

## 2020 TO N3 CONVERSION GUIDELINES

### INTO THE THICK OF IT

*Infinity* is a roleplaying game that gives players the opportunity, through their characters, to explore and adventure throughout the Human Sphere and beyond. Adventures may consist of trade runs, covert operations, industrial espionage or sabotage, and much more. There may be times when characters are caught up in firefights, skirmishes, or battles between the *Infinity* universe's powerful factions.

The following conversion guidelines allow GMs and players to transfer their *Infinity* characters from the 2D20 roleplaying system, by Modiphius, into the *Infinity N3* miniatures game system, by Corvus Belli, and play them on the tabletop alongside their preferred faction. Play groups who love both games may, using these rules as a basis, can create elaborate campaigns that mix the roleplaying game and miniatures game into a larger story.

Characters converted to the *Infinity N3* miniatures game system are not ITS valid. When creating a force for N3 that includes a converted character, the converted character has **no** cost, and is taken in addition to the 300 points (i.e., a normal 300-point army, plus a converted character). Converted characters are best used for specific scenarios, or in a situation where both players have a converted character in their force.

The conversion guidelines reference the following example character:

### N3 STATISTICS

The first step in the process of converting a character from 2D20 to N3 is to calculate the character's basic N3 Attributes. Follow the steps as outlined for each N3 Attribute below:

- **Movement (MOV)** is 4-4 (10cm-10cm) for all characters unless modified by equipment or some other factor, as decided upon by common agreement and common sense.
- **Close Combat (CC)** is equal to the sum of the character's Agility, Close Combat Expertise, Close Combat Focus, and the number of Close Combat talents.

#### EXAMPLE CHARACTER

##### ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WILL
8	10	8	9	11	12	9

##### DEFENSES

Firewall	12	Resolve	12	Vigour	9
Security	0	Morale	0	Armour	1

**Skills:** Acrobatics (1/-), Analysis (1/-), Animal Handling (1/-), Athletics (1/-), Ballistics (1/-), Close Combat (1/-), Discipline (Signature, 3/1), Education (1/-), Hacking (1/-), Lifestyle (3/2), Observation (2-1), Persuade (Signature, 2/1), Resistance (1/1), Stealth (2/1), Tech (Signature, 4/2)

**Talents:** Stubborn, Charismatic, Natural Engineer, Snap Diagnosis

**Equipment (Earnings 5, 12 Assets):** Basic Urban Survival Kit, Armoured Clothing, CombiRifle (N) with 2 Reloads, Knife

- **Ballistic Skill (BS)** is equal to the sum of the character's Coordination plus half (rounding up) of their Ballistics Expertise.
- **Physical Skill (PH)** is equal to the higher of two values: Agility plus half (rounding up) Acrobatics Expertise, or Brawn plus half (rounding up) Athletics Expertise.
- **Willpower (WILL)** is equal to the lowest of the character's Awareness, Intelligence, or Willpower attributes, plus half (rounding down) of the highest of the three.
- **Armour (ARM)** is equal to the character's Armour Soak on their torso.
- **Bio-Technological Shield (BTS)** is equal to the character's BTS (normally gained from armour and some other equipment)
- **Wounds (W)** is equal to the character's Vigour divided by seven, rounding down.
- **Silhouette (S)** is 2 for all characters unless modified by equipment or some other factor.

Using our example character, the N3 conversion will have a statistics line that looks like this:

MOV	CC	BS	PH	WILL
4"-4"	9	10	9	14
ARM	BTS	W	S	
1	0	1	2	

## SKILLS

The range of skills available to characters in the *Infinity* roleplaying game is diverse, but there are enough similarities between the roleplaying game and the miniatures game that one can be converted to the other easily enough.

The following sections note combinations of skills and talents present in the roleplaying game, and what abilities they should confer for a character in N3.

In some cases, the effects or requirement of equipment are part of a skill in N3; these cases will be marked in *italics*, this is to clearly denote when a piece of equipment is required to gain a particular N3 skill.

The following skills do not contribute to the N3 character: Analysis, Animal Handling, Education, Persuade, Psychology, Science, and Spacecraft.

