INFINITY TOURNAMENT SYSTEM

RULES AND SCENARIOS
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ITS: BASIC RULES

Infinity Tournament System (ITS) is Infinity’s official system for organized play, and features an International Ranking to keep track of each player’s score.

There are a number of ways to participate in ITS, but all ITS events share the basic rules set forth in this document.

For an event to be officially sanctioned and its results recorded onto the International Ranking, it must comply with all applicable rules.

The ITS rules are divided into those pertaining to the participants and those pertaining to the tournament organizers. The purpose of these rules is to facilitate the organization of and participation in Infinity tournaments in a way that allows all members of the player community to be a part of a worldwide system with common ground rules that are fair to all.

EVENT PARTICIPANTS

In order to take part in an official ITS event, players are required to bring everything they need to play, including:

- Miniatures,
- Tape measure,
- Templates and markers,
- Dice,
- Army lists.

Participation in official Infinity events implies knowledge and acceptance of all rules in this document as well as any rules set forth by the event Organizer.

SPORTSMANSHIP

All participants in an event, whether Organizers, Players or guests, are expected to conduct themselves in a friendly and considerate manner at all times. If a participant disrupts the good atmosphere of an event, the Organizer may penalize them or altogether remove them from play.

Minimum player etiquette includes giving the opponent time to clearly see the results on your dice before picking them up, sharing with the opponent all open information from your army list and clarifying it as often as requested, waiting for the opponent to declare ARO whenever you spend an Order, etc.

MINIATURES

All miniatures used by the players must be from Corvus Belli’s official Infinity range and must be assembled—with at least their main components—and based, using the base supplied with the figure or other of the same size.

Each figure must represent faithfully the unit it stands for, including its equipment and weapon options. Should the appropriate miniature not be available on the Infinity range, you can use a different Corvus Belli miniature as a stand-in, but you must inform your opponent unequivocally of what that figure represents.

LINE OF FIRE (LOF)

For the sake of clarity and agility, every figure in play must display its 180º Line of Fire arc by means of distinct painted markings on its base or the appropriate markers (such as Customeeples’s Line of Sight Markers or Antenociti’s Workshop’s Visual Arc Markers).

PAINTING

Unless otherwise specified by the rules of the event, figures do not need to be painted.

PROXIES

Under no circumstances can miniatures from other brands or manufacturers be used as proxies.

CONVERTED FIGURES

Use of converted figures is allowed, and in fact encouraged, as long as most or all the figure is composed of parts from Corvus Belli miniatures and the figure accurately represents the unit and weapon option it stands for.

ARMY LISTS

Army Lists must conform to the rules laid out in the Infinity rulebooks and the special rules of the event, if there are any.

It is mandatory to use the program Infinity Army (available for free on the Infinity website) to create and check your Army Lists. Should there be a discrepancy, the information available on the official Infinity website takes precedence.

MERCENARIES

Mercenary Troops, such as the Yuan Yuan or Avicenna, can be fielded only as part of the Generic or Sectorial Armies in which they are available.
RULES

The Official Game Rules and Official Army Lists are those published by Corvus Belli on the official Infinity website (www.infinitythegame.com).

All game rules, FAQ, Rules Errata and army lists published up to one week before the date of an event apply to that event.

EVENT ORGANIZERS

The Event Organizer is the person, store or club that will organize and manage the event.

Organizers are expected to be an example of good conduct, whether they are participating in the event as players or not.

DUTIES OF THE ORGANIZER

The Organizer is responsible for:

» Ensuring that the rules of the event and the game rules are observed.

» Informing Corvus Belli of the results of the event, as indicated in the rules for that type of event.

» Ensuring all participants are registered in the ITS before the event takes place. Players can register using the form available at http://its.infinitythegame.com.

» Providing an adequate venue for the event, as well as anything else required to play (tables, scenery...).

REFEREES

Durante el evento, el Árbitro es la máxima autoridad en caso de conflictos. During events, Referees are the ultimate authority in matters of game rules, which is why they are expected to make fair rulings and to devote all the time necessary to solving the players’ doubts. To make the Referee’s job easier, players are encouraged to try to solve their disputes in a friendly manner, and only turn to the Referee if an agreement cannot be reached. Once requested, the Referee’s rulings are final.

The Referee and the Organizer of the event will often be the same person. If they are not, the Organizer is bound by the rulings of the Referee like any other participant, both in matters of game rules and conflict resolution.

To prevent conflicts of interest, it is advisable—but not mandatory—for the Referee to abstain from participating in the event as a player.

RANKINGS

Every Official ITS event counts towards the Rankings of Infinity players. Rankings rate players according to their performance in officially sanctioned events, as indicated by their ITS Rating.

Players start the season with an ITS Rating of 1000. Their performance in each Official ITS event they take part in modifies that Rating, depending on whether the result was better or worse than expected as predicted by an Elo rating system.

The amount by which the ITS Rating of a player varies with each event depends on the event’s K factor, as follows:

<table>
<thead>
<tr>
<th>Tournament Type</th>
<th>Top-Tier</th>
<th>Mid-Tier</th>
<th>Low-Tier</th>
</tr>
</thead>
<tbody>
<tr>
<td>Classic Tournament</td>
<td>K+15%</td>
<td>K=32</td>
<td>K-15%</td>
</tr>
<tr>
<td>Classic League</td>
<td>N/A</td>
<td>K=16</td>
<td>N/A</td>
</tr>
<tr>
<td>Mini Tournament</td>
<td>K+15%</td>
<td>K=16</td>
<td>K-15%</td>
</tr>
<tr>
<td>One Shot</td>
<td>K+15%</td>
<td>K=4</td>
<td>K-15%</td>
</tr>
</tbody>
</table>

Special events, such as the Interplanetary Tournament, might have different K factors.

REGIONAL RANKINGS

There are a total of three separate Rankings: the Spanish Ranking, the U.S. Ranking and the International Ranking. Players that do not participate in the Spanish or the U.S. ranking automatically participate in the International Ranking.

At the end of the season, the winners of each of the three Regional Rankings will receive the following prizes:

» A guaranteed seat in the 4th Interplanetary Tournament, including lodging throughout the event.

» The 2016 ITS Season exclusive miniature, painted by the Corvus Belli team.

» An official 2016 ITS Season trophy.

RANKS

Ranks are a series of digital medals awarded to players for their participation in the Infinity Tournament System. A player’s Ranks are displayed in each of their posts in the Official Infinity Forum.

Every time a player participates in an ITS event, their rank in the faction with which they played increases. A better performance in the event causes that Rank to increase more dramatically.

DECORATIONS

Decorations are a series of digital medals awarded to players to mark exceptional achievements. Some of these achievements include being among the regional winners of an ITS Season, being a veteran of past Seasons or being the best player with a faction at the end of the Season.
ITS: TOURNAMENT RULES

BASIC RULES

As Official Events, all Tournaments must comply with the Basic Rules of ITS. In case of discrepancy between these rules and the Basic Rules, this document takes precedence.

FORMAT OF THE EVENT

This is the basic ITS format for tournaments. This format pits 4 or more players in one-to-one games over 3 or more Tournament Rounds.

TOURNAMENT CONTROL SHEET

At the start of the event, each player receives a Tournament Control Sheet. Players must write down their name, ITS PIN and faction or sectorial army in their sheets.

During the tournament, players are required to use their sheet to write down the score of their game at the end of each Tournament Round. They must also use their sheet to make note of their Private Information so that it can be validated by their opponents or by the Referee when needed.

NUMBER OF TOURNAMENT ROUNDS

The number of Tournament Rounds per tournament depends on the number of players, as shown in this table:

<table>
<thead>
<tr>
<th>PLAYERS</th>
<th>TOURNAMENT ROUNDS</th>
</tr>
</thead>
<tbody>
<tr>
<td>4 - 8</td>
<td>3</td>
</tr>
<tr>
<td>9 - 16</td>
<td>4</td>
</tr>
<tr>
<td>17+</td>
<td>5</td>
</tr>
</tbody>
</table>

Treat this table as a guideline. The Organizer decides the number of Tournament Rounds a tournament will have, but there must never be fewer than 3.

KEEPING SCORE

Ranking during a tournament is determined by the player's Tournament Points score.

After each Round, players are awarded Tournament Points depending on their game's outcome. The decisiveness of a player's victory and its associated Tournament Points reward is measured by the difference in Objective Points scored by each player, as per this table:

<table>
<thead>
<tr>
<th>OUTCOME</th>
<th>TOURNAMENT POINTS</th>
<th>DIFFERENCE IN OBJECTIVE POINTS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Total Victory</td>
<td>3</td>
<td>Difference of 5 or more Objective Points.</td>
</tr>
<tr>
<td>Victory</td>
<td>2</td>
<td>Difference of 4 or less Objective Points.</td>
</tr>
<tr>
<td>Tie</td>
<td>1</td>
<td>Difference of 0 Objective Points.</td>
</tr>
<tr>
<td>Defeat</td>
<td>0</td>
<td>Any Objective Points difference in favor of the opponent.</td>
</tr>
</tbody>
</table>

For example, Player A scored 7 Objective Points during this Tournament Round, while her opponent, Player B, scored 3 Objective Points. The outcome of the game was a Victory for Player A, since the difference between their scores was 4 (7 – 3 = 4), and a Defeat for Player B, since the difference was in favor of his opponent. Player A gets 2 Tournament Points this round and Player B gets none.

It may occur that Tournament Points and Objective Points are not enough to determine a winner. In that case, ties are broken by comparing each player's Victory Points, that is, their Surviving Army Points.

FINAL SCORES

Once the last Tournament Round has finished, it is the duty of the Organizer to rank the players according to their total Tournament Points scores.

The winner of the tournament is the player who ranked first, that is, the one with the highest Tournament Points score.

If two or more players are tied for the same position, they are ranked according to their accumulated Objective Points.

If both their Tournament Points and Objective Points scores are equal, players are ranked according to their accumulated Victory Points. If this fails to break the tie, players are ranked according to the sum total of the Objective Points accumulated from all their opponents in the tournament.

PAIRINGS

Pairings for the first Tournament Round are assigned at random.

From the second Tournament Round on, a Swiss system is used. Players are ranked according to their Tournament Points scores, and ties are broken by comparing accumulated Objective Points scores. If the tie persists, compare the players' accumulated Victory Points and, if this fails to break the tie, the total Objective Points from all their previous opponents in the tournament. Once all players are ranked, opponents are assigned in descending order of ranking (first against second, third against fourth, etc.).

ODD NUMBER OF PLAYERS (BYES)

If the number of players in the tournament is not even, each Tournament Round one of the players will have to wait for the next Tournament Round to play; that player is said to be "given a bye". A player that takes a bye is awarded a Victory (worth 2 Tournament Points), 0 Objective Points and 0 Victory Points for that Round.

The Organizer must make sure that a single player is never given more than one bye during a tournament.

For the first Tournament Round, the player given a bye is determined at random. In subsequent Tournament Rounds, the
player with the lowest ranking takes a bye, unless that player had already taken a bye in one of the previous Tournament Rounds. In that case, the player with the next lowest ranking who had not previously taken a bye is given the bye.

When players take a bye, they must make a note of it in their Tournament Control Sheet:

1. Add up all Objective Points the player earned during the tournament.
2. Multiply the result by the number of Tournament Rounds of the tournament.
3. Divide the result by the number of Tournament Rounds played (one less than the total Tournament Rounds of the tournament) and then round up.

The end result is their final Objective Points score. In the event of a tie, repeat the process with the player’s Victory Points.

**ARMY LISTS**

Each player submits two Army Lists, both of one single Generic or Sectorial Army.

Lists must observe all rules for army building set forth in the Infinity rulebooks.

Each player must bring two printed copies of each of their Complete Army Lists – the lists that contain all of the army’s information, Open and Private – and give one to the Organizer before the first Tournament Round begins. Additionally, every player must carry a printed copy of each Courtesy Army List. This version contains only the list’s Open Information so it can be shown to the adversaries upon request.

The Tournament Organizer can require players turn in their Army Lists in advance to check their validity.

The only officially sanctioned Army List management tool for ITS play is Infinity Army, available for free on the Infinity website.

**CHOOSING AN ARMY LIST TO USE**

Players choose which of their Army Lists to use in a Tournament Round at the beginning of that Round, after they have been informed of who their opponent is, what their Classified Objectives are, what faction they face, and which table they will be using.

**TOURNAMENT TIERS**

Tournament Tiers determine the amount of Army Points players can use to build their armies.

- Top-Tier: 400 Army Points and 8 SWC.
- Mid-Tier: 300 Army Points and 6 SWC.
- Low-Tier: 200 Army Points and 4 SWC.

The Organizer must make the Tournament Tier known when the event is first announced so players can take that into account when building their Army Lists.

**TYPE OF OPERATION**

A tournament’s Type of Operation outlines the operational focus of its Tournament Scenarios. All ITS Scenarios fall into one or more of these three Types of Operation:

- Direct Action Operations, missions with a predominantly offensive focus where high-intensity combat is to be expected.
- Special Operations, commando-style missions where success hinges on the use of specialized assets to achieve particular operational goals.
- Joint Operations, a category of missions that combine the features of both Direct Action and Special Operations. Their operational complexity warrants the use of multi-purpose units capable of handling themselves in any situation.

<table>
<thead>
<tr>
<th>Nº</th>
<th>SCENARIO</th>
<th>DIRECT ACTION OPERATIONS</th>
<th>SPECIAL OPERATIONS</th>
<th>JOINT OPERATIONS</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Annihilation</td>
<td>X</td>
<td></td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>Biotechvore</td>
<td>X</td>
<td></td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>Quadrant Control</td>
<td>X</td>
<td></td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>Decapitation</td>
<td>X</td>
<td></td>
<td></td>
</tr>
<tr>
<td>5</td>
<td>The Armory</td>
<td>X</td>
<td></td>
<td></td>
</tr>
<tr>
<td>6</td>
<td>Frontline</td>
<td>X</td>
<td>X</td>
<td></td>
</tr>
<tr>
<td>7</td>
<td>TOP SECRET</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>8</td>
<td>Supremacy</td>
<td>X</td>
<td>X</td>
<td></td>
</tr>
<tr>
<td>9</td>
<td>Safe Area</td>
<td>X</td>
<td>X</td>
<td></td>
</tr>
<tr>
<td>10</td>
<td>Transmission Matrix</td>
<td>X</td>
<td>X</td>
<td></td>
</tr>
<tr>
<td>11</td>
<td>Beaconland</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>12</td>
<td>Seize the Antennas</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>13</td>
<td>Coffin Raiders</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>14</td>
<td>Cold Sleep</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>15</td>
<td>Emergency Transmission</td>
<td>X</td>
<td></td>
<td></td>
</tr>
<tr>
<td>16</td>
<td>Nimbus Zone</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>17</td>
<td>TOP SECRET</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>18</td>
<td>TOP SECRET</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>19</td>
<td>TOP SECRET</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
The Organizer must make the Type of Operation known when the event is first announced so players can take that into account when building their Army Lists.

