

CORVUS BELLI
iNFiNiTY



INFINITY TOURNAMENT SYSTEM
SEASON 8: TAGLINE

RULES AND SCENARIOS

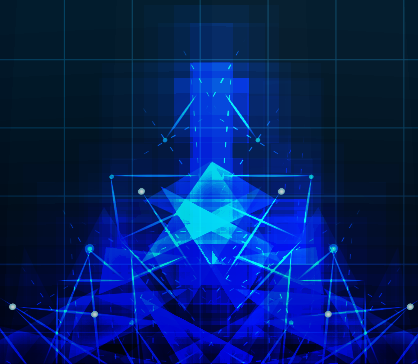


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CHANGES LOG v1.4

TOP SECRET Unlocked.

LIMITED INSERTION Edited.

PILOT PROFILES Fixed.

ITS: BASIC RULES

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

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

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

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

EVENT PARTICIPANTS

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

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

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

SPORTSMANSHIP

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

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

REMEMBER

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

MINIATURES

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

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

LINE OF FIRE (LOF)

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

PAINTING

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

PROXIES

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

CONVERTED FIGURES

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

ARMY LISTS

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

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.

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RULES

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

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

EVENT ORGANIZERS

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

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

DUTIES OF THE ORGANIZER

The Organizer is responsible for:

- » Ensuring that the rules of the event and the game rules are observed.
- » Informing Corvus Belli of the results of the event, as indicated in the rules for that type of event.
- » Ensuring all participants are registered in the ITS before the event takes place. Players can register using the form available at <http://its.infinitythegame.com>.
- » Providing an adequate venue for the event, as well as anything else required to play (tables, scenery, etc.).

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.

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
Classic Tournament	K+15%	K=32	K-15%
Classic League	N/A	K=16	N/A
Mini Tournament	K+15%	K=16	K-15%
One Shot	K+15%	K=4	K-15%

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

REGIONAL RANKINGS

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

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

- » A guaranteed seat in the 5th Interplanetary Tournament, including lodging throughout the event.
- » The 8th ITS Season exclusive miniature, painted by the Corvus Belli team.
- » An official 8th ITS Season trophy.

RANKS

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

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

DECORATIONS

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

ITS: TOURNAMENT RULES

BASIC RULES

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

FORMAT OF THE EVENT

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

TOURNAMENT CONTROL SHEET

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

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

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

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

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

ARMY LISTS

Each player submits two Army Lists, both 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.

TYPE OF OPERATION

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

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

Nº	SCENARIO	DIRECT ACTION OPERATIONS	SPECIAL OPERATIONS	JOINT OPERATIONS
1	Annihilation	X		
2	Biotechvore	X		
3	Quadrant Control	X		
4	Decapitation	X		
5	The Armory	X		
6	Show of Power	X		
7	Deadly Dance	X		X
8	Frontline	X		X
9	Firefight	X		X
10	Supremacy	X		X
11	Safe Area	X		X
12	Transmission Matrix	X		X
13	Seize the Antennas		X	
14	Cold Sleep		X	
15	Nimbus Zone		X	
16	Tic-Tac-Toe		X	
17	Capture and Protect		X	
18	Rescue		X	X
19	Highly Classified		X	X
20	Supplies		X	X
21	Antenna Field		X	X

N°	SCENARIO	DIRECT ACTION OPERATIONS	SPECIAL OPERATIONS	JOINT OPERATIONS
22	Engineering Deck		X	X
23	Comms Center		X	X

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

SCENARIOS

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

SEASON 8

During the Season 8 the following rules apply:

TAGLINE NARRATIVE EVENT

This is a new pre-established tournament format available in the Event Pack.

The rules and the scenarios of this campaign begin on the TAGLINE document at the downloads section of the web.

The event has a limited duration.

TAG FOR HIRE

During the Season 8, the "Scarface & Cordelia, Mercenary Armored Team" is not affected by the Basic Rule: Mercenaries. Players may include this Troop Profile in the Army List of any Generic or Sectorial Army, with the exception of the Combined Army. (which may not include it in either the Generic or in any of its Sectorial Armies) and Caledonia (which may instead include an Anaconda).

ALWAYS ALIVE

During Season 8 the Troop Profiles of the ALIVE characters are available to any Generic or Sectorial army, with the exception of the Combined Army and its Sectorials.

At the end of the current season, the winner of the ITS World Ranking will be able to choose which faction the ALIVE characters belong to, integrating them into said Army Lists the next ITS Season.

ALIVE CHARACTERS

[At the end of the chapter]

TAGLINE EFFECT

In this season, the TAGLINE effect is reflected in a series of new rules and changed troop profiles.

Due to the TAGLINE project, small, semi-autonomous, auxiliary remote action devices have been installed in every

mechanized unit, which the pilot can detach and operate from her TAG or Vehicle, increasing the versatility of these units when accomplishing objectives.

The Remote Pilot rule applies to TAGs with the Special Skill G: Remote Presence or G: Mnemonica.

Also, the TAG pilots have received special training to adapt to the new situation created by the TAGLINE project.

TAGs which have the Special Skill: Manned and have a Troop Profile with the Pilot skill have said Pilot profile modified.

REMOTE PILOT

The owner of this Special Skill is the pilot or driver of a TAG or Vehicle with the G: Remote Presence or G: Mnemonica Special Skill who can operate outside of the TAG or Vehicle via an auxiliary unit.

REMOTE PILOT (AUTOMATIC SKILL)

LABELS

Optional.

EFFECTS

- » This Special Skill allows the use of the alternative Troop Profile in which it is included.
- » This Remote Pilot Troop Profile can only be used if, when activating the troop possessing it, the player has declared the Move Short Movement Skill Dismount from the G: Remote Presence/ G: Mnemonica TAG or Vehicle.
- » A Remote Pilot Marker (REM. PILOT) or the corresponding model will represent the alternative Troop Profile.
- » When using this Special Skill the pilot is considered dismounted from the TAG or Vehicle which enters the Locked state. Players indicate this with a Locked Marker (LOCKED).

The G: Remote Presence/ G: Mnemonica Vehicle or TAG cannot be activated by Order or ARO while it is in the Locked state.

The only exception to the above is if the Remote Pilot is on the game table in the Immobilized (IMM-1 or IMM-2), Isolated, or any Null state, in which case his player can spend Orders or AROs to declare Reset to try and cancel the Vehicle's or TAG's Locked state.

If the TAG or Vehicle succeeds at the Reset WIP Roll, the Locked state will be cancelled, removing both the Locked Marker and the Remote Pilot Marker or model from the game table.

- » A TAG or Vehicle in a Null state is considered a casualty and therefore does not generate Orders in the Order count, even if the Remote Pilot is on the game table.

In the same way, in this situation the Remote Pilot is considered neither a surviving trooper nor a casualty for Victory Points, Retreat!, or any other purposes.

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- » If a TAG or Vehicle is in the Locked state and has its Remote Pilot in a Null state, it does not generate Orders in the Order count.
- » Unless stated otherwise in the Troop Profile, a G: Remote Presence/ G: Mnemonica Vehicle or TAG only possesses one Remote Pilot unit.

GAME EXAMPLE. REMOTE PILOT:

A Shasvastii Sphinx, a G: Remote Presence TAG, declares Move, Dismounting from the TAG using the Remote Pilot Special Skill. The player places a Locked Marker besides the TAG and a Remote Pilot Marker or model in base contact with the Sphinx, and continues to spend Orders on it. Now, the Shasvastii player cannot spend Orders to activate the Sphinx until cancelling the Locked state by remounting the TAG or successfully making a Reset Roll.

In the Shasvastii player's Reactive Turn the Sphinx is affected by a Template Weapon, but cannot declare an ARO because of its Locked state. If the Sphinx enters the Unconscious or Dead state, then the player must consider it a casualty for Victory Points and Retreat! purposes. The Shasvastii player can continue to activate the Remote Pilot using the Orders from the Order Reserve of its Combat Group, but he has lost the TAG's Order. If the Remote Pilot enters into a Null state it cannot be considered a casualty, as the TAG has already been counted as a casualty.

GAME EXAMPLE. REMOTE PILOT IN A NULL STATE:

If the Remote Pilot of the Sphinx enters into the Unconscious state, which is a Null state, the TAG would continue to be in the Locked state. However, the player could spend an Order or ARO to declare Reset and cancel that state. If the player successfully makes the roll, the Locked state would be cancelled and the Remote Pilot removed from the game table.

If the player fails the roll, and in the Tactical Phase of his next Active Turn the Remote Pilot is still in a Null state and the TAG in Locked state, then the player cannot add its Order to the Order Count.

GAME EXAMPLE. REMOTE PILOT WITH TAG IN POSSESSED STATE:

Let's suppose the Sphinx in the Locked state suffers a successful Hacking Attack, causing it to enter the Possessed state. Being in the Locked state, the player that induced the Possessed state cannot activate it with an Order, except to declare a Reset as the Locked state indicates. So, that player cannot use the TAG until the Remote Pilot cancels the Locked state by remounting the Sphinx.

This also means that the Shasvastii player cannot remount his Remote Pilot to the Sphinx until the Possessed state is cancelled, to avoid cancelling the Locked state and to allow his adversary to completely control the TAG.

GAME EXAMPLE. REMOTE PILOT WITH TAG IN THE ISOLATED STATE:

Let's suppose the Sphinx is in the Isolated state. In this situation, the Shasvastii player can use the Remote Pilot Special Skill. However, this Remote Pilot would be in the Isolated state too, and can only use his own Order and no other. When declaring the use of the Remote Pilot Special Skill, the TAG would be then in the Isolated and Locked states.

A common feature for modern remotely operated vehicles and TAGs is to incorporate an ancillary unit enslaved to the same remote presence framework. Due to the parameters of their compact, lightweight design, these ancillary units are intended for short-range survey and appraisal tasks only. Even the most advanced models have limited autonomy and are liable to handicap their pilot, who must leave the main vehicle or TAG on standby mode while operating the ancillary unit.

LOCKED (GAME STATE)

MARKER

LOCKED

ACTIVATION

- » The trooper uses the Special Skill Remote Pilot.

EFFECTS

- » A trooper in the Locked state cannot activate via Order or ARO, except to declare Reset if the Remote Pilot is Isolated, Immobilized (IMM-1 or IMM-2), or in any Null state.
- » The Locked state does not affect Automatic Special Skills or Automatic Equipment.

CANCELLATION

- » The Locked state is automatically canceled if the Remote Pilot declares the Move Short Movement Skill to Mount the TAG or Vehicle.
- » If the Remote Pilot is Isolated, Immobilized (IMM_1 or IMM-2), or in any Null state, the Locked state can also be cancelled if the trooper successfully makes a WIP Roll to Reset.

Canceling the state with a successful Reset will remove the Remote Pilot Marker or model from the game table.

EXTRAS

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

CAMPAIGN

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

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

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

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

SHOWDOWNS

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

This Extra is not compatible with the Campaign Extra.

SPEC-OPS

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

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

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

This Extra is not compatible with the Campaign Extra.

LIMITED INSERTION

This Extra means that scenarios have a short window of insertion, so only a small team can infiltrate the area of operations. So, Army Lists with more than one Combat Group are not allowed.

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

ITS RATING

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

REPORTING RESULTS

In order to update the ITS Ranking with the results of a tournament, Organizers must report those results using the Official Tournament Manager found at <http://its.infinitythegame.com>

Organizers are welcome to read the tutorial guide to Infinity's Official Tournament Manager, which is the guide available for ITS Tournament organizing.

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

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PANOCEANIA

Crabbot Ancillary Remote Unit

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	AVA
4-4	12	10	10	10	0	0	1	1	-

Special Skills: G: Remote Presence · Remote Pilot · Specialist Operative

Name	BS Weapons	CC Weapons	SWC	C
CRABBOT	Flash Pulse	Knife		

YU JING

ISC: Gujia Squadrons Mechanized Troops

GUJIA Squadrons

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	AVA
6-4	19	14	17	13	8	6	3	7	2

Equipment: ECM
Special Skill: Manned

Name	BS Weapons	CC Weapons	SWC	C
GUJIA	MULTI HMG, Heavy Flamethrower	AP CCW	2	88
GUJIA Lieutenant	MULTI HMG, Heavy Flamethrower	AP CCW	3	88

GUJIA PILOT

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	14	11	10	13	0	0	1	2	-

Special Skills: Pilot · Specialist Operative

Name	BS Weapons	CC Weapons	SWC	C
GUJIA PILOT	Light Flamethrower	Pistol, Knife		

ISC: O-Yoroi Kidobutai Mechanized Troops

O-YOROI Kidobutai

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	AVA
6-4	21	14	17	13	7	6	3	7	1

Equipment: ECM
Special Skills: Kinematika L1 · Manned · Martial Arts L1

Name	BS Weapons	CC Weapons	SWC	C
O-YOROI	HMG + Heavy Flamethrower, CrazyKoalas	EXP CCW	2	83

O-YOROI PILOT

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	21	11	11	13	0	0	1	2	-

Special Skills: Forward Observer · Martial Arts L1 · Pilot

Name	BS Weapons	CC Weapons	SWC	C
O-YOROI PILOT	Contender	Pistol, CCW		

HAQQISLAM

ISC: Maghariba Guard Mechanized Troops

MAGHARIBA GUARD

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	AVA
6-4	16	14	17	14	8	6	3	8	1

Equipment: Advanced ECM
Special Skills: Heavyweight · Manned

Name	BS Weapons	CC Weapons	SWC	C
MAGHARIBA	MULTI HMG, Heavy Flamethrower		2	78
MAGHARIBA	MULTI HMG	2 Heavy Pistols	2	79
MAGHARIBA (360° Visor)	MULTI HMG, Heavy Flamethrower		2	98

MAGHARIBA PILOT

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	13	11	10	14	0	0	1	2	-

Equipment: MediKit
Special Skills: Paramedic · Pilot

Name	BS Weapons	CC Weapons	SWC	C
MAGHARIBA PILOT	Light Shotgun	Pistol, Knife		

CRABBOT Ancillary Remote Unit goes with:

SQUALOS, PanOceanian Armored Cavalry Heavy Lancers
 DRAGOES, Acontecimiento Dragoons
 CUTTERS, Varuna Naval Chasseurs
 JOTUMS, Svalarheima Armoured Cuirasseirs
 Clausewitz UHLANS
 TIKBALANGS, Armured Chasseurs of Acontecimiento
 SERAPHS, Armoured Cavalry of Military Order

NOMADS

ISC: Szalamandra Mechanized Troops

'SZALAMANDRA' SQUADRON

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	AVA
6-4	17	14	17	13	8	9	3	7	1

Equipment: ECM
Special Skills: Manned

Name	BS Weapons	CC Weapons	SWC	C
SZALAMANDRA	Hyper-rapid Magnetic Cannon, Heavy Flamethrower		2	90

'SZALAMANDRA' PILOT

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	13	11	10	13	0	0	1	2	-

Equipment: Killer Hacking Device
Special Skills: Pilot

Name	BS Weapons	CC Weapons	SWC	C
SZALAMANDRA PILOT	Contender	Pistol, Knife		

ISC: 'Lizard' Squad Mechanized Troops

LIZARD SQUAD

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	AVA
6-4	17	14	17	13	8	6	3	7	1

Equipment: ECM
Special Skill: Manned

Name	BS Weapons	CC Weapons	SWC	C
LIZARD	MULTI HMG, Heavy Grenade Launcher		2.5	87
LIZARD	MULTI HMG, Heavy Flamethrower		2	87

LIZARD PILOT

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	13	11	10	13	0	0	1	2	-

Special Skills: Pilot · Specialist Operative

Name	BS Weapons	CC Weapons	SWC	C
LIZARD PILOT	Submachine Gun	Pistol, Knife		

ISC: 'Gecko' Squad Mechanized Troops

'GECKO' SQUADRON

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	AVA
4-4	15	13	15	13	5	6	3	6	2

Equipment: ECM
Special Skills: Fireteam: Duo · Manned · Zero-G

Name	BS Weapons	CC Weapons	SWC	C
GECKO	2 Combi Rifles, Chain-colt, Panzerfaust		0	53
GECKO	Mk12, Chain-colt, Blitzén		0.5	54

'GECKO' PILOT

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	13	11	10	13	0	0	1	2	-

Special Skills: Pilot · Specialist Operative · Zero-G

Name	BS Weapons	CC Weapons	SWC	C
GECKO PILOT		2 Assault Pistols, Knife		

COMBINED ARMY

ISC: Raicho Armored Brigade Mechanized Troops

RAICHO Armored Brigade

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	AVA
6-4	19	14	17	12	8	6	3	7	1

