

CORVUS BELLI infinity



FIRST CONTACT OPERATIONS
ESSENTIALS

FIRST CONTACT OPERATIONS: ESSENTIALS

Welcome again to First Contact Operations, recruit! You have passed the first part of the training, now is the time to expand your available tools and consider stepping up to live-fire exercises.

The first thing you should do, if you haven't done it already, is to get an Army Pack or an Action Pack and some more scenery. Right after that, we'll practice basics and not-so-basics so you can play and enjoy Infinity.

Keep in mind that this missions pack will be your initial training camp. Here you will polish your capabilities while you expand your collection through **ESSENTIALS** products, whether you decide to play casual games or dive into competitive ITS play.

Infinity Tournament System (ITS) is the official organized system of Infinity. It includes an International Ranking which gathers every player's performance.

Sibylla explains



Recruit, though you may not have started with the "Start Here", you can keep reading. However, it's always worth checking out.



Let's remember how First Contact Operations work.

You won't jump into the battlefield blindfold, because in every one of these missions you will find:

▲ **Mission Objectives:** These are the specific tasks you need to accomplish to get Objective Points. In Infinity winning is not only about wiping out your adversary, you also must beat the number of Objective Points they have at the end of the game.

▲ **Terrain configuration:** Instructions so you don't have to worry about how to arrange the pieces of scenery or the Deployment Zones. This way you can focus on using the knowledge you acquired in the Quick Start Rules.

▲ **Tactical Advice:** In this first contact with missions you will find advice to help you grow your tactical capability

▲ **Operational Learning:** Every game will add new elements so you progressively discover what you can find on the battlefield.

So forget about "analysis-paralysis". Deploy your models, prepare your dice, and focus on the basics: movement, cover, and shooting. The Human Sphere awaits you!

BUILD YOUR ARMY

STEP 1 **START HERE**

STEP 2 **ARMY PACK**

STEP 3 **SUPPORT PACK**

STEP 4 **REMOTES PACK**

STEP 5 **TAG PACK**

STEP 6 **BOOSTER PACK**

STEP 7 **HERO PACK**

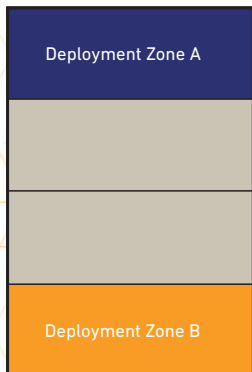
MISSION 4: ALPHA CONTACT

Victory Vector: This mission consists of a frontal clash. Each Trooper has a cost in **Army Points** that you can check on its Profile card. Your only objective is to eliminate enemy Troopers. At the end of the game, you add up the points cost of the casualties you've caused to determine who wins. Forget everything else: here, only brute force matters.

MISSION OBJECTIVES

- ▲ To Kill 40 to 75 enemy Army Points (1 Objective Point).
- ▲ To Kill 76 to 125 enemy Army Points (2 Objective Points).
- ▲ To Kill 126 or more enemy Army Points (3 Objective Points).
- ▲ To Kill more Army Points than the adversary (2 Objective Points).

32" x 48"



12"

FORCES

Side B: All the Troops from your **Action Pack** or from your **Army Pack plus Start Here**.

Side B: All the Troops from your **Action Pack** or from your **Army Pack plus Start Here**.

END-GAME CONDITIONS

The game ends at the end of the third Game Round, or when one of the players has no Troopers on the table. Victory goes to the player with the most Objective Points.

Tactical Advice

Double Edge: Your forces have risen in numbers and firepower, just like your enemy's, increasing the risks in game.

Having more Troops gives you more options, which makes Order management crucial. Often you are better off distributing them among your Troopers so they cover each other, forcing your opponent to face many AROs (Automatic Reaction Orders). If you spend all your Orders to advance a single Trooper on their own, they may become isolated, with no backup and at the mercy of the enemy. Experience will teach you how to balance this every Round.