**SCENARIOS**

The Organizer must choose an Official ITS Scenario for each Tournament Round, and all chosen Scenarios must share the same Type of Operation as the tournament. The same Scenario cannot be played twice during a tournament. The Organizer must make the chosen Scenarios known when the tournament is first announced so that players can take them into account when building their Army Lists.

**EXTRAS**

The Organizer may choose to use one or more of the following modifiers of the tournament format. In that case, the Organizer must specify which Extras will be used when the event is first announced.

**CAMPAIGN**

This Extra allows players to use the Objective Points they earned to improve their Spec-Ops or unlock Military Specialties, as per the Infinity Campaign System (ICS) rules set forth in the Infinity. Campaign: Paradiso rulebook.

When this Extra is implemented, players don’t need to submit two Army Lists when they sign up for the tournament. If a player submits two Army Lists, they must both be of the same Generic or Sectorial Army.

Players can modify their Army Lists at the beginning of each Tournament Round, after they have been informed of who their opponent is, what faction they face, and what table they will be using.

This Extra is not compatible with the Showdowns or the Spec-Ops Extras.

**SHOWDOWNS**

Tournaments implementing this Extra will have a single Tournament Round, regardless of the number of players. Additionally, the minimum number of participants for Tournaments with this Extra is 2.

This Extra is not compatible with the Campaign Extra.
ITS SCENARIOS

The tactical flexibility of the game mechanics of Infinity allows for the games to be much more than simply setting out to exterminate the enemy. In the ITS (Infinity Tournament System), the organized game system of Infinity, games are laid out with a set number of objectives to meet (e.g. take control of a building), or specific game conditions (e.g. Special Terrain Areas). These kinds of games are referred to as missions or scenarios, and they recreate tactical situations as well as operations from the military sphere and espionage circles of the highest levels. Granted, a mission or a scenario means a higher level of difficulty, requiring greater planning of the Army List as well as a more polished set of tactical and gaming abilities on the part of the player. However, they also mean a greater level of fun and entertainment than the regular extermination game.
ANNIHILATION (LOW TIER)

Table Configuration: A.
Special Rules: Killing, No Quarter.

MISSION OBJECTIVES

MAIN OBJECTIVES

» To Kill between 50 and 100 enemy Army Points (1 Objective Point).

» To Kill between 101 and 150 enemy Army Points (3 Objective Points).

» To Kill more than 150 enemy Army Points (4 Objective Points).

» If you have between 50 and 100 surviving Army Points (1 Objective Point).

» If you have between 101 and 150 surviving Army Points (3 Objective Points).

» If you have more than 150 surviving Army Points (4 Objective Points).

CLASSIFIED

Each player has 1 Classified Objective (2 Objective Points).

DEPLOYMENT

Both players will deploy on opposite sides of the game table, in a standard Deployment Zone 12 inches deep.

SCENARIO SPECIAL RULES

KILLING

A trooper is considered Killed when he enters Dead state, or is in a Null state at the end of the game.

Troopers that have not been deployed on the game table at the end of the game will be considered to be Killed by the adversary.

NO QUARTER

In this scenario, Retreat! rules are not applied.

END OF THE MISSION

This scenario has a limited time frame, so it will automatically finish at the end of the third Game Round.

ANNIHILATION (MID TIER)

Table Configuration: A.
Special Rules: Killing, No Quarter.

MISSION OBJECTIVES

MAIN OBJECTIVES

» To Kill between 75 and 150 enemy Army Points (1 Objective Point).

» To Kill between 151 and 250 enemy Army Points (3 Objective Points).

» To Kill more than 250 enemy Army Points (4 Objective Points).

» If you have between 75 and 150 surviving Army Points (1 Objective Point).

» If you have between 151 and 250 surviving Army Points (3 Objective Points).

» If you have more than 250 surviving Army Points (4 Objective Points).

CLASSIFIED

Each player has 1 Classified Objective (2 Objective Points).

DEPLOYMENT

Both players will deploy on opposite sides of the game table, in a standard Deployment Zone 12 inches deep.

SCENARIO SPECIAL RULES

KILLING

A trooper is considered Killed when he enters Dead state, or is in a Null state at the end of the game.

Troopers that have not been deployed on the game table at the end of the game will be considered to be Killed by the adversary.

NO QUARTER

In this scenario, Retreat! rules are not applied.

END OF THE MISSION

This scenario has a limited time frame, so it will automatically finish at the end of the third Game Round.
ANNIHILATION (TOP TIER)

Table Configuration: A.
Special Rules: Killing, No Quarter.

MISSION OBJECTIVES

MAIN OBJECTIVES

- To Kill between 100 and 200 enemy Army Points (1 Objective Point).
- To Kill between 201 and 300 enemy Army Points (3 Objective Points).
- To Kill more than 300 enemy Army Points (4 Objective Points).
- If you have between 100 and 200 surviving Army Points (1 Objective Point).
- If you have between 201 and 300 surviving Army Points (3 Objective Points).
- If you have more than 300 surviving Army Points (4 Objective Points).

CLASSIFIED

Each player has 1 Classified Objective (2 Objective Points).

DEPLOYMENT

Both players will deploy on opposite sides of the game table, in a standard Deployment Zone 12 inches deep.

SCENARIO SPECIAL RULES

KILLING

A trooper is considered Killed when he enters Dead state, or is in a Null state at the end of the game.

Troopers that have not been deployed on the game table at the end of the game will be considered to be Killed by the adversary.

NO QUARTER

In this scenario, Retreat! rules are not applied

END OF THE MISSION

This scenario has a limited time frame, so it will automatically finish at the end of the third Game Round.

BIOTECHVORE (LOW TIER)

Table Configuration: A.
Special Rules: Confused Deployment, Biotechvore Area, Killing, No Quarter.

MISSION OBJECTIVES

MAIN OBJECTIVES

- To accomplish more Classified Objectives than the adversary (1 Objective Point).
- To kill more enemy Army Points than the adversary (3 Objective Points).
- If you have between 75 and 150 surviving Army Points (2 Objective Point).
- If you have between 151 and 250 surviving Army Points (3 Objective Points).
- If you have more than 250 surviving Army Points (4 Objective Points).

CLASSIFIED

- Each player has 2 Classified Objectives (1 Objective Point for each one).

DEPLOYMENT

Both players will deploy on opposite sides of the game table, in a Deployment Zone 8 inches deep.

CONFUSED DEPLOYMENT

Any trooper using a Deployment Skill to deploy outside their Deployment Zone must make a PH-3 Roll. If the player fails the roll, the trooper will be deployed anywhere his Deployment Zone. Special Skills, pieces of Equipment, or rules that apply any PH or WIP Roll to deploy must replace it with this roll. Any MOD applied to the Deployment by a Special Skill, piece of Equipment, or rule will be added to this roll.
SCENARIO SPECIAL RULES

BIOTECHVORE AREA

There is a 16 inches deep area infested by a Biotechvore plague in each half of the table, including the Deployment Zone.

At the end of each Active Player Turn, all troopers belonging to the Active Player that are inside a Biotechvore Area must make a BTS Roll against Damage 14.

The Biotechvore Plague is more aggressive against artificial beings. Troopers with the STR Attribute must make two BTS Roll instead one.

At the end of the third Game Round any trooper inside a Biotechvore Area will be considered automatically Killed.

KILLING

A trooper is considered Killed when he enters Dead state, or is in a Null state at the end of the game.

Troopers that have not been deployed on the game table at the end of the game will be considered to be Killed by the adversary.

NO QUARTER

In this scenario, Retreat! rules are not applied.

END OF THE MISSION

This scenario has a limited time frame, so it will automatically finish at the end of the third Game Round.
BIOTECHVORE (MID TIER)

Table Configuration: A.
Special Rules: Confused Deployment, Biotechvore Area, Killing, No Quarter.

MISSION OBJECTIVES

MAIN OBJECTIVES

» To accomplish more Classified Objectives than the adversary (1 Objective Point).

» To kill more enemy Army Points than the adversary (3 Objective Points).

» If you have between 75 and 150 surviving Army Points (2 Objective Points).

» If you have between 151 and 250 surviving Army Points (3 Objective Points).

» If you have more than 250 surviving Army Points (4 Objective Points).

CLASSIFIED

» Each player has 2 Classified Objectives (1 Objective Point for each one).

DEPLOYMENT

Both players will deploy on opposite sides of the game table, in a Deployment Zone 8 inches deep.

CONFUSED DEPLOYMENT

Any trooper using a Deployment Skill to deploy outside their Deployment Zone must make a PH-3 Roll. If the player fails the roll, the trooper will be deployed anywhere his Deployment Zone. Special Skills, pieces of Equipment, or rules that apply any PH or WIP Roll to deploy must replace it with this roll. Any MOD applied to the Deployment by a Special Skill, piece of Equipment, or rule will be added to this roll.

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KILLING

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Troopers that have not been deployed on the game table at the end of the game will be considered to be Killed by the adversary.

NO QUARTER

In this scenario, Retreat! rules are not applied.

END OF THE MISSION

This scenario has a limited time frame, so it will automatically finish at the end of the third Game Round.
BIOTECHVORE (TOP TIER)

Table Configuration: A.
Special Rules: Confused Deployment, Biotechvore Area, Killing, No Quarter.

MISSION OBJECTIVES

MAIN OBJECTIVES

» To accomplish more Classified Objectives than the adversary (1 Objective Point).

» To kill more enemy Army Points than the adversary (3 Objective Points).

» If you have between 100 and 200 surviving Army Points (2 Objective Point).

» If you have between 201 and 300 surviving Army Points (3 Objective Points).

» If you have more than 300 surviving Army Points (4 Objective Points).

CLASSIFIED

» Each player has 2 Classified Objectives (1 Objective Point for each one).

DEPLOYMENT

Both players will deploy on opposite sides of the game table, in a Deployment Zone 8 inches deep.

CONFUSED DEPLOYMENT

Any trooper using a Deployment Skill to deploy outside their Deployment Zone must make a PH-3 Roll. If the player fails the roll, the trooper will be deployed anywhere his Deployment Zone. Special Skills, pieces of Equipment, or rules that apply any PH or WIP Roll to deploy must replace it with this roll. Any MOD applied to the Deployment by a Special Skill, piece of Equipment, or rule will be added to this roll.

SCENARIO SPECIAL RULES

BIOTECHVORE AREA

There is a 16 inches deep area infested by a Biotechvore plague in each half of the table, including the Deployment Zone.

At the end of each Active Player Turn, all troopers belonging to the Active Player that are inside a Biotechvore Area must make a BTS Roll against Damage 14.

The Biotechvore Plague is more aggressive against artificial beings. Troopers with the STR Attribute must make two BTS Roll instead one.

At the end of the third Game Round any trooper inside a Biotechvore Area will be considered automatically killed.

KILLING

A trooper is considered Killed when he enters Dead state, or is in a Null state at the end of the game.

Troopers that have not been deployed on the game table at the end of the game will be considered to be Killed by the adversary.

NO QUARTER

In this scenario, Retreat! rules are not applied.

END OF THE MISSION

This scenario has a limited time frame, so it will automatically finish at the end of the third Game Round.
QUADRANT CONTROL

Table Configuration: A.

Special Rules: Quadrants (ZO), Dominate ZO, INTELCOM Card (Support and Control).

MISSION OBJECTIVES

MAIN OBJECTIVES

» Dominate the same number of Quadrants as the adversary at the end of each Game Round (1 Objective Point, but only if at least 1 Quadrant is Dominated by the player).

» Dominate more Quadrants than the adversary at the end of each Game Round (3 Objective Points).

CLASSIFIED

Each player has 1 Classified Objective (1 Objective Point).

DEPLOYMENT

Both players will deploy on opposite sides of the game table, in a standard Deployment Zone 12 inches deep.

SCENARIO SPECIAL RULES

QUADRANTS (ZO)

At the end of each Game Round, but not before, the table is divided into four areas as seen on the map. Each player then checks how many Quadrants he is dominating and counts their Objective Points.

In this scenario each Quadrant is considered a Zone of Operations (ZO).

DOMINATE ZO

A Zone of Operations (ZO) is considered Dominated by a player if he has more Army Points than the adversary inside the area. Only troops represented by miniatures or Markers (Camouflage, Spawn-Embryo, Seed-Embryo...) count, as well as AI Beacons, Proxies and G: Servant Troops. Troops in a Null state do not count. Markers representing weapons or pieces of equipment (like Mines or Deployable Repeaters), fake Holoechoes, and any Marker that does not represent a trooper does not count either.

A trooper is inside a Zone of Operations when more than half the trooper’s base is inside that ZO.

SHASVASTII

Troops possessing the Shasvastii Special Skill that are inside a Zone of Operations count while they are in the Spawn-Embryo state or any non-Null state.

BAGGAGE

Troops possessing the Baggage piece of Equipment that are inside a Zone of Operations and any non-Null state also count, providing the extra Army Points this piece of Equipment grants.

INTELCOM CARD (SUPPORT AND CONTROL)

Before the beginning of the game, but after choosing the Classified Objective, each player must decide if that card will be his Classified Objective or his INTELCOM Card, announcing his decision to his adversary. The content of the card, whether the mission or the card numeric value, is considered Private Information, no matter which use the player has chosen for it.

At the end of the game, only at the end of the third Game Round when the players count up their points, and following the order established by the Initiative, the player can use his INTELCOM Card applying the Support and Control Mode.

Support and Control Mode: the player can add the value of the Support and Control Card to the total Army Points he has in the Zone of Operations (ZO) of his choosing, but only if he has at least one trooper in a non-Null state inside that ZO.

END OF THE MISSION

This scenario has a limited time frame, so it will automatically finish at the end of the third Game Round. Table Configuration: A.

Special Rules: Quadrants (ZO), Dominate ZO, INTELCOM Card (Support and Control).
Table Configuration: A.
Special Rules: Reinforced Tactical Link, Killing.

MISSION OBJECTIVES

MAIN OBJECTIVES

» To kill the same amount of Army Points as the adversary (2 Objective Points).

» To kill more Army Points than the adversary (3 Objective Points).

» To kill the same amount of Lieutenants as the adversary (2 Objective Points).

» To kill more Lieutenants than the adversary (3 Objective Points).

CLASSIFIED

Each player has 2 Classified Objectives (2 Objective Points for each one).

DEPLOYMENT

Both players deploy on opposite sides of the game table, in a Deployment Zone 16 inches deep.

SCENARIO SPECIAL RULES

REINFORCED TACTICAL LINK

In this scenario the rule Loss of Lieutenant does not apply.

