A5 Size Booklet Template

5.83" x 8.27"(full bleed of 6.07"x8.51") at 300DPI

Safe Area Line

Keep text and other important part of
your design INSIDE the safe area.
(5.51x7.95 inches(safe)/1653x2385 pixels in 300DPI)

Cut Area Line

Finished dimensions of your design after cut.
(5.83x8.27 inches(safe)/1749x2481 pixels in 300DPI)

Bleeding area

Extend your design fully through this area to
avoid the chance of any white lines appearing.
(6.07x8.51 inches(safe)/1821x2553 pixels in 300DPI)

IMPORTANT

Delete this template before saving your files
into JPEG,BMP,PNG,GIF or TIFF format for uploading
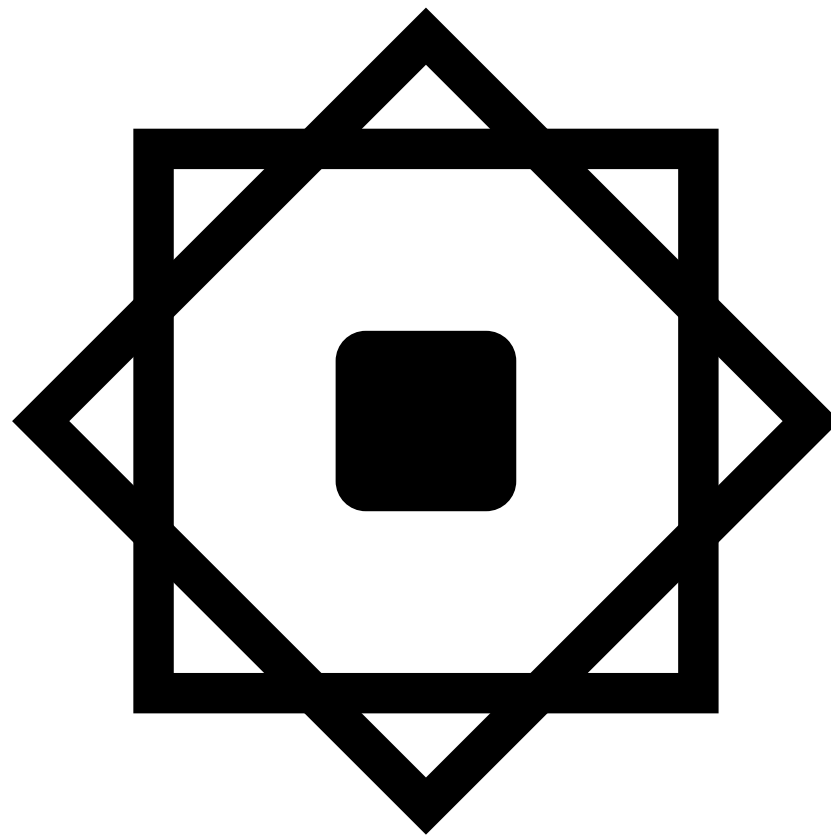
BOARD GAMES MAKER.com

MODIFIERS

401INFINITE

Beta 4.1

What is a Modifier?

A Modifier is a modular set of unofficial rules that modify, add to, and/or remove portions of the standard rules. Modifiers must be agreed upon by both players before the game starts.

Modifiers are referred to like {This}.

Important Note:

The content of 401 INFINITE is primarily balanced for its standard rules. playing with Modifiers may introduce some unbalanced play.

Please report any instances of problematic and/or extremely-unbalanced gameplay to our feedback page.

<u>ID TABLE</u>

{ GENERATIVE }

Beginner friendly/recommended

Incompatible with: {Drafted}

Modified Rules

- ◆

< 5 > Start Instructions

Modify:

"1. Players *privately* select 8 Ability Cards and..."

➜ **Players shuffle all Ability Cards and then *privately* select...**

"3. ...select 4 Ability Cards from their Deck to place face-up as their Hand, while the rest are placed face-down as their Stack."

➜ **...put their Ability Card set face-down as their Stack, then draw 4 Ability Cards from the top of their Stack and place them face-up as their Hand.**

Remove:

✗ "2. After both players are finished, players reveal their Deck to their opponent."

