

CORVUS BELLI
iNFiNiTY



INFINITY TOURNAMENT SYSTEM
2016

RULES AND SCENARIOS

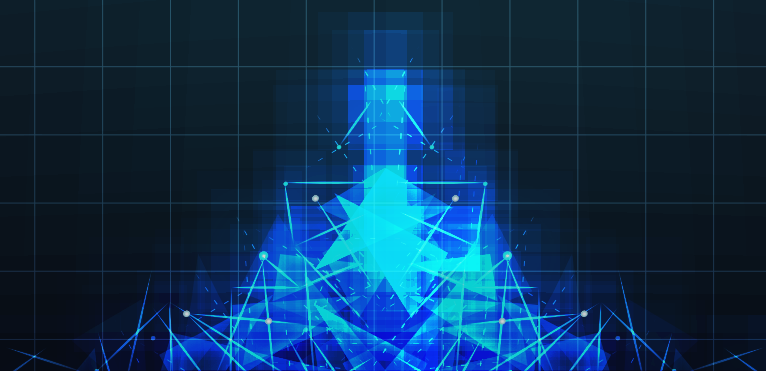


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ITS: BASIC RULES

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.

REMEMBER

Infinity is first and foremost a game and events should be fun for everyone involved.

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 180° Line of Fire arc by means of distinct painted markings on its base or the appropriate markers (such as Customeeple'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 InfinityArmy (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 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:

Tournament Type	Top-Tier	Mid-Tier	Low-Tier
Classic Tournament	K+15%	K=32	K-15%
Classic League	N/A	K=16	N/A
Mini Tournament	K+15%	K=16	K-15%
One Shot	K+15%	K=4	K-15%

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:

PLAYERS	TOURNAMENT ROUNDS
4 - 8	3
9 - 16	4
17+	5

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:

OUTCOME	TOURNAMENT POINTS	DIFFERENCE IN OBJECTIVE POINTS
Total Victory	3	Difference of 5 or more Objective Points.
Victory	2	Difference of 4 or less Objective Points.
Tie	1	Difference of 0 Objective Points.
Defeat	0	Any Objective Points difference in favor of the opponent.

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.

N°	SCENARIO	DIRECT ACTION OPERATIONS	SPECIAL OPERATIONS	JOINT OPERATIONS
1	Annihilation	X		
2	Biotechvore	X		
3	Quadrant Control	X		
4	Decapitation	X		
5	The Armory	X		
6	Frontline	X		X
7	TOP SECRET			
8	Supremacy	X		X
9	Safe Area	X		X
10	Transmission Matrix	X		X
11	Beaconland		X	
12	Seize the Antennas		X	
13	Coffin Raiders		X	
14	Cold Sleep		X	
15	Emergency Transmission		X	
16	Nimbus Zone		X	
17	TOP SECRET			
18	TOP SECRET			
19	TOP SECRET			

N°	SCENARIO	DIRECT ACTION OPERATIONS	SPECIAL OPERATIONS	JOINT OPERATIONS
20	Highly Classified		X	X
21	Supplies		X	X
22	Antenna Field		X	X
23	Beacon Race		X	X
24	TOP SECRET			
25	Comms Center		X	X

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.

SPEC-OPS

This Extra allows players to field a Spec-Ops in their tournament lists (see Infinity. *Campaign: Paradiso*).

- » Spec-Ops can be customized with 12 Experience Points.
- » Players can use a differently customized Spec-Ops for each army list, but no alterations can be made during the tournament.
- » Spec-Ops configurations must be noted in writing along with the army list they are in.

Spec-Ops earn no further Experience Points during this type of tournament.

This Extra is not compatible with the Campaign Extra.

ITS RATING

Players' ITS Ratings change depending on their results in each tournament's rounds, as well as the event's K factor, as detailed in the ITS Basic Rules document.

REPORTING RESULTSS

In order to update the ITS Ranking with the results of a tournament, 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

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.

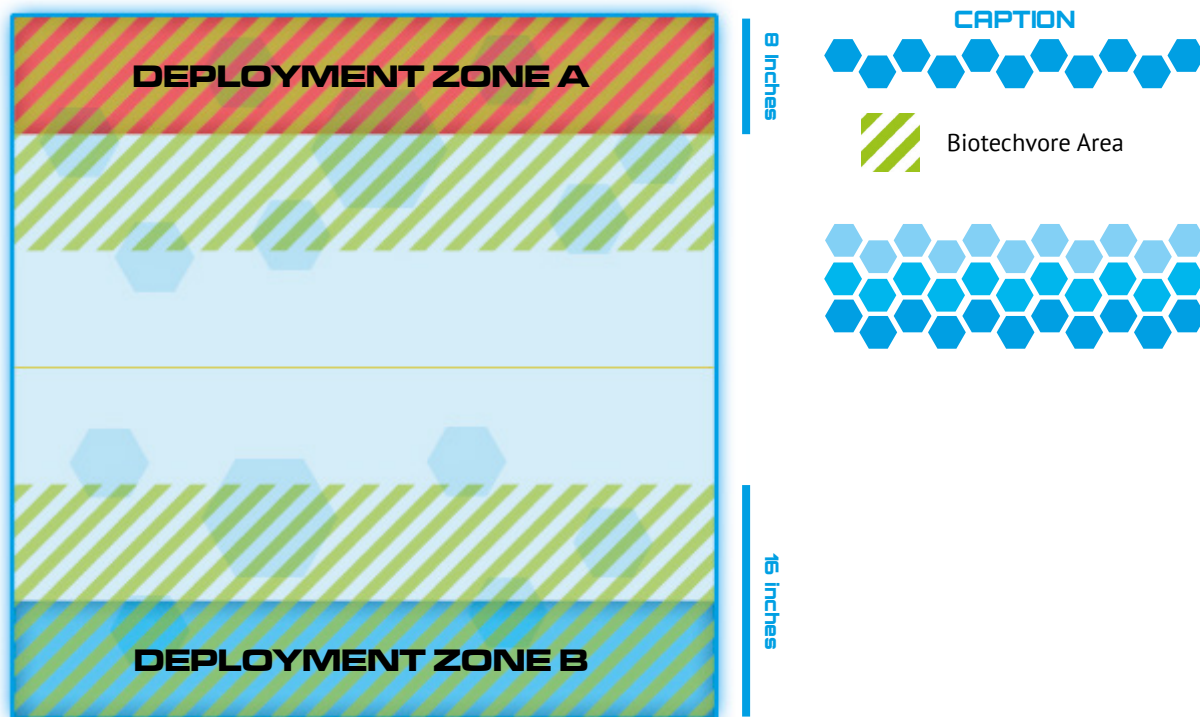
Troopers that **have not been deployed on the game table** at the end of the game will be considered to be *Killed* by the adversary.

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 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

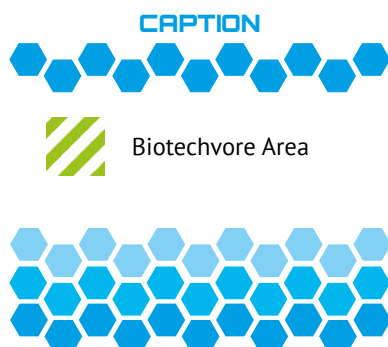
- » Each player has **2 Classified Objectives** (1 Objective Point for each one).

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.

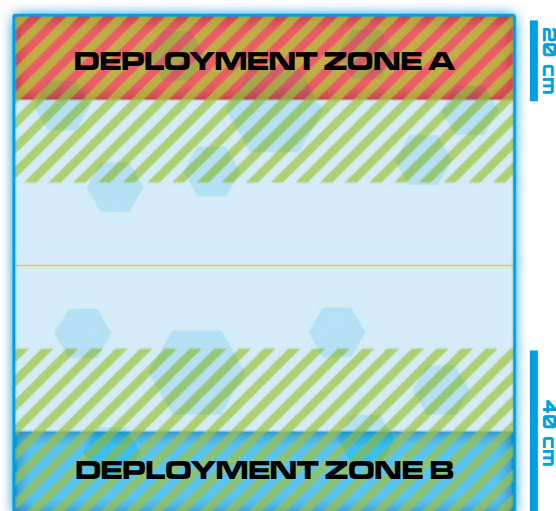
Troopers that **have not been deployed on the game table** at the end of the game will be considered to be *Killed* by the adversary.

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 (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

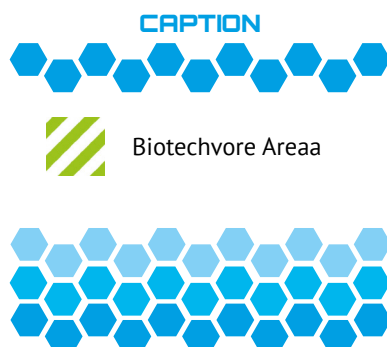
- » Each player has **2 Classified Objectives** (1 Objective Point for each one).

