



CHRISTMAS CAROL

V0.1 BY THOMAS "ELDIN SOEGR" HANTSCHEL

CORVUS BELLUM
INFINIITY

The Infinity "Christmas Carol" is a fan made narrative event where players can have some fun playing Infinity in a completely different way during the happiest time of the year. Players will lead a small team of soldiers through the icy wastes of Svalarheim, cut off from their own lines and command and desperate to find a way home.

This event is divided into three chapters, each with its own unique mission. Players can play these chapters on their own with a friend, within a gaming group or even make a small event or tournament out of them, it is fully up to you. As the missions and special rules are very specific each player should read them carefully before building his list and playing.

I hope you enjoy this small event and Merry Christmas to you.

Thomas

(Artwork by [@zakforeman](#))

Rules

These missions follow the normal rules of Infinity with the exceptions listed in the following paragraph. As fun and a good time is the main goal of this mission pack, feel free to change/add/remove rules as you see fit.

Limited Insertion

This mission pack is designed around the idea to use the Limited Insertion Extra from ITS10. This Extra means the scenarios have a narrow window of insertion, allowing for only small teams to be active in the zone of operations. So, players are **not allowed to use Army Lists with more than one Combat Group**.

This Extra does **not** allow the Strategic Use of *Command Tokens*.

Christmas Wonders

As the connection to command is cut off and your troops are on their own, players **cannot** use *Command Tokens* for these missions.

Instead each player has Christmas Wonder Tokens which have the following uses:

- Christmas Wonders can be used in the same way as *Command Tokens*.
- A player can spend a Christmas Wonder to reroll a **single die** in any normal or F2F roll.
- A player can spend a Christmas Wonder to remove a negative state from one of their troopers.

Each player has a total of **six** Christmas Wonder Tokens for this event. Once spent they are used and do not refill in the next mission. But players can earn additional Christmas Wonders by doing good deeds (e.g. donating some money to charity).

Time of Peace

Instead of causing the loss of wounds, attacks without the *Non-lethal* label have the following effect:

- Each failed safe roll from attacks with a *Standard* ammunition causes the STUNNED or IMM-1 state until end of the player turn, chosen by the player who attacked.
- Each failed safe roll from attacks with an *Exotic* ammunition causes the STUNNED, IMM-2, ISOLATED

state until end of the next player turn, chosen by the player who attacked.

- What state an attack will cause has to be announced when declaring the attack.
- Effects of ammunitions, that do not cause the loss of wounds, still apply as normal (e.g. Fire ammunition still causes the *Burnt* state etc.)

Common Rules of Presents

- Each miniature can carry a maximum of **One Present**. As exception, Troopers possessing the *Baggage* Special Skill or are designated as *Christmas Spirit* can carry up to **Two Presents**.
- Only figures, and not Markers, (Camo, Impersonation, Holoechos...) can carry *Presents*.
- The PRESENT Marker must always be kept on the table, even if the miniature which is carrying it passes to a NULL state.

Pick Up Present (Short Skill)

Labels

-

Requirements

The troop should be in one of the following situations:

- Be in base contact with a figure in a NULL or the IMM-1/IMM-2 state with a PRESENT Marker.
- Be in base contact with an allied troop in a NORMAL state with a PRESENT Marker.
- Be in base contact with an alone PRESENT Marker.

Effects

- Spending one Short Skill, **without Roll**, any troop can pick up a Present in any of the situations previously mentioned.
- The troops must accomplish the Common Rules of Presents.

Grab Present (Short Skill)

Labels

Attack.

Requirements

- Any Trooper can declare this Skill.
- The Trooper must be in base contact with a **non-enemy Present Pile** that has a *Present* on it.

Effects

- Allows the Trooper to make a **Normal WIP Roll** to Grab a Present, with a succeeded roll a PRESENT Marker must be placed beside it.
- 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.

Place Presents on Pile (Short Skill)

Labels

Attack.

