



XENOTECH

V 1.0

CORVUS BELLI
INFINITY

RULES INDEX

ITS: BASIC RULES	5
ITS: Tournament Rules Basic Rules	7
Army lists	8
SEASON 10	9
Extras	10
ITS Rating	10
Classified Objectives	11



MISSION INDEX

ACQUISITION	16
ANNIHILATION	19
BIOTECHVORE	21
CAPTURE AND PROTECT	23
COMMS CENTER	25
DEADLY DANCE	27
DECAPITATION	30
ENGINEERING DECK	32
FIREFIGHT	34
FRONTLINE	36
FROSTBYTE	38
THE GRID	40
HIGHLY CLASSIFIED	42
HUNTING PARTY	43
LOOTING AND SABOTAGING	45
POWER PACK	47
QUADRANT CONTROL	49
RESCUE	51
SAFE AREA	53
SHOW OF FORCE	55
SUPPLIES	57
SUPREMACY	59
THE ARMORY	62
TIC-TAC-TOE	65
TRANSMISSION MATRIX	67
UNMASKING	69



ITS LEAGUES

ITS ESCALATION LEAGUES: ROUND ONE	72
ITS ESCALATION LEAGUES: ROUND TWO	73
ITS ESCALATION LEAGUES: ROUND THREE	73
ITS ESCALATION LEAGUES: ROUND FOUR	74
ITS ESCALATION LEAGUES: ROUND FIVE	74
ITS ESCALATION LEAGUES: ROUND SIX	75



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.
- Classified Deck.
- 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. The use of other Corvus Belli miniatures is allowed; however, players must inform their adversary which trooper is being represented. The figure must use the same size base as the trooper being represented.

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. The figure must use the same size base as the trooper being represented.



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.

All participating Players must use the program Infinity Army (available for free on the Infinity website) to create and check their 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, Infinity Wiki, 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 <https://its.infinitythegame.com>.
- Providing an adequate venue for the event, as well as anything else required to play (tables, scenery, etc.).
- Establishing the times and duration of each game.

REFEREES

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.

In the same way, the Referee can establish the sanction he considers appropriate if a player doesn't follow the rules determined by the Organizer.

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 Infinity Player Rankings. 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
Tournament	K+15%	K=32	K-15%
League	N/A	K=16	N/A
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 6th Interplanetario Tournament, including lodging throughout the event.
- The 10th ITS Season exclusive miniature, painted by the Corvus Belli team.
- An official 10th ITS Season trophy.

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 on 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 who 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.

Once the last Tournament Round ends, players who were given a bye follow these steps:

- Add up all Objective Points the player earned during the tournament.

- Multiply the result by the number of Tournament Rounds of the tournament.

- 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 to the OTM, both from a 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 his 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.



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.

In addition to the list of selectable Scenarios, the Organizer may add a personalized Scenario to the tournament.

SEASON 10

During the Season 10 the following rules are applied:

BRAVERY

During Season 10 any troop possessing the Medium Infantry (MI) Troop Type will have the Forward Deployment L1 Special Skill with no extra Cost.

In the same way, those Medium Infantry (MI) that already have the Forward Deployment L1 Special Skill will then be considered to have Level 2.

LANDING ASSISTANCE

Troops possessing the AD: Combat Jump, Inferior Combat Jump or Superior Combat Jump Special Skill will not need to place the Circular Template to represent the Drop Zone. They can instead deploy on any flat surface of the game table, as long as their base is completely in contact with the surface on which they will land.

It is not allowed to deploy inside scenery buildings or closed scenery elements with a full or partial roof, even if they have open doors or windows, such as a Objective Room.

LONG SERVICE

During Season 10 any troop whose Troop Classification is listed as 'Character' also have the Troop Classification of Veteran Troop.

DESIGNATED TARGET

In some scenarios, the enemy HVTs are considered enemy troopers instead of Neutral Civilians, so they can be targeted by Attacks. Killing the enemy HVT does not cause loss of the game nor gives compensatory Objective Points to the adversary.

HVTs will be reactive and hostile, reacting to any Order performed by an enemy active trooper in LoF or ZC.

In such scenarios, players will use the following Troop Profile for HVTs: (see below).

DATATRACKER

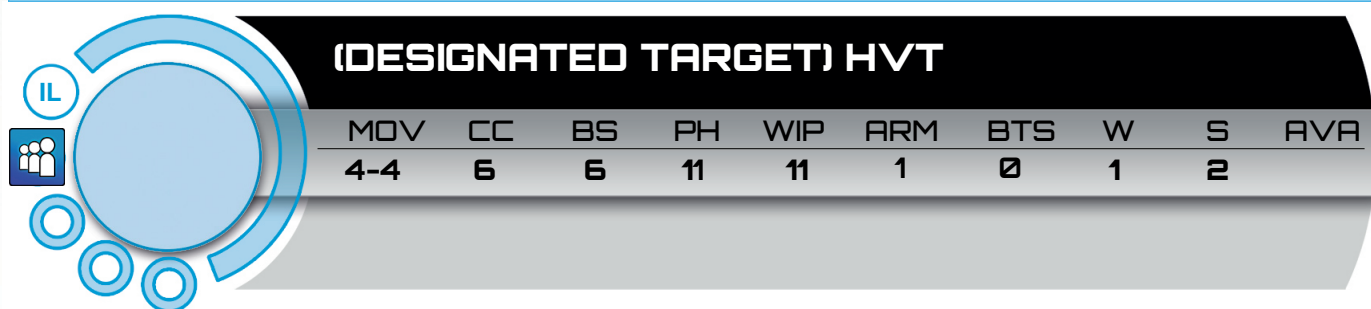
The DataTracker is a high reliability operator, specialized in Recover and Deliver missions related to sensitive information.

At the end of the Deployment Phase, players must declare which troop from their Army List is the DataTracker. The trooper chosen must be always one of the models deployed on the game table. Players are not allowed to choose troopers in Hidden Deployment or in Marker state. This trooper must always be on the game table as a model and not as a Marker (Camouflaged, TO, Holoecho...). Also, Irregular troops and those whose Troop Type is REM are not eligible to be DataTrackers.

The DataTracker is identified with a DataPack Marker (DATA PACK).

DataTrackers will be relevant in some scenarios to accomplish some Mission Objectives.

ISC: (Designated Target) HVT



The card features a blue circular icon with a white 'IL' and a group of people icon on the left. The main title is '(DESIGNATED TARGET) HVT'. Below it is a table of stats.

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	6	6	11	11	1	0	1	2	

Name	BS Weapons	CC Weapons	SWC	C
(Designated Target) HVT	Stun Pistol			



IRONCLAD

During Season 10 any troop possessing the TAG Troop Type will have the Fatality L1 Special Skill with no extra Cost.

REDUCED COMBAT GROUPS

In all Season 10 tournament modes, any Army List possessing only one Combat Group will be not affected by the Strategic Use of the Command Tokens which nullifies two Orders from the Order Pool.

CLOSED BATTLE LISTS (CBL)

The Closed Battle Lists are established as officially valid for the ITS. Each Closed Battle List (CBL) possesses different versions of Army Lists, so the players can have options to choose the two Army Lists they are going to use in the tournament. If the players decide to participate in an ITS tournament with a Closed Battle List they must inform to the organizer which two CBL Army Lists they will play. Also, they only can play with Army Lists from that CBL.

The Closed Battle Lists can be found at the downloads section at the Infinity webpage.

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.

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.

LIMITED INSERTION

This Extra means the scenarios have a narrow window of insertion, allowing for only small teams to be inserted into the zone of operations. So, players are **not allowed to use Army Lists with more than one *Combat Group***.

This Extra does not allow the Strategic Use of Command Tokens.

SOLDIERS OF FORTUNE

This Extra allows players to include Mercenary Troops in their Army List.

- Players must respect the Availability within the Troop Profile, ignoring the limitations established by the Army or Sectorial.
- Each player can include up to 75 points of Mercenary Troops in their Army List.
- The Mercenary Troops can be different for each of the two player Army Lists.
- Fielding mercenaries in this way **costs 1 SWC** in that Army List.
- The use of this Extra does not allow duplication of Characters.

ESCALATION TOURNAMENT

The tournaments applying this Extra will only have three Tournament Rounds, independently from the number of players. The first Round will be played on a Tournament Level: Low-Tier, the second Round on a Tournament Level: Mid-tier and the last Round of the Tournament with a Tournament Level: Top-Tier. Each Round will apply the pertinent K factor of the tournament.

With this Extra, each player must have three Army Lists, each one adapted to the corresponding Tier.

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 RESULTS

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, which is the guide available for ITS Tournament organizing.

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

CLASSIFIED OBJECTIVES

In the Infinity Official Scenarios, the Classified Objectives are additional objectives a player can accomplish to get more Objective Points.

Usually, each Classified Objective provides 1 Objective Point, but this amount can vary due to the special conditions of the scenario.

Each Classified Objective provides its Objective Points one time in each scenario. Even if the REQUIREMENTS of the Classified Objective are achieved again, it will not provide additional Objective Points.

A trooper possessing a Disabled Marker (DIS) can still accomplish the Classified Objectives.

CLASSIFIED OBJECTIVES SELECTION

The amount of Classified Objectives that can be fulfilled during the mission is listed on the scenario report. In the ITS, players have only one way of choosing the Classified Objectives, with the Classified Deck.

Players select their Classified Objectives after learning what mission will be played and what faction his opponent will be playing with, but always before choosing one of the two Army Lists shown to the tournament organizer.

INTELCOM CARD

As stated in some scenarios would be specified the possibility of renouncing the Objective Classified, to use it as INTELCOM Card (Support and Control or 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. Each player rolls a die and the one who gets the highest score must make their decision first and inform their adversary. The content of the card, whether the mission, the card numeric value or symbol, 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.

CLASSIFIED DECK

The organizer must choose which version of the Classified Deck will use during the tournament. The Green Classified Deck is the Standard Mode and the Red Classified Deck is the Extreme Mode. Each player must shuffle his own Classified Deck in front of his opponent and pick two cards for each Classified Objective determined in the scenario. He will be allowed to discard one of them. The discard will take place before picking the next two cards for the following Classified Objective.

At the moment of picking a duplicated card, you must discard the duplicate and pick a new one from the deck. The Classified Objectives are considered Private Information until they are fulfilled. The player must keep his Classified Objective cards and show them to his opponent if he demands it once the Objective has been fulfilled.

HIGH VALUE TARGET (HVT) MODEL

The HVT (High Value Target) represents a non-combatant character belonging to the enemy side and placed on the game table as the target of Classified Objectives.

The deployment of one of these models is **compulsory** for both players, as their presence and interaction with other models in-game has consequences for the achievement of Classified Objectives when playing scenarios.

You can use any figure from the Infinity or the Infinity Bootleg range, preferably those designated as HVT or as a Civilian. Good examples of this are the O-12 High Commissioner, the Tohaa Diplomat, Go-Go Marlene, the Fusilier Angus, the TAG Pilots, the VIP Executive or the HAZMAT A1 Specialist.

The HVT models may be necessary to accomplish some Classified Objectives. However, these models are especially useful when used to replace one of the Classified Objectives assigned to the player.

REQUIREMENTS

- Each player must deploy one **HVT** model at the beginning of his Deployment Phase.
- The players must deploy their HVT models a minimum of 4 inches outside of any Deployment Zones. Moreover, the players cannot place their HVT models either on top of or inside of any Scenery Item or Building, always deploying it in an accessible location on the table.

EFFECTS

- HVT models are Neutral to both players.
- HVT models don't belong to the Army List, and thus cannot provide or receive Orders from the players.



- If either player hurts a HVT model (leaving it in a **Null** state), then that player will automatically lose the scenario and any Objective Points achieved in it. Moreover, his adversary receives 2 extra Objective Points (never exceeding the maximum of 10).

- Some scenario special rules or Classified Objectives can modify this rule.

SECURE HVT CLASSIFIED OBJECTIVE

When in game, the player can replace one of his Classified Objectives with Secure HVT. This is an optional Classified Objective all players can choose to replace one of the Classified Objectives they drew from the Classified Deck.

The Secure HVT optional Classified Objective is accomplished when at the end of the game the player has one of his troopers (who is not in a Null state) inside the Zone of Control of the enemy HVT and at the same time, the Zone of Control of his own HVT is free of enemy troops (Not counting those in a Null state).

The Secure HVT optional Classified Objective provides the same number of Objective Points the scenario provides for each normal Classified Objective accomplished.

OBJECTIVES (STANDARD MODE)

CAPTURE

REQUIREMENTS: Veteran Troop, Elite Troop, or Chain of Command.

Objective: At the end of the game, a trooper in a non-Null State whose Troop Classification is Veteran or Elite Troop, or a trooper possessing the Chain of Command Special Skill, must be in base contact with an enemy trooper. The enemy must be in a Null state and be totally inside the enemy's half of the game table.

DATA SCAN

REQUIREMENTS: Hacker.

Objective: The Hacker must spend one Short Skill of the Order and succeed at one WIP Roll against any enemy model inside his Zone of Control. The target may declare a Reset ARO no matter which Type of Troop it is (LI, MI, HI...) and even if the Data Scan is performed outside his LOF.

EXPERIMENTAL DRUG

REQUIREMENTS: Doctor or Paramedic.

Objective: To get an allied trooper recovered from Unconscious to Normal state by using the Doctor Special Skill, or by using a MediKit/Medjector

EXTREME PREJUDICE

REQUIREMENTS: --

Objective: To perform a Coup de Grâce against an Unconscious or Spawn-Embryo enemy model.

FOLLOW-UP

REQUIREMENTS: Medium Infantry or Heavy Infantry

Objective: A trooper whose Unit Type is Medium or Heavy Infantry, with the enemy HVT model inside his Zone of Control, must spend a Short Skill and succeed at a WIP Roll.

Bonus: If the trooper has LoF to the enemy HVT model the WIP Roll gets a +3 MOD.

HVT: DESIGNATION

REQUIREMENTS: Forward Observer or Spotlight Hacking Program.

Objective: The player must succeed at **two** Forward Observer Rolls or **two** Spotlight Hacking Program Rolls against the enemy HVT model. The player is authorized to perform this type of Attack against the HVT model.

HVT: ESPIONAGE

REQUIREMENTS: Hacker.

Objective: A Hacker with the enemy HVT model inside his Zone of Control must spend a Short Skill and succeed at a WIP -3 Roll.

HVT: IDENTITY CHECK

REQUIREMENTS: Biometric Visor, Multispectral Visor or Sensor.

Objective: A trooper with the Biometric Visor or the Multispectral Visor piece of Equipment with the enemy HVT model inside of his Zone of Control and LoF, or a trooper with the Sensor Special Skill with the enemy HVT model inside his Sensor Area, must spend a Short Skill and succeed at a WIP Roll.

HVT: INOCULATION

REQUIREMENTS: Doctor or Paramedic.



Objective: A Doctor or Paramedic in base contact with the enemy HVT model must spend a Short Skill and succeed at a WIP+3 Roll. The player can use troops possessing G: Servant to accomplish this Objective.

HVT: KIDNAPPING

REQUIREMENTS: Veteran Troop, Elite Troop, or Chain of Command

Objective: A trooper whose Troop Classification is Veteran or Elite Troop, or a trooper possessing the Chain of Command Special Skill, must be in CivEvac state with the enemy HVT at the end of the game.

HVT: RETROENGINEERING

REQUIREMENTS: Engineer.

Objective: An Engineer in base contact with the enemy HVT model must spend a Short Skill and succeed at a WIP+3 Roll. The player can use troops possessing G: Servant to accomplish this Objective.

IN EXTREMIS RECOVERY

REQUIREMENTS: --

Objective: A trooper in Engaged state with an Unconscious or Spawn-Embryo enemy trooper must spend a Short Skill and succeed at a WIP+3 Roll. After a successful WIP Roll the enemy trooper is removed from play.

MAPPING

REQUIREMENTS: Forward Observer or Hacker.

Objective: A Forward Observer or Hacker—in base contact with a Scenery Building or a Scenery Item placed entirely inside the enemy's Deployment Zone—must spend a Short Skill and succeed at a WIP Roll.