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.

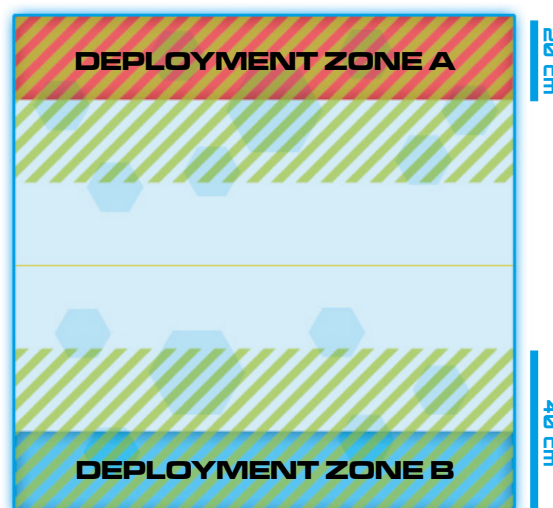
Troopers that **have not been deployed on the game table** at the end of the game will be considered to be *Killed* by the adversary.

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.

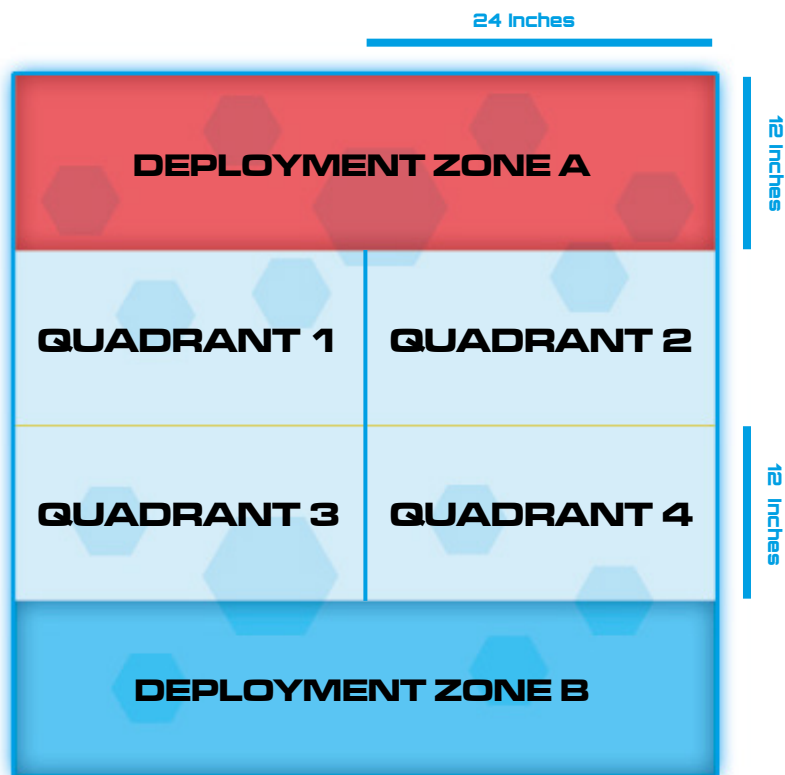
At the end of the game, only at the end of the third *Game Round* when the players count up their points, and following the order established by the *Initiative*, the player can use his *INTELCOM Card* applying the Support and Control Mode.

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).



DECAPITATION

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.

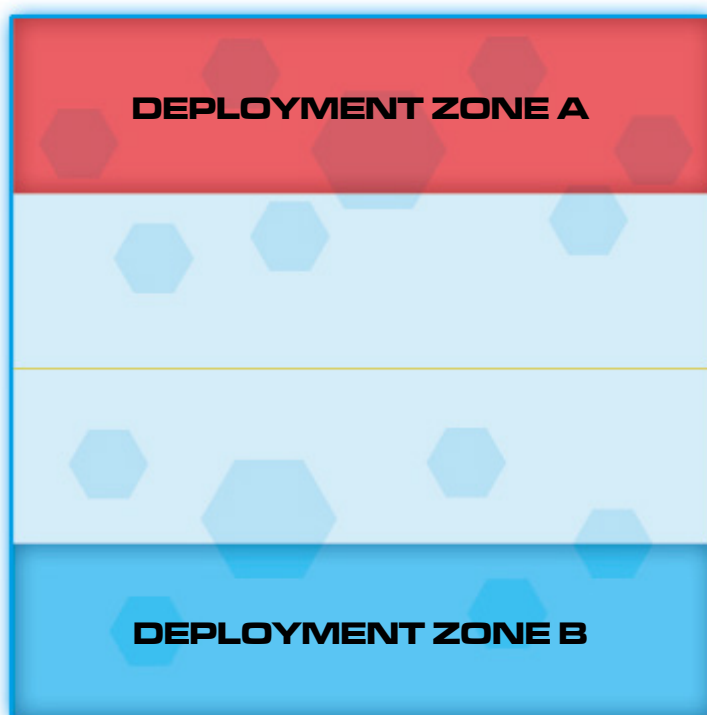
Troopers that have not been deployed on the game table at the end of the game will be considered to be *Killed* by the adversary.

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-Embryo, Seed-Embryo...) 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*.

REMEMBER:

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

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

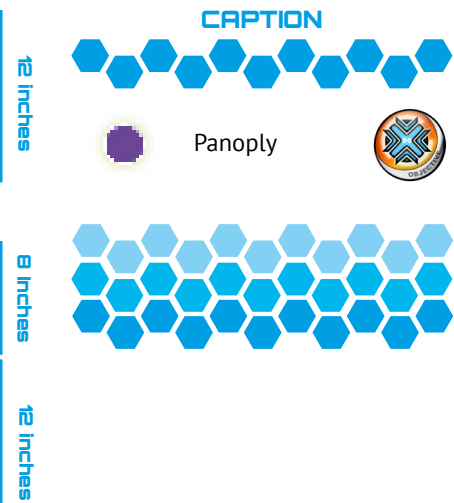
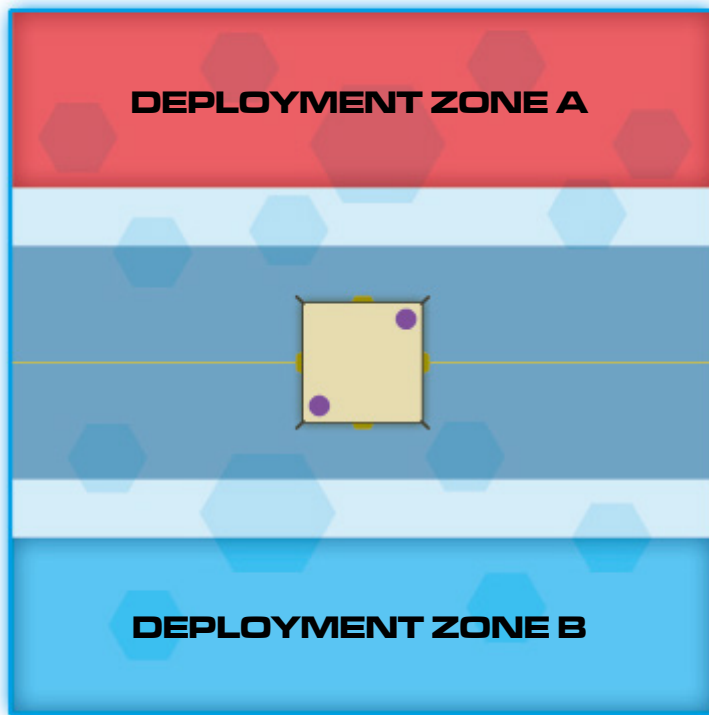
This scenario has a limited time frame, so it will automatically finish at the end of the **third Game Round**.