Requirements

- Only Trooper in possession of a PRESENT Marker can declare this Skill.
- The Trooper must be in base contact with a *Present Pile*.

Effects

- Spending one Short Skill, passing a **Normal WIP Roll**, any troop can place any number of Presents he is in possession of on the Present Pile.
- Remove the corresponding PRESENT Markers from the game table.
- 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.

Wrangle for Present (Short Skill VARO)

Labels

Attack.

Requirements

- Any Trooper can declare this Skill.
- The Trooper must be in base contact with an enemy carrying a *Present*.

Effects

- Allows the Trooper to make a **CC Roll** to Grab a Present from the enemy Trooper, with a succeeded roll he gets one PRESENT Marker from the enemy Trooper.
- The CC roll **cannot** be modified by CC Special Skills and has always B1.
- The Target of this skill can declare *CC-Attack, Dodge, Place Present on Pile or Give Present to Child*, to get a F2F roll.

Give Present to Child (Short Skill)

Labels

Attack.

Requirements

- Only Trooper in possession of a PRESENT Marker can declare this Skill.
- The Trooper must be in base contact with a Child.

Effects

- Spending one Short Skill, passing a **Normal WIP Roll**, any troop can give a Present to the *Child*.
- Remove the corresponding PRESENT Markers from the game table.
- Each Child can only receive one Present per player.
- 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.

Christmas Spirit

At the end of the Deployment Phase, players must declare which trooper from their Army List is imbued with the Christmas Spirit. The trooper chosen must be always one of the models deployed on the game table. Players are not allowed to choose troopers in Hidden Deployment or in Marker state. This trooper must always be on the game table as a model and not as a Marker (Camouflaged, TO, Holoecho...).

The Christmas Spirit is identified with a CHRISTMAS SPIRIT Marker.

The Christmas Spirit has the following special rules:

- The Christmas Spirit can carry up to **Two Presents**.
- The Christmas Spirit gets a **+3 MOD** to the corresponding attribute of all *Present* skills (*Wrangle for Present*, etc.)

Classified

Instead of choosing the *Classified Objectives* as normal each player only has the **HVT: Christmas Gift** classified. This cannot be swapped for the **Secure HVT Classified Objective**.

HVT: Christmas Gift

REQUIREMENTS: PRESENT Marker

Objective: A trooper carrying a PRESENT Marker in base contact with the enemy HVT model must spend a Short Skill and succeed at a WIP Roll. After a successful WIP Roll the PRESENT Marker the trooper was carrying is removed from play.

It is the day of Christmas Eve and on the far away planet of Svalarheim a small group of man and machines march through the icy wastes. Cold and shivering, searching for shelter from the blizzard surrounding them, they spot an airfield in the far distance at a Cliffside. Only a small ragged transport craft stands in the hangar, with its old white bearded pilot putting packages in the loading bay. "Oh yes, I can give you a ride home, I just have to deliver these packages today. So if you help me fill my old 'Sledge' here you can hop on."

FILLING THE "SLEDGE"

Table Configuration: C1.

Special Rules: Present Piles, Presents, Christmas Spirit, Exclusion Zone

Mission Objectives

Main Objectives

- For **each** Present on your own *Present Pile* at the End of the Game (1 Objective Point to a maximum of 6)
- If you have put a *Present* on the **enemy** *Present Pile* (2 Objective Points)
- If you have put a *Present* on the **enemy** *Present Pile* with your *Christmas Spirit* (1 Objective Points)

Classified

- Each player has 1 *Classified Objective* (1 Objective Point)

Deployment

Both players will deploy on opposite sides of the game table, in a standard Deployment Zone 12 inch deep.

Exclusion Zone: Troopers may not use the Airborne Deployment, Forward Deployment, Mechanized Deployment, or Infiltration Special Skills or the deployment rule of the Impersonation Special Skill to deploy inside of an 8 inch area on either side of the central line of the game table. The Exclusion Zone is not applied to troopers that suffer Dispersion.