< 15 > Stack Peeking

Modify:

"Players may observe the order of their own Stack at any time."

➜ **Players may observe the top card of their own Stack at any time.**

Special Passive Rules

- ◆

Poise - "...exactly 1 Attack..." ➜ exactly 1 Attack/Defense/Utility...

Optional Rules

- ◆
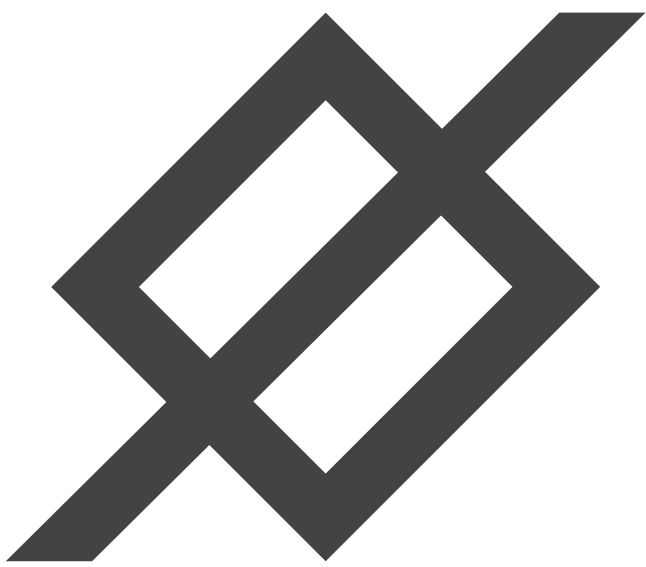
- Desperate Measures:
At the start of a player's Turn, they may choose to use 1 Energy to discard their entire Hand.

{ PURE }

Beginner friendly/recommended

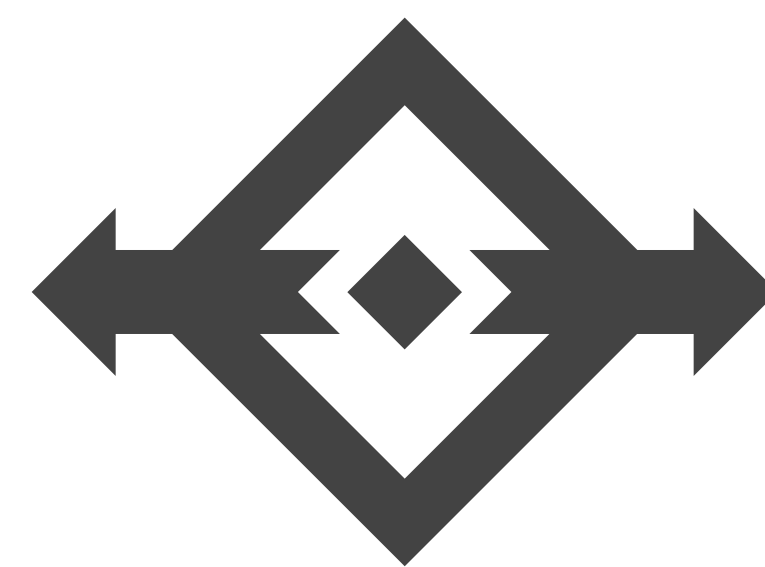*Incompatible with: {Mutative}*

Modified Rules

- ▶

< 5 > Start Instructions

Remove:

✗ "1. …and 1 Passive Card…"

✗ "3. …put their selected Passive Card face-up into their Passive Slot and…"

{ MUTATIVE }

Incompatible with: {Pure}

Modified Rules

< 5 > Start Instructions

Remove:

✗ "1. ...and 1 Passive Card..."

✗ "3. ...put their selected Passive Card face-up into their Passive Slot and..."

Additional Rules

+ At the start of the game, players shuffle their respective Passive Card sets and place them face-down.