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

TYPE OF BUILDING	TYPE OF CONSTRUCTION	TYPE OF ACCESS			ACCESS WIDTH	TRAITS
ARMORY	Outer Wall (x4)	Security Gate (x4)			Narrow Access (x4)	Panoply (x2)

TYPE OF ELEMENT	NAME	ARM	BTS	STR	AW	TRAITS
ACCESS	SECURITY GATE	3	3	2	Narrow Gate	Hackable (WIP Roll)
CONSTRUCTION	OUTER WALL	10	0	3	--	--
PROPS	PANOPLY	0	0	1	--	Logistics

24 Inches



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)

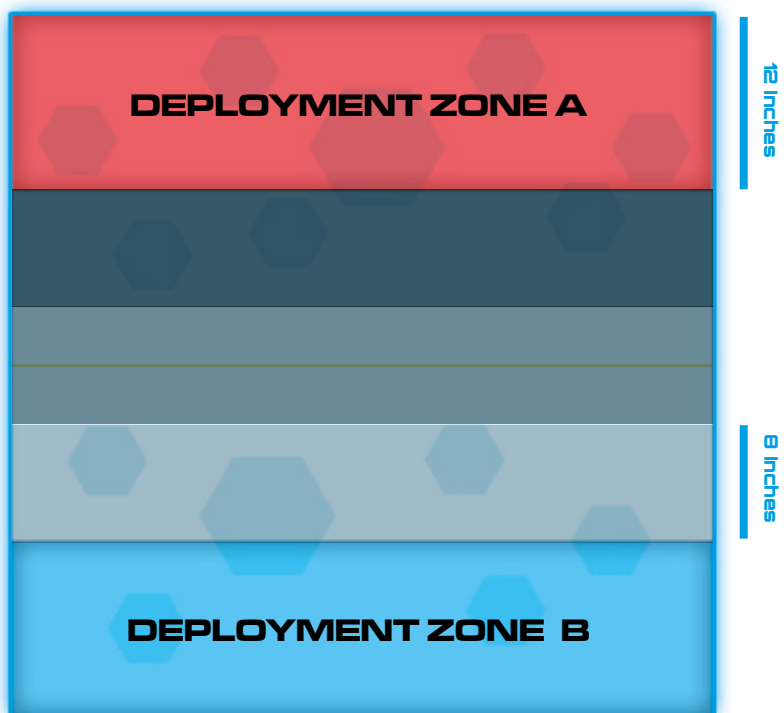
Before the beginning of the game, after have chosen the *Classified Objective*, the player must choose if that card will be his *Classified Objective* or his *INTELCOM Card*, announcing his decision to his adversary. The content of the card, whether the mission or the card numeric value is considered *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 possess 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**.



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*.

REMEMBER:

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

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 *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.

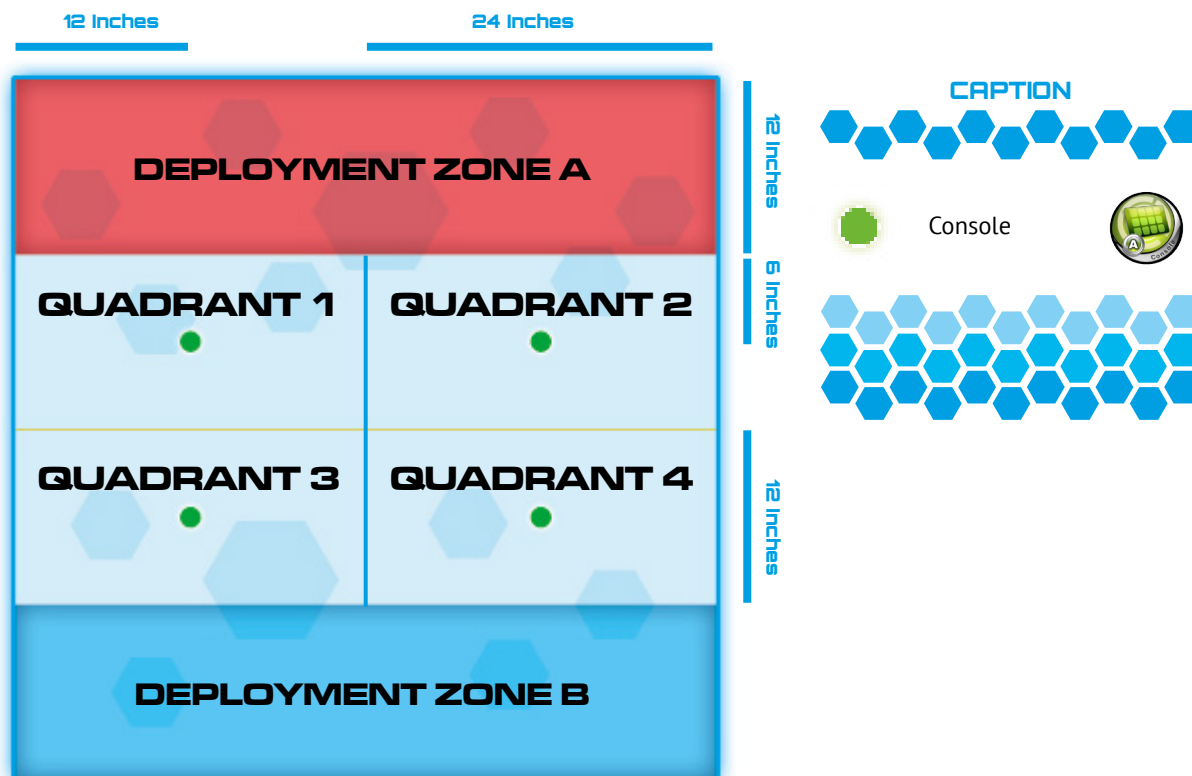
At the end of the game, when the players count up their points, and following the order established by the *Initiative*, the player can use his *INTELCOM Card* applying the *Interference Mode*, to nullify the *Special Rule Specialist Troop* or the *Special Skill Specialist Operative* at his choice.

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*.

TYPE OF ELEMENT	NAME	ARM	BTS	STR	AW	TRAITS
SCENERY	CONSOLE	0	0	1	--	Hackable (WIP Roll)



SAFE AREA

Table Configuration: I.

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

MISSION OBJECTIVES

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*.

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 Customeeple).

CONTROLLING 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, *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.

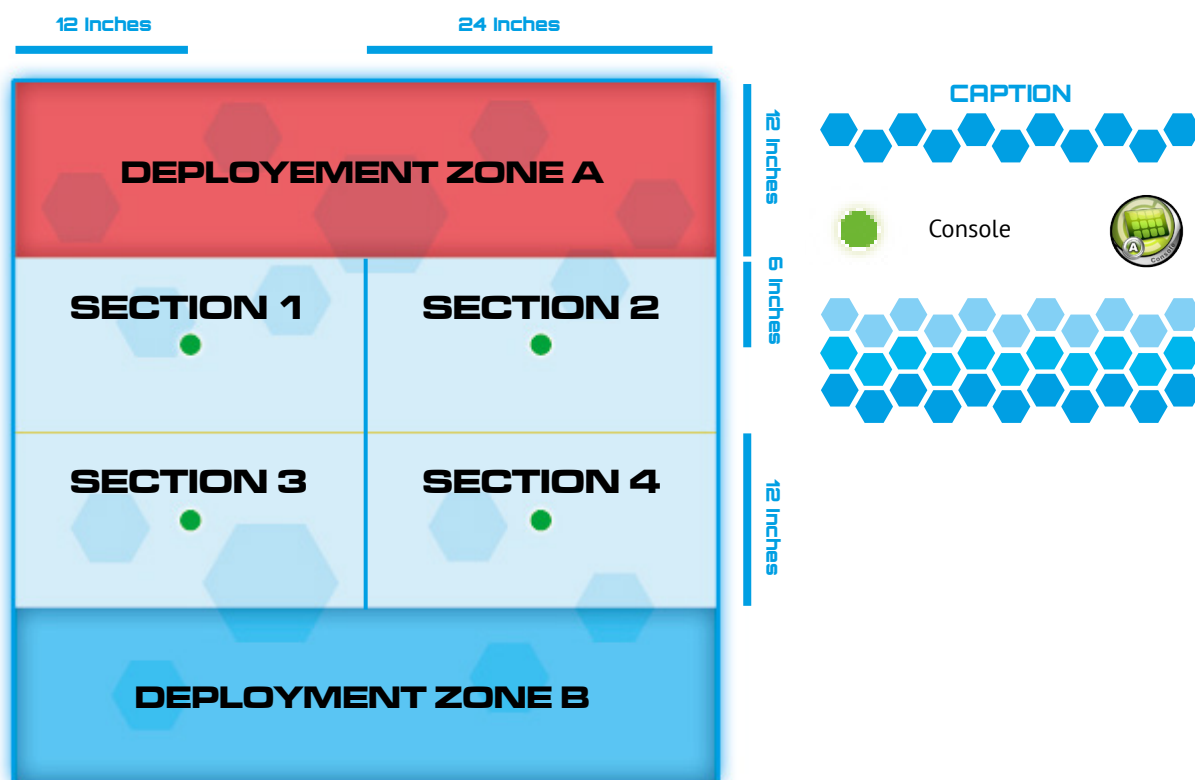
At the end of the game, when the players count up their points, and following the order established by the *Initiative*, the player can use his *INTELCOM Card* applying the *Support and Control Mode* or *Interference Mode*, at his choice:

- » **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 placed 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 *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

