# ITS
INFINITY TOURNAMENT SYSTEM

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# STAKEOUT

At this point in time, when the pressure exerted by the EI forces seems about to breach our defenses on the Paradiso front, the conclusions reached by our team of analysts may seem farfetched to you. But you must believe us, this threat is real and dreadful. I beg you, do as we have done: look beyond the turmoil and the conflagration of the combat on Paradiso. Lift your eyes to the unfathomable void and see what's hiding there.

It may very well be that the most noxious consequence of the entire Third Offensive launched by the Combined Army on Paradiso is that it has served to divert our attention away from their infiltration into Human Edge.

Admittedly, we already suspected that some isolated teams of Shasvastii operatives might have broken through the Abyss Blockade that protects the Jump Gate connecting Paradiso and Human Edge. Our suspicion was based on reports of certain irregularities in that Gate's traffic, and we had also extrapolated it from the incursion that went through the Daedalus Blockade towards the Ereeva system; there's more information in the [files classified as Daedalus' Fall]. However, we could have never fathomed the real magnitude of said infiltration.

The fortuitous exposure of a Shasvastii cell in Novyy Bangkok (more information in the reports about Operation: Asteroid Blues and the related file "Incident in Bubba's Khạntiǹã") revealed a clandestine network capable of surreptitiously moving an Onyx incursion force and large amounts of engineering material into the Human Sphere. As this operation is still in progress, we haven't been able to determine the purpose and the final target of all these logistic materials and of the Onyx forces. Nonetheless, if we consider the connections of the Jump Gates at Human Edge, there are two obvious targets: the Solar System and Concilium, the cradle of humanity and the core of our international government, respectively. Regardless which one it is, it's obvious that the EI is aiming for our heart and that we must put both systems under close surveillance.

Therefore, it's vitally important that all the powers work together in patrolling and performing search and destroy operations both against Shasvastii cells and Onyx incursion squads, as well as against the engineering teams that the EI might have infiltrated into these two systems.

Even though the Shasvastii and the Onyx may seem like the most immediate threat, our analysts believe that possibly the greatest danger may stem from those engineering teams, since we haven't been able to ascertain their purpose yet and, until we can shed some light on that conundrum, they pose a threat that we won't be able to contain.

Surveillance and security tasks will still be redoubled in Human Edge, in case the Combined Army forces haven't managed to breach the Jump Gates to the Solar System and Concilium yet. But the danger is too great to neglect these two strategic systems. The fleets of the powers collaborating with the Paradiso Coordinated Command will be authorized to carry out joint patrols in the Concilium system, where in principle the transit of armed spaceships is prohibited.

All the commanding officers and specialist troops will be in direct communication with the designated Bureau Aegis command in order to coordinate these operations and process all the collected information.

Our team of analysts would like to point out that, as with other scenarios where Shasvastii cells have been involved, paranoia and suspicion have led to our forces suffering casualties from friendly fire, in addition to having been exploited by certain powers for their own benefit to gain an advantage over rival nations.

I urge you to prevent such situations from happening again. It is not an overstatement to say that what is at stake here is the very future of the Human Sphere. If the Earth or Concilium were to fall, the rest of the systems would soon follow. I beg you, act with determination, but do it together. It's evident from the experience gained over all these years that divided we will not survive. Thank you.

*Colonel Mariëtte Wijnkoop, Bureau Aegis Officer, in a closed session meeting of O-12's Security Council. Access authorization required: Alpha.*

# 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 another of the same size.

Each figure must represent faithfully the trooper it stands for, including its equipment and weapon options. If a player does not have the official miniature, then at the tournament organizer's discretion, they can use a different Corvus Belli miniature as a stand-in, but they must clearly inform their opponent of what that figure represents.

# LINE OF FIRE (LOF)

For the sake of clarity and agility, every figure in play must display its 180º Line of Fire arc by means of distinct painted markings on its base or the appropriate markers (such as Corvus Belli's new Bases 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. But it is recommended to enjoy the experience of hobby to the maximum.

# 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 Interplanetario Tournament, might have different K factors.

At the end of the season, the winner of the Ranking will receive the following prizes:

» A guaranteed seat in the 8th Interplanetario Tournament, including lodging throughout the event.
» The 11th ITS Season exclusive miniature, painted by the Corvus Belli team.
» An official 11th ITS Season trophy.

# 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 8th Interplanetario Tournament.
» The 11th ITS Season exclusive miniature, painted by the Corvus Belli team.
» An official 11th 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. 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 11

During the Season 11 the following rules are applied:

## ARMORED TACTICAL SCANNER (ATS)

During Season 11, thanks to an enhanced tactical link and to advanced communication and sensory systems, TAGs have the **Tactical Awareness** Special Skill, which is already reflected in their Troop Profile in Infinity Army.

## IRONCLAD

During Season 11 any troop possessing the TAG Troop Type will have the Fatality L1 Special Skill, which is already reflected in their Troop Profile in Infinity Army, with no extra Cost.

## LIAISON OFFICER

Liaison Officers have the special task of collecting all the information and intel data collected during the operation and transmitting it to the Global Defense Coordinated Command, managed by O-12.

At the end of the *Deployment Phase*, in *Initiative* order, players must declare which troop possessing the **Forward Observer** Special Skill from their Army List is their *Liaison Officer*. The trooper chosen must be always one of the models or Markers deployed on the game table. Players are not allowed to choose troopers in *Hidden Deployment*. Also, troops whose Troop Type is REM are not eligible to be *Liaison Officers*.

Each players' *Liaison Officer* is identified with a Liaison Officer Marker (LIAISON OF.).

At the end of the game, if a player's Liaison Officer is in a non-*Null* state and completely outside their *Deployment Zone*, the player will make a WIP+3 Roll using the Liaison Officer's WIP. If the roll is successful, the player will get 1 extra Objective Point (up to a maximum of 10 Objective Points).

If the roll is failed, it can be repeated as many times as necessary, each time spending a Command Token and making the roll.

## CONCILIUM WATCH

A player will get 1 extra Objective Point (up to a maximum of 10 Objective Points) if, at the end of the game, the following three conditions are fulfilled:

The player has a trooper possessing the **Journalist** Special Skill who is on the game table and in a non-*Null* state.

That trooper has an enemy model who is inside his *Zone of Control* and in a non-*Null* state.

The enemy model possesses in its Troop Profile a weapon that appears in the chart of Weapons Banned by the Concilium Convention Watch.

Concilium Watch gives a maximum of 1 Objective Point per player, no matter how many troopers the player has that fulfil the previous conditions.

This rule is not applied if the enemy model possesses the **Peacekeeper** Special Skill.

| WEAPONS BANNED BY THE CONCILIUM CONVENTION WATCH | | | |
|---|---|---|---|
| Antipersonnel Mine | Drop Bears | Heavy Flamethrower | T2 Boarding Shotgun |
| Boarding Shotgun | E/M Grenades | Heavy Shotgun | Viral Mine |
| Blitzen | E/Marat | Light Flamethrower | Vulkan Shotgun |
| Chain-colt | E/Mauler | Light Shotgun | WildParrot |
| Chain Rifle | E/Mitter | Monofilament Mine | Zapper |
| Chest Mine | Flammenspeer | Nanopulser | |

## CIVILIANS IN INFINITY

Covert operations are the brand of Infinity, and those are usually highly precise and surgical missions executed when there is no one to witness, just to keep their secrecy.