In this mission, the identity of the Lieutenant is always Public Information.

If the player lacks a Lieutenant during the Tactical Phase of the Active Turn because this trooper was not deployed or because it is in an Isolated or a Null state (Unconscious, Dead, Sepsitorized…), then the player must name a new Lieutenant, without Order expenditure. The identity of this new Lieutenant is also Public Information.

KILLING

A trooper is considered Killed when he enters Dead state, or is in a Null state at the end of the game.

Troopers that have not been deployed on the game table at the end of the game will be considered to be Killed by the adversary.

NO QUARTER

In this scenario, Retreat! rules are not applied.

END OF THE MISSION

This scenario has a limited time frame, so it will automatically finish at the end of the third Game Round.
**THE ARMORY**

Table Configuration: F.

**Special Rules:** Exclusion Zone, The Armory (ZO), Dominate ZO, Panoplies, Specialist Troops, INTELCOM Card (Support and Control).

**MISSION OBJECTIVES**

**MAIN OBJECTIVES**

- Dominate the Armory at the end of the Game Round (1 Objective Point).
- Dominate the Armory at the end of the game (4 Objective Points).
- Acquire more weapons or items from the Panoplies than the adversary at the end of the game (2 Objective Points).

**CLASSIFIED**

Each player has 1 Classified Objective (1 Objective Point).

**DEPLOYMENT**

Both players will deploy on opposite sides of the game table, in a standard Deployment Zone 12 inches deep.

Exclusion Zone. Troopers may not use Airborne Deployment, Forward Deployment, Mechanized Deployment, and Infiltration Special Skills or the deployment rule of the Impersonation Special Skill to deploy inside of an 8 inch area on either side of the central line of the game table. The Exclusion Zone is not applied to troopers that suffer Dispersion.

**SCENARIO SPECIAL RULES**

**THE ARMORY (ZO)**

In this scenario The Armory is considered a Zone of Operations (ZO).

Placed in the center of the table, it covers an area of 8 by 8 inches. To represent the Armory, we recommend using the Objective Room by Micro Art Studio, the Command Bunker by Warsenal, the Operations Room by Plastcraft, or the Panic Room by Customeeple.

In game terms it is considered to have walls of infinite height that completely block Line of Fire. It has four Gates, one in the middle of each wall (See map below). The Gates of the Armory are closed at the start of the game. The Armory Gates must be represented by a Narrow Gate Marker or a scenery piece with the same size. The Armory Gates have a Narrow Gate Width.

The Scenery Structure rules are allowed in this scenario.

**OPEN THE ARMORY GATES (SHORT SKILL)**

**LABELS**

Attack.

**REQUIREMENTS**

- Only Specialist Troops can declare this Skill.
- The Specialist Troop must be in base contact with a Gate.

**EFFECTS**

Allows the Specialist Troop to make a WIP Roll to Open the Gates. A success opens all Gates to the Objective Room. If the roll is failed, this can be repeated as many times as necessary, each time spending the corresponding Short Skill and making the roll.

**DOMINATE ZO**

A Zone of Operations (ZO) is considered Dominated by a player if he has more Army Points than the adversary inside the area. Only troops represented by miniatures or Markers (Camouflage, Spawn-Embry, Seed-Embry...), count, as well as AI Beacons, Proxies and G: Servant Remotes. Troops in Null state do not count. Markers representing weapons or pieces of equipment (like Mines or Deployable Repeaters), fake Holoechoes, and any Marker that does not represent a trooper does not count either.

A trooper is inside a Zone of Operations when more than half the trooper’s base is inside that ZO.

**SHASVASTII**

Troops possessing the Shasvastii Special Skill that are inside a Zone of Operations count while they are in the Spawn-Embryo state or any non-Null state.

**BAGGAGE**

Troops possessing the Baggage piece of Equipment that are inside a Zone of Operations and any non-Null state also count, providing the extra Army Points this piece of Equipment grants.

**PANOPLIES**

There are 2 Panoplies, placed inside the Armory on different corners (see map below).

Each Panoply must be represented by an Objective Marker or by a scenery piece of the same diameter.

Players cannot declare any Attack against the Panoplies, except Use Panoply, prior to the second Game Round.
USE THE PANOPLIES (SHORT SKILL)

LABELS

Attack.

REQUIREMENTS

The trooper must be in base contact with a Panoply.

EFFECTS

» Allows the trooper to use the Logistics Trait of a Panoply:

1.1. By succeeding at a WIP Roll, a trooper can make a Roll on any of the Booty Charts to obtain one weapon or piece of equipment. Once a success has been rolled, that trooper cannot use the Logistics Trait of this piece of scenery again.

1.2. Troopers possessing the Booty or the Scavenger Special Skill, or any other Skill which specifies so, don’t need to make the WIP Roll and may automatically make a Roll on any of the Booty Charts.

1.3. A trooper in base contact with this piece of scenery may spend one Short Skill of an Order to cancel his Unloaded state.

» By succeeding at a WIP Roll, the Specialist Troops can roll twice on any of the Booty Charts but they can only choose one of the results.

SPECIALIST TROOPS

For the purposes of this scenario, only Hackers, Doctors, Engineers, Forward Observers, Paramedics and troops possessing the Chain of Command Special Skill are considered Specialist Troops.

Hackers, Doctors and Engineers cannot make use of Repeaters or G: Servant models to perform tasks reserved for Specialist Troops.

A Specialist Troop with a Disabled Marker can still accomplish the Objectives of this scenario.

INTELCOM CARD (SUPPORT AND CONTROL)

Before the beginning of the game, but after choosing the Classified Objective, each player must decide if that card will be his Classified Objective or his INTELCOM Card, announcing his decision to his adversary. The content of the card, whether the mission or the card numeric value, is considered Private Information, no matter which use the player has chosen for it.

At the end of the game, when the players count up their points, and following the order established by the Initiative, the player can use his INTELCOM Card applying the Support and Control Mode.

Support and Control Mode: the player can add the value of the Support and Control Card to the total Army Points he has in the Zone of Operations (ZO) of his choosing, but only if he has at least one trooper in a non-Null state inside that ZO.

END OF THE MISSION

This scenario has a limited time frame, so it will automatically finish at the end of the third Game Round.

If one of the players starts his Active Turn in a Retreat! situation, the game will end at the end of that Turn.

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<td>2</td>
<td>Narrow Gate</td>
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DEPLOYMENT ZONE A

DEPLOYMENT ZONE B

CAPTION
Panoply
FRONTLINE

Table Configuration: A.

Special Rules: Sectors (ZO), Dominate ZO, INTELCOM Card (Support and Control).

MISSION OBJECTIVES

MAIN OBJECTIVES

» To dominate the nearest Sector to your Deployment Zone (1 Objective Point).

» To dominate the central Sector (3 Objective Points).

» To dominate the farthest Sector from your Deployment Zone (5 Objective Points).

CLASSIFIED

Each player has 1 Classified Objectives (1 Objective Point).

DEPLOYMENT

Both players will deploy on opposite sides of the game table, in a standard Deployment Zone 12 inches deep.

SCENARIO SPECIAL RULES

SECTORS (ZO)

When the game is finished, but not before, 3 Sectors are marked out. These Sectors are 8 inches deep and as wide as the game table. Two of these Sectors are placed 4 inches from the central line of the game table, one on each side, and the third Sector is a strip 8 inches deep in the central area of the table.

In this scenario each Sector is considered a Zone of Operations (ZO).

DOMINATE ZO

A Zone of Operations (ZO) is considered Dominated by a player if he has more Army Points than the adversary inside the area. Only troops represented by miniatures or Markers (Camouflage, Spawn-Embryo, Seed-Embryo...) count, as well as AI Beacons, Proxies and G: Servant Troops. Troops in a Null state do not count. Markers representing weapons or pieces of equipment (like Mines or Deployable Repeaters), fake Holoechoes, and any Marker that does not represent a trooper does not count either.

A trooper is inside a Zone of Operations when more than half the trooper's base is inside that ZO.

SHASVASTII

Troops possessing the Shasvastii Special Skill that are inside a Zone of Operations count while they are in the Spawn-Embryo state or any non-Null state.

BAGGAGE

Troops possessing the Baggage piece of Equipment that are inside a Zone of Operations and any non-Null state also count, providing the extra Army Points this piece of Equipment grants.

INTELCOM CARD (SUPPORT AND CONTROL)

Before the beginning of the game, after have chosen the Classified Objective, the player must choose if that card will be his Classified Objective or his INTELCOM Card, announcing his decision to his adversary. The content of the card, whether the mission or the card numeric value is considered Private Information, no matter which use the player have chosen for it.

At the end of the game, when the players count up their points, and following the order established by the Initiative, the player can use his INTELCOM Card applying the Support and Control Mode.

Support and Control Mode: the player can add the value of the Support and Control Card to the total of Army Points he possesses in the Zone of Operations (ZO) he prefers, but only if he has at least one trooper in a state not considered Null inside that ZO.

END OF THE MISSION

This scenario has a limited time frame, so it will automatically finish at the end of the third Game Round.
DEPLOYMENT ZONE A

DEPLOYMENT ZONE B
SUPREMACY

Table Configuration: I.

Special Rules: Quadrants (ZO), Dominate ZO, Consoles, Hacking the Consoles, Specialist Troops, Hacker Bonus, INTELCOM Card (Interference).

MISSION OBJECTIVES

MAIN OBJECTIVES

» Dominate the same number of Quadrants as the adversary at the end of the Game Round (1 Objective Point, but only if at least 1 Quadrant is Dominated by the player).

» Dominate more Quadrants than the adversary at the end of the Game Round (2 Objective Points).

» Hack a Console (1 Objective Point).

CLASSIFIED

Each player has 1 Classified Objective (1 Objective Point only if the player has less than 10 Objective Points).

DEPLOYMENT

Both players will deploy on opposite sides of the game table, in a standard Deployment Zone 12 inches deep.

SCENARIO SPECIAL RULES

QUADRANTS (ZO)

At the end of each Game Round, but not before, the table is divided into four areas as seen on the map. Each player then checks how many Quadrants he is dominating and counts his Objective Points.

In this scenario each Quadrant is considered a Zone of Operations (ZO).

DOMINATE ZO

A Zone of Operations (ZO) is considered Dominated by a player if he has more Army Points than the adversary inside the area. Only troops represented by miniatures or Markers (Camouflage, Spawn-Embryo, Seed-Embryo...) count, as well as AI Beacons, Proxies and G: Servant Troops. Troops in a Null state do not count. Markers representing weapons or pieces of equipment (like Mines or Deployable Repeaters), fake Holoechoes, and any Marker that does not represent a trooper does not count either.

A trooper is inside a Zone of Operations when more than half the trooper’s base is inside that ZO.

SHASVASTII

Troops possessing the Shasvastii Special Skill that are inside a Zone of Operations count while they are in the Spawn-Embryo state or any non-Null state.

BAGGAGE

Troops possessing the Baggage piece of Equipment that are inside a Zone of Operations and any non-Null state also count, providing the extra Army Points this piece of Equipment grants.

CONSOLES

There are 4 Consoles, placed on the center of each Quadrant, 12 inches from the edge of the table (See map below). Each Console must be represented by a Console A Marker or by a scenery piece of the same diameter (such as the Human Consoles by Micro Art Studio, the Tech Consoles by Warsenal or the Comlink Console by Customeeple).

In this scenario, the Consoles have a Scenery Item Profile, so they can be targeted, applying the Scenery Structures rules, but not before the second Game Round.

HACK CONSOLES (SHORT SKILL)

LABELS

Attack.

REQUIREMENTS

» Only Specialist Troops can declare this Skill.

» The Specialist Troop must be in base contact with an Console.

EFFECTS

» Allows the Specialist Troop to make a Normal WIP Roll to Hack the Console.

» If the roll is failed, this can be repeated as many times as necessary, each time spending the corresponding Short Skill and making the roll.

» A Hacked Console can be Hacked again by the other player, applying the same procedure.

» Player A and Player B Markers can be used to mark the Connected Antennas. It is recommended each player uses a different kind of Marker.
CONSOLES HACKED BY BOTH PLAYERS

At the end of the game, players will make a Face to Face WIP Roll for each Console that has been hacked by both players. Each player can Roll the WIP of every Specialist Trooper which survived the scenario. This can result in a Face to face Roll with several participants. The winner of the Face to Face Roll will get the Objective Point provided by that Console. In case of a tie, the Face to Face Roll will be re-rolled. If only one of the players has surviving Specialist Troops, that player will automatically get the Objective Point directly. If neither player has any Specialist Troopers, the Objective Point is lost.

SPECIALIST TROOPS

For the purposes of this scenario, only Hackers, Doctors, Engineers, Forward Observers, Paramedics and troops possessing the Chain of Command Special Skill are considered Specialist Troops.

Hackers, Doctors and Engineers cannot make use of Repeaters or G: Servants to perform tasks reserved for Specialist Troops.

A Specialist Trooper with a Disabled Marker can still accomplish the Objectives of this scenario.

REMEMBER:

Troops possessing the Specialist Operative Special Skill can accomplish the different tasks the Specialist Troops perform in this mission.

Hacker Bonus

Troops possessing the Hacker Special Skill have a MOD of +3 to the WIP Rolls necessary to Hack a Console.

INTELCOM CARD (INTERFERENCE)

Before the beginning of the game, but after choosing the Classified Objective, each player must decide if that card will be his Classified Objective or his INTELCOM Card, announcing his decision to his adversary. The content of the card, whether the mission or the card numeric value, is considered private information, no matter which use the player has chosen for it.

At the end of the game, when the players count up their points, and following the order established by the Initiative, the player can use his INTELCOM Card applying the Interference Mode to nullify the Special Rule Specialist Troop or the Special Skill Specialist Operative at his choice.

END OF THE MISSION

This scenario has a limited time frame, so it will automatically finish at the end of the third Game Round.

If one of the players starts his Active Turn in a Retreat! situation, the game will end at the end of that Turn.

<table>
<thead>
<tr>
<th>TYPE OF ELEMENT</th>
<th>NAME</th>
<th>ARM</th>
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DEPLOYMENT ZONE A

QUADRANT 1

QUADRANT 2

QUADRANT 3

QUADRANT 4

DEPLOYMENT ZONE B

CAPTION

Console
Table Configuration: I.

Special Rules: Sections (ZO), Dominate ZO, Consoles, Control Consoles, Specialist Troops, INTELCOM Card (Support and Control/Interference).

**MAIN OBJECTIVES**

- **Dominate the same number** of Sections as the adversary at the end of the game (3 Objective Points, but only if at least 1 Quadrant is Dominated by the player).

- **Dominate more Sections** than the adversary at the end of each the game (5 Objective Points).

- **Control a Console** at the end of the game (1 Objective Point for each Controlled Console).