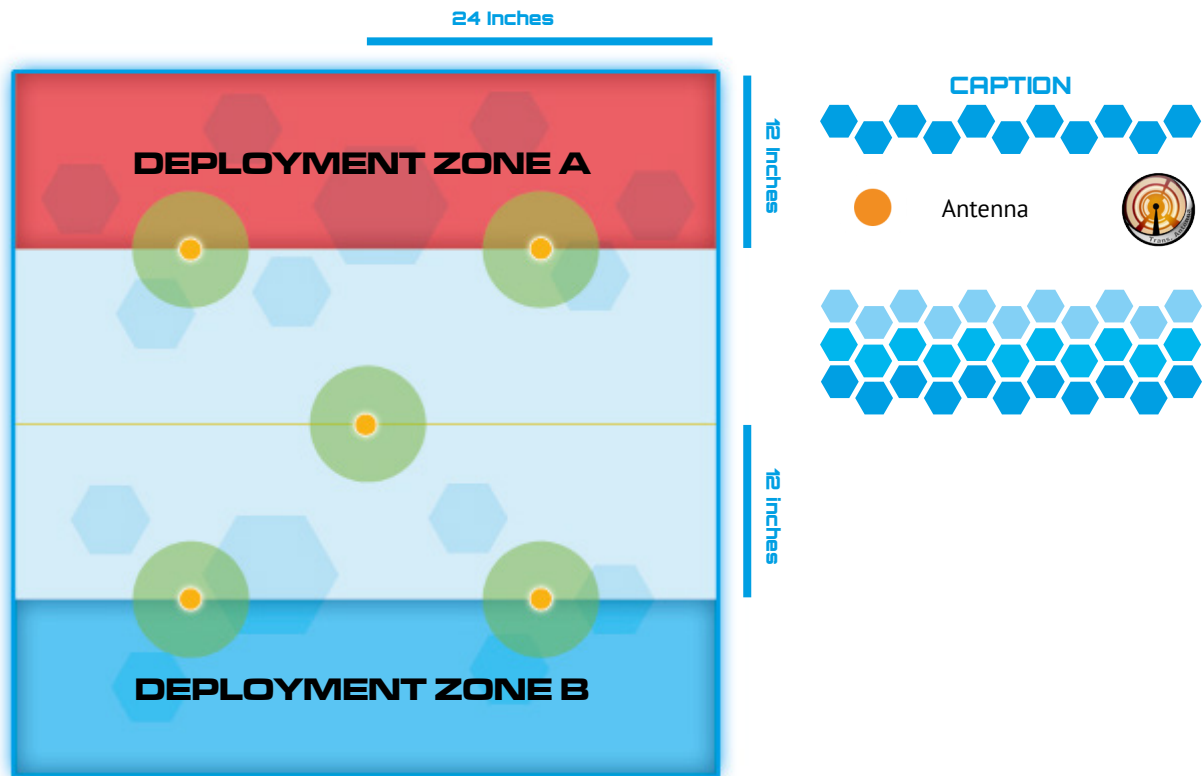
Troops possessing the *Shasvastii* Special Skill that are inside a *Zone of Operations* count while they are in the *Spawn-Embryo* state or any non-*Null* state.

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.

END OF THE MISSION

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



BEACONLAND

Table Configuration: A.

Special Rules: Exclusion Zone, Beacons, Area of Interest, Target Area of Interest, Specialist Troops, Baggage 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 Dead Zone** than the adversary at the end of the game (2 Objective Points).
- » 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.

RECONFIGURE BEACONS (SHORT SKILL)

LABELS

Attack.

REQUIREMENTS

- » Only *Specialist Troops* can declare this Skill.
- » The *Specialist Troop* must be in base contact with an enemy *Active Beacon*.

EFFECTS

- » Allows the *Specialist Troop* to make a **WIP** Roll to *Reconfigure the Beacon*, placing a *Disabled* Marker (DIS) in base contact with the *Beacon*.
- » 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.
- » A *Reconfigured Beacon* is no longer considered as an *Activated Beacon* for its player.

RECOVER BEACONS (SHORT SKILL)

LABELS

Attack.

REQUIREMENTS

- » Only *Specialist Troops* can declare this Skill.
- » The *Specialist Troop* must be in base contact with *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:

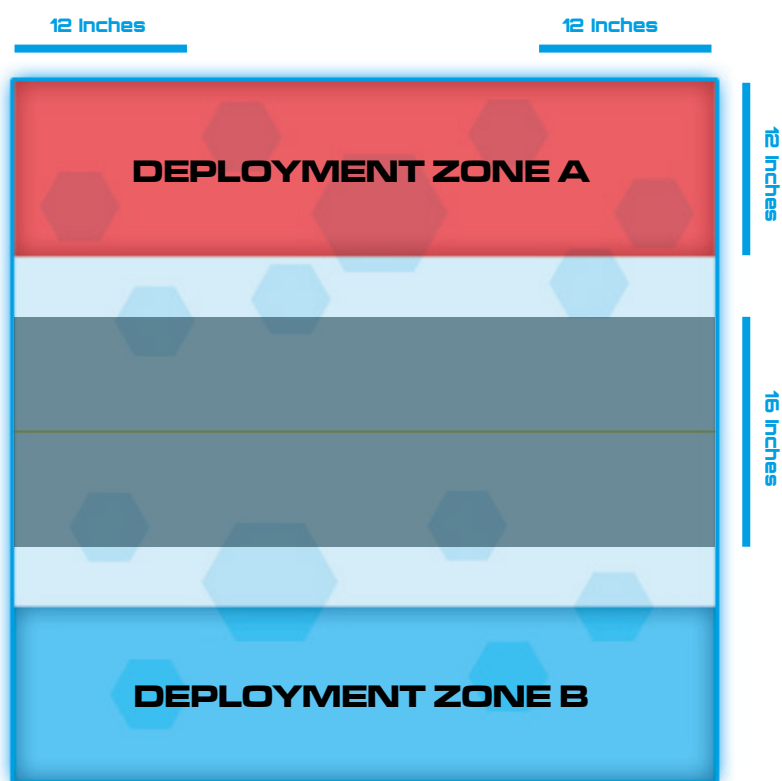
- » Each *Specialist Troop* has two *Beacons* instead one. As an exception to the **Common Rules of Beacons**, *Specialist Troops* can also carry **two** *Beacons*, although they have not the *Baggage* Special Skill.
- » At the end of the Order in which the troop with *Baggage* enters in any *Null* state, 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.

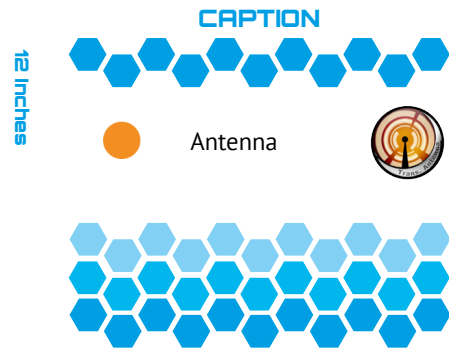
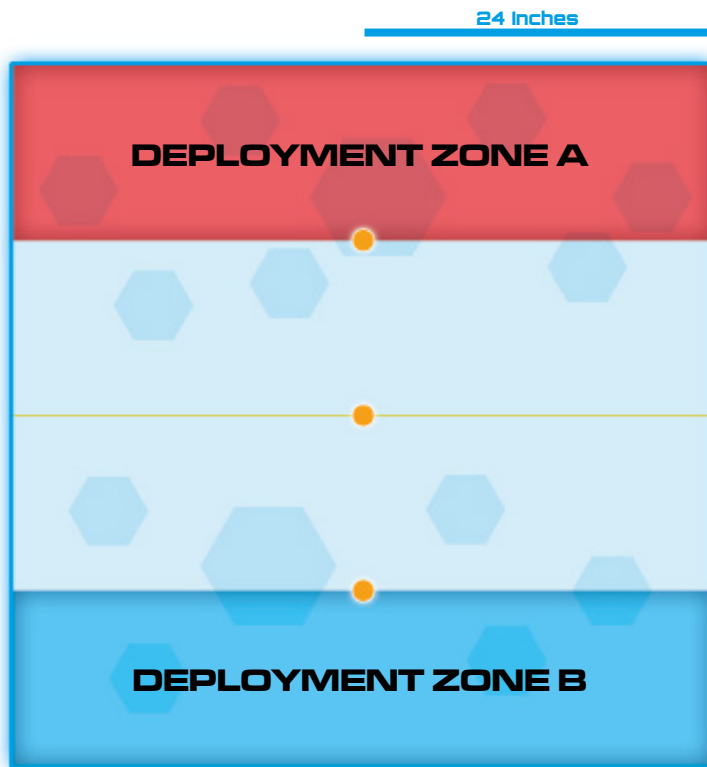
HACKER BONUS

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*.



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*.

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.

