ITS SEASON 15

V. 15.1

INNERMOST UNSTABLE ORBIT

ACCRETION SHAPE

NEW ORDER

PHOTONS SHAPES

SINGULARITY

CORVUS BELLI
INFINITY

ITS SEASON 15

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A NEW ORDER

We call it peace when it is actually just a ceasefire. Not the same thing by a long shot. It may look like a similar situation, but it is not. What we signed with the Ur Hegemony and its Combined Army was an armistice, not a peace treaty. And we must not forget that fact.

The EI realized that, despite its overwhelming power, despite having succeeded in breaching the Cerberus Blockade and Concilium Prima's orbital defenses, and despite having deployed Capital ships over its major cities, we would never surrender the planet without putting up a fight. A pointless and foolish battle that could only end in our defeat, but which would also deny the EI the chance to take possession of the T'zechi Digester and its probes before the quantum anomalies they were creating caused the total destruction of the planet.

So, the EI offered us the only thing that would make us stop in our tracks and seriously assess the danger that threatened Concilium Prima and all its citizens: an armistice, instead of the bullet in the head that we were all expecting. But an armistice is not real peace, it is a cold war, a covert, underhand, cloaked conflict, which cannot escalate until the situation on the planet is stable or some side is in a position to take control of the Digester.

Meanwhile, humanity is leashed by the EI, for we depend on its quantum containment technology to keep Concilium Prima's Quantum Anomaly Zones (QAZs) in check and prevent them from tearing the planet apart from its core. As a result, the EI has been granted control and sovereignty over the territories it has conquered on Concilium Prima (a good part of Helheim and Durgama), Paradiso (the territories it seized during the Third Offensive), and Dawn (the northeastern half of Novyy Cimmeria).

Thus, humanity is now trapped in a perpetual status quo, a never-changing situation, like flies in a block of amber, and any move must be made surreptitiously and in secret.

All the powers in the Human Sphere have shown their commitment towards Concilium Prima by helping the civilian population, and thus gain prestige and influence in O-12. But they have also done so in order to occupy territory around the QAZs and thus be able to study them and deploy salvage and rescue teams inside them. These patrols might find valuable information and artifacts, or even a probe or the T'zechi Digester itself, as long as they survive the hazards of these areas. These dangers go from harsh environmental conditions, even alien ones in many cases, vicious monsters of all sizes, including some colossal ones, and other patrols of all the rivaling powers, particularly those of the Combined Army, the most dangerous of them all.

However, we must not forget the situation of all the other hot spots in the Human Sphere. No human power is pleased with what has happened on Paradiso, except, perhaps, Ariadna, since it has very little interest in that planet where it has no piece of the pie. All the rest want to reclaim their territories, but also to rescue the population trapped in the occupied areas, which is why border skirmishes are a constant occurrence, even on the part of the Combined Army, because it is already preparing for the event that the armistice goes up in flames. This situation is similar to that on Dawn, where Yu Jing, the Greater Independent Japan, and Ariadna are claiming ownership of half of the land of the island continent of Novyy Cimmeria that they all allege has been vilely snatched away from them by the Combined Army. And to complicate things further, the remaining powers have also set their sights on this region, so rich in strategic neomaterials.

And then, there is also the arrest warrant that allows the use of deadly force against Spiral Corps for crimes against humanity as the instigator of the Concilium Prima disaster.

Thus, the current setting is far from being one of peace, or even a real ceasefire, since shots are still being fired, even if quietly and in the dark. The current situation is more like a poker game, one where everyone is pointing guns at each other under the table. A game we are still likely to lose if we forget that the danger of Concilium Prima being destroyed is very real, and that, even if now it is convenient to work together, the EI is still the enemy.

Colonel Mariëtte Wijnkoop from Bureau Aegis, in a closed session before the O-12 Security Council. Clearance level required: Alpha.

ITS: BASIC RULES

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

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

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

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

EVENT PARTICIPANTS

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

- Miniatures.
- Tape measure.
- Templates and markers.
- Dice.
- Operations 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 180° Line of Fire arc by means of distinct painted markings on its base or the appropriate markers (such as Corvus Belli's new bases, Customeeple's Line of Sight Markers or Antenociti's Workshop's Visual Arc Markers).

PAINTING

Unless otherwise specified by the rules of the event, figures do not need to be painted. But it is recommended to enjoy the experience of hobby to the maximum.