Equipment: ECM
Special Skills: Manned - Morat

Name	BS Weapons	CC Weapons	SWC	C
RAICHO	MULTI HMG, Heavy Flamethrower		2	91
RAICHO	MULTI HMG	AP Heavy Pistol	2	90

RAICHO PILOT

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	13	12	12	12	0	0	1	2	-

Special Skills: Morat - Pilot - Specialist Operative

Name	BS Weapons	CC Weapons	SWC	C
RAICHO PILOT		2 Heavy Pistols, D-Charges, Knife		

ISC: Shasvastii Special Armored Corp Sphinx Mechanized Troops

Shasvastii Special Armoured Corp SPHINX

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	AVA
6-6	18	14	16	13	6	6	3	6	1

Equipment: ECM
Special Skills: CH: TO Camouflage - Climbing Plus - Multiterrain

Name	BS Weapons	CC Weapons	SWC	C
SPHINX	Spitfire, 2 Heavy Flamethrowers	EXP CCW	2	106

SCINDRON Ancillary Remote Unit

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	AVA
4-4	10	10	10	10	0	0	1	1	-

Special Skills: G: Remote Presence - Remote Pilot - Specialist Operative

Name	BS Weapons	CC Weapons	SWC	C
SCINDRON	Flash Pulse		0	

STALDRON Remote Ancillary Unit

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	AVA
4-4	10	10	10	13	0	0	1	1	-

Special Skills: G: Remote Presence - Remote Pilot - Specialist Operative

Name	BS Weapons	CC Weapons	SWC	C
STALDRON	Flash Pulse		0	

STALDRON Ancillary Remote Unit goes with:

Avatar

XEODRON Batoide

OVERDRON Batoide

ALEPH

ISC: Maruts Headquarters Troops / Mechanized Troops

MARUTS

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	AVA
6-4	18	15	17	15	8	9	3	7	1

Equipment: ECM - Multispectral Visor L2
Special Skills: Multiterrain - G: Remote Presence

Name	BS Weapons	CC Weapons	SWC	C
MARUT	MULTI HMG, Heavy Flamethrower, Nanopulser	AP CCW	3	116
MARUT Lieutenant (Strategos L3)	MULTI HMG, Heavy Flamethrower, Nanopulser	AP CCW	3	120

KARKATA Ancillary Remote Unit

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	AVA
4-4	12	10	10	13	0	0	1	1	-

Special Skills: G: Remote Presence - Remote Pilot - Specialist Operative

Name	BS Weapons	CC Weapons	SWC	C
KARKATA	Flash Pulse	Knife	0	

TOHAA

ISC: Gorgos Squad Mechanized Troops

GORGOS Squad

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
6-4	18	14	16	13	7	9	3	7	1

Equipment: Symbiont Armour - Advanced ECM
Special Skills: Kinematika L1

Name	BS Weapons	CC Weapons	SWC	C
GORGOS A	AP Spitfire, Flammenspeer, Pulzar +1 Chaksa Peripheral	Viral CCW	2	86
GORGOS B	AP Spitfire, Flammenspeer, Pulzar +1 Chaksa Peripheral	Shock CCW	2	82

Inactive Symbiont Armor

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	15	12	11	13	1	0	1	2	-

Equipment: Symbiont Armour
Special Skills: Specialist Operative

Name	BS Weapons	CC Weapons	SWC	C
GORGOS	Spitfire, Nanopulser + 1 Chaksa Peripheral (A/B)	Pistol, Knife		

MERCENARIES

ISC: Scarface & Cordelia, Mercenary Armored Team Mercenary Troops

SCARFACE TURNER, T.A.G. MERCENARIO

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	AVA
6-4	19	13	15	13	5	6	3	7	1

Equipment: ECM
Special Skills: Assault - Manned - V: Courage

Name	BS Weapons	CC Weapons	SWC	C
SCARFACE	2 Mk12, Panzerfaust	AP CCW	1.5	51

SCARFACE TURNER, MERCENARY T.A.G. PILOT

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	15	12	11	13	0	0	1	2	-

Special Skills: Pilot - Specialist Operative - V: Courage

Name	BS Weapons	CC Weapons	SWC	C
SCARFACE	Light Shotgun	Pistol, CCW		

ISC: Bit & Kiss!

Mercenary Troops



BIT

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	12	11	10	13	0	6	1	2	1

Equipment: White Hacking Device

Name	BS Weapons	CC Weapons	SWC	C
BIT	Stun Light Grenade Launcher, FastPanda, KISS!	Electric Pulse	0.5	14



KISS!

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	AVA
6-4	8	10	10	13	0	3	1	1	-

Equipment: Repeater
Special Skills: G: Synchronized

Name	BS Weapons	CC Weapons	SWC	C
KISS!	Adhesive Launcher	Electric Pulse	0	4

NOTE: Generic armies and any sectorial army are officially allowed to use this character in the ITS (except in the Combined Army and its sectorial armies).

NOTE: This unit is composed of Bit and KISS!

ISC: Cypher

Mercenary Troops



CYPHER

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	13	10	12	14	3	3	1	2	1

Equipment: Assault Hacking Device · Repeater
Special Skills: CH: Mimetism

Name	BS Weapons	CC Weapons	SWC	C
CYPHER	2 E/Marat, E/Mauler	Stun Pistol, Knife	0.5	19

NOTE: Generic armies and any sectorial army are officially allowed to use this character in the ITS (except in the Combined Army and its sectorial armies).

ISC: Switch

Mercenary Troops



SWITCH

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	13	11	11	13	0	0	1	2	1

Equipment: Killer Hacking Device · Holoprojector L1
Special Skills: Stealth

Name	BS Weapons	CC Weapons	SWC	C
SWITCH	2 E/Mitter	2 Stun Pistols, Knife	0	14

NOTE: Generic armies and any sectorial army are officially allowed to use this character in the ITS (except in the Combined Army and its sectorial armies).

ALIVE ANTI-ESTABLISHMENT GROUP

NOTE: The ALIVE Anti-establishment Group is composed of Cypher, Bit&KISS! Unit and Swicht. All must belong to the same Combat Group.

NOTE: Generic armies and any sectorial army are officially allowed to use the ALIVE Anti-establishment Group in the ITS (except in the Combined Army and its sectorial armies).

ISC: Bit & Kiss!

Mercenary Troops



BIT

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	12	11	10	13	0	6	1	2	1

Equipment: White Hacking Device

Name	BS Weapons	CC Weapons	SWC	C
BIT	Stun Light Grenade Launcher + Pitcher, FastPanda, KISS!	Electric Pulse	0.5	15



KISS!

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	AVA
6-4	8	10	10	13	0	3	1	1	-

Equipment: Repeater

Special Skills: G: Synchronized

Name	BS Weapons	CC Weapons	SWC	C
KISS!	Adhesive Launcher	Electric Pulse	0	4

NOTE: This unit is composed of Bit and KISS!

ISC: Cypher

Mercenary Troops



CYPHER

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	13	10	12	14	3	3	1	2	1

Equipment: Assault Hacking Device · Repeater

Special Skills: CH: Mimetism

Name	BS Weapons	CC Weapons	SWC	C
CYPHER	2 E/Marat, E/Mauler	Stun Pistol, Knife	0.5	20

ISC: Switch

Mercenary Troops



SWITCH

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	13	11	11	13	0	0	1	2	1

Equipment: Killer Hacking Device · Holojector L1

Special Skills: Stealth

Name	BS Weapons	CC Weapons	SWC	C
SWITCH	2 E/Mitter	2 Stun Pistols, Knife	0	15
ALIVE Anti-establishment Group			1	50

ITS SCENARIOS

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



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.

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 or the card numeric value, is considered *Private Information*, no matter which use the player has chosen for it.

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

CLASSIFIED DECK

Each player must shuffle his own *Classified Deck* in front of his opponent and pick two cards for each *Classified Objective* determined in the scenario. He will be allowed to discard one of them. The discard will take place before picking the next two cards for the following *Classified Objective*.

At the moment of picking a duplicated card, you must discard the duplicate and pick a new one from the deck.

The *Classified Objectives* are considered **Private Information** until they are fulfilled. The player must keep his *Classified Objective* cards and show them to his opponent if he demands it once the *Objective* has been fulfilled.

HIGH VALUE TARGET (HVT) MODEL

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

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

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

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

REQUIREMENTS

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

EFFECTS

- » *HVT* models are **Neutral** to both players.
- » *HVT* models don't belong to the Army List, and thus cannot provide or receive *Orders* from the players.
- » If either player hurts a *HVT* model (leaving it in a **Null** state), then that player will automatically lose the scenario and any *Objective Points* achieved in it. Moreover, his adversary receives 2 extra *Objective Points* (never exceeding the maximum of 10).
- » Some scenario special rules or *Classified Objectives* can modify this rule.

SECURE HVT CLASSIFIED OBJECTIVE

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

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

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

OBJECTIVES

DATA SCAN

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

SABOTAGE

- » **Requirements:** *D-Charges*.
- » **Special:** The player must choose a *Scenery Building* or a *Scenery Item*, after solving the *Initiative Roll*, but before you start your *Deployment*, placed entirely inside the enemy's half of the table. This piece of scenery will be considered the target of the *Classified Objective*.
- » **Objective:** To detonate a *D-Charge* on the targeted piece of scenery. It is not required to make an *ARM Roll* for the piece of scenery. When detonating the *D-Charge*, the rules for *Scenery Structures* do not apply.

EXPERIMENTAL DRUG

- » **Requirements:** *Doctor* or *Paramedic*.
- » **Objective:** To get an allied trooper recovered from *Unconscious* to *Normal* state by using the *Doctor Special Skill*, or by using a *MediKit*.

TELEMETRY

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

TEST RUN

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

EXTREME PREJUDICE

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

HVT: ESPIONAGE

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

HVT: RETROENGINEERING

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

HVT: INOCULATION

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

HVT: DESIGNATION

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

ANNIHILATION (LOW TIER)

Table Configuration: A.

Special Rules: Killing, No Quarter.

MISSION OBJECTIVES

MAIN OBJECTIVES

- » To Kill **between 50 and 100** enemy Army Points (1 Objective Point).
- » To Kill **between 101 and 150** enemy Army Points (3 Objective Points).
- » To Kill **more than 150** enemy Army Points (4 Objective Points).
- » If you have **between 50 and 100** surviving Army Points (1 Objective Point).
- » If you have **between 101 and 150** surviving Army Points (3 Objective Points).
- » If you have **more than 150** surviving Army Points (4 Objective Points).

CLASSIFIED

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

DEPLOYMENT

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

SCENARIO SPECIAL RULES

KILLING

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

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

NO QUARTER

In this scenario, *Retreat!* rules are not applied.

END OF THE MISSION

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

ANNIHILATION (MID TIER)

Table Configuration: A.

Special Rules: Killing, No Quarter.

MISSION OBJECTIVES

MAIN OBJECTIVES

- » To Kill **between 75 and 150** enemy Army Points (1 Objective Point).
- » To Kill **between 151 and 250** enemy Army Points (3 Objective Points).
- » To Kill **more than 250** enemy Army Points (4 Objective Points).
- » If you have **between 75 and 150** surviving Army Points (1 Objective Point).
- » If you have **between 151 and 250** surviving Army Points (3 Objective Points).
- » If you have **more than 250** surviving Army Points (4 Objective Points).

CLASSIFIED

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

DEPLOYMENT

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

SCENARIO SPECIAL RULES

KILLING

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

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

NO QUARTER

In this scenario, *Retreat!* rules are not applied.

END OF THE MISSION

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

ANNIHILATION (TOP TIER)

Table Configuration: A.

Special Rules: Killing, No Quarter.

MISSION OBJECTIVES

MAIN OBJECTIVES

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

CLASSIFIED

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

DEPLOYMENT

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

SCENARIO SPECIAL RULES

KILLING

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

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

NO QUARTER

In this scenario, *Retreat!* rules are **not** applied

END OF THE MISSION

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

BIOTECHVORE (LOW TIER)

Table Configuration: A.

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

MISSION OBJECTIVES

MAIN OBJECTIVES

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

CLASSIFIED

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

DEPLOYMENT

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

CONFUSED DEPLOYMENT

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

SCENARIO SPECIAL RULES

BIOTECHVORE AREA

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

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

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

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

KILLING

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

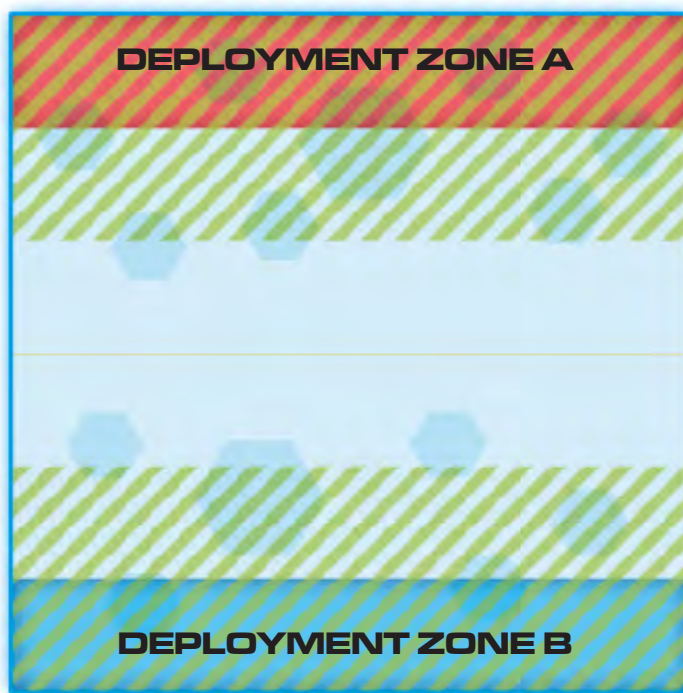
Troopers that **have not been deployed on the game table** at the end of the game will be considered to be *Killed* by the adversary.

NO QUARTER

In this scenario, *Retreat!* rules are **not** applied.

END OF THE MISSION

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



8 inches

CAPTION



Biotechvore Area



16 inches

BIOTECHVORE (MID TIER)

Table Configuration: A.

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

MISSION OBJECTIVES

MAIN OBJECTIVES

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

CLASSIFIED

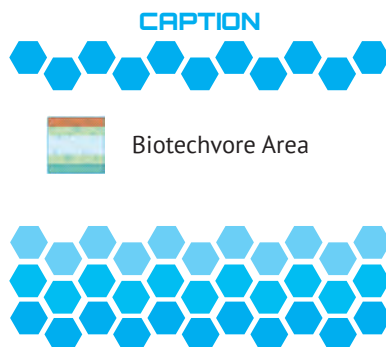
- » Each player has **2 Classified Objectives** (1 Objective Point for each one).

DEPLOYMENT

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

CONFUSED DEPLOYMENT

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



SCENARIO SPECIAL RULES

BIOTECHVORE AREA

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

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

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

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

KILLING

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

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

NO QUARTER

In this scenario, *Retreat!* rules are **not** applied.

END OF THE MISSION

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



BIOTECHVORE (TOP TIER)

Table Configuration: A.

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

MISSION OBJECTIVES

MAIN OBJECTIVES

- » To accomplish **more** Classified Objectives than the adversary (1 Objective Point).
- » To kill **more** enemy Army Points than the adversary (3 Objective Points).
- » If you have **between 100 and 200** surviving Army Points (2 Objective Point).
- » If you have **between 201 and 300** surviving Army Points (3 Objective Points).
- » If you have **more than 300** surviving Army Points (4 Objective Points).

CLASSIFIED

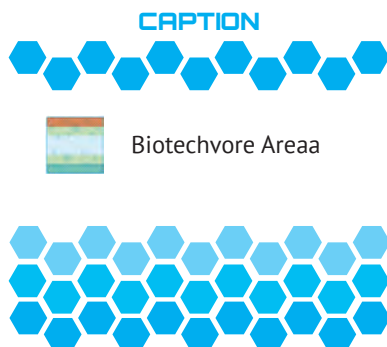
- » Each player has **2 Classified Objectives** (1 Objective Point for each one).

DEPLOYMENT

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

CONFUSED DEPLOYMENT

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



SCENARIO SPECIAL RULES

BIOTECHVORE AREA

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

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

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

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

KILLING

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

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

NO QUARTER

In this scenario, *Retreat!* rules are **not** applied.

END OF THE MISSION

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



QUADRANT CONTROL

Table Configuration: A.

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

MISSION OBJECTIVES

MAIN OBJECTIVES

- » **Dominate the same number of Quadrants** as the adversary at the end of each *Game Round* (1 *Objective Point*, but only if at least 1 *Quadrant* is *Dominated* by the player).
- » **Dominate more Quadrants** than the adversary at the end of each *Game Round* (3 *Objective Points*).