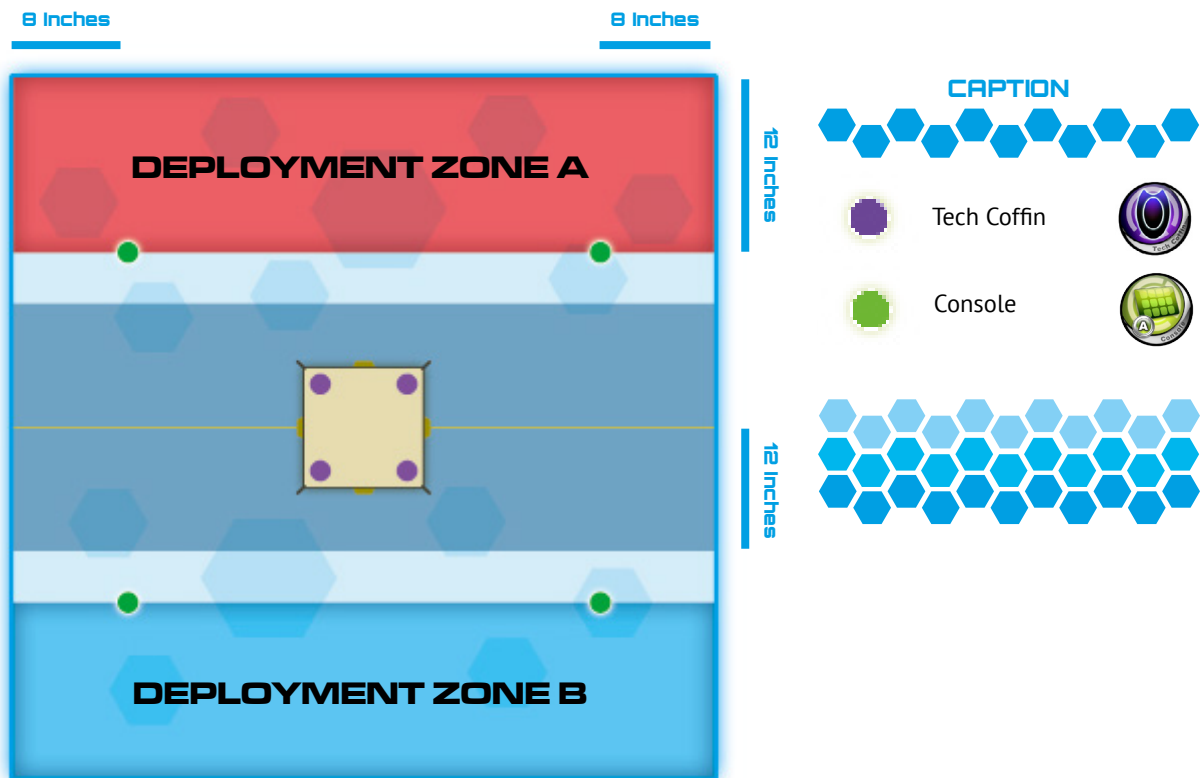
DOCTOR AND PARAMEDIC BONUS

Troops possessing the *Doctor* or *Paramedic* Special Skill have a **MOD of +3** to the *WIP* Rolls necessary to *Download* and *Transmit* the *Med-Data Packs*.

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*.



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. *AI 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.

- » 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.

CONTROL THE CONSOLES

The *Console* 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 *Console*. Models in a *Null* state cannot be counted for this.

DOCTOR AND PARAMEDIC BONUS

Troops possessing the *Doctor* or *Paramedic* Special Skill have a **MOD of +3** to the WIP Rolls necessary to *Connect the Console* and to *Activate the Tech-Coffins*. The MOD provided by this bonus is not stackable with the bonuses provided by *Doctor Plus* and *Akbar Doctor*.

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.

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

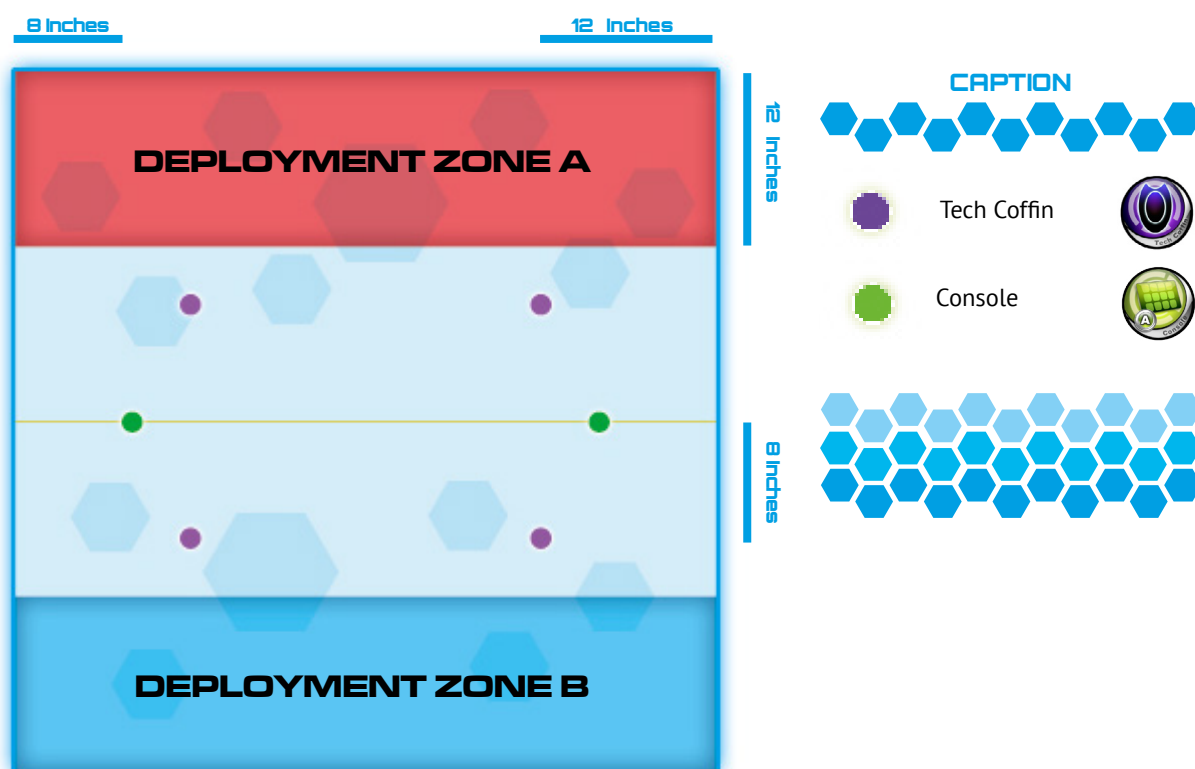
Troops with the *Specialist Operative* Special Skill can accomplish the different functions *Specialist Troops* have in this scenario.

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!* state, the game will end at the end of that *Turn*.



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.

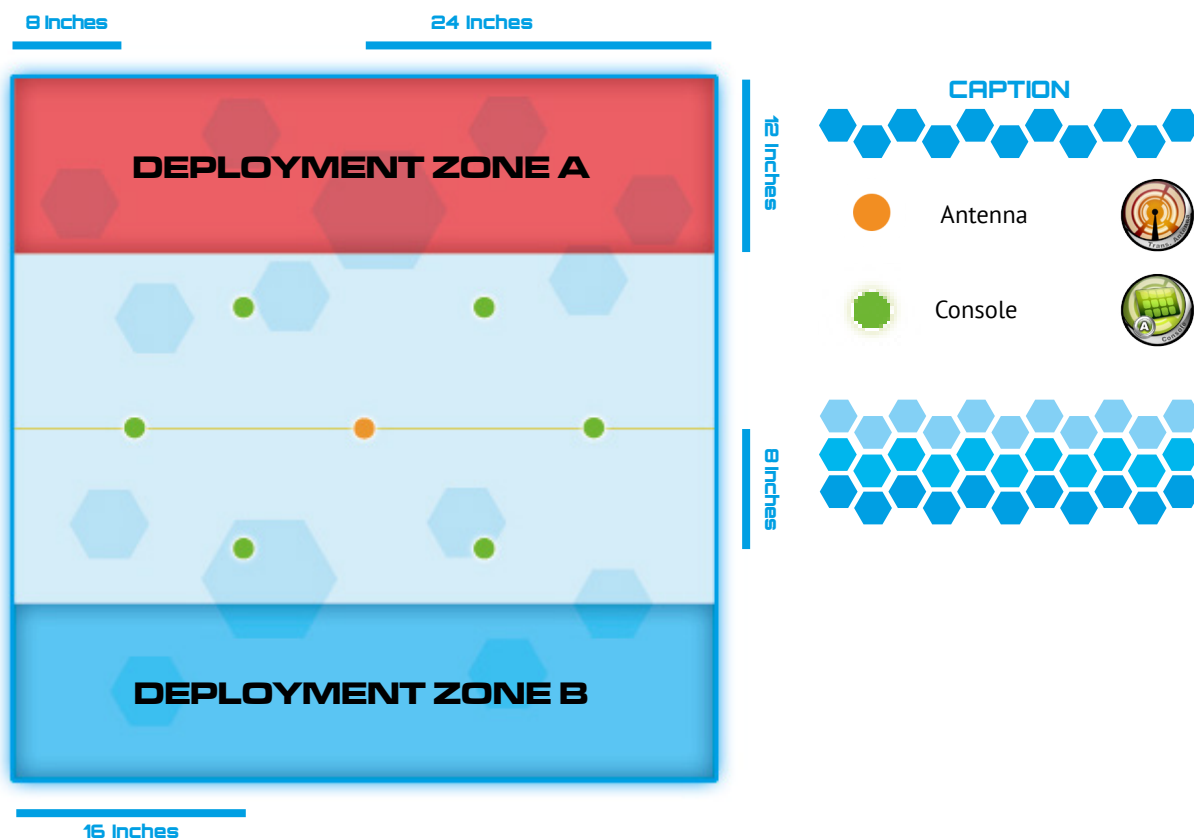
ENGINEER BONUS

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.

