TAG
DEATHMATCH

WWW.BEASTSOFWAR.COM

★ ★ ★
INFINITY

BOOT CAMP

WHAT IS INFINITY TAG DEATHMATCH?

It is a Game Mod for INFINITY that allows many players to play against each other controlling just one miniature in a battle arena. It simulates the mechanics of an FPS (First Person Shooter)!

WHAT DO YOU NEED TO PLAY?

- An Official INFINITY TAG Miniature
- D20s, Measuring Tape, Templates
- 8x Spawn Point Markers
- 8x Booty Markers

HOW IS IT PLAYED?

1) The game objective is to achieve THREE Frags (Enemy Kills) before your opponents.

2) A Frag is scored when a player does the final point of damage to an enemy miniature.

3) If multiple miniatures do that final point of damage in the same Order/ARO all of them score.

4) Every player should have a card to write down his Structure points, Frags, and Booty.

5) The battle may (although you could go higher!) have a maximum of EIGHT players on a 4x4 table.

6) "Spawning" is a non-ARO generating action.

7) The INFINITY Game mechanics are applied to this game (LOS, Dodge, ARO etc).

8) When a TAG is destroyed it will re-spawn again on its next turn. You make a new D20 roll to determine which Spawn Point it will appear at.

9) If an already deployed TAG moves into a Spawn point, it may make a D20 roll to re-appear in a random Spawn Point on the board. This action is an ARO generating action.

10) If a TAG appears in a Spawn Point that is already occupied by another miniature, the already standing miniature suffers an instant Frag!!!

11) There are Booty Markers on the board. They are indestructible. If a miniature touches a Booty Marker it can execute a free D20 roll on the booty chart (see below for more on the Booty Marker).

12) All TAGs share the same basic troop profile that will be only modified by the Booty Chart results.

13) All the TAGs can just have ONE Booty Item. If they make several Booty Chart rolls they will always have to choose if they grab the new item or keep the previous one they owned. These do not replace the basic weapon loadout (see the profile on the next page).

DEPLOYMENT

1) All players roll a D20 and the turn sequence begins from Higher to lower results.

2) Every miniature is deployed by making a d20 roll that will make the miniature "Spawn" at a "Spawn Point" determined by the number shown on die.

3) Every player can spend TWO orders after spawning in the deployment phase. Once the orders are spent, the next player Spawns and deploys his miniature.

TURN SEQUENCE

1) Every player can spend TWO orders in its own turn. After this they can only act in ARO untill their next turn.

2) Once the orders are spent, the next player activates his miniature and spends his TWO orders.

3) Once all the players have speny their orders we go back to Player One.

END GAME CONDITIONS

1) One player executes 3 Frags.

2) Time Limit - The player with more Frags wins.

BOOTY CHART

1. Heavy Flamethrower
2. Contender
3. Viral Combi Rifle
4. EXP+AP CCW
5. Mk 12
6. 2 Chain Rifles
7. Bike (8-6 MOV) No Cover
8. AP Rifle
9. Nanopulser
10. HMG
11. Heavy Rocket Launcher
12. +3 ARM
13. Viral Sniper Rifle
14. Mimetism (-3 to enemy BS)
15. Spitfire
16. Heavy Pistol
17. Panzerfauste
18. Missile Launcher
19. MULTI Sniper Rifle
20. MULTI HMG

TAG TROOP PROFILE

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	AVA
6-4	16	14	16	13	5	3	3	7	1

Regular -   Not Impetuous. Cube.

Special Skill -   Extra Order Every Turn.

Name	BS Weapons	CC Weapons	SWC	Pts
YOUR TAG	Combi Rifle	CCW	0	60