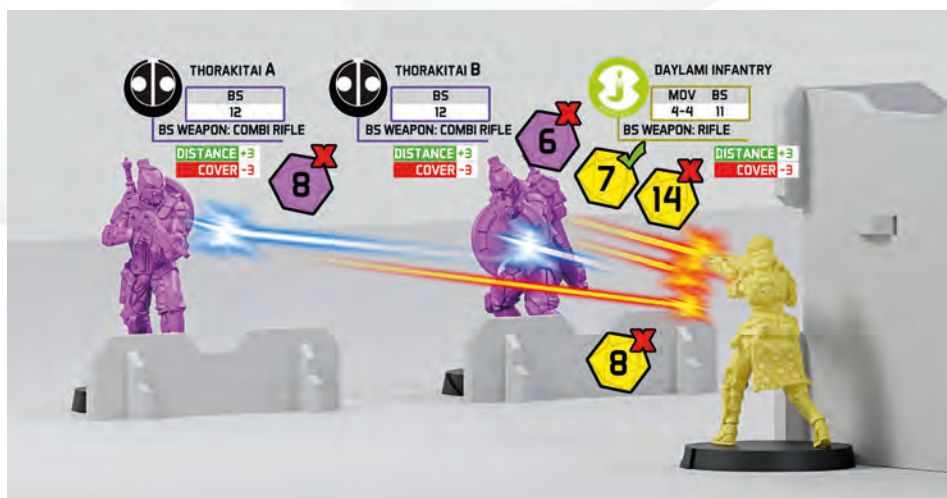


IMAGE 2



Both Players Rolls are successful, but the Haqqislamite Player's higher value prevails. Now the Haqqislamite Player may move up to 2 inches during step 5.1. Effects of the Order Expenditure Sequence, without generating AROs. (See image 2)

### 3. States Phase

Once the *Active Player* has spent all their *Orders*, both Players make whatever checks are required by States or Skills. In this case, no check is made.

### 4. End of the Turn.

Now, the first Active Turn of Player 2 begins. Given that one of their three Thorakitai is Unconscious, Player 2 has only 2 Orders. Remember that Troopers in Unconscious State do not add Orders to the Player's Order Pool. The end of Player 2's Active Turn will also mark the end of Round 1 and the beginning of Round 2, with Player 1 as Active Player, and so on until all of the Players' Troopers have been eliminated, or Round 3 ends.

**After this introduction, you're now ready for your first game!!**

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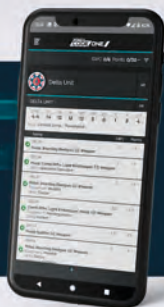
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