V.1.2

ITS
INFINITY TOURNAMENT SYSTEM

SEASON 9: TREASON

V.1.2

CONTENTS

ITS: BASIC RULES

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

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

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

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

EVENT PARTICIPANTS

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

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

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

SPORTSMANSHIP

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

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

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

MINIATURES

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

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

LINE OF FIRE (LOF)

For the sake of clarity and agility, every figure in play must display its 180º Line of Fire arc by means of distinct painted markings on its base or the appropriate markers (such as *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 figures from other brands or manufacturers be used as proxies. The use of other Corvus Belli miniatures is allowed; however, players must inform their adversary which trooper is being represented. The figure must use the same size base as the trooper being represented.

CONVERTED FIGURES

Use of converted figures is allowed, and in fact encouraged, as long as most or all the figure is composed of parts from Corvus Belli miniatures and the figure accurately represents the unit and weapon option it stands for. The figure must use the same size base as the trooper being represented.

ARMY LISTS

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

All participating Players must use the program Infinity Army (available for free on the Infinity website) to create and check their Army Lists. Should there be a discrepancy, the information available on the official Infinity website takes precedence.

MERCENARIES

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

RULES

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

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

EVENT ORGANIZERS

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

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

DUTIES OF THE ORGANIZER

The Organizer is responsible for:

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

REFEREES

During events, Referees are the ultimate authority in matters of game rules, which is why they are expected to make fair rulings and to devote all the time necessary to solving the players' doubts. To make the Referee's job easier, players are encouraged to try to solve their disputes in a friendly manner, and only turn to the Referee if an agreement cannot be reached. Once requested, the Referee's rulings are final.

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

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

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

RANKINGS

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

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

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

TOURNAMENT TYPE	TOP-TIER	MID-TIER	LOW-TIER
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 9th ITS Season exclusive miniature, painted by the Corvus Belli team.
» An official 9th ITS Season trophy.

TOURNAMENT RULES

BASIC RULES

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

FORMAT OF THE EVENT

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

TOURNAMENT CONTROL SHEET

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

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

NUMBER OF TOURNAMENT ROUNDS

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

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

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

KEEPING SCORE

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

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

OUTCOME	TOURNAMENT POINTS	DIFFERENCE IN OBJECTIVE POINTS
TOTAL VICTORY	3	DIFFERENCE OF 5 OR MORE OBJECTIVE POINTS.
VICTORY	2	DIFFERENCE OF 4 OR LESS OBJECTIVE POINTS.
TIE	1	DIFFERENCE OF 0 OBJECTIVE POINTS.
DEFEAT	0	ANY OBJECTIVE POINTS DIFFERENCE IN FAVOR OF THE OPPONENT.

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

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

FINAL SCORES

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

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

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

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

PAIRINGS

Pairings for the first Tournament Round are assigned at random.

From the second Tournament Round on, a Swiss system is used. Players are ranked according to their *Tournament Points* scores, and ties are broken by comparing

accumulated *Objective Points* scores. If the tie persists, compare the players' accumulated *Victory Points* and, if this fails to break the tie, the total *Objective Points* from all their previous opponents in the tournament. Once all players are ranked, opponents are assigned in descending order of ranking (first against second, third against fourth, etc.).

ODD NUMBER OF PLAYERS (BYES)

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

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

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

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

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

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.

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.

NO.	SCENARIO	DIRECT ACTION OPERATIONS	SPECIAL OPERATIONS	JOINT OPERATIONS
1	ANNIHILATION	X		
2	BIOTECHVORE	X		
3	QUADRANT CONTROL	X		
4	DECAPITATION	X		
5	SHOW OF FORCE	X		
6	LOOTING AND SABOTAGING	X		
7	FRONTLINE	X		X
8	FIREFIGHT	X		X
9	DEADLY DANCE	X		X
10	SUPREMACY	X		X
11	SAFE AREA	X		X
12	TRANSMISSION MATRIX	X		X
13	POWER PACK		X	
14	CAPTURE AND PROTECT		X	
15	TIC-TAC-TOE		X	
16	THE GRID		X	
17	COMMS CENTER		X	X
18	RESCUE		X	X
19	HIGHLY CLASSIFIED		X	X
20	SUPPLIES		X	X
21	ACQUISITION		X	X
22	HUNTING PARTY		X	X

SEASON 9

During the Season 9 the following rules are applied:

KIDNAPPING

The 4 Classified Deck's HVT: Retroengineering cards must be replaced by the Kidnapping cards.

If players do not have the Kidnapping cards, they must keep the HVT: Retroengineering cards and consider their content to be the Kidnapping text. Both types of cards have the same numbers.

HVT: KIDNAPPING

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

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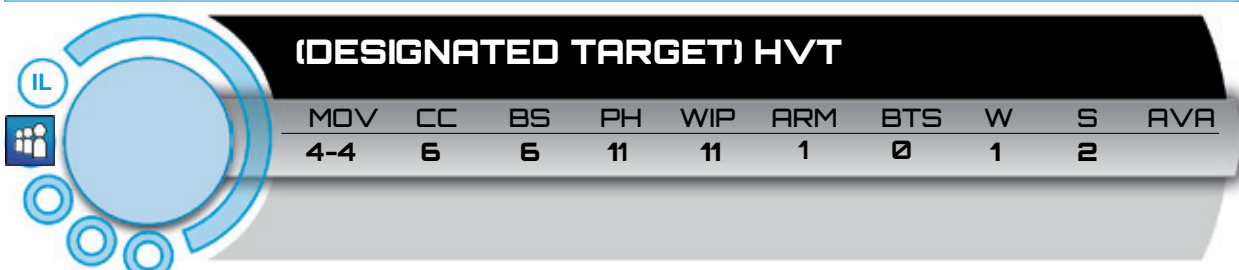
DESIGNATED TARGET

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

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

In such scenarios, players will use the following Troop Profile for *HVTs*:

ISC: (Designated Target) HVT

(DESIGNATED TARGET) HVT

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

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

DESIGNATED TARGET – MID SEASON EVENT

The player who is the first in the ITS World Ranking at mid-season will receive the honorific title of Winter's Winner. As a reward, the Winter's Winner will choose which faction will get access to the Improved Profile of the (Designated Target) HVT.

Players of the faction chosen by the Winter's Winner will use the Improved Profile until the end of the season.

A Countdown to the mid-season will be announced when the times comes, showing how much time is remaining to decide who will be the Winter's Winner.

In those scenarios with the Designated Target Special Rule the chosen faction will use the following profile:

ISC: (Improved Designated Target) HVT										

(IMPROVED DESIGNATED TARGET) HVT

	MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
IL	4-4	6	6	12	11	2	3	1	2	2

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

DATATRACKER

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

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

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

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

IRONCLAD

During Season 9 any troop possessing the TAG Troop Type will have the Fatality L1 Special Skill with no extra Cost.

REDUCED COMBAT GROUPS

In all Season 9 tournament modes, any Army List possessing only one Combat Group will not be affected by the *Strategic Use of the Command Tokens* which nullifies two Orders from the Order Pool.

CLOSED BATTLE LISTS (CBL)

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

The Closed Battle Lists can be found at the end of this file.

ALIVE CONSEQUENCES

During Season 9 the Troop Profiles of the ALIVE Anti-establishment Group, the individual profiles as well as the group profile, cease to be available to be enlisted in the ITS.

However, the Bit & KISS! troop profiles are added to the Army List of the Combined Army, allowing its official use in the ITS, in their generic and in Sectorial Armies.

STRIKEZONE: WOTAN CONSEQUENCES

As PanOceania has been declared virtual winner of the Strikezone: Wotan conflict, this faction gets access to its own Closed Battle List (CBL).

During Season 9 other Closed Battle Lists may be added.

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

With this Extra the use of Spec Ops and Military Specialties is allowed during the tournament using the rules of the Infinity Campaign System (ICS) described in the Campaign: Paradiso book.

- » Each player can spend 7 Experience Points on their Spec-Ops.
- » The Spec-Ops loadout can be different for each of the two player army lists, but cannot be switched during the tournament.
- » The Spec-Ops loadouts must be written down along with the rest of the Army Lists.

You will not earn Experience Points to spend on Spec-Ops during the tournament.

- » Each player can spend 7 Experience Points on up to two Military Specialties.
- » The Military Specialties can be different for each of the two player lists, but cannot be modified during the tournament.
- » The configuration of the Military Specialties must be written down along the rest of the Army Lists.

You will not earn Experience Points to spend on Military Specialties during the tournament.

This extra is not compatible with the Spec-Ops formats.

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

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

SOLDIERS OF FORTUNE

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

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

ESCALATION TOURNAMENT

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

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

This Extra is not compatible with the Campaign formats.

ITS RATING

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

REPORTING RESULTS

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

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

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

CLASSIFIED OBJECTIVES

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*.

EXTREME PREJUDICE

Requirements: -

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

TEST RUN

Requirements: *Engineer.*

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

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: KIDNAPPING

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

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

HVT: 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.

SVALARHEIMA BLIZZARD-6 FORCE (A)

299/5.5

GROUP 1   Ⓐ 10

JOTUM Ⓐ TAG

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	
6 - 4	18	15	18	13	10	9	3	7	103
									2

Equipment: ECM
Special Skills: G: Remote Presence, Mountain Terrain

MULTI HMG + Heavy Flamethrower, D.E.P.

CRABBOT Ⓐ REM

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

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

Flash Pulse | Knife

NISSE MI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4 - 2	14	13	12	13	3	0	1	2	31
									0.5

Equipment: Multispectral Visor L2
Special Skills: CH: Mimetism, Multiterrain, Fireteam: Haris

Combi Rifle + Light Shotgun | Pistol, Knife

KNIGHT HOSPITALLER Doctor HI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4 - 4	21	14	14	13	4	6	2	2	41
									0

Equipment: MediKit
Special Skills: Doctor, Martial Arts L2, Religious Troop

MULTI Rifle | Pistol, AP CCW

FUSILIER LI

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

Equipment: Deployable Repeater
Special Skills: Forward Observer

Combi Rifle | Pistol, Knife

FUSILIER Lieutenant LI

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

Special Skills: Lieutenant

Combi Rifle | Pistol, Knife

NISSE MI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4 - 2	14	13	12	13	3	0	1	2	34
									1.5

Equipment: Multispectral Visor L2
Special Skills: CH: Mimetism, Multiterrain

HMG | Pistol, Knife

NISSE MI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4 - 2	14	13	12	13	3	0	1	2	34
									1.5

Equipment: Multispectral Visor L2
Special Skills: CH: Mimetism, Multiterrain

MULTI Sniper Rifle | Pistol, Knife

FUSILIER LI

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

Combi Rifle | Pistol, Knife

FUSILIER LI

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

Equipment: Deployable Repeater
Special Skills: Forward Observer

Combi Rifle | Pistol, Knife

CSU LI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4 - 4	14	12	10	12	0	3	1	2	12
									0

Special Skills: MetaChemistry L1, Sixth Sense L1, Specialist Operative

Rifle + Light Shotgun, Nanopulser | Pistol, Knife

Note: Special Fireteam: Haris: Svalarheima Nisses
Note: Fireteam: Core: Fusiliers

SVALARHEIMA BLIZZARD-6 FORCE (B)

300/6

GROUP 1   Ⓐ 8   😊 1

JOTUM Lieutenant — TAG

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	
6 - 4	18	15	18	13	10	9	3	7	103 / 2.5

Equipment: ECM
Special Skills: G: Remote Presence, Lieutenant, Mountain Terrain

MULTI HMG + Heavy Flamethrower, D.E.P.

CRABBOT — REM

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

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

Flash Pulse | Knife

NISSE — MI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4 - 2	14	13	12	13	3	0	1	2	31 / 0.5

Equipment: Multispectral Visor L2
Special Skills: CH: Mimetism, Multiterrain, Fireteam: Haris

Combi Rifle + Light Shotgun | Pistol, Knife

SAITO TOGAN — SK

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4 - 4	24	11	13	13	1	0	1	2	39 / 0

Special Skills: CH: TO Camouflage, Infiltration, Kinematika L1, Martial Arts L4, Multiterrain

Combi Rifle, Smoke Grenades | Pistol, EXP CCW, Knife

FUSILIER — LI

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

Combi Rifle | Pistol, Knife

FUSILIER — LI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4 - 4	13	12	10	12	1	0	1	2	15 / 1.5

Missile Launcher | Pistol, Knife

NISSE — MI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4 - 2	14	13	12	13	3	0	1	2	34 / 1.5

Equipment: Multispectral Visor L2
Special Skills: CH: Mimetism, Multiterrain

HMG | Pistol, Knife

NISSE Hacker — MI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4 - 2	14	13	12	13	3	0	1	2	33 / 0

Equipment: Killer Hacking Device, Multispectral Visor L2
Special Skills: CH: Mimetism, Multiterrain

Combi Rifle + Light Shotgun | Pistol, Knife

SFORZA — LI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4 - 4	17	13	11	13	2	0	1	2	25 / 0

Equipment: Holoprojector L2, X Visor

Viral Rifle + Adhesive Launcher, Nanopulser | Heavy Pistol, Electric Pulse

FUSILIER — LI

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

Combi Rifle | Pistol, Knife

Note: Special Fireteam: Haris: Svalarheima Nisses
Note: Fireteam: Core: Fusiliers

SVALARHEIMA BLIZZARD-6 FORCE (C)

300/6

GROUP 1   Ⓐ 9

JOTUM Lieutenant — TAG

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	
6 - 4	18	15	18	13	10	9	3	7	103 / 2.5

Equipment: ECM
Special Skills: G: Remote Presence, Lieutenant, Mountain Terrain

MULTI HMG + Heavy Flamethrower, D.E.P.