NANOESPIONAGE

REQUIREMENTS: Engineer, Doctor, Paramedic or DataTracker.

Objective: An Engineer, Doctor, Paramedic or the trooper designated as DataTracker must be in Engaged state with an enemy Specialist Troop, spend a Short Skill and succeed at a Normal WIP Roll.

NET-UNDERMINE

REQUIREMENTS: Veteran Troop, Elite Troop, or Chain of Command.

Objective: A trooper whose Troop Classification is Veteran or Elite Troop, or a trooper possessing the Chain of Command Special Skill, must spend a Short Skill and succeed at a WIP Roll while totally inside the enemy's half of the game table.

PREDATOR

REQUIREMENTS: --

Objective: At the end of the game the player must have killed at least two enemy troopers in Close Combat. Performing a Coup de Grâce doesn't count towards this objective.

Bonus: If at the end of the game the player has killed three enemy troopers in Close Combat, this objective gives 1 Objective Point in addition to the stated Objective Points for the scenario's Classified Objectives (only if the player has less than 10 Objective Points).

RESCUE

REQUIREMENTS: --

Objective: A trooper must be in Casevac state with an allied trooper that is totally inside his own half of the game table and outside his own Deployment Zone at the end of the game.

Bonus: If, at the end of the game, the trooper in Casevac state and the allied trooper are both totally inside the enemy's half of the table, this objective gives 1 Objective Point in addition to the stated Objective Points for the scenario's Classified Objectives (only if the player has less than 10 Objective Points).

TELEMETRY

REQUIREMENTS: Forward Observer or Spotlight Hacking Program.

Objective: To succeed at an Attack against an enemy trooper using Forward Observer or the Spotlight Hacking Program.

TEST RUN

REQUIREMENTS: Engineer.

Objective: To succeed at an Engineer Roll on any allied trooper, getting it to recover 1 STR point.

SABOTAGE

REQUIREMENTS: D-Charges.



Special: The player must choose a Scenery Building or a Scenery Item, after solving the Initiative Roll, but before you start your Deployment, placed entirely inside the enemy's half of the table. This piece of scenery will be considered the target of the Classified Objective.

Objective: To detonate a D-Charge on the targeted piece of scenery. It is not required to make an ARM Roll for the piece of scenery. When detonating the D-Charge, the rules for Scenery Structures do not apply.

OBJECTIVES (EXTREME MODE)

CAPTURE

REQUIREMENTS: Veteran Troop, Elite Troop, or Chain of Command.

Objective: At the end of the game, a trooper in a non-Null State whose Troop Classification is Veteran or Elite Troop, or a trooper possessing the Chain of Command Special Skill, must be in base contact with an enemy trooper. The enemy must be in a Null state and be totally inside the enemy's Deployment Zone.

DATA SCAN

REQUIREMENTS: Hacker.

Objective: The Hacker must spend one Short Skill of the Order and succeed at one WIP-3 Roll against any enemy model inside his Zone of Control. The target may declare a Reset ARO no matter which Type of Troop it is (LI, MI, HI...) and even if the Data Scan is performed outside his LOF.

EXPERIMENTAL DRUG

REQUIREMENTS: Doctor or Paramedic.

Objective: To get two allied troopers recovered from Unconscious to Normal state by using the Doctor Special Skill, or by using a MediKit/Medjector.

EXTREME PREJUDICE

REQUIREMENTS: ---

Objective: To perform a Coup de Grâce against two Unconscious or Spawn-Embryo enemy models.

FOLLOW-UP

REQUIREMENTS: Medium Infantry or Heavy Infantry

Objective: A trooper whose Unit Type is Medium or Heavy Infantry, with the enemy HVT model inside his Zone of Control, must spend a Short Skill and succeed at a WIP-3 Roll.

Bonus: If the trooper has LoF to the enemy HVT model the WIP Roll will be without the negative MOD.

HVT: DESIGNATION

REQUIREMENTS: Forward Observer or Spotlight Hacking Program.

Objective: The player must succeed at two Forward Observer Rolls or two Spotlight Hacking Program Rolls against the enemy HVT model and against their own HVT model. The player is authorized to perform this type of Attack against the HVT model.

HVT: ESPIONAGE

REQUIREMENTS: Hacker.

Objective: A Hacker with the enemy HVT model inside his Zone of Control must spend a Short Skill and succeed at a WIP -3 Roll. The HVT may declare a Reset ARO even if the Skill is performed outside his LOF.

HVT: IDENTITY CHECK

REQUIREMENTS: Biometric Visor, Multispectral Visor or Sensor.

Objective: A trooper with the Biometric Visor or the Multispectral Visor piece of Equipment with the enemy HVT model inside of his Zone of Control and LoF, or a trooper with the Sensor Special Skill with the enemy HVT model inside his Sensor Area, must spend a Short Skill and succeed at a WIP-6 Roll.

HVT: INOCULATION

REQUIREMENTS: Doctor or Paramedic.

Objective: A Doctor or Paramedic in base contact with the enemy HVT model must spend a Short Skill and succeed at a WIP-3 Roll. The player can use troops possessing G: Servant to accomplish this Objective.

HVT: KIDNAPPING

REQUIREMENTS: Veteran Troop, Elite Troop, or Chain of Command

Objective: A trooper whose Troop Classification is Veteran or Elite Troop, or a trooper possessing the Chain of Command Special Skill, must be in CivEvac state with the enemy HVT and be totally inside their own half of the table at the end of the game.



HVT: RETROENGINEERING

REQUIREMENTS: Engineer.

Objective: An Engineer in base contact with the enemy HVT model must spend a Short Skill and succeed at a WIP-3 Roll. The player can use troops possessing G: Servant to accomplish this Objective.

IN EXTREMIS RECOVERY

REQUIREMENTS:--

Objective: A trooper in Engaged state with an Unconscious or Spawn-Embryo enemy trooper must spend a Short Skill and succeed at a WIP-3 Roll. After a successful WIP Roll the enemy trooper is removed from play.

MAPPING

REQUIREMENTS: Forward Observer.

Objective: A Forward Observer or Hacker—in base contact with a Scenery Building or a Scenery Item placed entirely inside the enemy's Deployment Zone— must spend a Short Skill and succeed at a WIP Roll.

NANOESPIONAGE

REQUIREMENTS: Engineer, Doctor, Paramedic or DataTracker.

Objective: An Engineer, Doctor, Paramedic or the trooper designated as DataTracker must be in Engaged state with an enemy Specialist Troop in a non-Null state, spend a Short Skill and succeed at a Normal WIP Roll.

NET-UNDERMINE

REQUIREMENTS: Veteran Troop, Elite Troop, or Chain of Command.

Objective: A trooper whose Troop Classification is Veteran or Elite Troop, or a trooper possessing the Chain of Command Special Skill, must spend a Short Skill and succeed at a WIP Roll while totally inside the enemy's Deployment Zone.

PREDATOR

REQUIREMENTS: --

Objective: At the end of the game the player must have killed at least three enemy troopers in Close Combat. Performing a Coup de Grâce doesn't count towards this objective.

Bonus: If at the end of the game the player has killed four enemy troopers in Close Combat, this objective gives 1 Objective Point in addition to the stated Objective Points for the scenario's Classified Objectives (only if the player has less than 10 Objective Points).

RESCUE

REQUIREMENTS: --

Objective: A trooper must be in Casevac state with an allied trooper that is totally inside the enemy's half of the game table at the end of the game.

Bonus: If, at the end of the game, the trooper in Casevac state and the allied trooper are both totally inside the enemy's Deployment Zone, this objective gives 1 Objective Point in addition to the stated Objective Points for the scenario's Classified Objectives (only if the player has less than 10 Objective Points).

SABOTAGE

REQUIREMENTS: D-Charges.

Special: The player must choose two Scenery Buildings or Scenery Items, after making the Initiative Roll, but before you start your Deployment, placed entirely inside the enemy's half of the table. These pieces of scenery will be considered the targets of the Classified Objective.

Objective: To detonate a D-Charge on the chosen pieces of scenery. It is not required to make ARM Rolls for the pieces of scenery. When detonating the D-Charges, the rules for Scenery Structures do not apply.

TELEMETRY

REQUIREMENTS: Forward Observer or Spotlight Hacking Program.

Objective: To succeed at two Attacks against an enemy trooper using Forward Observer or the Spotlight Hacking Program.

TEST RUN

REQUIREMENTS: Engineer.

Objective: To succeed at an Engineer Roll on two allied troopers, getting them to recover 1 STR point.



ACQUISITION

Table Configuration: B.

Special Rules: Communication Antennas, Control Communication Antennas, Tech-Coffin, Control Tech-Coffin, Specialist Troops, Engineer and Hacker Bonus, DataTracker, Xenotech, Place Multiscanner.

MISSION OBJECTIVES

MAIN OBJECTIVES

- For **each** Activated Communication Antenna at the end of the game (1 Objective Point).
- For **each** Controlled Communication Antenna at the end of the game (1 Objective Point).
- Control *the* Tech-Coffin at the end of the game (3 Objective Points).
- Control *the* Tech-Coffin with the own DataTracker at the end of the game (2 extra Objective Points).
- Control *the* Tech-Coffin with the own Xenotech at the end of the game (1 extra Objective Points not cumulative with the previous objective).

CLASSIFIED

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

DEPLOYMENT

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

It is not permitted to deploy in base contact with the Tech-Coffin or with the Communication Antennas.

SCENARIO SPECIAL RULES

COMMUNICATION ANTENNAS

There are **2** Communication Antennas placed in the central line of the table, 12 inches from the edge of the table. Each *Communication 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).

ACTIVATE COMMUNICATION ANTENNA (SHORT SKILL)

LABELS

Attack.

REQUIREMENTS

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

EFFECTS

- Allows the *Specialist Troop* to make a Normal **WIP** Roll to Activate a Communication 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.
- An Activated Communication Antenna can be *Activated* again by the other player, applying the same procedure. In such a situation, the Communication Antenna is no longer considered *Activated* by the adversary.
- Player A and Player B Markers can be used to mark the Activated Communication Antenna. It is recommended each player uses a different kind of Marker.

CONTROL THE COMMUNICATION ANTENNA

A Communication Antenna is considered Controlled by a player as long as that player is the only one with at least one troop (as a model, not a Marker) in base contact with it. So there cannot be enemy troops in base contact with the Communication Antenna. Models in Null state cannot be counted for this.



TECH-COFFIN

There is 1 Tech-Coffin placed in the center of the table.

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).

CONTROL THE TECH-COFFIN

The Tech-Coffin is considered Controlled by a player as long as that player is the only one with at least one troop (as a model, not a Marker) in base contact with it. So there cannot be enemy troops in base contact with the Tech-Coffin. Models in a Null state cannot be counted for this.

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.

ENGINEER AND HACKER BONUS

Troops possessing the Engineer or Hacker Special Skill have a MOD of +3 to the WIP Rolls necessary to Activate a Communication Antenna. In addition, they will be able to make two WIP Rolls each time they spend a Short Skill to Activate a Communication Antenna.

The presence of one or more allied Engineer or Hacker on the game table in any non-Null state gives a +3 MOD to the WIP roll to Place Multiscanner.

DATATRACKER

At the end of the Deployment Phase, players must declare which troop from their Army List is the DataTracker. The trooper chosen must be always one of the models deployed on the game table. Players are not allowed to choose troopers in Hidden Deployment or in Marker state. This trooper must always be on the game table as a model and not as a Marker (Camouflaged, TO, Holoecho...). Also, Irregular troops and those whose Troop Type is REM are not eligible to be DataTrackers.

The DataTracker is identified with a DataPack Marker (DATA PACK).

XENOTECH

Xenotechnologists (xenotechs or xenotecs, for short) are responsible for tracking and locating the Teutonic relic lost in the northern forests of Norstralia.

All players must include a Xenotech in his Army List without any cost and without taking up any spaces in a Combat Group.

To represent the Xenotech, you can use any figure from the *Infinity* or the *Infinity Bootleg* range, preferably those designated as *HVT* or as a *Civilian*. Good examples of this are the O-12 High Commissioner, the Tohaa Diplomat, Go-Go Marlene, the Fusilier Angus, the TAG Pilots, the VIP Executive or the HAZMAT A1 Specialist.

EFFECTS

- The Xenotech is considered a Neutral Civilian for both players.
- During the Deployment Phase, the Xenotech will be deployed in the CivEvac state, Synchronized with a trooper that meets the requirements to declare the Synchronize Civilian Skill.
- During the game, the Xenotech can be synchronized by any of the player's other troopers, using the Synchronize Civilian Skill.
- The objective of the Xenotech is to place a Multiscanner Marker. If this objective is not accomplished, 1 Objective Point will be subtracted (to a minimum of 0).

PLACE MULTISCANNER (SHORT SKILL)

LABELS

REQUIREMENTS

- Only *Xenotechs* in *CivEvac* state can declare this Skill.

EFFECTS

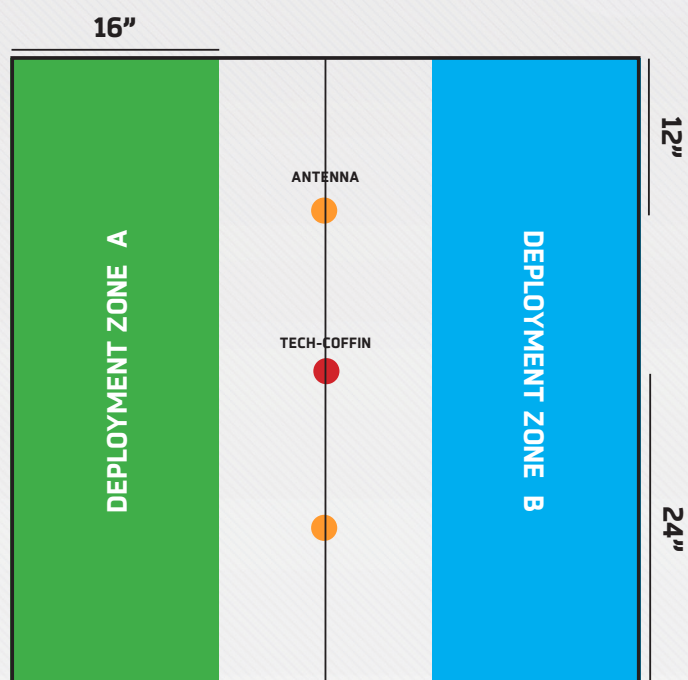
- When declaring this Special Skill, the Controller of the *Xenotech* in *CivEvac* state will perform an *Idle*.
- After declaring this Skill the player will make a measurement. If the *Xenotech* is within 4" of its *Deployment Zone*, both troops will be considered to have declared an *Idle*.
- A success in the WIP Roll will mean that the *Multiscanner* has been placed by the Xenotech.

- 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.

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.





ANNIHILATION

Table Configuration: A.

Special Rules: Killing, No Quarter, DataTracker,
HVT and Classified Deck Not Used.

MISSION OBJECTIVES

MAIN OBJECTIVES

LOW TIER	MID TIER	TOP TIER
To Kill between 50 and 100 enemy Army Points.	To Kill between 75 and 150 enemy Army Points.	To Kill between 100 and 200 enemy Army Points.
1 OBJECTIVE POINT		
To Kill between 101 and 150 enemy Army Points.	To Kill between 151 and 250 enemy Army Points.	To Kill between 201 and 300 enemy Army Points.
3 OBJECTIVE POINT		
To Kill more than 150 enemy Army Points.	To Kill more than 250 enemy Army Points.	To Kill more than 300 enemy Army Points.
4 OBJECTIVE POINTS		
If you have between 50 and 100 surviving Army Points.	If you have between 75 and 150 surviving Army Points.	If you have between 100 and 200 surviving Army Points.
1 OBJECTIVE POINT		
If you have between 101 and 150 surviving Army Points.	If you have between 151 and 250 surviving Army Points.	If you have between 201 and 300 surviving Army Points.
3 OBJECTIVE POINTS		
If you have more than 150 surviving Army Points.	If you have more than 250 surviving Army Points.	If you have more than 300 surviving Army Points.
(4 OBJECTIVE POINTS)		

- To Kill the enemy DataTracker (2 Objective Points)

CLASSIFIED

- There are no Classified Objectives.