**CLASSIFIED**

Each player has **1 Classified Objective** (1 Objective Point).

**DEPLOYMENT**

Both players will deploy on opposite sides of the game table, in a standard Deployment Zone 12 inches deep.

**SCENARIO SPECIAL RULES**

**SECTIONS**

At the end of the game, the table is divided in four 24x12 inches Sections as seen on the map. Then, each player checks how many Sections he is dominating and Objective Points are counted.

In this scenario each Quadrant is considered a Zone of Operations (ZO).

**DOMINATE ZO**

A Zone of Operations (ZO) is considered Dominated by a player if he has more Army Points than the adversary inside the area. Only troops represented by miniatures or Markers (Camouflage, Spawn-Embryo, Seed-Embryo...) count, as well as AI Beacons, Proxies and G: Servant Troops. Troops in a Null state do not count. Markers representing weapons or pieces of equipment (like Mines or Deployable Repeaters), fake Holoechoes, and any Marker that does not represent a trooper does not count either.

A trooper is inside a Zone of Operations when more than half the trooper’s base is inside that ZO.

**SAFE AREA**

**SHASVASTII**

Troops possessing the Shasvastii Special Skill that are inside a Zone of Operations count while they are in the Spawn-Embryo state or any non-Null state.

**BAGGAGE**

Troops possessing the Baggage piece of Equipment that are inside a Zone of Operations and any non-Null state also count, providing the extra Army Points this piece of Equipment grants.

**CONSOLES**

There are 4 Consoles, placed in the center of each Quadrant, each of them 12 inches from the edge of the table (See map below). The Consoles must be represented by a Console A Marker (CONSOLE A) or by a scenery piece of the same diameter (such as the Human Consoles by Micro Art Studio, the Tech Consoles and the Communications Array by Warsenal or the Comlink Console by Customeep). The Consoles are considered to be Controlled by a player as long as that player is the only one with at least one Specialist Troop (as a model, not a Marker) in base contact with it. Non-specialist troops cannot Control the Console, but can prevent the enemy from Controlling it by being in base contact with it. Troopers in a Null state (Unconscious, Dead, Sepsitorized...) cannot do either.

**SPECIALIST TROOPS**

For the purposes of this scenario, only Hackers, Doctors, Engineers, Forward Observers, Paramedics and troops possessing the Chain of Command Special Skill are considered Specialist Troops.

Hackers, Doctors and Engineers cannot make use of Repeaters or G: Servant models to perform tasks reserved to Specialist Troops.

**REMEMBER**

Troops with the Specialist Operative Special Skill can accomplish the different functions Specialist Troops have in this scenario.

A Specialist Trooper with a Disabled Marker can still accomplish the Objectives of this scenario.

**INTELCOM CARD (SUPPORT AND CONTROL / INTERFERENCE)**

Before the beginning of the game, but after choosing the Classified Objective, each player must decide if that card will be his Classified Objective or his INTELCOM Card, announcing his decision to his adversary. The content of the card, whether the mission or the card numeric value, is considered private information, no matter which use the player has chosen for it.
At the end of the game, when the players count up their points, and following the order established by the Initiative, the player can use his INTELCOM Card applying the Support and Control Mode or Interference Mode, at his choice:

» SUPPORT AND CONTROL MODE: At the end of the game, when the players count up their points, the player can add the value of the INTELCOM Card to the total Army Points he has in the Zone of Operations (ZO) of his choosing, but only if he has at least one trooper in a non-Null state inside that ZO.

» INTERFERENCE MODE: At the end of the game, when the players count up their points, the player can use his INTELCOM Card applying the Interference Mode, to nullify the Special Rule Specialist Troop or the Special Skill Specialist Operative at his choice.

END OF THE MISSION

This scenario has a limited time frame, so it will automatically finish at the end of the third Game Round.

If one of the players starts his active turn in a Retreat! state, the game will end at the end of that Turn.
TRANSMISSION MATRIX

Table Configuration: J.

Special Rules: Transmission Areas (ZO), Dominate ZO.

MISSION OBJECTIVES

MAIN OBJECTIVES

» Dominate the same number of Transmission Areas as the adversary at the end of each Game Round (1 Objective Point, but only if at least 1 Transmission Area is Dominated by the player).

» Dominate more Transmission Areas than the adversary at the end of each Game Round (2 Objective Points).

CLASSIFIED

Each player has 2 Classified Objectives (2 Objective Points each).

DEPLOYMENT

Both players will deploy on opposite sides of the game table, in a standard Deployment Zone 12 inches deep.

SCENARIO SPECIAL RULES

TRANSMISSION AREAS (ZO)

There are 5 Transmission Areas of 4 inches radius. One is place at center of the game table. There are two Transmission Areas placed on each side of the game table, 12 inches from the edges and 12 inches from the central line of the game table.

The center of each Transmission Area must be represented by a Transmission Antenna Marker (TRANS. ANTENNA) or by a scenery piece of the same diameter (such as the Communications Array by Warsenal or the Sat Station Antenna by Customeeple).

In this scenario each Transmission Area is considered a Zone of Operations (ZO).

The Transmission Antennas are Repeaters for the Hackers of both players. The Transmission Antennas don’t apply the Firewall MODs.

DOMINATE ZO

A trooper is inside a Zone of Operations when more than half the trooper’s base is inside that ZO.

SHASVASTII

Troops possessing the Shasvastii Special Skill that are inside a Zone of Operations count while they are in the Spawn-Embryo state or any non-Null state.

BAGGAGE

Troops possessing the Baggage piece of Equipment that are inside a Zone of Operations and any non-Null state also count, providing the extra Army Points this piece of Equipment grants.

END OF THE MISSION

This scenario has a limited time frame, so it will automatically finish at the end of the third Game Round.
Table Configuration: A.

Special Rules: Exclusion Zone, Beacons, Area of Interest, Target Area of Interest, Specialist Troops, Bagagge Bonus.

**MISSION OBJECTIVES**

**MAIN OBJECTIVES**

» Have **the same number of Activated Beacons in the Exclusion Zone** as the adversary at the end of the game (1 Objective Point, but only if **at least 1 Beacon has been Activated** by the player in the Exclusion Zone).

» Have **more Activated Beacons in the Exclusion Zone** than the adversary at the end of the game (2 Objective Points).

» Have **the same number of Activated Beacons in the enemy’s Dead Zone** as the adversary at the end of the game (1 Objective Point, but only if **at least 1 Beacon has been Activated** by the player in the Dead Zone).

» Have **more Activated Beacons in the enemy’s Zone of Deployment** than the adversary at the end of the game (3 Objective Points).

**SECONDARY OBJECTIVES**

» **Reconfigure more** enemy Beacons than the adversary (2 Objective Point).

**CLASSIFIED**

Each player has **1 Classified Objective** (1 Objective Point).

**DEPLOYMENT**

Both players deploy on opposite sides of the game table, in an area 12 inches deep.

**EXCLUSION ZONE.**

Troopers may not use **Airborne Deployment, Mechanized Deployment**, and **Infiltration** Special Skills or the deployment rule of the **Impersonation** Special Skill to deploy inside of an 8 inch area on either side of the central line of the game table. The **Exclusion Zone** is not applied to troopers that suffer Dispersion.

**SCENARIO SPECIAL RULES**

**AREA OF INTEREST**

Each player have 3 Areas of Interest: His own Deployment Zone, the Central Zone and the Dead Zone of his own half of the table.

The **Central Zone** are placed 8 inch area on either side of the central line of the game table, and is shared by the two players. The **Dead Zone** is between the **Central Zone** and the **Deployment Zone**, and each player have one.

**TARGET AREA OF INTEREST**

An Area of Interest is considered **Targeted** when a player has placed at least one Beacon inside the area.

Players can only **Target** the Exclusion Zone, the enemy’s Deployment Zone and both Dead Zones.

**PLACE BEACON (SHORT SKILL)**

**LABELS**

Attack.

**REQUIREMENTS**

» To declare this skill it is necessary to have a Beacon, either for being a Specialist Troop, or by the Pick Up Beacon Skill.

**EFFECTS**

» Each **Specialist Troop** possesses **1 Beacon**.

» The **Beacons** must be represented by a Beacons Marker (BEACON) or by a scenery piece of the same diameter (such as the Tactical Beacons by Micro Art Studio, the Tracking Beacons by Warsenal or the Mark One Beacons by Customeeple).

» Spending one Short Skill, without Roll, any trooper can place an Active Beacon on the table, separating the Beacon Marker, or the piece of scenery used, from its base.

» The troopers must accomplish the **Common Rules of Beacons**.

» Players must identify those **Specialist Troops** who have consumed all their Beacons with Unloaded Marker.

» Players can use the Player A and Player B Markers to identify their own Beacons.

**PICK UP BEACON (SHORT SKILL)**

**LABELS**

Attack.
REQUIREMENTS

The trooper should be in one of the following situations:

» The trooper is in base contact with a figure in a Null state with a Beacon.

» The trooper is in base contact with a friendly trooper in a Normal state with a Beacon.

» The trooper is in base contact with a Beacon Marker with a Disconnected Marker.

» The trooper is in base contact with an alone Active Beacon.

EFFECTS

» Spending one Short Skill, and without a Roll, a trooper can pick up a Beacon in any of the situations previously mentioned.

» If the Beacon has a Disconnected Marker the player must remove it.

» The troopers must accomplish the Common Rules of Beacons.

COMMON RULES OF BEACONS

» Each miniature can carry a maximum of 1 Beacon. As exception, troopers possessing the Baggage Special Skill can carry up to 2 Beacons.

» Only figures, and not Markers, (Camouflage, Impersonation, Holoechoes...) can carry the Beacons.

» If the miniature carrying a Beacon enters any Null state, then the player must left the Beacon Marker on the table with a Disconnected Marker beside it.

RECOVER BEACONS (SHORT SKILL)

LABELS

Attack.

REQUIREMENTS

» Only Specialist Troops can declare this Skill.

» The Specialist Troop must be in base contact with a Beacon his adversary had Reconfigured.

EFFECTS

» Allows the Specialist Troop to make a WIP Roll to Recover the Beacon, removing the Disabled Marker (DIS).

» If the roll is failed, this can be repeated as many times as necessary, each time spending the corresponding Short Skill and making the roll.

» A Recovered Beacon will be considered as an Activated Beacon for its player. In addition, it is no longer considered as a Reconfigured Beacon for the adversary.

SPECIALIST TROOPS

For the purposes of this scenario, only Hackers, Doctors, Engineers, Forward Observers, Paramedics and troops possessing the Chain of Command Special Skill are considered Specialist Troops.

Hackers, Doctors and Engineers cannot make use of Repeaters or G: Servant models to perform tasks reserved for Specialist Troops.

REMEMBER

Troops with the Specialist Operative Special Skill can accomplish the different functions Specialist Troops have in this scenario.

A Specialist Troop with a Disabled Marker can still accomplish the Objectives of this scenario.

BAGGAGE BONUS

If the players possess at least one troop having the Baggage Special Skill not in a Null state on the game table, then they will have the next bonus:

» Each Specialist Troop has two Beacons instead one. As an exception to the Common Rules of Beacons, Specialist Troops can also carry two Beacons, although they have not the Baggage Special Skill.

» At the end of the Order in which the troop with Baggage enters in any Null state, the Specialists Troops pass to have a single Beacon, whether they have used one of it or not. In the same way, those troopers without the Baggage Special Skill who carry two Beacons must leave one on the table at the end of that Order.
» A **MOD of +3** to the WIP Rolls necessary to *Reconfigure* and *Recover* the *Beacons*.

**END OF THE MISSION**

This scenario has a limited time frame: it will automatically end at the end of the **third Game Round**.

If one of the players starts their active turn in a state of *Retreat!*, the game will end at the end of that *Turn*. 
SEIZE THE ANTENNAS

Table Configuration: C.
Special Rules: Antennas, Seized Antenna, Specialist Troops, Hacker Bonus.

MISSION OBJECTIVES

MAIN OBJECTIVES

» For each Seized Antenna at the end of the scenario (3 Objective Points).

CLASSIFIED

Each player has 1 Classified Objective (1 Objective Point).

DEPLOYMENT

Both players will deploy on opposite sides of the game table, in a standard Deployment Zone 12 inches deep.

It is not allowed to deploy in base contact with an Antenna.

SCENARIO SPECIAL RULES

ANTENNAS

There are 3 Antennas, one of them placed in the center of the table, and the other two in different halves of the gametable, each of them 12 inches from the center and 24 inches from the edge of the table (See map below).

The Antennas must be represented by a Transmission Antenna Marker (TRANS. ANTENNA) or with a scenery piece of the same diameter (such as the Communications Array by Warsenal or the Sat Station Antenna by Customeeple).

SEIZE ANTENNAS (SHORT SKILL)

LABELS

Attack.

REQUIREMENTS

» Only Specialist Troops can declare this Skill.

» The Specialist Troop must be in base contact with an Antenna.

EFFECTS

» Allows the Specialist Troop to make a Normal WIP Roll to Seize the Antenna.

» If the roll is failed, this can be repeated as many times as necessary, each time spending the corresponding Short Skill and making the roll.

A Seized Antenna can be Seized again by the other player, applying the same procedure. In such a situation, the Antenna is no longer considered to be Seized by the adversary.

Player A and Player B Markers can be used to mark the Connected Antennas. It is recommended each player uses a different kind of Marker.

SPECIALIST TROOPS

For the purposes of this scenario, only Hackers, Doctors, Engineers, Forward Observers, Paramedics and troops possessing the Chain of Command Special Skill are considered Specialist Troops.

Hackers, Doctors and Engineers cannot make use of Repeaters or G: Servant models to perform tasks reserved to Specialist Troops.

REMEMBER

Troops with the Specialist Operative Special Skill can accomplish the different functions Specialist Troops have in this scenario.

A Specialist Trooper with a Disabled Marker can still accomplish the Objectives of this scenario.

HACKER BONUS

Troops possessing the Hacker Special Skill have a MOD of +3 to the WIP Rolls necessary to Seize the Antennas.

END OF THE MISSION

This scenario has a limited time frame, so it will automatically finish at the end of the third Game Round.

If one of the players starts his active turn in a Retreat! state, the game will end at the end of that Turn.
DEPLOYMENT ZONE A

DEPLOYMENT ZONE B

24 Inches

12 Inches

12 Inches

Caption

Antenna
COFFIN RAIDERS

Table Configuration: H.
Special Rules: Exclusion Zone, Med-Data Packs, Specialist Troops, Doctor and Paramedic Bonus.