MISSION 5: GUILLOTINE

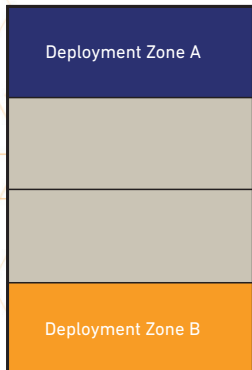
Victory Vector: Although the core mission is direct combat, balance is the key of winning. You will obtain Objective Points by Killing enemies and also by securing the **survival of your own Troops**.

Furthermore, the enemy Lieutenant is a **priority target**. Locating and eliminating them will give you crucial Objective Points to secure victory. Protect your Lieutenant while hunting your enemy's.

MISSION OBJECTIVES

- ▲ To Kill more Army Points than the adversary at the end of the game (2 Objective Points).
- ▲ Have more surviving Army Points than the adversary at the end of the game (1 Objective Point).
- ▲ To Kill the enemy Lieutenant during the game (2 Objective Points).

32" x 48"



FORCES

Side B: All the Troops from your **Action Pack** or from your **Army Pack plus Start Here**.

Side B: All the Troops from your **Action Pack** or from your **Army Pack plus Start Here**.

END-GAME CONDITIONS

The game ends at the end of the third Game Round, or when one of the players has no Troopers on the table. Victory goes to the player with the most Objective Points.

Tactical Advice

*The importance of the Lieutenant: your Lieutenant is the commanding officer of your force and dictates the game's initiative. Losing them is a critical hit to your army, but for now we'll focus on their biggest advantage: the **Lieutenant Special Order**.*

This extra Order is not added to your Order Pool, and is exclusively available to your Lieutenant. It allows you to an extra activation with your Lieutenant without spending your other Troopers' Orders. Spend it wisely, as this might result in a lethal ARO from your enemy, giving them some Objective Points.

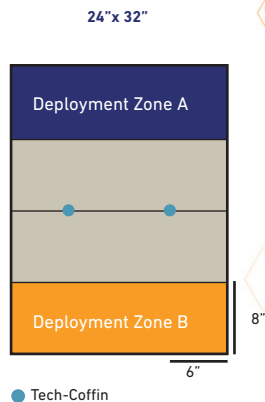
MISSION 6: DATA EXTRACTION

Victory Vector: This mission introduces a new tactical situation. You will find two **Tech-Coffins** in the middle of the table, interacting with these scenery elements will give you Objective Points.

Manipulating these elements requires advanced technical knowledge. For this reason, only your **Doctors** and **Engineers** can interact with them and score. Protect your Specialists: you cannot accomplish the mission without them.

MISSION OBJECTIVES

- ▲ At the end of the game, have Activated one or more Tech-Coffins (1 Objective Point).
- ▲ At the end of the game, have an Activated Tech-Coffin (2 Objective Points for each Activated Tech-Coffin).



FORCES

Operational Directive: You are now ready to assume control. It's time to step up and craft your own Army List. The process is simple: add up the Cost (C) shown on the Profile Card of those Troopers you want to have in your Army without exceeding the Army Points limit listed for the mission.

Keep in mind that your force must always have a Lieutenant. Furthermore, including your **Support Pack (Doctor and Engineer)** Troopers is obligatory in this mission. Without those Troopers it will be impossible for you to accomplish the Mission Objectives.

Side A: 150 points (**Support Pack** Troopers must be included).

Side B: 150 points (**Support Pack** Troopers must be included).

SCENARIO SPECIAL RULES

TECH-COFFINS

There is a total of two Tech-Coffins (see map). Those Tech-Coffins must be represented by a Tech-Coffin token or by a 40mm diameter scenery piece (such as the ITS Objectives Pack Alpha's Tech Coffins)

END-GAME CONDITIONS

The game ends at the end of the third Game Round, or when one of the players has no Troopers on the table. Victory goes to the player with the most Objective Points.

ACTIVATE TECH-COFFIN

SHORT SKILL

REQUIREMENTS

- ▶ Only Troopers with the **Doctor** or **Engineer** Special Skill can declare this Skill.
- ▶ The Trooper must be in Silhouette contact with a Tech-Coffin.