PROXIES

Under no circumstances can miniatures from other brands or manufacturers be used as proxies. The use of other Corvus Belli miniatures is allowed; however, players must inform their adversary which Trooper is being represented. The figure must use the same size base as the Trooper being represented.

CONVERTED FIGURES

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

ARMY LISTS

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

All participating Players must use the Infinity Army web app or mobile app (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.infinitytheuniverse.com/) and on the official Infinity Army builder (www. infinitytheuniverse.com/army).

All game rules, FAQs, 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://otm.corvusbelli.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:

TOURNA-MENT TYPE	400/350-TIER	300/250-TIER	200/150-TIER
Tournament or league	K+15%	K=32	K-15%
One Shot	K=4	K=4	K=4

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

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

■ Unlocking the Quantronic Crown achievement in the player's profile.

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 next season Interplanetario Tournament.
■ The current ITS Season exclusive miniature, painted by the Corvus Belli team.
■ An official current 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	
Victory	4	Earning more Objective Points than the opponent.
Tie	2	Earning as many Objective Points as the opponent.
Defeat	0	Earning fewer Objective Points than the opponent.
Offensive Bonus	+1	Earning 5 or more Objective Points. This Tournament Point is added to the obtained result.
Defensive Bonus	+1	Losing by 2 or less Objective Points. This Tournament Point is added to the obtained result

EXAMPLE 1
Player A scored 4 Objective Points during this Tournament Round, while her opponent, Player B, scored 1 Objective Points. The outcome of the game was a Victory for Player A (4 Tournament Points) and a Defeat for Player B (0 Tournament Points).

EXAMPLE 2
Player A earned 7 Objective Points and Player B earned 6 Objective Points. Player A is the winner of this match and will obtain 4 Tournament Points for the Victory +1 for the Offensive Bonus = 5 Tournament Points. Player B obtains nothing for the Defeat, but adds 2 Tournament Points for the Offensive Bonus and the Defensive Bonus.

If both players tie on Tournament Points, determine the winner by comparing each player's Objective Points. If there is still a tie, break it by comparing each player's Victory Points, that is, their Surviving Army Points.

FINAL SCORES

nce 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 total Objective Points.

If both their Tournament Points and Objective Points scores are equal, players are ranked according to their total Victory Points. If this fails to break the tie, players are ranked according to the total of the Objective Points achieved by 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 total Objective Point scores. If the tie persists, compare the players' total Victory Points and, if this fails to break the tie, the total Objective Points achieved by 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 4 Tournament Points), 0 Objective Points and 0 Victory Points for that Round.

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

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

When players take a bye, they must make a note of it in their Tournament Control Sheet. Once the last Tournament Round ends, players who were given a bye follow these steps:

■ Add up all Objective Points the player earned during the tournament.
■ Multiply the result by the number of Tournament Rounds of the tournament.
■ Divide the result by the number of Tournament Rounds played (one less than the total Tournament Rounds of the tournament) and then round up.
■ The end result is their final Objective Points score. In the event of a tie, repeat the process with the player's Victory Points.

ARMY LISTS

Each player submits two Army Lists to the Online Tournament Manager (OTM), both from a single Generic or Sectorial Army.

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

Each player must bring two printed copies of each of their Complete Army Lists – the lists that contain all of the army's information, Open and Private – and give one to the Organizer before the first Tournament Round begins. Additionally, every player must carry a printed copy of each Courtesy Army List. This version contains only the list's Open Information so it can be shown to his adversaries upon request , but always after finishing the Deployment Phase.

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 number of Army Points players can use to build their armies.

- 400/350-Tier: 400 Army Points and 8 SWC, or 350 Army Points and 7 SWC.
- 300/250-Tier: 300 Army Points and 6 SWC, or 250 Army Points and 5 SWC.
- 200/150-Tier: 200 Army Points and 4 SWC, or 150 Army Points and 3 SWC.

The Organizer must make the Tournament Tier and the Army Points known when the event is first announced so players can take that into account when building their Army Lists

SCENARIOS

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

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

DIAMETER OF ITS TOKENS

To make the work of an Organizer easier when preparing an ITS Tournament, this chart contains the diameters of all the Tokens that are used in the different missions.