CLASSIFIED

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

DEPLOYMENT

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

SCENARIO SPECIAL RULES

QUADRANTS (ZO)

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

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

DOMINATE ZO

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

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

SHASVASTII

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

BAGGAGE

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

INTELCOM CARD (SUPPORT AND CONTROL)

Before the beginning of the game, but after choosing the *Classified Objective*, 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 to announce his decision to his adversary. The content of the card, whether the mission or the card's numeric value, is *Private Information*, no matter which use the player has chosen for it.

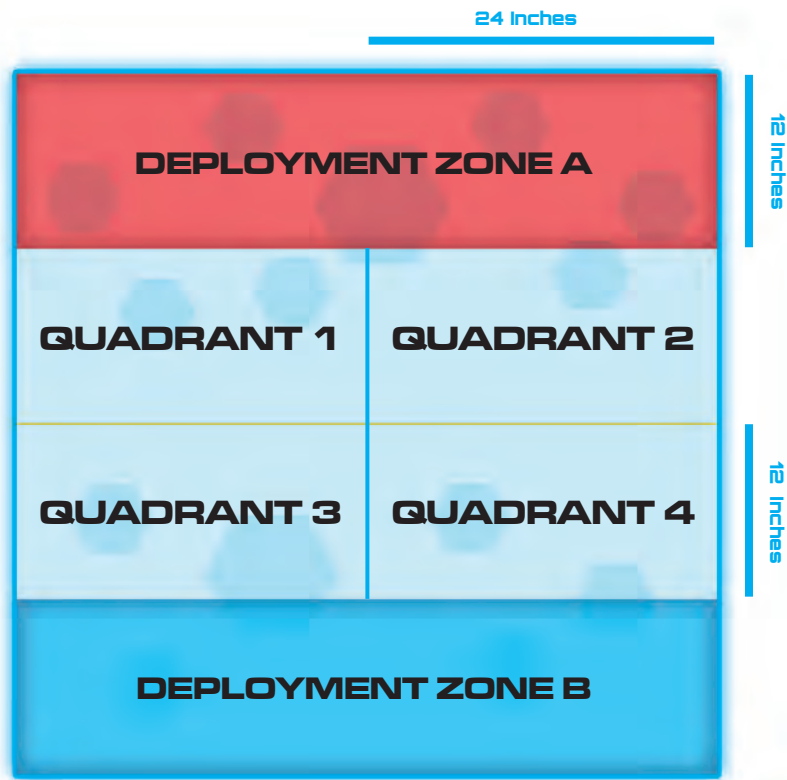
At the end of the third *Game Round* when the game ends and the players count up their points following the order established by the *Initiative*, the player can use his *INTELCOM Card*, applying the *Support and Control Mode*.

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**. *Table Configuration: A.*

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



DECAPITATION

Table Configuration: A.

Special Rules: Reinforced Tactical Link, Killing.

MISSION OBJECTIVES

MAIN OBJECTIVES

- » To kill **the same amount** of *Army Points* as the adversary (2 *Objective Points*).
- » To kill **more** *Army Points* than the adversary (3 *Objective Points*).
- » To kill **the same amount** of *Lieutenants* as the adversary (2 *Objective Points*).
- » To kill **more** *Lieutenants* than the adversary (3 *Objective Points*).

CLASSIFIED

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

DEPLOYMENT

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

SCENARIO SPECIAL RULES

REINFORCED TACTICAL LINK

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

In this mission, the identity of the Lieutenant is always Public Information. 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 the *Active Turn* because this trooper was not deployed or because it is in an *Isolated* or a *Null* state (*Unconscious, Dead, Sepsitorized...*), then the player must name a new *Lieutenant*, without *Order* expenditure. The identity of this new *Lieutenant* is also *Public Information*. It is compulsory such *Lieutenant* be a model or a Marker placed on the game table.

KILLING

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

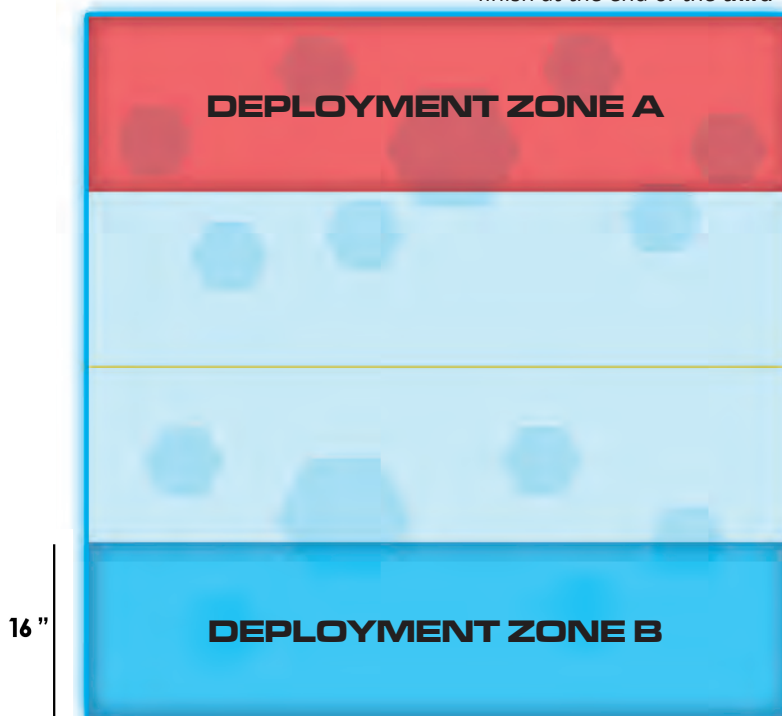
Troopers that **have not been deployed on the game table** at the end of the game will be considered to be *Killed* by the adversary.

NO QUARTER

In this scenario, *Retreat!* rules are **not** applied.

END OF THE MISSION

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



THE ARMORY

Table Configuration: F

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

MISSION OBJECTIVES

MAIN OBJECTIVES

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

CLASSIFIED

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

DEPLOYMENT

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

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

SCENARIO SPECIAL RULES

THE ARMORY (ZO)

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

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

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

The *Scenery Structure* rules are allowed in this scenario.

OPEN THE ARMORY GATES (SHORT SKILL)

LABELS

Attack.

REQUIREMENTS

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

EFFECTS

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

DOMINATE ZO

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

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

SHASVASTII

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

BAGGAGE

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

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**.

ITS SEASON 8: TAGLINE v1.4

USE THE PANOPLIES (SHORT SKILL)

LABELS

Attack.

REQUIREMENTS

The trooper must be in base contact with a *Panoply*.

EFFECTS

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

- 1.1. By succeeding at a *WIP* Roll, a trooper can make a Roll on any of the *Booty Charts* to obtain one weapon or piece of equipment. Once a success has been rolled, that trooper cannot use the *Logistics* Trait of this piece of scenery again.
- 1.2. Troopers possessing the *Booty or the Scavenger* Special Skill, or any other Skill which specifies so, don't need to make the *WIP* Roll and may automatically make a Roll on any of the *Booty Charts*.
- 1.3. A trooper in base contact with this piece of scenery may spend one Short Skill of an Order to cancel his **Unloaded** state.

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

SPECIALIST TROOPS

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

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

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 (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 to announce his decision to his adversary. The content of the card, whether the mission or the card's numeric value, is 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.

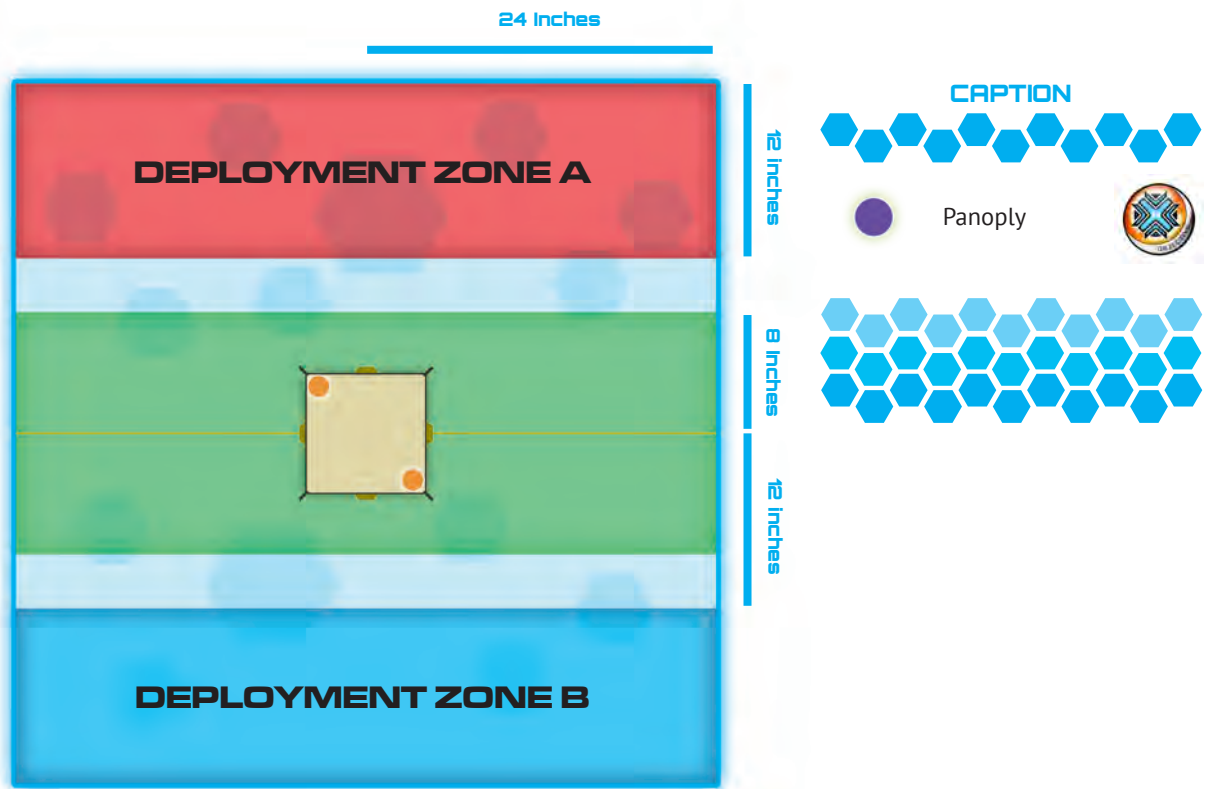
Support and Control Mode: the player can add the value of the *Support and Control Card* to the total *Army Points* he has in the *Zone of Operations (ZO)* of his choosing, but only if he has at least one trooper in a non-Null state inside that ZO.

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



FRONTLINE

Table Configuration: A.

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

MISSION OBJECTIVES

MAIN OBJECTIVES

- » To dominate the nearest *Sector* to your *Deployment Zone* (1 *Objective Point*).
- » To dominate the **central** *Sector* (3 *Objective Points*).
- » To dominate the **farthest** *Sector* from your *Deployment Zone* (5 *Objective Points*).

CLASSIFIED

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

DEPLOYMENT

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

SCENARIO SPECIAL RULES

SECTORS (ZO)

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

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

DOMINATE ZO

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

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

SHASVASTII

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

BAGGAGE

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

INTELCOM CARD (SUPPORT AND CONTROL)

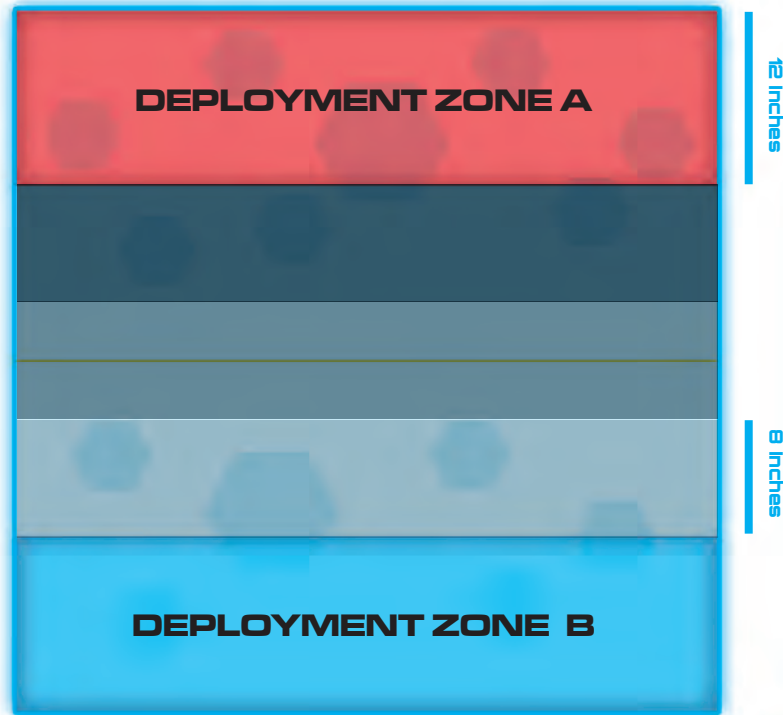
Before the beginning of the game, but after choosing the Classified Objective, the player must inform to his adversary if that card will be his Classified Objective or his INTELCOM Card. Each player rolls a die and the one who gets the highest score must be the first to announce his decision to his adversary. The content of the card, whether the mission or the card's numeric value, is Private Information, no matter which use the player has chosen for it.

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

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

END OF THE MISSION

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



SHOW OF FORCE

Table Configuration: B.

Special Rules: Control the Transmission Antenna, Panoplies, Killing.

MISSION OBJECTIVES

MAIN OBJECTIVES

- » Control the **Transmission Antenna** at the end of the game (**2 Objective Points**).
- » Control the **Transmission Antenna** with a TAG at the end of the game (**3 extra Objective Points**).
- » Acquire **more** weapons or items from the *Panoplies* than the adversary at the end of the game (**2 Objective Points**).
- » To kill **more** Army Points than the adversary (**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.

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 Main Objectives, if the troop that *Controls the Antenna* is a **TAG**, the player gains 3 additional Objective Points.

PANOPLIES

There are **2 Panoplies**, placed on the central line of the game table, each 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.

USE PANOPLY (SHORT SKILL)

LABELS

Attack.

REQUIREMENTS

The trooper must be in base contact with a *Panoply*.

EFFECTS

ALLOWS THE TROOPER TO USE THE LOGISTICS TRAIT OF A PANOPLY:

- By succeeding at a *WIP Roll*, a trooper can make a Roll on any of the *Booty Charts* to obtain one weapon or piece of equipment. Once a success has been rolled, that trooper cannot use the Logistics Trait of this piece of scenery again.
- Troopers possessing the *Booty* or the *Scavenger Special Skill*, or any other Skill which specifies so, don't need to make the *WIP Roll* and may automatically make a Roll on any of the *Booty Charts*.
- A trooper in base contact with this piece of scenery may spend one Short Skill of an Order to cancel his **Unloaded** state.

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.

KILLING

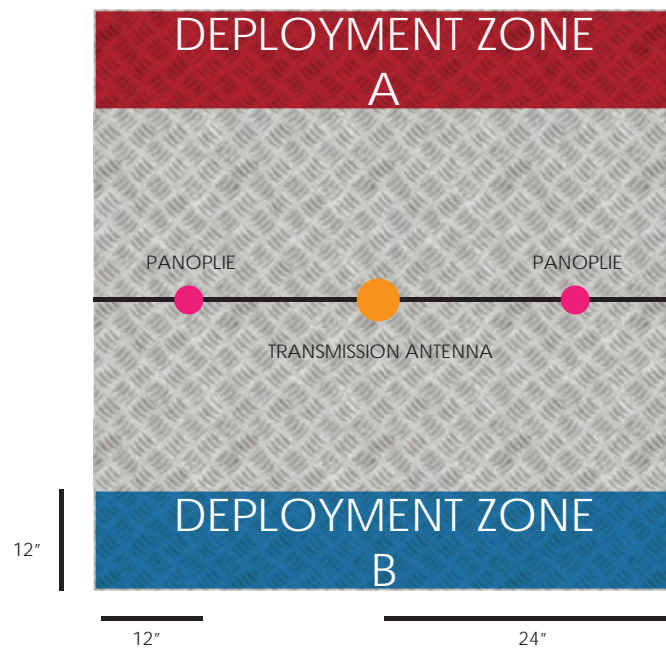
A trooper is considered *Killed* when he enters *Dead* state, or is in a *Null* state at the end of the game.

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 MISSION

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

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



DEADLY DANCE

Table Configuration: I.