CRABBOT — REM

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

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

Flash Pulse | Knife

SPEC. SERGEANT — LI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4 - 4	15	12	10	13	1	0	1	2	15 / 1.5

Special Skills: Religious Troop, Fireteam: Haris

Heavy Rocket Launcher | Assault Pistol, Knife

SPEC. SERGEANT — LI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4 - 4	15	12	10	13	1	0	1	2	17 / 0

Special Skills: Religious Troop

Combi Rifle + AUXBOT_1 | Pistol, Knife

AUXBOT_1 — REM

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	
6 - 4	8	10	10	11	0	3	1	1	4 / -

Special Skills: G: Synchronized

Heavy Flamethrower | Electric Pulse

SPEC. SERGEANT — LI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4 - 4	15	12	10	13	1	0	1	2	27 / 0

Special Skills: CH: TO Camouflage, Forward Observer, Infiltration, Religious Troop

Combi Rifle, Antipersonnel Mines | Pistol, Knife

KNIGHT HOSPITALLER Doctor — HI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4 - 4	21	14	14	13	4	6	2	2	41 / 0

Equipment: MediKit
Special Skills: Doctor, Martial Arts L2, Religious Troop

MULTI Rifle | Pistol, AP CCW

SPEC. SERGEANT Hacker — LI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4 - 4	15	12	10	13	1	0	1	2	21 / 0.5

Equipment: Hacking Device
Special Skills: Religious Troop

Combi Rifle | Pistol, Knife

SPEC. SERGEANT — LI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4 - 4	15	12	10	13	1	0	1	2	24 / 1.5

Equipment: Multispectral Visor L2
Special Skills: Religious Troop

Spitfire | Pistol, Knife

SPEC. SERGEANT — LI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4 - 4	15	12	10	13	1	0	1	2	27 / 0

Special Skills: CH: TO Camouflage, Forward Observer, Infiltration, Religious Troop

Combi Rifle, Antipersonnel Mines | Pistol, Knife

CRUSADER — MI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4 - 2	15	13	11	13	3	3	1	2	25 / 0

Special Skills: ☐AD: Combat Jump ☐Zero-G, Religious Troop

Boarding Shotgun | Pistol, Knife

Note: Fireteam: Sgt. Haris + Sgt. Hacker + Hospitaller Doctor

SVALARHEIMA BLIZZARD-6 FORCE (D)

GROUP 1   Ⓐ 10

JOTUM   TAG

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	103
6-4	18	15	18	13	10	9	3	7	2

Equipment: ECM
Special Skills: G: Remote Presence, Mountain Terrain

MULTI HMG + Heavy Flamethrower, D.E.P.

CRABBOT   REM

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

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

Flash Pulse | Knife

NISSE   MI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	31
4-2	14	13	12	13	3	0	1	2	0.5

Equipment: Multispectral Visor L2
Special Skills: CH: Mimetism, Multiterrain, Fireteam: Haris

Combi Rifle + Light Shotgun | Pistol, Knife

SPEC. SERGEANT   LI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	27
4-4	15	12	10	13	1	0	1	2	0

Special Skills: CH: TO Camouflage, Forward Observer, Infiltration, Religious Troop

Combi Rifle, Antipersonnel Mines | Pistol, Knife

FUSILIER   LI

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

Combi Rifle | Pistol, Knife

PATHFINDER DRONBOT   REM

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	16
6-4	8	11	10	13	0	3	1	3	0

Equipment: Deactivator, Repeater
Special Skills: Forward Observer, G: Remote Presence, Sat-lock, Sensor

Combi Rifle, Sniffer | Electric Pulse

NISSE   MI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	34
4-2	14	13	12	13	3	0	1	2	1.5

Equipment: Multispectral Visor L2
Special Skills: CH: Mimetism, Multiterrain

HMG | Pistol, Knife

NISSE Hacker   MI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	33
4-2	14	13	12	13	3	0	1	2	0

Equipment: Killer Hacking Device, Multispectral Visor L2
Special Skills: CH: Mimetism, Multiterrain

Combi Rifle + Light Shotgun | Pistol, Knife

FUSILIER   LI

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

Combi Rifle | Pistol, Knife

FUSILIER Lieutenant   LI

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

Special Skills: Lieutenant

Combi Rifle | Pistol, Knife

SIERRA DRONBOT   REM

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	25
6-4	8	11	10	13	0	3	1	3	1

Equipment: 360° Visor
Special Skills: G: Remote Presence, Total Reaction

HMG | Electric Pulse

Note: Special Fireteam: Haris: Svalarheima Nisses
Note: Fireteam: Core: Fusiliers

SCENARIOS

ITS SCENARIOS

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

ANNIHILATION

Table Configuration: A.

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

MISSION OBJECTIVES

MAIN OBJECTIVES

» To Kill the enemy *DataTracker* (2 *Objective Points*)

LOW TIER	MID TIER	TOP TIER
TO *KILL* **BETWEEN 50 AND 100** ENEMY *ARMY POINTS.*	TO *KILL* **BETWEEN 75 AND 150** ENEMY *ARMY POINTS*	TO *KILL* **BETWEEN 100 AND 200** ENEMY *ARMY POINTS.*
1 OBJECTIVE POINT		
TO *KILL* **BETWEEN 101 AND 150** ENEMY *ARMY POINTS.*	TO *KILL* **BETWEEN 151 AND 250** ENEMY *ARMY POINTS.*	TO *KILL* **BETWEEN 201 AND 300** ENEMY *ARMY POINTS.*
3 OBJECTIVE POINT		
TO *KILL* **MORE THAN 150** ENEMY *ARMY POINTS.*	TO *KILL* **MORE THAN 250** ENEMY *ARMY POINTS.*	TO *KILL* **MORE THAN 300** ENEMY *ARMY POINTS.*
4 OBJECTIVE POINTS		
IF YOU HAVE **BETWEEN 50 AND 100** SURVIVING *ARMY POINTS.*	IF YOU HAVE **BETWEEN 75 AND 150** SURVIVING *ARMY POINTS.*	IF YOU HAVE **BETWEEN 100 AND 200** SURVIVING *ARMY POINTS.*
1 OBJECTIVE POINT		
IF YOU HAVE **BETWEEN 101 AND 150** SURVIVING *ARMY POINTS.*	IF YOU HAVE **BETWEEN 151 AND 250** SURVIVING *ARMY POINTS.*	IF YOU HAVE **BETWEEN 201 AND 300** SURVIVING *ARMY POINTS.*
3 OBJECTIVE POINTS		
IF YOU HAVE **MORE THAN 150** SURVIVING *ARMY POINTS.*	IF YOU HAVE **MORE THAN 250** SURVIVING *ARMY POINTS.*	IF YOU HAVE **MORE THAN 300** SURVIVING *ARMY POINTS.*
(*4 OBJECTIVE POINTS*)		

CLASSIFIED

There are no Classified Objectives.

DEPLOYMENT

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

SCENARIO SPECIAL RULES

KILLING

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

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

NO QUARTER

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

DATATRACKER

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

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

HVT AND CLASSIFIED DECK NOT USED

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

END OF THE MISSION

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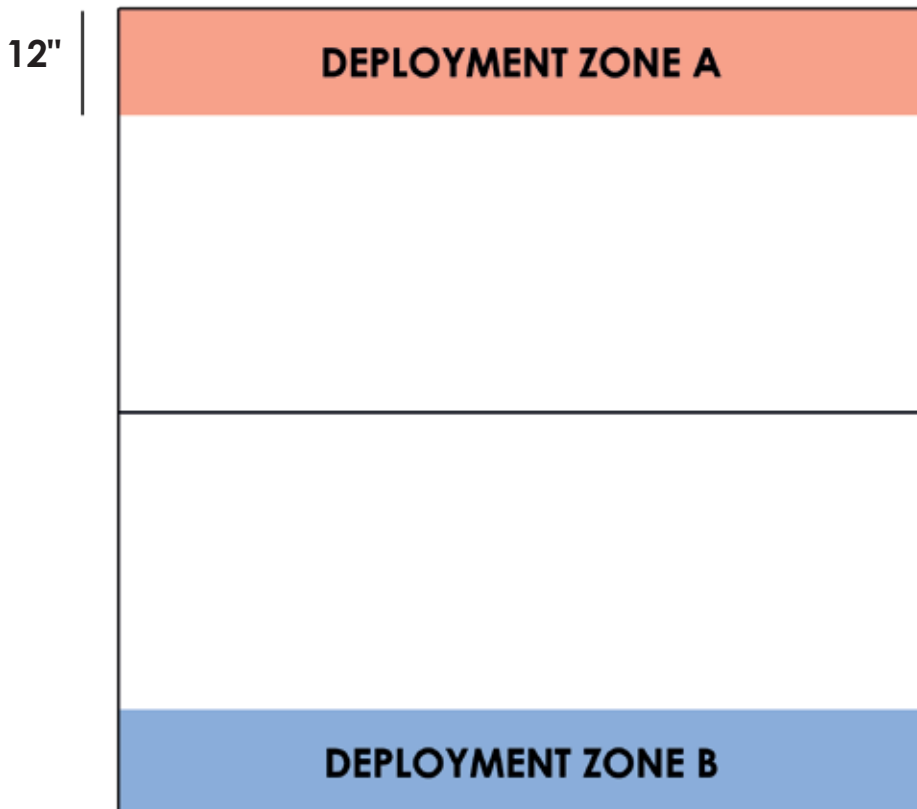
BIOTECHVORE

Table Configuration: A.

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

MISSION OBJECTIVES

MAIN OBJECTIVES

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

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

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

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

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

CLASSIFIED

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

LOW TIER	MID TIER	TOP TIER
IF YOU HAVE **BETWEEN 50 AND 100** SURVIVING *ARMY POINTS.*	IF YOU HAVE **BETWEEN 75 AND 150** SURVIVING *ARMY POINTS.*	IF YOU HAVE **BETWEEN 100 AND 200** SURVIVING *ARMY POINTS.*
2 OBJECTIVE POINTS		
IF YOU HAVE **BETWEEN 101 Y 150** SURVIVING *ARMY POINTS.*	IF YOU HAVE **BETWEEN 151 AND 250** SURVIVING *ARMY POINTS.*	IF YOU HAVE **BETWEEN 201 Y 300** SURVIVING *ARMY POINTS.*
3 OBJECTIVE POINTS		
IF YOU HAVE **MORE THAN 150** SURVIVING *ARMY POINTS.*	IF YOU HAVE **MORE THAN 250** SURVIVING *ARMY POINTS.*	IF YOU HAVE **MORE THAN 300** SURVIVING *ARMY POINTS.*
4 OBJECTIVE POINTS		

DEPLOYMENT

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

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

SCENARIO SPECIAL RULES

BIOTECHVORE AREA

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

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

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

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

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"

DEPLOYMENT ZONE A

16"

DEPLOYMENT ZONE B
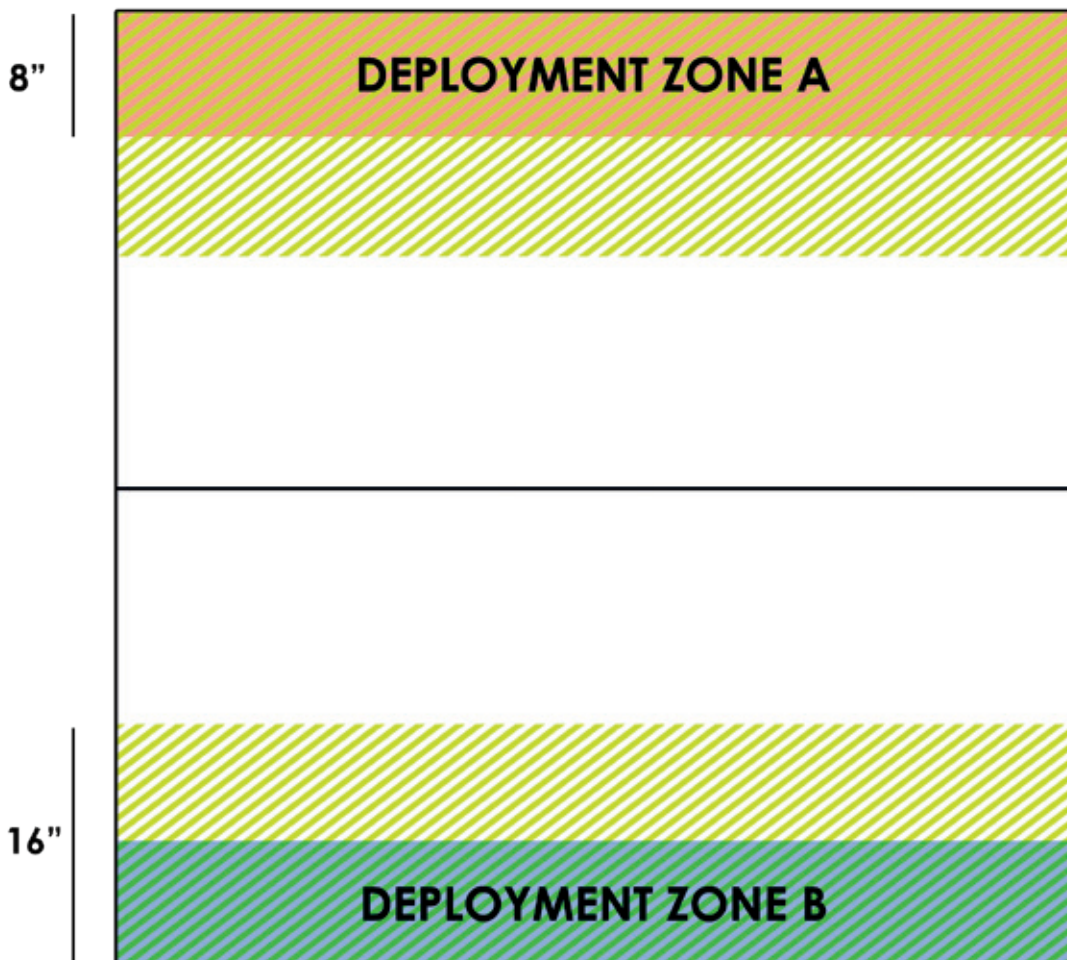
QUADRANT CONTROL

Table Configuration: A.