EFFECTS

- ▶ Allows the Troop to make a Normal **WIP** Roll to Activate the Tech-Coffin. If the roll is failed, this can be repeated as many times as necessary, each time spending the corresponding Short Skill an making the roll.
- ▶ An Activated Tech-Coffin can be Activated again by the other player, applying the same procedure. In this situation, the Tech-Coffin is no longer Activated by the adversary.

Tactical Advice:

Activation Sequence: The sequence in which you activate your Troopers may be the key to victory. Always keep this rule in mind: "Sweepers first, Specialist second"

In this mission your **Doctors and Engineers** are your most valuable pieces, but they are fragile with their low VITA and ARM. The most common mistake is to spend your first Orders running a Specialist towards the center of the table. Doing this is suicidal: any ARO (Automatic Reaction Order) from your enemy may Kill your Specialist, leaving you with no option to win the game.

In order to avoid unnecessary risks, dominate the sequence of activations in three easy steps:

Step 1. Cleaning: First use your "combat" Troopers (the ones who are more resilient and carry heavy weapons, such as HI) to advance, looking for a Line of Fire to Kill any enemy Troopers who are watching the Tech-Coffins

Step 2. Secure: Locate your combat Troopers in Partial Cover, keeping the Tech-Coffins in their LoF. In this way you create a safe path for your Specialist to advance.

Step 3. Execution: Only when the area is free of threats, spend Orders on your Doctor or Engineer to advance, touch the objective, make the WIP roll and come back to cover.

By dominating these three steps you won't have any problems accomplishing the mission.

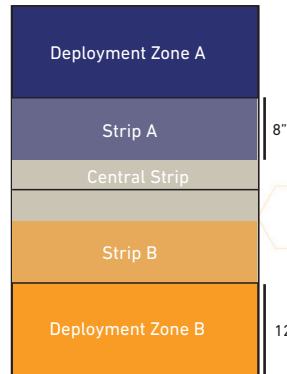
MISSION 7: SECURING TERRAIN

Victory Vector: You won't win this mission by interacting with scenery elements, but by projecting your force and dominating the terrain. The map is divided into three horizontal strips: the Enemy Strip, the Central Strip and your own Strip. To **Dominate** a Strip at the end of a Game Round, the total Points Cost of your surviving Troops inside that Strip must be higher than your opponent's. In this mission there is also a special rule to buff your Remotes Pack Troopers.

MISSION OBJECTIVES

- ▲ At the end of each Game Round, Dominate the Central Strip (1 Objective Point).
- ▲ At the end of the Game, Dominate the Enemy Strip (2 Objective Points).

32" x 48"



FORCES

Operational Directive: Let's increase the Army Points to 200. This will require the game table to be a bit bigger. More Troopers means more game terrain.

It is mandatory to include the **Remotes Pack** Troopers in this mission. Without these Troopers you lose a big tactical advance. Keep in mind that your force must always have a Lieutenant.

Side A: 200 points (**Remotes Pack** Troopers must be included).

Side B: 200 points (**Remotes Pack** Troopers must be included).

SCENARIO SPECIAL RULES

DOMINATE STRIP

A Strip is Dominated by a player if they have more Army Points than the adversary inside the area. Only Troopers and Peripherals (Servant) count, whether they are Models or Markers (Camouflage). Troopers in a Null state (Unconscious or Dead) do not count. Tokens representing weapons or pieces of equipment (like Mines) and any Token that does not represent a Trooper does not count either.

A Trooper is inside an area when more than half the Trooper's base is inside that area.

REMOTE SUPPORT

Remotes Pack Troopers inside an area and not in a Null state (Unconscious or Dead) provide an additional 20 Army Points for Dominating the Strip.

END-GAME CONDITIONS

The game ends at the end of the third Game Round, or when one of the players has no Troopers on the table. Victory goes to the player with the most Objective Points.

Tactical Advice:

Remote Versatility: Remotes offer powerful tools for a low Cost. With the Remotes Pack you can build two Remotes from four available profiles. In this box you will find cards for the two profiles most suitable for this mission.