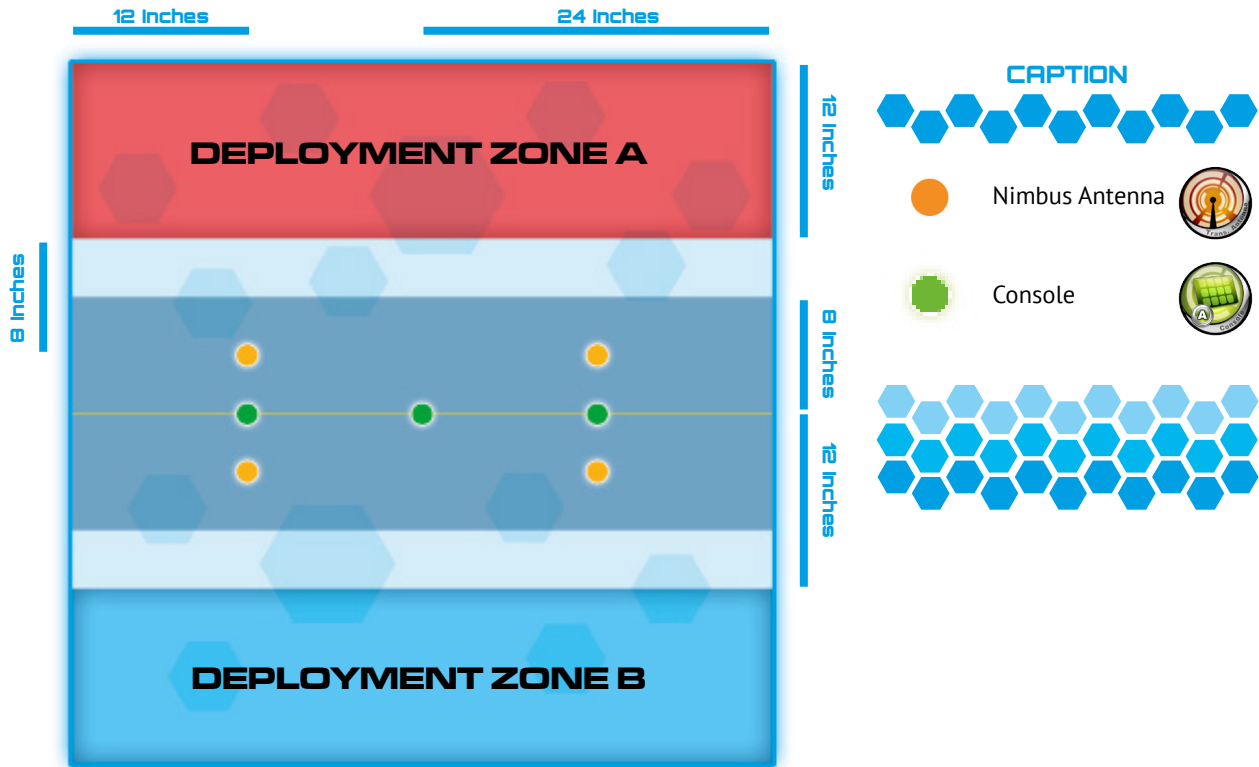
At the end of the game, when the players count up their points, and following the order established by the *Initiative*, the player can use his *INTELCOM Card* applying the *Interference Mode*, to nullify the *Special Rule Specialist Troop* or the *Special Skill Specialist Operative* at his choice.

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*.

TYPE OF ELEMENT	NAME	ARM	BTS	STR	AW	TRAITS
PROPS	NIMBUS ANTENNA	4	3	2	--	Nimbus Antenna



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.

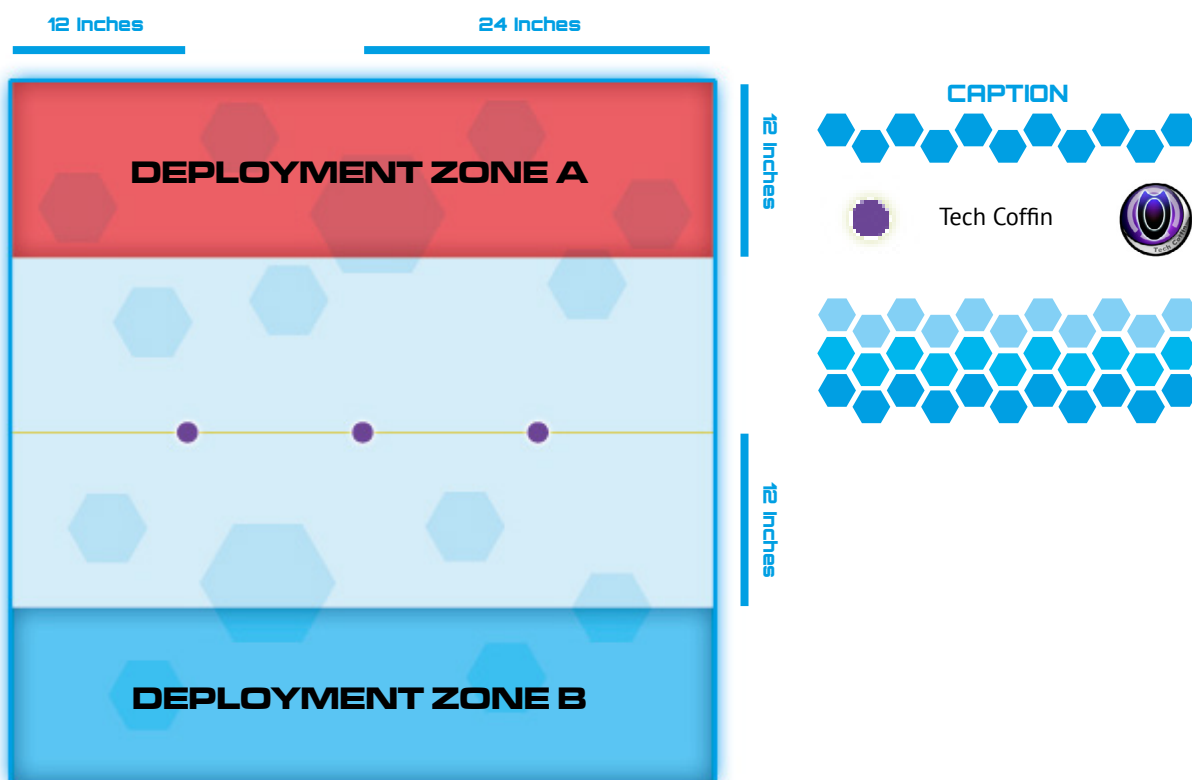
DOCTOR AND PARAMEDIC BONUS

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*.