MISSION OBJECTIVE

MAIN OBJECTIVES

- **Download** the Med-Data Packs from the Tech-Coffins (1 Objective Point for each Med-Data Pack downloaded, to a maximum of 4).
- **Transmit** the Med-Data Packs from the Transmission Consoles (1 Objective Point for each Med-Data Pack transmitted, to a maximum of 4).
- **Control more** enemy Med-Data Packs than the adversary at the end of the game (1 Objective Point).

CLASSIFIED

Each player has 1 Classified Objective (1 Objective Point).

DEPLOYMENT

Both players will deploy on opposite sides of the game table, in a standard Deployment Zone 12 inches deep.

EXCLUSION ZONE.

The use of the Airborne Deployment, Forward Deployment, Mechanized Deployment and Infiltration Special Skills is not allowed, as well as the deployment rule of the Impersonation Special Skill, inside of an 8 inch area on either side of the central line of the game table. The Exclusion Zone is not applied to troopers that suffer Dispersion.

SCENARIO SPECIAL RULES

OBJECTIVE ROOM

Placed in the center of the table, it covers an area of 8 by 8 inches. In game terms it is considered to have walls of infinite height that completely block Line of Fire. It has four Gates, one in the middle of each wall (See map below).

To represent the Objective Room, we recommend using the Objective Room by Micro Art Studio or the Command Bunker by Warsenal.

The Gates of the Objective Room are open at the start of the game.

The Objective Room Gates must be represented by a Narrow Gate Marker or a scenery piece with the same size. The Objective Room Gates have a Narrow Gate Width.

TECH-COFFINS

There are 4 Tech-Coffins placed in the four corners of the Objective Room. Each Tech-Coffin must be represented by a Tech-Coffin Marker or with a scenery piece of the same diameter (Such as the Stasis Coffins by Warsenal or the Cryo Pods by Customeeple).

TRANSMISSION CONSOLES

There are 4 Transmission Consoles, placed on different halves of the game table, each of them 12 inches from the central line of the table and 8 inches from the edge of the table (See map below). Each Transmission Console must be represented by a Console A Marker or by a scenery piece of the same diameter (such as the Human Consoles by Micro Art Studio, the Tech Consoles and the Communications Array by Warsenal or the Comlink Console by Customeeple).

MED-DATA PACKS

The Med-Data Packs are downloaded from the Tech-Coffins. The Med-Data Packs are Transmitted from the Transmission Console.

The Med-Data Packs must be represented a SUPPLY BOX Marker, or a similar scenery item (Such as the Tech Crates by Micro Art Studio, the Gang Tie Containers by Bandua Wargames, the Supply Boxes by Warsenal or the Cargo Crates by Customeeple).

DOWNLOAD OR TRANSMIT MED-DATA PACKS (SHORT SKILL)

LABELS

Attack.

REQUIREMENTS

- Only Specialist Troops can declare this Skill.
- To Download a Med-Data Pack it is necessary that a Specialist Troop be in base contact with the Tech-Coffin.
- To Transmit a Med-Data Pack it is necessary that a Specialist Troop be in base contact with the Transmission Console.

EFFECTS

- Allows the Specialist Troop to make a Normal WIP Roll to Download or Transmit the Med-Data Pack.
- If the roll is failed, it can be repeated as many times as necessary, each time spending the corresponding Short Skill and making the roll.
- Each player can only Download a maximum of 1 Med-Data Pack from each Tech-Coffin.
**PICK UP MED-DATA PACKS (SHORT SKILL)**

**LABELS**

*Attack.*

**REQUIREMENTS**

The trooper should be in one of the following situations:

- The trooper is in base contact with a figure in a *Null* state with a SUPPLY BOX Marker.
- The trooper is in base contact with a friendly trooper in a *Normal* state with a SUPPLY BOX Marker.
- The trooper is in base contact with an alone SUPPLY BOX Marker.

**EFFECTS**

- Spending one Short Skill, and without a Roll, a trooper can pick up a Med-Data Pack in any of the situations previously mentioned.
- The troopers must accomplish the Common Rules of Med-Data Packs.

**COMMON RULES OF MED-DATA PACKS**

- Each miniature can carry a maximum of 1 *Med-Data Pack*. As exception, troopers possessing the *Baggage* Special Skill can carry up to 2 *Med-Data Packs*.
- Only *figures*, and not Markers, (Camouflage, Impersonation, Holoechoes...) can carry the *Med-Data Packs*.
- Players must left the Med-Data Pack Marker on the table with a *Disconnected* Marker beside it, even if the miniature carrying that *Med-Data Pack* enters any *Null* state.

**CONTROLLING THE ENEMY MED-DATA PACKS**

Players can steal the *Med-Data Packs* from their adversary to avoid he can *Transmit* them.

An enemy *Med-Data Pack* is considered to be *Controlled* by a player if, at the end of the game, that player has a model, but not a Marker, carrying it. That trooper cannot be in a *Null* state nor in base contact with any enemy figure.

**SPECIALIST TROOPS**

For the purposes of this scenario, only *Hackers, Doctors, Engineers, Forward Observers, Paramedics* and troops possessing the *Chain of Command* Special Skill are considered *Specialist Troops*.

*Hackers, Doctors and Engineers* cannot make use of *Repeaters* or *G: Servant* models to perform tasks reserved for *Specialist Troops*.
COLD SLEEP

Table Configuration: K.

Special Rules: Inner Area, Tech-Coffins, Consoles, Doctor and Paramedic Bonus, INTELCOM Card (Interference).

MISSION OBJECTIVES

MAIN OBJECTIVES

» Activate the Tech-Coffins (1 Objective Point, for each Tech-Coffin).

» Have more Connected Consoles than the adversary at the end of the game (2 Objective Points).

» Have the same amount of Controlled Consoles as the adversary at the end of the game (1 Objective Point, only if the player Controls at least 1 Console).

» Have more Controlled Consoles than the adversary at the end of the game (3 Objective Points).

CLASSIFIED

Each player has 1 Classified Objective (1 Objective Point).

DEPLOYMENT

Both players will deploy on opposite sides of the game table, in a standard Deployment Zone 12 inches deep.

It is not allowed to deploy in base contact with the Tech-Coffins or a Console.

INNER AREA.

This scenario happens inside a vessel, so the use of Levels 3, 4 and 5 of the Airborne Deployment Special Skill is not permitted. However, the other Levels of this Special Skill are allowed. All Beacons must be deployed on the edge of the game table, outside the Deployment Zones, with no PH Roll required. Inner Area doesn’t affect other Deployment Special Skills.

SCENARIO SPECIAL RULES

TECH-COFFINS

There are 4 Tech-Coffins, placed on different halves of the game table, each of them 8 inches from the central line of the table and 12 inches from the edge of the table (See map below). The Tech-Coffins must be represented by a Tech-Coffin Marker or with a scenery piece of the same diameter (Such as the Stasis Coffins by Warsenal or the Cryo Pods by Customeeple).

ACTIVATE TECH-COFFIN (SHORT SKILL)

LABELS

Attack.

REQUIREMENTS

» Only Specialist Troops can declare this Skill.

» The Specialist Troop must be in base contact with a Tech-Coffin.

EFFECTS

» Allows the Specialist Troop to make a Normal WIP Roll to Activate the Tech-Coffin.

» If the roll is failed, this can be repeated as many times as necessary, each time spending the corresponding Short Skill and making the roll.

» An Activated Tech-Coffin can be Activated again by the other player, applying the same procedure. In such a situation, the Tech-Coffin is no longer considered to be Activated by the adversary.

» Player A and Player B Markers can be used to mark the Activated Tech-Coffins. It is recommended each player uses a different kind of Marker.

CONSOLES

There are 2 Consoles placed in the central line of the table, 12 inches from the edge of the table. The Consoles must be represented by a Console A or B Marker (CONSOLE A or B) or with a scenery piece of the same diameter (Such as the Human Consoles by Micro Art Studio, the Tech Consoles by Warsenal or the Comlink Consoles by Customeeple).

CONNECT THE CONSOLES (SHORT SKILL)

LABELS

Attack.

REQUIREMENTS

» Only Specialist Troops can declare this Skill.

» The Specialist Troop must be in base contact with a Console.

EFFECTS

» Allows the Specialist Troop to make a Normal WIP Roll to Connect the Console. If the roll is failed, this can be repeated as many times as necessary, each time spending the corresponding Short Skill and making the roll.

» A Connected Console can be Connected again by the other player, applying the same procedure. In such a situation, the Console is no longer considered to be Connected by the adversary.
For the purposes of this scenario, only Hackers, Doctors, Engineers, Forward Observers, Paramedics and troops possessing the Chain of Command Special Skill are considered Specialist Troops.

Hackers, Doctors and Engineers cannot make use of Repeaters or G: Servant models to perform tasks reserved to Specialist Troops.

Troops with the Specialist Operative Special Skill can accomplish the different functions Specialist Troops have in this scenario.

A Specialist Trooper with a Disabled Marker can still accomplish the Objectives of this scenario.
EMERGENCY TRANSMISSION

Table Configuration: L.

Special Rules: Consoles, Synchronize Consoles, Antenna, Activate Antenna, Control Antenna, Specialist Troop, Engineer Bonus.

MISSION OBJECTIVES

MAIN OBJECTIVES

» Have the same amount of Synchronized Consoles as the adversary at the end of the game (2 Objective Points, only if the player has Synchronized at least 1 Console).

» Have more Synchronized Consoles than the adversary at the end of the game (4 Objective Points).

» Have connected the Antenna at the end of the game (2 Objective Points).

» Control the Antenna at the end of the game (2 Objective Points).

CLASSIFIED

Each player has 2 Classified Objectives (1 Objective Point each).

DEPLOYMENT

Both players will deploy on opposite sides of the game table, in a standard Deployment Zone 12 inches deep.

It is not allowed to deploy in base contact with the Antenna or a Console.

SCENARIO SPECIAL RULES

CONSOLES

There are 6 Consoles. Two of them are placed in the central line of the table, 8 inches from the edge of the table, and the other four placed on different halves of the game table, each of them at 8 inches from the central line of the table and 16 inches from the edge of the table (See map below). The Consoles must be represented by a Console A Marker or with a scenery piece of the same diameter (Such as the Human Consoles by Micro Art Studio, the Tech Consoles by Warsenal or the Comlink Consoles by Customeeple).

SYNCHRONIZE CONSOLES (SHORT SKILL)

LABELS

Attack.

REQUIREMENTS

» Only Specialist Troops can declare this Skill.

» The Specialist Troop must be in base contact with a Console.

EFFECTS

» Allows the Specialist Troop to make a Normal WIP Roll to Synchronize the Console.

» If the roll is failed, this can be repeated as many times as necessary, each time spending the corresponding Short Skill and making the roll.

» A Synchronized Console can be Synchronized again by the other player, applying the same procedure. In such a situation, the Console is no longer considered to be Synchronized by the adversary.

» Player A and Player B Markers can be used to mark the Connected Antennas. It is recommended each player uses a different kind of Marker.

THE ANTENNA

There is 1 Antenna placed in the center of the table. The Antenna must be represented by a Transmission Antenna Marker (TRANS. ANTENNA) or with a scenery piece of the same diameter (Such as the Communications Array by Warsenal or the Sat Station Antenna by Customeeple).

CONNECT THE ANTENNA (SHORT SKILL)

LABELS

Attack.

REQUIREMENTS

» Only Specialist Troops can declare this Skill.

» The Specialist Troop must be in base contact with an Antenna.

» If at least 2 Consoles have been Synchronized previously.

EFFECTS

» Allows the Specialist Troop to make a Normal WIP Roll to Connect the Antenna. If the roll is failed, this can be repeated as many times as necessary, each time spending the corresponding Short Skill and making the roll.

» A Connected Antenna can be Connected again by the other player, applying the same procedure. In such a situation, the Antenna is no longer considered to be Connected by the adversary.
Player A and Player B Markers can be used to mark the Connected Antenna. It is recommended each player uses a different kind of Marker.

**CONTROL THE ANTENNA**

The Antenna is considered Controlled by a player when he is the only one who possesses a Specialist Troop (as a figure, but not as a Marker) in base contact with it. So there cannot be enemy Specialist Troops in base contact with the Antenna. Those models in Null state cannot be counted for this.

**SPECIALIST TROOPS**

For the purposes of this scenario, only Doctors, Engineers, Forward Observers, Hackers, Paramedics and troops possessing the Chain of Command Special Skill are considered Specialist Troops.

Doctors, Engineers and Hackers cannot make use of Repeaters or G: Servant models to perform tasks reserved to Specialist Troops.

**REMEMBER**

Troops with the Specialist Operative Special Skill can accomplish the different functions Specialist Troops have in this scenario.

A Specialist Trooper with a Disabled Marker can still accomplish the Objectives of this scenario.

**ENGINEER BONUS**

Troops possessing the Engineer Special Skill have a MOD of +3 to the WIP Rolls necessary to Synchronize the Consoles and to Connect the Antenna.

**END OF THE MISSION**

This scenario has a limited time frame, so it will automatically finish at the end of the third Game Round. If one of the players starts his active turn in a Retreat! state, the game will end at the end of that Turn.
**NIMBUS ZONE**

**Table Configuration:** M.

**Special Rules:** Exclusion Zone, Nimbus Zone, Nimbus Antennas, Console, Specialist Troops, Engineer and Hacker Bonus, INTELCOM Card (Interference).

**MISSION OBJECTIVES**

**MAIN OBJECTIVES**

- Download a Data Pack from a Console (1 Objective Point for each Data Pack downloaded).
- To have **Disconnected** more Antennas than the adversary at the end of the game (3 Objective Points).
- Control more Consoles than the adversary at the end of the game (3 Objective Points).

**CLASSIFIED**

Each player has **1 Classified Objectives** (1 Objective Point).

**DEPLOYMENT**

Both players will deploy on opposite sides of the game table, in a standard **Deployment Zone** 12 inches deep.

**Exclusion Zone.** Troopers may not use Airborne Deployment, Mechanized Deployment, and Infiltration Special Skills or the deployment rule of the Impersonation Special Skill to deploy inside of an 8 inch area on either side of the central line of the game table. The Exclusion Zone is not applied to troopers that suffer Dispersion.

**SCENARIO SPECIAL RULES**

**NIMBUS ZONE**

In an area of 8 inches on both sides of the central line of the game table, the effects of the Nimbus Special Ammunition (Low Visibility Zone + Saturation Zone) are applied constantly.

This Nimbus Zone will vanish automatically at the end of the Order in which the last Nimbus Antenna is Disconnected or enters the Destroyed state.

**NIMBUS ANTENNAS**

There are a total of 4 Nimbus Antennas, each of them placed 4 inches from the central line of the game table and 12 inches from the edges. Each Nimbus Antenna must be represented by a Transmission Antenna Marker (TRANS. ANTENNA) or by a scenery piece of the same diameter (such as the Communications Array by Warsenal or the Sat Station Antenna by Customeeple). In this scenario the Nimbus Antennas have a Scenery Item Profile. They can be targeted, applying the Scenery Structures rules.