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

MISSION OBJECTIVES

MAIN OBJECTIVES

- » Dominate your Assigned Quadrants at the end of each Game Round. **(1 Objective Point)**.
- » Have a Dominant TAG in your Assigned Quadrant at the end of each Game Round **(1 Objective Point)**.
- » Dominate **more** Assigned Quadrants than the adversary at the end of the Game **(1 Objective Points)**.
- » To kill **more** Army Points than the adversary **(2 Objective Points)**.

CLASSIFIED

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

DEPLOYMENT

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

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

SCENARIO SPECIAL RULES

QUADRANTS (ZO)

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

ASSIGNED QUADRANT

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

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

The result of the roll will determine the Assigned Quadrant of each player.

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

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

DOMINATE ZO

A ZONE OF OPERATIONS (ZO) IS CONSIDERED DOMINATED BY A PLAYER IF HE HAS **MORE** ARMY POINTS THAN THE ADVERSARY **INSIDE** THE AREA. ONLY TROOPS REPRESENTED BY **MINIATURES** OR **MARKERS** (CAMOUFLAGE, SPAWN-EMBRYO, SEED-EMBRYO...) COUNT, AS WELL AS AI BEACONS, PROXIES AND G: SERVANT TROOPS. TROOPS IN A NULL STATE DO NOT COUNT. MARKERS REPRESENTING WEAPONS OR PIECES OF EQUIPMENT (LIKE MINES OR DEPLOYABLE REPEATERS), FAKE HOLOECHOES, OR ANY MARKER THAT DOES NOT REPRESENT A TROOPER DOES NOT COUNT EITHER. A trooper is inside a Zone of Operations when **more than half** the trooper's base is inside that ZO.

SHASVASTII

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

BAGGAGE

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

DOMINANT TAG

PLAYERS WHO HAVE A TAG IN ANY NON-NULL STATE IN THEIR ASSIGNED QUADRANT GAIN A MAXIMUM OF 1 EXTRA OBJECTIVE POINT WHEN CHECKING THE ASSIGNED QUADRANTS AT THE END OF EACH GAME ROUND.

CONSOLES

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

HACK COMMUNICATIONS

LABELS

Attack.

REQUIREMENTS

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

EFFECTS

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

If the value of the *Card* is an odd number, the *Assigned Quadrant* of the enemy Player will be moved counterclockwise.

SPECIALIST TROOPS

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

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

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

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

HACKER BONUS

Troops possessing the *Hacker* Special Skill have a **MOD of +3** to the *WIP* Attribute for the *Hack Communications* rule.

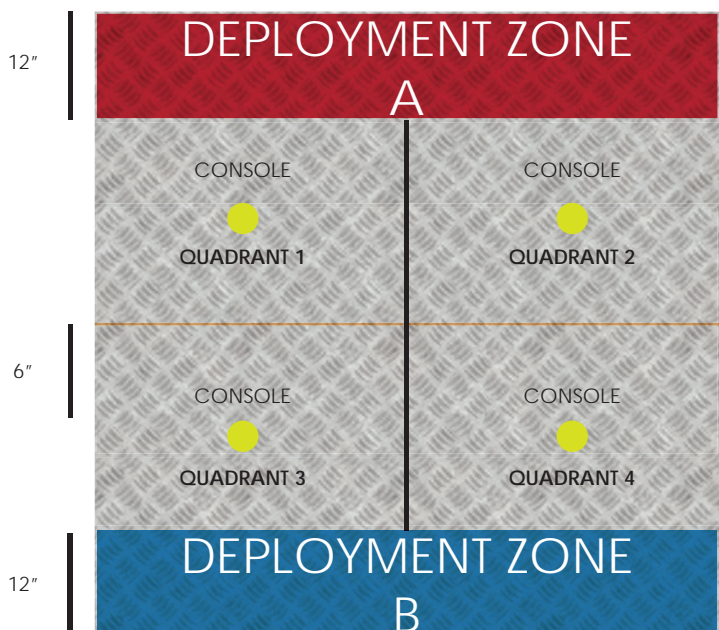
KILLING

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

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

END OF 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.

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 (4 *Objective Points*).
- » Acquire **more** weapons or items from the *Panoplies* than the adversary at the end of the game (1 *Objective Point*).

CLASSIFIED

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

DEPLOYMENT

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

SCENARIO SPECIAL RULES

KILLING

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

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

NO QUARTER

In this scenario, *Retreat!* rules are **not** applied.

DESIGNATED LANDING AREA

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

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

PANOPLIES

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

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

USE THE PANOPLIES (SHORT SKILL)

LABELS

Attack.

REQUIREMENTS

- » The trooper must be in base contact with a *Panoply*.

EFFECTS

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

- » By succeeding at a *WIP* Roll, a trooper can make a Roll on any of the *Booty Charts* to obtain one weapon or piece of equipment. Once a success has been rolled, that trooper cannot use the *Logistics* Trait of this piece of scenery again.
- » Troopers possessing the *Booty* or the *Scavenger* Special Skill, or any other Skill which specifies so, don't need to make the *WIP* Roll and may automatically make a Roll on any of the *Booty Charts*.
- » A trooper in base contact with this piece of scenery may spend one *Short Skill* of an *Order* to cancel his *Unloaded* state.
- » 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*.

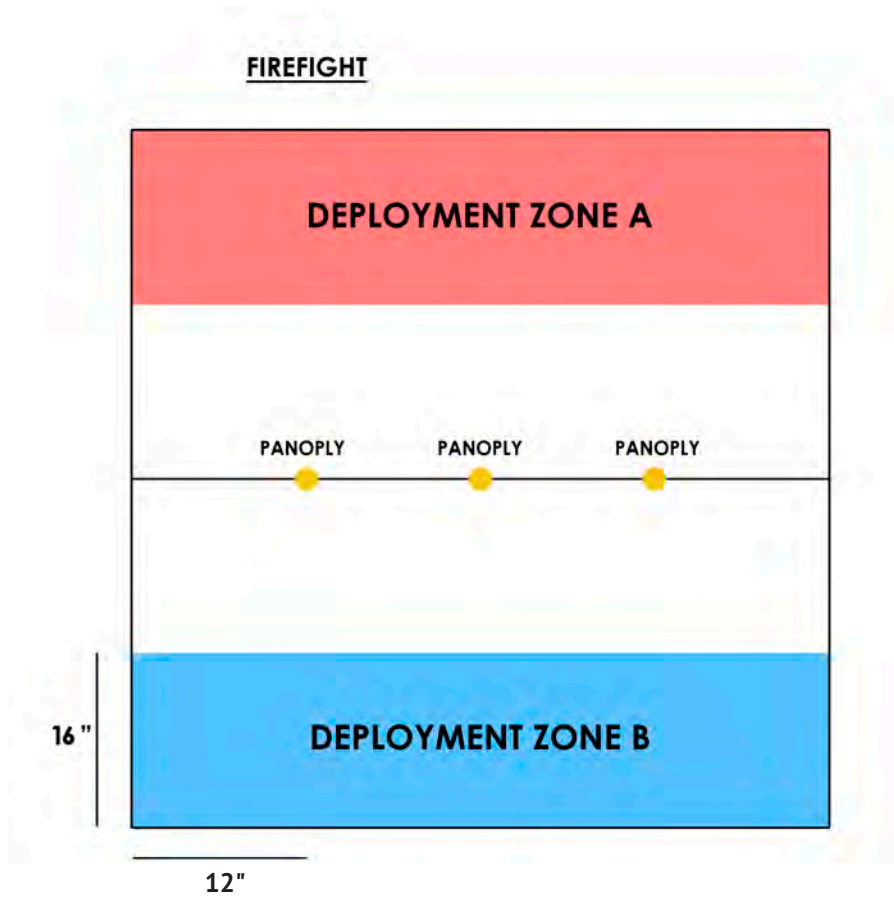
REMEMBER

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.

END OF THE MISSION

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



SUPREMACY

Table Configuration: I.

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

MISSION OBJECTIVES

MAIN OBJECTIVES

- » **Dominate the same number of Quadrants** as the adversary at the end of the *Game Round* (1 *Objective Point*, but only if at least 1 *Quadrant* is *Dominated* by the player).
- » **Dominate more Quadrants** than the adversary at the end of the *Game Round* (2 *Objective Points*).
- » **Hack a Console** (1 *Objective Point*).

CLASSIFIED

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

DEPLOYMENT

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

SCENARIO SPECIAL RULES

QUADRANTS (ZO)

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

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

DOMINATE ZO

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

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

SHASVASTII

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

BAGGAGE

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

CONSOLES

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

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

HACK CONSOLES (SHORT SKILL)

LABELS

Attack.

REQUIREMENTS

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

EFFECTS

- » Allows the *Specialist Troop* to make a Normal **WIP** Roll to *Hack the Console*.
- » If the roll is failed, this can be repeated as many times as necessary, each time spending the corresponding Short Skill and making the roll.
- » A *Hacked Console* can be *Hacked* again by the other player, applying the same procedure.
- » Player A and Player B Markers can be used to mark the *Connected Antennas*. It is recommended each player uses a different kind of Marker.

CONSOLES HACKED BY BOTH PLAYERS

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

SPECIALIST TROOPS

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

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

REMEMBER:

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

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

HACKER BONUS

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

INTELCOM CARD (INTERFERENCE)

Before the beginning of the game, but after choosing the *Classified Objective*, 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 to announce his decision to his adversary. The content of the card, whether the mission or the card's numeric value, is *Private Information*, no matter which use the player has chosen for it.

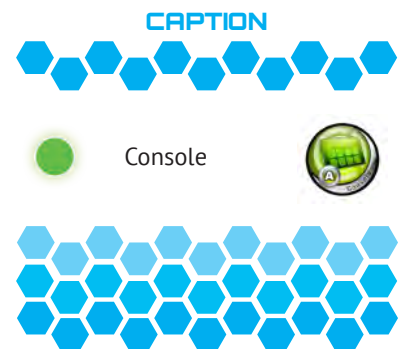
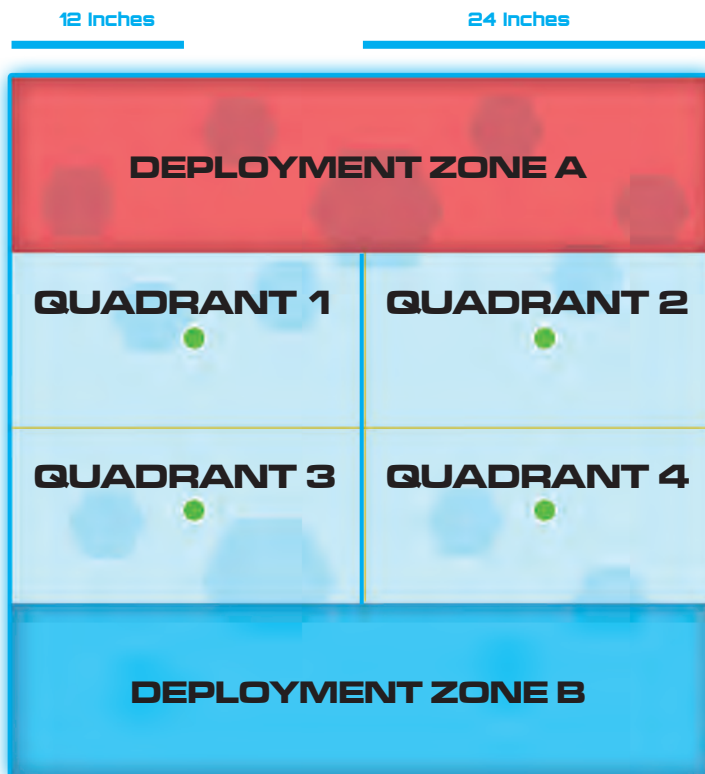
At the end of the game, when the players count up their points, and following the order established by the *Initiative*, the player can use his *INTELCOM Card* applying the *Interference Mode*, to nullify the *Special Rule Specialist Troop* or the *Special Skill Specialist Operative* at his choice.

END OF THE MISSION

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

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

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



SAFE AREA

Table Configuration: I.

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

MISSION OBJECTIVES

MAIN OBJECTIVES

- » Dominate **the same number** of Sections as the adversary at the end of the game (3 Objective Points, but only if at least 1 Quadrant is Dominated by the player).
- » Dominate **more Sections** than the adversary at the end of each the game (5 Objective Points).
- » Control a **Console** at the end of the game (1 Objective Point for each Controlled Console).

CLASSIFIED

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

DEPLOYMENT

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

SCENARIO SPECIAL RULES

SECTIONS

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

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

DOMINATE ZO

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

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

SHASVASTII

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

BAGGAGE

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

CONSOLES

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

CONTROLLING THE CONSOLES

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

SPECIALIST TROOPS

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

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

REMEMBER

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

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

INTELCOM CARD (SUPPORT AND CONTROL / INTERFERENCE)

Before the beginning of the game, but after choosing the *Classified Objective*, 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 to announce his decision to his adversary. The content of the card, whether the mission or the card's

numeric value, is *Private Information*, no matter which use the player has chosen for it.

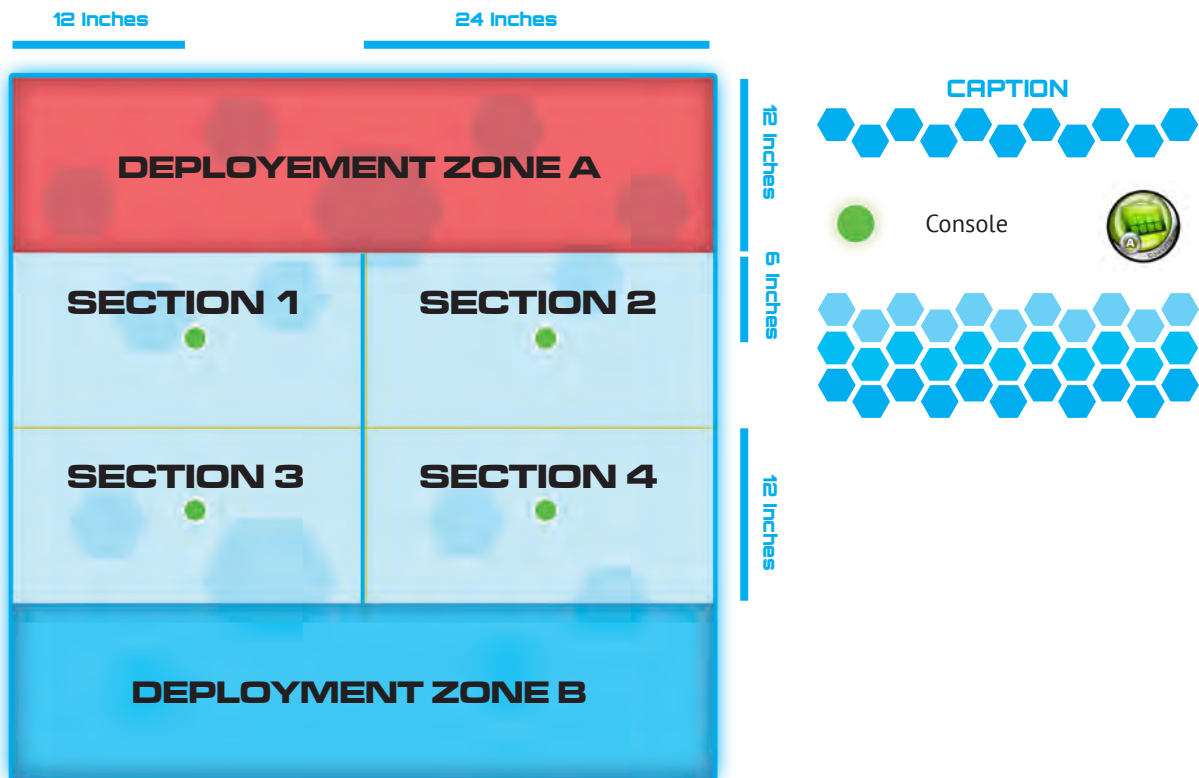
At the end of the third *Game Round* when the game ends and the players count up their points following the order established by the *Initiative*, the player can use his *INTELCOM Card* applying the *Support and Control Mode* or the *Interference Mode*, at his choice:

- » **SUPPORT AND CONTROL MODE:** At the end of the game, when the players count up their points, the player can add the value of the *INTELCOM Card* to the total Army Points he has in the Zone of Operations (ZO) of his choosing, but only if he has at least one trooper in a non-Null state inside that ZO.
- » **INTERFERENCE MODE:** At the end of the game, when the players count up their points, the player can use his *INTELCOM Card* applying the *Interference Mode*, to nullify the *Special Rule Specialist Troop* or the *Special Skill Specialist Operative* at his choice.