TOKEN	DIAMETER
Trans. Antenna	40mm
Tech-Coffin	40mm
Console	40mm
Objective	40mm
Supply Box	25mm
Beacon	25mm
Player A o B	25mm
Data Pack	25mm
Defensive Turret	25mm
CivEvac	25mm
DropPod	40mm

SPECIALIST TROOPS

Only Hackers, Doctors, Engineers, Forward Observers, Paramedics, and Troopers possessing the Chain of Command or the Specialist Operative Special Skill are considered Specialist Troops.

INFINITY TABLES

You can set up an Infinity table any way you like, there are many ways to do this and, as a player or tournament organizer, you should not be afraid to try different things, because there is not a single perfect way of doing it. The table setup will allow players to come up with their different strategies, which will make each game a unique experience.

However, those organizers who are planning their first tournaments will find here some tips from the community on how to set up Infinity tables.

DENSITY OF TERRAIN

There is no minimum or maximum number of scenery elements that a gaming table must include. The key point is to strike a good balance in the amount of scenery used. It is best to avoid having wide open spaces without cover because moving around will be too hard, as well as to avoid layouts that are too densely packed with terrain and might keep troops with long-range weapons from getting a chance to shine.

Many tournament organizers recommend using nine large scenery elements, four to five mid-sized ones, and a good number of smaller elements that will provide cover and allow your troops to move around more safely.

However, the best way to learn how many terrain pieces you need for an Infinity game is by setting up lots of gaming tables. Experience and players' comments will become your reference for adapting to each game the amount of scenery you need.

EXAMPLE WITH A COUPLE OF TABLE LAYOUTS

TERRAIN LAYOUT

You can find a guide to setting up Infinity gaming tables on page 138 of the N4 rulebook. However, here you will find a few additional tips that can be useful when you are organizing a tournament.

When setting up a gaming table, you can mentally divide it into quadrants, which will make it easier to distribute the scenery pieces more evenly and avoid having areas of the table where there is no cover for the troops.

It is important to check lines of fire, even along the edges of the table, as well as to try to avoid a layout of the terrain that would allow a sniper to control the entire table or a paratrooper to take the entire back edge of a Deployment Zone.

There is one important point that should not be overlooked: gaming tables can also be asymmetrical! This way, choosing your Deployment Zone at the beginning of the game takes on new importance. When this type of layout is used, both zones should be made interesting in different ways. For instance, one zone could have more elements for cover, while the other one could have wider open spaces, but offer some high vantage points.

You must make sure that all mission objectives cannot be controlled from a single point on the table. And of course, don't be shy about placing them on top of a scenery element: that is what Movement Skills are for!

THEMATIC TABLES

Anything can be used to set up an Infinity table! From a simple shoebox to an amazing building made by an official partner. As long as there is a good amount of cover so that the game does not become a mere shootout, it will be more than enough. But a table that looks good and "tells a story" will make for a much better gaming experience. It is not the same thing to infiltrate a secret facility located inside a futuristic building to steal some precious high-tech as to capture an important HVT who is just hiding between some cookie boxes.

A thematic table may also allow players to take advantage of terrain rules and give troops with those skills a chance to stand out.

In a nutshell, taking into account the different skills of the troops when setting up the table will make for epic and memorable moments in each game.

SEASON 15

During this season the following rules are applied:

CIVILIANS IN INFINITY

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

However, sometimes the objectives of the mission can include civilians. In these situations, Troopers can interact with non-combatant personnel, performing what is called a CivEvac.

The rules of engagement however prevent causing harm to civilians.

EFFECTS

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

Important
Being in Silhouette contact with a Civilian does not activate Engaged State.

ISC: CIVILIAN

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
--	6	5	10	11	--	--	--	2	--

CIVILIAN BS Weapon : --- ; CC Weapon: --- ; SWC: --- ; C: ---

CIVEVAC

This Common Skill allows a Model to control a Civilian in game.

CIVEVAC

SHORT MOVEMENT SKILL

Optional.

REQUIREMENTS

- Only Models, and not Markers (Camouflage, for example) can perform this Common Skill. Any Marker which declares CivEvac is automatically revealed.
- Troopers must be in or reach Silhouette contact with the targeted Civilian.
- The targeted Civilian cannot be in Silhouette contact with an enemy Model, and cannot have a CivEvac Token.
- A Trooper cannot declare this Common Skill if any of the following is true:
  - It is already CivEvacing two Civilians.
  - It possesses the Impetuous Special Skill, or has gained it via the Frenzy Special Skill, or other game circumstance.
  - It possesses the Peripheral Special Skill.
  - Its Troop Type is REM.
  - It is performing a Coordinated Order or is part of a Fireteam.