Study the four configurations to maximize their potential.

-The Defender (Total Reaction + HMG): A fearsome ARO piece. Thanks to Total Reaction this Remote can use its full Burst value in ARO. It's the perfect tool to control areas and stop the enemy advance in your Reactive Turn.

-The Artillery (Missile Launcher): There is nothing more lethal than a missile. It doesn't matter how hard is the objective, it blows up.

-The Specialist (Forward Observer + Combi Rifle): A fast and cheap specialist to complete missions. In addition, it has a Repeater to expand the Hacking Area of your Hackers, and a Sensor to help you Discover enemy Camouflage Markers.

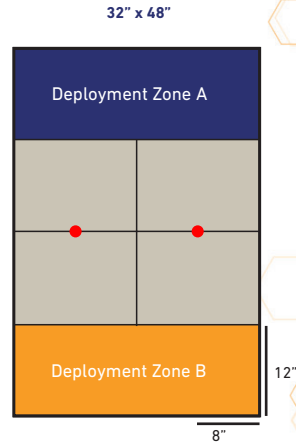
-The Fast Support (Flash Pulse + Repeater): The fastest and cheapest option. Get a Repeater right where you need it in very few Orders.

MISSION 8: QUADRANTS

Victory Vector: The Operational Zone is divided into four Quadrants. At the end of each Game Round the player that is Dominating more Quadrants obtains Objective Points. In order to do that you must have more Army Points than your adversary in those Quadrants. You will also find two Consoles to interact with to obtain extra Objective Points.

MISSION OBJECTIVES

- ▲ At the end of each Game Round, Dominate more Quadrants than your adversary (1 Objective Point).
- ▲ At the end of the game, have an Activated Console (1 Objective Point for each Activated Console).



● Console

FORCES

Operational Directive: Raise the bet. In this mission it is mandatory to include the **TAG Pack Trooper** in your Army List. This Trooper will be your spearhead but do not forget to include a **Lieutenant** in your Army List.

Side A: 250 points (**TAG Pack** Troopers must be included).

Side B: 250 points (**TAG Pack** Troopers must be included).

SCENARIO SPECIAL RULES

DOMINATE QUADRANT

A Quadrant area is Dominated by a player if they have more Army Points than the adversary inside the area. Only Troopers and Peripherals (Servant) count, whether they are Models or Markers (Camouflage). Troopers in a Null State (Unconscious or Dead) do not count. Tokens representing weapons or pieces of equipment (like Mines) and any Token that does not represent a Trooper does not count either.

A Trooper is inside an area when more than half the Trooper's base is inside that area.

CONSOLES

There are two Consoles (see map). Each Console must be represented by a Console Token or a 40mm diameter piece of scenery (such as the Consoles of the ITS Objective Pack Alpha).

ACTIVATE CONSOLE

SHORT SKILL

REQUIREMENTS

- ▶ Only Troopers with the Hacker, Doctor, or Engineer Special Skill can declare this Skill.
- ▶ The Trooper must be in Silhouette contact with a Console.

EFFECTS

- ▶ Allows the Trooper to make a Normal **WIP** Roll to Activate the Console.
- ▶ If the roll is failed, this can be repeated as many times as necessary, each time spending the corresponding Short Skill and making the roll.
- ▶ An Activated Console can be Activated again by the other player, applying the same procedure. In this situation, both players count that Console as Activated.
- ▶ Player A and Player B Tokens can be used to mark the Activated Console. It is recommended each player uses a different kind of token.

END-GAME CONDITIONS

The game ends at the end of the third Game Round, or when one of the players has no Troopers on the table. Victory goes to the player with the most Objective Points.

Tactical Advice:

Armoured Colossus: The TAG (Tactical Armoured Gear) will be your spearhead. Its overwhelming firepower, high Structure (STR) value and super-high Armor (ARM) make it the perfect option to press your adversary and resist their own firepower.

In zone or quadrant control missions, TAGs are a big asset. Due to their high points cost a TAG can control a Quadrant by itself, allowing you to spread the rest of your army without losing presence. (Extra advice: remember to include an Engineer to remove Wounds if your TAG suffers damage, and to remove States inflicted by enemy Hackers.)