END OF THE MISSION

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

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



TRANSMISSION MATRIX

Table Configuration: J.

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

MISSION OBJECTIVES

MAIN OBJECTIVES

- » *Dominate the same number of Transmission Areas* as the adversary at the end of each *Game Round* (1 *Objective Point*, but only if at least 1 *Transmission Area* is *Dominated* by the player).
- » *Dominate more Transmission Areas* than the adversary at the end of each *Game Round* (2 *Objective Points*).

CLASSIFIED

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

DEPLOYMENT

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

SCENARIO SPECIAL RULES

TRANSMISSION AREAS (ZO)

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

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

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

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

DOMINATE ZO

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

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

SHASVASTII

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

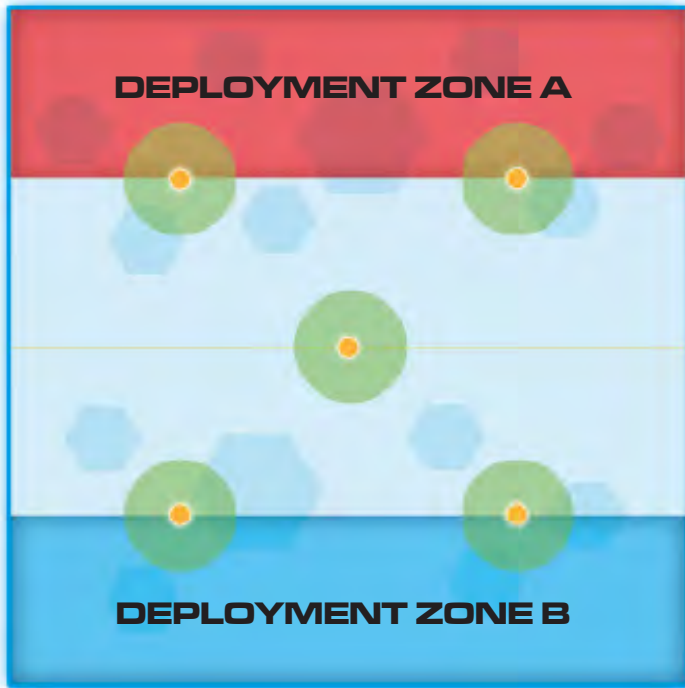
BAGGAGE

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

END OF THE MISSION

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

24 Inches



12 Inches

CAPTION



Antenna



12 Inches



SEIZE THE ANTENNAS

Table Configuration: C.

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

MISSION OBJECTIVES

MAIN OBJECTIVES

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

CLASSIFIED

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

DEPLOYMENT

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

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

SCENARIO SPECIAL RULES

ANTENNAS

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

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

SEIZE ANTENNAS (SHORT SKILL)

LABELS

Attack.

REQUIREMENTS

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

EFFECTS

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

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

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

SPECIALIST TROOPS

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

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

REMEMBER

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

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

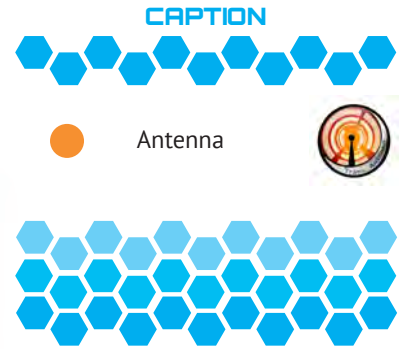
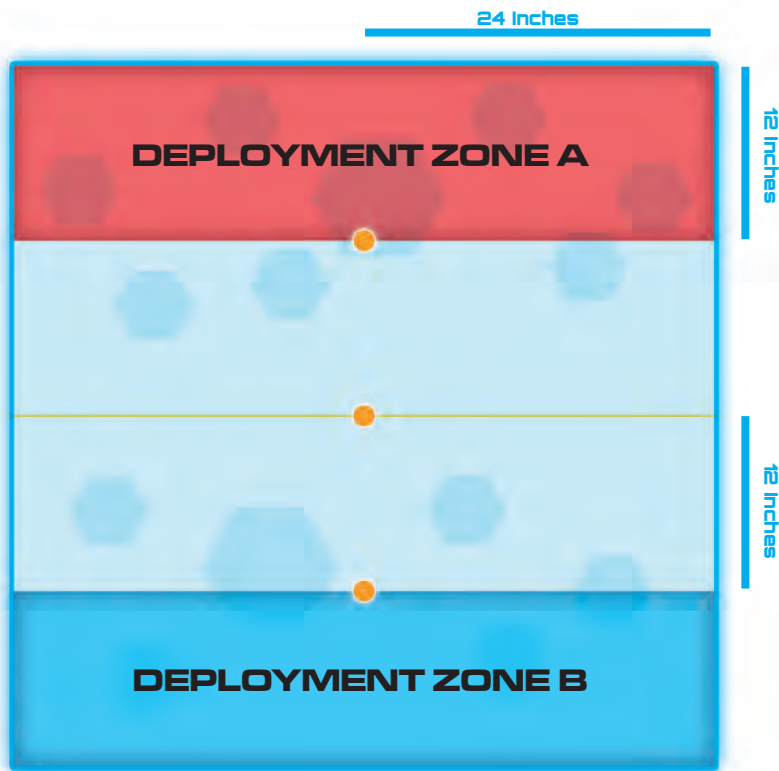
HACKER BONUS

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

END OF THE MISSION

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

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



COLD SLEEP

Table Configuration: K.

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

MISSION OBJECTIVES

MAIN OBJECTIVES

- » **Activate** the *Tech-Coffins* (1 Objective Point, for each *Tech-Coffin*).
- » Have **more** *Connected Consoles* than the adversary at the end of the game (2 Objective Points).
- » Have **the same amount** of **Controlled** *Consoles* as the adversary at the end of the game (1 Objective Point, only if the player *Controls* at least 1 *Console*).
- » Have more **Controlled** *Consoles* than the adversary at the end of the game (3 Objective Points).

CLASSIFIED

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

DEPLOYMENT

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

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

INNER AREA.

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

SCENARIO SPECIAL RULES

TECH-COFFINS

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

ACTIVATE TECH-COFFIN (SHORT SKILL)

LABELS

Attack.

REQUIREMENTS

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

EFFECTS

- » Allows the *Specialist Troop* to make a Normal **WIP** Roll to *Activate the Tech-Coffin*.
- » If the roll is failed, this can be repeated as many times as necessary, each time spending the corresponding *Short Skill* and making the roll.
- » An *Activated Tech-Coffin* can be *Activated* again by the other player, applying the same procedure. In such a situation, the *Tech-Coffin* is no longer considered to be *Activated* by the adversary.
- » Player A and Player B Markers can be used to mark the *Activated Tech-Coffins*. It is recommended each player uses a different kind of Marker.

CONSOLES

There are **2** *Consoles* placed in the central line of the table, 8 inches from the edge of the table. The *Consoles* must be represented by a *Console A* or *B* Marker (CONSOLE A or B) or with a scenery piece of the same diameter (Such as the *Human Consoles* by Micro Art Studio, the *Tech Consoles* by Warsenal or the *Comlink Consoles* by Customeeple).

CONNECT THE CONSOLES (SHORT SKILL)

LABELS

Attack.

REQUIREMENTS

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

EFFECTS

- » Allows the *Specialist Troop* to make a Normal **WIP** Roll to *Connect the Console*. If the roll is failed, this can be repeated as many times as necessary, each time spending the corresponding *Short Skill* and making the roll.
- » A *Connected Console* can be *Connected* again by the other player, applying the same procedure. In such a situation, the *Console* is no longer considered to be *Connected* by the adversary.

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

CONTROL THE CONSOLES

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

DOCTOR AND PARAMEDIC BONUS

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

INTELCOM CARD (INTERFERENCE)

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

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

SPECIALIST TROOPS

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

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

REMEMBER

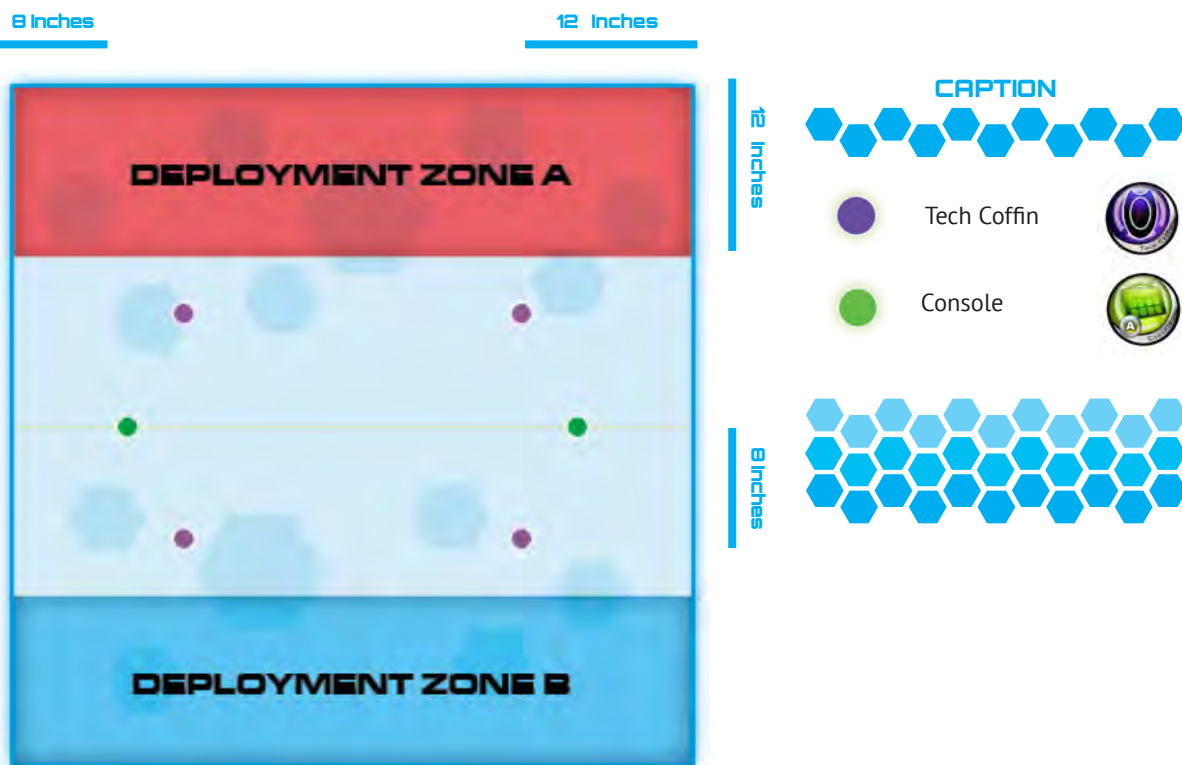
Troops with the *Specialist Operative* Special Skill can accomplish the different functions *Specialist Troops* have in this scenario.

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

END OF THE MISSION

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

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



NIMBUS ZONE

Table Configuration: M.

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

MISSION OBJECTIVES

MAIN OBJECTIVES

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

CLASSIFIED

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

DEPLOYMENT

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

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

SCENARIO SPECIAL RULES

NIMBUS ZONE

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

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

NIMBUS ANTENNAS

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

DISCONNECT NIMBUS ANTENNAS (SHORT SKILL)

LABELS

Attack.

REQUIREMENTS

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

EFFECTS

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

CONSOLES

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

DOWNLOAD DATA PACKS (SHORT SKILL)

LABELS

Attack.

REQUIREMENTS

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

EFFECTS

- » Allows the *Specialist Troop* to make a Normal **WIP** Roll to *Download the Data Pack*.

- » If the roll is failed, this can be repeated as many times as necessary, each time spending the corresponding Short Skill and making the roll.
- » Each player can only get a maximum of 1 *Data Pack* from each *Console*.
- » *Data Pack* cannot be downloaded until the **second Game Round**.

CONTROL THE CONSOLES

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

SPECIALIST TROOPS

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

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

REMEMBER

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

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

ENGINEER AND HACKER BONUS

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

INTELCOM CARD (INTERFERENCE)

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

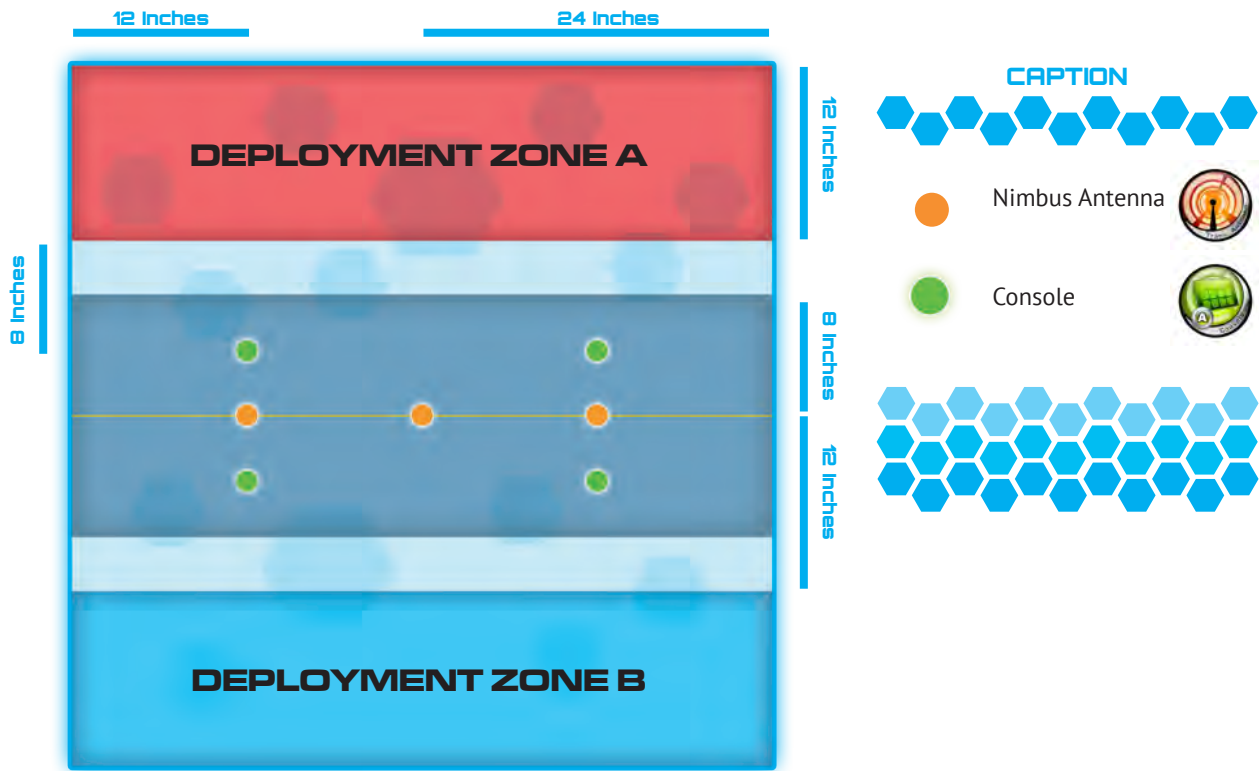
At the end of the game, when the players count up their points, and following the order established by the *Initiative*, the player can use his *INTELCOM Card* applying the *Interference Mode*, to nullify the *Special Rule Specialist Troop* or the *Special Skill Specialist Operative* at his choice.

END OF THE MISSION

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

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

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



TIC-TAC-TOE

Table Configuration: N.

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

MISSION OBJECTIVE

MAIN OBJECTIVES

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

CLASSIFIED

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

DEPLOYMENT

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

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

SCENARIO SPECIAL RULES

THE ANTENNAS

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

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

CONNECT THE ANTENNAS (SHORT SKILL)

LABELS

Attack.

REQUIREMENTS

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

EFFECTS

- » Allows the *Specialist Troop* to make a Normal **WIP** Roll to *Connect the Antenna*. If the roll is failed, this can be repeated as many times as necessary, each time spending the corresponding *Short Skill* and making the roll.
- » A *Connected Antenna* can be *Connected* again by the other player, applying the same procedure. In such a situation, the *Antenna* is no longer considered to be *Connected* by the adversary.
- » Player A and Player B Markers can be used to mark the *Connected Antennas*. It is recommended each player uses a different kind of Marker.