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

MISSION OBJECTIVES

MAIN OBJECTIVES

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

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

» *Have* your *Dominant DataTracker* in a *Dominated Quadrant* at the end of each *Game Round* **(**1 *Objective Point***)**.

CLASSIFIED

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

DEPLOYMENT

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

SCENARIO SPECIAL RULES

QUADRANTS (ZO)

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

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

DOMINATE ZO

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

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

SHASVASTII

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

BAGGAGE

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

INTELCOM CARD (SUPPORT AND CONTROL)

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

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

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

DATATRACKER

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

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

DOMINANT DATATRACKER

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

END OF THE MISSION

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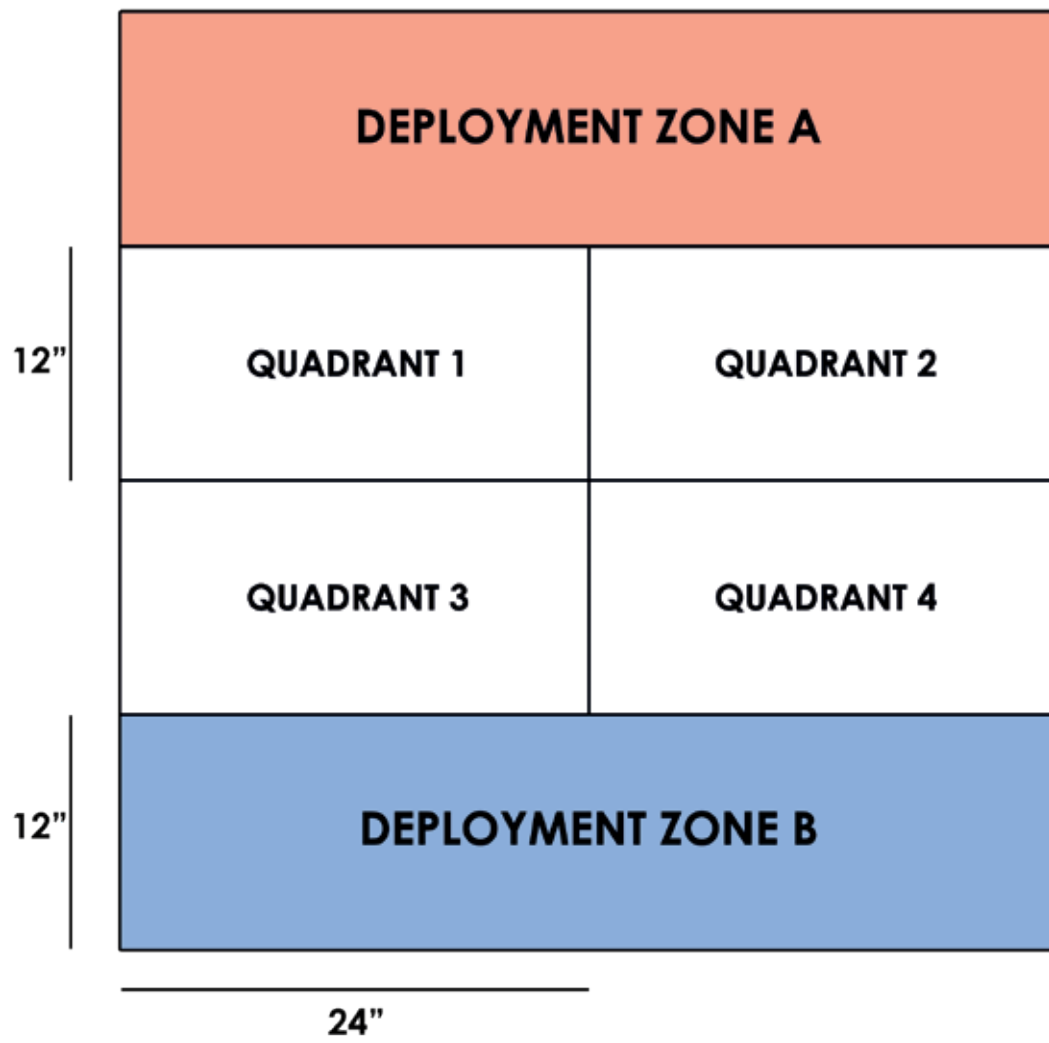
DECAPITATION

Table Configuration: A.

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

MISSION OBJECTIVES

MAIN OBJECTIVES

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

CLASSIFIED

There are no Classified Objectives.

DEPLOYMENT

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

SCENARIO SPECIAL RULES

REINFORCED TACTICAL LINK

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

In this mission, the identity of the *Lieutenant* is always **Public Information**. The player must indicate which Marker is the Lieutenant if it is in a Marker state (Camouflaged, TO Camouflaged...) or which Markers are the Lieutenant in the case of a Holoprojector.

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

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

DATATRACKER

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

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

DESIGNATED TARGET

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

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

KILLING

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

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

NO QUARTER

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

CLASSIFIED DECK NOT USED

Players will not use the Classified Deck in this scenario.

END OF THE MISSION

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

DEPLOYMENT ZONE A

DEPLOYMENT ZONE B

16"
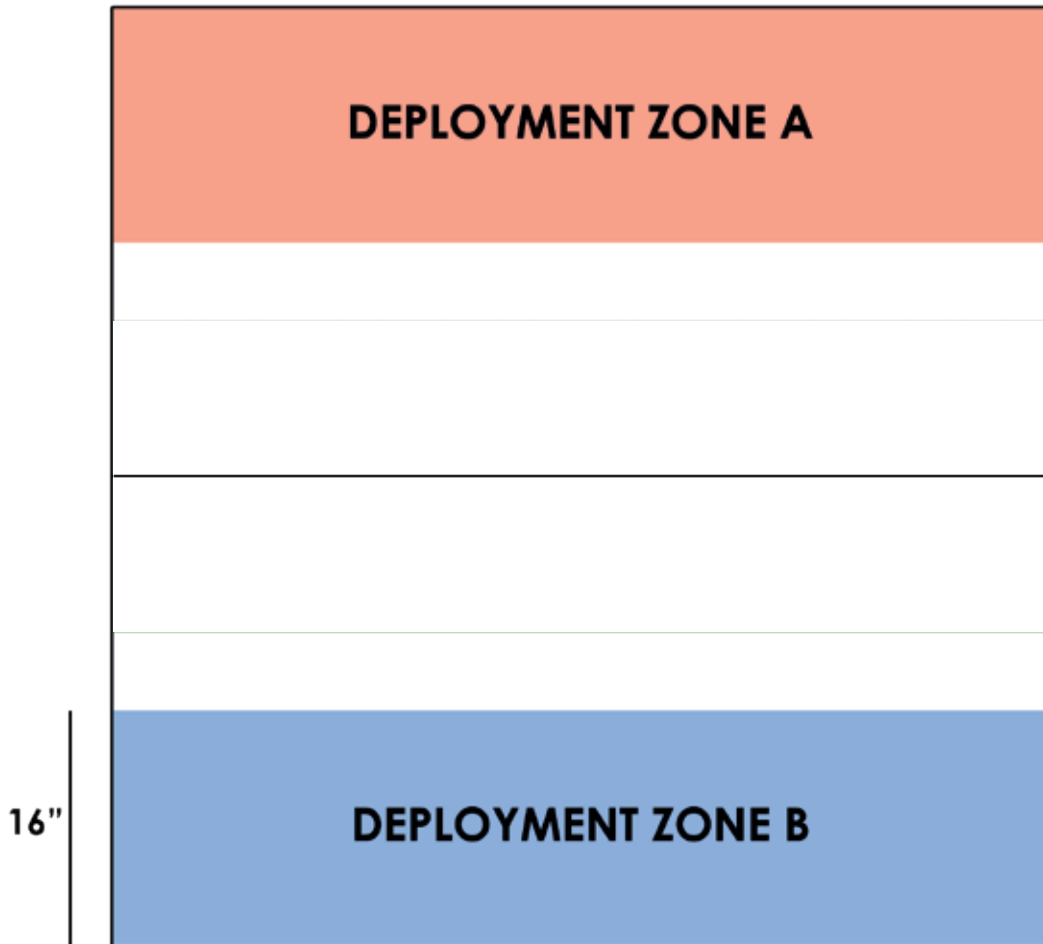
ISC: (Designated Target) HVT

(DESIGNATED TARGET) HVT

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

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

SHOW OF FORCE

Table Configuration: B.

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

MISSION OBJECTIVES

MAIN OBJECTIVES

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

CLASSIFIED

There are no Classified Objectives.

DEPLOYMENT

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

SCENARIO SPECIAL RULES

TRANSMISSION ANTENNA

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

CONTROL THE TRANSMISSION ANTENNA

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

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

PANOPLIES

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

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

Players cannot declare any *Attack* against the *Panoplies*, except *Use Panoply*, **prior to the second *Game Round***.

USE PANOPLY (SHORT SKILL)

LABELS

Attack.

REQUIREMENTS

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

EFFECTS

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

ARMORED VANGUARD

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

DATATRACKER

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

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

KILLING

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

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

HVT AND CLASSIFIED DECK NOT USED

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

END OF THE MISSION

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

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

DEPLOYMENT ZONE A

PANOPLY   PANOPLY

TRANSMISSION ANTENNA

12"

DEPLOYMENT ZONE B

12"   24"
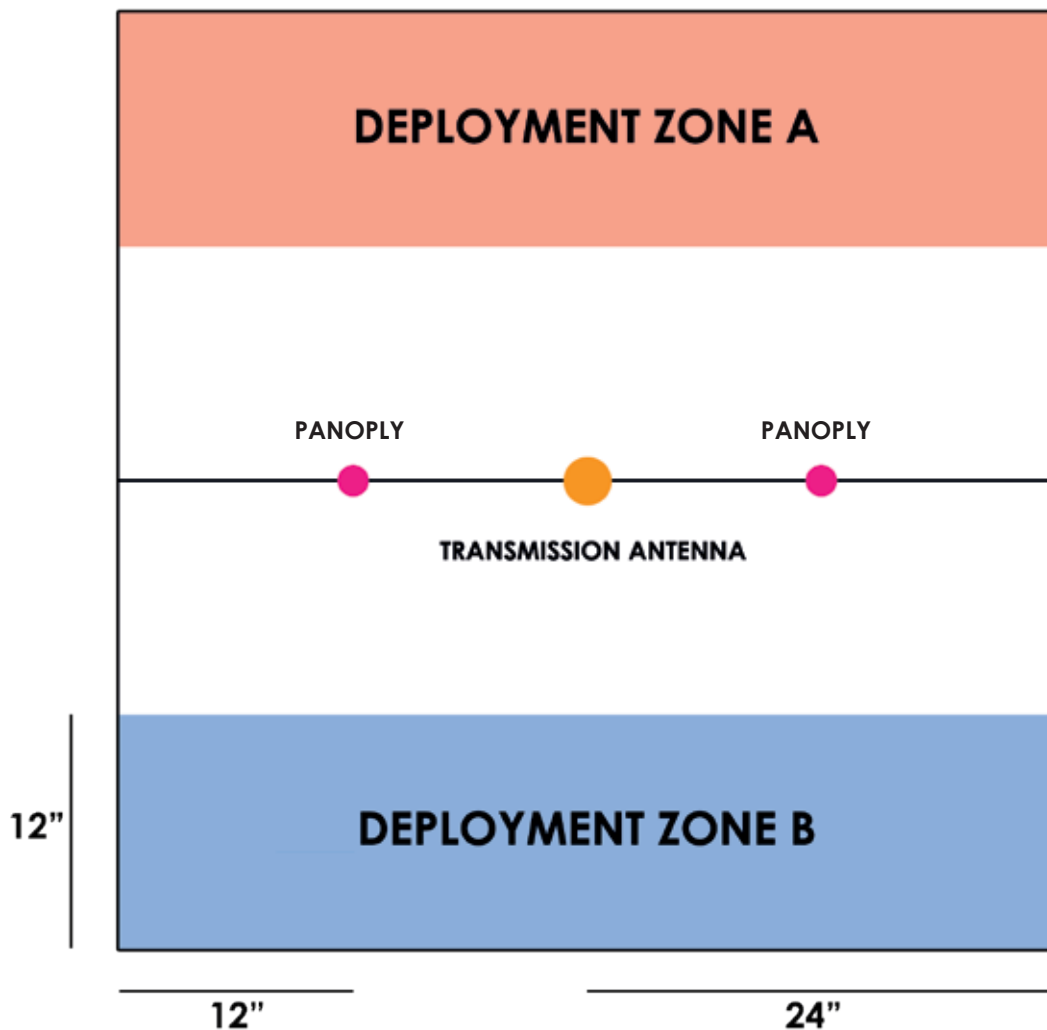
LOOTING AND SABOTAGING

Table Configuration: D-1.

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

MISSION OBJECTIVES

MAIN OBJECTIVES

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

CLASSIFIED

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

DEPLOYMENT

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

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

SCENARIO SPECIAL RULES

THE AC2s

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

The *AC2s* must be represented by a Transmission Antenna Marker (TRANS. ANTENNA) or with a scenery piece of the same diameter (such as the Communications Array by Warsenal or the Sat Station Antenna by Customeeple).