EFFECTS

- If the Trooper successfully passes a WIP+3 Roll, a Trooper can CivEvac the Civilian, placing a CivEvac Token by the Civilian to indicate this.
- If the roll is failed, this can be repeated as many times as necessary, each time spending the corresponding Short Skill and making the roll.
- The CivEvaced Civilian always remains in Silhouette contact with the Trooper which is CivEvacing it.
  - At the end of the Trooper's movement, place the Civilian in Silhouette contact with them. The Trooper must end their movement in a position where the Civilian can be placed in Silhouette contact.
- The maximum number of Civilians a Trooper can have CivEvaced with them is two.
- The Civilian must always be kept on the table, even if the Trooper which is CivEvacing it enters a Null State.
- In the following situations the CivEvac is automatically cancelled at the d of the Order, removing the CivEvac Token:
  - The Trooper that is CivEvacing the Civilian enters the Isolated State, any Null or Immobilized State, or any other State that indicates so.
  - The Trooper that is CivEvacing the Civilian becomes part of a Fireteam.
  - The Trooper that is CivEvacing the Civilian enters a State that replaces the Model with a Marker (Camouflaged, Impersonation, Holoecho...).
  - The Trooper that is CivEvacing the Civilian gains the Impetuous Skill via the Frenzy Special Skill, or other game circumstance.
- The Trooper can cancel the CivEvac voluntarily when activated by any Order or ARO, removing the CivEvac Token, with no Roll required.
- When the CivEvac is cancelled the Civilian must be left on a horizontal surface of the game table.
- If the Civilian is Hostile, due to any game condition or Scenario Special Rule, then the WIP Roll to CivEvac does not apply the +3 MOD.
- A Hostile Civilian is identified by a Hostile Token.

CIVILIAN RULE AND CIVEVAC GAME EXAMPLE

During her Active Turn, the PanOceanian player declares the first Short Movement Skill of her Orc Trooper: Move until they reach Silhouette contact with a Neoterran Corporate Executive, the PanOceanian HVT, a Civilian. With the second Short Skill of the Order, the player declares CivEvac and succeeds at a WIP+3 Roll, placing a CivEvac Token besides the HVT.

In the next Order, the PanOceanian player declares Move again as the first Short Movement Skill of their Orc Trooper. Now, the HVT will move in Silhouette contact with the Orc Trooper. In the second Short Movement Skill of the Order, the PanOceanian player declares Dodge to avoid an incoming Attack. As the Orc Trooper wins the Face to Face Roll, he can also Move up to 2 inches, with the HVT moving besides him in Silhouette contact. In the next Order, the PanOceanian player declares Jump, so the Orc Trooper and the HVT in Silhouette contact can move over an obstacle, placing them on the other side of it.

In a further Order, the PanOceanian player declares Move again as the first Short Movement Skill of their Orc Trooper. That move places the HVT in the Line of Fire of a Gangbuster. However, as Civilians don't trigger AROs, the O-12 Trooper cannot react. Then, the PanOceanian player declares the second short Skill of the Order: Move again. Now the Orc Trooper enters the Line of Fire (LoF) of the Gangbuster, who can declare an ARO: a BS Attack with his Light Riotstopper. As this is a Direct Template Weapon it affects the HVT. The PanOceanian player declares the second Short Skill of the Order: a BS Attack with his MULTI Rifle against the Gangbuster, because the HVT, as a Civilian, doesn't block LoF. The HVT will ignore the Effects of the Adhesive Ammunition. However, the Orc is affected normally by the Template and will have to perform a PH-6 Roll.

In the next Game Round, an Epsilon has used his Climbing Plus Special Skill to end a Move hanging halfway up a wall with a CivEvaced HVT in Silhouette contact. During the player's Active Turn, the Epsilon enters the Unconscious State. The HVT is no longer CivEvaced, so the player must remove the CivEvac Token and place the HVT on the game table, in contact with the wall, since the HVT cannot stay hanging halfway up the wall.