However, sometimes the objectives of the mission could include civilians. In such situations, troopers can interact with non-combatant personnel, synchronizing with them and performing what is called a *CivEvac*.

The rules of engagement however prevent causing harm to civilians.

This is a season rule that replaces the regular *Civilian* rule and any *Civilian*-related rule of the N3 and HS N3 rulebooks in the ITS tournaments.

## EFFECTS

- » A *Civilian* is a game element with a *Troop Profile* that does not belong to the *Army List* of any player.
- » Therefore, *Civilians* cannot be part of any *Combat Group* and don't provide Orders to an *Order Reserve*.
- » *Civilians* are considered **Neutral**, unless some rule, Special Skill or piece of Equipment states the contrary.
- » *Civilians* **don't block *LoF*.**
- » *Civilians* **ignore the Effects and Damage** they could suffer, being from an *Attack* or any other source (As Falling Damage, for example). Therefore, they lack the *ARM*, *BTS*, and *Wounds* Attributes.
- » **Some Scenario Special Rules or mission *Objectives* can modify this rule.**
- » *Civilians* cannot activate *Deployable* weapons or pieces of Equipment.
- » *Synchronized* Civilians do not generate AROs.
- » Templates that affect a Civilian are not considered null, but will have no effect on the Civilian.

*REMEMBER:*
*As* Civilians *are considered* Neutral *models, being in base to base contact with them doesn't activate the* Engaged *state (see Infinity N3).*

### ISC: CIVILIANS

| | MOV | CC | BS | PH | WIP | ARM | BTS | W | S | AVA |
|---|---|---|---|---|---|---|---|---|---|---|
| CIVILIANS | 4-4 | 6 | 5 | 10 | 11 | – | – | 1 | 2 | |

| Name | BS Weapons | CC Weapons | SWC | C |
|---|---|---|---|---|
| CIVIL | - | - | - | - |

*Civilian Rule Game Example*

*During her Active Turn, the PanOceanian player declares the first Short Movement Skill of her Orc Trooper: Move. The Orc is Synchronized with the Neoterran Corporate Executive, the PanOceanian HVT. That move places the Corporate Executive in the Line of Fire of a Gangbuster, however, as Civilians don't trigger AROs, the O-12 trooper cannot react. Then, the PanOceanian player declares the second short Skill of the Order: Move again. Now, in the first Short Movement Skill of a new Order, the Orc enters the Line of Fire (LoF) of the Gangbuster, who can declare an ARO: a BS Attack with his Light Riotstopper. As this is a Template weapon it affects the Corporate Executive, meanwhile the PanOceanian player declares the second Short Skill of the Order: a BS Attack with his MULTI Rifle against the Gangbuster, because the HVT, as with any other Civilian, doesn't block LoF. The HVT will ignore the Effects of the Adhesive Special Ammunition. However, the Orc who is affected by the Template will have to perform a PH-6 Roll.*

## BRAVERY

During Season 11 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 an Objective Room.

## LONG SERVICE

During Season 11 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 cannot 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:

### ISC: (Designated Target) HVT

| | MOV | CC | BS | PH | WIP | ARM | BTS | W | S | AVA |
|---|---|---|---|---|---|---|---|---|---|---|
| (DESIGNATED TARGET) HVT | 4-4 | 6 | 6 | 11 | 11 | 1 | 0 | 1 | 2 | |

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

## 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, in *Initiative* order, 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.

## REDUCED COMBAT GROUPS

In all Season 11 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 Dadedalus' Fall).

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 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.

## TACTICAL WINDOW

This Extra means the scenarios have a narrow window of insertion, with a tactical advantage, allowing for only small teams and a support group to be inserted into the zone of operations. So, players are not allowed to use Army Lists with more than 15 troops.

## 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 https://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.

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.

# ACQUISITION

*Table Configuration: B.*

*Special Rules: Communication Antennas, Control Communication Antennas, Tech-Coffin, Control Tech-Coffin, Specialist Troops, Engineer and Hacker Bonus, DataTracker, Liaison Officer.*

## 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 your DataTracker* at the end of the game (2 extra *Objective Points*).
» *Control the Tech- Coffin with your Liaison Officer* 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).

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### ACTIVATE COMMUNICATION ANTENNA
(SHORT SKILL)

*Attack.*

#### REQUIREMENTS

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

#### EFFECTS

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

## 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.

# DATATRACKER

At the end of the *Deployment Phase*, in *Initiative* Order, 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).

# LIAISON OFFICER

Liaison Officers have the special task of collecting all the information and intel data collected during the operation and transmitting it to the Global Defense Coordinated Command, managed by O-12.

At the end of the *Deployment Phase*, in *Initiative* order, players must declare which troop possessing the **Forward Observer** Special Skill from their Army List is their *Liaison Officer*. The trooper chosen must be always one of the models or Markers deployed on the game table. Players are not allowed to choose troopers in *Hidden Deployment*. Also, troops whose Troop Type is REM are not eligible to be *Liaison Officers*.

Each players' *Liaison Officer* is identified with a Liaison Officer Marker (LIAISON OF.).
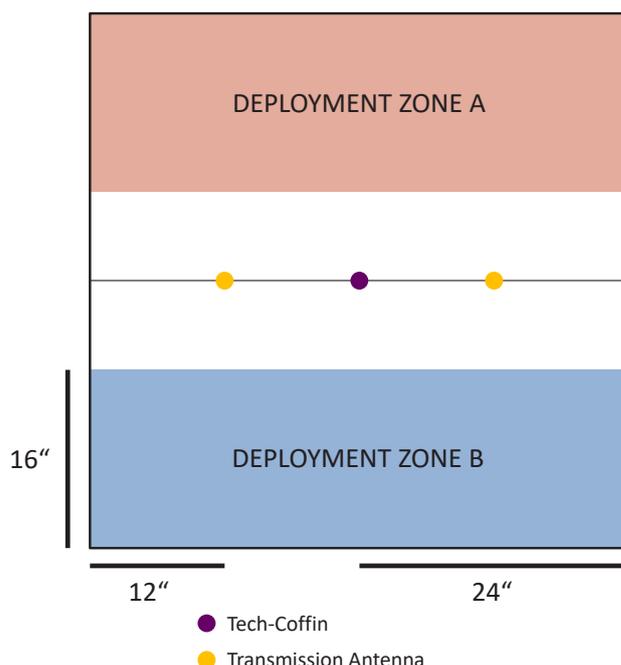
At the end of the game, if a player's Liaison Officer is in a non-*Null* state and completely outside their *Deployment Zone*, the player will make a WIP+3 Roll using the Liaison Officer's WIP. If the roll is successful, the player will get 1 extra Objective Point (up to a maximum of 10 Objective Points).