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

DAMAGE AND DESTROY THE AC2s

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

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

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

ARMORED FURY

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

PANOPLIES

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

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

USE THE PANOPLIES (L&S VERSION)(SHORT SKILL)

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 replace the result of the Booty Chart roll with **D-Charges**.

SPECIALIST TROOPS

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

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

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

DATATRACKER

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

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

END OF THE MISSION

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

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	(ADVANCED COMMUNICATIONS CONSOLE)	8	9	3	--	--

12"

DEPLOYMENT ZONE A

AC2

PANOPLY   PANOPLY

AC2

DEPLOYMENT ZONE B

12"
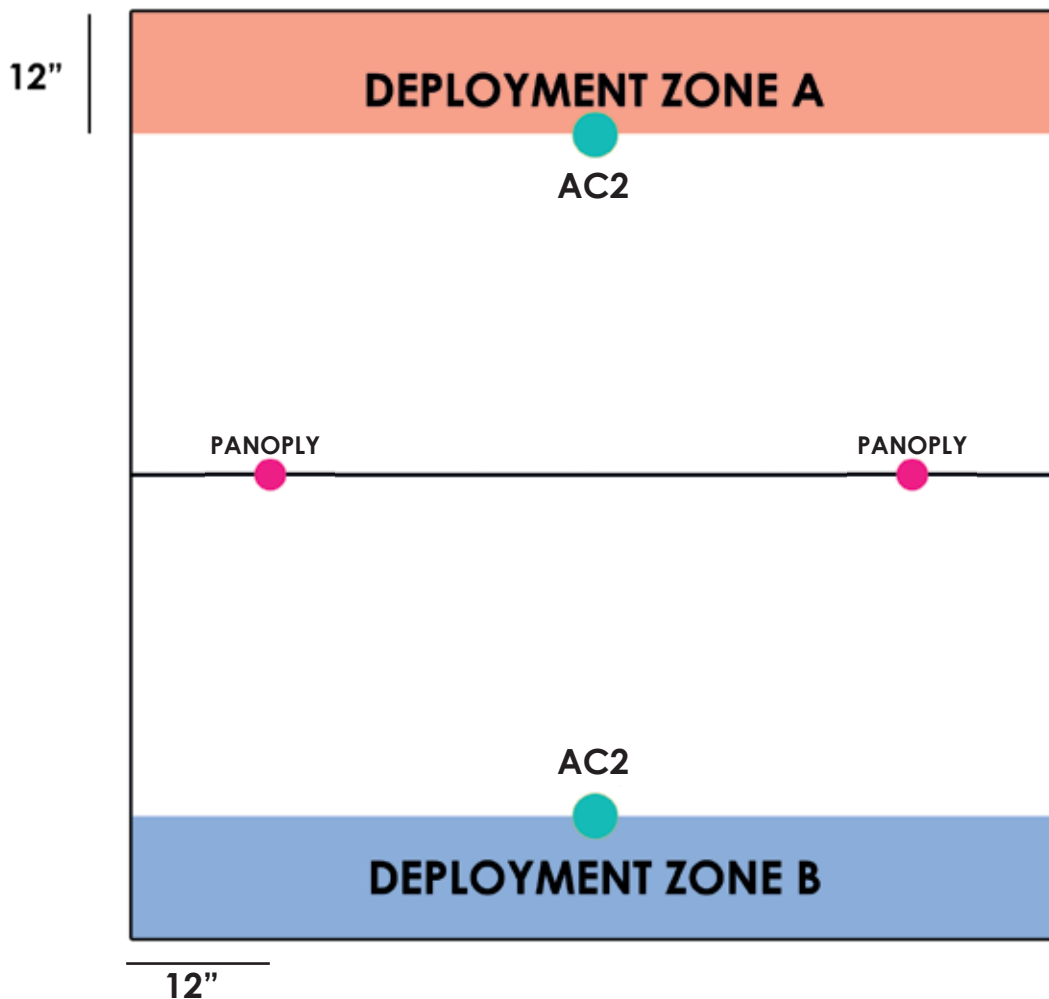
FRONTLINE

Table Configuration: A.

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

CLASSIFIED

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

DEPLOYMENT

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

SCENARIO SPECIAL RULES

SECTORS (ZO)

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

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

DOMINATE ZO

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

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

SHASVASTII

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

BAGGAGE

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

DATATRACKER

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

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

The *DataTracker* must be in a non-*Null* state to provide the extra Objective Point.

INTELCOM CARD (SUPPORT AND CONTROL)

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

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

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

END OF THE MISSION

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

DEPLOYMENT ZONE A

DEPLOYMENT ZONE B

8"

12"
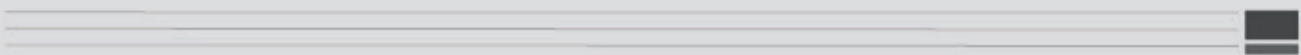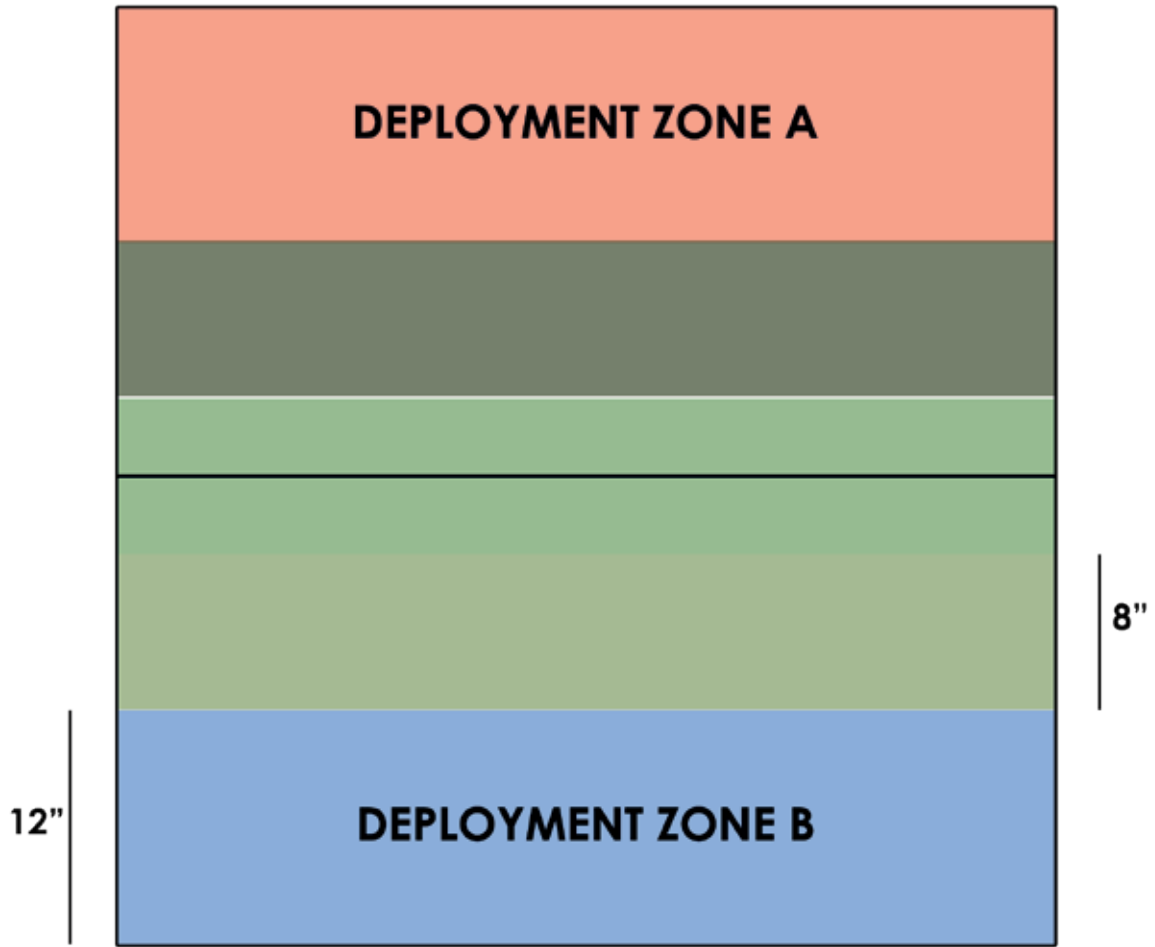
FIREFIGHT

Table Configuration: B.

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

MISSION OBJECTIVES

MAIN OBJECTIVES

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

CLASSIFIED

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

DEPLOYMENT

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

SCENARIO SPECIAL RULES

KILLING

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

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

NO QUARTER

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

DESIGNATED LANDING AREA

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

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

PANOPLIES

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

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

USE THE PANOPLIES (SHORT SKILL)

LABELS

Attack.

REQUIREMENTS

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

EFFECTS

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

SPECIALIST TROOPS

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

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

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

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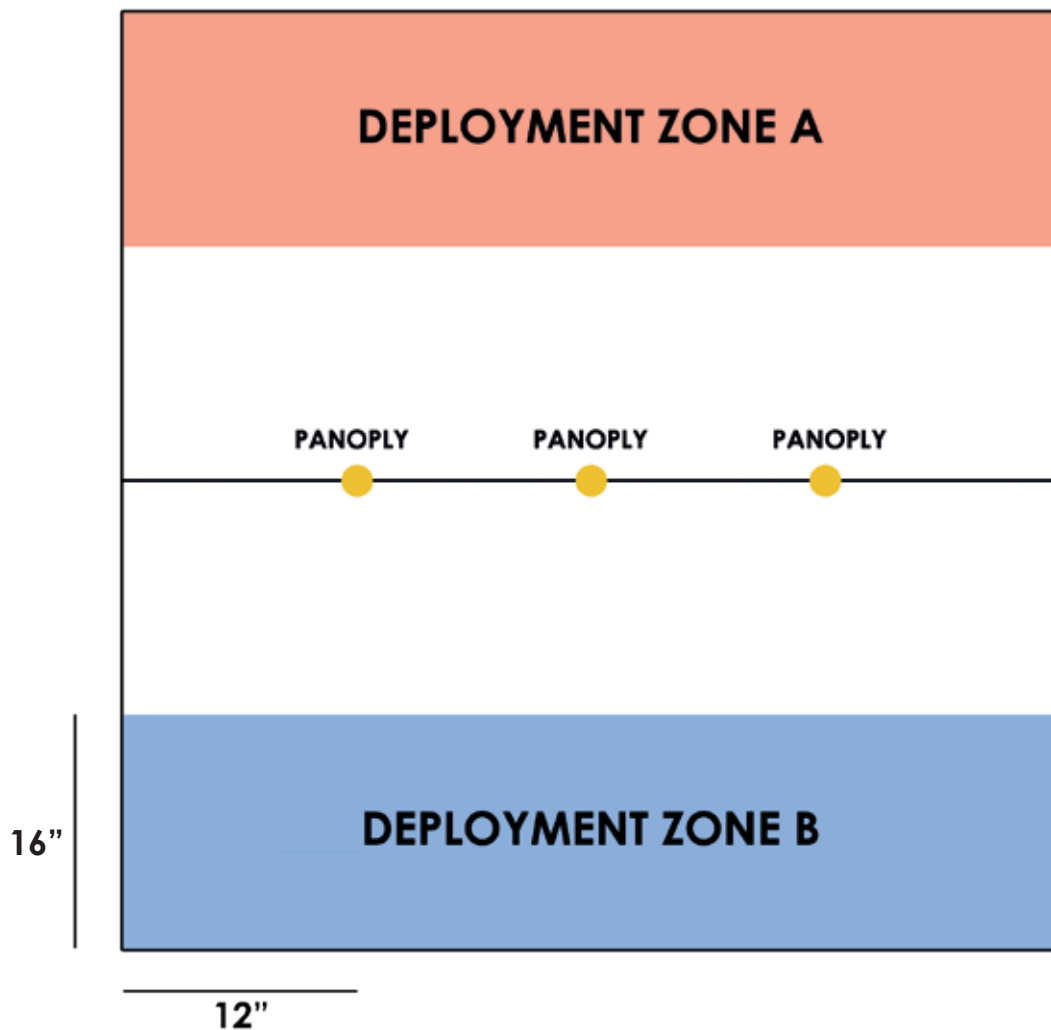
DATATRACKER

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

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

END OF THE MISSION

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

DEADLY DANCE

Table Configuration: I.

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

MISSION OBJECTIVES

MAIN OBJECTIVES

» *Dominate* the *Assigned Quadrants* at the end of each *Game Round.* (**1** *Objective Point*).

» *Have* a *Dominant TAG* in the *Assigned Quadrant* at the end of each *Game Round* (**1** *Objective Point*).

» *Dominate* **more** *Assigned Quadrants* than the adversary at the end of the Game (**1** *Objective Point*).

» *To kill the enemy* DataTracker (**2** *Objective Points*).

CLASSIFIED

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

DEPLOYMENT

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

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

SCENARIO SPECIAL RULES

QUADRANTS (ZO)

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

ASSIGNED QUADRANT

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

ASSIGNED QUADRANT TABLE	
QUADRANT 1	1-5
QUADRANT 2	6-10
QUADRANT 3	11-15
QUADRANT 4	16-20

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

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

DOMINATE ZO

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

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

SHASVASTII

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

BAGGAGE

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

DOMINANT TAG

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

ARMORED VANGUARD

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

CONSOLES

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

Human Consoles by Micro Art Studio, the Tech Consoles by Warsenal or the Comlink Console by Customeeple).

HACK COMMUNICATIONS

LABELS

Attack.