*Colossi with feet of clay: Even though TAGs are a fortress they have a nemesis who can instantly stop them: **Hackers**.*

*When taking down a TAG with pure firepower gets too difficult due to their Armor, cybernetic warfare is the solution. An enemy Hacker can use Hacking Programs directly or through a Repeater to **Immobilize** your TAG, turning it into a useless statue in the middle of the table. Protect your TAG's advance with your own Hackers, or by killing the enemy Hackers.*

MISSION 9: DIFFERENTIAL MATRIX

Victory Vector: In this mission the objectives are more diverse. In order to win, you need to execute a step by step plan managing your Orders wisely. Plan how to Hunt the **Enemy Lieutenant** to obtain that extra Objective Point while you wipe off the zone to control the center and activate Consoles with your **Specialists**. Then at the end of the game, with your most resilient Troopers, control the Tech-Coffin. Manage your key activations in the right moment will give you the win.

MISSION OBJECTIVES

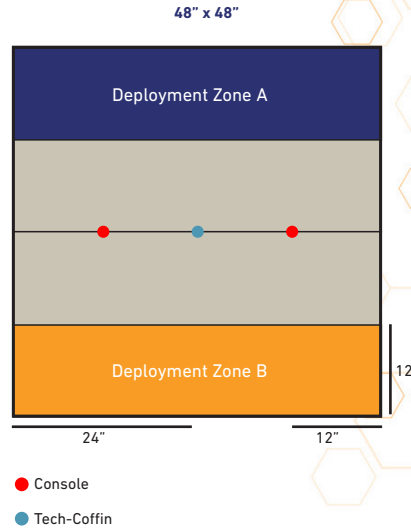
- ▲ At the end of the game, have an Activated Console (1 Objective Point for each Activated Console).
- ▲ At the end of the game, Control the Tech-Coffin (2 Objective Points).
- ▲ Kill the enemy Lieutenant (1 Objective Point).

FORCES

Operational Directive: In this mission it is obligatory to include the **Booster Pack Alpha** Troopers in your Army List. The objective at this point is to learn how to give your Army List a few "specific tactical tools" to resolve complex situations and accomplish objectives in an easier way.

Side A: 300 points (**Booster Pack Alpha** Troopers must be included).

Side B: 300 points (**Booster Pack Alpha** Troopers must be included).



SCENARIO SPECIAL RULES

TECH-COFFINS

There is a Tech-Coffin (see map). The Tech-Coffin must be represented by a Tech-Coffin token or by a 40mm diameter scenery piece (such as the ITS Objectives Pack Alpha's Tech Coffins)

CONTROL TECH-COFFIN

The Tech-Coffin is Controlled by a player at the end of the game as long as that player is the only one with at least one Trooper (as a Model, not a Marker) in Silhouette contact with the Tech-Coffin. So there cannot be any enemy Troopers in Silhouette contact with the Tech-Coffin. Models in a Null State (Unconscious or Dead) do not count.

CONSOLES

There are two Consoles (see map). Each console must be represented by a Console Token or a 40mm diameter piece of scenery (such as the Consoles of the ITS Objective Pack Alpha).

ACTIVATE CONSOLE

SHORT SKILL

REQUIREMENTS

- ▶ Only Troopers with the Hacker, Doctor, or Engineer Special Skill can declare this Skill.
- ▶ The Trooper must be in Silhouette contact with a Console.

EFFECTS

- ▶ Allows the Troop to make a Normal **WIP** Roll to Activate the Console.
- ▶ If the roll is failed, this can be repeated as many times as necessary, each time spending the corresponding Short Skill in making the roll.
- ▶ An Activated Console can be Activated again by the other player, applying the same procedure. In this situation, the Console **is no longer Activated by the adversary**.
- ▶ Player A and Player B Tokens can be used to mark the Activated Console. It is recommended each player uses a different kind of token.

END-GAME CONDITIONS

The game ends at the end of the third Game Round, or when one of the players has no Troopers on the table. Victory goes to the player with the most Objective Points.