If the roll is failed, it can be repeated as many times as necessary, each time spending a Command Token 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.*

DEPLOYMENT ZONE A

DEPLOYMENT ZONE B

16"

12"          24"

● Tech-Coffin
● Transmission Antenna

# 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 | OBJECTIVE POINTS |
|---|---|---|---|
| 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*, in *Initiative* Order, 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*.

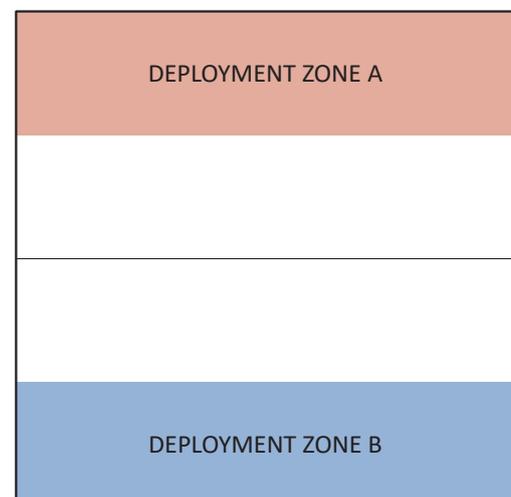The *DataTracker* is identified with a DataPack Marker (DATA PACK).

## 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 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.*

| DEPLOYMENT ZONE A |
|---|
| |
| |
| DEPLOYMENT ZONE B |

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 | 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.* | 2 *Objective Points.* |
| If you have **between 101 y 150** surviving *Army Points.* | If you have **between 151 and 250** surviving *Army Points.* | If you have **between 201 y 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. If the roll is failed and using the Special Skill would have required a Roll (for example deploying beyond the middle line of the table with Infiltration, or deploying in the enemy Deployment Zone with Impersonation), the trooper will lose Camouflage or Impersonation state, and any deployed Deployable Weapons or Equipment.

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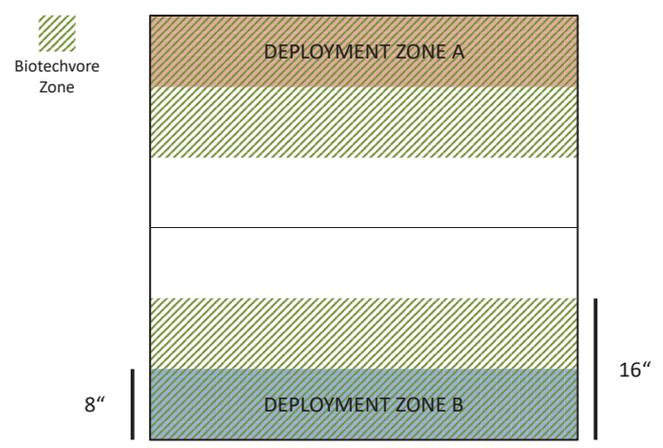
Troopers that **have not been deployed on the game table** at the end of the game will be considered to be *Killed* by the adversary.

## 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.*

# 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).

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### PICK UP BEACON
(SHORT SKILL)

*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*, in *Initiative* order, 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.*

DEPLOYMENT ZONE A

DEPLOYMENT ZONE B

12"

24"

● Beacon A
● Beacon B
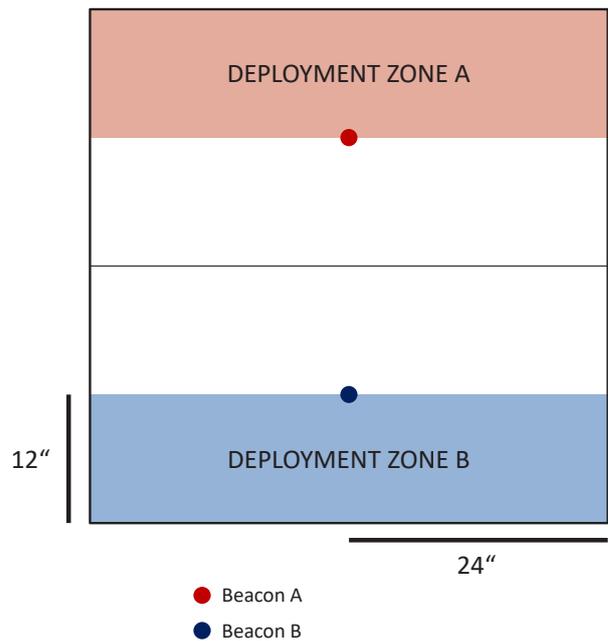
# COUNTERMEASURES

*Scenario by Micky Ward from White Noise Design a Mission Contest.*
*Table Configuration: A.*
*Special Rules: Exclusion Zone, Classified Objectives, DataTracker, DataTracker Special Order, Multiple HVTs, Secure the HVT Not Used, Extreme Mode.*

## MISSION OBJECTIVES

### MAIN OBJECTIVES

» To have accomplished **more** *Current Mission Objectives* than the adversary at the end of the game (4 Objective Points).
» To have accomplished **the same number** of *Current Mission Objectives* as the adversary at the end of the game (2 Objective Points, but only if **at least** 1 *Current Mission Objective* has been accomplished).
» Accomplish *Current Mission Objectives* (1 Objective Point each, up to a maximum of 4 Objective Points).
» Accomplish one or more *Current Mission Objectives* with your DataTracker (2 Objective Points).

### CLASSIFIED

» See the Scenario Special Rules.

## 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

### CLASSIFIED OBJECTIVES

At the start of the game, using a single Classified Deck (Standard Mode), draw three cards and set them beside the playing area. These three cards are the Current Mission Objectives. Place the rest of the deck beside them, leaving space for a discard pile.

At the start of the Tactical Phase of each player's turn, that player may choose and discard one of the three Current Mission Objective cards, place it on the discard pile, and draw a replacement card from the deck.

During each Player Turn, if a Current Mission Objective is accomplished, the card is retained by the player who accomplished it. If both players accomplished the same Current Mission Objective in the same Order,

both troopers count as having accomplished it. At the end of that Player Turn, draw new cards from the deck until there are three Current Mission Objectives.

If the deck runs out of cards, shuffle the discard pile into a new deck.

Any Current Mission Objective that is checked "at the end of the game" can be accomplished at the end of any Player Turn.

## DATATRACKER

At the end of the *Deployment Phase*, in Initiative order, 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.

## MULTIPLE HVTS

Each of the players will deploy **three** *HVTs*, following the usual rules for deploying *HVTs*.

Each *HVT* may only be used to accomplish one Classified Objective - once a Classified Objective targeting an *HVT* has been completed, that *HVT* model is removed from the game table.

## SECURE THE HVT NOT USED

In this scenario, the *Secure the HVT* rule is not applied.