SPECIALIST TROOPS

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

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

EVO HACKING DEVICE BONUS

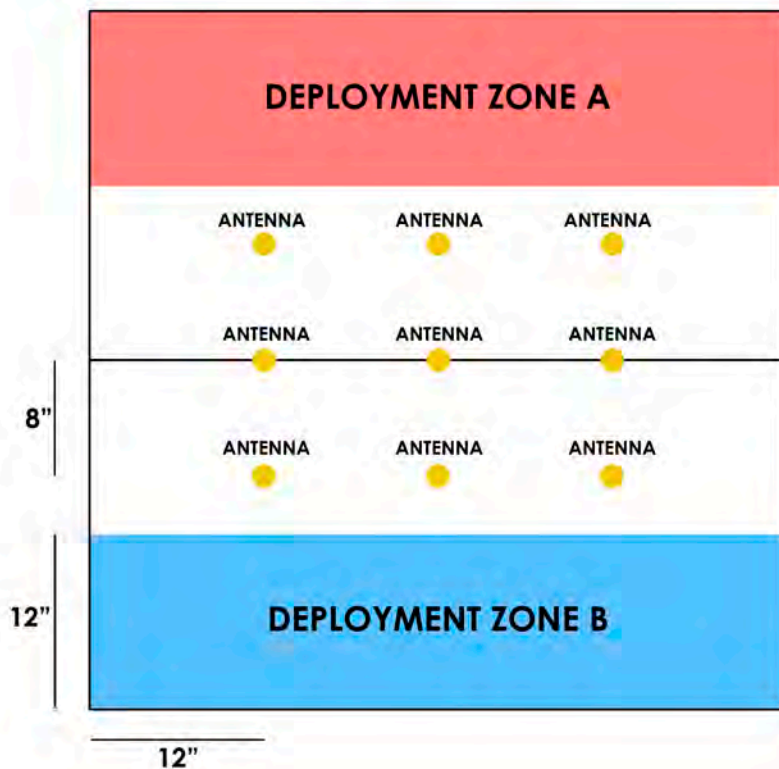
If a player has at least one trooper with the *EVO Hacking Device* piece of Equipment on the game table who is not in a *Null* state, then that player applies a **MOD** of +3 to the *WIP Rolls* necessary to *Connect the Antennas*.

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*.

TIC-TAC-TOE



CAPTURE AND PROTECT

Table Configuration: D1.

Special Rules: Beacons, Pick up Beacons, Captured Enemy Beacon, Consoles, Specialist Troops, Chain of Command Bonus.

MISSION OBJECTIVE

MAIN OBJECTIVES

- » Have **Connected** an Energy Console (1 *Objective Point*).
- » Have **Captured** the Enemy Beacon at the end of the Game (4 *Objective Points*).
- » Have the **Captured** the Enemy Beacon in your own Deployment Zone at the end of the Game (1 *Objective Point*).
- » The enemy has not **Captured** 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 or with the Consoles.

SCENARIO SPECIAL RULES

BEACONS

There are a total of 2 Beacons, one corresponding one to each player, each 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 Beacons Marker (BEACON) or by a scenery piece of the same diameter (such as the Tactical Beacons by Micro Art Studio, the Tracking Beacons by Warsenal or the Mark One Beacons by Customeeple).

PICK UP BEACON (SHORT SKILL)

LABELS

Attack.

REQUIREMENTS

The trooper should be in one of the following situations:

- » You cannot declare this Skill if the player has not previously Connected a Console.
- » The trooper should be in one of the following situations:
 - » The trooper is in base contact with a friendly trooper in a Normal state with an *Enemy Beacon*.
 - » The trooper is in base contact with an *Enemy Beacon*, as long as there is no enemy trooper also in contact with it.

EFFECTS

- » Spending one Short Skill, and without a Roll, a trooper can pick up an *Enemy Beacon* in any of the situations previously mentioned.
- » The troopers must accomplish 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.

ENEMY BEACON CAPTURED

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.

ENERGY CONSOLES

There are 2 *Energy Consoles* placed on the central line of the game table at 12 inches from the edge of the table. (See map below).

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CONNECT ENERGY CONSOLE (SHORT SKILL)

LABELS

Attack.

REQUIREMENTS

- » Only *Specialist Troops* can declare this Skill.
- » The *Specialist Troop* must be in base contact with an *Console*.
- » To *Connect* the *Energy Console*, this must be *disconnected*.
- » Each player can *Connect* a **single** *Energy Console*.

EFFECTS

- » Allows the *Specialist Troop* to make a Normal **WIP** Roll to *Connect the Console*.
- » If the roll is failed, this can be repeated as many times as necessary, each time spending the corresponding Short Skill and making the roll.
- » **Once a Console has been Connected it cannot be disconnected.**
- » A *Connected Energy Console* can't be *Connected* again by the other player.
- » Player A and Player B Markers can be used to mark the *Connected Antennas*. It is recommended each player uses a different kind of Marker.

SPECIALIST TROOPS

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

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

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

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

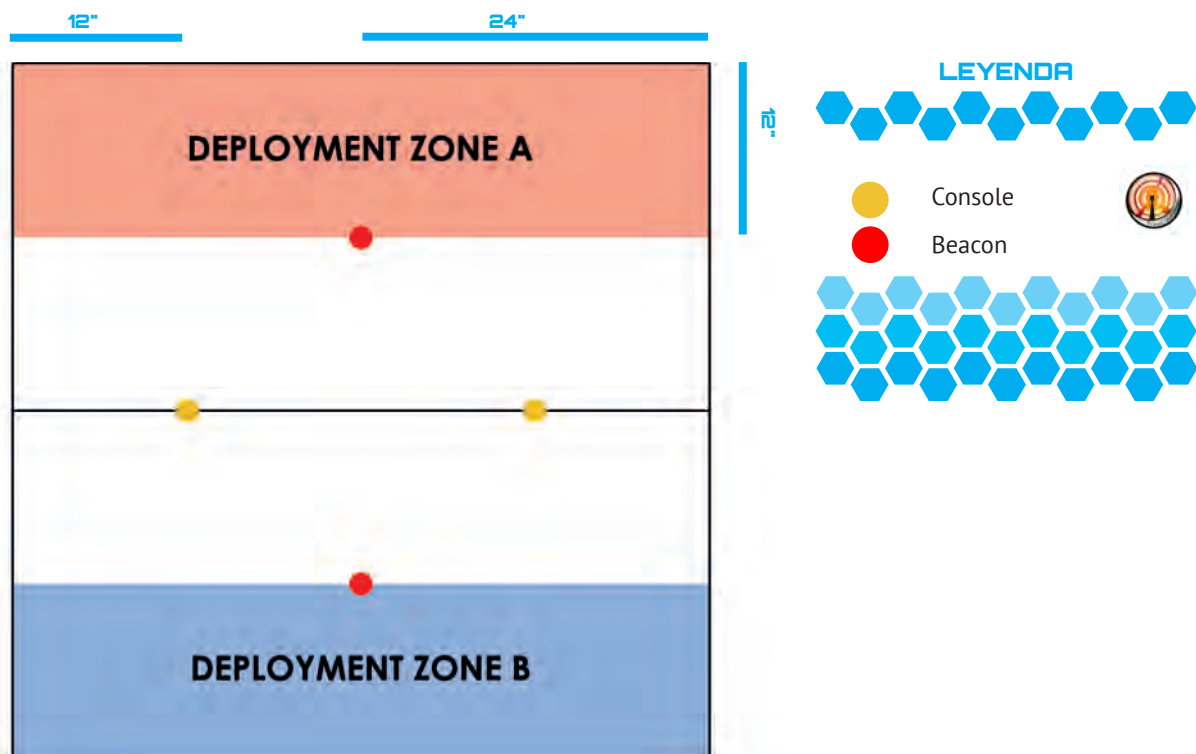
CHAIN OF COMMAND BONUS

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

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*.



RESCUE

Table Configuration: A.

Special Rules: Exclusion Zone, Dead Zone, Civilians, Specialists Troops.

MISSION OBJECTIVES

MAIN OBJECTIVES

- » Have **more** *Synchronized Civilians* in **CivEvac** state in the *Exclusion Zone* than the adversary at the end of the game (1 *Objective Point*).
- » Have **the same amount** of *Synchronized Civilians* in **CivEvac** state in the player's own *Dead Zone* as the adversary in his *Dead Zone* at the end of the game (2 *Objective Points*, only if the player has at least 1 *Civilian* in such state in the *Dead Zone*).
- » Have **more** *Synchronized Civilians* in **CivEvac** state in the player's own *Dead Zone* than the adversary in his *Dead Zone* at the end of the game (3 *Objective Points*).
- » Have **more** *Synchronized Civilians* in **CivEvac** state in the player's own *Deployment Zone* than the adversary in his *Deployment Zone* at the end of the game (4 *Objective Points*).

CLASSIFIED

- » Each player has **1 Classified Objective** (2 *Objective Points*).

DEPLOYMENT

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

EXCLUSION ZONE

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

It is not allowed to deploy in base to base contact with a *Civilian*.

SCENARIO SPECIAL RULES

EXCLUSION ZONE

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

DEAD ZONES

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

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

CIVILIANS

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

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

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

Players can only *Synchronize* their own *Civilians*.

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

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

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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

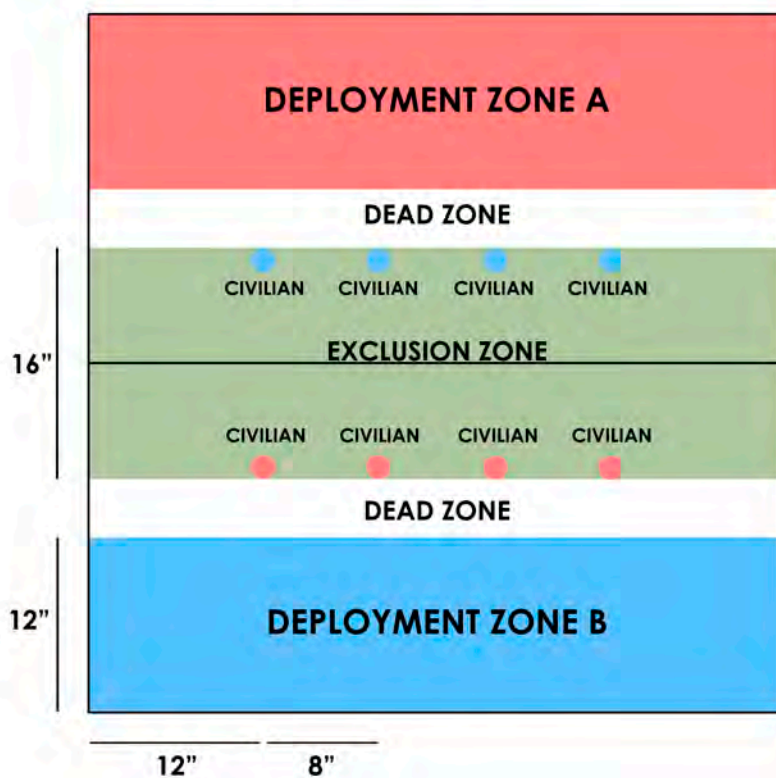
Troops with the *Specialist Operative* Special Skill can accomplish the different functions *Specialist Troops* have in this scenario.

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

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*.

RESCUE

HIGHLY CLASSIFIED

Table Configuration: A.

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

MISSION OBJECTIVES

MAIN OBJECTIVES

- » To have accomplished **more** *Classified Objectives* than the adversary at the end of the game (4 Objective Points).
- » To have accomplished **the same number** of *Classified Objectives* as the adversary at the end of the game (2 Objective Points, but only if **at least** 1 *Classified Objective* has been accomplished).
- » Accomplish *Main Classified Objectives* (1 Objective Point each).

SECONDARY OBJECTIVES

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

DEPLOYMENT

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

SCENARIO SPECIAL RULES

MAIN CLASSIFIED OBJECTIVES

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

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

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

SECONDARY CLASSIFIED OBJECTIVE

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

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

The *Secondary Classified Objective* is considered *Private Information*.

SECURE THE HVT

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

HIGH DIFFICULTY MODE

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

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

END OF THE MISSION

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

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

SUPPLIES

Table Configuration: B.

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

MISSION OBJECTIVES

MAIN OBJECTIVES

- » For **each** *Supply Box Controlled* at the end of the battle (1 Objective Point).
- » If you have *Controlled more* *Supply Boxes* than your adversary at the end of the battle (3 Objective Points).
- » If your adversary has **no** *Controlled Supply Boxes* at the end of the battle (2 Objective Points).

CLASSIFIED

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

DEPLOYMENT

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

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

SCENARIO SPECIAL RULES

TECH-COFFINS

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

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

SUPPLY BOXES

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

EXTRACT SUPPLY BOXES (SHORT SKILL)

LABELS

Attack.

REQUIREMENTS

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

EFFECTS

- » Allows the *Specialist Troop* to make a Normal **WIP** Roll to *Extract the Supply Box*, with a succeed roll a SUPPLY BOX Marker must be placed besides it.
- » If the roll is failed, this can be repeated as many times as necessary, each time spending the corresponding Short Skill and making the roll.
- » Once the roll is successful, the *Tech-Coffin* marker is removed from the game table.
- » If a scenery item is used instead of a Marker, then it can be kept on the game table but a Disabled (DIS) Marker must be placed besides it.

PICK UP SUPPLY BOXES (SHORT SKILL)

LABELS

Attack.

REQUIREMENTS

The troop should be in one of the following situations:

- » Be in base contact with a figure in a *Null* state with a SUPPLY BOX Marker.
- » Be in base contact with an allied troop in a Normal state with a SUPPLY BOX.
- » Be in base contact with an alone SUPPLY BOX Marker.

EFFECTS

- » Spending one Short Skill, without Roll, any troop can pick up a Supply Box in any of the situations previously mentioned.
- » The troops must accomplish the Common Rules of Supply Box.

COMMON RULES OF SUPPLY BOXES

- » Each miniature can carry a maximum of **1** *Supply Box*. As exception, Troops possessing the *Baggage* Special Skill can carry up to **2** *Supply Boxes*.
- » Only figures, and not Markers, (Camo, Impersonation, Ho-loeoches...) can carry the *Supply Boxes*.

» The *Supply Box* Marker must always be kept on the table, even if the miniature which is carrying it passes to a *Null* state.

CONTROLLING THE SUPPLY BOXES

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

SPECIALIST TROOPS

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

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

REMEMBER

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

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

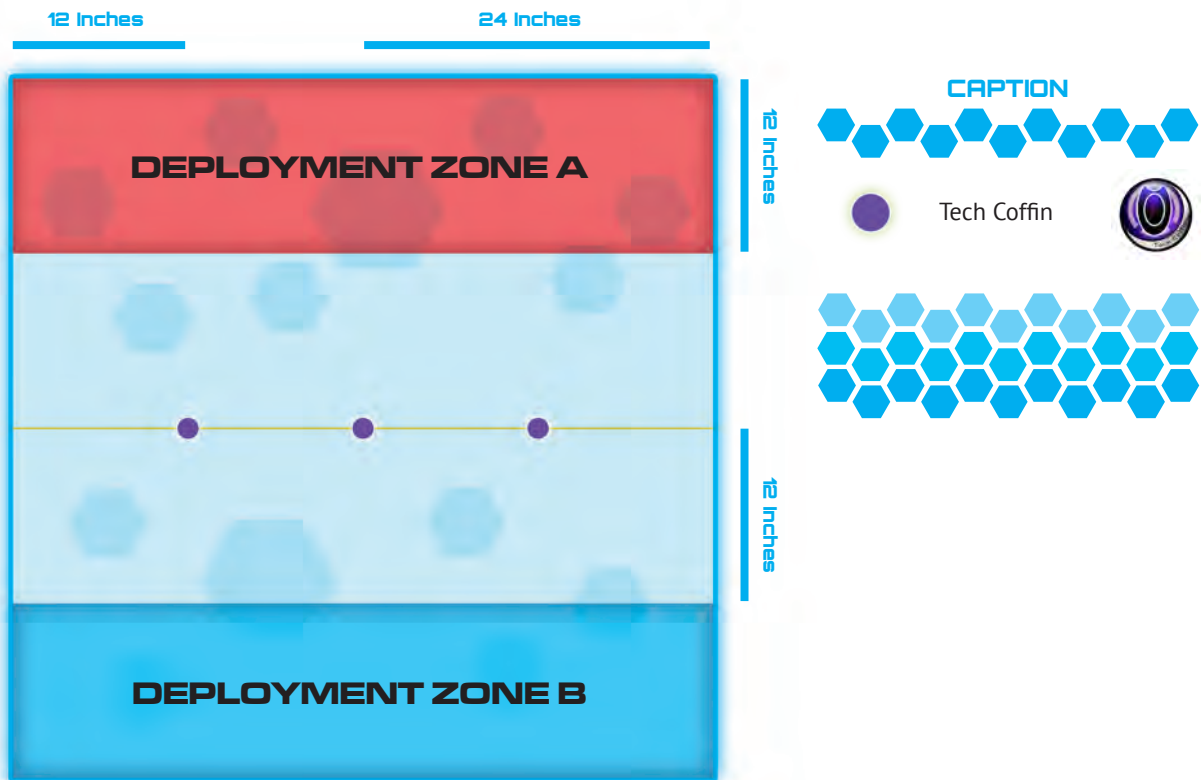
DOCTOR AND PARAMEDIC BONUS

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

END OF THE MISSION

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

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



ANTENNA FIELD

Table Configuration: D.

