

Synergasia Protocol

A Cooperative Game Mode for

CORVUS BELLI
INFINITY

by oldmanofthemountain_

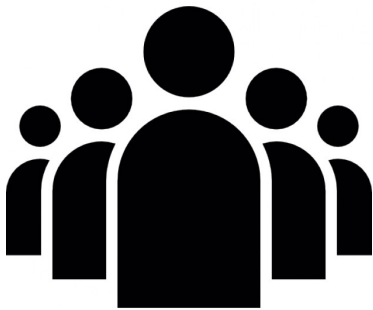
V.1.1

What is this?

Synergasia Protocol is a new cooperative game mode for Infinity. As opposed to heading off against each other, players will work together to complete scenarios against A.I. controlled opponents.

Step 1 : Army List Creation

Each player creates an army list from the faction or sectorial of their choosing with the points detailed in the Scenario. Players do not have to choose the same faction.



- Each player's list counts as it's own *Combat Group*, with players allowed to control their single group only.
- Models in other player's lists count as allies, friendlies, and same faction units for all rule purposes- despite their origin.
- Only one *Lieutenant* is needed, regardless of number of players/*Combat Groups*.
- C and SWC points cannot be shared among players.

Step 2 : Setting Up the Battlefield

Players set up the battlefield as normal, being sure follow any specifics detailed by the scenario.

- Then, players choose which side of the battlefield is their *Favored Deployment Zone*.
- Afterwards, the players choose whether their turn is first or second. This is the players' *Favored Turn Order*.

Step 3 : Roll for Advantage

The player with the *Lieutenant* model in their list rolls a Face to Face roll for Initiative against the Scenario.

- If the player wins, they choose whether to keep their *Favored Turn Order* or *Favored Deployment Zone*.
- Whichever advantage they choose, the A.I. receives the other.
- If the players lose this Face to Face roll, the A.I. receives both the players' *Favored Turn Order* and *Favored Deployment Zone*.

This can result in an enemy getting the better side of the table *and* going first!

Step 4 : Place Waypoints

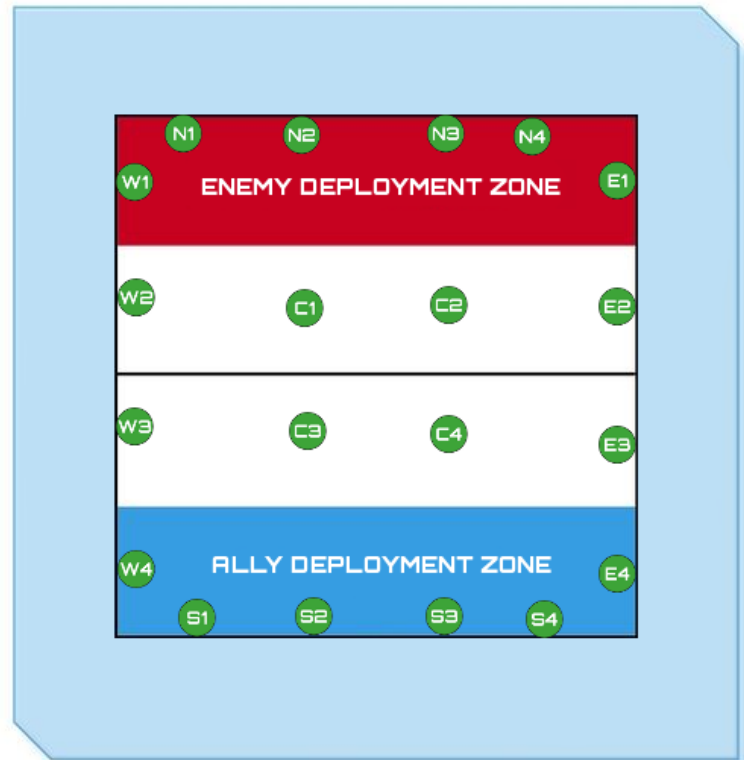
This game mode makes heavy use of special tokens called *Waypoint Tokens*.



'N1' indicates this is the 1st token along the Northern board edge

- Place the *Waypoint Tokens* as pictured, spaced as evenly as possible in their assigned cardinal directions: North, South, East, and West.
- The bordering *Waypoint Tokens* should touch their base to the board edge, and should be on the ground floor.
- Central *Waypoint Tokens* are simply placed as shown, on the ground floor as well.
- *Waypoint Tokens* do not count as terrain, and can be moved and seen through.

Do not worry about measuring exact spacing, and feel free shift them around to accommodate terrain.



Step 5 : Deploy Enemies

Following the core rules for Deployment: when it is the Enemy's turn to Deploy, a card is drawn for each unit.



Using this symbol, and following the rules in the next section- deploy all units. The scenario will specify which enemy is the Reserved unit.