REMEMBER

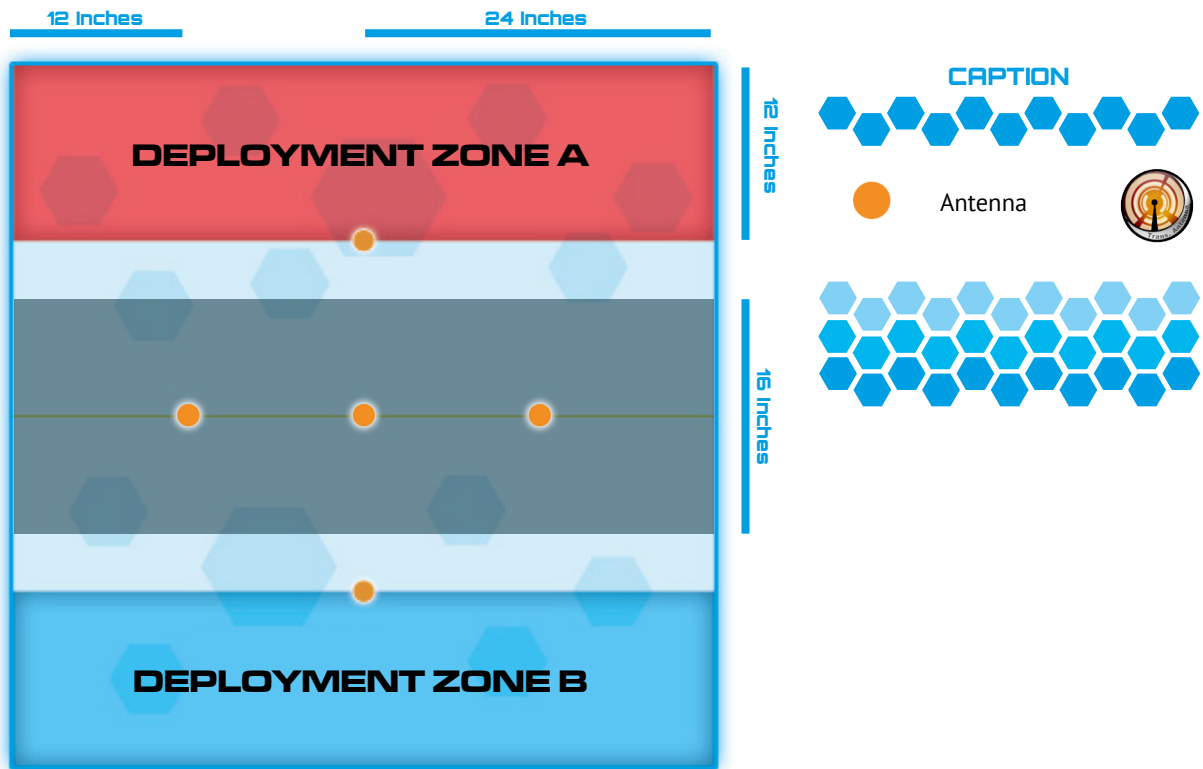
Troops possessing the *Specialist Operative* Special Skill can accomplish the different tasks the *Specialist Troops* perform in this mission.

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.

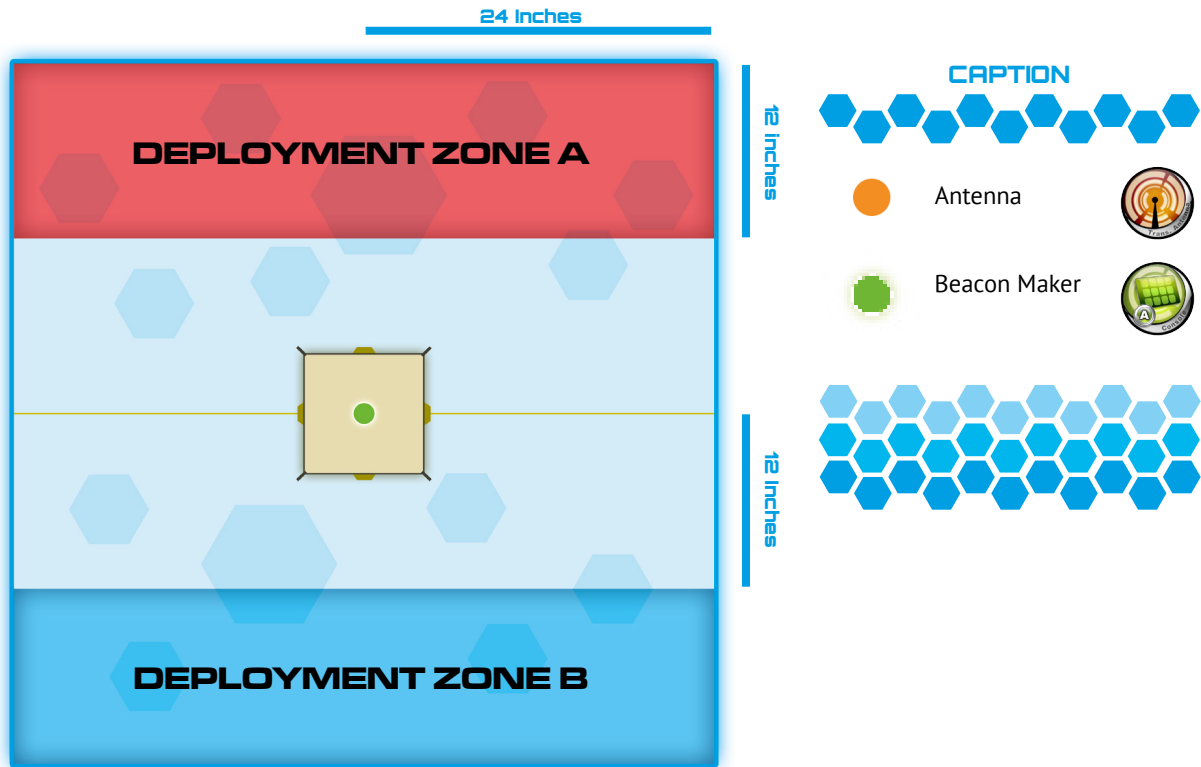
CHAIN OF COMMAND BONUS

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*.



COMMS CENTER

Table Configuration: N.

Special Rules: Exclusion Zone, The Grid, Killing, Specialist Troops.

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

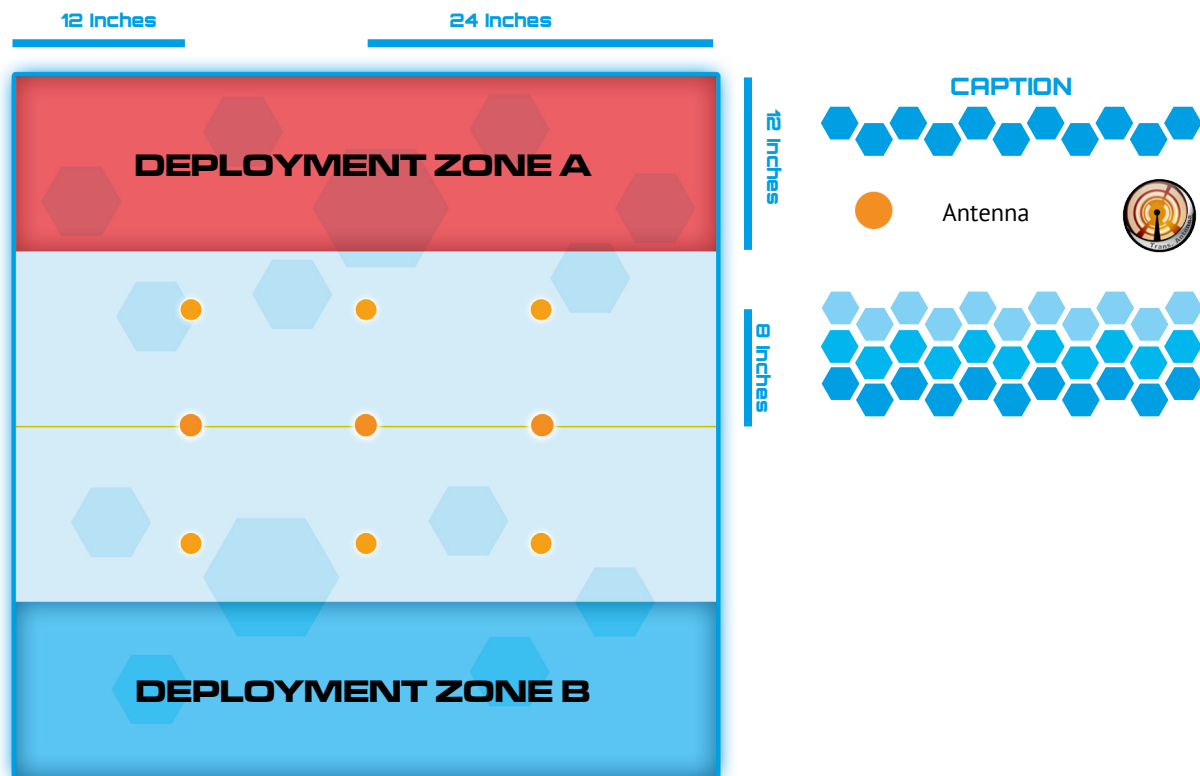
Troops with the *Specialist Operative* Special Skill can accomplish the different functions *Specialist Troops* have in this scenario.

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>.

REMEMBER

Make sure all players are aware of these special conditions before each league round.

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**.

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*.