DESIGNATED TARGET

In some scenarios, the enemy HVTs are considered enemy Troopers instead of Neutral Civilians, so they can be targeted by Attacks. HVTs that are Designated Targets are reactive and hostile, reacting as if they are an enemy Trooper. In these scenarios, players will use the following Trooper Profile for HVTs:

ISC: (DESIGNATED TARGET) HVT

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	6	8	11	11	1	0	1	2	--

DESIGNATED TARGET: Stun Pistol

SWC: -- C: --

CASEVAC

This skill allows Troopers to carry other figures that are in a Stunned, Immobilized, or Unconscious State.

CASEVAC

SHORT SKILL

Optional.

REQUIREMENTS

► Only Models and not Markers can perform this Common Skill. Any Marker which declares Casevac is automatically revealed.

► The Trooper must be in Silhouette contact with an allied Trooper in a Stunned, Immobilized (IMM-A or IMM-B), or Unconscious State. Some Scenario Special Rules may modify this.

► The Trooper must have a PH value equal to or greater than the PH value of the Trooper it intends to carry. Troopers with the Baggage piece of Equipment can ignore this Requirement.

EFFECTS

► This allows a Trooper to activate Casevac State

CASEVAC STATE

CASEVAC

ACTIVATION

► A Trooper uses the Casevac Common Skill on an allied Trooper in Immobilized (IMM-A or IMM-B), Stunned, or Unconscious State.

► Troopers can only activate the Casevac state if they possess a **PH Attribute equal to or higher than the PH Attribute** of the Trooper they want to carry.

EFFECTS

► While in Casevac State, the player activates both Troopers with one single Order or ARO.

► In Casevac State, the player will move both troopers simultaneously in Silhouette contact, using the MOV values of the carrying Trooper.

► In this State, the carried Trooper (who is in an Immobilized, Stunned, or Unconscious State) cannot declare or perform Orders or AROs. Any Order or ARO will be always declared and performed by the carrying Trooper.

► In Casevac State, both Troopers provoke only one ARO from each enemy within LoF or ZOC.

► Players declaring an Attack with a Template Weapon against a Trooper that declared Casevac or the carried Trooper must apply the Template Weapons Into Close Combat rule.

► In Casevac State, the carried Trooper does not block LoF.

► In Casevac State, the carried Trooper does not provide the MOD of +1 to B when engaging in CC.

► Unless a Special Scenario Rule indicates the contrary, a Trooper in Casevac

State cannot carry more than one Immobilized, Stunned or Unconscious Trooper.

CANCELLATION

▸ Casevac State is automatically cancelled if the Trooper that declared Casevac declares a Skill other than Cautious Movement, Climb, Dodge, Jump, Reset, or a Short Movement Skill.

▸ This State is also cancelled if the Trooper that declared Casevac is activated in the Impetuous Phase.

▸ In the same way, Casevac State is cancelled when the Trooper that declared Casevac the State enters any Immobilized or Null State, or any other State that indicates so.

▸ This State is also cancelled if the Trooper that declared Casevac enters a State which replaces the Model with a Marker (Camouflaged, Impersonation, Holoecho...).

▸ This State is automatically cancelled if the carried Trooper recovers from the Immobilized(IMM-A or IMM-B), Stunned, or Unconscious State.

▸ The Trooper that declared Casevac can cancel it voluntarily by spending a Short Skill of an Order, with no Roll required.

LONG SERVICE

During this season any Trooper whose Trooper Classification is listed as 'Character' also have the Trooper Classification of Veteran Troop.

O-12'S PRESTIGE

Players can make Tactical Use of a Command Token **once per Game Round,** expending a Command Token to add one Regular Order to the Order Pool of one of their Combat Groups.

However, players cannot apply this rule in those Combat Groups containing any Trooper with the Tactical Awareness Special Skill.

BORDER SKIRMISHES

Once per game, each player can deploy a Trooper possessing a Special Skill with the Airborne Deployment (AD) Label inside any Exclusion Zone.

If the Trooper is using Parachutist, they must still deploy in Silhouette contact with the edge of the table.

If the Trooper is using Combat Jump, no PH Roll is required, but they must deploy in Silhouette contact with either the edge of the table, or the inner limit of the Exclusion Zone.

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.

ESCALATION TOURNAMENT

The tournaments applying this Extra will only have three Tournament Rounds, independently of the number of players. The first Round will be played with a 200/150-Tier, the second Round with a 300/250-Tier and the last Round of the Tournament with a 400/350-Tier. The Organizer must make the Army Points known when the event is first announced. 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.