+ At the END of a players Turn:

If the player has a Waiting Passive:

They place their Waiting Passive into their Passive Slot, removing the previous Passive that occupied it and returning it to the bottom of their Passive card-set.
(Players gain the power of the Passive in their Passive Slot only)

If they do not:

They draw 1 from the top of their Passive Card set and place it face-up next to their Passive Slot; this is now their Waiting Passive.

(I.e. Passives stay in a player's Passive Slot for 2 Turns before changing. Having a Waiting Passive tells the player that their Passive will change next Turn and shows them what it will be.)
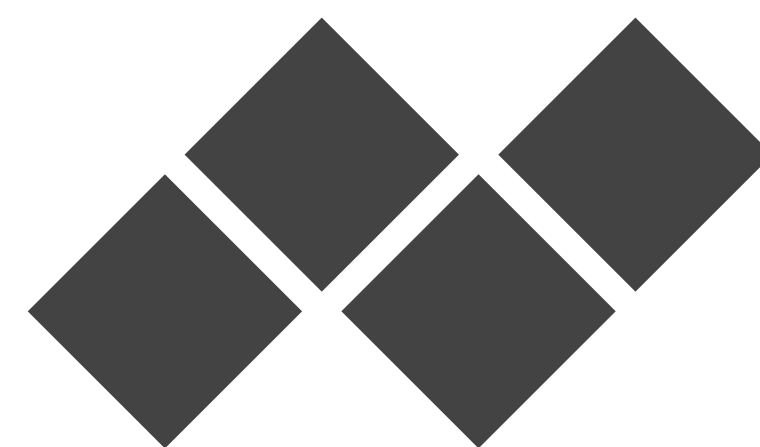
Special Passive Rules

Transcendence - When put into a players Passive Slot, the player must immediately discard all but 1 ability.

Poise - "...exactly 1 Attack..." ➜ exactly 1 Attack/Defense/Utility...

Pocket - A player's (Pocket) persists even after this is no longer the players Active Passive.

{ TACTICAL }

Modified Rules

< 6 > (Turns and Energy)

Modify:

"At the start of a player's Turn, they are given 2 Energy to use."

➔ At the start of a player's Turn, they are given 4 Energy to use.

Special Passive Rules

Tactics - "Subsequent Attacks or Defenses, after the first, do not require Energy to be played."
☐ Attacks and Defenses that follow immediately after another Attack or Defense do not require Energy to be played.

Overwhelm - "...skip your opponent's next Turn." ➔ ...subtract 3 Energy from your opponent's next Turn.

Fallen Power - "...gain an extra Energy on your next Turn" ➔ ...gain 2 extra Energy on your next Turn.

Lone Agent - [Replace entire description] ➔ **Start of your Turn:** Choose an Ally Unit that is not within 8 Hexes of another Ally Unit to be an [Agent] for this Turn.
[Agent]: This Unit may be the Source of multiple Attacks/Defenses. Numerical Moves↑ on this Unit are increased by 1 Hex.

Optional Rules

- Exhaustion:
Players may not manually Move↑ the same Unit more than 2 times in a single Turn.

{ DISRUPTIVE }

Additional Rules

+ At the start of the game when players are selecting cards for their Deck, players also select 2 Disruptor Cards.

+ Disruptors are placed face-down next to the player's Hand and are NOT revealed to their opponent until played, but may be observed by their owner at any time.

+ Disruptors can be played at the cost of 1 Control Sphere on a player's Turn, and must be played before any other action on that Turn.
(Disruptors do no cost Energy to play. Only 1 Disruptor can be played per Turn)

+ Once a Disruptor is played, it is set aside and cannot be played again for the rest of the game.

{ DRAFTED }

Incompatible with: {Generative}

Modified Rules

- ◆

< 5 > Start Instructions

Modify:

"1. Players *privately* select 8 Ability Cards and 1 Passive Card from their respective sets to keep as their Deck."

➜ Players *privately* select 1 Passive Card from their set to add to their Deck. When finished this is revealed to their opponent.

"2. After both players are finished, players reveal their Deck to their opponent."