**DISCONNECT NIMBUS ANTENNAS (SHORT SKILL)**

**LABELS**

Attack.

**REQUIREMENTS**

- Only Specialist Troops can declare this Skill.
- The Specialist Troop must be in base contact with a Nimbus Antenna.

**EFFECTS**

- Allows the Specialist Troop to make a Normal WIP Roll to Disconnect the Nimbus Antenna.
- If the roll is failed, this can be repeated as many times as necessary, each time spending the corresponding Short Skill and making the roll.
- Disabled Markers (DIS) will be used to mark Disconnected Nimbus Antennas.
- Once a Nimbus Antenna has been Disconnected, it cannot be Disconnected again by any player.

**CONSOLES**

There are 3 Consoles placed on the central line of the game table. One is placed at the center of the game table and the other two are placed 12 inches from the edge of the table (See map below). Each Console must be represented by a Console A Marker or by a scenery piece of the same diameter (such as the Human Consoles by Micro Art Studio, the Tech Consoles by Warsenal or the Comlink Console by Customeeple).

**DOWNLOAD DATA PACKS (SHORT SKILL)**

**LABELS**

Attack.

**REQUIREMENTS**

- Only Specialist Troops can declare this Skill.
- The Specialist Troop must be in base contact with a Console.

**EFFECTS**

- Allows the Specialist Troop to make a Normal WIP Roll to Download the Data Pack.
» If the roll is failed, this can be repeated as many times as necessary, each time spending the corresponding Short Skill and making the roll.

» Each player can only get a maximum of 1 Data Pack from each Console.

» Data Pack cannot be downloaded until the second Game Round.

CONTROL THE CONSOLES

A Console is considered to be Controlled by a player as long as that player is the only one with at least one Specialist Troop (as a model, not a Marker) in base contact with it. Non-specialist troops cannot Control the Console, but can prevent the enemy from Controlling it by being in base contact with it. Troopers in a Null state (Unconscious, Dead, Sepsitorized...) cannot do either.

SPECIALIST TROOPS

For the purposes of this scenario, only Hackers, Doctors, Engineers, Forward Observers, Paramedics and troops possessing the Chain of Command Special Skill are considered Specialist Troops.

Hackers, Engineers and Doctors cannot make use of Repeaters or G: Servant models to perform tasks reserved for Specialist Troops.

REMEMBER

Troops with the Specialist Operative Special Skill can accomplish the different functions Specialist Troops have in this scenario.

A Specialist Troop with a Disabled Marker can still accomplish the Objectives of this scenario.

ENGINEER AND HACKER BONUS

Troops possessing the Engineer or Hacker Special Skill have a MOD of +3 to the WIP Rolls necessary to Disconnect a Nimbus Antenna and to Download a Data Pack.

INTELCOM CARD (INTERFERENCE)

Before the beginning of the game, but after choosing the Classified Objective, each player must decide if that card will be his Classified Objective or his INTELCOM Card, announcing his decision to his adversary. The content of the card, whether the mission or the card numeric value, is considered private information, no matter which use the player has chosen for it.

At the end of the game, when the players count up their points, and following the order established by the Initiative, the player can use his INTELCOM Card applying the Interference Mode, to nullify the Special Rule Specialist Troop or the Special Skill Specialist Operative at his choice.

END OF THE MISSION

This scenario has a limited time frame, so it will automatically finish at the end of the third Game Round.

If one of the players starts his Active Turn in a Retreat! situation, the game will end at the end of that Turn.

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HIGHLY CLASSIFIED

Table Configuration: A.
Special Rules: Main Classified Objectives, Secondary Classified Objective, Secure HVT, High Difficulty Mode.

MISSION OBJECTIVES

MAIN OBJECTIVES

» To have accomplished more Classified Objectives than the adversary at the end of the game (4 Objective Points).

» To have accomplished the same number of Classified Objectives as the adversary at the end of the game (2 Objective Points, but only if at least 1 Classified Objective has been accomplished).

» Accomplish Main Classified Objectives (1 Objective Point each).

SECONDARY OBJECTIVES

Each player has 1 Secondary Classified Objective (2 Objective Points).

DEPLOYMENT

Both players will deploy on opposite sides of the game table, in a standard Deployment Zone 12 inches deep.

SCENARIO SPECIAL RULES

MAIN CLASSIFIED OBJECTIVES

Players have 4 Main Classified Objectives which are the same for both players. The Main Classified Objectives are considered Open Information.

To choose them, each player will shuffle his own Classified Deck in front of his opponent and pick two cards he will show to the adversary. These four cards will be the Main Classified Objective of both players.

The four Main Classified Objectives must be different and cannot be repeated. If one of the cards picked is the same as a previously selected one, it must be discarded and the player must pick a new one, until there are four different Main Classified Objectives.

SECONDARY CLASSIFIED OBJECTIVE

Players will choose their Secondary Classified Objective after they have selected the Main Classified Objectives. Each player will pick two cards from his Classified Deck and must choose and discard one of them.

The Secondary Classified Objective must be different to the Main Classified Objectives. So, the player will discard any card repeating a Main Classified Objective, picking a new card until he has two different options to choose his Secondary Classified Objective from.

The Secondary Classified Objective is considered Private Information.

SECURE THE HVT

In this scenario, the option Secure the HVT is only allowed to replace the Secondary Classified Objective.

HIGH DIFFICULTY MODE

This scenario can be played at a higher level of difficulty. In this Mode, players cannot choose their Secondary Classified Objective.

In High Difficulty Mode, each player can only pick one card to determine his Secondary Classified Objective. As before, this Secondary Classified Objective must be different from the Main Classified Objectives.

END OF THE MISSION

This scenario has a limited time frame, so it will automatically finish at the end of the third Game Round.

If one of the players starts his active turn in a Retreat! state, the game will end at the end of that Turn.
SUPPLIES

Table Configuration: B.

Special Rules: Tech-Coffins, Supply Boxes, Specialist Troops, Doctor and Paramedic Bonus.

MISSION OBJECTIVES

MAIN OBJECTIVES

» For each Supply Box Controlled at the end of the battle (1 Objective Point).

» If you have Controlled more Supply Boxes than your adversary at the end of the battle (3 Objective Points).

» If your adversary has no Controlled Supply Boxes at the end of the battle (2 Objective Points).

CLASSIFIED

Each player has 2 Classified Objectives (1 Objective Point each).

DEPLOYMENT

Both players will deploy on opposite sides of the game table, in a standard Deployment Zone 12 inches deep.

It is not permitted to deploy in base contact with the Tech-Coffins.

SCENARIO SPECIAL RULES

TECH-COFFINS

There are a total of 3 Tech-Coffins. One of them must be placed in the center of the table while the other two must be placed along the central line of the table, at 12 inches from its edge. Inside each Tech-Coffin there is one Supply Box.

The Tech-Coffins must be represented by a Tech-Coffin Marker or with a scenery piece of the same diameter (Such as the Stasis Coffins by Warsenal or the Cryo Pods by Customeeple).

SUPPLY BOXES

The Supply Boxes must be represented by a Supply Box Marker, or a similar scenery item (Such as the Tech Crates by Micro Art Studio, the Gang Tie Containers by Bandua Wargames, the Supply Boxes by Warsenal or the Cargo Crates by Customeeple).

EXTRACT SUPPLY BOXES (SHORT SKILL)

LABELS

Attack.

REQUIREMENTS

» Only Specialist Troops can declare this Skill.

» The Specialist Troop must be in base contact with a Tech-Coffin.

EFFECTS

» Allows the Specialist Troop to make a Normal WIP Roll to Extract the Supply Box, with a succeed roll a SUPPLY BOX Marker must be placed besides it.

» If the roll is failed, this can be repeated as many times as necessary, each time spending the corresponding Short Skill and making the roll.

» Once the roll is successful, the Tech-Coffin marker is removed from the game table.

» If a scenery item is used instead of a Marker, then it can be kept on the game table but a Disabled (DIS) Marker must be placed besides it.

PICK UP SUPPLY BOXES (SHORT SKILL)

LABELS

Attack.

REQUIREMENTS

The troop should be in one of the following situations:

» Be in base contact with a figure in a Null state with a SUPPLY BOX Marker.

» Be in base contact with an allied troop in a Normal state with a SUPPLY BOX.

» Be in base contact with an alone SUPPLY BOX Marker.

EFFECTS

» Spending one Short Skill, without Roll, any troop can pick up a Supply Box in any of the situations previously mentioned.

» The troops must accomplish the Common Rules of Supply Box.

COMMON RULES OF SUPPLY BOXES

» Each miniature can carry a maximum of 1 Supply Box. As exception, Troops possessing the Baggage Special Skill can carry up to 2 Supply Boxes.

» Only figures, and not Markers, (Camo, Impersonation, Holoechoes...) can carry the Supply Boxes.
The Supply Box Marker must always be kept on the table, even if the miniature which is carrying it passes to a Null state.

CONTROLLING THE SUPPLY BOXES

A Supply Box is considered to be Controlled by a player if, at the end of the game, that player has a model, but not a Marker, carrying it. That trooper cannot be in a Null state and in base contact with any enemy figure.

SPECIALIST TROOPS

For the purposes of this scenario, only Hackers, Doctors, Engineers, Forward Observers, Paramedics and troops possessing the Chain of Command Special Skill are considered Specialist Troops.

Hackers, Doctors and Engineers cannot make use of Repeaters or G: Servant models to perform tasks reserved for Specialist Troops.

REMEMBER

Troops with the Specialist Operative Special Skill can accomplish the different functions Specialist Troops have in this scenario.

A Specialist Trooper with a Disabled Marker can still accomplish the Objectives of this scenario.

DOCTOR AND PARAMEDIC BONUS

Troops possessing the Doctor Special Skill have a MOD of +3 to the WIP Rolls necessary to Extract the Supply Boxes.

END OF THE MISSION

This scenario has a limited time frame, so it will automatically finish at the end of the third Game Round. If one of the players starts his active turn in a Retreat! state, the game will end at the end of that Turn.
ANTENNA FIELD

Table Configuration: D.
Special Rules: Exclusion Zone, Transmission Antennas, Control Transmission Antennas, Specialist Troops.

MISSION OBJECTIVES

MAIN OBJECTIVES

» Control more Transmission Antennas than the adversary at the end of each Game Round (2 Objective Points).

» Control the same number of Transmission Antennas as the adversary at the end of each Game Round (1 Objective Point, if the player Controls at least 1 Transmission Antenna).

SECONDARY OBJECTIVES

» Control the Main Transmission Antenna at the end of the game (2 Objective Points).

» Control the Transmission Antenna in the enemy Zone of Deployment at the end of the game (1 Objective Point).

CLASSIFIED

Each player has 1 Classified Objective (1 Objective Point).

DEPLOYMENT

Both players will deploy on opposite sides of the game table, in a standard Deployment Zone 12 inches deep.

It is not allowed to deploy in base contact with the Transmission Antennas.

EXCLUSION ZONE

The use of the Airborne Deployment, Forward Deployment, Mechanized Deployment and Infiltration Special Skills is not allowed, as well as the deployment rule of the Impersonation Special Skill, inside of an 8 inch area on either side of the central line of the game table. The Exclusion Zone is not applied to troopers that suffer Dispersion.

SCENARIO SPECIAL RULES

TRANSMISSION ANTENNAS

There is a total of 5 Transmission Antennas:

» The Main Transmission Antenna is placed in the center of the game table.

» There are 2 Transmission Antennas placed along the central line and 12 inches from the edges.

» There is 1 Transmission Antenna placed on the border of each Zone of Deployment, 24 inches from each edge of the table.

Each Transmission Antennas must be represented by a Transmission Antenna Marker (TRANS. ANTENNA) or by a scenery piece of the same diameter (such as the Communications Array by Warsenal or the Sat Station Antenna by Customeeple).

CONTROLLING THE TRANSMISSION ANTENNAS

A Transmission Antenna is considered to be Controlled by a player as long as that player is the only one with at least one Specialist Troop (as a model, not a Marker) in base contact with it. Non-specialist troops cannot Control the Transmission Antenna, but can prevent the enemy from Controlling it by being in base contact with it. Troopers in a Null state (Unconscious, Dead, Sepsitorized...) cannot do either.

SPECIALIST TROOPS

In this scenario, only Doctors, Engineers, Forward Observers, Hackers, Paramedics and troops possessing the Chain of Command Special Skill are considered to be Specialist Troops.

Hackers, Doctors and Engineers cannot make use of Repeaters or G: Servant models to perform tasks reserved for Specialist Troops.

A Specialist Trooper with a Disabled Marker can still accomplish the Objectives of this scenario.

END OF THE MISSION

This scenario has a limited time frame, so it will automatically finish at the end of the third Game Round.

If one of the players starts his active turn in a Retreat! state, the game will end at the end of that Turn.
BEACON RACE

Table Configuration: E.

Special Rules: Beacons, Area of Interest, Beacon Room, Beacon Box, Specialist Troops, Chain of Command Bonus.

MISSION OBJECTIVES

MAIN OBJECTIVES

» Have the same number of Beacon Zones as the enemy (2 Objective Points, but only if at least 1 Beacon has been placed).

» Have more Beacon Zone than the enemy (4 Objective Points).

» Have the same number of Secured Zones as the enemy (2 Objective Points, only if at least 1 Zone has been secured)

» Have more Secures Zones than the enemy (4 Objective Points)

CLASSIFIED

Each player has 2 Classified Objectives (1 Objective Point each).

DEPLOYMENT

Both players will deploy on opposite sides of the game table, in a standard Deployment Zone 12 inches deep.

Deploying inside or in base contact with the Beacon Room is not permitted.

SCENARIO SPECIAL RULES

AREA OF INTEREST

Each player have 3 Areas of Interest: His own Deployment Zone, the Central Zone and the Dead Zone of his own half of the table.

The Central Zone are placed 8 inch area on either side of the central line of the game table, and is shared by the two players. The Dead Zone is between the Central Zone and the Deployment Zone, and each player have one.

TARGET AREA OF INTEREST

An Area of Interest is considered Targeted when a player has placed at least one Beacon inside the area.

Players can only Target his own Deployment Zone, the Dead Zone of his half part of the table and the Central Zone.

SECURE TARGETED AREA OF INTEREST

A Targeted Area of Interest is considered to be Secured by a player as long as that player is the only one with at least one troop in any non-Null state inside the Area.

Players can only Secure those Areas that are authorized to Target.

BEACON ROOM

Placed in the center of the table, it covers an area of 8 by 8 inches. To represent the Beacon Room, we recommend using the Objective Room by Micro Art Studio, the Command Bunker by Warsenal, the Operations Room by Plastcraft, or the Panic Room by Customeeple.