## 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).
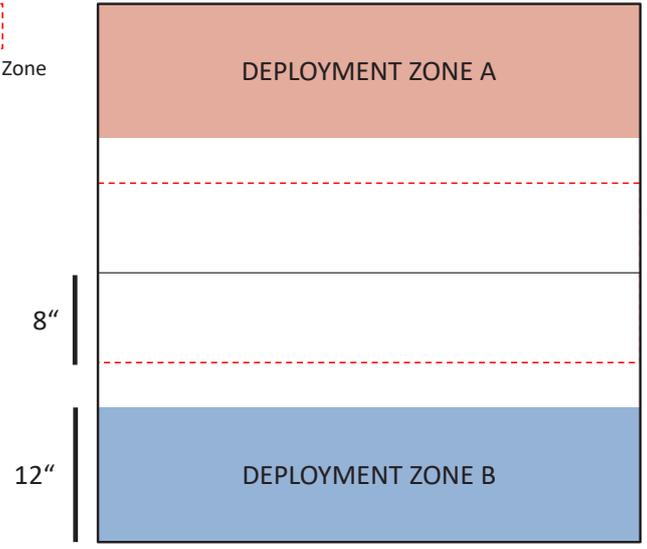
## END OF THE MISSION

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

Exclusion Zone

DEPLOYMENT ZONE A

8"

12"

DEPLOYMENT ZONE B

# DECAPITATION

*Table Configuration: A.*

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

## MISSION OBJECTIVES

### MAIN OBJECTIVES

» To kill **more** Army Points than the adversary (3 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 (4 Objective Points).
» To kill the Designated Target (2 Objective Points).
» To kill the Designated Target with your DataTracker (1 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*, in *Initiative* order, 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.

## CONCILIUM WATCH

A player will get 1 extra Objective Point (up to a maximum of 10 Objective Points) if, at the end of the game, the following three conditions are fulfilled:
» The player has a trooper possessing the **Journalist** Special Skill who is on the game table and in a non-*Null* state.
» That trooper has an enemy model who is inside his *Zone of Control* and in a non-*Null* state.
» The enemy model possesses in its Troop Profile a weapon that appears in the chart of Weapons Banned by the Concilium Convention Watch.

Concilium Watch gives a maximum of 1 Objective Point per player, no matter how many troopers the player has that fulfil the previous conditions.
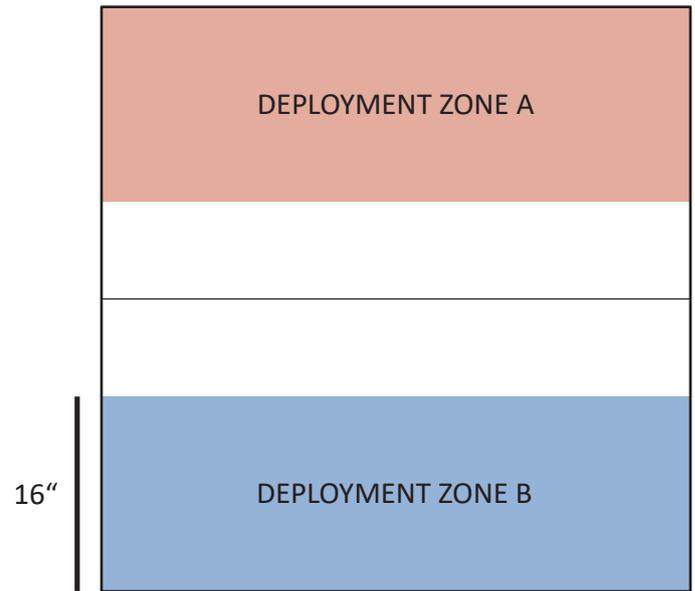
This rule is not applied if the enemy model possesses the **Peacekeeper** Special Skill.

| WEAPONS BANNED BY THE CONCILIUM CONVENTION WATCH | | | |
|---|---|---|---|
| Antipersonnel Mine | Drop Bears | Heavy Flamethrower | T2 Boarding Shotgun |
| Boarding Shotgun | E/M Grenades | Heavy Shotgun | Viral Mine |
| Blitzen | E/Marat | Light Flamethrower | Vulkan Shotgun |
| Chain-colt | E/Mauler | Light Shotgun | WildParrot |
| Chain Rifle | E/Mitter | Monofilament Mine | Zapper |
| Chest Mine | Flammenspeer | Nanopulser | |

DEPLOYMENT ZONE A

DEPLOYMENT ZONE B

16"

# END OF THE MISSION

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

# 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)

*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*, in *Initiative* order, 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*.**

DEPLOYMENT ZONE A

DEPLOYMENT ZONE B

16"

12"

24"

Panoply
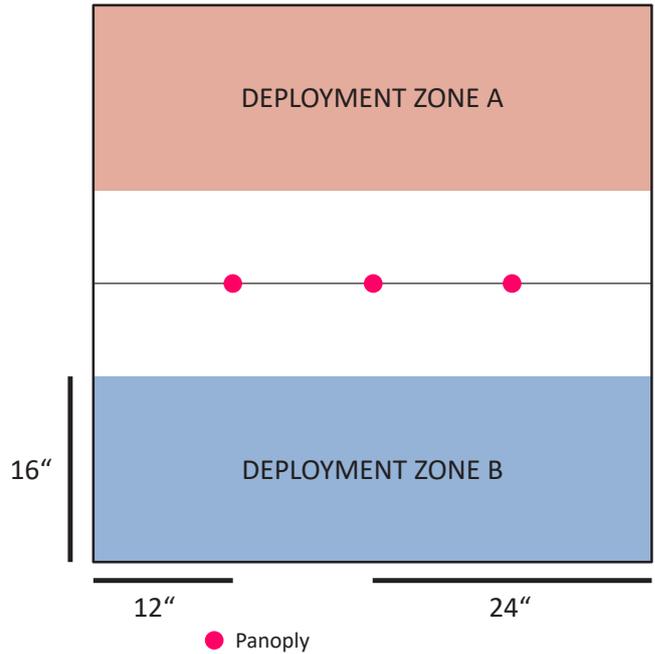
# FRONTLINE

*Table Configuration: A.*

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

## MISSION OBJECTIVES

### MAIN OBJECTIVES

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

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

» To dominate the **central** *Sector* with your *Liaison Officer* inside it, in a non-Null state (*1* extra *Objective Point*).

» To dominate the **farthest** *Sector* from your *Deployment Zone* (*4 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

### SECTORS (ZO)

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

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

### DOMINATE ZO

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

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

### SHASVASTII

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

### BAGGAGE

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

### INTELCOM CARD (SUPPORT AND CONTROL)

Before the beginning of the game, 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*.

### LIAISON OFFICER

Liaison Officers have the special task of collecting all the information and intel data collected during the operation and transmitting it to the Global Defense Coordinated Command, managed by O-12.