The A.I. Decks

To determine enemy actions, each unit type is assigned an A.I. Deck of twenty *A.I. Cards* to draw from. Anytime an Active Turn begins, or an ARO is triggered- this deck will dictate what the enemy forces are doing.

Each Enemy is also given a *Stat Card*, like this one:

BASIC GUARD											
MOV	CC	BS	PH	WIP	ARM	BTS	W	S			
4-4	13	12	10	12	1	0	1	2			
Equipment:		Energy Shield									
Special Skills:		Veteran L1 · Religious Troop									
AUTOMATIC		Energy Shield This trooper is always considered to have Partial Cover when receiving attacks from their front arc									
ENTIRE ORDER		Suppression Fire									
										Dam.	B
Combi Rifle	0	8	16	32	48					13 N	3
Discover	0	8	32	48	96						1
SF Mode	0	8	16	24							3

Stat Cards summarize all relevant range, stat, skill, and special rule information- and are combined with an A.I. Deck to complete an Enemy.

Depending on the Scenario, more difficult versions of Enemies may appear simply by swapping out the *Stat Card*.

The deck itself is comprised of *A.I. Cards* like this one:



These cards decide where an Enemy is deployed and what they are doing during Activation and AROs.



[Deployment Waypoint](#)

When deploying an enemy unit, draw a card from their respective deck. Place the unit B2B with the *Waypoint Token*, facing away from it.



[Movement Waypoint](#)

When performing any kind of movement skill, the unit will move the quickest possible distance towards this *Waypoint Token*. When ending movement, always face towards this *Waypoint Token*.

Enemy units cannot Climb.



Path Direction

Whenever encountering a path where multiple routes are equidistant, this symbol will decide whether the unit travels clockwise or counterclockwise around obstacles.

1A

Card Number

Depending on the Enemy or Scenario, cards of the same number (i.e. 1A,1AA,1B) will be swapped in certain decks- allowing for more variable behaviors.

Common Skills



BS Attack



Change Facing



Dodge



Move



Reset



Engage



CC Attack

Action Priority

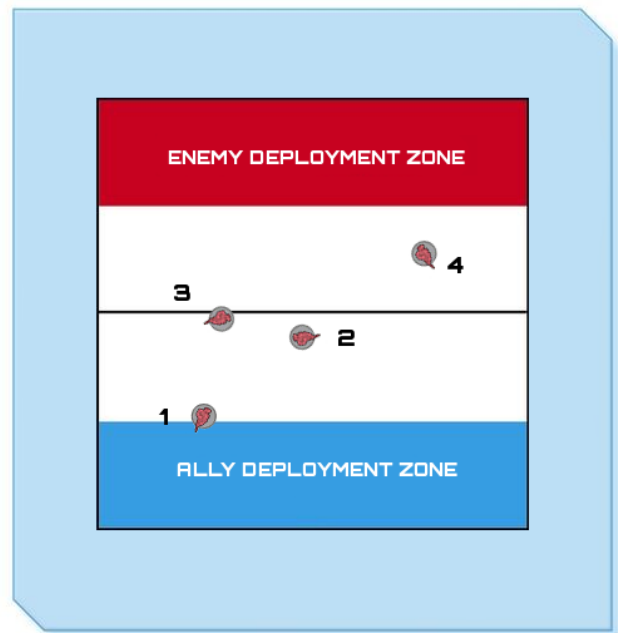


High Priority ----- Low Priority

Consulting the row of actions above, the unit will attempt to perform them starting with the leftmost action (in this case a BS Attack). If unable to perform this action against any target, the next action instead will be attempted and so on.

(In the above row of actions, the unit will first attempt to shoot a player model. If there are no player models available, the unit will attempt to dodge an attack. If it is not under attack, it will simply move again.)

Activation Sequence



During the Enemy's Active Turn, activation order is determined by whichever enemy unit is closest to the Ally Deployment Zone.



Order Sequence

A.I. enemies do not have normal Order Pools like Players do. Instead, they effectively have two restricted orders per Enemy- that they perform on their Active Turn. Numbered accordingly, the unit will spend it's first order performing line '1' and it's second order performing line '2'.