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.

DATATRACKER

At the end of the Deployment Phase, players must declare which troop from their Army List is the DataTracker. The trooper chosen must be always one of the models deployed on the game table. Players are not allowed to choose troopers in Hidden Deployment or in Marker state. This trooper must always be on the game table as a model and not as a Marker (Camouflaged, TO, Holoecho...). Also, Irregular troops and those whose Troop Type is REM are not eligible to be DataTrackers.

The DataTracker is identified with a DataPack Marker (DATA PACK).



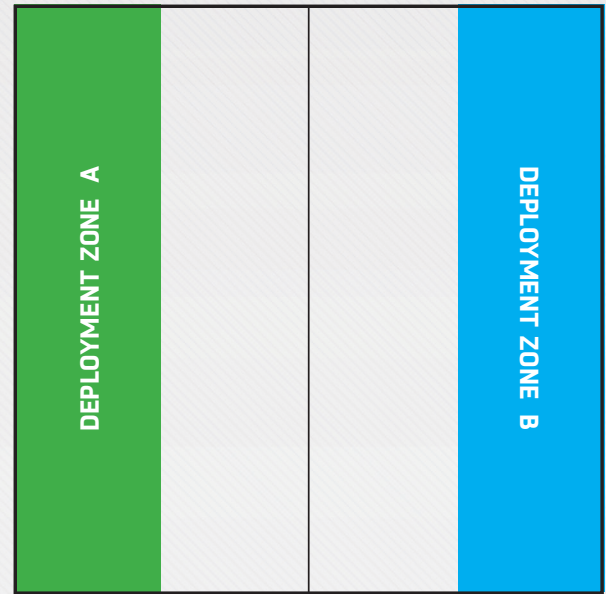
HVT AND CLASSIFIED DECK NOT USED

In this scenario, the HVT model and Secure HVT rules are not applied. Players will not deploy the HVT model on the game table and they will not use the Objective Classified Deck in 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.

12"





BIOTECHVORE

Table Configuration: A.

Special Rules: Confused Deployment, Biotechvore Area, INTELCOM Card (Counterespionage) 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 (2 *Objective Points*).

LOW TIER	MID TIER	TOP TIER
If you have between 50 and 100 surviving Army Points.	If you have between 75 and 150 surviving Army Points.	If you have between 100 and 200 surviving Army Points.
2 OBJECTIVE POINTS		
If you have between 101 and 150 surviving Army Points.	If you have between 151 and 250 surviving Army Points.	If you have between 201 and 300 surviving Army Points.
3 OBJECTIVE POINTS		
If you have more than 150 surviving Army Points.	If you have more than 250 surviving Army Points.	If you have more than 300 surviving Army Points.
4 OBJECTIVE POINTS		

CLASSIFIED

- Each player has 3 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 Special 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.

INTELCOM CARD (COUNTERESPIONAGE)

When the game ends and the players count up their points, each Classified Objective fulfilled by a player that has the symbol  will cancel a Classified Objective fulfilled by the opposing player that has the symbol .

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

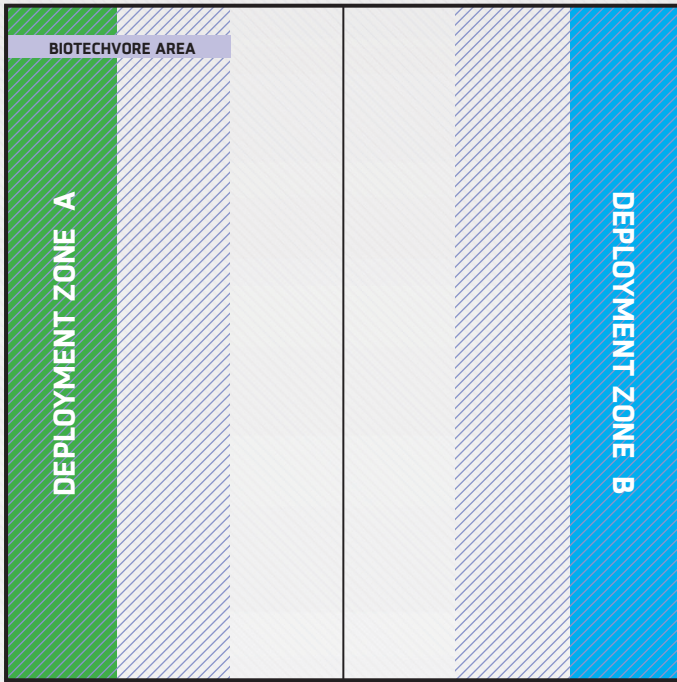
In this scenario, Retreat! rules are not applied.

END OF THE MISSION

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



8"



16"



CAPTURE AND PROTECT

Table Configuration: D1.

Special Rules: Beacons, Pick up Beacons, Captured Enemy Beacon, DataTracker, Specialist Troops, HVT Not Used, INTELCOM Card (Provisions).

MISSION OBJECTIVES

MAIN OBJECTIVES

- Have **Captured** the Enemy Beacon at the end of the Game (3 Objective Points).
- Have **Captured** the Enemy Beacon with your DataTracker at the end of the Game (2 extra Objective Points).
- Have **Captured** the Enemy Beacon in your own Deployment Zone at the end of the Game (1 Objective Point).
- Prevent the enemy from **Capturing** your Beacon 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 Beacons.

SCENARIO SPECIAL RULES

BEACONS

There are a total of 2 Beacons, 1 corresponding to each player, placed in different halves of the table, 12 inches from the center and 24 inches from the edge of the table.

The Enemy Beacon is the one closest to the enemy Deployment Zone.

The Beacons must be represented by a Beacon 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).

PICK UP BEACON (SHORT SKILL)

LABELS

Attack.

REQUIREMENTS

- The trooper must be in one of the following situations:
 - The trooper is in base contact with a figure in a *Null* state that has an *Enemy Beacon*.
 - The trooper is in base contact with a friendly trooper in a *Normal* state that has an *Enemy Beacon*.
 - The trooper is in base contact with an *Enemy Beacon* with no enemy troops also in contact with it.
 - The trooper is in base contact with an *Enemy Beacon* alone.

EFFECTS

- A trooper can pick up an *Enemy Beacon* in any of the situations previously mentioned by spending one Short Skill, without needing to perform a Roll.
- The troopers must satisfy the **Common Rules of Beacons**.

COMMON RULES OF BEACONS

- Each miniature can carry a maximum of **1 Beacon**. As an 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 a *Null* state, then the player must leave the Beacon Marker on the table with a *Disconnected* Marker beside it.

CAPTURED ENEMY BEACON

An *Enemy Beacon* is considered to be *Captured* by a player as long as that player is the only one with at least one troop (as a model, not a Marker) in base contact with it. Therefore, there cannot be an enemy in base contact with the Beacon. Troopers in a *Null* state (Unconscious, Dead, Sepsitorized...) cannot do either.

DATATRACKER

At the end of the Deployment Phase, players must declare which troop from their Army List is the DataTracker. The trooper chosen must be always one of the models deployed on the game table. Players are not allowed to choose troopers in Hidden Deployment or in Marker state. This trooper must always be on the game table as a model and not as a Marker (Camouflaged, TO, Holoecho...). Also, Irregular troops and those whose Troop Type is REM are not eligible to be DataTrackers.

The DataTracker is identified with a DataPack Marker (DATA PACK).

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.

HVT NOT USED

In this scenario, the HVT model and Secure HVT rules are not applied. Players will not deploy the HVT model on the game table and they must remove all the HVT Classified Objective cards from the Classified Deck.

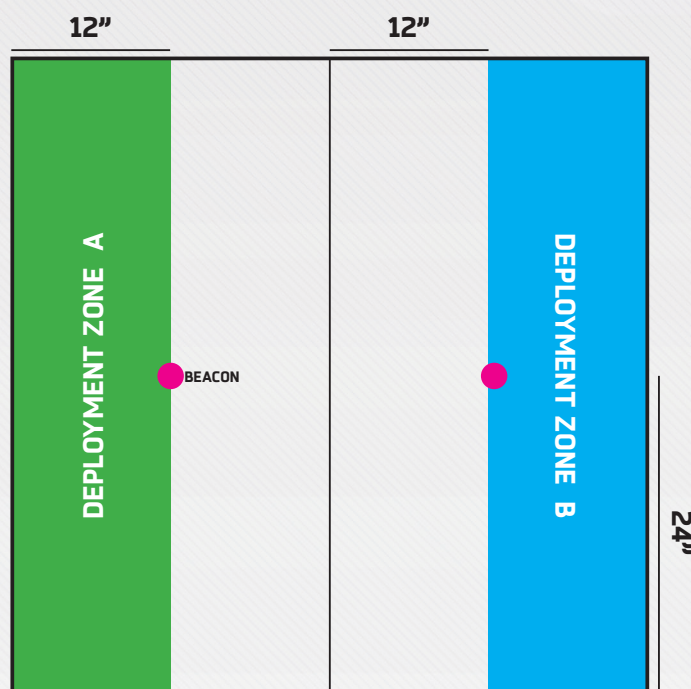
INTELCOM CARD (PROVISIONS)

The Classified Objectives with the symbol  give 1 extra Objective Point, but only if the player has less than 10 Objective Points.

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.





COMMS CENTER

Table Configuration: N.

Special Rules: Exclusion Zone, The Grid, Killing, Specialist Troops, Hacker Bonus, Designated Target, INTELCOM Card (Counterespionage).

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 more *Specialist Troops* than the adversary (2 *Objective Points*).
- To kill the *Designated Target* (1 *Objective Point*).

CLASSIFIED

Each player has 3 *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 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.

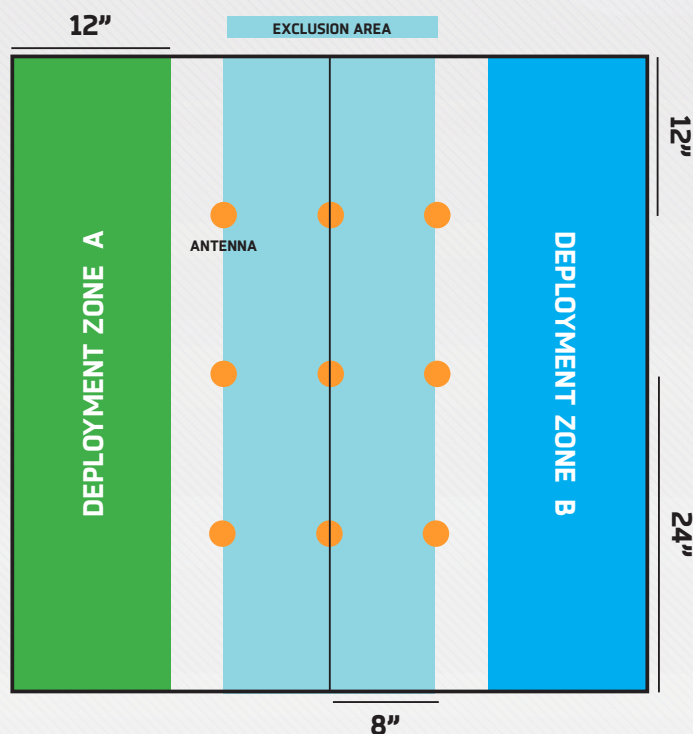
HACKER BONUS

Troops possessing the Hacker Special Skill have a MOD of +3 to the WIP Rolls necessary to Connect the Antenna. In addition, they will be able to make two WIP Rolls each time they spend a Short Skill to Connect the Antenna.



DESIGNATED TARGET

In this scenario, the enemy HVT is considered an enemy trooper instead of a Neutral Civilian so, it can be targeted by Attacks. Killing the enemy HVT does not cause loss of the game nor gives compensatory Objective Points to the adversary.

HVTs will be reactive and hostile, reacting to any Order performed by an enemy active trooper in LoF or ZC.



INTELCOM CARD (COUNTERESPIONAGE)

When the game ends and the players count up their points, each Classified Objective fulfilled by a player that has the symbol  will cancel a Classified Objective fulfilled by the opposing player that has the symbol .

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.



DEADLY DANCE

Table Configuration: I.

Special Rules: Quadrants (ZO), Assigned Quadrant, Dominate ZO, Shasvastii, Baggage, Dominant TAG, Armored Vanguard, Consoles, Hack Communications, Specialist Troops, Hacker Bonus, DataTracker, Datatracker Special Order, Killing.

MISSION OBJECTIVES

MAIN OBJECTIVES

- Dominate the Assigned Quadrants at the end of each Game Round. **(1 Objective Point)**.
- Have a Dominant TAG in the Assigned Quadrant at the end of each Game Round **(1 Objective Point)**.
- Dominate **more** Assigned Quadrants than the adversary at the end of the Game **(1 Objective Point)**.
- To kill the enemy DataTracker **(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.

It is not allowed to deploy in base contact with the Beacons or with the Consoles.

SCENARIO SPECIAL RULES

QUADRANTS (ZO)

At the end of each Game Round, but not before, the table is divided in four areas as seen on the map. Then, each player checks if they are dominating the Assigned Quadrants and Objective Points are counted.

ASSIGNED QUADRANT

At the beginning of the first Game Round, before the Tactical Phase of the first player, both players must roll a die on the Assigned Quadrant Table. The result of the roll will determine the Assigned Quadrant of each player.

ASSIGNED QUADRANT TABLE	
Quadrant 1	1-5
Quadrant 2	5-10
Quadrant 3	11-15
Quadrant 4	16-20

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

Players must decide who is going to be Player A and Player B before the Deployment Phase, to determine the effect of the Hack Communications rule during the game.

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, or 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.

DOMINANT TAG

Players who have a TAG in any non-Null state in the Assigned Quadrant gain a maximum of 1 extra Objective Point when checking the Assigned Quadrants at the end of each Game Round.

ARMORED VANGUARD

In this scenario, TAG units may deploy as if they had the Forward Deployment L1 Special Skill with no additional Cost.

CONSOLES

There are 4 Consoles, placed in 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).

HACK COMMUNICATIONS

LABELS

Attack.

REQUIREMENTS

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

EFFECTS

- At the beginning of the **second** and **third** Game Round, before the first Player Tactical Phase, each player will take the highest WIP Attribute of his *Specialists Troops* in base contact with a *Console* and make a Normal Roll or Face to Face Roll using the **WIP** Attribute. The winner of the roll will *Hack* the adversary's *Communications*.
- The winner must draw a *Card* from his *Classified Deck*, if the value of the *Card* is an even number, the *Assigned Quadrant* of the enemy Player will be moved to the next Quadrant clockwise (from Quadrant 2 to Quadrant 4, for example)
- If the value of the *Card* is an odd number, the *Assigned Quadrant* of the enemy Player will be moved counterclockwise.

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.

HACKER BONUS

Troops possessing the Hacker Special Skill have a MOD of +3 to the WIP Rolls necessary to Hack Communications. In addition, they will be able to make two WIP Rolls each time they spend a Short Skill to Hack Communications.

DATATRACKER

At the end of the Deployment Phase, players must declare which troop from their Army List is the DataTracker. The trooper chosen must be always one of the models deployed on the game table. Players are not allowed to choose troopers in Hidden Deployment or in Marker state. This trooper must always be on the game table as a model and not as a Marker (Camouflaged, TO, Holoecho...). Also, Irregular troops and those whose Troop Type is REM are not eligible to be DataTrackers.

The DataTracker is identified with a DataPack Marker (DATA PACK).

DATATRACKER SPECIAL ORDER

The DataTracker has a special extra Irregular Order that is for his use only, and this Order cannot be transformed into a Regular Order. This Order is not included in the Order Pool, it is an additional Irregular Order exclusively for the DataTracker.