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

MISSION OBJECTIVES

MAIN OBJECTIVES

- » Control **more** *Transmission Antennas* than the adversary at the end of each *Game Round* (2 Objective Points).
- » Control the **same number** of *Transmission Antennas* as the adversary at the end of each *Game Round* (1 Objective Point, if the player Controls **at least 1** *Transmission Antenna*).

SECONDARY OBJECTIVES

- » Control the *Main Transmission Antenna* at the end of the game (2 Objective Points).
- » Control the *Transmission Antenna* in the enemy *Zone of Deployment* at the end of the game (1 Objective Point).

CLASSIFIED

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

DEPLOYMENT

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

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

EXCLUSION ZONE

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

SCENARIO SPECIAL RULES

TRANSMISSION ANTENNAS

There is a total of 5 *Transmission Antennas*:

- » The *Main Transmission Antenna* is placed in the center of the game table.
- » There are 2 *Transmission Antennas* placed along the central line and 12 inches from the edges.

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

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

CONTROLLING THE TRANSMISSION ANTENNAS

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

SPECIALIST TROOPS

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

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

REMEMBER

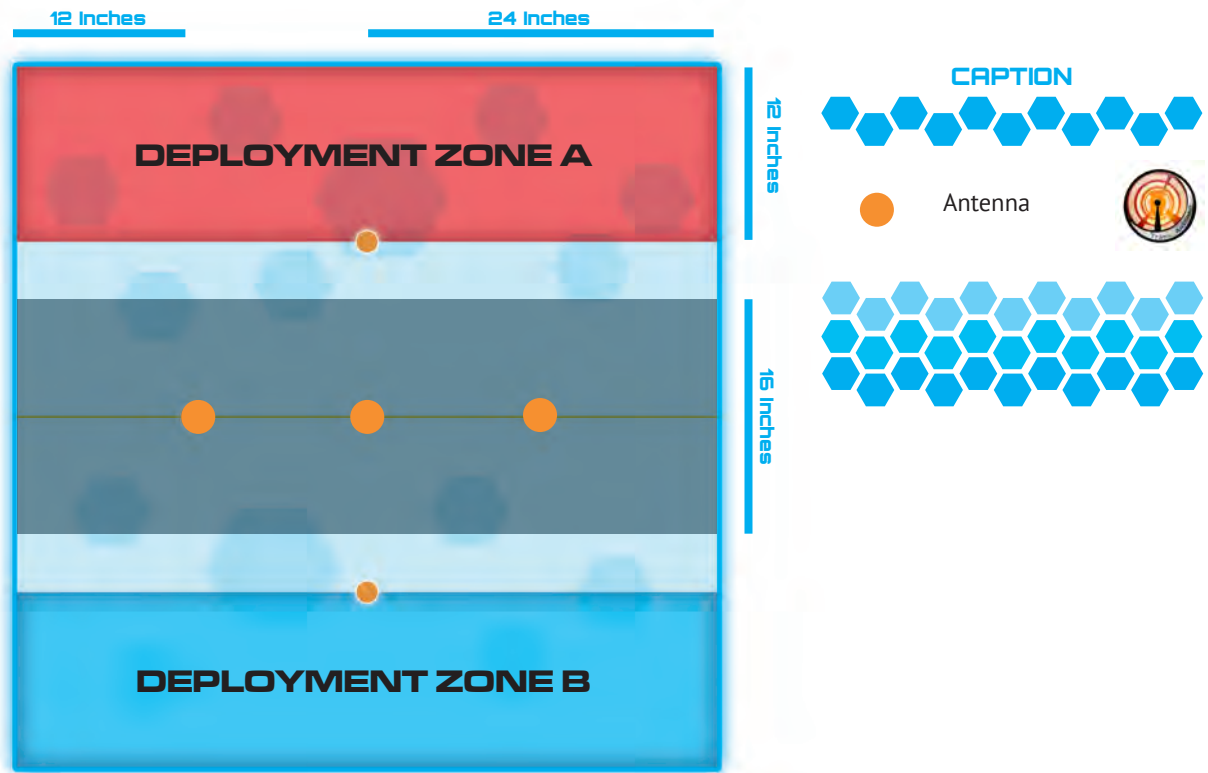
Troops possessing the *Specialist Operative* Special Skill can accomplish the different tasks the *Specialist Troops* perform in this mission.

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

END OF THE MISSION

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

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



ENGINEERING DECK

Table Configuration: G.

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

MISSION OBJECTIVES

MAIN OBJECTIVES

- » Have **the same amount** of *Connected Consoles* as the adversary at the end of the game (2 *Objective Points*, only if the player has *Connected* at least 1 *Console*).
- » Have **more** *Connected Consoles* than the adversary at the end of the game (5 *Objective Points*).
- » **Secure** the *Objective Room* at the end of the game (3 *Objective Points*).

CLASSIFIED

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

DEPLOYMENT

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

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

INNER AREA

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

SCENARIO SPECIAL RULES

OBJECTIVE ROOM (ZO)

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

Placed in the center of the table, it covers an area of 8 by 8 inches. In game terms it is considered to have walls of infinite height that completely block *Line of Fire*.

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

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

The *Objective Room* has four *Gates*, one in the middle of each wall (See map below). The *Objective Room Gates* must be represented by a *Narrow Gate Marker* or a scenery piece

with the same size. The *Objective Room Gates* have a *Narrow Gate Width*.

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

OPEN THE ROOM GATES (SHORT SKILL)

LABELS

Attack.

REQUIREMENTS

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

EFFECTS

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

SECURE ZO

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

THE CONSOLES

There are 4 *Consoles*, placed on different halves of the game table, each of them 8 inches from the central line of the table and 12 inches from the edge of the table (See map below). There is a fifth *Console* placed in the center of the *Objective Room*.

Each *Console* must be represented by a *Console A Marker* (CONSOLE A) or by a scenery piece of the same diameter (such as the *Human Consoles* by Micro Art Studio, the *Tech Consoles* and the *Communications Array* by Warsenal or the *Comlink Console* by Customeeple).

CONNECT CONSOLES (SHORT SKILL)

LABELS

Attack.

REQUIREMENTS

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

EFFECTS

- » Allows the *Specialist Troop* to make a Normal **WIP Roll** to *Connect the Console*. If the roll is failed, this can be repeated as many times as necessary, each time spending the corresponding *Short Skill* and making the roll.
- » A connected *Console* can be *Connected* again by the other player, applying the same procedure. In such a situation, the *Console* is no longer considered to be *Connected* by the adversary.
- » Player A and Player B Markers can be used to mark the *Connected Consoles*. It is recommended each player uses a different kind of Marker.

SPECIALIST TROOPS

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

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

REMEMBER

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

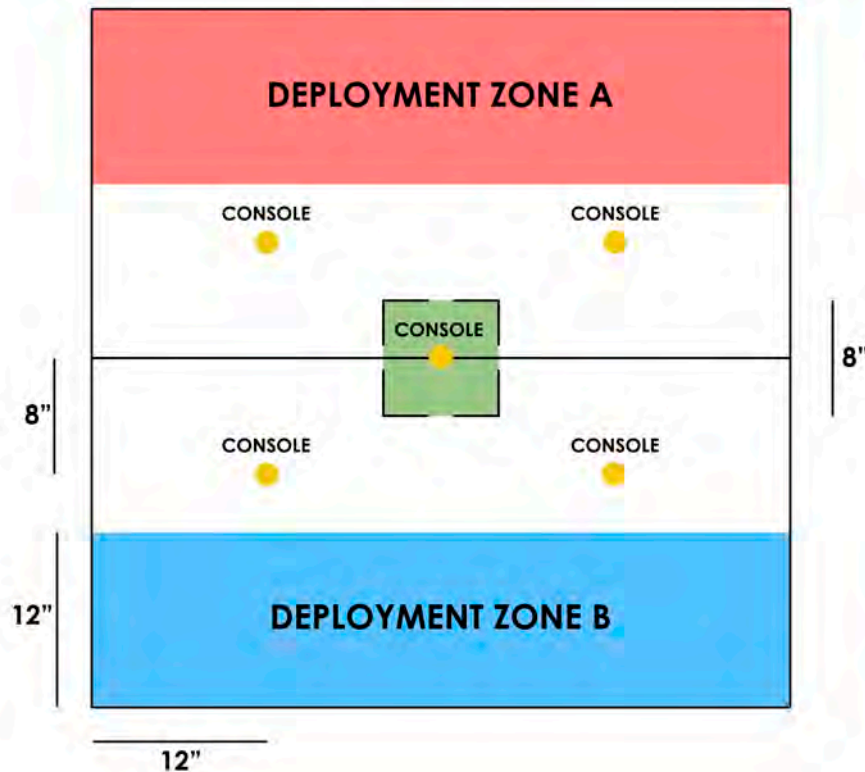
A *Specialist Trooper* with a *Disabled* Marker can still accomplish the Objectives of this scenario.

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*.

ENGINEERING DECK



COMMS CENTER

Table Configuration: N.

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

MISSION OBJECTIVES

MAIN OBJECTIVES

- » Have **the same amount** of *Connected Antennas* as the adversary at the end of the game (2 Objective Points, only if the player has *Connected* at least 1 *Antenna*).
- » To have **more** *Connected Antennas* than the adversary at the end of the game (4 *Objective Points*).
- » To kill **the same number of** *Specialist Troops* as the adversary (2 Objective Points).
- » To kill **more** *Specialist Troops* than the adversary (3 Objective Points).
- » To kill **more** *Army Points* than the adversary (1 Objective Point).

CLASSIFIED

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

DEPLOYMENT

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

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

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

SCENARIO SPECIAL RULES

THE GRID

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

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

CONNECT THE ANTENNAS (SHORT SKILL)

LABELS

Attack.

REQUIREMENTS

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

EFFECTS

- » Allows the *Specialist Troop* to make a Normal **WIP** Roll to *Connect the Antenna*. If the roll is failed, this can be repeated as many times as necessary, each time spending the corresponding Short Skill and making the roll.
- » A *Connected Antenna* can be *Connected* again by the other player, applying the same procedure. In such a situation, the *Antenna* is no longer considered to be *Connected* by the adversary.
- » Player A and Player B Markers can be used to mark the *Connected Antennas*. It is recommended each player uses a different kind of Marker.

KILLING

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

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

SPECIALIST TROOPS

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

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

REMEMBER

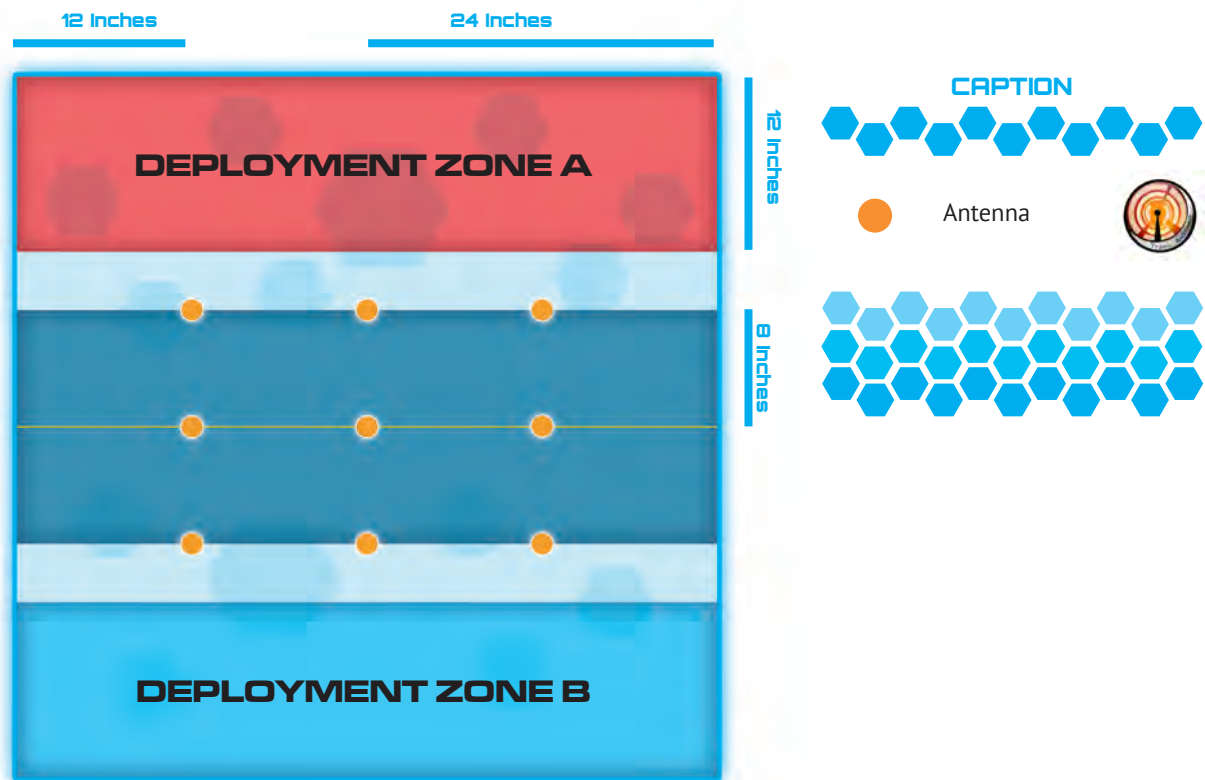
Troops with the *Specialist Operative* Special Skill can accomplish the different functions *Specialist Troops* have in this scenario.

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

END OF THE MISSION

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

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



ITS: ESCALATION LEAGUES

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

BASIC RULES

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

FORMAT OF THE EVENT

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

LEAGUE CONTROL SHEET

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

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

PAIRINGS

Pairings for the first league round are assigned randomly.

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

ODD NUMBER OF PLAYERS (BYES)

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

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

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

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

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

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

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

ARMY LISTS

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

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

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

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

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

LEAGUE ROUNDS

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

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

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

ITS RATING

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

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

REPORTING RESULTS

In order to update the ITS Ranking with the results of each league round, Organizers must report those results using the Official Tournament Manager found at <http://its.infinitythegame.com>.

ITS SEASON 8: TAGLINE v1.1

REMEMBER

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

Organizers are welcome to read the tutorial guide to Infinity's Official Tournament Manager, available the Guide for the ITS Tournament organizing.

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

ROUND ONE

MISSION OBJECTIVES

MAIN OBJECTIVES

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

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

FORCES

SIDE A: 120 points.

SIDE B: 120 points.

DEPLOYMENT

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

SCENARIO SPECIAL RULES

TRAINING MISSION

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

Players **cannot make use** of the *Advanced Rules*.

END OF THE MISSION

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

Retreat! rules **do not apply** during this mission.

ROUND TWO

MISSION OBJECTIVES

MAIN OBJECTIVES

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

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

FORCES

SIDE A: 150 points.

SIDE B: 150 points.

DEPLOYMENT

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

SCENARIO SPECIAL RULES

TRAINING MISSION

Players **cannot make use** of the *Advanced Rules*.

END OF THE MISSION

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

Retreat! rules **do not apply** during this mission.

ROUND THREE

MISSION OBJECTIVES

MAIN OBJECTIVES

- » Cause the enemy **between 50 and 100** Army Points in casualties (1 *Objective Point*).
- » Cause the enemy **between 101 and 150** Army Points in casualties (2 *Objective Point*).
- » Cause the enemy **more than 151** Army Points in casualties (3 *Objective Point*).
- » Have **between 50 and 100** of your Army Points survive the encounter (1 *Objective Point*).
- » Have **between 101 and 150** of your Army Points survive the encounter (2 *Objective Points*).
- » Have **more than 150** of your Army Points survive the encounter (3 *Objective Points*).

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

CLASSIFIED

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

FORCES

SIDE A: 200 points.

SIDE B: 200 points.

DEPLOYMENT

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

END OF THE MISSION

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

Retreat! rules **do not apply** during this mission.