➜ Players *privately* select 2 abilities to <u>Ban</u>. After both players are finished, players reveal their Banned abilities to their opponent.
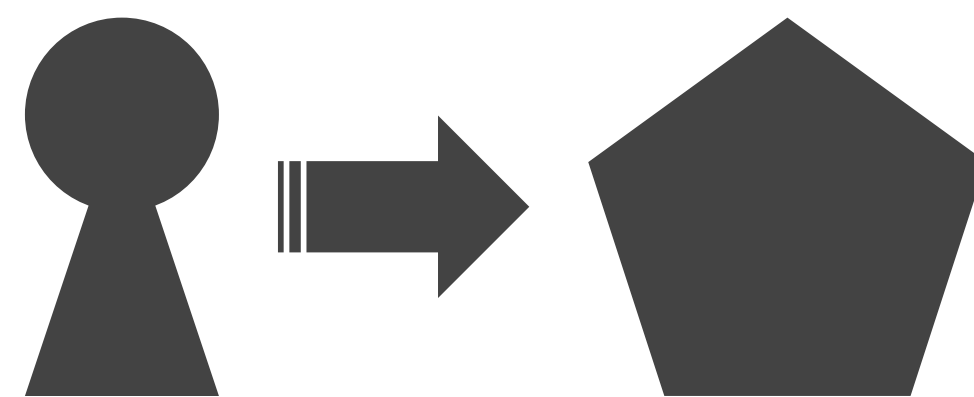*Banned abilities cannot be added to EITHER players' Deck.*

Players then *publicly* select Ability Cards to add to their Deck in a specific order:
Blue 2 - Red 3 - Blue 3 - Red 3 - Blue 3 - Red 2 (8 total each).
Players cannot select abilities that have been selected by their opponent.

{ SPHERESHIFT }

Incompatible with: {Arena}

Modified Rules

< 4 > (Units and HP)

Modify:

"A Unit's HP is indicated by the position of the HP Slider on its corresponding Unit Indicator."

➔ A Side's HP is indicated by the amount of Control Spheres it has in its Control Indicator. *(Control Spheres will be referred to as Side HP)*

"Each Unit has an HP value that starts at 3 and can go down to 1."

➔ Both Sides have an HP value that starts at 5 and can go down to 1.

"If a Unit's HP drops below 1, it is eliminated, and it, along with its HP Slider, is placed on-top of its corresponding Unit Indicator."

➔ If a Side's HP drops below 1, it's player loses the game.

< 5 > Victory Objective

Modify:

"Eliminate all Enemy Units |OR| Be the first to hold 5 Control Spheres."

➔ Bring the opponent Side's HP down to 0.

< 11 > (Control Spheres)

Modify:

"Dominating grants 1 Control Sphere."

➔ Dominating grants 1 HP.

"Invading grants 1 Control Sphere…"

➔ Invading grants 1 HP…

Remove:

✗ "Obtaining 5 Controls Spheres will immediately win the game."

Additional Rules

+ If a Unit would gain/lose HP, instead, it's Side gains/loses that amount of HP.

+ If a Side would exceed 5 HP, the excess is subtracted from the opponent Side's HP.

{ ARENA }

Incompatible with: {Sphereshift}

Modified Rules

< 4 > (Units and HP)

Modify:

"Each Unit has an HP value that starts at 3 and can go down to 1."

➜ Each Unit has an HP value that ranges from 3 to 1, starting at 2.

Remove:

✘ *"Eliminated Units stay eliminated for the rest of the game."*

< 5 > Victory Objective

Modify:

"Eliminate all enemy Units |OR| Be the first to hold 5 Control Spheres."

➜ Be the first to hold 3 Control Spheres.

< 11 > (Control Spheres)

Modify:

"Obtaining 5 Control Spheres will immediately win the game."

➜ Obtaining 3 Control Spheres will immediately win the game.

Additional Rules

+ Eliminating an Enemy Unit grants 1 Control Sphere.

+ If your opponent has any Control Spheres and you were to gain one, instead, take one away from your opponent.

+ On a player's Turn, they may choose to use 2 Energy to bring a Unit back from elimination, placing it back at their Base at 2 HP.
(Max once per Turn)

FIND YOUR STYLE
BREAK YOUR LIMITS