REQUIREMENTS

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

EFFECTS

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

SPECIALIST TROOPS

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

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

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

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

HACKER BONUS

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

DATATRACKER

At the end of the *Deployment Phase*, players must declare which troop from their Army List is the *DataTracker*. The trooper chosen must be always one of the models deployed on the game table. Players are not allowed to choose troopers in *Hidden Deployment* or in Marker state. This trooper must always be on the game table as a model

and not as a Marker (Camouflaged, TO, Holoecho…). Also, Irregular troops and those whose Troop Type is REM are not eligible to be *DataTrackers*.

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

KILLING

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

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

END OF THE MISSION

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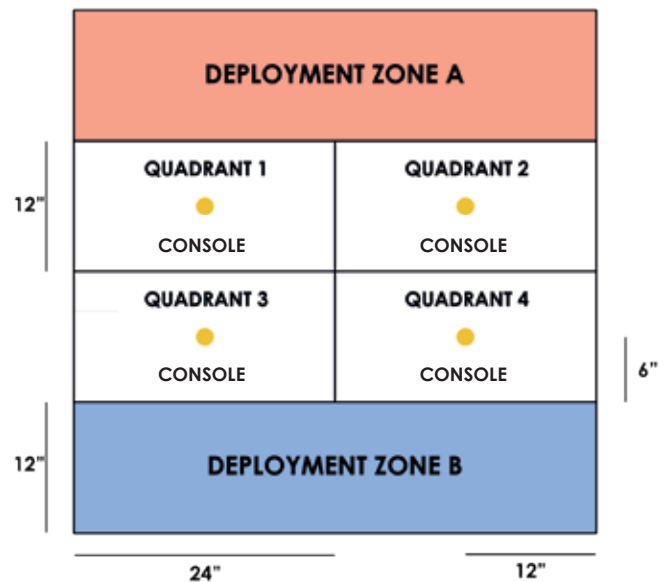
SUPREMACY

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 <u>*Scenery Structures*</u> 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 S*pecialist 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 TROOP* SPECIAL SKILL CAN ACCOMPLISH THE DIFFERENT TASKS THE *SPECIALIST TROOPS* PERFORM IN THIS MISSION.

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

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 who announces his decision to his adversary. The content of the card, whether the mission or the card numeric value, is considered *Private Information,* no matter which use the player has chosen for it.

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

DEPLOYMENT ZONE A

12"

QUADRANT 1 ● CONSOLE	QUADRANT 2 ● CONSOLE
QUADRANT 3 ● CONSOLE	QUADRANT 4 ● CONSOLE

6"

DEPLOYMENT ZONE B

12"

24"   12"
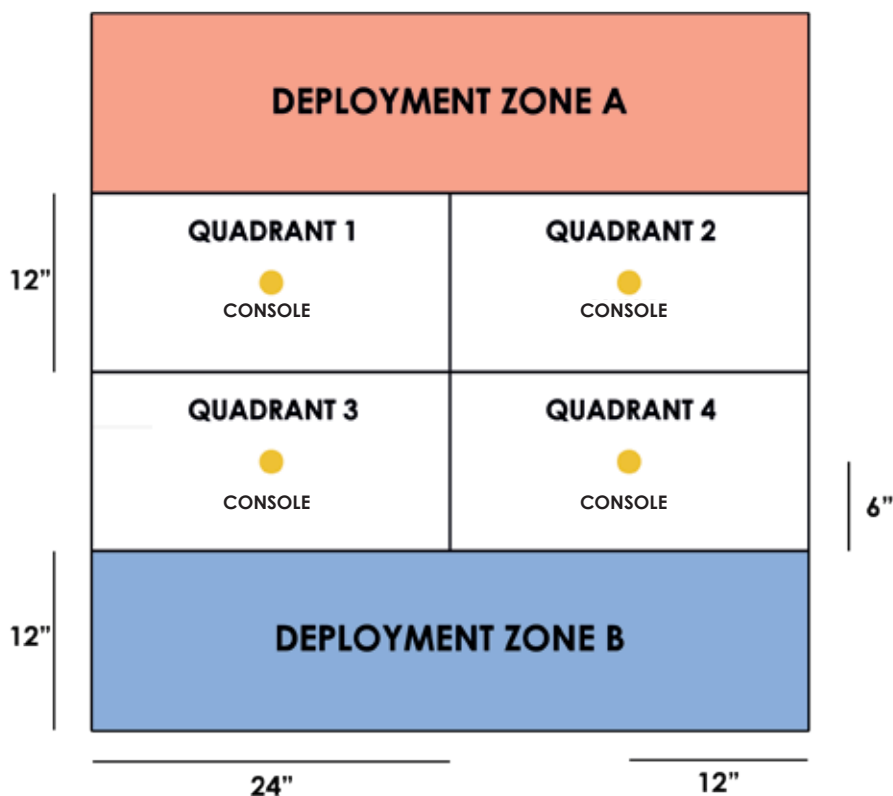
SAFE AREA

Table Configuration: I.

Special Rules: Sections (ZO), Dominate ZO, Consoles, Control Consoles, Specialist Troops, DataTracker, 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 *Section* is *Dominated* by the player).

» *Have* your *DataTracker* in a *Dominated Section* at the end of the game (1 *Objective Point*).

» *Dominate* **more** *Sections* than the adversary at the end of each the game (4 *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 Troop* **Special Skill can accomplish the different functions** *Specialist Troops* **have in this scenario.**

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

DATATRACKER

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

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

The *DataTracker* must be in a non-*Null* state to provide the extra Objective Point.

INTELCOM CARD
(SUPPORT AND CONTROL
/ INTERFERENCE)

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

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

SUPPORT AND CONTROL MODE

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

INTERFERENCE MODE

The player can use his *INTELCOM Card* applying the *Interference Mode*, to 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*.
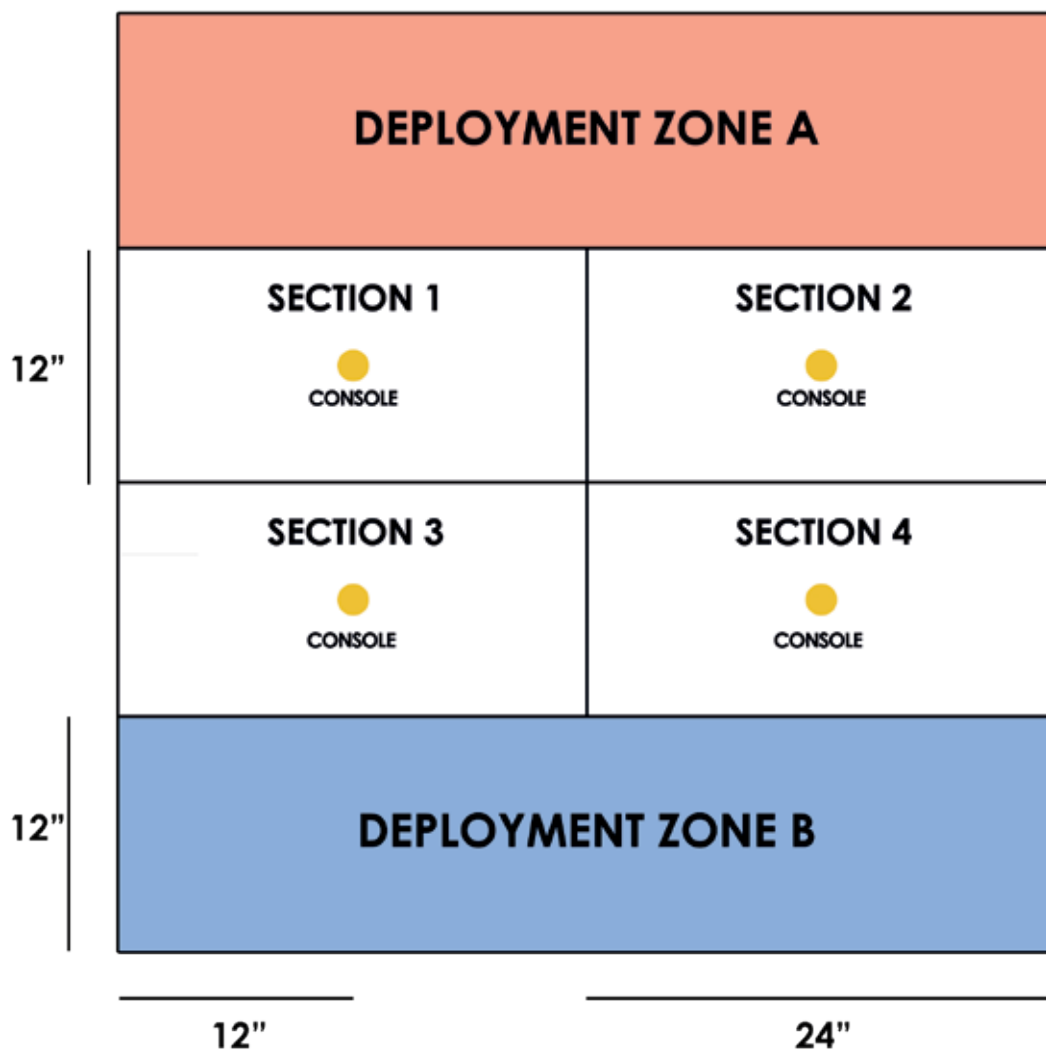
TRANSMISSION MATRIX

Table Configuration: J.

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

MISSION OBJECTIVES

MAIN OBJECTIVES

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

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

» *Kill* the *Designated Target* (1 *Objective Point*).

» *Kill* the *Designated Target* with your *DataTracker* (2 extra *Objective Points*).

CLASSIFIED

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

DEPLOYMENT

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

SCENARIO SPECIAL RULES

TRANSMISSION AREAS (ZO)

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

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

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

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

DOMINATE ZO

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

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

SHASVASTII

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

BAGGAGE

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

DATATRACKER

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

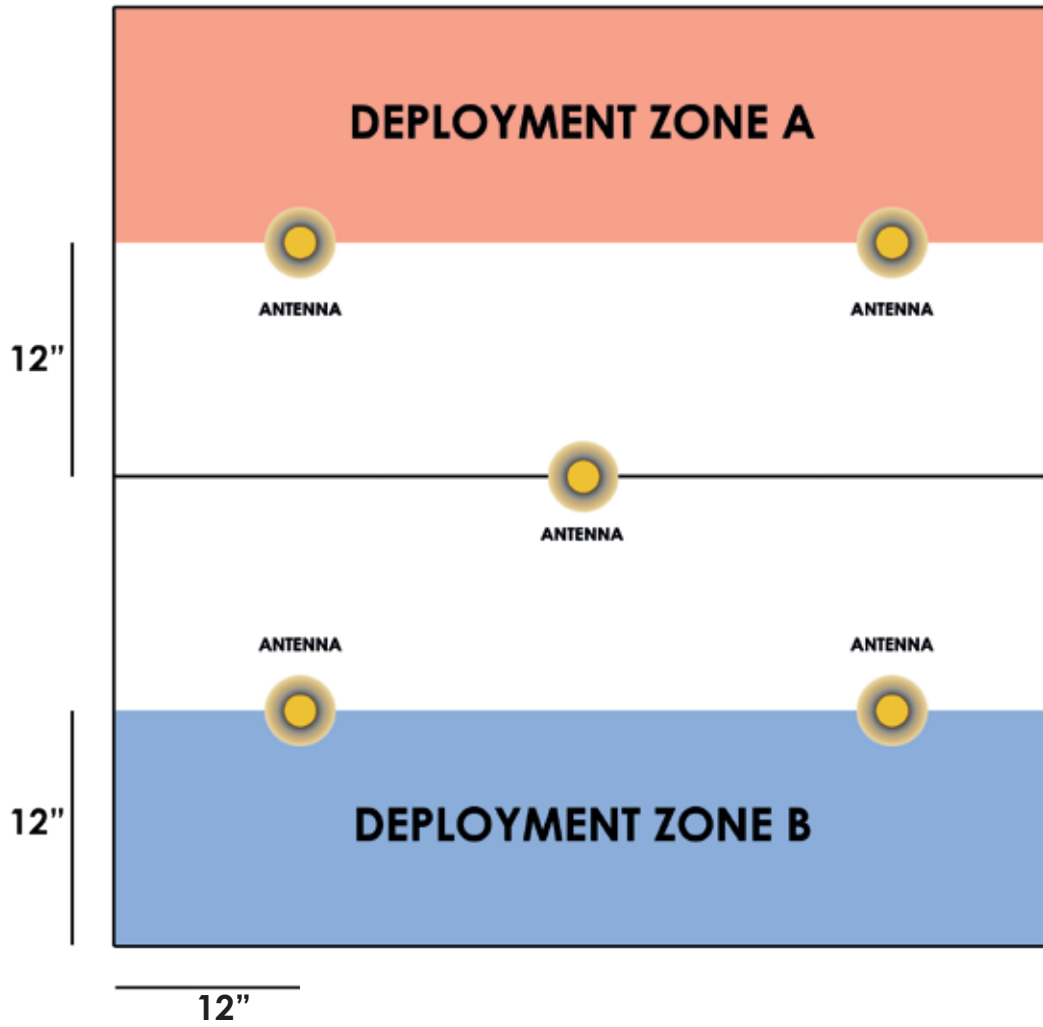The *DataTracker* is identified with a DataPack Marker (DATA PACK).

DESIGNATED TARGET

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

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

END OF THE MISSION

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

DEPLOYMENT ZONE A

ANTENNA

ANTENNA

12"

ANTENNA

ANTENNA

ANTENNA

12"

DEPLOYMENT ZONE B

12"

(DESIGNATED TARGET) HVT

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

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

POWER PACK

Table Configuration: D.

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

MISSION OBJECTIVES

MAIN OBJECTIVES

» To have *Activated* the same amount of *Antennas* as the adversary at the end of the game (2 *Objective Points*, but only if the player has *Activated* at least 1 *Antenna*).