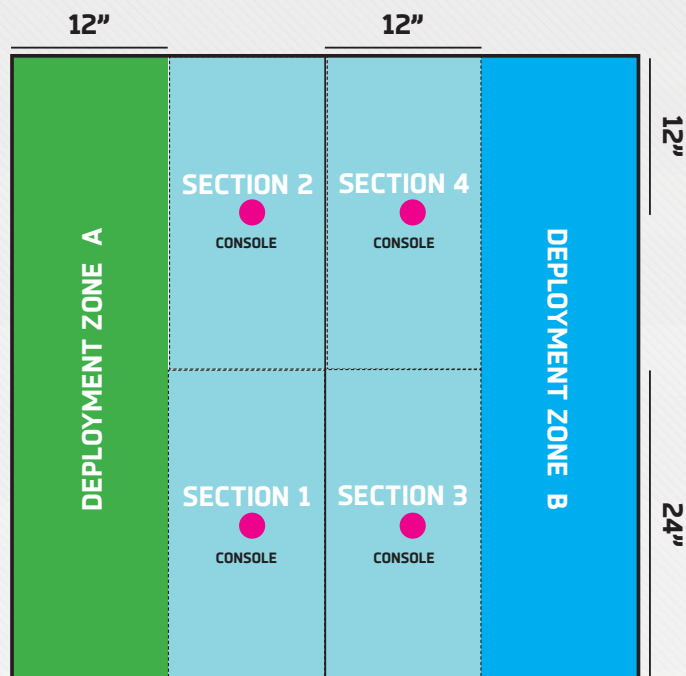
KILLING

A trooper is considered Killed when he enters the 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 Killed by the adversary.

END OF THE MISSION

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





DECAPITATION

Table Configuration: A.

Special Rules: Reinforced Tactical Link, DataTracker, Designated Target, Killing, Classified Deck Not Used.

MISSION OBJECTIVES

MAIN OBJECTIVES

- To kill more *Army Points* than the adversary (2 Objective Points).
- To kill the same amount of *Lieutenants* as the adversary (2 Objective Points, but only if at least 1 *Lieutenant* is killed by the player).
- To kill more *Lieutenants* than the adversary (3 Objective Points).
- To kill the Designated Target (2 Objective Points).
- To kill the Designated Target with your DataTracker (3 extra Objective Points).

CLASSIFIED

- There are no Classified Objectives.

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. The player must indicate which Marker is the Lieutenant if it is in a Marker state (Camouflaged, TO Camouflaged...) or which Markers are the Lieutenant in the case of a Holoprojector.

The Lieutenant must be placed on the game table at the beginning of the first Game Round, either as a model or as a Marker. Players may not deploy their Lieutenants in the Hidden Deployment state.

If the player lacks a Lieutenant during the Tactical Phase of their 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. It is compulsory such Lieutenant be a model or a Marker placed on the game table.

DATATRACKER

At the end of the Deployment Phase, players must declare which troop from their Army List is the DataTracker. The trooper chosen must be always one of the models deployed on the game table. Players are not allowed to choose troopers in Hidden Deployment or in Marker state. This trooper must always be on the game table as a model and not as a Marker (Camouflaged, TO, Holoecho...). Also, Irregular troops and those whose Troop Type is REM are not eligible to be DataTrackers.

The DataTracker is identified with a DataPack Marker (DATA PACK).

DESIGNATED TARGET

In this scenario, the enemy HVT is considered an enemy trooper instead of a Neutral Civilian so, it can be targeted by Attacks. Killing the enemy HVT does not cause loss of the game nor gives compensatory Objective Points to the adversary.

HVTs will be reactive and hostile, reacting to any Order performed by an enemy active trooper in LoF or ZC.

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.



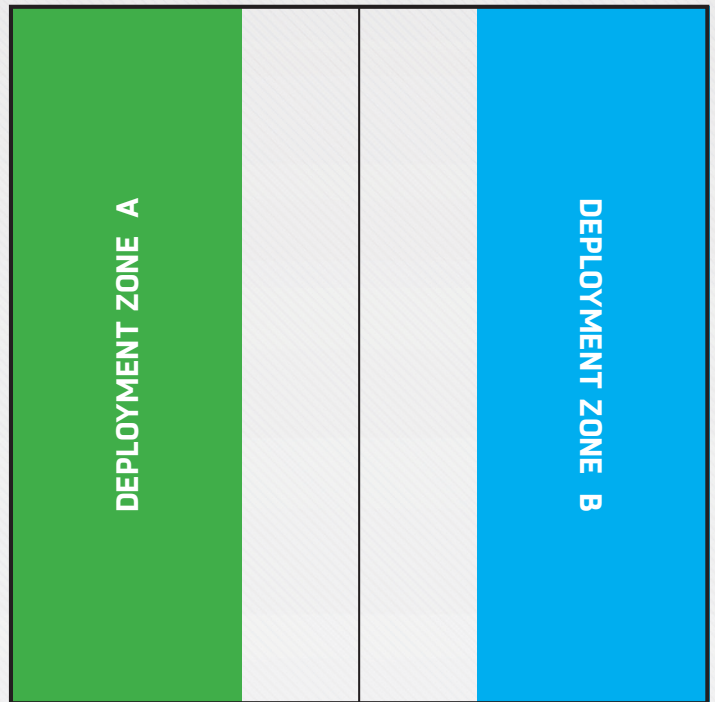
CLASSIFIED DECK NOT USED

Players will not use the Classified Deck in 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.

16"





ENGINEERING DECK

Table Configuration: G.

Special Rules: Inner Area, Objective Room (ZO), Secure ZO, Consoles, Specialist Troop, Xenotech, Place Multiscanner.

MISSION OBJECTIVES

MAIN OBJECTIVES

- Have **the same amount** of *Connected Consoles* as the adversary at the end of the game (2 *Objective Points*, only if the player has *Connected* at least 1 *Console*).
- Have **more** *Connected Consoles* than the adversary at the end of the game (5 *Objective Points*).
- **Secure** the *Objective Room* at the end of the game (3 *Objective Points*).
- Have your *DataTracker* inside the *Secured Objective Room* at the end of the game (1 extra *Objective Point* for *Securing the Objective Room*).
- Place *Multiscanner* (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.

Deploying inside or in base contact with the *Objective Room* or in base contact with a *Console* is not permitted.

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

OBJECTIVE ROOM (ZO)

In this scenario the *Objective Room* is considered a *Zone of Operations (ZO)*.

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*.

To represent the *Objective Room*, we recommend using the *Objective Room* by *Micro Art Studio*, the *Operations Room* by *Plastcraft* or the *Command Bunker* by *Warsenal* or the *Panic Room* by *Customeeple*.

The interior of the *Objective Room* is a *Saturation Zone*.

The *Objective Room* has four *Gates*, one in the middle of each wall (See map below). 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*.

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

SECURE ZO

A *Zone of Operations (ZO)* is considered to be *Secured* by a player when that player is the only one to have any troopers inside the *Room* who are not in a *Null state*.

THE CONSOLES

There are 4 *Consoles*, 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). There is a fifth *Console* placed in the center of the *Objective Room*.

Each *Console* 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*).

CONNECT 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 Consoles*. 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.

XENOTECH

Xenotechnologists (xenotechs or xenotecs, for short) are responsible for tracking and locating the Teutonic relic lost in the northern forests of Norstralia.

All players must include a Xenotech in his Army List without any cost and without taking up any spaces in a Combat Group.

To represent the Xenotech, you can use any figure from the *Infinity* or the *Infinity Bootleg* range, preferably those designated as *HVT* or as a *Civilian*. Good examples of this are the O-12 High Commissioner, the Tohaa Diplomat, Go-Go Marlene, the Fusilier Angus, the TAG Pilots, the VIP Executive or the HAZMAT A1 Specialist.

EFFECTS

- The Xenotech is considered a Neutral Civilian for both players.
- During the Deployment Phase, the Xenotech will be deployed in the CivEvac state, Synchronized with a trooper that meets the requirements to declare the Synchronize Civilian Skill.
- During the game, the Xenotech can be synchronized by any of the player's other troopers, using the Synchronize Civilian Skill.
- The objective of the Xenotech is to place a Multiscanner Marker. If this objective is not accomplished, 1 Objective Point will be subtracted (to a minimum of 0).

PLACE MULTISCANNER (SHORT SKILL)

LABELS

REQUIREMENTS

- Only *Xenotechs in CivEvac state* can declare this Skill.

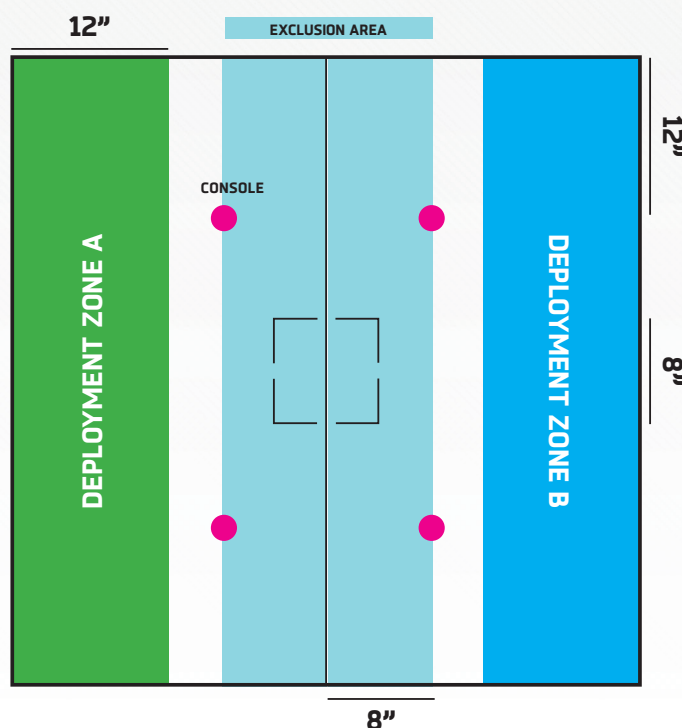
EFFECTS

- When declaring this Special Skill, the Controller of the *Xenotech in CivEvac state* will perform an *Idle*.
- After declaring this Skill the player will make a measurement. If the *Xenotech* is within 4" of its *Deployment Zone*, both troops will be considered to have declared an *Idle*.
- A success in the *WIP Roll* will mean that the *Multiscanner* has been placed by the *Xenotech*.
- 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.

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.





FIREFIGHT

Table Configuration: B.

Special Rules: Killing, No Quarter, Designated Landing Area, Panoplies, Specialist Troops, DataTracker.

MISSION OBJECTIVES

MAIN OBJECTIVES

- To kill more *Specialist Troops* than the adversary (1 Objective Point).
- To kill more *Lieutenants* than the adversary (2 Objective Points).
- To kill more *Army Points* than the adversary (3 Objective Points).
- Acquire more weapons or items from the Panoplies than the adversary at the end of the game (1 Objective Point).
- To kill the enemy DataTracker (1 Objective Point).

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 16 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.

DESIGNATED LANDING AREA

The whole game table is considered a Designated Landing Area. Any trooper with the Airborne Deployment Special Skill can apply a +3 MOD to his deployment PH Roll. This MOD is cumulative with any other MOD provided by any other rule.

Moreover, troopers with any Level of this Special Skill ignore the prohibition of the Deployment and Dispersion rules against deploying inside the enemy Deployment Zone.

PANOPLIES

There are three Panoplies, placed on the central line of the game table. One of them is in the center of the table and the other two 12 inches from the edges (see map below).

Each Panoply must be represented by an Objective Marker or by a scenery piece of the same diameter (such the Info Hubs by Micro Art Studio).

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:
 - 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.
 - 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.
 - A trooper in base contact with this piece of scenery may spend one Short Skill of an Order to cancel his Unloaded state.
 - In the case of obtaining the result of a Motorcycle on the Booty Table, troopers with S1, S2, S3 and S5 will have S4 while Mounted. Troopers with S6, S7 and S8 will only modify their MOV Attribute.
- By succeeding at a WIP Roll, the *Specialist Troops* can roll twice on any of the Booty Charts but they can only choose one of the results.

SPECIALIST TROOPS

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

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

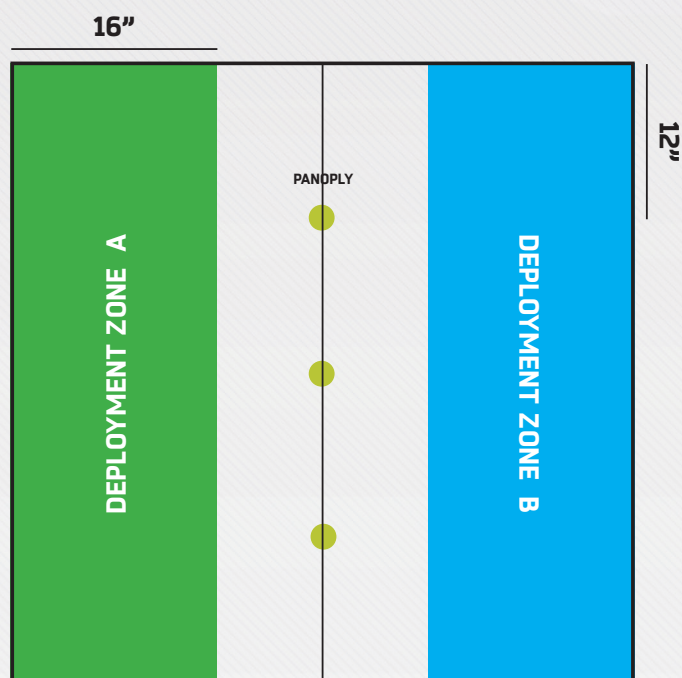
DATATRACKER

At the end of the Deployment Phase, players must declare which troop from their Army List is the DataTracker. The trooper chosen must be always one of the models deployed on the game table. Players are not allowed to choose troopers in Hidden Deployment or in Marker state. This trooper must always be on the game table as a model and not as a Marker (Camouflaged, TO, Holoecho...). Also, Irregular troops and those whose Troop Type is REM are not eligible to be DataTrackers.

The DataTracker is identified with a DataPack Marker (DATA PACK).

END OF THE MISSION

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





FRONTLINE

Table Configuration: A.

Special Rules: Sectors (ZO), Dominate ZO, Xenotech, Place Multiscanner, 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 (2 Objective Points).
- To dominate the **central** Sector with your Xenotech inside it (1 extra Objective Point).
- To dominate the **farthest** Sector from your Deployment Zone (4 Objective Points).
- Place Multiscanner (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.

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 Holochoes, 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.

XENOTECH

Xenotechnologists (xenotechs or xenotecs, for short) are responsible for tracking and locating the Teutonic relic lost in the northern forests of Norstralia.

All players must include a Xenotech in his Army List without any cost and without taking up any spaces in a Combat Group.

To represent the Xenotech, you can use any figure from the *Infinity* or the *Infinity Bootleg* range, preferably those designated as *HVT* or as a *Civilian*. Good examples of this are the O-12 High Commissioner, the Tohaa Diplomat, Go-Go Marlene, the Fusilier Angus, the TAG Pilots, the VIP Executive or the HAZMAT A1 Specialist.

EFFECTS

- The Xenotech is considered a Neutral Civilian for both players.
- During the Deployment Phase, the Xenotech will be deployed in the CivEvac state, Synchronized with a trooper that meets the requirements to declare the Synchronize Civilian Skill.
- During the game, the Xenotech can be synchronized by any of the player's other troopers, using the Synchronize Civilian Skill.
- The objective of the Xenotech is to place a Multiscanner Marker. If this objective is not accomplished, 1 Objective Point will be subtracted (to a minimum of 0).

PLACE MULTISCANNER (SHORT SKILL)

LABELS

REQUIREMENTS

- Only *Xenotechs* in *CivEvac* state can declare this Skill.

EFFECTS

- When declaring this Special Skill, the Controller of the *Xenotech* in *CivEvac* state will perform an *Idle*.
- After declaring this Skill the player will make a measurement. If the *Xenotech* is within 4" of its *Deployment Zone*, both troops will be considered to have declared an *Idle*.
- A success in the *WIP* Roll will mean that the *Multiscanner* has been placed by the *Xenotech*.
- 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.

