

# Infinity Terrain House Rules v1.0

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## Introduction

Infinity has very comprehensive rules-set, but is surprisingly sparse when it comes to terrain rules. Here is a set of house-rules based on a [thread](#) on the Infinity forums. Obviously, as house rules these are all just suggestions so pick and choose as you wish!

## Linear Obstacles

- Obstacles that are 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 halves the movement for that short skill.
- Obstacles up to twice the height of the model require a Climb skill to move from BtB with one side to BtB with the other side. A failure means that the model falls from the top, on the original side.
- Any obstacle more than twice the height of the model will require regular Climb moves.

Notes - if you want to standardise things more easily, use the model's base diameter instead of height - this means that you don't have to subtract different height bases/scenic bases etc. but does give a disadvantage to some of the taller TAGs. Alternatively, nominate the 'level' of obstacles before deployment.

## Building Interiors

- Building interiors are low visibility zones and difficult terrain to represent desks, interior partitions etc.
- Any model in BtB contact with an exterior doorway or window can claim cover *or* being in the low visibility zone.
- No firing 'through' a building from outside to outside, even if you can draw LoF through openings.

Notes - whether you allow models to fire through buildings depends on how much you're using buildings to break up the battlefield. Also, this is for buildings which have empty undetailed interiors.

## Ladders

- TAGs, Bikes and wheeled models can't use ladders.
- For non-HI, using a Climb skill on a ladder doesn't require a PH roll.
- HI have to make Climb rolls. On ladders which aren't reinforced, a failure category of 6+ will destroy the ladder.

## Woodland Area Terrain

- The whole base is a normal low visibility zone but grants no cover.
- Any solid objects such as large rocks or substantial tree trunks can give cover as normal.

Notes - if you find that cover stacked with low visibility is too much, apply a flat -3 instead of -6. This can be a problem if there are lots of models around with Mimetism, TO Camo or ODDs.

## Sniper Nests/Inaccessible Deployment

- If a terrain piece is only accessible by several Climb skills (3+ moves/6" or more), models can't be deployed or arrive via AD: Combat Jump on top of it.

Notes - this is to stop models being in inaccessible spots. As much as it would make tactical sense to deploy there, it makes for a bad game. If you want a background justification, the deploying model would have been seen and sniped on the way up.

## Falling Damage

- If you're playing using inches, falling damage is worked out more easily by using centimetres, as the height in cm is the damage rating.
- If you want falling to be more dangerous, make a damage roll for each multiple of the model's PH stat - so a model with PH 10 would make two rolls when falling 20-29cm.
- Models can intentionally jump as long as the height in cm is no larger than their ARM value.

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