

CORVUS BELLI infinity



FIRST CONTACT OPERATIONS
START HERE

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Welcome to First Contact Operations, recruit! Now that you have taken your first steps in Infinity you are ready to jump into secret operations and covert actions. The war for domination and primacy in the Human Sphere depends on you!

But do not worry, we will start with the basics and you don't need to memorize the manual. Just play and enjoy!

This missions pack will be your basic training camp. Here you will learn the essentials using only your Start Here Box, the ideal first step to jump into ITS.

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



Sibylla Explains



HOW DOES 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 Deployment Zones' Limits. 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!

MISSION 1: SHOWDOWN

Victory Vector: *This mission is a direct showdown. Focus on eliminating the enemy and forget about anything else.*

MISSION OBJECTIVES

- ▲ At the end of the game, have killed an enemy Trooper (1 Objective Point for each enemy Trooper killed).
- ▲ At the end of the game, have killed all enemy Troopers (2 additional Objective Points).



FORCES

Side A: The 3 Troopers of one of the **Start Here** armies.

Side B: The 3 Troopers of one of the **Start Here** armies.

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

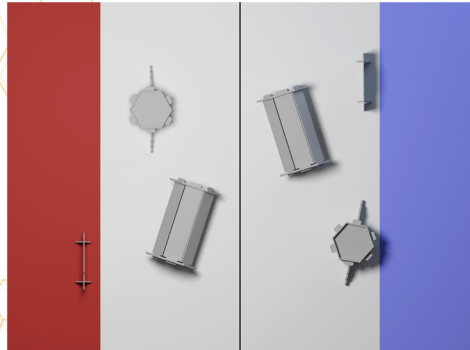
Cover is a fundamental tool: Always try to end your Troopers' moves in Partial Cover. This way you apply -3 to the enemy shots and your Trooper adds +3 to their Saving Rolls.

MISSION 2: HIT AND RUN

Victory Vector: This mission is also a direct showdown. You should focus on killing your enemy and also keeping your Troopers alive in order to get Victory Points. Always look for the position where you have the best positive modifiers to shoot.

MISSION OBJECTIVES

- ▲ At the end of the game, have killed an enemy Trooper (1 Objective Point for each enemy Trooper killed).
- ▲ At the end of the game, have at least 2 of your Troopers still alive (2 additional Objective Points).



FORCES

Side A: The 3 Troopers of one of the **Start Here** armies.

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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

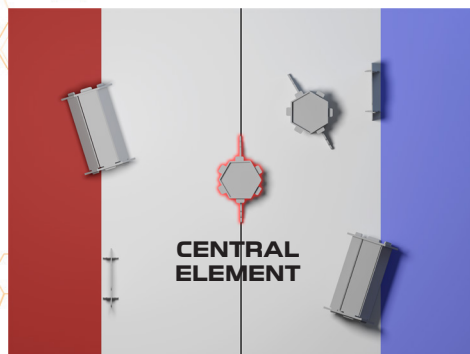
ARO Power: AROs are the way your Troopers reacts to the enemy and complicate their movement. But don't forget that you only have Burst 1 in ARO and the enemies will have their full Burst. That's why you should always have your Troopers in Partial cover. This will help your AROs to increase their odds to win a firefight.

MISSION 3: CENTRAL CONTROL

Victory Vector: *This mission is not about elimination but about positioning your Troopers to score. The main objective is the Central Element which will give you Objective Points by controlling it at the end of each Game Round and also by interacting with it. Plan your decisions to advance and resist your enemy's counter-offensive.*

MISSION OBJECTIVES

- ▲ At the end of each Game Round, Control the Central Element (1 Objective Point).
- ▲ Interact with the Central Element (2 Objective Points).



FORCES

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CONTROLLING THE CENTRAL ELEMENT

You control the Central Element if you are the only player with a Trooper in Silhouette contact with it. Therefore no enemy Troopers can be in Silhouette contact with the Central Element. Models in a Null State (Unconscious or Dead) cannot do either .

INTERACT WITH CENTRAL ELEMENT SHORT SKILL

REQUIREMENTS

- The Trooper must be in Silhouette contact with the Central Element.

EFFECTS

- Allows the Trooper to make a Normal WIP+3 roll to interact with the Central Element.
- 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.

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:

Heavy Infantry: a tactical anvil. Your Heavy Infantry (HI) is the right Trooper to dominate the Central Element and secure Objective Points thanks to its second point of VITA and its high ARM value. However, believing your HI is immortal is the biggest mistake: an unlucky Face to Face Roll can still bring it down. To avoid that, Partial Cover is mandatory, never optional, because it maximizes your survivability. Always support your HI with the rest of your army, never leaving it alone and using their AROs to increase the risk of trying to hunt down your HI. This way you force your enemy to take risks in order to control the Central Element.

Congratulations recruit! You have succeeded in the first block of First Contact Operations. But this is not the end, now that you felt the battlefield emotion you need to jump to the second block of First Contact Operations. Get an Army Pack or an Action Pack and try out your tactical capabilities!



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



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