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

» To *Control* the enemy *Console* at the end of the game (2 *Objective Points*).

» To *Control* the enemy *Console* with your *DataTracker* at the end of the game (2 extra *Objective Points*).

» To have prevented the enemy have *Connected* your *Console* at the end of the game (1 *Objective Point*).

CLASSIFIED

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

DEPLOYMENT

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

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

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

SCENARIO SPECIAL RULES

SATURATION ZONE

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

ANTENNAS

There are **3** *Antennas* placed in the central line of the table. One is in the center of the table, and the other two are 8 inches from the edge of the table. The *Antennas* must be represented by a Transmission Antenna Marker (TRANS. ANTENNA) or with a scenery piece of the same diameter (such as the Communications Array by Warsenal or the Sat Station Antenna by Customeeple).

ACTIVATE ANTENNA (SHORT SKILL)

LABELS

Attack.

REQUIREMENTS

» Only *Specialist Troops* can declare this Skill.

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

EFFECTS

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

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

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

OVERLOAD PREVENTION SYSTEM

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

CONSOLES

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

The *Consoles* must be represented by a Console A or B Marker (CONSOLE A or B) or with a scenery piece of the same diameter (Such as the Human Consoles by Micro Art Studio, the Tech Consoles by Warsenal or the Comlink Consoles by Customeeple).

CONNECT A CONSOLE (SHORT SKILL)

LABELS

Attack.

REQUIREMENTS

» Only *Specialist Troops* can declare this Skill.

» The *Specialist Troop* must be in base contact with the *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 trooper (as a figure, but not as a Marker) in base contact with it. So there cannot be enemy troopers in base contact with the *Console.* Models in a *Null* state cannot be counted for this.

CHAIN OF COMMAND BONUS

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

DATATRACKER

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

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

END OF THE MISSION

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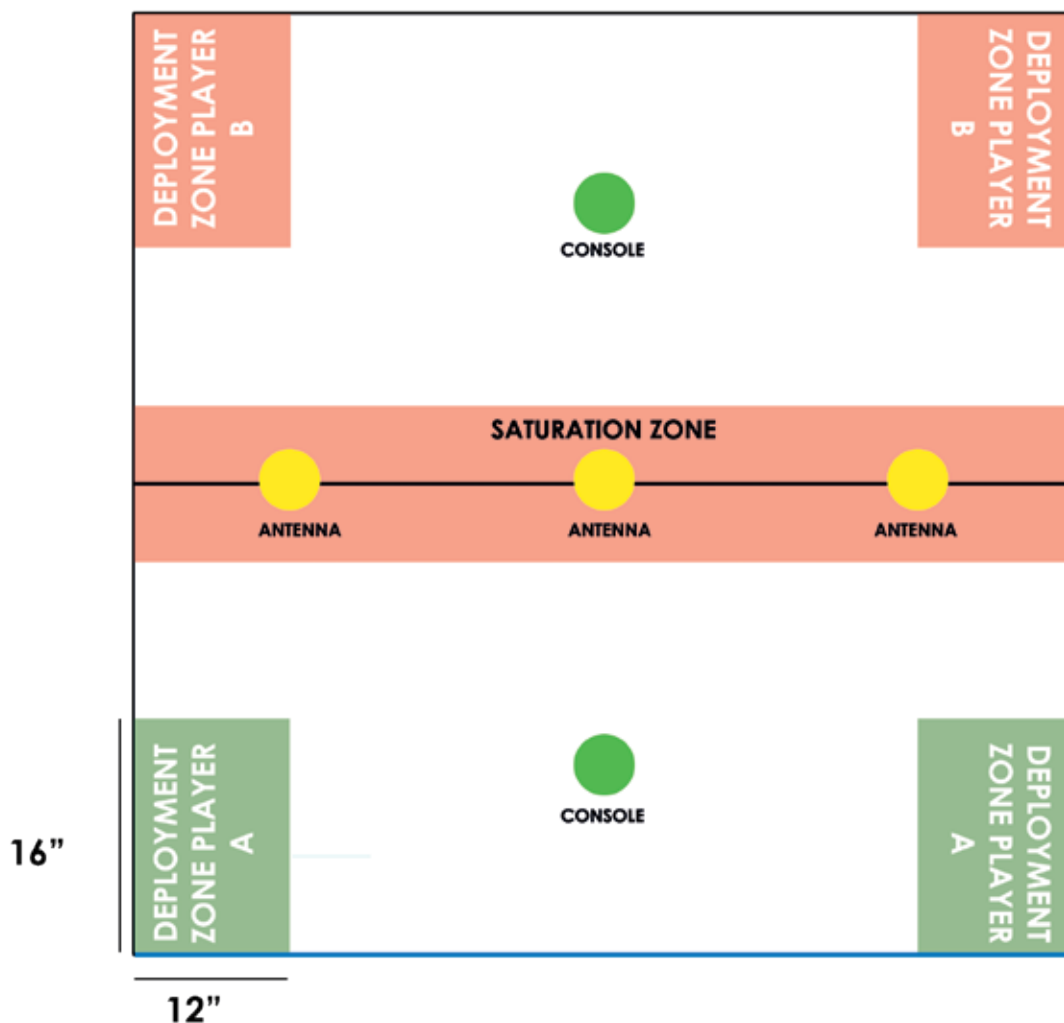
CAPTURE AND PROTECT

Table Configuration: D2.

Special Rules: Beacons, Pick up Beacons, Captured Enemy Beacon, DataTracker, HVT Not Used.

MISSION OBJECTIVES

MAIN OBJECTIVES

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

CLASSIFIED

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

DEPLOYMENT

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

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

SCENARIO SPECIAL RULES

BEACONS

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

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

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

PICK UP BEACON (SHORT SKILL)

LABELS

Attack.

REQUIREMENTS

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

EFFECTS

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

COMMON RULES OF BEACONS

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

CAPTURED ENEMY BEACON

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

DATATRACKER

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

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

HVT NOT USED

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

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*.
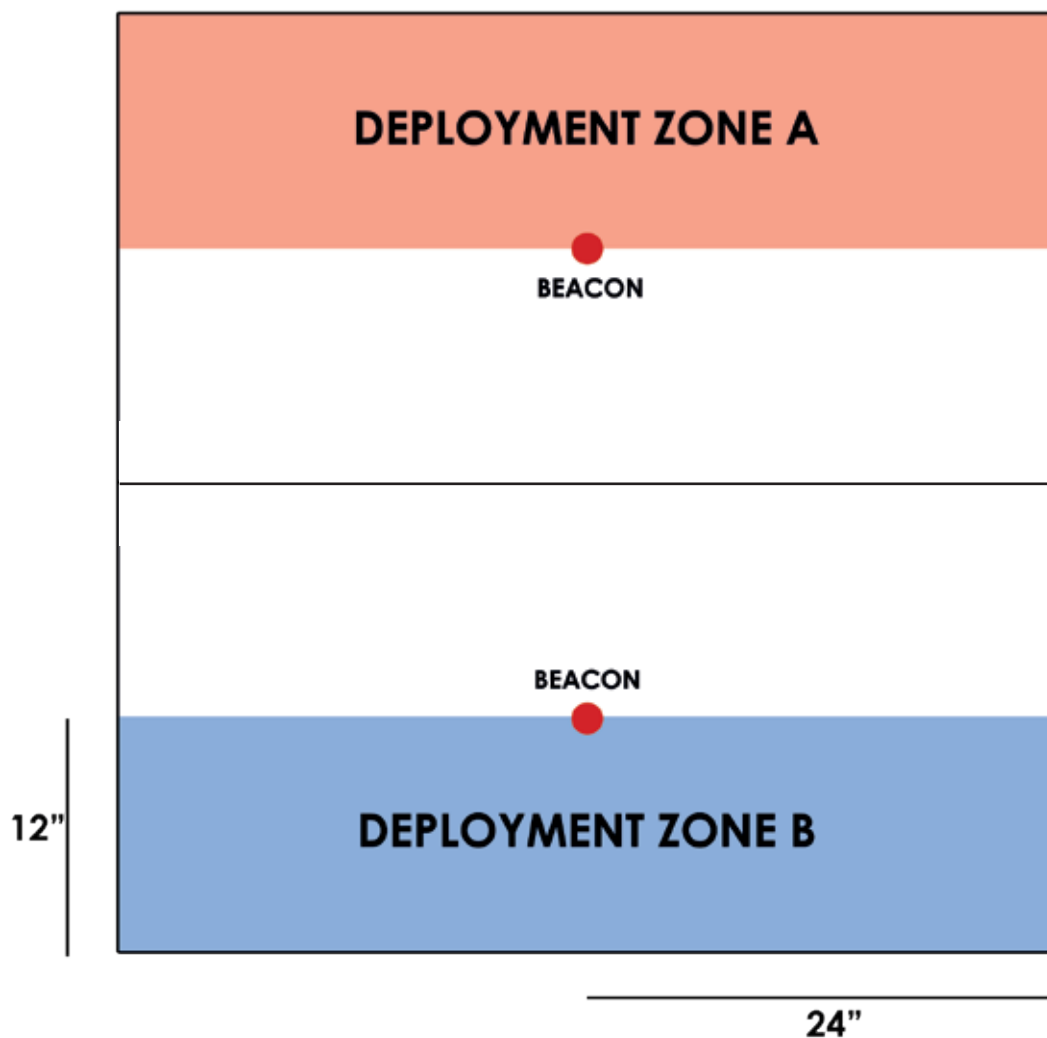
TIC-TAC-TOE

Table Configuration: N.

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

MISSION OBJECTIVES
MAIN OBJECTIVES

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

CLASSIFIED

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

DEPLOYMENT

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

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

SCENARIO SPECIAL RULES

Game table size: 48 x 48 inches.

THE ANTENNAS

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

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

CONNECT THE ANTENNAS (SHORT SKILL)
LABELS

Attack.

REQUIREMENTS

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

EFFECTS

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

SPECIALIST TROOPS

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

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

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

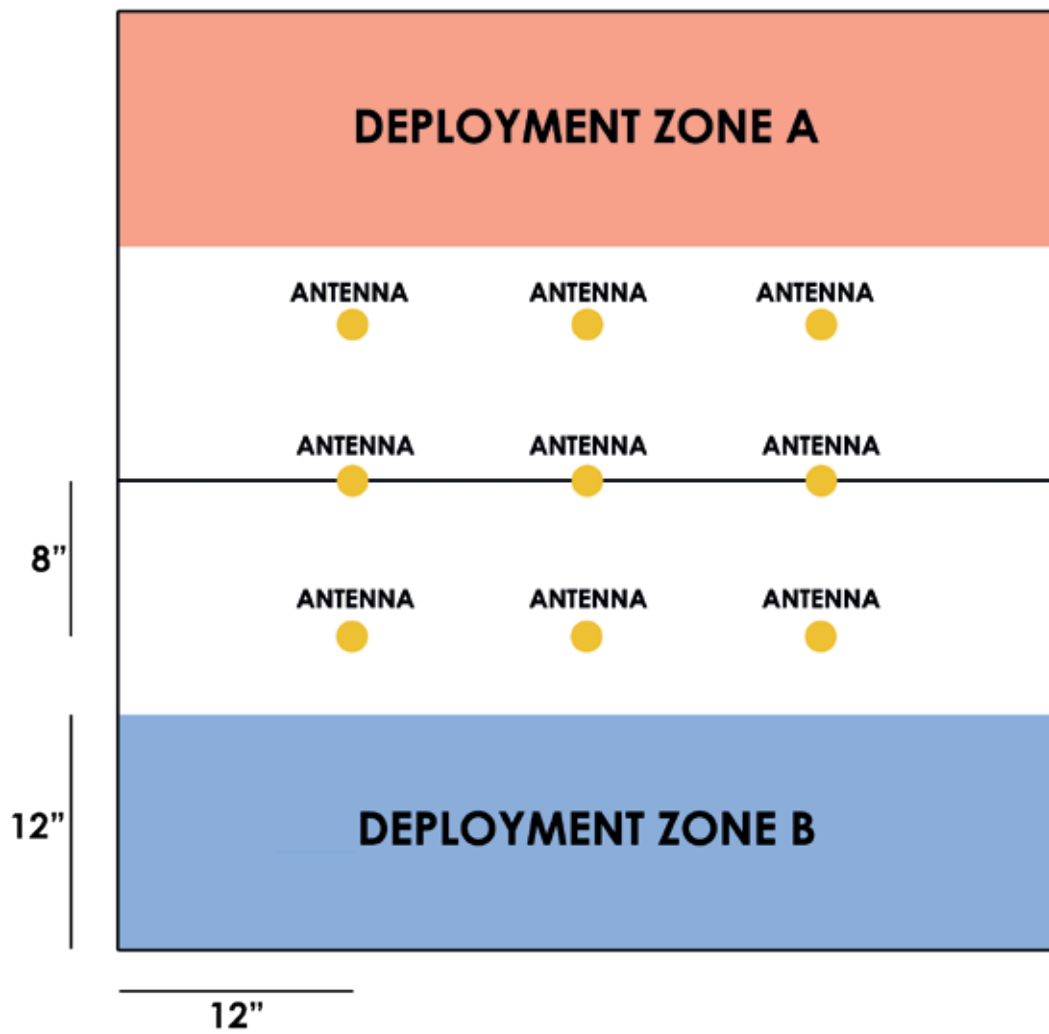A *Specialist Trooper* with a *Disabled* Marker can still accomplish the Objectives of this scenario.