## ACROBATICS

INFINITY RPG SKILL/TALENT	INFINITY N3 SKILL
Graceful	Hyper-Dynamics Lvl 1 & Kinematica Lvl 1
Graceful plus Uncanny Dodge	Hyper-Dynamics Lvl 2
Graceful plus Uncanny Dodge plus Roll with It	Hyper-Dynamics Lvl 3
Free Runner	Kinematica Lvl 2
Long Jumper	Super-Jump
Total Reaction	Total Reaction

## ATHLETICS

INFINITY RPG SKILL/TALENT	INFINITY N3 SKILL
Irresistible Force	Assault
Rigorous Training	Forward Deployment
Wall Crawler	Climbing Plus

## BALLISTICS

INFINITY RPG SKILL/TALENT	INFINITY N3 SKILL
Marksman	Marksmanship Lvl 1
Marksman plus Clear Shot	Marksmanship Lvl 2
Precise Shot	Marksmanship Lvl X

## CLOSE COMBAT

INFINITY RPG SKILL/TALENT	INFINITY N3 SKILL
Deflection	Martial Arts Lvl 1
Deflection plus Combat Specialist	Martial Arts Lvl 2
All of the above plus Riposte	Martial Arts Lvl 3
All of the above plus Weapon Master	Martial Arts Lvl 4
All of the above plus Master Deflection	Martial Arts Lvl 5
Eight or more talents in Close Combat	Natural Born Warrior

## COMMAND

INFINITY RPG SKILL/TALENT	INFINITY N3 SKILL
Commanding Presence	Advanced Command
Four or more Command Talents	Chain of Command
All seven Command Talents	Executive Order
Command Focus, plus one or more Command Talents	Strategos level is equal to Focus rank plus number of Talents ÷ 5
Coordinator	Fireteam
Minions	Inspiring Leadership

## DISCIPLINE

INFINITY RPG SKILL/TALENT	INFINITY N3 SKILL
Courageous	Valour Lvl 1
Courageous plus Resistance/Resilient Rank 1	Valour Lvl 2
Courageous plus Resistance/Resilient Rank 3	Valour Lvl 3

## EXTRAPLANETARY

INFINITY RPG SKILL/TALENT	INFINITY N3 SKILL
Spacewalker	Multiterrain—Zero-G

## HACKING

INFINITY RPG SKILL/TALENT	INFINITY N3 SKILL
Hacking Expertise 3 or higher, and any form of <i>Hacking Device</i>	Hacking

## LIFESTYLE

INFINITY RPG SKILL/TALENT	INFINITY N3 SKILL
Backdoor Assets	Booty Lvl 1
Backdoor Assets plus Survival/Scrounger	Booty Lvl 2

## MEDICINE

INFINITY RPG SKILL/TALENT	INFINITY N3 SKILL
Physician	Doctor
Emergency Doctor	Doctor Plus
Miracle Worker	Akbar Doctor
Medicine Expertise 3 or higher, and a <i>MediKit</i>	Paramedic

## OBSERVATION

INFINITY RPG SKILL/TALENT	INFINITY N3 SKILL
Acute Senses, and a <i>Target Marker</i>	Forward Observer
Sharp Senses	Sixth Sense Lvl 1
Sharp Senses plus Danger Sense	Sixth Sense Lvl 2