Tactical Advice

Expanding the Toolbox: Do not try to use all these mechanics at once in your first turn. Booster Pack Alpha shows you that not everything is solved with an HMG, every problem has a different tool included in your Army List. Learn when to activate them.

Here you see a few of the Special Skills and advanced Equipment you can find in the different Booster Pack Alpha Profiles:

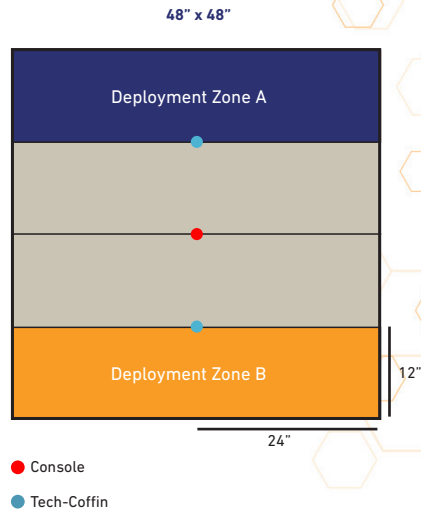
- **Combat Jump:** Airborne Deployment Troops are able to deploy right in the enemy's back and hunt key objectives.
- **Mimetism:** Apply a negative modifier to anyone who tries to shoot you.
- **Multi Spectral Visor:** The definitive solution against Mimetism's negative modifiers.
- **Camouflage:** Survival and psychological warfare. Your model deploys as a Marker on the table, hiding their identity and weapons until your enemy manages to discover it.
- **Surprise Attack:** The definitive benefit of ambushing. If you declare an Active Turn Attack from Camouflaged State, You apply a -3 negative Modifier to your enemy's Face to Face Roll
- **Martial Arts:** Close Combat (CC) Specialists are lethal at short range.

MISSION 10: “OPERATIVE MOJO”

Victory Vector: in this mission your **Hero** must be the absolute protagonist without becoming a martyr. The mission gives you a dilemma: your character is the only one who can extract the Data Pack (which will grant you 2 Objective Points at the end of the game), but you also get points if your Hero kills more Troopers than your enemy's Hero, that's a risky option.

MISSION OBJECTIVES

- ▲ At the end of the game, have Extracted a Data Pack (1 Objective Point).
- ▲ At the end of the game, Control a Data Pack (1 Objective Point).
- ▲ At the end of the game, have a Connected Antenna (1 Objective Point for each Connected Antenna).
- ▲ At the end of the game, to Kill more enemy Troopers with your Hero than your Enemy's Hero does (1 Objective Point).



FORCES

Operational Directive: In this mission is mandatory to include a **Hero Pack Trooper** in your Army List. Without that Trooper you won't be able to score some Objective Points.

Side A: 300 points (**Hero Pack Trooper** must be included).

Side B: 300 points (**Hero Pack Trooper** must be included).

SCENARIO SPECIAL RULES

HERO

In this mission the Hero Pack Trooper is the Hero.

CONSOLE

There is one Console (see map). The Console must be represented by a Console Token or a 40mm diameter piece of scenery (such as the Consoles of the ITS Objective Pack Alpha).

EXTRACT DATA PACK

SHORT SKILL

REQUIREMENTS

- ▶ Only Heros can declare this Skill.
- ▶ The Hero must be in Silhouette contact with the Console.

EFFECTS

- ▶ Allows the Hero to make a Normal **WIP** Roll to Extract and pick up the Data Pack, with a successful roll one Data Pack Token must be placed besides the Hero.
- ▶ If the roll is failed, this can be repeated as many times as necessary, each time spending the corresponding Short Skill and making the roll.

CONTROL THE DATA PACK

At the end of the game, the Data Pack is Controlled by a player as long as that player's Hero has a Data Pack Token and is not in a Null state (Unconscious or Dead).

ANTENNAS

There are two Antennas (see map). The Antennas must be represented by an Antenna Token or a 40mm diameter piece of scenery (such as the Antennas of the ITS Objective Pack Alpha).