FREE GAME

This Extra removes the limit of 15 Troopers in an Army List. So, a player can use Army Lists with more than 15 Troopers in them.

SPEC-OPS

This Extra allows players to field a Spec-Ops in their tournament lists (see Daedalus' Fall).

Spec-Ops can be customized with 12 Experience Points.

Players can use a differently customized Spec-Ops for each army list, but no alterations can be made during the tournament.

Spec-Ops configurations must be noted in writing along with the army list they are in.

The Spec-Ops have the Specialist Operative Special Skill and will be considered a Specialist Troop in those scenarios that state it, and can apply the Special Rules the scenario specifies for these Troopers.

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

SOLDIERS OF FORTUNE

This Extra lets players include Mercenary Troops in their Army List.

Players must respect the Availability within the Unit Profile, ignoring the limitations established by the Army or Sectorial.

NEW ORDER

Each player can include up to 85 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.

REINFORCED COMMAND

With this Extra, the Loss of Lieutenant rule is not applied during the tournament.

CQB

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

DIRECT ACTION

The Direct Action extra consists of a complete set of five scenarios, which you will find at the end of this booklet, that don't make use of the Classified Deck or HVT Models.

This is the 'no frills' tournament extra. Without terrain rules or Classified Objective mechanics. Just a set of main objectives and your tactical skills versus those of your opponent.

If you have recently started playing Infinity and are eager to put your skills to the test right away, before learning the full mechanics of ITS tournaments, Direct Action is perfect for you. A set of scenarios that will allow you to focus on the mission at hand and test your tactical abilities. But make no mistake, because these scenarios are not easier: although they don't include all the ITS mechanics, they don't leave out anything else. In Direct Action, the mission comes first.

For veteran players who are well versed in Infinity, a word of warning: these are not the exact same scenarios you are familiar with. Objectives and scoring have been modified, so the game experience is different. Here your Terrain Special Skills will not give you advan-

tages, and you won't enjoy the flexibility for scoring points that Classified Objectives offer. If you thought you were on safe ground, you are about to find out how wrong you were!

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

REINFORCEMENTS

With this Extra, the Reinforcement Rules are used during the tournament (see the Reinforcements Annex). All players must use Reinforcements.

MERCENARY CONTRACTORS

This Extra allows both players to add one of the Mercenary Troops listed below, even if the Unit is not available for their armies—without applying Cost or SWC. However, their Cost does count towards Dominating ZOs. This Trooper does count towards a Combat Group's limit of ten Troopers or the Army List's limit of fifteen Troopers.

Mercenary Contractors:

- ITS SeCDet CSU, Corporate Security Unit.
- ITS Bashi Bazouks Corsair.
- ITS Motorized Bounty Hunter.
  You can check their profiles and options in the Army.

RESILIENCE OPERATIONS

This tournament extra is a new and different way to play games. It will test the resilience of the players and their capacity to overcome unexpected difficulties.

As Official Events, all Tournaments must comply with the Basic Rules of ITS; with the exception that they do not use the ITS scenarios nor the Classified Deck. Players must use the Tactical Objectives Deck and the Battle Conditions Deck.

You will find the rules in the Resilience Operations section of this document.

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 number 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

CLASSIFIED OBJECTIVES SELECTION

The number 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 their opponent will be playing with, but always before choosing one of the two Army Lists shown to the tournament organizer.

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INTELCOM CARD

As stated in some scenarios, it is possible to renounce the use of a Objective Classified, to use it as INTELCOM Card (Support and Control, or Interference).

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

When specified in the mission, and in Initiative order, the player can use their INTELCOM Card.

CLASSIFIED DECK

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

The Classified Objectives are Private Information until they are fulfilled. The player must keep their Classified Objective cards and show them to their 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 Troopers 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, the Freelance Stringer, Fusilier Angus, 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 a player replaces one of their Classified Objectives with Secure the HVT.

REQUIREMENTS
▶ Each player must deploy one HVT Model at the beginning of their 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 them in an accessible location on the table.

EFFECTS
▶ HVT Models are Neutral Civilians to both players.