At the end of the *Deployment Phase*, in *Initiative* order, players must declare which troop possessing the *Forward Observer* Special Skill from their Army List is their *Liaison Officer*. The trooper chosen must be always one of the models or Markers deployed on the game table. Players are not allowed to choose troopers in *Hidden Deployment*. Also, troops whose Troop Type is REM are not eligible to be *Liaison Officers*.
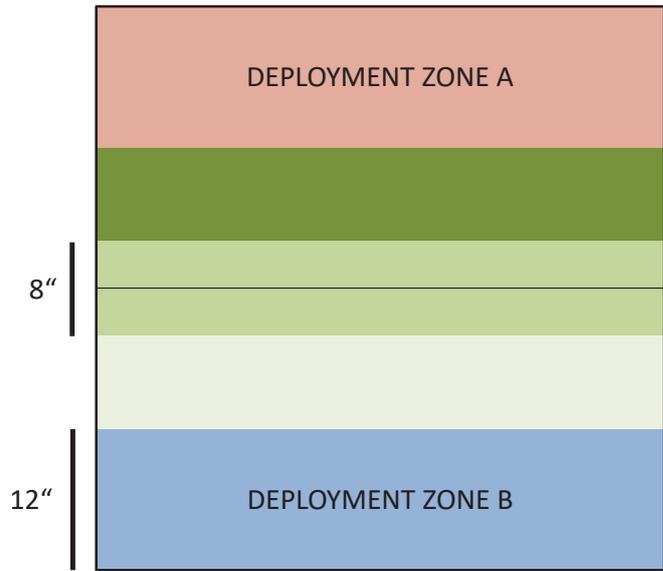
Each players' *Liaison Officer* is identified with a Liaison Officer Marker (LIAISON OF.).

At the end of the game, if a player's Liaison Officer is in a non-*Null* state and completely outside their *Deployment Zone*, the player will make a WIP+3 Roll using the Liaison Officer's WIP. If the roll is successful, the player will get 1 extra Objective Point (up to a maximum of 10 Objective Points).

If the roll is failed, it can be repeated as many times as necessary, each time spending a Command Token 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*.

DEPLOYMENT ZONE A

8"

12"

DEPLOYMENT ZONE B

# 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 (Main and Secondary)* than the adversary at the end of the game (4 Objective Points).

» To have accomplished **the same number** of *Classified Objectives (Main and Secondary)* 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).
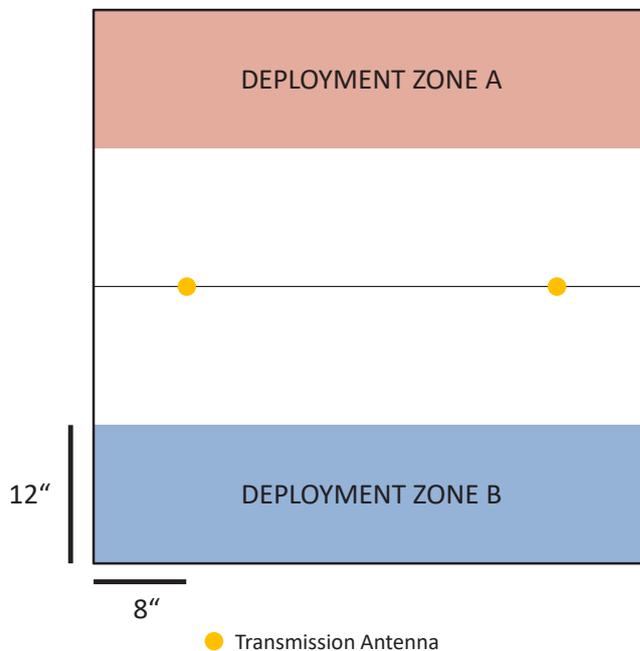
## END OF THE MISSION

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.*

DEPLOYMENT ZONE A

12" | DEPLOYMENT ZONE B
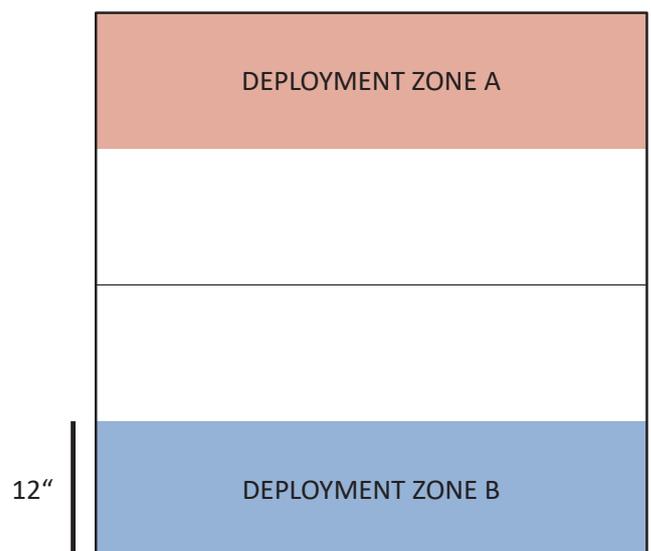
# HUNTING PARTY

*Table Configuration: B1.*

*Special Rules: Antennas, Connect Antenna, Hunt Down Objectives, Hunting Mission, Reinforced Tactical Link, 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

### 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)

*Attack.*

#### REQUIREMENTS

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

#### EFFECTS

» Allows the S*pecialist 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** is considered *Hunted Down* when they entered **Isolated** or **Immobilized** *(IMM-1* or *IMM-2)* state while they were a Lieutenant, and they are in **Isolated** or **Immobilized** *(IMM-1* or *IMM-2)* state at the end of the game.

A **Specialist Troop** is 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 whose Troop Characteristic is *Veteran Troop, Elite Troop* or *Headquarters Troop* 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*.

### ADHESIVE LAUNCHER (ADHL)

| | SHORT | MEDIUM | LONG | MAXIMUN | |
|---|---|---|---|---|---|
| 0" | 8" | 16" | 32" | 48" | 96" |
| 0 | +3 | -3 | -6 | | |

DAMAGE: -     B: 1     AMMUNITION: Adhesive.
TRAITS: Non Lethal.



DEPLOYMENT ZONE A

DEPLOYMENT ZONE B

12"

8"

● Transmission Antenna

# LOOTING AND SABOTAGING

*Table Configuration: D-1.*

*Special Rules: The AC2s, Damage and Destroy the AC2s, 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).
» Put the Enemy *AC2* the *Destroyed* state (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 (L&S VERSION)
(SHORT SKILL)

*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.*
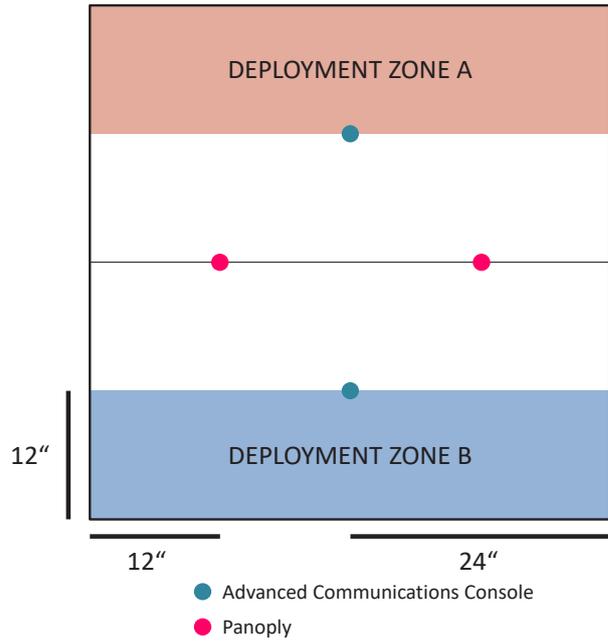
> **Remember:** Troops with the *Specialist Troop* Special Skill can accomplish the different functions *Specialist Troops* have in this scenario.