CONNECT ANTENNA

SHORT SKILL

REQUIREMENTS

- ▶ Only Troopers with the Hacker, Doctor, or Engineer Special Skill can declare this Skill.
- ▶ The Trooper must be in Silhouette contact with a Console.

EFFECTS

- ▶ Allows the Troop to make a Normal **WIP** Roll to Connect the Antenna.
- ▶ If the roll is failed, this can be repeated as many times as necessary, each time spending the corresponding Short Skill and making the roll.
- ▶ A Connected Antenna can be Activated again by the other player, applying the same procedure. In this situation, the Antenna **is no longer Connected by the adversary**.
- ▶ Player A and Player B Tokens can be used to mark the Connected Antenna. It is recommended each player uses a different kind of token.

END-GAME CONDITIONS

The game ends at the end of the third Game Round, or when one of the players has no Troopers on the table. Victory goes to the player with the most Objective Points.

Tactical Advice

*It is normal to get vertigo when you see the Hero's Card for the first time. You can be overwhelmed by a long list of Special Skills, Equipment, and weapons. **Fear not.** Each Character is design with a very specific role in the game. You don't need to use all those Skill in your first game, you just need to understand what their **principal function** is. Some are lethal in close combat, some are armoured shooters. You have to include them in a game, make mistakes, see how they react to crossfire and discover if their style fits yours. The card is the theory, but their true performance is discovered by playing.*

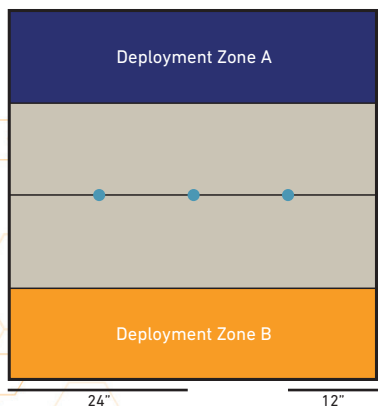
MISSION 11: SUPPLIES (REAL FIRE OPERATION)

Victory Vector: In this mission all Objective Points are gained **at the end of the game**. You need to focus not only on getting the Supply Boxes, but also on **preventing** any enemy access to them.

MISSION OBJECTIVES

- ▲ At the end of the game, for each Controlled Supply Box (2 Objective Points).
- ▲ At the end of the game, Control more Supply Boxes than your adversary (2 Objective Points).
- ▲ At the end of the game, if your adversary does not Control any Supply Boxes (2 Objectives Points).

48" x 48"



● Tech-Coffin

FORCES

Operational Directive:

*The time has come for the great jump. In this mission **the composition of your Army List is entirely up to you**. It is not mandatory to include any specific Pack. You have total control of your points.*

Your only instruction manual is the knowledge you have learned in the previous missions. Analyze the mission Objectives, study your faction and design an Army List that is balanced and capable of answering any threat. Victory or defeat now depends solely on your decisions.

Side A: 300 points.

Side B: 300 points.

SCENARIO SPECIAL RULES

TECH-COFFINS

There is a total of three Tech-Coffins (see map). These Tech-Coffins must be represented by a Tech-Coffin token or by a 40mm diameter scenery piece (such as the ITS Objectives Pack Alpha's Tech Coffins).

Each Tech-Coffin contains one Supply Box.

SUPPLY BOX

The Supply Boxes must be represented by a Supply Box token (SUPPLY BOX), or a 25mm diameter scenery item (such as the ITS Objectives Pack Alpha's Supply Boxes).

EXTRACT SUPPLY BOXES

SHORT SKILL

Attack, Scenario.

REQUIREMENTS

- ▶ Only Troopers with the Hacker, Doctor, or Engineer Special Skill can declare this Skill.
- ▶ The Trooper must be in Silhouette contact with a Tech-Coffin.