It is not permitted to deploy in base contact with the *Present Piles*.

Scenario Special Rules

Present Piles

There are a total of 3 *Present Piles*. One of them must be placed in the center of the table while the other two are placed on opposite sides of the table 24 inches from the edges and 12 inches from the center line. The **enemy** *Present Pile* is the one closest to the enemy Deployment Zone

The *Present Piles* must be represented by a PRESENT PILE Marker or with a scenery piece of the same diameter.

The *Presents* must be represented by a PRESENT Marker or a similar scenery item.

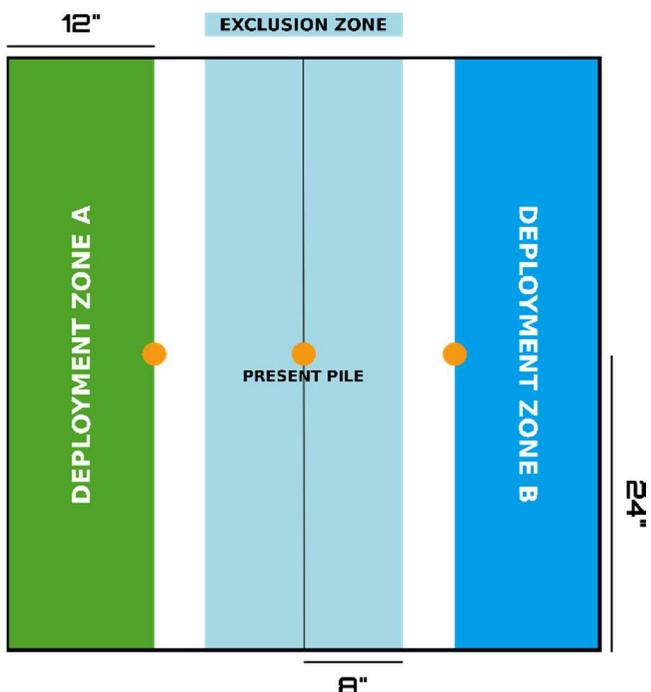
Christmas Spirit

At the end of the Deployment Phase, players must declare which trooper from their Army List is imbued with the Christmas Spirit. The trooper chosen must be always one of the models deployed on the game table. Players are not allowed to choose troopers in Hidden Deployment or in Marker state. This trooper must always be on the game table as a model and not as a Marker (Camouflaged, TO, Holoecho...).

The Christmas Spirit is identified with a CHRISTMAS SPIRIT Marker.

End of the Mission

This scenario has a limited time frame, so it will automatically finish at the end of the third Game round.



Presents

The central *Present Pile* contains an unlimited amount of *Presents*.

With the “Sledge” filled and everyone stuffed in the back of the craft, it flies out into the stormy night. Unbeknown to everyone three small green creatures entered the ship and are now raising havoc in the loading bay, ripping open packages and destroying their content. When discovered one of these beasts opens the loading hatch and spreads some Presents in the stormy darkness below. “Damn Grinches!” It sounds out of the cockpit, “I will set us down there, we have to get the packages back before they get them”.

GRINCHES

Table Configuration: C2.

Special Rules: Present Piles, Presents, Christmas Spirit, Exclusion Zone, Grinches

Mission Objectives

Main Objectives

- For **each** Present on your own *Present Pile* at the End of the Game (1 Objective Point to a maximum of 6)
- If you have put a *Present* on the **enemy** *Present Pile* (2 Objective Points)
- If you have put a *Present* on the **enemy** *Present Pile* with your *Christmas Spirit* (1 Objective Points)

Classified

- Each player has **1 Classified Objective** (1 Objective Point)

Deployment

Both players will deploy on opposite sides of the game table, in a standard Deployment Zone 12 inch deep.