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*.



DEPLOYMENT ZONE A

DEPLOYMENT ZONE B

12"

12"    24"

● Advanced Communications Console
● Panoply

| 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, Concilium Watch.*

## MISSION OBJECTIVES

### MAIN OBJECTIVES

» To have **the same amount of** *Activated* 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 **more** *Activated 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).*

» The enemy has not *Controled* your Console at the end of the game *(2 Objective Point).*

### CLASSIFIED

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

### 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 of 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 inch area on either side of the central line of the game table is considered a **Saturation Zone**.

### ANTENNAS

There are **3** *Antennas* placed on the central line of the table. One is in the center of the table, and the other two are 8 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)

*Attack.*

#### REQUIREMENTS

» Only *Specialist Troops* can declare this Skill.

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

#### EFFECTS

» Allows the S*pecialist 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 Activa*ted.*

### 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).

### CONTROL THE CONSOLES

The *Console* is considered *Controlled* by a player when he is the only one who possesses a trooper (as a figure, but not as a Marker) in base contact with it. So there cannot be enemy troopers in base contact with the *Console.* Models in a *Null* state cannot be counted for this.

# CHAIN OF COMMAND BONUS

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

# CONCILIUM WATCH

A player will get 1 extra Objective Point (up to a maximum of 10 Objective Points) if, at the end of the game, the following three conditions are fulfilled:

» The player has a trooper possessing the **Journalist** Special Skill who is on the game table and in a non-*Null* state.
» That trooper has an enemy model who is inside his *Zone of Control* and in a non-*Null* state.
» The enemy model possesses in its Troop Profile a weapon that appears in the chart of Weapons Banned by the Concilium Convention Watch.

Concilium Watch gives a maximum of 1 Objective Point per player, no matter how many troopers the player has that fulfil the previous conditions.

This rule is not applied if the enemy model possesses the **Peacekeeper** Special Skill.

| WEAPONS BANNED BY THE CONCILIUM CONVENTION WATCH | | | |
|---|---|---|---|
| Antipersonnel Mine | Drop Bears | Heavy Flamethrower | T2 Boarding Shotgun |
| Boarding Shotgun | E/M Grenades | Heavy Shotgun | Viral Mine |
| Blitzen | E/Marat | Light Flamethrower | Vulkan Shotgun |
| Chain-colt | E/Mauler | Light Shotgun | WildParrot |
| Chain Rifle | E/Mitter | Monofilament Mine | Zapper |
| Chest Mine | Flammenspeer | Nanopulser | |

# 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.*



turation Zone
Transmission Antenna
Console
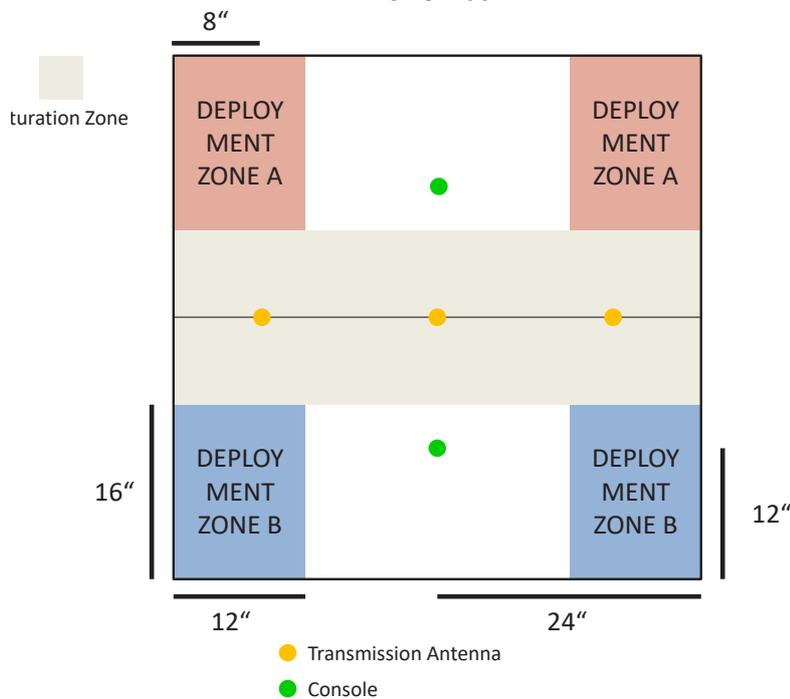
# QUADRANT CONTROL

*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* (2 *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*, in *Initiative* order,  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.
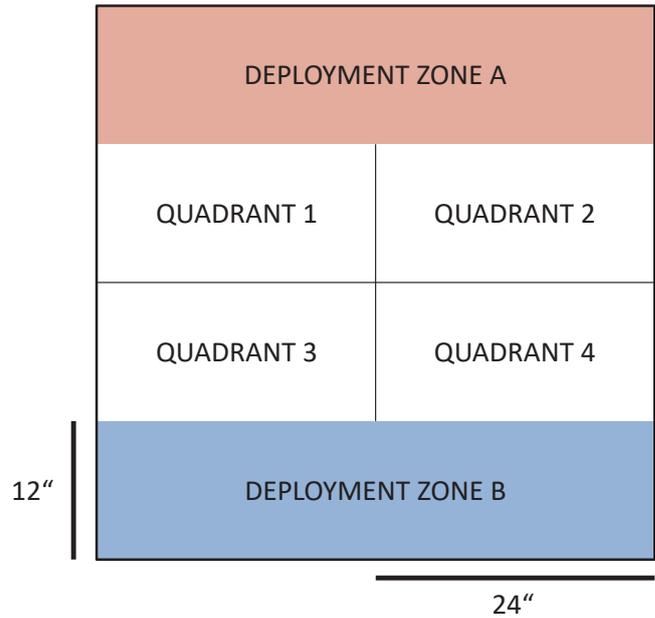
## DOMINANT DATATRACKER

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*.**

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

| DEPLOYMENT ZONE A | |
|---|---|
| QUADRANT 1 | QUADRANT 2 |
| QUADRANT 3 | QUADRANT 4 |
| DEPLOYMENT ZONE B | |

12"

24"

# SAFE AREA

*Table Configuration: I.*

*Special Rules: Sections (ZO), Dominate ZO, Consoles, Control Consoles, Specialist Troops, Liaison Officer, 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 (4 *Objective Points*).
» *Have* your *Liaison Officer* in a *Dominated Section* at the end of the game, in a non-Null state (1 *Objective Point*).
» *Control* a **Console** at the end of the game (1 *Objective Point* for each *Controlled Console*).