REMEMBER

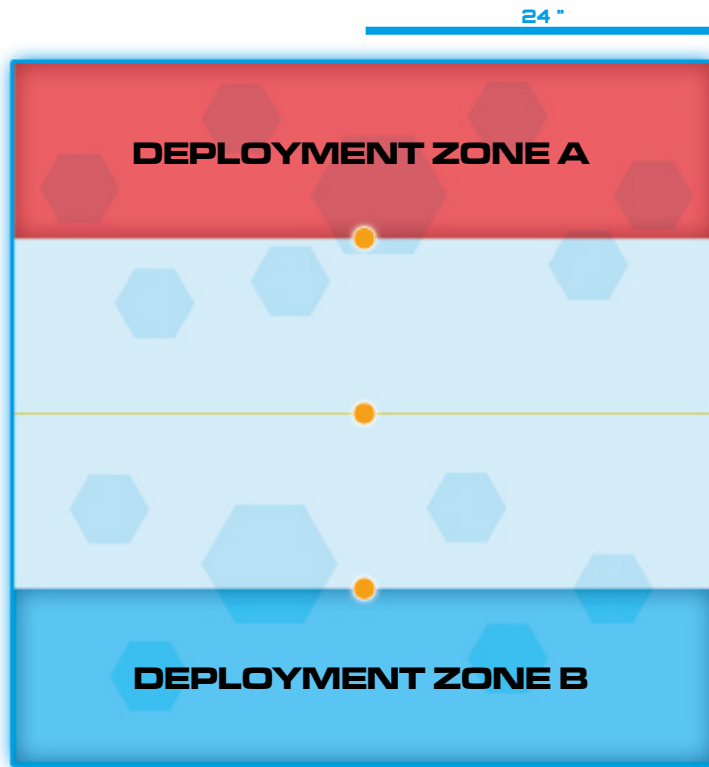
Troops with the *Specialist Troop* Special Skill can perform tasks reserved to *Specialist Troops*.

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*.



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.

will need beforehand will make it easier for you to compose your game tables judiciously.

The different Preset Layouts are:

PRESET LAYOUTS

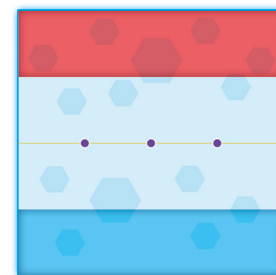
Choosing a set of Scenarios that works for your game tables can become a daunting task. You probably don't want to have to do much mid-tournament scenery rearranging to fulfil each Scenario's requirements in terms of Consoles, Antennas, Objective Rooms, etc.

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

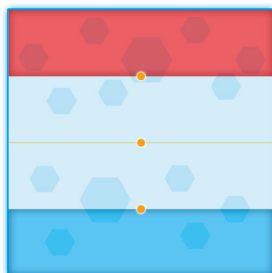
A - FREE-FORM



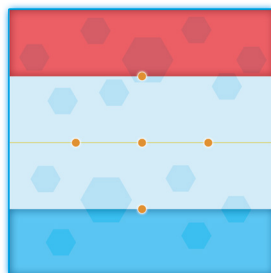
B - HORIZONTAL LINE



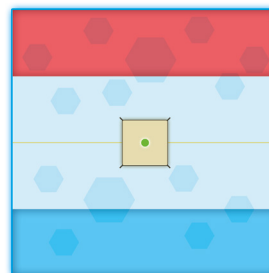
C - VERTICAL LINE



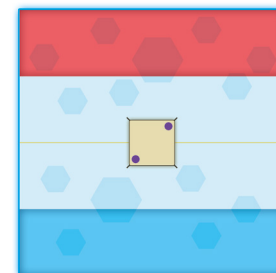
D - CRUCIFORM



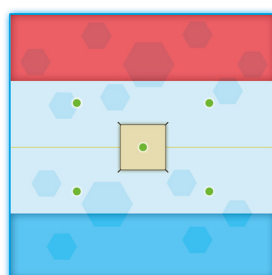
E - MINI DIE 1



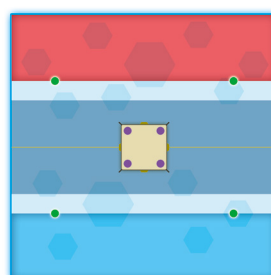
F - MINI DIE 2



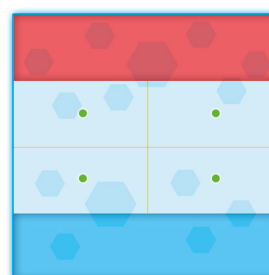
G - INDOORS MINI DIE 1



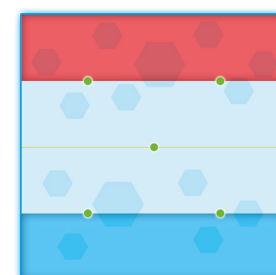
H - OUTDOORS MINI DIE 4



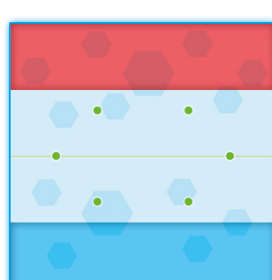
I - PILLARS



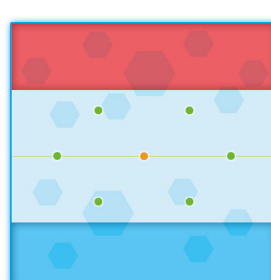
J - DIE 5



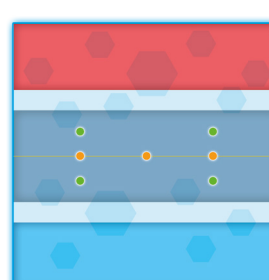
K - EMPTY HEXAGON



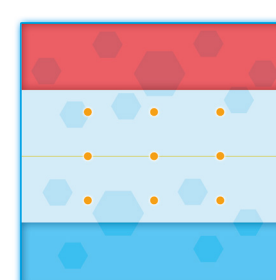
L - HEXAGON



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.

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

SCENERY

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

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

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

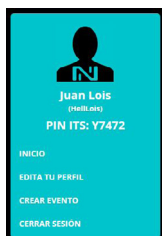
ITS Tournament Manager is a web app that will make it easier for Organizers to advertise their events to the community of players, as well as manage their pairings and results during tournaments.

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.

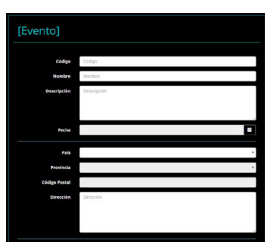
'EDIT PROFILE' allows you to edit your personal details, change your password or enter a new email address.

'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.

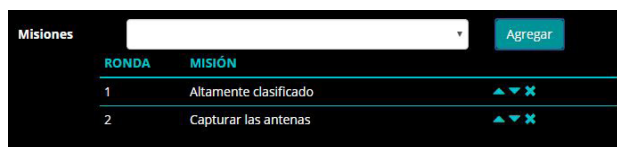


The event creation screen prompts you to complete a form with the event's details, including its Tournament Code, an event name, an address, etc.



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.

Guía Gestor de Torneos ITS

Ronda: 1 - Zona nimbus

Mostrar todos: 1 2 3

Mesa 1

Player 3 (A0003)
Ranking ITS #7

Puntos de objetivo: 0

Puntos de victoria: 0

Lista A • Lista B •

Player 4 (A0004)
Ranking ITS #1

Puntos de objetivo: 0

Puntos de victoria: 0

• Lista A • Lista B

Mesa 2

Player 5 (A0005)
Ranking ITS #3

Puntos de objetivo: 0

Puntos de victoria: 0

Lista A • Lista B •

Player 2 (A0002)
Ranking ITS #4

Puntos de objetivo: 0

Puntos de victoria: 0

• Lista A • Lista B

Ranking ITS

Mundo España USA Internacional Paly

1	1	Playe...	1.088
2	2	Playe...	1.022
3	3	Playe...	1.016
4	4	Playe...	1.008
5	5	Playe...	1.000
6	6	Playe...	1.000
7	7	Playe...	992
8	8	Playe...	968
9	9	Playe...	968
10	10	Playe...	912

Player 2 (A0002)

1.008

4 Mundo Ranking 4 España Ranking

Torneos

Guía Gestor de Torneos ITS	2
Interbancario	5
Test tournament	4
Miva local	3
Testing	2
Test ITS 1	10
Patrykuz Pechowski	5
Test_KWEN Liga Parabolico	5
Test_Tux	2
ITS super mission	6

Rondas

Player 5	0.0
Player 4	0.0
Player 5	1.0
Player 3	6.4
Player 6	2.2
Player 3	2.8
Player 4	6.4
Player 5	5.5
Player 3	5.2
Player 9	0.0

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

Guía Gestor de Torneos ITS

Ronda: 2 - Matriz de transmisión

Revise que toda la información esté correcta antes de iniciar la siguiente ronda

#	NICK	PIN	PT	PO	PV
1	Player 2	A0002	3	10	200
2	Player 3	A0003	2	5	0
3	Player 1	A0001	0	3	0
4	Player 4	A0004	0	0	30

Iniciar ronda

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

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Clasificación final

#	NICK	PIN	PT	PO	PV
1	Player 3	A0003	5	14	300
2	Player 2	A0002	3	0	80
3	Player 4	A0004	2	5	130
4	Player 1	A0001	2	0	50
5	Player 5	A0005	1	3	350

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.

CORVUS BELLI
iNFiNiTY