Exclusion Zone: Troopers may not use the Airborne Deployment, Forward Deployment, Mechanized Deployment, or Infiltration Special Skills or the deployment rule of the Impersonation Special Skill to deploy inside of an 8 inch area on either side of the central line of the game table. The Exclusion Zone is not applied to troopers that suffer Dispersion.

It is not permitted to deploy in base contact with the *Present Piles*.

Scenario Special Rules

Present Piles

There are a total of 2 Present Piles. These are placed on opposite sides of the table 24 inches from the edges and 12 inches from the center line. The enemy Present Pile is the one closest to the enemy Deployment Zone

The Present Piles must be represented by a PRESENT PILE Marker or with a scenery piece of the same diameter.

Presents

There are a total of 12 Presents. Before the Lieutenant roll each player places 6 Presents on the game table by using the following sequence:

- Place the PRESENT Marker on the central line 16 inches from the edge. The opponent places the Marker on the opposite side of the central line.
- 3 of the PRESENT Markers disperse 4 inches in a random direction, the other 3 disperse 8 inches, following the normal rules for dispersion.
- The final placement of a PRESENT Marker has to be in an accessible spot.
- If two PRESENT Marker would be placed in the same spot or a PRESENT Marker could not be placed reroll the dispersion direction.

The Presents must be represented by a PRESENT Marker or a similar scenery item.

Grinch

There are 3 Grinches placed in the central line of the table. One is in the center of the table, and the other two are 12 inches from the edge of the table.

The Grinches must be represented by a GRINCH Marker or a figure.

At the beginning of **each** player turn, **before** the *Retreat!* check, each Grinch generates **Two Irregular Orders** which are spent immediately. He uses the *Short Skill* of the Orders the following way:

- If he is in **Base Contact** with a PRESENT Marker or enemy Trooper carrying a Present he uses the *Wrangle for Present/Pick up Present Short Skill*, whichever is appropriate.
- If not he moves to the **closest** PRESENT Marker or enemy Trooper carrying a Present following the rules for **Impetuous Movement**.
- If he is **Attacked** and not in Base Contact with a PRESENT Marker or enemy Trooper carrying a Present he will declare the *Dodge/Reset skill*, whichever is appropriate.
- If no PRESENT Marker or Trooper carrying a Present exist, the Grinch will move to get the maximum distance between him and **every enemy** Trooper.

In addition Grinches have the following special rules:

- All orders/rolls/etc. for a Grinch are performed by the **reactive player**.
- A Grinch counts as **enemy** for both players. Grinches are **friendly** Troopers for other Grinches.
- He generates AROs for Troopers of **both** players (even if it is their active turn).
- Every time a Grinch gets an ARO he declares *Dodge* either in direction to the closest PRESENT Marker, closest enemy Trooper carrying a Present or directly away from the closest enemy trooper. The direction is decided by the **reactive player**.
- If a Grinch has to take a *Guts Roll* he will fail it to get the **best possible cover**.
- At the end of **each** player turn a Grinch loses every **negative** state he is currently suffering.

- A Grinch (but not enemy troopers he is in B2B with) **ignores** the effects of the ENGAGED state. It can still be targeted by CC-Attacks.
- A Grinch can carry an **unlimited** Amount of Presents.
- A Grinch gets a **-3 MOD** on any F2F roll against a *Christmas Spirit* Trooper.