## CLASSIFIED

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

## DEPLOYMENT

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

# SCENARIO SPECIAL RULES

## SECTIONS

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

In this scenario each *Section* 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 Section, each of them 12 inches from the edge of the table (See map below). The *Consoles* must be represented by a Console A Marker (CONSOLE A) or by a scenery piece of the same diameter (such as the Human Consoles by Micro Art Studio, the Tech Consoles and the Communications Array by Warsenal or the Comlink Console by Customeeple).

## CONTROLLING THE CONSOLES

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

## SPECIALIST TROOPS

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

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

> **Remember:** Troops with the *Specialist 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.

## LIAISON OFFICER

Liaison Officers have the special task of collecting all the information and intel data collected during the operation and transmitting it to the Global Defense Coordinated Command, managed by O-12.

At the end of the *Deployment Phase*, in *Initiative* order, players must declare which troop possessing the **Forward Observer** Special Skill from their Army List is their *Liaison Officer*. The trooper chosen must be always one of the models or Markers deployed on the game table. Players are not allowed to choose troopers in *Hidden Deployment*. Also, troops whose Troop Type is REM are not eligible to be *Liaison Officers*.

Each players' *Liaison Officer* is identified with a Liaison Officer Marker (LIAISON OF.).

At the end of the game, if a player's Liaison Officer is in a non-*Null* state and completely outside their *Deployment Zone*, the player will make a WIP+3 Roll using the Liaison Officer's WIP. If the roll is successful, the player will get 1 extra Objective Point (up to a maximum of 10 Objective Points).

If the roll is failed, it can be repeated as many times as necessary, each time spending a Command Token and making the roll.

## 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*.
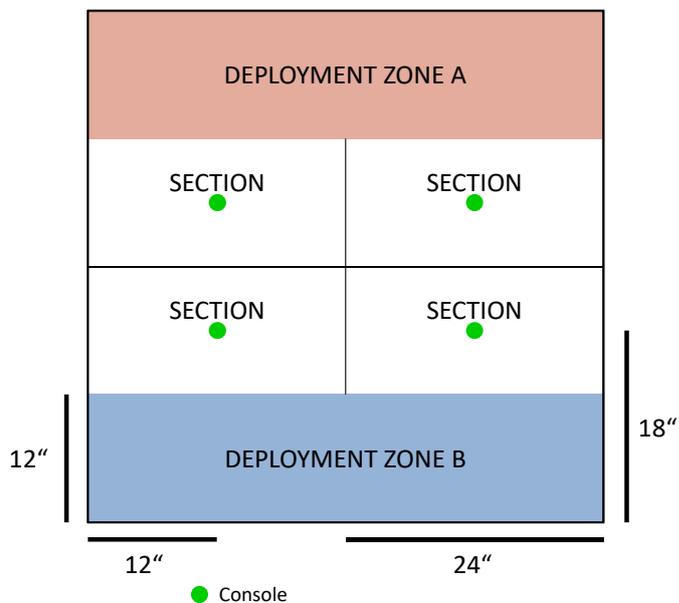
# SHOW OF FORCE

*Table Configuration: A1.*

*Special Rules: Transmission Antenna, 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 (**3 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 **(3** *Objective Points***).**
» Control the *Transmission Antenna* with your *DataTracker* at the end of the game (**1** Objective Poins).

### 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, Remote Pilot, Operator, Heavyweight* 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.

---

**USE PANOPLY**

(SHORT SKILL)

*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.
» 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.
» 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.

---

## 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*, in *Initiative* order, 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 Classified Deck in this scenario.

## 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.

## 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*.

DEPLOYMENT ZONE A

DEPLOYMENT ZONE B

12"

12"  24"

🟡 Transmission Antenna

🔴 Panoply
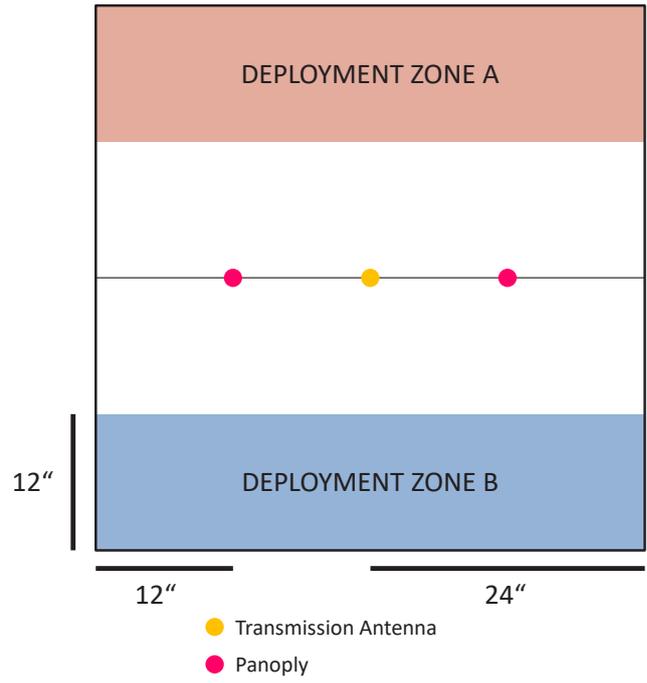
# SUPPLIES

*Table Configuration: B.*

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

## 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)

*Attack.*

#### REQUIREMENTS

» Only *Specialist Troops* can declare this Skill.

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

#### EFFECTS

» Allows the S*pecialist Troop* to make a Normal **WIP** Roll to *Extract the Supply Box*, If the roll is successful, the *Specialist Troop* is now carrying a *Supply Box*. Place a SUPPLY BOX Marker beside the *Specialist Troop*. 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 the Troop.

---

### PICK UP SUPPLY BOXES
(SHORT SKILL)

*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. The trooper must be in a non-Null state and cannot be in base contact with any non-Null 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* 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 ✳.

## CONCILIUM WATCH

A player will get 1 extra Objective Point (up to a maximum of 10 Objective Points) if, at the end of the game, the following three conditions are fulfilled:

- » The player has a trooper possessing the **Journalist** Special Skill who is on the game table and in a non-*Null* state.
- » That trooper has an enemy model who is inside his *Zone of Control* and in a non-*Null* state.
- » The enemy model possesses in its Troop Profile a weapon that appears in the chart of Weapons Banned by the Concilium Convention Watch.

Concilium Watch gives a maximum of 1 Objective Point per player, no matter how many troopers the player has that fulfil the previous conditions.