INTELCOM CARD (SUPPORT AND CONTROL)

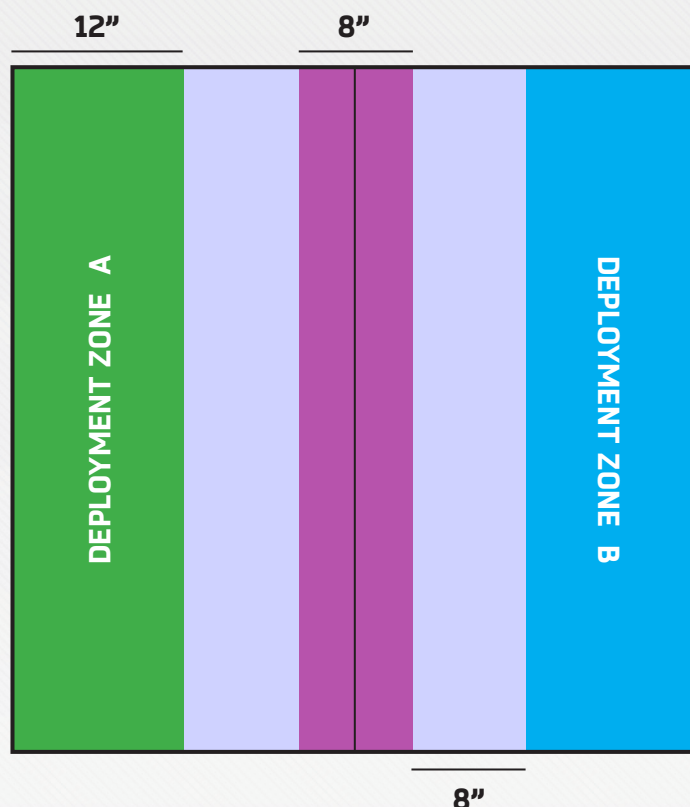
Before the beginning of the game, but after choosing the Classified Objective, the player must inform to his adversary if that card will be his Classified Objective or his INTELCOM Card. Each player rolls a die and the one who gets the highest score must be the first who announces his decision to his 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 third Game Round when the game ends and the players count up their points 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.





FROSTBYTE

Table Configuration: D2.

Special Rules: Exclusion Zone, Limited Insertion, Killer Cold, Dead Zone, Secure Exclusion Zone, Heating Units, Consoles, Connect a Console, Killing, Specialist Troops, DataTracker, DataTracker Special Order.

MISSION OBJECTIVES

MAIN OBJECTIVES

- To kill more *Army Points* than the adversary (3 Objective Points).
- To kill the enemy DataTracker (2 Objective Points).
- To have **Secured** the *Exclusion Zone* at the end of the game (3 Objective Points).
- Have at least one Active Heating Unit 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. 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 a Heating Unit.

SCENARIO SPECIAL RULES

KILLER COLD

The low temperature is so extreme that only those possessing personal heating units can tolerate it.

In game terms, all those troopers who at the end of the third Game Round are inside the Exclusion Zone, or inside a Deployment Zone/ Dead Zone lacking an Active Heating Unit, must be considered as Killed by the enemy.

This rule is not applied to all those troopers whose Troop Type is Heavy Infantry (HI) or TAG. It is not applied to the trooper the player has designated as DataTracker.

DEAD ZONES

There are two Dead Zones on the battlefield, 4 inches deep between the Deployment Zone and the Exclusion Zone (see the map below).

SECURE EXCLUSION ZONE

The Exclusion Zone is considered Secured by a player when he is the only one whose DataTracker is inside the Exclusion Zone in a non-Null state.

HEATING UNITS

There is a total of four Heating Units, two of them on each half of the table. The Heating Unit placed 10 inches from the center of the table and 24 inches from the edge of the table is the Heating Unit of that Dead Zone. The Heating Unit placed 20 inches from the center of the table and 24 inches from the edge of the table is the Heating Unit of that Deployment Zone.

Each Heating Unit must be represented by an Objective Marker (OBJECTIVE) or by a scenery piece of the same diameter (such as the Info Hubs by Micro Art Studio).

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

In this scenario the Heating Units have a Scenery Item Profile. They can be targeted, applying a variant of the Scenery Structures rules. A Heating Unit can only be damaged by CC Attacks with CC Weapons possessing the Antimaterial Trait.

A Heating Unit that is in Damaged or Destroyed state is not considered to be Active.

CONSOLES

There is a total of three Consoles. 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, 12 inches from its edge (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).

CONNECT A CONSOLE (SHORT SKILL) DATATRACKER

LABELS

Attack.

REQUIREMENTS

- Only Specialist Troops or the DataTracker can declare this Skill.
- The Specialist Troop or DataTracker must be in base contact with the *Console*.

EFFECTS

- Allows the *Specialist Troop or DataTracker* to make a Normal **WIP** Roll to Connect a 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.
- When Connecting a Console, the player declares which Heating Unit is Activated.
- You cannot *Activate* more than one Heating Unit for each Console.
- A Connected *Console* can be *Connected* again by the other player, applying the same procedure.

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.

At the end of the Deployment Phase, players must declare which troop from their Army List is the DataTracker. The trooper chosen must be always one of the models deployed on the game table. Players are not allowed to choose troopers in Hidden Deployment or in Marker state. This trooper must always be on the game table as a model and not as a Marker (Camouflaged, TO, Holoecho...). Also, Irregular troops and those whose Troop Type is REM are not eligible to be DataTrackers.

The DataTracker is identified with a DataPack Marker (DATA PACK).

DATATRACKER SPECIAL ORDER

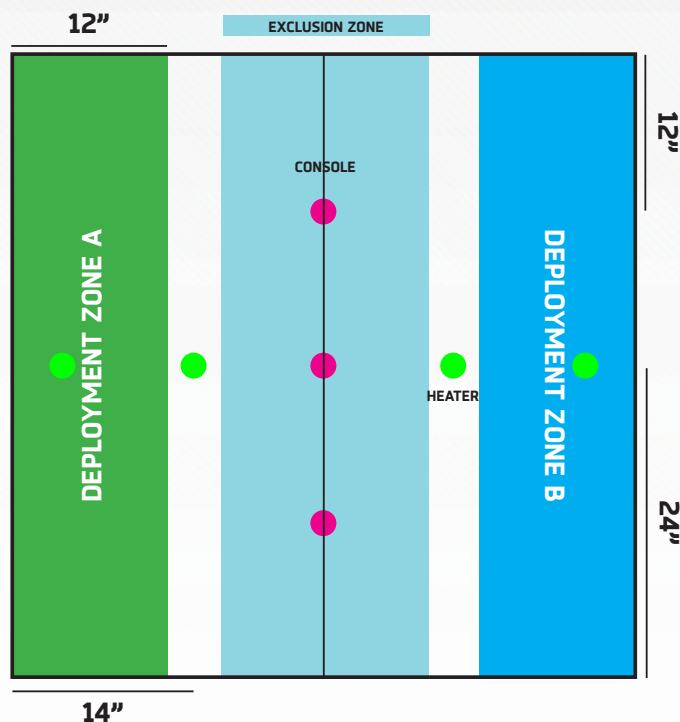
The DataTracker has a special extra Irregular Order that is for his use only, and this Order cannot be transformed into a Regular Order. This Order is not included in the Order Pool, it is an additional Irregular Order exclusively for the DataTracker.

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	HEATING UNIT	2	0	3	--	--





THE GRID

Table Configuration: N.

Special Rules: Thicket, The Grid, Designated Antennas, Specialist Troops, DataTracker, Designated Target, Killing, Classified Deck Not Used.

MISSION OBJECTIVES

MAIN OBJECTIVES

- Have **the same amount** of *Designated Antennas* as the adversary at the end of the game (2 Objective Points, but only if the player has *Designated* at least 1 *Antenna*).
- To have **more** *Designated Antennas* than the adversary at the end of the game (4 Objective Points).
- To have *Destroyed* **the same amount** of *Antennas* as the adversary at the end of the game (2 Objective Points, but only if the player has *Destroyed* at least 1 *Antenna*).
- To have *Destroyed* **more** *Antennas* than the adversary at the end of the game (4 Objective Points).
- To kill the *Designated Target* (2 Objective Points).

CLASSIFIED

There are no Classified Objectives.

DEPLOYMENT

Both players 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 Antennas.

SCENARIO SPECIAL RULES

THICKET

The 10 inch area on either side of the game table's central line is a Saturation Zone for the duration of this game.

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).

DESIGNATE 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 Designate the Antenna.
- 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.
- The *Designate Antenna* Skill can be replaced by the **Forward Observer** Special Skill for troops that have it, applying their rules and requirements to obtain the same effect on this mission.
- A *Designated Antenna* can be *Designated* again by the other player, applying the same procedure. In such a situation, the *Antenna* is no longer considered *Designated* by the adversary.
- Once an Antenna has been *Destroyed*, it cannot be *Destroyed* again by any player.
- Player A and Player B Markers can be used to mark the *Designated Antennas*. It is recommended each player uses a different kind of Marker.

DESTROY ANTENNAS

In this scenario, the Antennas have a Scenery Item Profile (see Infinity N3), so they can be targeted, applying the Scenery Structures rules, but not before the second Game Round.

An Antenna must have been previously Designated by a Specialist Troop of the same side before a trooper may Destroy it.

A player cannot Destroy an Antenna that does not have his Marker on it (PLAYER A or PLAYER B).

Players are not allowed to Destroy Antennas before the second Game Round.

A Designated Antenna which has been Destroyed still counts as Designated.

If a player performs an Attack that affects an Antenna (when using a Template Weapon, for example) that has been not previously Designated, or before the second Game Round, players do not apply the Scenery Structures rules and will not Roll ARM / BTS for the Antenna.

Only those Antennas whose base is entirely placed in the enemy half of the game table will be considered valid towards accomplishing the Objective of Destroying more Antennas placed in the enemy half of the game.

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.

DESIGNATED TARGET

In this scenario, the enemy HVT is considered an enemy trooper instead of a Neutral Civilian so, it can be targeted by Attacks. Killing the enemy HVT does not cause loss of the game nor gives compensatory Objective Points to the adversary.

HVTs will be reactive and hostile, reacting to any Order performed by an enemy active trooper in LoF or ZC.

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 Killed by the adversary.

CLASSIFIED DECK NOT USED

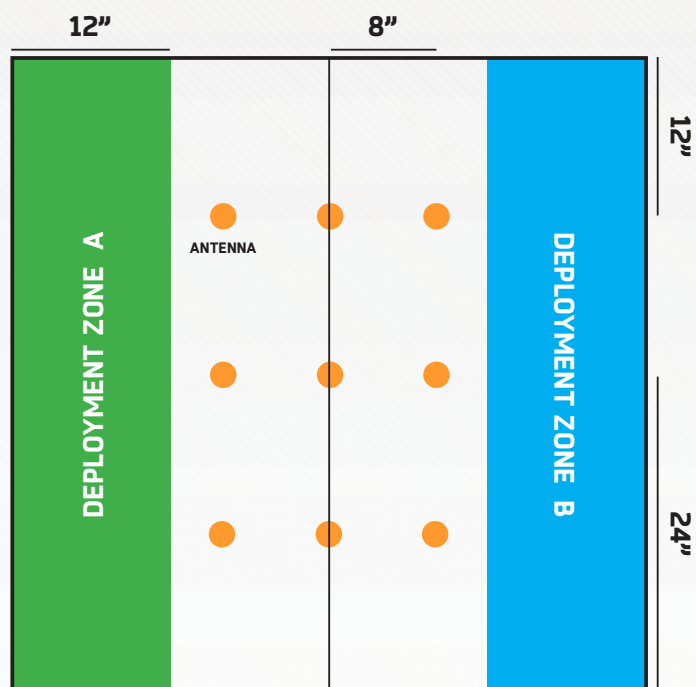
Players will not use the Classified Deck in this scenario.

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.

TYPE OF ELEMENT	NAME	ARM	BTS	STR	AW	TRAITS
SCENERY	TRANSMISSION ANTENNA	4	3	2	--	--





HIGHLY CLASSIFIED

Table Configuration: A.

Special Rules: Main Classified Objectives, Secondary Classified Objective, Secure HVT, High Difficulty Mode, Extreme 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.

EXTREME MODE

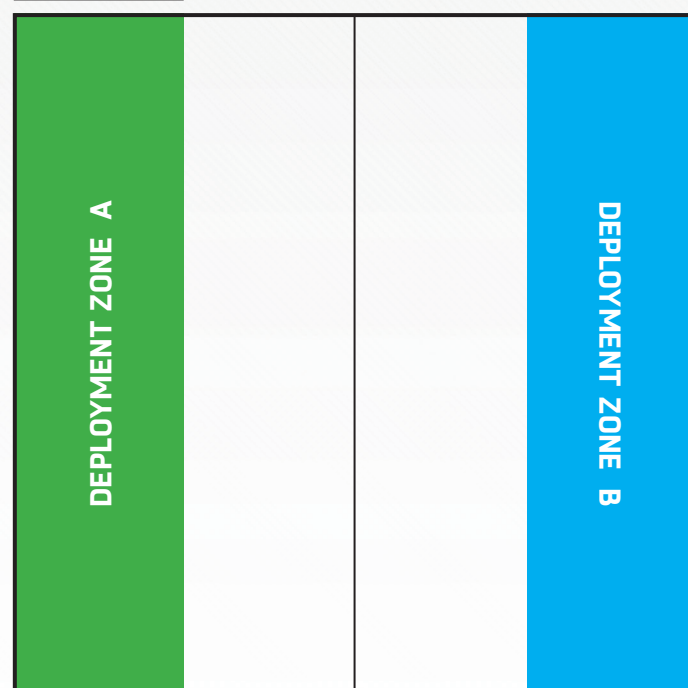
This scenario can be played at an extreme level of difficulty. In this Mode, players must use the Extreme Classified Objective Deck (The red one).

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.

12"





HUNTING PARTY

Table Configuration: B1.

Special Rules: Restricted Range, Antennas, Connect Antenna, Hunt Down Objectives, Hunting Mission, Reinforced Tactical Link (Capture version), Specialist Troops, INTELCOM CARD (Counterespionage).

MISSION OBJECTIVES

MAIN OBJECTIVES

- Connect the Antennas (1 Objective Point for each Connected Antenna).
- Hunt Down **more** enemy Specialist Troops than the adversary (2 Objective Points).
- Hunt Down **as many** enemy Lieutenants as the adversary (3 Objective Points, but only if at least 1 Lieutenant is Hunted Down by the player).
- Hunt Down **more** enemy Lieutenants than the adversary (4 Objective Points).

CLASSIFIED

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

DEPLOYMENT

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

SCENARIO SPECIAL RULES

RESTRICTED RANGE

The structure of the zone of operations restricts the range of firearms. In this scenario, any BS Attack where the range to the target is 32 inches or more is considered an automatic failure with no need to roll the die.

ANTENNAS

There are 2 Antennas on the central line of the game table, placed 8 inches from the edges of the table. Each 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 ANTENNA (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 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.

HUNT DOWN OBJECTIVES

A Lieutenant and a Specialist Troop are considered Hunted Down when they are in Isolated or Immobilized (IMM-1 or IMM-2) state at the end of the game.

All those Lieutenants and Specialist Troops that have not been deployed on the game table at the end of the game will be considered to be Hunted Down by the adversary.

HUNTING MISSION

In this scenario, all the troopers possessing any type of Pistol have available also a Stun Pistol with no additional Cost.

Moreover, all those troopers possessing the Veteran Troop, Elite Troop or Headquarters Troop Troop Characteristic have available also an Adhesive Launcher with no additional Cost.

MULTI BS Weapons can use Stun Mode to shoot Stun Special Ammunition.

In this scenario, Stun Special Ammunition causes the Immobilized-1 state instead of the Stunned state.

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. The player must indicate which Marker is the Lieutenant if it is in a Marker state (Camouflaged, TO Camouflaged...) or which Markers are the Lieutenant in the case of a Holoprojector.

The Lieutenant must be placed on the game table at the beginning of the first Game Round, either as a model or as a Marker. Players may not deploy their Lieutenants in the Hidden Deployment state.

