

Terrain House Rules

Introduction

Infinity has a comprehensive rules-set, but is slightly sparse when it comes to terrain rules. Here is a set of house-rules for use in the Challenge Series events.

Linear Obstacles

- Obstacles up to half the height of the model do not slow the model's movement, as per the standard Infinity rules.
- Crossing an obstacle up to the height of the model uses a short move skill.
- Any obstacle higher than the model will require Climb skills.

Buildings

- Building interiors are low visibility zones and difficult terrain to represent desks, interior partitions etc.
- A model in BtB contact with an exterior doorway or window can claim cover from the outside but doesn't benefit from the LVZ.
- No firing 'through' a building from outside to outside, even if you can draw LoF through openings.
- Doors can be opened or closed partway through a move.
- Climbing through a window uses a short move skill.

Note - buildings with detailed interiors will instead be WYSIWYG, so no low visibility zones or difficult terrain. You still can't fire 'through' the building.

Ladders

- TAGs, Bikes and wheeled models (such as Auxbots) can't use ladders.
- Moving up or down a ladder halves movement but doesn't require a PH roll.
- Other skills can be used while on the ladder but it counts as a 'lethal' hostile environment - any skill roll of 16+ will mean the model falls off the ladder at the end of the current Order.

Dense Woodland (Area Terrain)

- The whole area counts as zero visibility smoke (impenetrable to MSV2-3) if you are outside ZoC.
- Sixth Sense 2 does not ignore the -6 BS penalty for reacting through the zero visibility zone.
- Within ZoC the area counts as being a low visibility zone so -3 BS.
- All firing in or through the area grants the target cover so -3 BS, +3 ARM.
- Models inside the terrain and touching the edge can shoot out freely and count as being in cover.
- The whole area is very difficult terrain.

Note - this means that Suppression Fire can be used from outside 8" but will suffer -6 for the zero visibility zone and -3 for cover on top of any other BS modifiers.

Falling Damage

- Instead of 2.5 DAM per inch fallen, use 1 DAM per cm fallen.