SECURE HVT CLASSIFIED OBJECTIVE

At the end of the game, the player can replace one of their Classified Objectives with Secure HVT. This is an optional Classified Objective all players can choose, replacing 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 their 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 their own HVT is free of enemy Troopers (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.

A Classified Objective that has been renounced, to be used as an INTELCOM Card, cannot be replaced with Secure HVT.

NEW ORDER

ITS RANKING

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 (OTM) found at https://its.infinitytheuniverse.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.

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.

Thanks to the Warcor Tristan228 for his invaluable help and incredible work with the scenario maps.

ACQUISITION

MISSION OBJECTIVES

MAIN OBJECTIVES

- At the end of the game, have an Activated Communication Antenna (2 Objective Points for each Activated Communication Antenna).
- At the end of the game, Control a Communication Antenna (1 Objective Point for each Controlled Communication Antenna).
- At the end of the game, Control the Tech-Coffin (3 Objective Points).

CLASSIFIED

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

FORCES AND DEPLOYMENT

SIDE A and SIDE B: Both players will deploy on opposite sides of the game table, in Deployment Zones whose size depends on the number of Army Points in the Army Lists.

SIDE	ARMY POINTS	SWC	GAME TABLE SIZE	DEPLOYMENT ZONE SIZES
A and B	150	3	24 in x 32 in	12 in x 24 in
A and B	200	4	32 in x 48 in	16 in x 32 in
A and B	250	5	32 in x 48 in	16 in x 32 in
A and B	300	6	48 in x 48 in	16 in x 48 in
A and B	350	7	48 in x 48 in	16 in x 48 in
A and B	400	8	48 in x 48 in	16 in x 48 in

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

SCENARIO SPECIAL RULES

COMMUNICATION ANTENNAS

There are 2 Communication Antennas on the central line of the table.

They are placed 12 inches from the table edges in 300/350/400 point games, 8 inches in 200/250 point games, and 4 inches in 150 point-games.

Each Communication Antenna must be represented by a Transmission Antenna Token (TRANS. ANTENNA) or with a scenery piece of the same diameter (such as the Antennas of the ITS Objective Pack Alpha, the Communications Array by

Warsenal or the Sat Station Antenna by Customeeple).

REQUIREMENTS

- ▶ Only Specialist Troops can declare this Skill.
- ▶ The Specialist Troop must be in Silhouette 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 this situation, the Communication Antenna is no longer Activated by the adversary.
- ▶ Player A and Player B Tokens can be used to mark the Activated Communication Antenna. It is recommended each player uses a different kind of Tokens.

CONTROL A COMMUNICATION ANTENNA

A Communication Antenna is Controlled by a player as long as that player is the only one with at least one Trooper (as a Model, not a Marker) in Silhouette contact with it. So there cannot be any enemy Troopers in Silhouette contact with the Communication Antenna. Models in a Null State cannot do either.

TECH-COFFIN

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

The Tech-Coffin must be represented by a Tech-Coffin Token or with a scenery piece of the same diameter (such as the Tech-Coffin of the ITS Objective Pack Alpha, the Stasis Coffins by Warsenal or the Cryo Pods by Customeeple).

CONTROL THE TECH-COFFIN

The Tech-Coffin is Controlled by a player as long as that player is the only one with at least one Trooper (as a Model, not a Marker) in Silhouette contact with it. So there cannot be any enemy Troopers in Silhouette contact with the Tech-Coffin. Models in a Null State cannot do either.

SPECIALIST TROOPS

For the purposes of this scenario, only Hackers, Doctors, Engineers, Forward Observers, Paramedics, and Troopers possessing the Chain

NEW ORDER

of Command or the Specialist Operative Special Skill are considered Specialist Troops.

Hackers, Doctors, and Engineers cannot make use of Repeaters or Peripheral (Servant) Models to perform tasks reserved for Specialist Troops.

ENGINEER AND HACKER BONUS

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

QAZ CREATURES

Before the Deployment Phase, each player must place a QAZ Creature a minimum of 4 inches outside the enemy Deployment Zone.

The player that kept Deployment is the first one to place their QAZ Creature.

Each QAZ Creature is fixed in place and cannot move. They must be represented by a Player A or Player B Token or by a Model or piece of scenery with the same Silhouette value (such as the Sasok Creatures from TAG Raid, or the Taigha Creatures).

The QAZ Creatures are Deployable Weapons, reacting with CC Attack to any Order declared or performed by an active Enemy Model (but not Markers) within ZoC.