EVO HACKING DEVICE BONUS

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

END OF THE MISSION

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

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

DEPLOYMENT ZONE A

ANTENNA　ANTENNA　ANTENNA

ANTENNA　ANTENNA　ANTENNA

8"

ANTENNA　ANTENNA　ANTENNA

DEPLOYMENT ZONE B

12"

12"

THE GRID

Table Configuration: N.

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

MISSION OBJECTIVES

MAIN OBJECTIVES

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

» To have more *Designated Antennas* than the adversary at the end of the game (3 Objective Points).

» To have *Destroyed* the same amount of Antennas as the adversary at the end of the game (2 Objective Points, but only if the player has *Destroyed* at least 1 *Antenna*).

» To have *Destroyed* more Antennas than the adversary at the end of the game (3 Objective Points).

» To kill the *Designated Target* (2 Objective Points).

» To kill the *Designated Target* with your *DataTracker* (2 extra Objective Points).

CLASSIFIED

There are no Classified Objectives.

DEPLOYMENT

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

It is not permitted to deploy in base contact with the A*ntennas*.

SCENARIO SPECIAL RULES

THICKET

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

THE GRID

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

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

DESIGNATE ANTENNAS (SHORT SKILL)

LABELS

Attack.

REQUIREMENTS

» Only *Specialist Troops* can declare this Skill.

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

EFFECTS

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

» The *Designate Antenna* Skill can be replaced by the **Forward Observer** Special Skill for troops that have it, applying their rules and requirements to obtain the same effect on this mission.

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

» Once an *Antenna* has been *Destroyed*, it cannot be *Destroyed* again by any player.

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

DESTROY ANTENNAS

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

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

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

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

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

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

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.

DATATRACKER

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

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

DESIGNATED TARGET

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

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

KILLING

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

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

CLASSIFIED DECK NOT USED

Players will not use the Classified Deck in this scenario.

END OF THE MISSION

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

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

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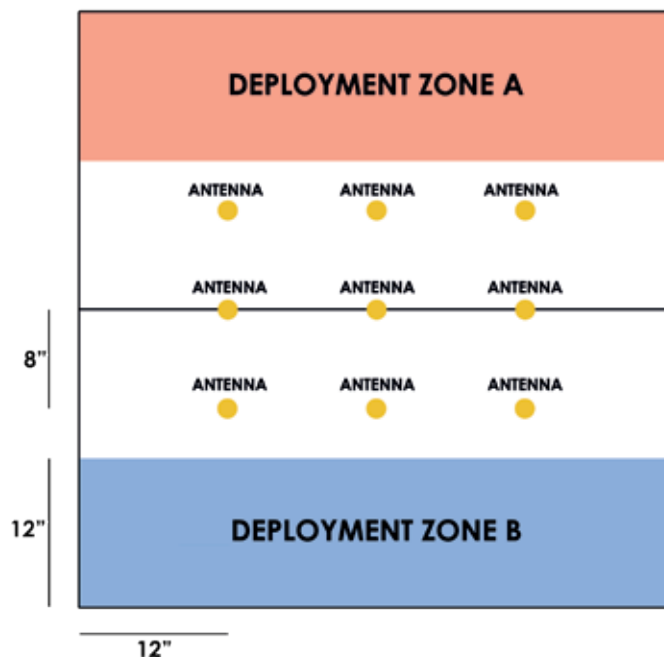
COMMS CENTER

Table Configuration: N.

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

MISSION OBJECTIVES

MAIN OBJECTIVES

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

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

» To kill more *Specialist Troops* than the adversary (2 *Objective Points*).

» To kill the *Designated Target* (1 *Objective Point*).

» To kill the *Designated Target* with your *DataTracker* (2 extra *Objective Points*).

CLASSIFIED

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

DEPLOYMENT

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

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.

DATATRACKER

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

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

DESIGNATED TARGET

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

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

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.*

ISC: (Designated Target) HVT

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

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

RESCUE

Table Configuration: A.

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

MISSION OBJECTIVES

MAIN OBJECTIVES

» Have more *Civilians* in *CivEvac* state in the *Exclusion Zone* than the adversary at the end of the game (1 **O**bjective *Point*).

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

» Have more *Civilians* in *CivEvac* state in the player's own *Dead Zone* than the adversary in his *Dead Zone* at the end of the game (3 *Objective Points*).

» Have more *Civilians* in *CivEvac* state in the player's own *Deployment Zone* than the adversary in his *Deployment Zone* at the end of the game (3 *Objective Points*).

» Have 1 *Civilian* in *CivEvac* state with the player's DataTracker in the player's own *Dead Zone* at the end of the game (1 *Objective Point maximun*).

» Have 1 *Civilian* in *CivEvac* state with the player's DataTracker in the player's own *Deployment Zone* at the end of the game (2 *Objective Points maximun*).

CLASSIFIED

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

DEPLOYMENT

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

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

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

EXCLUSION ZONE

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

DEAD ZONES

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

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

CIVILIANS

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

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

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

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

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

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

SPECIALIST TROOPS

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

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

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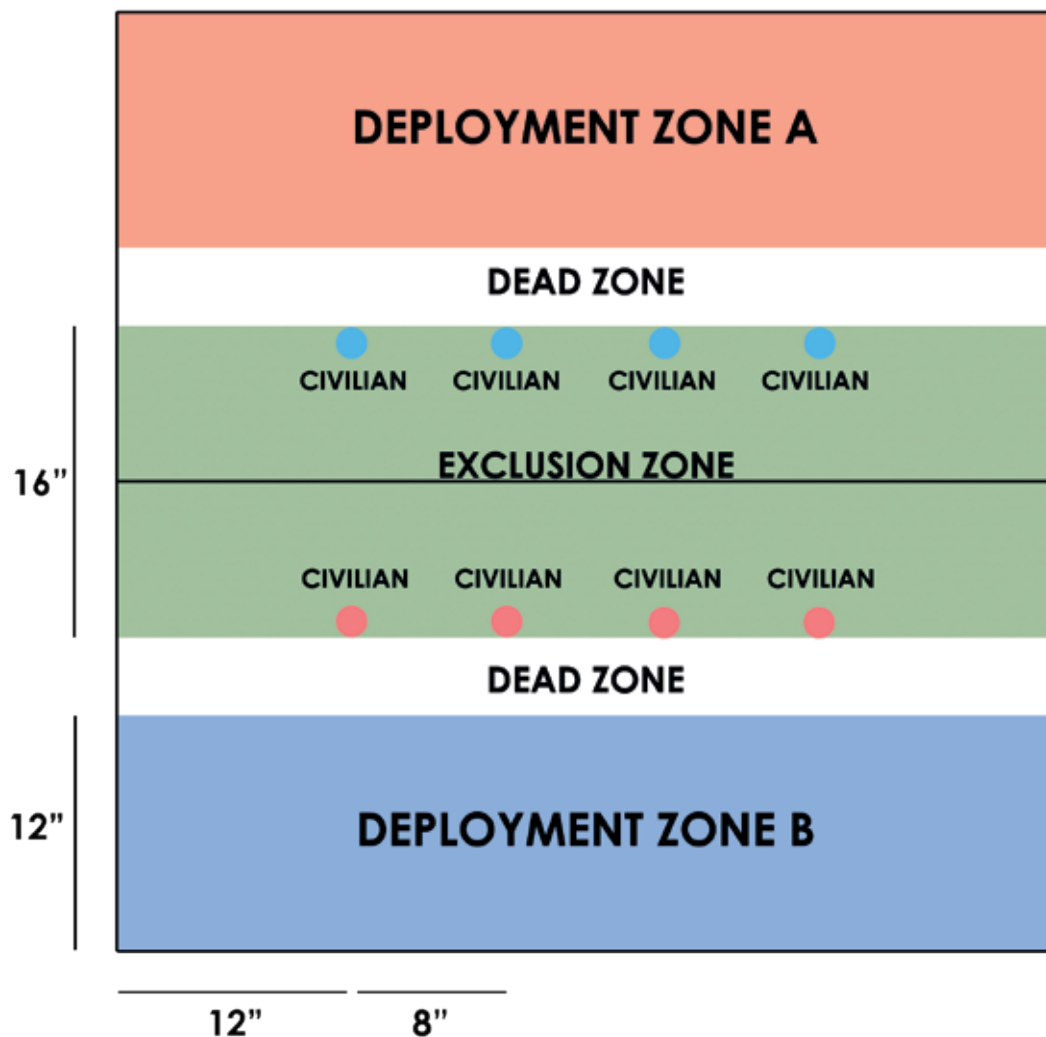
DATATRACKER

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

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

END OF THE MISSION

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

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

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*.

DEPLOYMENT ZONE A

12"

DEPLOYMENT ZONE B
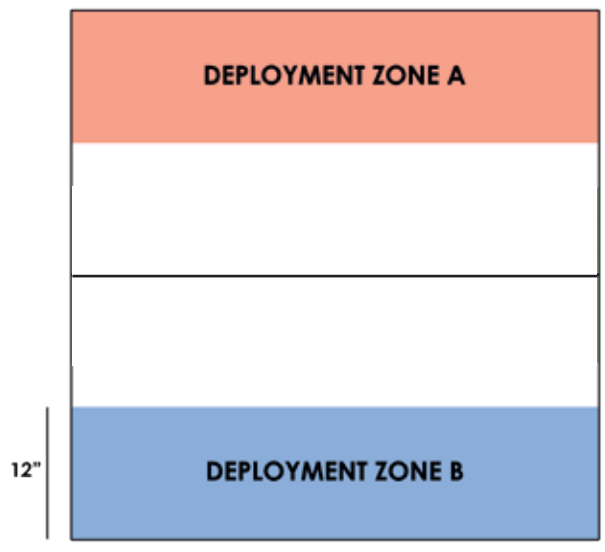
SUPPLIES

Table Configuration: B.

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

MISSION OBJECTIVES

MAIN OBJECTIVES

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

CLASSIFIED

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

DEPLOYMENT

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

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

SCENARIO SPECIAL RULES

TECH-COFFINS

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

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

SUPPLY BOXES

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

EXTRACT SUPPLY BOXES [SHORT SKILL]

LABELS

Attack.

REQUIREMENTS

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

EFFECTS

» Allows the *Specialist Troop* to make a Normal **WIP** Roll to *Extract the Supply Box,* with a succeed roll a SUPPLY BOX Marker must be placed besides it.
If the roll is failed, this can be repeated as many times as necessary, each time spending the corresponding Short Skill and making the roll.

» Once the roll is successful, the *Tech-Coffin* marker is removed from the game table.
If a scenery item is used instead of a Marker, then it can be kept on the game table but a Disabled (DIS) Marker must be placed besides it.

PICK UP SUPPLY BOXES [SHORT SKILL]

LABELS

Attack.

REQUIREMENTS

The troop should be in one of the following situations:

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

EFFECTS

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

COMMON RULES OF SUPPLY BOXES

» Each miniature can carry a maximum of **1** *Supply Box*. As exception, Troops possessing the *Baggage* Special Skill can carry up to **2** Supply Boxes.
» Only figures, and not Markers, (Camo, Impersonation, Holoechoes…) can carry the *Supply Boxes.*
» The *Supply Box* Marker must always be kept on the table, even if the miniature which is carrying it passes to a *Null* state.

CONTROLLING THE SUPPLY BOXES

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

SPECIALIST TROOPS

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

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

⤷ **Remember:**

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

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

DOCTOR AND PARAMEDIC BONUS

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

END OF THE MISSION

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

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

DEPLOYMENT ZONE A

TECH-COFFIN   TECH-COFFIN   TECH-COFFIN

DEPLOYMENT ZONE B

12"

12"
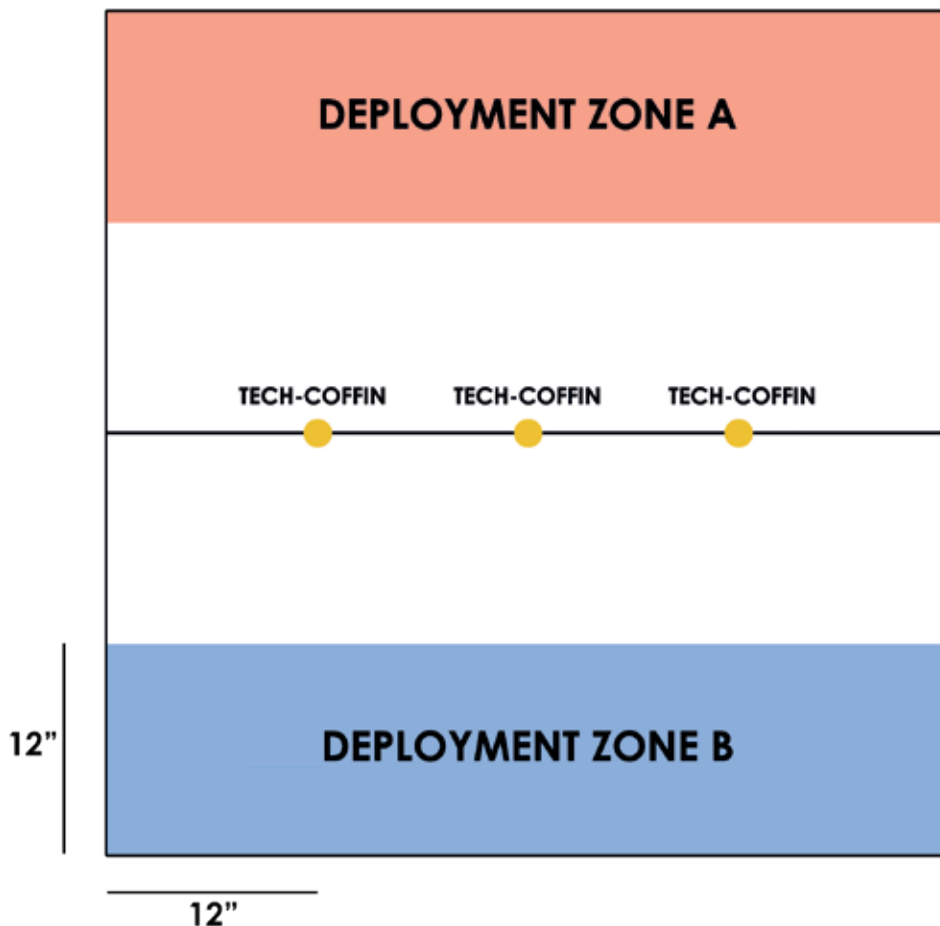
ACQUISITION

Table Configuration: B.