If the player lacks a Lieutenant during the Tactical Phase of their Active Turn because this trooper was not deployed or because it is in an Isolated, Immobilized (IMM-1 or IMM-2), 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. It is compulsory such Lieutenant be a model or a Marker placed on the game table.

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.

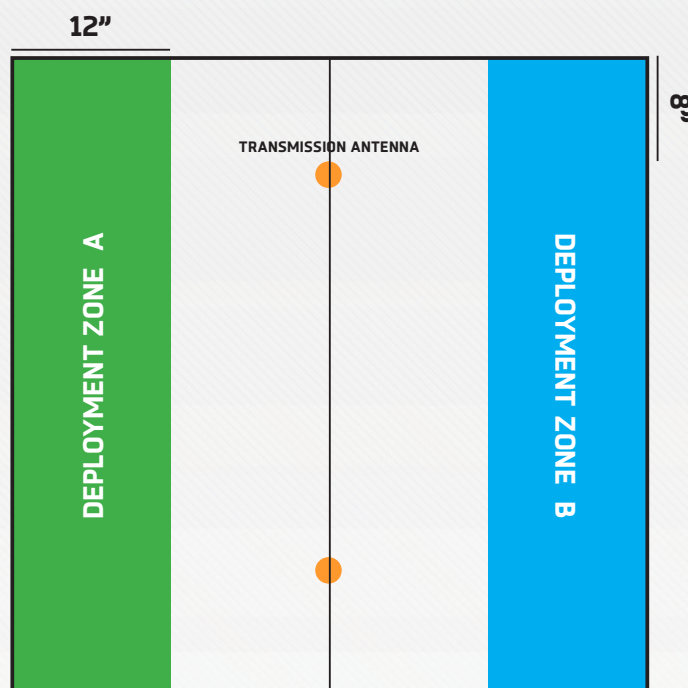
INTELCOM CARD (COUNTERESPIONAGE)

When the game ends and the players count up their points, each Classified Objective fulfilled by a player that has the symbol  will cancel a Classified Objective fulfilled by the opposing player that has the symbol .

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.





LOOTING AND SABOTAGING

Table Configuration: D1.

Special Rules: AC2, Damage and Destroy an AC2, Armored Fury, Panoplies, Use the Panoplies, Specialist Troops.

MISSION OBJECTIVES

MAIN OBJECTIVES

- Protect your own AC2 (1 Objective Point per STR point the AC2 still has at the end of the game).
- Damage the enemy AC2 (1 Objective Point per STR point the AC2 has lost at the end of the game).
- Destroy the enemy AC2 (2 Objective Point, in addition to the previous Objective).
- Acquire more weapons or items from the Panoplies 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.

It is not allowed to deploy in base contact with an AC2 nor with a Panoply.

SCENARIO SPECIAL RULES

THE AC2S

There is a total of 2 AC2s (Advanced Communications Consoles), one corresponding to each player, each of them 12 inches from the center and 24 inches from the edge of the table (See map below).

The AC2s 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).

The enemy AC2 is the one closest to the enemy Deployment Zone.

DAMAGE AND DESTROY THE AC2S

In this scenario the AC2s have a Scenery Item Profile. They can be targeted, applying a variant of the Scenery Structures rules.

An AC2 can only be damaged by CC Attacks with CC Weapons possessing the Antimaterial Trait.

If the Structure Attribute reaches a value below 0, the Scenery Item enters the Destroyed state.

ARMORED FURY

In this scenario, TAGs can apply the Antimaterial Trait to any CC Attack they perform using Bare Hands against an AC2.

PANOPLIES

There are 2 Panoplies, placed in the central line of the table 12 inches from the edges of the table (see map below).

Each Panoply must be represented by an Objective Marker or by a scenery piece of the same diameter (such as the Info Hubs by Micro Art Studio).

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:
- 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.
- 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.
- A trooper in base contact with this piece of scenery may spend one Short Skill of an Order to cancel his Unloaded state.
- In the case of obtaining the result of a Motorcycle on the Booty Table, troopers with S1, S2, S3 and S5 will have S4 while Mounted. Troopers with S6, S7 and S8 will only modify their MOV Attribute.
- By succeeding at a WIP Roll, the *Specialist Troops* can replace the result of the Booty Chart roll with **D-Charges**.

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 accomplish the different functions Specialist Troops have in this scenario.

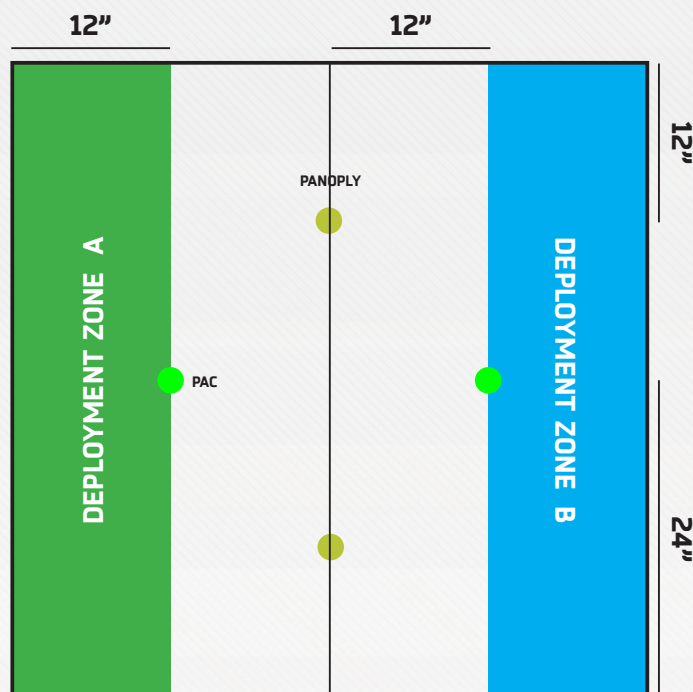
A Specialist Troop with a Disabled Marker can still accomplish the Objectives of this scenario.

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	AC2 (Advanced Communications Console)	8	9	3	--	--



POWER PACK

Table Configuration: D.

Special Rules: Saturation Zone, Antennas, Activate Antenna, Overload Prevention System, Connect a Console, Control a Console, Specialist Troops, Chain of Command Bonus, Xenotech, Place Multiscanner.

MISSION OBJECTIVES

MAIN OBJECTIVES

- To have Activated the same amount of *Antennas* as the adversary at the end of the game (2 *Objective Points*, but only if the player has Activated **at least 1 Antenna**).
- To have Activated more *Antennas* than the adversary at the end of the game (4 *Objective Points*).
- To Control the enemy Console at the end of the game (2 *Objective Points*).
- Place the Multiscanner on the Saturation Zone (2 extra *Objective Points*).
- To have prevented the enemy have Connected your Console at the end of the game (1 *Objective Point*).

CLASSIFIED

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

DEPLOYMENT

Players deploy on opposite sides of the game table. Both players have two 12 x 16 inches Deployment Zones placed at the edges of the table (see map).

Troops possessing the Forward Deployment L1 Special Skill have a 16 x 20 inches Deployment Zone. Troops possessing the Forward Deployment L2 Special Skill can deploy at any point in their half of the table.

It is not allowed to deploy in base contact with the Consoles nor with the Antennas.

SCENARIO SPECIAL RULES

SATURATION ZONE

The 8 inches area on either side of the central line of the game table is considered a Saturation Zone.

ANTENNAS

There are 3 Antennas placed in the central line of the table. One is in the center of the table, and the other two are 12 inches from the edge of the table. 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).

ACTIVATE ANTENNA (SHORT SKILL)

LABELS

Attack.

REQUIREMENTS

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

EFFECTS

- Allows the *Specialist Troop* to make a Normal **WIP** Roll to Activate 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.
- An Activated Antenna can be *Activated* again by the other player, applying the same procedure. In such a situation, the *Antenna* is no longer considered to be *Activated* by the adversary.
- Player A and Player B Markers can be used to mark the *Activated Antennas*. It is recommended each player uses a different kind of Marker.

OVERLOAD PREVENTION SYSTEM

- A player cannot have more than two Activated Antennas at the same time. Even succeeding the WIP Roll with a third Antenna, the player cannot mark it as Activated.

CONSOLES

There are 2 Consoles placed in different halves of the table, 12 inches from the center of the game table and 24 inches from the edge of the table. The enemy Console is always the one placed in the enemy's half 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).



PLACE MULTISCANNER (SHORT SKILL)

LABELS

REQUIREMENTS

- Only *Xenotechs in CivEvac state* can declare this Skill.

EFFECTS

- When declaring this Special Skill, the Controller of the *Xenotech* in *CivEvac* state will perform an *Idle*.
- After declaring this Skill the player will make a measurement. If the *Xenotech* is within 4" of its *Deployment Zone*, both troops will be considered to have declared an *Idle*.
- A success in the *WIP* Roll will mean that the *Multiscanner* has been placed by the *Xenotech*.
- 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.

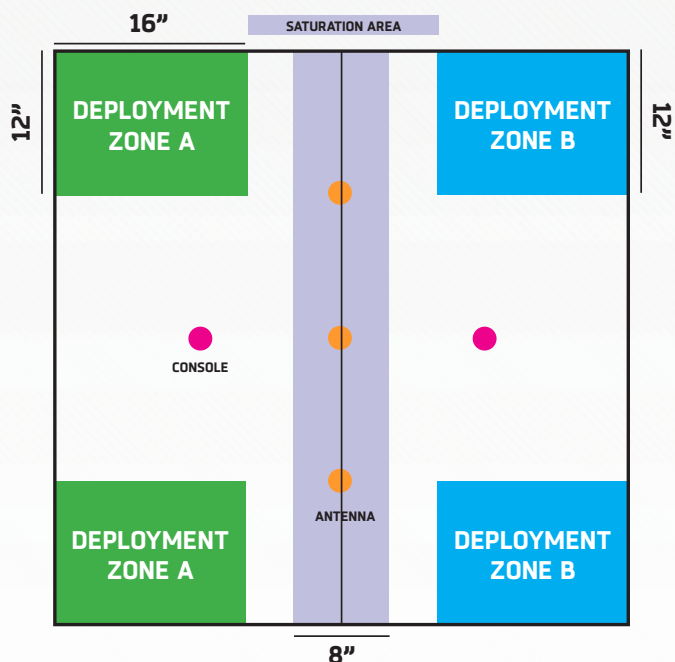
END OF THE MISSION

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 finish at the end of that Turn.

EFFECTS

- The Xenotech is considered a Neutral Civilian for both players.
- During the Deployment Phase, the Xenotech will be deployed in the CivEvac state, Synchronized with a trooper that meets the requirements to declare the Synchronize Civilian Skill.
- During the game, the Xenotech can be synchronized by any of the player's other troopers, using the Synchronize Civilian Skill.
- The objective of the Xenotech is to place a Multiscanner Marker. If this objective is not accomplished, 1 Objective Point will be subtracted (to a minimum of 0).





QUADRANT CONTROL

Table Configuration: A.

Special Rules: Quadrants (ZO), Dominate ZO, INTELCOM Card (Support and Control), DataTracker, Datatracker Special Order, Dominant DataTracker.

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*).
- Have your *Dominant DataTracker* in a *Dominated Quadrant* at the end of each *Game Round* (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.

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*, the player must inform to his adversary if that card will be his *Classified Objective* or his *INTELCOM Card*. Each player rolls a die and the one who gets the highest score must be the first who announces 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 third *Game Round* when the game ends and the players count up their points 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*.

DATATRACKER

At the end of the *Deployment Phase*, players must declare which troop from their *Army List* is the *DataTracker*. The trooper chosen must be always one of the models deployed on the game table. Players are not allowed to choose troopers in *Hidden Deployment* or in *Marker state*. This trooper must always be on the game table as a model and not as a *Marker* (*Camouflaged*, *TO*, *Holoecho*...). Also, *Irregular troops* and those whose *Troop Type* is *REM* are not eligible to be *DataTrackers*.

The *DataTracker* is identified with a *DataPack Marker (DATA PACK)*.



DATATRACKER SPECIAL ORDER

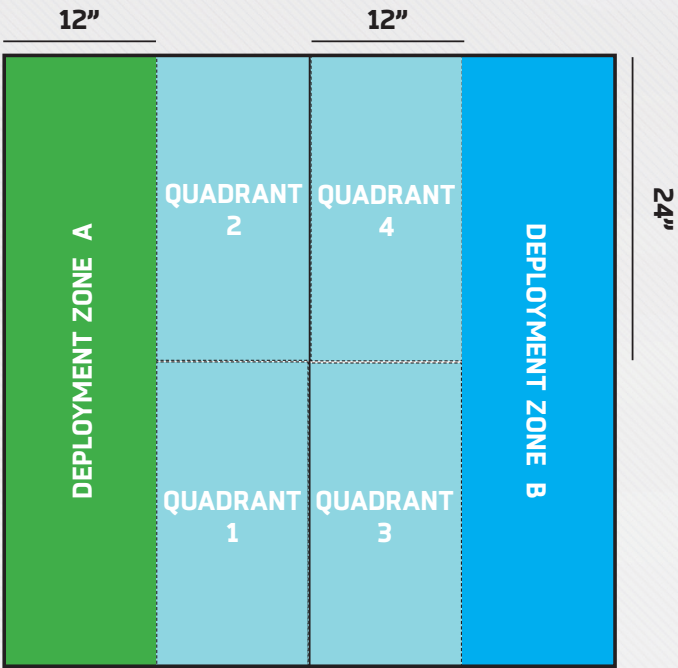
The DataTracker has a special extra Irregular Order that is for his use only, and this Order cannot be transformed into a Regular Order. This Order is not included in the Order Pool, it is an additional Irregular Order exclusively for the DataTracker.

DOMINANT DATATRACKER

Players who have their DataTracker in any non-Null state in a Dominated Quadrant gain a maximum of 1 extra Objective Point when checking the Dominate Quadrants main objective at the end of each Game Round.

END OF THE MISSION

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





RESCUE

Table Configuration: A.

Special Rules: Exclusion Zone, Dead Zone, Civilians, Specialists Troops, DataTracker, Datatracker Special Order.

MISSION OBJECTIVES

MAIN OBJECTIVES

- Have **more** Civilians in CivEvac state in the Exclusion Zone than the adversary at the end of the game (1 *Objective Point*).
- Have **the same amount** of Civilians in CivEvac state in the player's own Dead Zone as the adversary in his Dead Zone at the end of the game (2 *Objective Points*, only if the player has at least 1 Civilian in such state in the Dead Zone).
- Have **more** Civilians in CivEvac state in the player's own Dead Zone than the adversary in his Dead Zone at the end of the game (3 *Objective Points*).
- Have **more** Civilians in CivEvac state in the player's own Deployment Zone than the adversary in his Deployment Zone at the end of the game (3 *Objective Points*).
- Have **1** Civilian in CivEvac state with the player's DataTracker in the player's own Dead Zone at the end of the game (1 *Objective Point*).
- Have **1** Civilian in CivEvac state with the player's DataTracker in the player's own Deployment Zone at the end of the game (2 *Objective Points* maximum).

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 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 to base contact with a Civilian.

EXCLUSION ZONE

Players must consider the Exclusion Zone to be a Saturation Zone and a Difficult Terrain Zone. Troopers possessing the Terrain (any type) or Multiterrain Special Skill can apply it to avoid the effects of the Difficult Terrain Zone.

DEAD ZONES

There are two Dead Zones on the battlefield, 4 inches deep between the Deployment Zone and the Exclusion Zone (see the map below).

The Dead Zone of each player is the one in his half of the table.

CIVILIANS

There are a total of eight Civilians on the game table, four of them belonging to each player.

Each player will place his four Civilians inside the Exclusion Zone, but in base contact with the limit of the enemy Dead Zone, in the adversary's half of the table. Two of them must be placed 12 and 20 inches respectively from one of the edges of the table, while the other two must be placed 12 and 20 inches respectively from the other edge (see the map below).

Players cannot place their Civilians either on top of or inside of any Scenery Item or Building, always deploying it in an accessible location on the table. Scenery placement must facilitate this.