This rule is not applied if the enemy model possesses the **Peacekeeper** Special Skill.

| WEAPONS BANNED BY THE CONCILIUM CONVENTION WATCH | | | |
|---|---|---|---|
| Antipersonnel Mine | Drop Bears | Heavy Flamethrower | T2 Boarding Shotgun |
| Boarding Shotgun | E/M Grenades | Heavy Shotgun | Viral Mine |
| Blitzen | E/Marat | Light Flamethrower | Vulkan Shotgun |
| Chain-colt | E/Mauler | Light Shotgun | WildParrot |
| Chain Rifle | E/Mitter | Monofilament Mine | Zapper |
| Chest Mine | Flammenspeer | Nanopulser | |

## 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.*
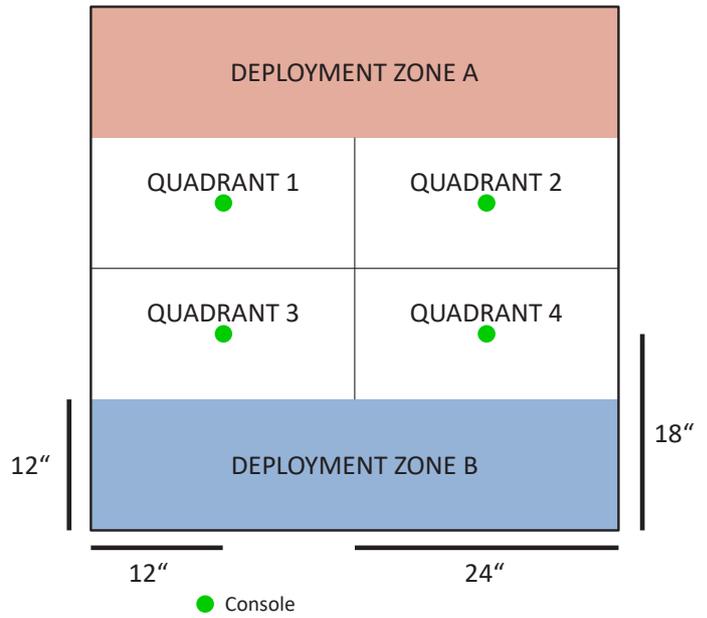


● Tech-Coffin

# 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*.

| DEPLOYMENT ZONE A | |
|:---:|:---:|
| QUADRANT 1 | QUADRANT 2 |
| QUADRANT 3 | QUADRANT 4 |
| DEPLOYMENT ZONE B | |

12"   18"

12"   24"

● Console

| 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)

*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.

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### 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)

*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 |



Exclusion Zone

8"

12"

24"

● Panoply
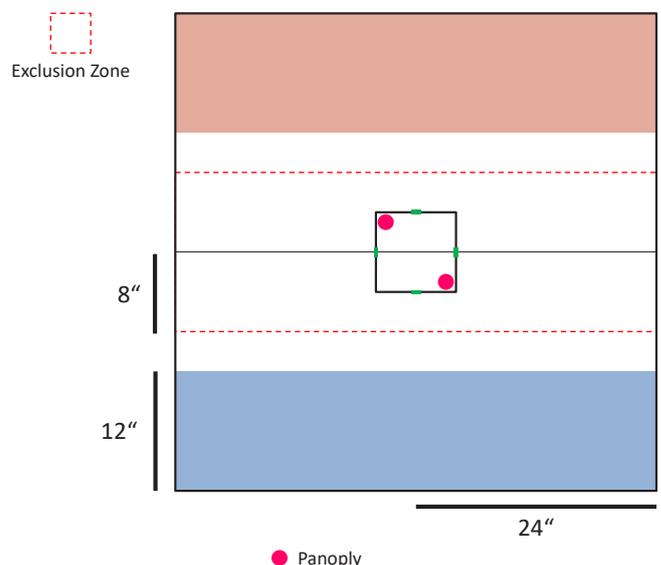
# TRANSMISSION MATRIX

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

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

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

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

## DOMINATE ZO

A *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*, in *Initiative* order, 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*.
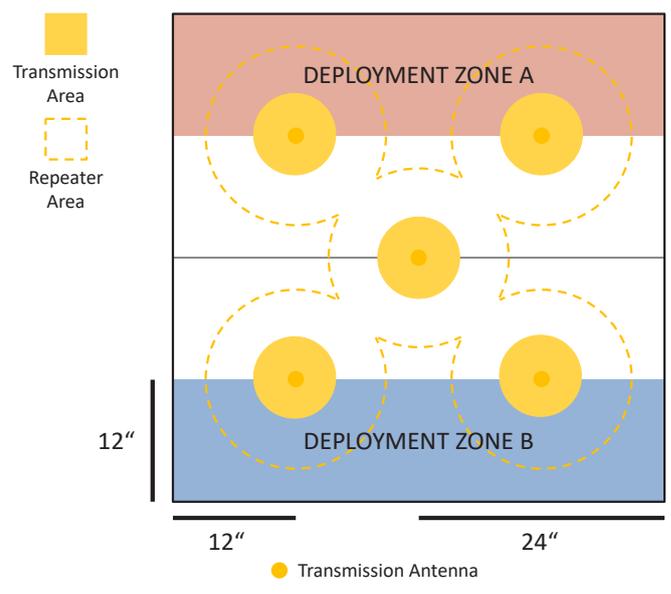
## INTELCOM CARD (PROVISIONS)

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*.**

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

Transmission Area

Repeater Area

DEPLOYMENT ZONE A

DEPLOYMENT ZONE B

12"

12"  24"

● Transmission Antenna

# 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,* following the usual rules for deploying *HVTs*, 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).

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**ACTIVATE CONSOLE** (SHORT SKILL)

*Attack.*

**REQUIREMENTS**

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

**EFFECTS**

» Allows the S*pecialist 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*.
» A player cannot Activate a Console that is currently *Activated* by them.
» 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.

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## 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*, in *Initiative* order, 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.*
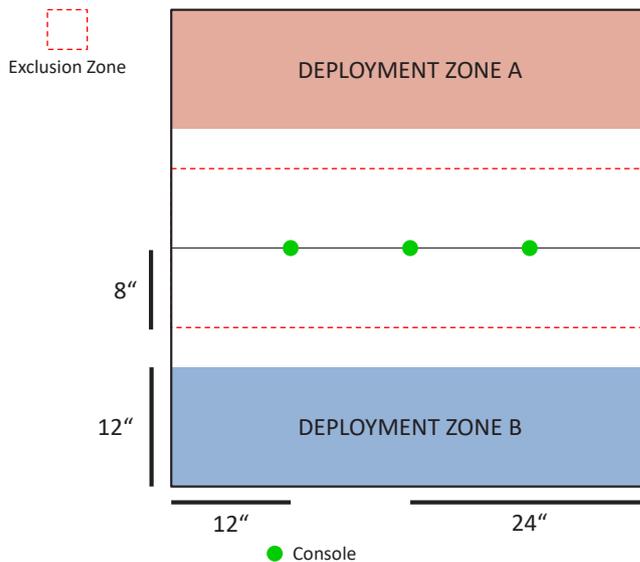
## CLASSIFIED DECK NOT USED

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.*

CORVUS BELLI
INFINITY