EFECTOS

- ▶ Allows the Trooper to make a Normal **WIP** Roll to Extract and pick up the Supply Box, with a successful roll one SUPPLY BOX Token must be placed beside the Trooper.
- ▶ If the roll is failed, this can be repeated as many times as necessary, each time spending the corresponding Short Skill and making the roll.
- ▶ When the Supply Box Token is Extracted from a Tech-Coffin, **the Tech-Coffin Token must be removed from the table.**
- ▶ If you are using a scenery element to represent the Tech-Coffin it can stay on the game table, placing a Player Token (PLAYER A or PLAYER B) besides it to mark that the Supply Box has been Extracted.

PICK UP SUPPLY BOXES

SHORT SKILL

Attack, Scenario.

REQUIREMENTS

The Trooper must be in one of the following situations:

- ▶ Be in Silhouette contact with an allied Trooper in a Normal State with a SUPPLY BOX Token.
- ▶ Be in Silhouette contact with a Supply Box that is not being carried.

EFFECTS

- ▶ Spending one Short Skill, without needing a Roll, the Trooper can pick up a Supply Box in any of the situations previously mentioned.
- ▶ The Trooper must follow the Common Rules of Supply Boxes.

COMMON RULES OF SUPPLY BOXES

- ▲ Each Model carry a maximum of 1 Supply Box.
- ▲ Only Models, and not Markers (Camouflage) can carry the Supply Boxes.
- ▲ The Supply Box Token must always be kept on the table, even if the Model carrying it enters a Null state (Unconscious or Dead).

CONTROL SUPPLY BOXES

A Supply Box is Controlled by a player if, at the end of the game, that player has a Model, but not a Marker, carrying it. That Trooper cannot be in Silhouette contact with any enemy Model. Models in a Null State (Unconscious or Dead) do not count.

END-GAME CONDITIONS

The game ends at the end of the third Game Round, or when one of the players has no Troopers on the table. Victory goes to the player with the most Objective Points.

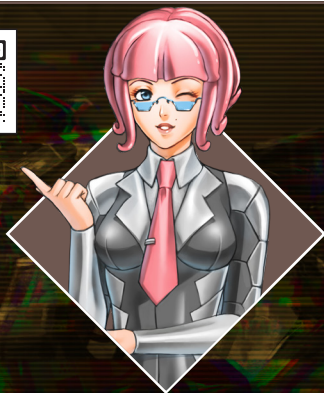
Tactical Advice

*If you've made it this far, congratulations, you're playing Infinity at the next level. This scenario is similar to those you will find in official **ITS (Infinity Tournament System)** tournaments. We move beyond the 5 Objective Point tutorial scenarios and jump up to the standard **10 Objective Points**.*

The challenge is bigger now, but so is your arsenal of knowledge. You already know how to manage your Orders Pool, know the threats of the Reactive Turn, when to use your Troopers' Special Skills and Equipment, and when to use raw firepower in the moment of truth. Don't get overwhelmed by the 10 Objective Points, it is the same game you already know how to dominate. Get your Troopers on the table, trust your Army List, and may the dice be with you. You are ready to challenge any rival in the Human Sphere!

Now that you've mastered the basics of Infinity, your next step is to join our community! To guide you on this journey, visit the **Corvus Belli Experience** site, a unique place where you'll find everything you need to participate in your first tournament. You'll also have access to completely free official downloads and apps, like **Infinity Army** (the essential tool for creating your army lists), as well as our network of **Warcors**: veteran players ready to help you take your first steps in the community.

Become a part of the best community in gaming! Scan the QR code and take the leap!



ESSENTIALS

PICK YOUR FACTION AND FOLLOW THE PATH.
EVERY STEP BUILDS YOUR ARMY AND YOUR SKILLS!



STEP 1:
START HERE



STEP 2:
ARMY PACK



STEP 3:
SUPPORT PACK



STEP 4:
REMOTES PACK



STEP 5:
TAG PACK



STEP 6:
BOOSTER
PACK ALPHA



STEP 7:
HERO PACK



STEP 1:
START HERE



STEP 2:
ARMY PACK



STEP 3:
SUPPORT PACK



STEP 4:
REMOTES PACK



STEP 5:
TAG PACK



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STEP 1:
ACTION PACK



STEP 2:
SUPPORT PACK



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