In game terms it is considered to have walls of infinite height that completely block Line of Fire.

It has four Gates, one in the middle of each wall (See map below). The Gates of the Beacon Room are open at the start of the game.

The Beacon Room Gates must be represented by a Narrow Gate Marker or a scenery piece with the same size. The Objective Room Gates have a Narrow Gate Width.

BEACON BOX

There is 1 Beacon Box placed in the center of the Beacon Room. The Beacon Box must be represented by a Console A Marker or by a scenery piece of the same diameter (such as the Human Consoles by Micro Art Studio, the Tech Consoles and the Communications Array by Warsenal or the Comlink Console by Customeeple).

GET BEACON (SHORT SKILL)

LABELS

Attack.

REQUIREMENTS

» Only Specialist Troops can declare this Skill.

» The Specialist Troop must be in base contact with the Beacon Box.

EFFECTS

» Allows the Specialist Troop to make a WIP+3 Roll to Get a Beacon, placing a Beacon Marker (BEACON) in base contact with the Beacon, or by a scenery piece of the same diameter (such as the Tactical Beacons by Micro Art Studio, the Tracking Beacons by Warsenal, or the Mark One Beacons by Customeeple).

» If the roll is failed, this can be repeated as many times as necessary, each time spending the corresponding Short Skill and making the roll.

» The troopers must accomplish the Common Rules of Beacons.
**PICK UP BEACON (SHORT SKILL)**

**LABELS**

*Attack.*

**REQUIREMENTS**

The trooper should be in one of the following situations:

- The trooper is in base contact with a figure in a *Null* state with a *Beacon*.
- The trooper is in base contact with a friendly trooper in a *Normal* state with a *Beacon*.
- The trooper is in base contact with a *Beacon* Marker with a *Disconnected* Marker.
- The trooper is in base contact with an alone *Active Beacon*.

**EFFECTS**

- Spending one Short Skill, without Roll, any troop can pick up a *Beacon* in any of the situations previously mentioned.
- At the moment of pick up the *Beacon*, remove the *Disconnected* Marker, if the *Beacon* have one.
- The troops must accomplish the *Common Rules of Beacons*.

**COMMON RULES OF BEACONS**

- Each miniature can carry a maximum of 1 *Beacon*. As exception, troopers possessing the *Baggage* Special Skill can carry up to 2 *Beacons*.
- Only *figures*, and not Markers, (Camouflage, Impersonation, Holoechoes...) can carry the *Beacons*.
- If the miniature carrying a *Beacon* enters any *Null* state, then the player must left the Beacon Marker on the table with a *Disconnected* Marker beside it.

**PLACE BEACON (SHORT SKILL)**

**LABELS**

*Attack.*

**REQUIREMENTS**

- To declare this skill it is necessary to have a *Beacon*.

**EFFECTS**

- Spending one Short Skill, without Roll, any troop can place an *Active Beacon* on the table, separating slightly from its base the Beacon Marker (BEACON), or piece of scenery, enough to stop them from being in contact.

**SPECIALIST TROOPS**

For the purposes of this scenario, only *Hackers, Doctors, Engineers, Forward Observers, Paramedics* and troops possessing the *Chain of Command* Special Skill are considered *Specialist Troops*.

*Hackers, Doctors and Engineers* cannot make use of *Repeaters* or *G: Servant* models to perform tasks reserved for *Specialist Troops*.

**REMEMBER**

Troops with the *Specialist Operative* Special Skill can accomplish the different functions *Specialist Troops* have in this scenario.

A Specialist Trooper with a *Disabled* Marker can still accomplish the Objectives of this scenario.

**CHAIN OF COMMAND BONUS**

Troops possessing the *Chain of Command* Special Skill have a *MOD* of +3 to the *WIP* Rolls necessary to Get the *Beacons*.

**END OF THE MISSION**

This scenario has a limited time frame, so it will automatically finish at the end of the **third Game Round**.

If one of the players starts his active turn in a *Retreat!* state, the game will end at the end of that *Turn*.

**REMEMBER**

Troops with the *Specialist Operative* Special Skill can accomplish the different functions *Specialist Troops* have in this scenario.
Table Configuration: N.


MISSION OBJECTIVES

MAIN OBJECTIVES

» Have the same amount of Connected Antennas as the adversary at the end of the game (2 Objective Points, only if the player has Connected at least 1 Antenna).

» To have more Connected Antennas than the adversary at the end of the game (4 Objective Points).

» To kill the same number of Specialist Troops as the adversary (2 Objective Points).

» To kill more Specialist Troops than the adversary (3 Objective Points).

» To kill more Army Points than the adversary (1 Objective Point).

CLASSIFIED

Each player has 1 Classified Objective (2 Objective Points).

DEPLOYMENT

Both players will deploy on opposite sides of the game table, in a standard Deployment Zone 12 inches deep.

Exclusion Zone. Troopers may not use the Airborne Deployment, Forward Deployment, Mechanized Deployment, or Infiltration Special Skills or the deployment rule of the Impersonation Special Skill to deploy inside of an 8 inch area on either side of the central line of the game table. The Exclusion Zone is not applied to troopers that suffer Dispersion.

It is not allowed to deploy in base contact with an Antenna.

SCENARIO SPECIAL RULES

THE GRID

There are a total of 9 Antennas. One of them is placed in the center of the game table, with the next two placed on the central line of the table, 12 inches from the edges. The other six Antennas are placed in different halves of the game table. Four of them are placed 8 inches in parallel from the central line of the game table and 12 inches from the edges. The other two are placed 8 inches in parallel from the central line of the game table and 24 inches from the edges (see map).

Each Antenna must be represented by a Transmission Antenna Marker (TRANS. ANTENNA) or by a scenery piece of the same diameter (such as the Communications Array by Warsenal or the Sat Station Antenna by Customeeple).

CONNECT THE ANTENNAS (SHORT SKILL)

LABELS

Attack.

REQUIREMENTS

» Only Specialist Troops can declare this Skill.

» The Specialist Troop must be in base contact with an Antenna.

EFFECTS

» Allows the Specialist Troop to make a Normal WIP Roll to Connect the Antenna. If the roll is failed, this can be repeated as many times as necessary, each time spending the corresponding Short Skill and making the roll.

» A Connected Antenna can be Connected again by the other player, applying the same procedure. In such a situation, the Antenna is no longer considered to be Connected by the adversary.

» Player A and Player B Markers can be used to mark the Connected Antennas. It is recommended each player uses a different kind of Marker.

KILLING

A trooper is considered Killed when he enters Dead state, or is in a Null state at the end of the game.

Troopers that have not been deployed on the game table at the end of the game will be considered to be Killed by the adversary.

SPECIALIST TROOPS

For the purposes of this scenario, only Hackers, Doctors, Engineers, Forward Observers, Paramedics and troops possessing the Chain of Command Special Skill are considered Specialist Troops.

Hackers, Doctors and Engineers cannot make use of Repeaters or G: Servant models to perform tasks reserved to Specialist Troops.

REMEMBER

Troops with the Specialist Operative Special Skill can accomplish the different functions Specialist Troops have in this scenario.

A Specialist Trooper with a Disabled Marker can still accomplish the Objectives of this scenario.
END OF THE MISSION

This scenario has a limited time frame, so it will automatically finish at the end of the third Game Round.

If one of the players starts his Active Turn in a Retreat! situation, the game will end at the end of that Turn.
ITS: ESCALATION LEAGUES

These rules apply to leagues organized using a Classic League Pack or a Virtual League Pack.

**BASIC RULES**

As Official Events, all leagues must comply with the Basic Rules of ITS. In case of discrepancy between these rules and the Basic Rules, this document takes precedence.

**FORMAT OF THE EVENT**

This is the basic ITS format for leagues. This format pits 4 or more players in one-on-one games over 8 league rounds.

**LEAGUE CONTROL SHEET**

At the start of the event, each player receives a League Control Sheet. Players must write down their name, ITS PIN and faction or sectorial army in their sheets.

During the League, players are required to use the sheet to write down the score of their game at the end of each league round. They must also use their sheet to make note of their Private Information so that it can be validated by their opponents or by the Referee when needed.

**PAIRINGS**

Pairings for the first league round are assigned randomly.

From the second league round on, a Swiss system is used. Players are ranked according to their Tournament Points scores, and ties are broken by comparing Objective Points scores. If the tie persists, compare the players’ accumulated Victory Points and, if this fails to break the tie, the total Objective Points from all their previous opponents in the league. Once all players are ranked, opponents are assigned in descending order of ranking (first against second, third against fourth, etc.).

**ODD NUMBER OF PLAYERS (BYES)**

If the number of players in the League is not even, each league round one of the players will have to wait for the next league round to play; that player is said to be “given a bye”. A player that takes a bye is awarded a Victory (worth 2 Tournament Points), 0 Objective Points and 0 Victory Points for that league round.

The Organizer must make sure that a single player is never given more than one bye during a league.

In the first league round, the last player to arrive will be the one to take a bye. In subsequent league rounds, the player with the lowest score takes a bye.

When players take a bye, they must make a note of it in their League Control Sheet.

Once the last league round ends, players who were given a bye follow these steps:

1. Add up all Objective Points the player earned during the league.
2. Multiply the result by 8.
3. Divide the result by the number of league rounds played (should be 7) and then round up.

The end result is their final Objective Points score. In the event of a tie, repeat the process with the player’s Victory Points.

**ARMY LISTS**

Each player submits one army list per league round. A player’s lists must all be of one single faction or Sectorial Army.

Lists must follow all rules for army building set forth in the Infinity rulebooks.

Each player must bring two printed copies of each of their lists, and give one to the Organizer before the league round begins.

The Tournament Organizer can require players to turn in their Army Lists in advance to check their validity.

The only officially sanctioned Army List management tool for ITS play is Infinity Army, available for free on the Infinity website.

**LEAGUE ROUNDS**

The Organizer can determine the length of each league round to better suit the players involved.

Each league round has different special game conditions. You can check each league round’s special rules below in this same document.

For each of the 6th, 7th and 8th league rounds, the Organizer chooses one of the available ITS Scenarios. A specific Scenario can only be played once during a league.

**ITS RATING**

Players’ ITS Ratings change depending on their results at the end of each league round. The amount of points received depends on the type of League Pack used and the average ITS Rating of all participants.

At the end of each league round, the Organizer sends a report with the results using the Official Tournament Manager.

**REPORTING RESULTS**

In order to update the ITS Ranking with the results of each league round, Organizers must report those results using the Official Tournament Manager found at http://its.infinitythegame.com.
Organizers are welcome to read the tutorial guide to Infinity’s Official Tournament Manager, available the Guide for the ITS Tournament organizing.

Should you encounter any problems during the reporting process, please contact us at tournament@corvusbelli.com.

**REMEMBER**
Make sure all players are aware of these special conditions before each league round.
ROUND ONE

MISSION OBJECTIVES

MAIN OBJECTIVES

» Cause the enemy between 30 and 60 Army Points in casualties (1 Objective Point).
» Cause the enemy between 61 and 90 Army Points in casualties (3 Objective Point).
» Cause the enemy more than 90 Army Points in casualties but less than their total value (5 Objective Points).
» Have between 30 and 60 of your Army Points survive the encounter (1 Objective Point).
» Have between 61 and 90 of your Army Points survive the encounter (3 Objective Points).
» Have more than 90 of your Army Points survive the encounter (5 Objective Points).

Any troops that have not been deployed by the end of the game are considered casualties.

FORCES

SIDE A: 120 points.
SIDE B: 120 points.

DEPLOYMENT

Both players will deploy on opposite sides of the game table, in a standard Deployment Zone 12 inches deep.

SCENARIO SPECIAL RULES

TRAINING MISSION

Armies must not include a Lieutenant, so Loss of Lieutenant rules do not apply.

Players cannot make use of the Advanced Rules.

END OF THE MISSION

This scenario has a limited time frame: it will automatically end at the end of the third Game Round.

Retreat! rules do not apply during this mission.

ROUND TWO

MISSION OBJECTIVES

MAIN OBJECTIVES

» Cause the enemy between 35 and 75 Army Points in casualties (1 Objective Point).
» Cause the enemy between 76 and 110 Army Points in casualties (3 Objective Point).
» Cause the enemy more than 110 Army Points in casualties (5 Objective Points).
» Have between 35 and 75 of your Army Points survive the encounter (1 Objective Point).
» Have between 76 and 110 of your Army Points survive the encounter (3 Objective Points).
» Have more than 110 of your Army Points survive the encounter (5 Objective Points).

Any troops that have not been deployed by the end of the game are considered casualties.

FORCES

SIDE A: 150 points.
SIDE B: 150 points.

DEPLOYMENT

Both players will deploy on opposite sides of the game table, in a standard Deployment Zone 12 inches deep.

SCENARIO SPECIAL RULES

TRAINING MISSION

Players cannot make use of the Advanced Rules.

END OF THE MISSION

This scenario has a limited time frame: it will automatically end at the end of the third Game Round.

Retreat! rules do not apply during this mission.
ROUND THREE

MISSION OBJECTIVES

MAIN OBJECTIVES

» Cause the enemy between 50 and 100 Army Points in casualties (1 Objective Point).

» Cause the enemy between 101 and 150 Army Points in casualties (2 Objective Point).

» Cause the enemy more than 151 Army Points in casualties (3 Objective Point).

» Have between 50 and 100 of your Army Points survive the encounter (1 Objective Point).

» Have between 101 and 150 of your Army Points survive the encounter (2 Objective Points).

» Have more than 150 of your Army Points survive the encounter (3 Objective Points).

Any troops that have not been deployed by the end of the game are considered casualties.

CLASSIFIED

» Each player has 2 Classified Objectives (worth 2 Objective Points each).

FORCES

SIDE A: 200 points.

SIDE B: 200 points.

DEPLOYMENT

Both players will deploy on opposite sides of the game table, in a standard Deployment Zone 12 inches deep.

END OF THE MISSION

This scenario has a limited time frame: it will automatically end at the end of the third Game Round.

Retreat! rules do not apply during this mission.

ROUND FOUR

MISSION OBJECTIVES

MAIN OBJECTIVES

» Cause the enemy between 60 and 125 Army Points in casualties (1 Objective Point).

» Cause the enemy between 126 and 185 Army Points in casualties (2 Objective Point).

» Cause the enemy more than 185 Army Points in casualties (3 Objective Point).

» Have between 60 and 125 of your Army Points survive the encounter (1 Objective Point).

» Have between 126 and 185 of your Army Points survive the encounter (2 Objective Points).

» Have more than 185 of your Army Points survive the encounter (3 Objective Points).

Any troops that have not been deployed by the end of the game are considered casualties.

CLASSIFIED

» Each player has 2 Classified Objectives (worth 2 Objective Points each).