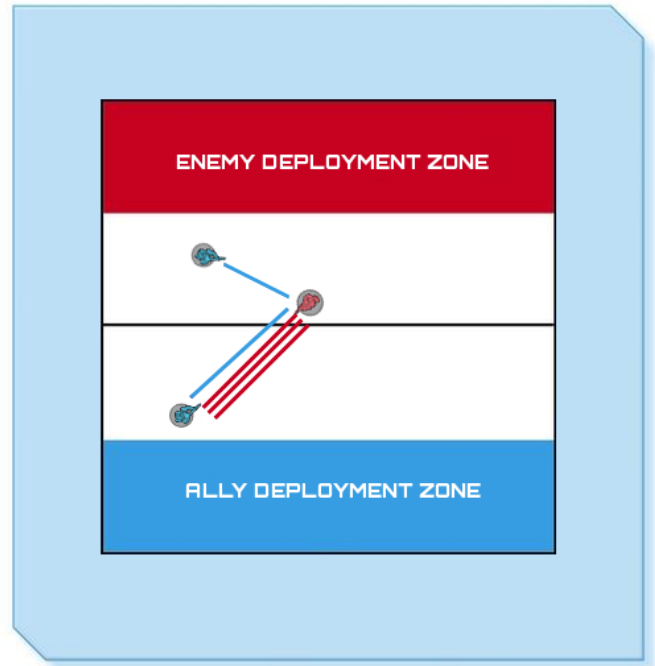
A.I. Facing

Enemy units will always center their facing towards the nearest player model or marker in LoF. If there are none within LoF, then Enemy units will center their facing towards their Movement Waypoint.

In an ARO, the Enemy unit will center their facing on the Active unit

A.I. vs Multiple Units

On their Active Turn, if an Enemy encounters multiple player models and markers in LoF- the player unit closest to the Ally Deployment Zone is targeted first.



This same rule applies during the Enemy's Reactive Turn against Coordinated Orders, etc.

A.I. Turn Summary

- Beginning of Active Turn, shuffle each deck
- Going in Activation Sequence, draw a card for the active enemy and resolve it's orders in sequence.
- Move on to next enemy in Activation sequence and repeat until all enemies have resolved a card.
- Beginning of Reactive Turn, shuffle each deck
- Draw and resolve a card for each enemy model that declares ARO

Simulation Test Run

POINTS:

30c 1swc per Player

ENEMIES:

1 Basic Guard (Reserve)

+2 Basic Guards per Player

SET UP:

Place a Size 2 Objective Marker as shown on the ground floor.

INITIATIVE WIP:

12

OBJECTIVE:

While in B2B contact, Activate to make a +0 WIP roll. Hackers gain +6 to this roll, while other specialists gain +3.

After a successful roll, the Player team is victorious.

Rounds to Complete: 8

ALTERNATIVE OBJECTIVE:

Kill all Enemy Units.