ROUND FOUR

MISSION OBJECTIVES

MAIN OBJECTIVES

- » Cause the enemy **between 60 and 125** Army Points in casualties (1 *Objective Point*).
- » Cause the enemy **between 126 and 185** Army Points in casualties (2 *Objective Point*).
- » Cause the enemy **more than 185** Army Points in casualties (3 *Objective Point*).
- » Have **between 60 and 125** of your Army Points survive the encounter (1 *Objective Point*).
- » Have **between 126 and 185** of your Army Points survive the encounter (2 *Objective Points*).
- » Have **more than 185** of your Army Points survive the encounter (3 *Objective Points*).

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

CLASSIFIED

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

FORCES

SIDE A: 250 points.

SIDE B: 250 points.

DEPLOYMENT

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

SCENARIO SPECIAL RULES

SPEC-OPS

Each player can field one *Spec-Ops* with 12 Experience Points (see [Campaign: Paradise](#)).

END OF THE MISSION

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

Retreat! rules **do not apply** during this mission.

ROUND FIVE

MISSION OBJECTIVES

MAIN OBJECTIVES

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

CLASSIFIED

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

FORCES

SIDE A: 300 points

SIDE B: 300 points

DEPLOYMENT

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

Troops cannot be deployed in base contact with an *Antenna*.

SCENARIO SPECIAL RULES

CAPTURING THE ANTENNAS

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

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

To **Capture** an *Antenna*, a *Specialist Troop* must be in base contact with it, spend one Short Skill or an ARO, and succeed at a Normal *WIP* Roll. If the roll is failed, it can be repeated

as many times as necessary, each time spending the corresponding *Short Skill* or ARO.

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

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

SPECIALIST TROOPS

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

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

REMEMBER

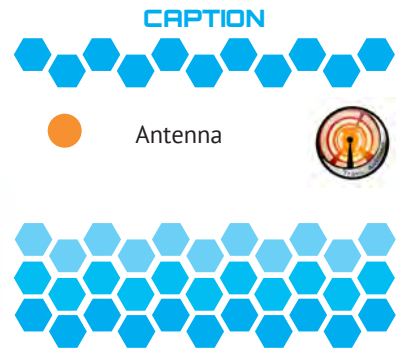
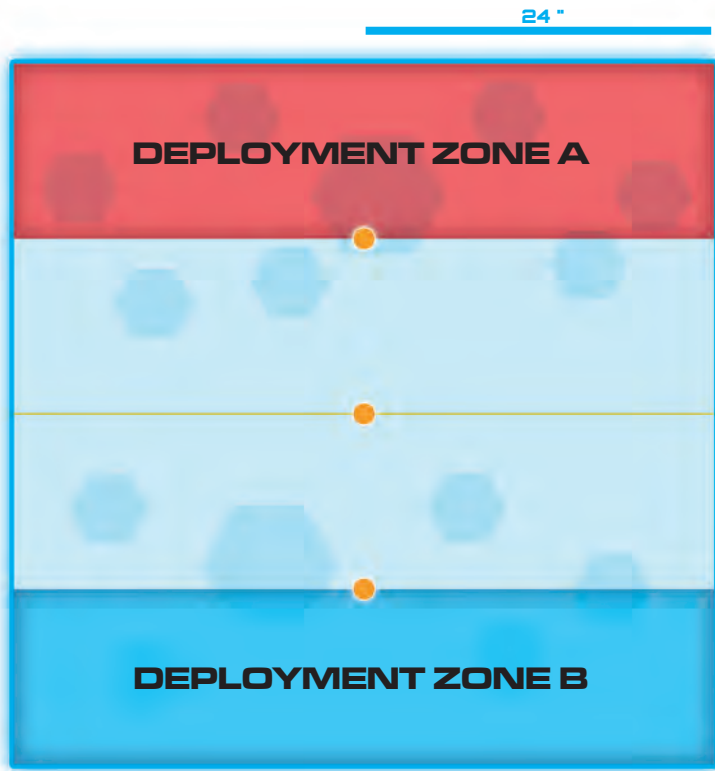
Troops with the *Specialist Troop* Special Skill can perform tasks reserved to *Specialist Troops*.

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

END OF THE MISSION

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

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



A GUIDE TO ORGANIZING ITS TOURNAMENTS

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

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

The different Preset Layouts are:

PRESET LAYOUTS

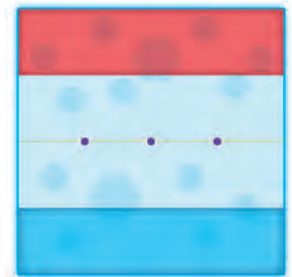
Choosing a set of Scenarios that works for your game tables can become a daunting task. You probably don't want to have to do much mid-tournament scenery rearranging to fulfil each Scenario's requirements in terms of Consoles, Antennas, Objective Rooms, etc.

To help you choose compatible Scenarios, we have arranged them all into a number of Preset Layouts with similar structural needs. Knowing which Preset Layouts your Scenarios

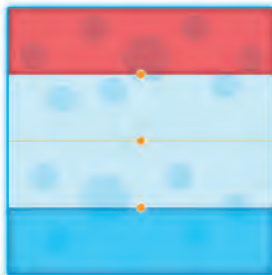
A - FREE-FORM



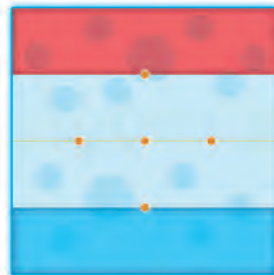
B - HORIZONTAL LINE



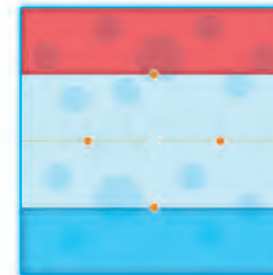
C - VERTICAL LINE



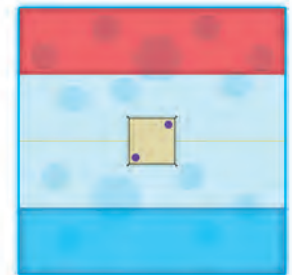
D - CRUCIFORM



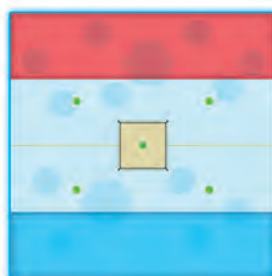
D1 - EMPTY CRUCIFORM



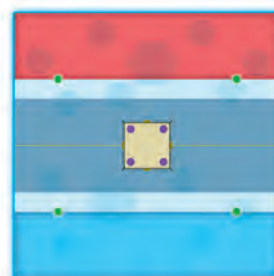
F - MINI DIE 2



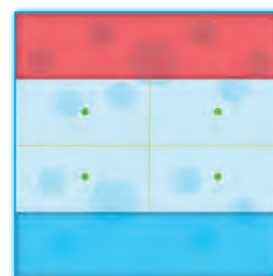
G - INDOORS MINI DIE 1



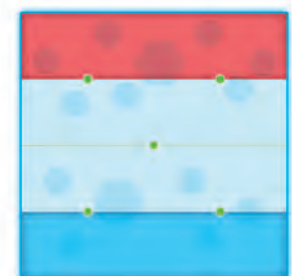
H - OUTDOORS MINI DIE 4



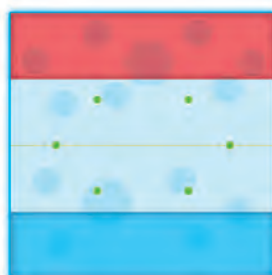
I - PILLARS



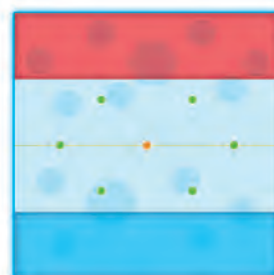
J - DIE 5



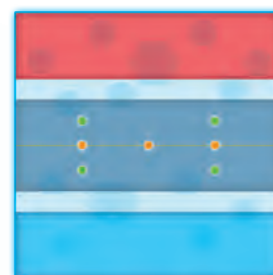
K - EMPTY HEXAGON



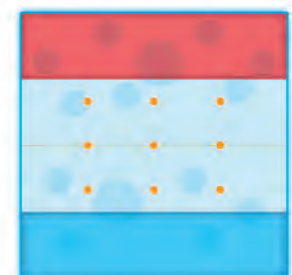
L - HEXAGON



M - HNIMBUS



N - THE GRID



ITS SEASON 8: TAGLINE v1.1

For example, if your tournament will be a three-Round Direct Action Operations tournament, you might choose The Armory, Transmission Matrix and Biotechvore. Since their Preset Layouts are F + J + A, you know you will need a central Objective Room and five Antennas. You are now ready to arrange your scenery in a way that won't disrupt objective-placing during the tournament.

Applying this procedure to prepare tables for a four-Round Special Operations tournament, if your Scenarios have the Preset Layout spread A + B + C + D, arranging your table so that objectives can be easily placed as shown in Preset Layout

D will guarantee all other Scenarios are playable without alterations.

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

SPECIAL RULES

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

	NAME	CONFIGURATION	SPECIAL RULES
1	Annihilation	A	Killing, No Quarter
2	Biotechvore	A	Confuse Deployment, Biotechvore Area, Killing, No Quarter.
3	Quadrant Control	A	Quadrants (ZO), Dominate ZO, INTELCOM Card (Support and Control).
4	Decapitation	A	Reinforced Tactical Link, Killing, Specialist Troops.
5	The Armory	F	Exclusion Zone, The Armory (ZO), Dominate ZO, Panoplies, Specialist Troops, INTELCOM Card (Support and Control).
6	Show of Force	B	Control the Transmission Antenna, Panoplies, Killing.
7	Deadly Dance	I	Quadrants (ZO), Assigned Quadrant, Dominate ZO, Shasvastii, Baggage, Dominant TAG, Consoles, Hack Communications, Specialist Troops, Hacker Bonus, Killing.
8	Frontline	A	Sectors (ZO), Dominate ZO, INTELCOM Card (Support and Control).
9	Firefight	B	Killing, No Quarter, Designated Landing Area, Panoplies, Specialist Troops.
10	Supremacy	I	Quadrants (ZO), Dominate ZO, Consoles, Hacking the Consoles, Specialist Troops, Hacker Bonus, INTELCOM Card (Interference).
11	Safe Area	I	Sections (ZO), Dominate ZO, Consoles, Control Consoles, Specialist Troops, INTELCOM Card (Support and Control/Interference).
12	Transmission Matrix	J	Transmission Areas (ZO), Dominate ZO.
13	Seize the Antennas	C	Antennas, Seized Antenna, Specialist Troops, Hacker Bonus.
14	Cold Sleep	K	Inner Area, Tech-Coffins, Consoles, Doctor and Paramedic Bonus, INTELCOM Card (Interference).
15	Nimbus Zone	M	Exclusion Zone, Nimbus Zone, Nimbus Antennas, Console, Specialist Troops, Engineer and Hacker Bonus, INTELCOM Card (Interference).
16	Tic-tac-toe	N	Antennas, Specialist Troops, EVO Hacking Device Bonus.
17	Capture and Protect	D1	Beacons, Pick up Beacons, Captured Enemy Beacon, Consoles, Specialist Troops, Chain of Command Bonus.
18	Rescue	A	Exclusion Zone, Dead Zone, Civilians, Specialists Troops.
19	Highly Classified	A	Main Classified Objectives, Secondary Classified Objective, Secure HVT, High Difficulty Mode.
20	Supplies	B	Tech-Coffins, Supply Boxes, Specialist Troops, Doctor and Paramedic Bonus.
21	Antennas Field	D	Exclusion Zone, Transmission Antennas, Control Transmission Antennas, Specialist Troops.
22	Engineering Deck	G	Inner Area, Objective Room (ZO), Secure ZO, Consoles, Specialist Troop.
23	Comms Center	N	Exclusion Zone, The Grid, Killing, Specialist Troops.

SCENERY

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

N°	NAME	CONFIGURATION	ELEMENTS
1	Annihilation	A	
2	Biotechvore	A	
3	Quadrant Control	A	
4	Decapitation	A	
5	The Armory	F	Objective Room /2 Objective Marker (Panoplies)
6	Show of Force	B	1 Antenna, 2 Objective Marker (Panoplies)
7	Deadly Dance	I	4 Consoles
8	Frontline	A	
9	Firefight	B	3 Objective Marker (Panoplies)
10	Supremacy	I	4 Consoles
11	Safe Area	I	4 Consoles
12	Transmission Matrix	J	5 Antennas
13	Seize the Antennas	C	3 Antennas
14	Cold Sleep	K	4 Tech-Coffins /2 Consoles
15	Nimbus Zone	M	4 Antennas / 3 Consoles
16	Tic-tac-toe	N	9 Antennas
17	Capture and Protect	D1	2 Consoles / 2 Beacons
18	Rescue	A	8 Civilians
19	Highly Classified	A	
20	Supplies	B	3 Tech-Coffins
21	Antennas Field	D	5 Antennas
22	Engineering Deck	G	Objective Room /5 Consoles
23	Comms Center	N	9 Antennas

TIPS

- » Do not be quick to dismiss a Scenario simply because it requires an Objective Room. The room could be simply act as an inert Scenery Element during the remaining rounds, maintaining its height and with its doors open to avoid obstructing the center of the battlefield.
- » If you plan to celebrate a Joint Operations tournament, we strongly suggest you maintain a good balance between Direct Action and Special Scenarios so players are forced to rely on both their Army Lists.

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

ITS TOURNAMENT MANAGER

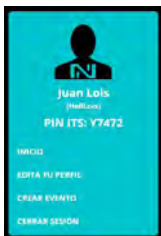
ITS Tournament Manager is a web app that will make it easier for Organizers to advertise their events to the community of players, as well as manage their pairings and results during tournaments.

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

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

ITS TOURNAMENT MANAGER USER GUIDE

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



'HOME' will take you back to the home page.

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

'CREATE EVENT' will take you to the event creation screen.

This screen also offers a list of upcoming events and a list of events you have registered for or received an invite to. Each event is labeled according to its status.

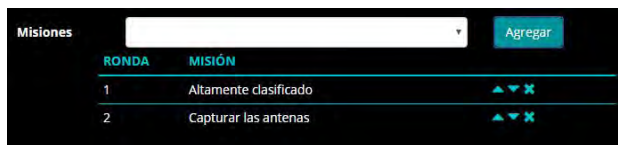


The event creation screen prompts you to complete a form with the event's details, including its Tournament Code, an event name, an address, etc.

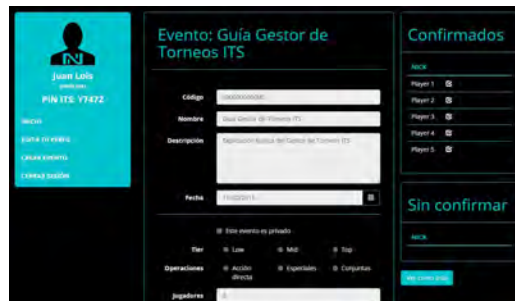


Once your Tournament Code is verified, you can choose a Tier, a Type of Operation, extras and Scenarios for your tournament.

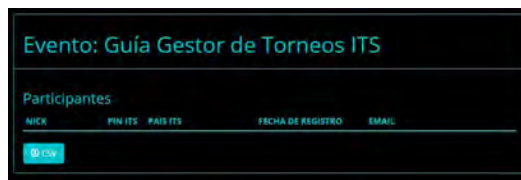
To add an ITS Scenario to your event, select it from the drop-down menu and press the 'Add' button. You can use the arrows to arrange your Scenarios in order of play, and the X to remove a Scenario from your list.



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



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

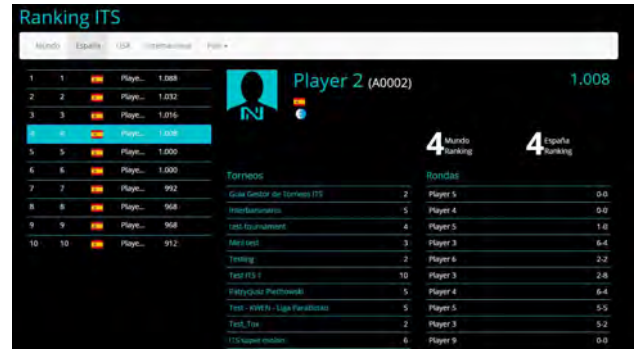


If you saved your tournament specs, the date of the event a new button will appear on the screen: 'Start tournament'.

By pressing it, you will access a Round screen with the next Scenario and a player list. Here, you will be able to add or remove players and give a Bye if there is an odd number of players.



When you start the round, the Manager generates a set of random pairings and assigns each pair a table. This screen is where you will fill in the game results once the round is over.



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



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



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

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