FORCES

SIDE A: 250 points.

SIDE B: 250 points.

DEPLOYMENT

Both players will deploy on opposite sides of the game table, in a standard Deployment Zone 12 inches deep.

SCENARIO SPECIAL RULES

SPEC-OPS

Each player can field one Spec-Ops with 12 Experience Points (see Campaign: Paradiso).

END OF THE MISSION

This scenario has a limited time frame: it will automatically end at the end of the third Game Round.

Retreat! rules do not apply during this mission.
ROUND FIVE

MISSION OBJECTIVES

MAIN OBJECTIVES

» For each Captured Antenna at the end of the game (3 Objective Points).

CLASSIFIED

Each player has 1 Classified Objective (1 Objective Point).

FORCES

SIDE A: 300 points
SIDE B: 300 points

DEPLOYMENT

Both players will deploy on opposite sides of the game table, in a standard Deployment Zone 12 inches deep.

Troops cannot be deployed in base contact with an Antenna.

SCENARIO SPECIAL RULES

CAPTURING THE ANTENNAS

Three Antennas are placed on the table, one on the center and one on each side of the table, 12 inches from the center and 24 inches from the side edges.

Antennas are represented by a Transmission Antenna Marker (TRANS. ANTENNA) or a piece of scenery of similar diameter.

To Capture an Antenna, a Specialist Troop must be in base contact with it, spend one Short Skill or an ARO, and succeed at a Normal WIP Roll. If the roll is failed, it can be repeated as many times as necessary, each time spending the corresponding Short Skill or ARO.

A player can Capture an Antenna that had been previously captured by the enemy. Doing so makes the Antenna not count as Captured by the enemy anymore.

You may use Possessed (POS) and Immobilized (IMM) Markers to keep track of the captured Antennas. We recommend you use a different type of marker for each player.

SPECIALIST TROOPS

For the purposes of this scenario, only Hackers, Doctors, Engineers, Forward Observers, Paramedics and troops possessing the Chain of Command Special Skill are considered Specialist Troops.

Hackers, Doctors and Engineers cannot make use of Repeaters or G: Servant models to perform tasks reserved for Specialist Troops.

A Specialist Trooper with a Disabled Marker can still accomplish the Objectives of this scenario.

END OF THE MISSION

This scenario has a limited time frame: it will automatically end at the end of the third Game Round.

If one of the players starts his active turn in a state of Retreat!, the game will end at the end of that Turn.
DEPLOYMENT ZONE A

DEPLOYMENT ZONE B

24°

CAPTION

Antenna
A GUIDE TO ORGANIZING ITS TOURNAMENTS

This document exists to give Organizers some guidelines and tips on how to set up their own ITS events, including a handy reference table with information on each of the official ITS Scenarios.

PRESET LAYOUTS

Choosing a set of Scenarios that works for your game tables can become a daunting task. You probably don’t want to have to do much mid-tournament scenery rearranging to fulfil each Scenario’s requirements in terms of Consoles, Antennas, Objective Rooms, etc.

To help you choose compatible Scenarios, we have arranged them all into a number of Preset Layouts with similar structural needs. Knowing which Preset Layouts your Scenarios will need beforehand will make it easier for you to compose your game tables judiciously.

The different Preset Layouts are:

- A - FREE-FORM
- B - HORIZONTAL LINE
- C - VERTICAL LINE
- D - CRUCIFORM
- E - MINI DIE 1
- F - MINI DIE 2
- G - INDOORS MINI DIE 1
- H - OUTDOORS MINI DIE 4
- I - PILLARS
- J - DIE 5
- K - EMPTY HEXAGON
- L - HEXAGON
- M - HNIMBUS
- N - THE GRID
For example, if your tournament will be a three-Round Direct Action Operations tournament, you might choose The Armory, Transmission Matrix and Biotechvore. Since their Preset Layouts are F + J + A, you know you will need a central Objective Room and five Antennas. You are now ready to arrange your scenery in a way that won’t disrupt objective-placing during the tournament.

Applying this procedure to prepare tables for a four-Round Special Operations tournament, if your Scenarios have the Preset Layout spread A + B + C + D, arranging your table so that objectives can be easily placed as shown in Preset Layout D will guarantee all other Scenarios are playable without alterations.

In a 5-Round Joint Operations tournament, knowing your Preset Layout spread is I + I + E + A + B will allow you to place a central Objective Room without fear that you won’t be able to place the markers necessary for any of the other missions.

### SPECIAL RULES

This column enumerates all Special Rules that must be applied for each Scenario.

<table>
<thead>
<tr>
<th>Nº</th>
<th>NAME</th>
<th>CONFIGURATION</th>
<th>SPECIAL RULES</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Annihilation</td>
<td>A</td>
<td>Killing, No Quarter</td>
</tr>
<tr>
<td>2</td>
<td>Biotechvore</td>
<td>A</td>
<td>Confuse Deployment, Biotechvore Area, Killing, No Quarter.</td>
</tr>
<tr>
<td>3</td>
<td>Quadrant Control</td>
<td>A</td>
<td>Quadrants (ZO), Dominate ZO, INTELCOM Card (Support and Control).</td>
</tr>
<tr>
<td>4</td>
<td>Decapitation</td>
<td>A</td>
<td>Reinforced Tactical Link, Killing, Specialist Troops.</td>
</tr>
<tr>
<td>5</td>
<td>The Armory</td>
<td>F</td>
<td>Exclusion Zone, The Armory (ZO), Dominate ZO, Panoplies, Specialist Troops, INTELCOM Card (Support and Control).</td>
</tr>
<tr>
<td>6</td>
<td>Frontline</td>
<td>A</td>
<td>Sectors (ZO), Dominate ZO, INTELCOM Card (Support and Control).</td>
</tr>
<tr>
<td>7</td>
<td>Supremacy</td>
<td>I</td>
<td>Quadrants (ZO), Dominate ZO, Consoles, Hacking the Consoles, Specialist Troops, Hacker Bonus, INTELCOM Card (Interference).</td>
</tr>
<tr>
<td>9</td>
<td>Safe Area</td>
<td>I</td>
<td>Sections (ZO), Dominate ZO, Consoles Control Consoles, Specialist Troops, INTELCOM Card (Support and Control/ Interference).</td>
</tr>
<tr>
<td>10</td>
<td>Transmission Matrix</td>
<td>J</td>
<td>Transmission Areas (ZO), Dominate ZO.</td>
</tr>
<tr>
<td>11</td>
<td>Beaconland</td>
<td>A</td>
<td>Zona de Exclusión/ Bono de Bagaje</td>
</tr>
<tr>
<td>12</td>
<td>Seize the Antennas</td>
<td>C</td>
<td>Antennas, Seized Antenna, Specialist Troops, Hacker Bonus.</td>
</tr>
<tr>
<td>13</td>
<td>Coffin Raiders</td>
<td>H</td>
<td>Exclusion Zone, Med-Data Packs, Specialist Troops, Doctor and Paramedic Bonus.</td>
</tr>
<tr>
<td>14</td>
<td>Cold Sleep</td>
<td>K</td>
<td>Inner Area, Tech-Coffins, Consoles, Doctor and Paramedic Bonus, INTELCOM Card (Interference).</td>
</tr>
<tr>
<td>15</td>
<td>Emergency Transmission</td>
<td>L</td>
<td>Consoles, Synchronize Consoles, Antenna, Activate Antenna, Control Antenna, Specialist Troop, Engineer Bonus.</td>
</tr>
<tr>
<td>16</td>
<td>Nimbus Zone</td>
<td>M</td>
<td>Exclusion Zone, Nimbus Zone, Nimbus Antennas, Console, Specialist Troops, Engineer and Hacker Bonus, INTELCOM Card (Interference).</td>
</tr>
<tr>
<td>17</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>18</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>19</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>20</td>
<td>Highly Classified</td>
<td>A</td>
<td>Main Classified Objectives, Secondary Classified Objective, Secure HVT, High Difficulty Mode.</td>
</tr>
<tr>
<td>21</td>
<td>Supplies</td>
<td>B</td>
<td>Tech-Coffins, Supply Boxes, Specialist Troops, Doctor and Paramedic Bonus.</td>
</tr>
<tr>
<td>22</td>
<td>Antennas Field</td>
<td>D</td>
<td>Exclusion Zone, Transmission Antennas, Control Transmission Antennas, Specialist Troops.</td>
</tr>
<tr>
<td>23</td>
<td>Beacon Race</td>
<td>E</td>
<td>Beacons, Beacon Zone, Beacon Room, Beacon Box, Specialist Troops, Chain of Command Bonus.</td>
</tr>
<tr>
<td>24</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
**SCENERY**

This column names any Scenery Elements necessary to play each Scenario.

<table>
<thead>
<tr>
<th>Nº</th>
<th>NAME</th>
<th>CONFIGURATION</th>
<th>ELEMENTS</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Annihilation</td>
<td>A</td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>Biotechvore</td>
<td>A</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>Quadrant Control</td>
<td>A</td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>Decapitation</td>
<td>A</td>
<td></td>
</tr>
<tr>
<td>5</td>
<td>The Armory</td>
<td>F</td>
<td>Objective Room / 2 Objective Marker (Panoplies)</td>
</tr>
<tr>
<td>6</td>
<td>Frontline</td>
<td>A</td>
<td></td>
</tr>
<tr>
<td>7</td>
<td>Supremacy</td>
<td>I</td>
<td>4 Consoles</td>
</tr>
<tr>
<td>8</td>
<td>Safe Area</td>
<td>I</td>
<td>4 Consoles</td>
</tr>
<tr>
<td>9</td>
<td>Transmission Matrix</td>
<td>J</td>
<td>5 Antennas</td>
</tr>
<tr>
<td>10</td>
<td>Beaconland</td>
<td>A</td>
<td></td>
</tr>
<tr>
<td>11</td>
<td>Seize the Antennas</td>
<td>C</td>
<td>3 Antennas</td>
</tr>
<tr>
<td>12</td>
<td>Coffin Raiders</td>
<td>H</td>
<td>Objective Room / 4 Tech-Coffins / 4 Consoles</td>
</tr>
<tr>
<td>13</td>
<td>Cold Sleep</td>
<td>K</td>
<td>4 Tech-Coffins / 2 Consoles</td>
</tr>
<tr>
<td>14</td>
<td>Emergency Transmission</td>
<td>L</td>
<td>6 Consoles</td>
</tr>
<tr>
<td>15</td>
<td>Nimbus Zone</td>
<td>M</td>
<td>4 Antennas / 3 Consoles</td>
</tr>
<tr>
<td>16</td>
<td></td>
<td>TOP SECRET</td>
<td></td>
</tr>
<tr>
<td>17</td>
<td></td>
<td>TOP SECRET</td>
<td></td>
</tr>
<tr>
<td>18</td>
<td></td>
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</tr>
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<td>19</td>
<td></td>
<td>TOP SECRET</td>
<td></td>
</tr>
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<td>Highly Classified</td>
<td>A</td>
<td></td>
</tr>
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<td>Supplies</td>
<td>B</td>
<td>3 Tech-Coffins</td>
</tr>
<tr>
<td>22</td>
<td>Antennas Field</td>
<td>D</td>
<td>5 Antennas</td>
</tr>
<tr>
<td>23</td>
<td>Beacon Race</td>
<td>E</td>
<td>Objective Room (Open Doors) / 1 Deposito de Balizas</td>
</tr>
<tr>
<td>24</td>
<td></td>
<td>TOP SECRET</td>
<td></td>
</tr>
<tr>
<td>25</td>
<td>Comms Center</td>
<td>N</td>
<td>9 Antennas</td>
</tr>
</tbody>
</table>

**TIPS**

- Do not be quick to dismiss a Scenario simply because it requires an Objective Room. The room could be simply act as an inert Scenery Element during the remaining rounds, maintaining its height and with its doors open to avoid obstructing the center of the battlefield.

- If you plan to celebrate a Joint Operations tournament, we strongly suggest you maintain a good balance between Direct Action and Special Scenarios so players are forced to rely on both their Army Lists.

For example, make sure you choose no more than two Scenarios of one Type of Operation for a three or four-Round tournament, and no more than three of one Type for a five-Round tournament.

**CHANGES FOR THE 2016 SEASON**

2016 will be the first season to use the ITS Tournament Manager, which means a few changes worth keeping in mind:

- All tournaments must be entered into the ITS Tournament Manager system and announced at least one full week before the event.

- Entering a tournament into the system requires a Tournament Code.

- ITS Rankings are updated daily, and take into consideration only a tournament’s final scores.
**ITS TOURNAMENT MANAGER**

ITS Tournament Manager is a web app that will make it easier for Organizers to advertise their events to the community of players, as well as manage their pairings and results during tournaments.

ITS Tournament Manager tallies the results of every official ITS tournament and calculates each player’s position in the Rankings, which can be accessed via the app itself.

Additionally, the Tournament Manager offers players a quick way to peruse announced events, so they will always be up to date on the upcoming tournaments in their area.

**ITS TOURNAMENT MANAGER USER GUIDE**

After registering and logging in, you can see a menu with your details, including your ITS PIN.

- **‘HOME’** will take you back to the home page.
- **‘EDIT PROFILE’** allows you to edit your personal details, change your password or enter a new email address.
- **‘CREATE EVENT’** will take you to the event creation screen. This screen also offers a list of upcoming events and a list of events you have registered for or received an invite to. Each event is labeled according to its status.

The event creation screen prompts you to complete a form with the event’s details, including its Tournament Code, an event name, an address, etc.

Once your Tournament Code is verified, you can choose a Tier, a Type of Operation, extras and Scenarios for your tournament.

To add an ITS Scenario to your event, select it from the drop-down menu and press the ‘Add’ button. You can use the arrows to arrange your Scenarios in order of play, and the X to remove a Scenario from your list.

Once all fields are complete and you have chosen your tournament specs, press the ‘SAVE’ button. On the left-hand side you will see two new boxes listing the event’s registered players.

You will also see a button, ‘See as list’. By pressing the button, you will access a list with every player’s details and the option to download a CSV (plain text, comma-separated) file with the data, which you can open in any spreadsheet software in case you need to add more fields or modify the data in bulk.

If you saved your tournament specs, the date of the event a new button will appear on the screen: ‘Start tournament’.

By pressing it, you will access a Round screen with the next Scenario and a player list. Here, you will be able to add or remove players and give a Bye if there is an odd number of players.
When you start the round, the Manager generates a set of random pairings and assigns each pair a table. This screen is where you will fill in the game results once the round is over.

Once the results are filled, press 'Submit' to see the tournament rankings so far and move on to the next Round.

After the last Round, the screen will show the tournament's final results.

By pressing the ITS Ranking button, you can see the different Rankings, your own position in them, your current Elo score, and a history of your latest tournaments, with the results of each round you played.