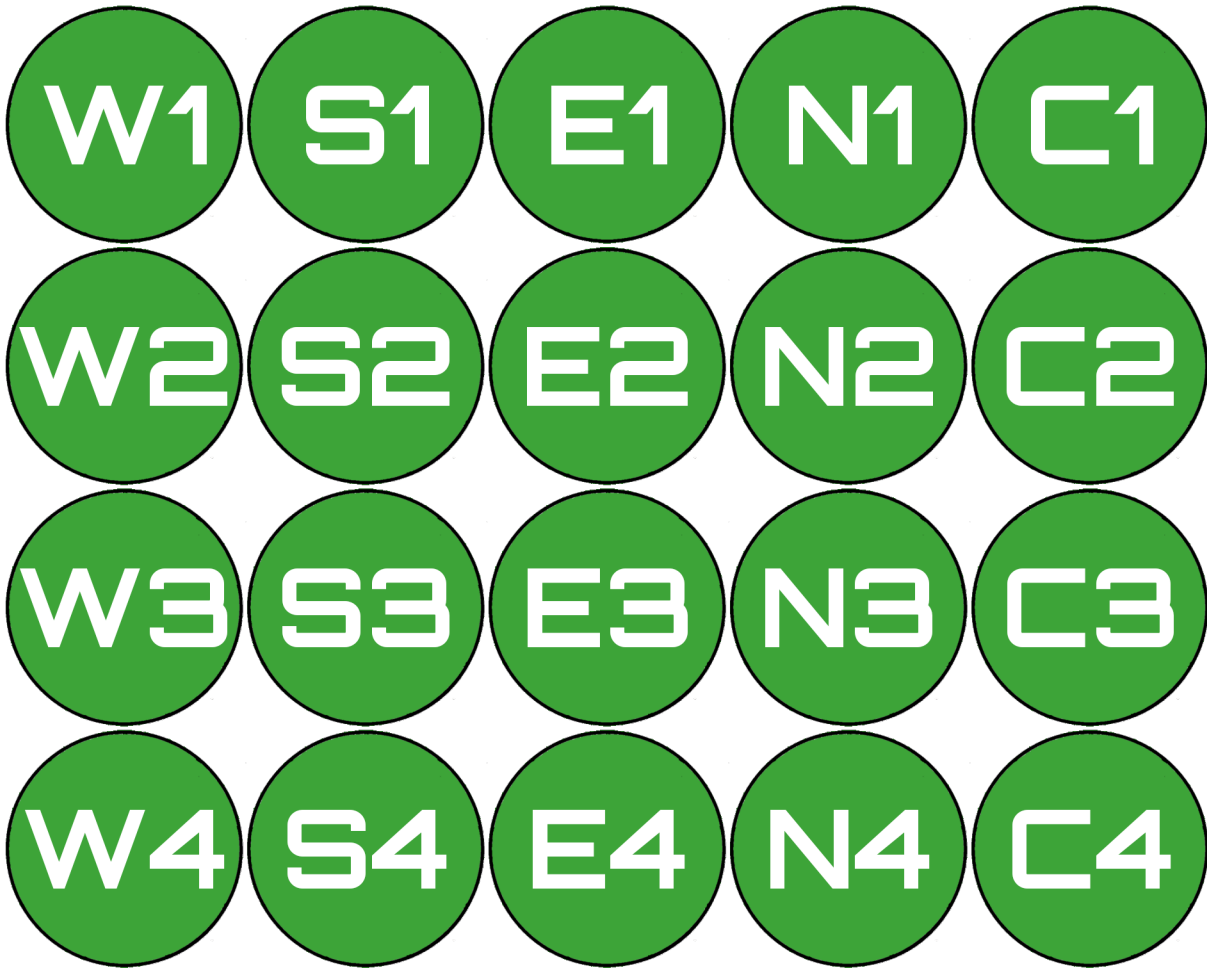
Rounds to Complete: 8

A.I.:

Unless an Enemy unit is in B2B contact with the objective, all Movement Waypoints are set to the Objective Marker instead.

An Enemy unit in B2B contact with the Objective Marker will never leave B2B contact.





L1 BASIC GUARD

MOV	CC	BS	PH	WIP	ARM	BTS	W	S
4-4	13	12	10	12	1	0	1	2

Equipment: Energy Shield
 Special Skills: Veteran L1 · Religious Troop

AUTOMATIC *Energy Shield*
 This trooper is always considered to have Partial Cover when receiving attacks from their front arc

ENTIRE ORDER *Suppression Fire*

	0	8	16	32	48	Dam.	B
Combi Rifle	+3	+3	-3	-6		13 N	3
Discover	+3	0	-3	-6			1
SF Mode	0	0	-3				3

GUARD

ACTIVE TURN

+ vs Closest Player

2

REACTIVE TURN

E1 **S3**

1R

GUARD

ACTIVE TURN

1 + F vs Closest Player

2

REACTIVE TURN

F / 100 / 100 / G

N1 E2 ↻ 2R

GUARD

ACTIVE TURN

1 + F vs Closest Player

2

REACTIVE TURN

F / 100 / 100 / G

N1 C2 ↻ 3R

GUARD

ACTIVE TURN

1 + F vs Closest Player

2

REACTIVE TURN

F / 100 / 100 / G

N4 W2 ↻ 4R

GUARD

ACTIVE TURN

1 + F vs Closest Player

2

REACTIVE TURN

F / 100 / 100 / G

N1 C3 ↻ 5R

GUARD

ACTIVE TURN

1 + F vs Closest Player

2

REACTIVE TURN

F / 100 / 100 / G

W1 C1 ↻ 6R

GUARD

ACTIVE TURN

1 + F vs Closest Player

2

REACTIVE TURN

F / 100 / 100 / G

W1 C4 ↻ 7R

GUARD

ACTIVE TURN

1 + F vs Closest Board Edge

2

REACTIVE TURN

F / 100 / 100 / G

N3 E1 ↻ 8R

GUARD

ACTIVE TURN

1 + F vs Closest Board Edge

2

REACTIVE TURN

F / 100 / 100 / G

N4 W1 ↻ 9R

GUARD

ACTIVE TURN

1 +

2 vs Closest Board Edge

REACTIVE TURN

N2 10R

GUARD

ACTIVE TURN

1 +

2 +

REACTIVE TURN

N4 C2 14R

GUARD

ACTIVE TURN

1 +

2 vs Closest Board Edge

REACTIVE TURN

N4 N4 11R

GUARD

ACTIVE TURN

1 +

2 +

REACTIVE TURN

N2 S2 15R

GUARD

ACTIVE TURN

1 +

2 vs Closest Board Edge

REACTIVE TURN

E1 N1 12R

GUARD

ACTIVE TURN

1 +

2 +

REACTIVE TURN

N3 C1 16R

GUARD

ACTIVE TURN

1 +

2 vs Closest Board Edge

REACTIVE TURN

N2 N3 13R

GUARD

ACTIVE TURN

1 +

2 +

REACTIVE TURN

W1 C3 17R

GUARD

ACTIVE TURN

1 / + /

2 / + /

REACTIVE TURN

/ / /

N1 **E3** 1BR

GUARD

ACTIVE TURN

1 / + /

2 / + /

REACTIVE TURN

/ / /

E1 **W3** 1BR

GUARD

ACTIVE TURN

1 / + /

2 / + /

REACTIVE TURN

/ / /

N3 **C4** 2BR