## PILOT

### INFINITY RPG SKILL/TALENT

Pilot Expertise 3 or higher

### INFINITY N3 SKILL

Pilot

## RESISTANCE

### INFINITY RPG SKILL/TALENT

Mithradatic 1

Mithradatic 2

Mithradatic 3

Resilient 1 plus Discipline/Courageous

Resilient 3 plus Discipline/Courageous

### INFINITY N3 SKILL

Immunity: Shock

Bioimmunity

Immunity: Total

Valour: Lvl 2

Valour: Lvl 3

## STEALTH

### INFINITY RPG SKILL/TALENT

Camouflage and/or *Photoreactive Clothing*

Camouflage, and *Chameleonic Gear*

Camouflage, and *Thermo-Optical (TO) Camouflage*

Impersonation

Impersonation, and a *Holomask*

Scout

Living Shadow

Infiltration

### INFINITY N3 SKILL

Camouflage: Lvl 1

Camouflage: Lvl 2

Camouflage: Lvl 3

Impersonation: Lvl 1

Impersonation: Lvl 2

Infiltrate: Lvl 0

Infiltrate: Lvl 1

Infiltrate: Lvl 2

## SURVIVAL

### INFINITY RPG SKILL/TALENT

Scrounger

Scrounger plus Lifestyle/Backdoor Assets

Environmental Specialisation (Aquatic)

Environmental Specialisation (Desert)

Environmental Specialisation (Mountain)

Environmental Specialisation (Jungle)

### INFINITY N3 SKILL

Booty: Lvl 1 plus Scavenger

Booty: Lvl 2

Multiterrain: Water

Multiterrain: Desert

Multiterrain: Mountain

Multiterrain: Jungle

## TECH

### INFINITY RPG SKILL/TALENT

Explosive Expert, plus *Mines*

Natural Engineer

Tech Expertise 3 or higher

### INFINITY N3 SKILL

Minelayer

Sapper

Engineer

## EQUIPMENT AND MISCELLANEOUS

The following special skills usually come more from equipment or other defining qualities of the character.

## EQUIPMENT AND MISCELLANEOUS

INFINITY RPG SKILL/TALENT	INFINITY N3 SKILL
<i>Airborne Deployment</i> , plus Pilot Expertise 1 or more	Airborne Deployment level is equal to Pilot Expertise.
<i>i-Kohl X</i>	i-Kohl: Lvl X
Career: Media or Journalist	Journalist
<i>Bio-Engineered Physiology</i>	Regeneration
Trait/Religious Fanatic	Religious Troop
<i>Satellite Uplink</i>	Sat-Lock
<i>Sensor</i>	Sensor
<i>Poison</i>	Poison

Using the above guidelines it is clear that while many of our example character's skills don't translate to the battlefield, their technical acumen does – their Tech Expertise of 4 becomes the Engineer skill in N3, while their Natural Engineer talent gives them the Sapper skill in N3.

common sense when converting equipment. The nature of the character may influence this process, as might the nature of the scenario being played.

## EQUIPMENT

Converting a character's equipment from 2D20 to N3 is fairly straightforward. Items in the roleplaying game, for the most part, retain the same name as their N3 counterpart. The following items in the *Infinity Core Rulebook* have a direct counterpart in N3:

- 360° Visor
- Antipode Control Device
- Assault Hacking Device
- AutoMediKit
- Deactivator
- Defensive Hacking Device
- Deflector (1 or 2)
- Deployable Repeater
- ECM
- FastPanda
- Hacking Device
- Hacking Device Plus
- MediKit
- Multispectral Visor (1, 2, or 3)
- Optical Disruption Device
- Repeater
- Sensor
- Sniffer
- TinBot

## WEAPONS

The final step is to convert the weaponry and ammunition of the character across to N3 equivalents. As with equipment, many of weapons and ammunition types available in the wargame are available in the *Infinity Core Rulebook* (a few may appear in subsequent sourcebooks). Looking up the weapons and ammunition on your character sheet and finding the equivalently named weapons and ammunition types in the N3 rules will provide a character with all the weapons they require for the battlefield.

In the case of our example character, a Combi Rifle with Normal ammunition and a Knife can both easily be found in the N3 rules.

## FINAL EXAMPLE

Having converted our character across to fight on the battlefields of the Human Sphere, they look like this:

MOV	CC	BS	PH	WILL
4".4"	11	10	9	15
ARM	BTS	W	S	
1	0	1	2	

**Equipment:** Deactivator

**Special Skills:** Engineer, Sapper

**BS Weapons:** Combi Rifle    **CC Weapons:** Knife

Our example character isn't carrying any of these items of equipment. However, in N3, having the Engineer special skill means the character is issued a Deactivator, so they gain a Deactivator during the conversion process. Players and GMs should use