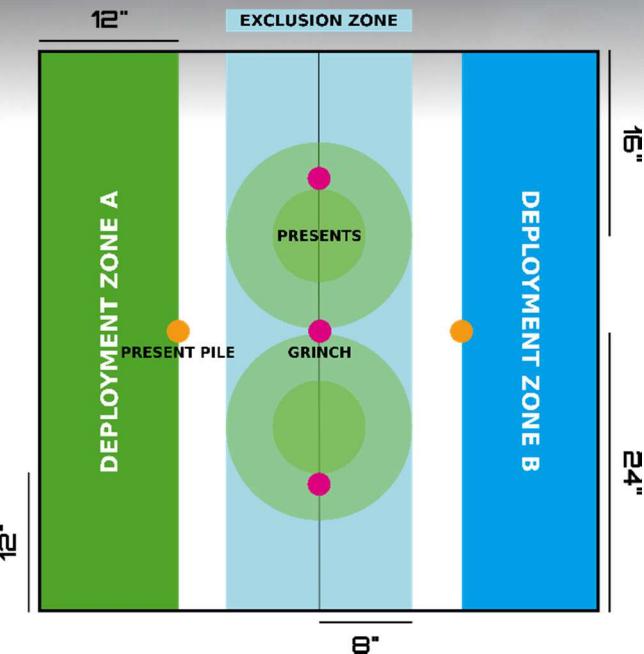
Christmas Spirit

At the end of the Deployment Phase, players must declare which trooper from their Army List is imbued with the Christmas Spirit. The trooper chosen must be always one of the models deployed on the game table. Players are not allowed to choose troopers in Hidden Deployment or in Marker state. This trooper must always be on the game table as a model and not as a Marker (Camouflaged, TO, Holoecho...).

The Christmas Spirit is identified with a CHRISTMAS SPIRIT Marker.

End of the Mission

This scenario has a limited time frame, so it will automatically finish at the end of the third Game round.



ISC: GRINCH

GRINCH											
MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVR	SWC	C
6-4	20	11	15	13	6	6	1	1			
Equipment: Nanoscreen · 360° Visor											
Special Skills: Climbing Plus · Super Jump · Kinematika L2 · V: Courage · Multiterrain · Sixth Sense L2											
Name			BS Weapons			CC Weapons			SWC C		
GRINCH											

With a not so soft landing the “Sledge” arrives at its destination, a small town in the frozen mountains. “So, all that’s left to do is to get these packages to their receivers. Help me with that and we are on our way home.” Says the pilot while coming out of the cockpit. “So everyone grab some and head out, we don’t have all night.”

Spreading Christmas cheers

Table Configuration: C3.

Special Rules: Present Piles, Presents, Christmas Spirit, Children

Mission Objectives

Main Objectives

- For each *Children* that received a *Present* from you (1 Objective Point to a maximum of 6)
- If you have put a *Present* on the **enemy** *Present Pile* (2 Objective Points)
- If you have put a *Present* on the **enemy** *Present Pile* with your *Christmas Spirit* (1 Objective Points)

Classified

- Each player has 1 *Classified Objective* (1 Objective Point)

Deployment

Both players will deploy on opposite sides of the game table, in a standard Deployment Zone 12 inch deep.

It is not permitted to deploy in base contact with the *Present Piles*.

Scenario Special Rules

Present Piles

There are a total of 2 *Present Piles*. These are placed on opposite sides of the table 24 inches from the edges and 12 inches from the center line. The **enemy** *Present Pile* is the one closest to the enemy Deployment Zone

The *Present Piles* must be represented by a PRESENT PILE Marker or with a scenery piece of the same diameter.

Presents

Each *Present Pile* contains an unlimited amount of *Presents*.

The *Presents* must be represented by a PRESENT Marker or a similar scenery item.

Children

There are a total of 6 *Children*. 3 on each side central line 6 inches away. Of these three one must be 24 Inches from the table edges and the other two 12 Inches from either edge of the Table.

Children must be represented by a figure.

Christmas Spirit

At the end of the Deployment Phase, players must declare which trooper from their Army List is imbued with the Christmas Spirit. The trooper chosen must be always one of the models deployed on the game table. Players are not allowed to choose troopers in Hidden Deployment or in Marker state. This trooper must always be on the game table as a model and not as a Marker (Camouflaged, TO, Holoecho...).

The *Christmas Spirit* is identified with a CHRISTMAS SPIRIT Marker.

End of the Mission

This scenario has a limited time frame, so it will automatically finish at the end of the third Game round.