Players can only Synchronize their own Civilians.

In this scenario, Specialist Troops can have up to two Civilians in CivEvac state at the same time. Other troops able to declare Synchronize Civilian can have only one Civilian in such state.

Players can use any model from the Infinity or the Infinity Bootleg range, preferably those designated as HVT or as a Civilian. Good examples of this are the O-12 High Commissioner, the Tohaa Diplomat, Go-Go Marlene, the Fusilier Angus, the TAG Pilots, the VIP Executive or the HAZMAT A1 Specialist. Players can also use the Player A and Player B Markers to identify or even represent their Civilians.

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.

DATATRACKER

At the end of the Deployment Phase, players must declare which troop from their Army List is the DataTracker. The trooper chosen must be always one of the models deployed on the game table. Players are not allowed to choose troopers in Hidden Deployment or in Marker state. This trooper must always be on the game table as a model and not as a Marker (Camouflaged, T0, Holoecho...). Also, Irregular troops and those whose Troop Type is REM are not eligible to be DataTrackers.

The DataTracker is identified with a DataPack Marker (DATA PACK).

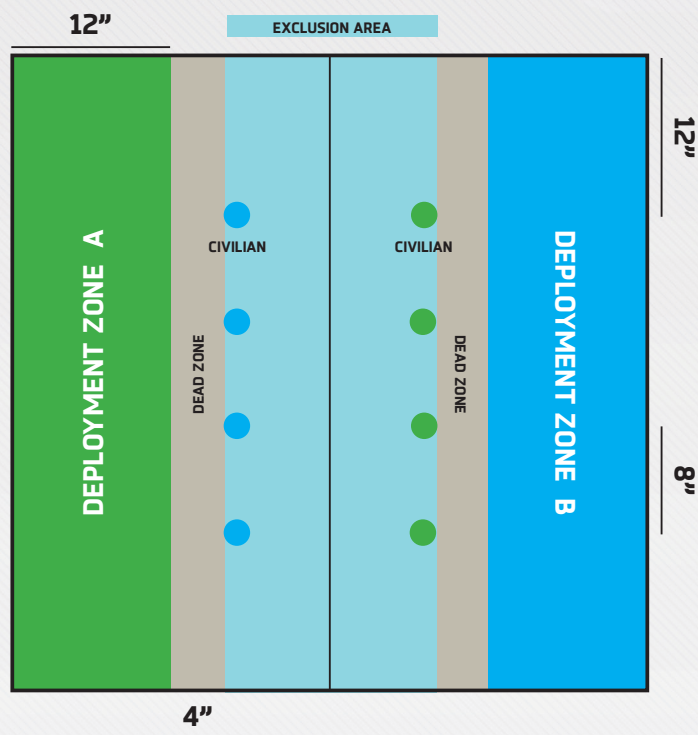
DATATRACKER SPECIAL ORDER

The DataTracker has a special extra Irregular Order that is for his use only, and this Order cannot be transformed into a Regular Order. This Order is not included in the Order Pool, it is an additional Irregular Order exclusively for the DataTracker.

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.





SAFE AREA

Table Configuration: I.

Special Rules: Sections (ZO), Dominate ZO, Consoles, Control Consoles, Specialist Troops, Xenotech, Place Multiscanner, 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 (2 *Objective Points*, but only if at least 1 *Section* is *Dominated* by the player).
- Dominate **more Sections** than the adversary at the end of each the game (3 *Objective Points*).
- Have your Xenotech in a *Dominated Section* at the end of the game (1 *Objective Point*).
- Control a **Console** at the end of the game (1 *Objective Point* for each *Controlled Console*).
- Place the Multiscanner (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.

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.

XENOTECH

Xenotechnologists (xenotechs or xenotecs, for short) are responsible for tracking and locating the Teutonic relic lost in the northern forests of Norstralia.

All players must include a Xenotech in his Army List without any cost and without taking up any spaces in a Combat Group.

To represent the Xenotech, you can use any figure from the *Infinity* or the *Infinity Bootleg* range, preferably those designated as HVT or

as a *Civilian*. Good examples of this are the O-12 High Commissioner, the Tohaa Diplomat, Go-Go Marlene, the Fusilier Angus, the TAG Pilots, the VIP Executive or the HAZMAT A1 Specialist.

EFFECTS

- The Xenotech is considered a Neutral Civilian for both players.
- During the Deployment Phase, the Xenotech will be deployed in the CivEvac state, Synchronized with a trooper that meets the requirements to declare the Synchronize Civilian Skill.
- During the game, the Xenotech can be synchronized by any of the player's other troopers, using the Synchronize Civilian Skill.
- The objective of the Xenotech is to place a Multiscanner Marker. If this objective is not accomplished, 1 Objective Point will be subtracted (to a minimum of 0).

PLACE MULTISCANNER (SHORT SKILL)

LABELS

REQUIREMENTS

- Only Xenotechs in CivEvac state can declare this Skill.

EFFECTS

- When declaring this Special Skill, the Controller of the *Xenotech* in *CivEvac* state will perform an *Idle*.
- After declaring this Skill the player will make a measurement. If the *Xenotech* is within 4" of its *Deployment Zone*, both troops will be considered to have declared an *Idle*.
- A success in the *WIP* Roll will mean that the *Multiscanner* has been placed by the *Xenotech*.
- 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.

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 Troop 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, the player must inform to his adversary if that card will be his Classified Objective or his INTELCOM Card. Each player rolls a die and the one who gets the highest score must be the first who announces 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 third Game Round when the game ends and the players count up their points following the order established by the Initiative, the player can use his INTELCOM Card applying the Support and Control Mode or the Interference Mode, at his choice:

- SUPPORT AND CONTROL MODE

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.

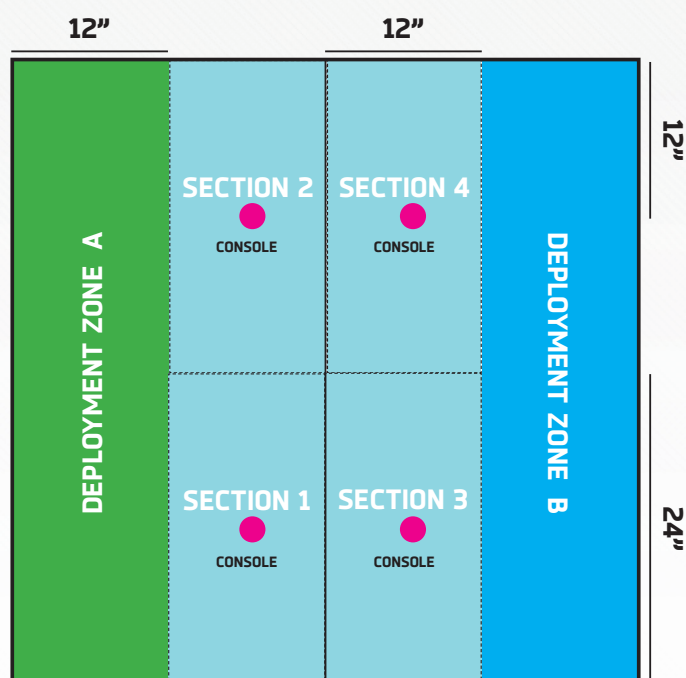
- INTERFERENCE MODE

The player can use his INTELCOM Card applying the Interference Mode, to make one enemy Specialist Troop count as a non-specialist for Controlling the Consoles.

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.





SHOW OF FORCE

Table Configuration: A1.

Special Rules: Control the Transmission Antenna, Panoplies, Armored Vanguard, DataTracker, Killing, HVT and Classified Deck Not Used.

MISSION OBJECTIVES

MAIN OBJECTIVES

- Control the **Transmission Antenna** at the end of the game (**2 Objective Points**).
- Control the **Transmission Antenna** with a TAG at the end of the game (**3 extra Objective Points**).
- To Kill more Army Points than the adversary (**2 Objective Points**).
- To Kill the enemy DataTracker (3 Objective Points).

CLASSIFIED

- There are no Classified Objectives.

DEPLOYMENT

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

SCENARIO SPECIAL RULES

TRANSMISSION ANTENNA

There is 1 Transmission 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).

CONTROL

THE TRANSMISSION ANTENNA

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

As stated in the Main Objectives, if the trooper that Controls the Antenna is a TAG (or a trooper possessing the Pilot or Remote Pilot Special Skill), the player gains 3 additional Objective Points.

PANOPLIES

There are 2 Panoplies, placed in the central line of the table 12 inches from the edges of the table (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 PANOPLY (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:
 - 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.
 - 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.
 - A trooper in base contact with this piece of scenery may spend one Short Skill of an Order to cancel his Unloaded state.
 - In the case of obtaining the result of a Motorcycle on the Booty Table, troopers with S1, S2, S3 and S5 will have S4 while Mounted. Troopers with S6, S7 and S8 will only modify their MOV Attribute.

- 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.

ARMORED VANGUARD

In this scenario, TAG units may deploy as if they had the Forward Deployment L1 Special Skill with no additional Cost.

DATATRACKER

At the end of the Deployment Phase, players must declare which troop from their Army List is the DataTracker. The trooper chosen must be always one of the models deployed on the game table. Players are not allowed to choose troopers in Hidden Deployment or in Marker state. This trooper must always be on the game table as a model and not as a Marker (Camouflaged, TO, Holoecho...). Also, Irregular troops and those whose Troop Type is REM are not eligible to be DataTrackers.

The DataTracker is identified with a DataPack Marker (DATA PACK).

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 Killed by the adversary.

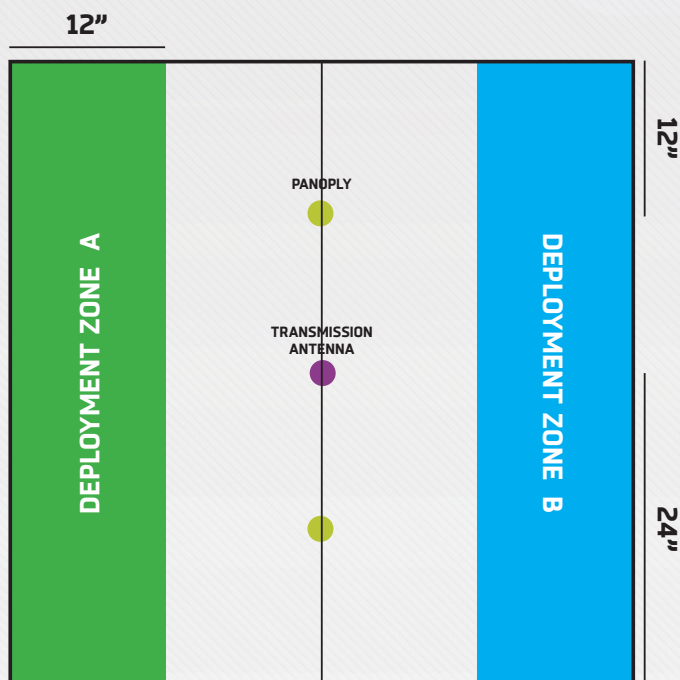
HVT AND CLASSIFIED DECK NOT USED

In this scenario, the HVT model and Secure HVT rules are not applied. Players will not deploy the HVT model on the game table and they will not use the Classified Deck in 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.





SUPPLIES

Table Configuration: B.

Special Rules: Tech-Coffins, Supply Boxes, Specialist Troops, Doctor and Paramedic Bonus, INTELCOM Card (Counterespionage).

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 Troop 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 Extract the Supply Boxes. This MOD is not cumulative with the MOD of Doctor Plus or Akbar Doctor Special Skill. In addition, they will be able to make two WIP Rolls each time they spend a Short Skill to Extract the Supply Boxes.

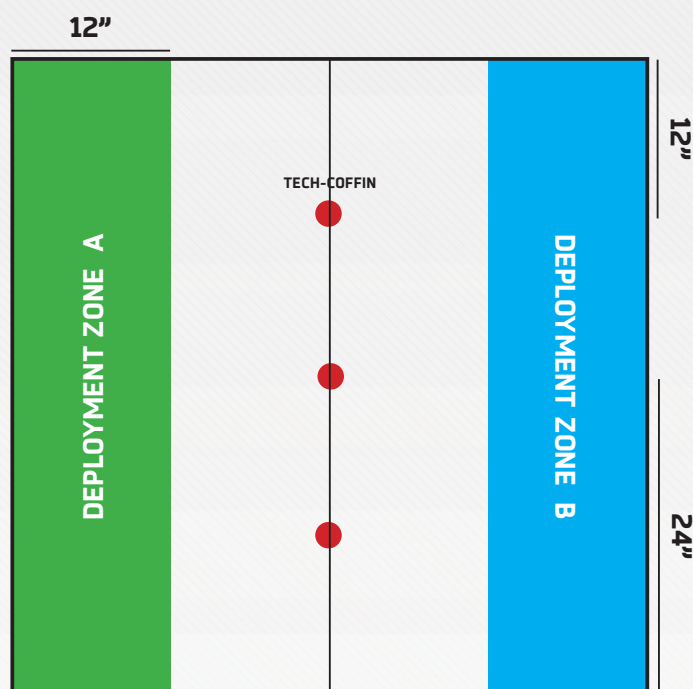
INTELCOM CARD (COUNTERESPIONAGE)

When the game ends and the players count up their points, each Classified Objective fulfilled by a player that has the symbol  will cancel a Classified Objective fulfilled by the opposing player that has the symbol .

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.





SUPREMACY

Table Configuration: I.

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

MISSION OBJECTIVES

MAIN OBJECTIVES

- Dominate more **Quadrants** than the adversary at the end of the *Game Round* (1 Objective Points).
- Hack a Console (1 Objective Point for each Hacked Console up to a maximum of 3 Objective Points).
- Place the Multiscanner (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 a 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. In this case, both players will account that Console.



- Player A and Player B Markers can be used to mark the *Hacked Consoles*. 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: Servants to perform tasks reserved for Specialist Troops.

Remember: *Troops possessing the Specialist Troop 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.

XENOTECH

Xenotechnologists (xenotechs or xenotecs, for short) are responsible for tracking and locating the Teutonic relic lost in the northern forests of Norstralia.

All players must include a Xenotech in his Army List without any cost and without taking up any spaces in a Combat Group.

To represent the Xenotech, you can use any figure from the *Infinity* or the *Infinity Bootleg* range, preferably those designated as HVT or as a *Civilian*. Good examples of this are the O-12 High Commissioner, the Tohaa Diplomat, Go-Go Marlene, the Fusilier Angus, the TAG Pilots, the VIP Executive or the HAZMAT A1 Specialist.

EFFECTS

- **The Xenotech is considered a Neutral Civilian for both players.**
- **During the Deployment Phase, the Xenotech will be deployed in the CivEvac state, Synchronized with a trooper that meets the requirements to declare the Synchronize Civilian Skill.**
- **During the game, the Xenotech can be synchronized by any of the player's other troopers, using the Synchronize Civilian Skill.**
- **The objective of the Xenotech is to place a Multiscanner Marker. If this objective is not accomplished, 1 Objective Point will be subtracted (to a minimum of 0).**

PLACE MULTISCANNER (SHORT SKILL)

LABELS

REQUIREMENTS

- Only Xenotechs in CivEvac state can declare this Skill.

EFFECTS

- When declaring this Special Skill, the Controller of the *Xenotech* in CivEvac state will perform an *Idle*.
- After declaring this Skill the player will make a measurement. If the *Xenotech* is within 4" of its *Deployment Zone*, both troops will be considered to have declared an *Idle*.
- A success in the WIP Roll will mean that the *Multiscanner* has been placed by the Xenotech.
- 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.

PLACED XENOTECH


The presence of your own Xenotech in any non-Null state in the *Dominated Quadrant* grants a maximum of 1 extra *Objective Point* when checking the *Dominated Quadrants* at the end of each *Game Round*.

HACKER BONUS

Troops possessing the Hacker Special Skill have a MOD of +3 to the WIP Rolls necessary to Hack a Console. In addition, they will be able to make two WIP Rolls each time they spend a Short Skill to Hack a Console.