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

MISSION OBJECTIVES

MAIN OBJECTIVES

» For each *Activated Communication Antenna* at the end of the game (1 Objective Point).
» For each *Controlled Communication Antenna* at the end of the game (1 Objective Point).
» *Control the Tech-Coffin* at the end of the game (3 *Objective Points*).
» *Control the Tech-Coffin with the own DataTracker* at the end of the game (2 extra *Objective Points*).

CLASSIFIED

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

DEPLOYMENT

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

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

SCENARIO SPECIAL RULES

COMMUNICATION ANTENNAS

There are **2** *Communication Antennas* placed in the central line of the table, 12 inches from the edge of the table. Each *Communication Antenna* must be represented by a Transmission Antenna Marker (TRANS. ANTENNA) or with a scenery piece of the same diameter (Such as the Communications Array by Warsenal or the Sat Station Antenna by Customeeple).

ACTIVATE COMMUNICATION ANTENNA (SHORT SKILL)

LABELS

Attack.

REQUIREMENTS

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

EFFECTS

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

CONTROL THE COMMUNICATION ANTENNA

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

TECH-COFFIN

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

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

CONTROL THE TECH-COFFIN

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

SPECIALIST TROOPS

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

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

↳ **REMEMBER:**

TROOPS WITH THE *SPECIALIST OPERATIVE* SPECIAL SKILL CAN ACCOMPLISH THE DIFFERENT FUNCTIONS *SPECIALIST TROOPS* HAVE IN THIS SCENARIO.

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

ENGINEER AND HACKER BONUS

Troops possessing the *Engineer* or *Hacker* Special Skill have a **MOD of +3** to the WIP Rolls necessary to *Activate* a *Communication Antenna*.
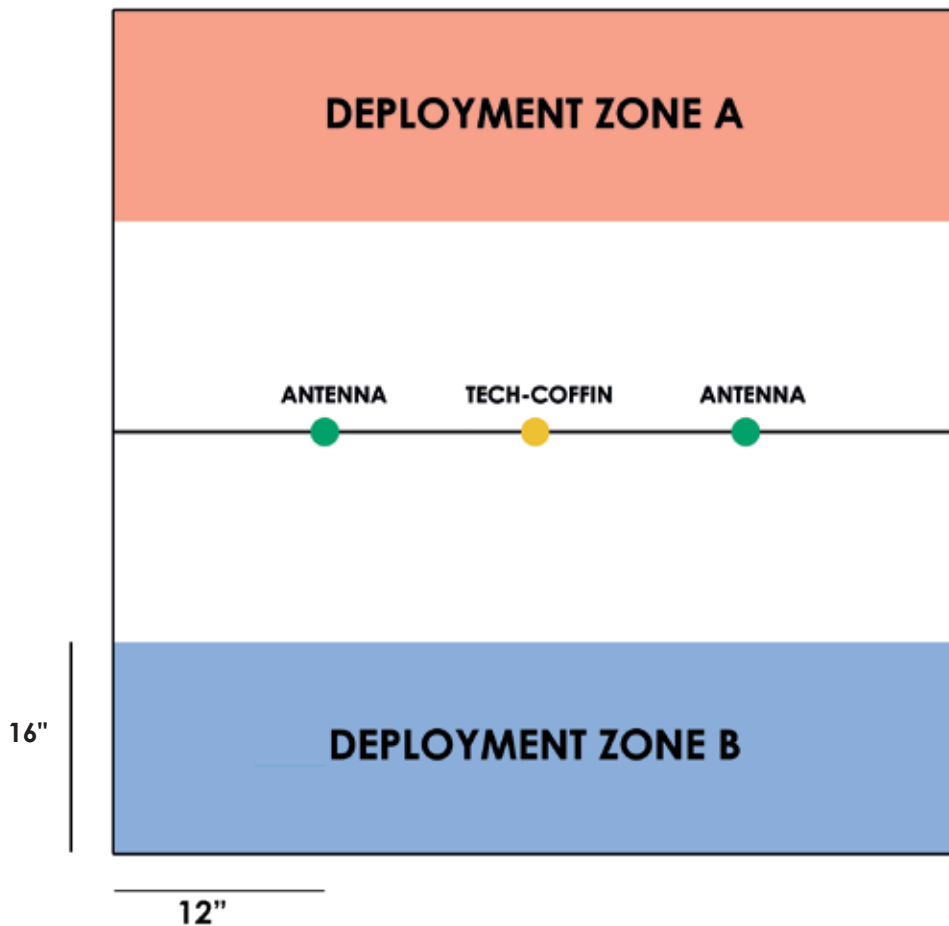
DATATRACKER

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

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

END OF THE MISSION

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

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

HUNTING PARTY

Table Configuration: B1.

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

MISSION OBJECTIVES

MAIN OBJECTIVES

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

CLASSIFIED

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

DEPLOYMENT

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

SCENARIO SPECIAL RULES

ANTENNAS

There are **2** *Antennas* on the central line of the game table, placed 12 inches from the edges of the table. Each *Antenna* must be represented by a Transmission Antenna Marker (TRANS. ANTENNA) or with a scenery piece of the same diameter (Such as the Communications Array by Warsenal or the Sat Station Antenna by Customeeple).

CONNECT ANTENNA (SHORT SKILL)

LABELS

Attack.

REQUIREMENTS

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

EFFECTS

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

HUNT DOWN OBJECTIVES

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

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

HUNTING MISSION

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

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

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

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

REINFORCED TACTICAL LINK (CAPTURE VERSION)

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

In this mission, the identity of the *Lieutenant* is always **Public Information**. The player must indicate which Marker is the Lieutenant if it is in a Marker state (Camouflaged, TO Camouflaged…) or which Markers are the Lieutenant in the case of a Holoprojector.

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

If the player lacks a *Lieutenant* during the *Tactical Phase* of their *Active Turn* because this trooper was not deployed or because it is in an *Isolated*, **Immobilized** (*IMM-1* or *IMM-2*),

or a *Null* state (*Unconscious, Dead, Sepsitorized…*), then the player must name a new *Lieutenant*, without Order expenditure. The identity of this new *Lieutenant* is also *Public Information*. It is compulsory such *Lieutenant* be a model or a Marker placed on the game table.

SPECIALIST TROOPS

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

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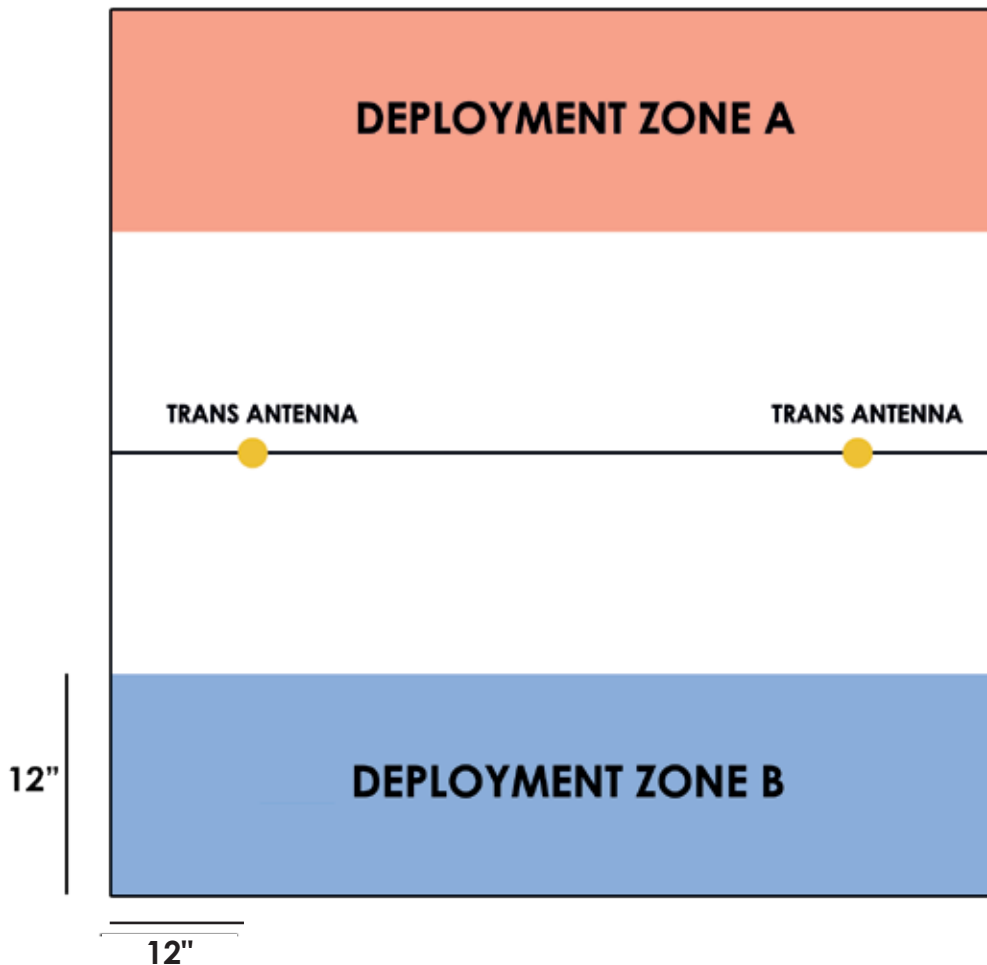
⤷ REMEMBER:

TROOPS WITH THE *SPECIALIST OPERATIVE* SPECIAL SKILL CAN ACCOMPLISH THE DIFFERENT FUNCTIONS *SPECIALIST TROOPS* HAVE IN THIS SCENARIO.

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

END OF THE MISSION

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

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

DEPLOYMENT ZONE A

TRANS ANTENNA   TRANS ANTENNA

12"

DEPLOYMENT ZONE B

12"

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

↺ **REMEMBER**

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

EXTRAS

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

ESCALATION LEAGUE

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

ITS RATING

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

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

REPORTING RESULTS

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

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

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

ITS ESCALATION LEAGUES: ROUND ONE

MISSION OBJECTIVES
MAIN OBJECTIVES

» Cause the enemy **between 30 and 50** Army Points in casualties (1 Objective Point).
» Cause the enemy **between 51 and 80** Army Points in casualties (3 Objective Point).
» Cause the enemy **more than 90** Army Points in casualties but less than their total value (5 Objective Points).
» Have **between 30 and 50** of your Army Points survive the encounter (1 Objective Point).
» Have **between 51 and 80** of your Army Points survive the encounter (3 Objective Points).
» Have **more than 90** of your Army Points survive the encounter (5 Objective Points).

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

FORCES

SIDE A: 100 points.

SIDE B: 100 points.

DEPLOYMENT

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

SCENARIO SPECIAL RULES
TRAINING MISSION

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

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

END OF THE MISSION

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

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

ITS ESCALATION LEAGUES: ROUND TWO

MISSION OBJECTIVES

MAIN OBJECTIVES

» Cause the enemy **between 30 and 60** Army Points in casualties (1 Objective Point).
» Cause the enemy **between 61 and 90** Army Points in casualties (3 Objective Point).
» Cause the enemy **more than 90** Army Points in casualties but less than their total value (5 Objective Points).
» Have **between 30 and 60** of your Army Points survive the encounter (1 Objective Point).
» Have **between 51 and 60** of your Army Points survive the encounter (3 Objective Points).
» Have **more than 90** of your Army Points survive the encounter (5 Objective Points).

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

FORCES

SIDE A: 120 points.

SIDE B: 120 points.

DEPLOYMENT

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

SCENARIO SPECIAL RULES

TRAINING MISSION

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

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

END OF THE MISSION

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

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

ITS ESCALATION LEAGUES: ROUND THREE

MISSION OBJECTIVES

MAIN OBJECTIVES

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

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

FORCES

SIDE A: 150 points.

SIDE B: 150 points.

DEPLOYMENT

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

SCENARIO SPECIAL RULES

TRAINING MISSION

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

END OF THE MISSION

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

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

ITS ESCALATION LEAGUES:

ROUND FOUR

MISSION OBJECTIVES

MAIN OBJECTIVES

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

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

CLASSIFIED

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

FORCES

SIDE A: 200 points.

SIDE B: 200 points.

DEPLOYMENT

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

END OF THE MISSION

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

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

ITS ESCALATION LEAGUES:

ROUND FIVE

MISSION OBJECTIVES

MAIN OBJECTIVES

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

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

CLASSIFIED

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

FORCES

SIDE A: 250 points.

SIDE B: 250 points.

DEPLOYMENT

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

SCENARIO SPECIAL RULES

SPEC-OPS

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

END OF THE MISSION

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

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

ITS ESCALATION LEAGUES: ROUND SIX

MISSION OBJECTIVES

MAIN OBJECTIVES

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

CLASSIFIED

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

FORCES

Side A: 300 points

Side B: 300 points

DEPLOYMENT

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

Troops cannot be deployed in base contact with an Antenna.

SCENARIO SPECIAL RULES

CAPTURING THE ANTENNAS

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

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

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

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

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

SPECIALIST TROOPS

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

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

↳ **Remember:**

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

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

END OF THE MISSION

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

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