

Carcosa 2025 N5 Slow Grow

Hey Gamers! We'll be running our Infinity N5 slow grow league at the Carcosa Club starting now!

The league will begin **Dec 29th** and will run for ~8 weeks. Purchase your ticket **HERE \$10 for members, \$15 for non-members**. Non-members are recommended to play games on Thursday, or be sure to match up with a Carcosa member for access to the club. Non-members must purchase a day pass in addition to the league pass. Non-members get **one free day pass** with a purchase of a league ticket. (First time's free!)

For anyone who has never slow-grown before, it pretty much meant to do what it says on the box—give players an outlet to learn the game/start a new force and slowly grow it along with the rest of the group. So, whether you're a new player looking to check out Infinity or an existing one looking to start and/or add onto a force, this is for you.

To participate you need a minimum of 6 units from a faction of your choice, and some D20's. Please feel free to ask Kyle J (Toasty#3884 on discord) if you have questions about factions. Or just toss it in the Carcosa #Infinity channel.

Note: You can choose to play a sectorial, but be aware that we won't be incorporating the link team rules until the 6th week, so plan accordingly.

Infinity is highly proxy friendly, so as long as the piece is the correct silhouette size, and an official Corvus Belli model, and not completely confusing, it's legal!

The newly released N5 rules can be found here:

<https://downloads.corvusbelli.com/infinity/rules/infinity-rules-n5-en-v1.pdf>

We will be limiting the model special rules available heavily at first and unlocking them slowly each week. Check out the schedule below to see when you can begin using each rule. (It's still fine to run a model before all of its rules unlock and just leave that individual rule out if there are no other options, though note the proxy policy above, which should largely alleviate this problem)

Infinity's army building app can be found here: <https://infinitytheuniverse.com/army/infinity>

Earning Points

 N5 2025 slow grow - Live Score sheet

Games Played

3 points per game played AND posting a photo with the result to the #Infinity channel in Carcosa Discord.

1 point per round for your first WIN of the round.

Your opponent does **not** need to be in the league (but you still have to take pictures).

You may play more than 1 game each week, but your games must adhere to that week's game size/scenario restrictions to score league points. Each subsequent game per round gives **2 points**.

We recommend playing games on Thursday @Carcosa to promote a sense of community, but feel free to play **anytime** and **anywhere** that works for you, just remember to take a picture!

Limited to 50 possible points from games played!

Models Painted

Silhouette Size	Points Given
S1	.5
S 2/3	1
S 4/5	2
S 6-8	3

Any models painted between the start of N5 (Dec) and the final ITS tournament will score points.

An image must be posted to the Carcosa #Hobby-Hangout Discord channel and/or #Infinity channel to count.

Limited to 50 possible points from painting!

Prizes

The **winner** of the league (highest cumulative points at the end) will get a **\$50 Carcosa** gift card!

The player with the highest hobby score will win **\$20 Carcosa** Gift Card!

League Schedule

Build and paint guidelines are meant to be additive and expand your options. If you don't want to paint, say a s2 model week three, then you can just repeat one of the previous week's types and do a LI, MI or HI. Just try to avoid jumping forward and painting a TAG week 2.

For anyone confused about how much terrain to use, take a look at the layouts on page 139 of the rulebook and use that as a **minimum** starting point. The more you can prevent long lines of unobstructed fire (both from deployment zones *and* across the side board edges), the better your games will be.

We'll be using the 150 pt version of the missions from the start. Once we naturally exceed that points value, we'll bump up to the next level.

[Infinity ITS Missions](#)

Round 1 (Dec 16-Jan12):

Table Size: 32x24

Deployment zones: 8x24

Build and Paint – 3 x Light Infantry and one HI or MI

Disallowed: SWC, Camouflage, Suppressive Fire, Combat jump, Parachutist, Hacking, Smoke Grenades, Mimetism -6 becomes -3, hidden deployment, Holomask, Impersonation, Command Tokens, Link teams, TAGs

Play – 1 x 42 point intro game 0 SWC - Take 3 of your cheapest line troopers. (mission: kill the most points in models)—No lieutenants or command tokens, just blasting away at one another to get a grip with the way moving and shooting work.

Play – 1 x 70 point game - 0 SWC - Add a Heavy or Medium infantry. That model will be your Lieutenant, and will gain a Lieutenant order. (mission: kill the most points in models) Loss of Lieutenant rules do not apply.

It's recommended to play these two back to back.

Round 2 – (Jan 13-26)

Build and Paint – add 1 HI Infantry, MI or REM.

Disallowed: Camouflage, Combat jump, Parachutist, Hacking, Smoke Grenades, Mimetism -6 becomes -3, hidden deployment, Holomask, Impersonation, Command Tokens, Link teams, TAGs

Play – 100 point game -5-6 models – 2 SWC (Mission: Supplies)

Round 3 – (Jan 27-Feb 2nt)

Build and Paint – add 1 x Infantry model with the [Camouflage](#) or [Holoecho](#) special rule

Disallowed: Combat jump, Parachutist, Hacking, Mimetism -6 becomes -3, hidden deployment, Holomask, Impersonation, Command Tokens, Link teams, TAGs

Play – 125 point 6-7 models -2.5 SWC (Mission: Battleground page 53)

Round 4 – (Feb 3 - 16)

Build and Paint – add 1 x S3, S4 or S5 model of your choice.

Note: [Combat Jump](#), [Parachutist](#) and [Hacking](#) can now be used.

Disallowed: hidden deployment, Holomask, Impersonation, Command Tokens, Link teams, TAGs

Play – 150 points/3 SWC, 7-8 models (Mission: Cutthroat page 65)

Round 5 – (Feb 17-Mar 2nt)

Table Size: 48x32

Build and Paint – add 1x ANY model of your choice.

Note: [Hidden Deployment](#), [holomask](#), and [Impersonation](#) will now function as normal. Also introducing - [Command tokens](#) this week. Try a [Coordinated order](#)! Call in some speedballs!

Disallowed: Link teams, TAGs

Play – 200 point game - 8-10 models – 4 SWC (Mission: Superiority- ITS 14 pg 57)

Round 6 (March 3rd-16th)

Table Size: 48x32 Use the 200 pt version of the mission

Build and Paint - 1x any model of your choice

Note: TAGS and Fireteams may now be taken. A second combat group may now be taken.

Play - 250 pt game-10-15 models - 5 SWC (Mission: Supplies- pg 41)

Round 7 (March 17-30)

Table Size: 48x48 Deployment zones: 12x48

Build and Paint - 1x any model of your choice.

Play 300 pt Game - 6 SWC- 10-15 models-(Mission: Uplink Center - pg 59)

Final Round 8 - ITS Tournament (March 29th)

The tournament will have a separate entry fee.

At the end of the slow grow, we will have a 300 pt, 3 round ITS Tournament to cap off the league. You can bring two different army lists to choose between on the day. There are no restrictions on what you can bring. The goal is to have FUN! As a reminder, you are allowed to bring two lists to the event, and may choose between them before starting the game.

The missions will be: Decapitation, Supremacy and Unmasking

10 points for attending the tournament.

10 points for 1st , **6 points** for 2nt place, **3 point** for 3rd.