The presence of one or more allied Hacker on the game table in any non-Null state gives a +3 MOD to the WIP roll to Place Multiscanner.

INTELCOM CARD (PROVISIONS)

The Classified Objectives with the symbol  give 1 extra Objective Point, but only if the player has less than 10 Objective Points.

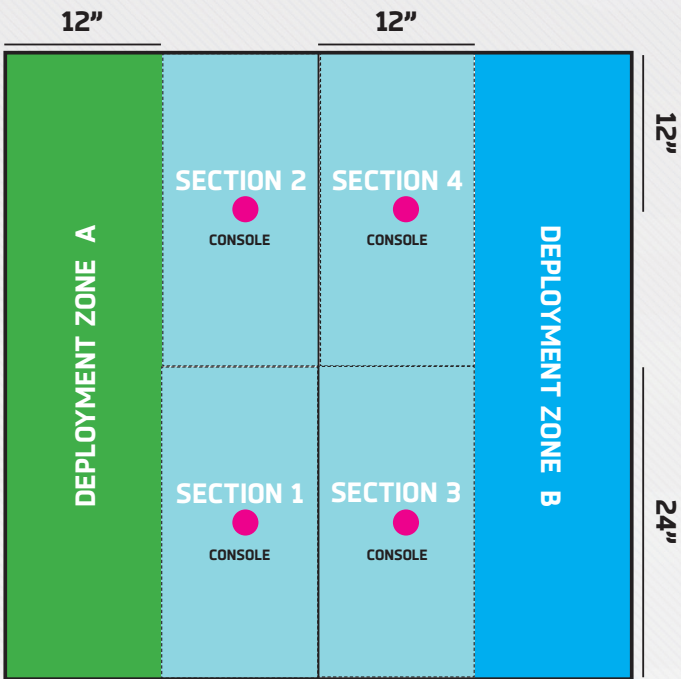


END OF THE MISSION

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)





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:
 - 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.
 - 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.
 - A trooper in base contact with this piece of scenery may spend one Short Skill of an Order to cancel his Unloaded state.
 - In the case of obtaining the result of a Motorcycle on the Booty Table, troopers with S1, S2, S3 and S5 will have S4 while Mounted. Troopers with S6, S7 and S8 will only modify their MOV Attribute.
- By succeeding at a WIP Roll, the *Specialist Troops* can roll twice on any of the Booty Charts but they can only choose one of the results.

SPECIALIST TROOPS

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

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

Remember: *Troops with the Specialist Troop 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.

INTELCOM CARD (SUPPORT AND CONTROL)

Before the beginning of the game, but after choosing the Classified Objective, the player must inform to his adversary if that card will be his Classified Objective or his INTELCOM Card. Each player rolls a die and the one who gets the highest score must be the first who announces 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 third Game Round when the game ends and the players count up their points 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

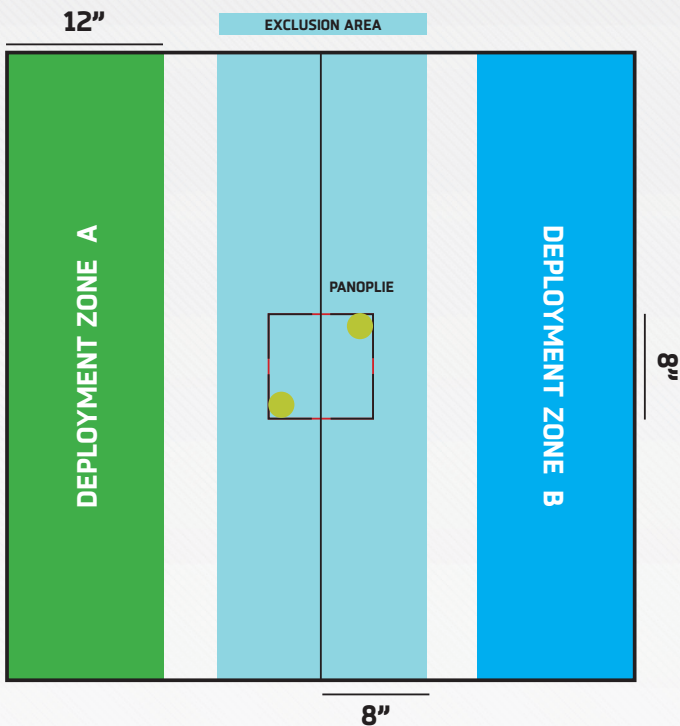
This scenario has a limited time frame, so it will automatically finish at the end of the third Game Round.

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





TIC-TAC-TOE

Table Configuration: N.

Special Rules: Antennas, Specialist Troops, EVO Hacking Device Bonus.

MISSION OBJECTIVES

MAIN OBJECTIVES

- To be the only player who has three *Connected Antennas* in a horizontal, vertical, or diagonal row at the end of the game (4 Objective Points).
- Both players have three *Connected Antennas* in a horizontal, vertical, or diagonal row at the end of the game (2 Objective Points).
- To have more Connected Antennas than the adversary at the end of the game (3 Objective Points).
- To have at least one Connected Antenna in the enemy's half of the table 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.

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

THE ANTENNAS

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.

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.

EVO HACKING DEVICE BONUS

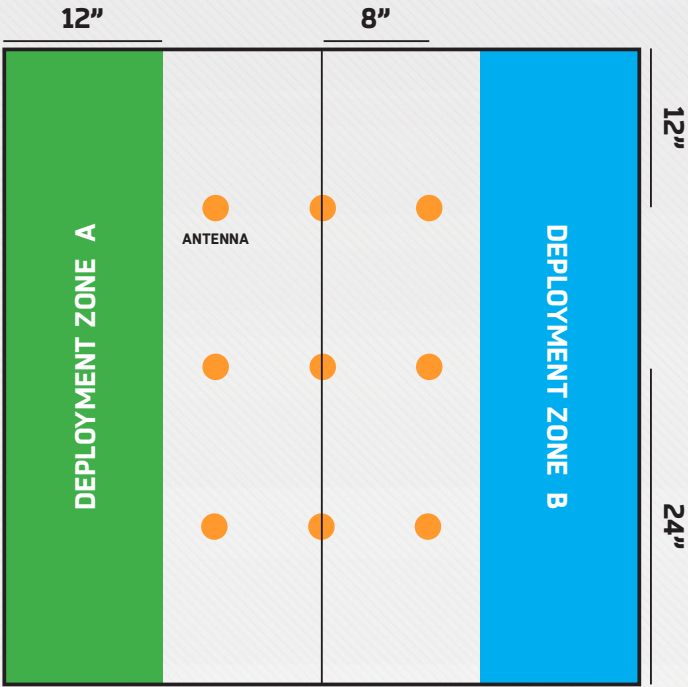
If a player has at least one trooper with the EVO Hacking Device piece of Equipment on the game table who is not in a Null state, then that player applies a MOD of +3 to the WIP Rolls necessary to Connect the Antennas. In addition, they will be able to make two WIP Rolls each time they spend a Short Skill to Connect 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! situation, the game will end at the end of that Turn.





TRANSMISSION MATRIX

Table Configuration: J.

Special Rules: Transmission Areas (ZO), Dominate ZO, DataTracker, Designated Target, INTELCOM Card (Provisions).

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*).
- Kill the Designated Target (1 *Objective Point*).
- Kill the Designated Target with your DataTracker (2 extra *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

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.

DATATRACKER

At the end of the Deployment Phase, players must declare which troop from their Army List is the DataTracker. The trooper chosen must be always one of the models deployed on the game table. Players are not allowed to choose troopers in Hidden Deployment or in Marker state. This trooper must always be on the game table as a model and not as a Marker (Camouflaged, TO, Holoecho...). Also, Irregular troops and those whose Troop Type is REM are not eligible to be DataTrackers.


The DataTracker is identified with a DataPack Marker (DATA PACK).

DESIGNATED TARGET

In this scenario, the enemy HVT is considered an enemy trooper instead of a Neutral Civilian so, it can be targeted by Attacks. Killing the enemy HVT does not cause loss of the game nor gives compensatory Objective Points to the adversary.

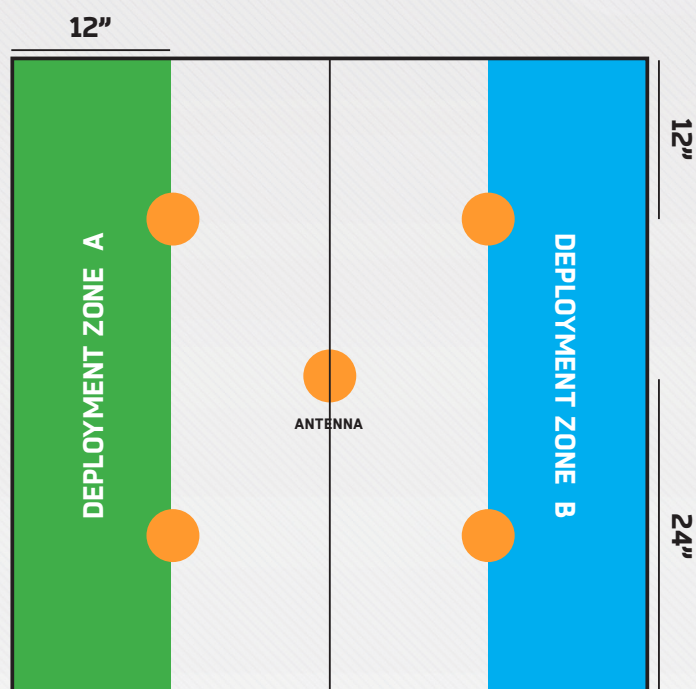
HVTs will be reactive and hostile, reacting to any Order performed by an enemy active trooper in LoF or ZC.

INTELCOM CARD (PROVISIONS)

The Classified Objectives with the symbol  give 1 extra Objective Point, but only if the player has less than 10 Objective Points.

END OF THE MISSION

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





UNMASKING

Scenario by the Warcor HurVo

Table Configuration: B.

Special Rules: Exclusion Zone, Subterfuge, Consoles, Specialist Troops, Hacker Bonus, DataTracker, Designated Target, Killing, Classified Deck Not Used.

MISSION OBJECTIVES

MAIN OBJECTIVES

- To Kill the enemy Designated Target, but only if it has been previously Revealed (3 Objective Points).
- To Kill **more enemy Target Decoys**, but only if they have been previously Revealed (1 Objective Point).
- To Kill the enemy Designated Target with your DataTracker (2 extra *Objective Points*).
- To have the **same amount** of *Activated Consoles* as the adversary at the end of the game (1 Objective Point but only if the player has at least 1 *Activated Console*).
- To have more *Activated Consoles* than the adversary at the end of the game (2 Objective Points).
- Have your Designated Target not Killed at the end of the game (1 *Objective Point*).
- Have your DataTracker not Killed at the end of the game (1 *Objective Point*).

CLASSIFIED

- There are no Classified Objectives.

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 any HVT.

SCENARIO SPECIAL RULES

SUBTERFUGE

Each of the players will deploy three HVTs, applying the conventional rules, but only one of them will be the Designated Target. This choice will be made by each player during the Deployment Phase, it will be considered Private Information and must be written down to show to your opponent if necessary. The other two HVTs are considered Target Decoys.

All the HVTs have an HVT Profile (Neutral Civilian) until they are Revealed as a Designated Target or Target Decoy.

An HVT applies the HVT Profile (Designated Target) at the end of the Order in which it has been Revealed as a Designated Target, or as a Target Decoy.

CONSOLES

There are three Consoles, placed on the central line of the game table. One of them is in the center of the table and the other two 12 inches from the edges (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).

ACTIVATE CONSOLE (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 Activate 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.
- When activating the *Console*, the player may choose one of the enemy *HVTs* and the adversary must Reveal if it is the *Designated Target*, or if it is one of the *Target Decoys*.
- An *Activated Console* cannot be *Activated* again to *Reveal* another HVT.

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

- Player A and Player B Markers can be used to mark the *Activated Consoles*. 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 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.

HACKER BONUS

Troops possessing the Hacker Special Skill have a MOD of +3 to the WIP Rolls necessary to Activate the Consoles. In addition, they will be able to make two WIP Rolls each time they spend a Short Skill to Activate the Consoles.

DATATRACKER

At the end of the Deployment Phase, players must declare which troop from their Army List is the DataTracker. The trooper chosen must be always one of the models deployed on the game table. Players are not allowed to choose troopers in Hidden Deployment or in Marker state. This trooper must always be on the game table as a model and not as a Marker (Camouflaged, TO, Holoecho...). Also, Irregular troops and those whose Troop Type is REM are not eligible to be DataTrackers.

The DataTracker is identified with a DataPack Marker (DATA PACK).

DESIGNATED TARGET

In this scenario, once an enemy's HVT figure is revealed as the true Designated Target or as a Target Decoy, that enemy HVT is considered an enemy trooper instead of a Neutral Civilian so, it can be targeted by Attacks. Killing that enemy HVT does not cause loss of the game nor gives compensatory Objective Points to the adversary.

HVTs revealed as Designated Target or Target Decoy will be reactive and hostile, reacting to any Order performed by an enemy active trooper in LoF or ZoC.

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.

IMPORTANT:

Players are not allowed to Kill an enemy HVT until it has been revealed as the Designated Target, or one of the Target Decoys.

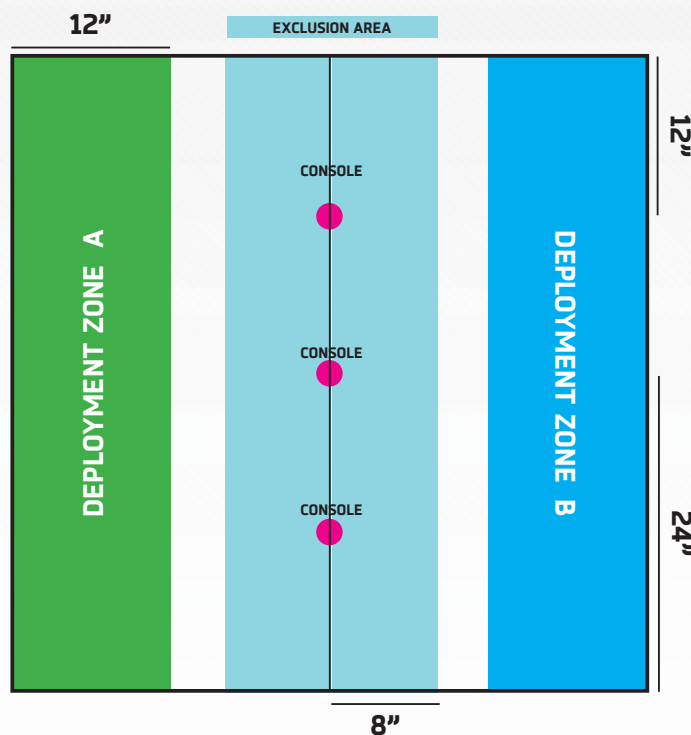
CLASSIFIED DECK NOT USED

Players will not use the Classified Deck in 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.





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. Organizer may choose which scenarios will be played in the league among the available ITS scenarios and without any restriction.

REMEMBER:

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

EXTRAS

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

ESCALATION LEAGUE

The leagues that apply this Extra, will only have six Rounds, regardless of the number of players. These six rounds will be conformed by the scenarios with their special conditions for each round. You can check each league round's special rules below in this same document.



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 <https://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 ESCALATION LEAGUES: ROUND ONE

MISSION OBJECTIVES

MAIN OBJECTIVES

- Cause the enemy between 30 and 50 Army Points in casualties (1 Objective Point).
- Cause the enemy between 51 and 80 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 50 of your Army Points survive the encounter (1 Objective Point).
- Have between 51 and 80 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: 100 points.

SIDE B: 100 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.



ITS ESCALATION LEAGUES: ROUND TWO

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 51 and 60 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.

ITS ESCALATION LEAGUES: ROUND THREE

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.



ITS ESCALATION LEAGUES: ROUND FOUR

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.

ITS ESCALATION LEAGUES: ROUND FIVE

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 (2 Objective Points each one).

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.



ITS ESCALATION LEAGUES: ROUND SIX

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.

XENOTECH