The QAZ Creatures' Guard Special Skill does not require LoF, but the CC Attack will become an Idle if the path from the QAZ Creature to the Enemy Model is blocked, for example by an impassable obstacle (a wall of infinite height, a closed door, or sealed room…) or a gap too small for the Silhouette Template of the QAZ Creature to pass through.

The CC Attack AROs of the QAZ Creatures have a Burst of 3.

QAZ CREATURES

ISC: QAZ CREATURES								
MOV	CC	BS	PH	WIP	ARM	BTS	W	S
--	11	--	13	--	1	3	1	1

▶ Special Skills: CC Attack (B3 in ARO), Guard (No LoF). ▶ Melee Weapons: AP CCW.

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 their Active Turn in a Retreat! situation, the game will end at the end of that Turn.

150P
24 in x 32 in

200P / 250P
32 in x 48 in

300P / 350P / 400P
48 in x 48 in

● Tech-Coffin
● Communication Antenna

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B-PONG

MISSION OBJECTIVES

MAIN OBJECTIVES

■ At the end of each Game Round, the Tracking Beacon is totally inside the enemy half of the game table. (1 Objective Point).
■ At the end of each Game Round, Control the Tracking Beacon (1 Objective Point).
■ At the end of each Game Round, Control at least one Console (1 Objective Point).

CLASSIFIED

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

FORCES AND DEPLOYMENT

SIDE A and SIDE B: Both players will deploy on opposite sides of the game table, in Deployment Zones whose size depends on the number of Army Points in the Army Lists.

SIDE	Army Points	SWC	GAME TABLE SIZE	DEPLOYMENT ZONE SIZES
A and B	150	3	24 in x 32 in	8 in x 24 in
A and B	200	4	32 in x 48 in	12 in x 32 in
A and B	250	5	32 in x 48 in	12 in x 32 in
A and B	300	6	48 in x 48 in	12 in x 48 in
A and B	350	7	48 in x 48 in	12 in x 48 in
A and B	400	8	48 in x 48 in	12 in x 48 in

Exclusion Zone. The Exclusion Zone is the area covering 8 inches (4 inches in 150 point games) either side of the central line of the game table. Any Special Skill with the Airborne Deployment (AD) or Superior Deployment Labels cannot be used to deploy inside this area.

SCENARIO SPECIAL RULES

TRACKING BEACON

There is 1 Tracking Beacon placed in the center of the table.

The Tracking Beacon must be represented by a Beacon Token (BEACON) or by a scenery piece of the same diameter (such as the Beacon from the ITS Objectives Pack Alpha, the Tactical Beacons by Micro Art Studio, the Tracking Beacons by Warsenal or the Mark One Beacons by Customeeple).

COMMON RULES OF THE TRACKING BEACON

When moving the Tracking Beacon, the following rules must be followed:

■ The final position of the Tracking Beacon must be fully supported by the surface it is placed on, and it cannot be placed on a vertical surface.
■ It must be possible to draw a path between the Tracking Beacon's starting and final positions. The path cannot be blocked by an impassable obstacle (for example a wall of infinite height, a closed door or sealed room…) or a gap too small for the diameter of the Tracking Beacon to pass through.
■ The Tracking Beacon is placed in its final position at the Conclusion of the Order

RELOCATE THE TRACKING BEACON
ENTIRE ORDER

Attack.

REQUIREMENTS
▶ Only Specialist Troops can declare this Skill.
▶ The Specialist Troop must be in Silhouette contact with the Tracking Beacon.

EFFECTS
▶ Spending one Entire Order, without needing to perform a Roll, the player can Relocate the Tracking Beacon.
▶ Move the Tracking Beacon to a position anywhere within 4 inches of the Trooper that declared this Skill.
▶ Each Specialist Troop can only declare this Skill once per Game Round.

CONTROL THE TRACKING BEACON

At the end of each Game Round, the Tracking Beacon is Controlled by a player as long as that player is the only one with at least one Trooper (as a Model, not a Marker) in Silhouette contact with it. So there cannot be any enemy Troopers in Silhouette contact with the Tracking Beacon. Models in a Null State cannot do either.

CONSOLES

There are two Consoles, placed on the central line of the game table. They are placed 12 inches from the table edges in 300/350/400 point games, 8 inches in 200/250 point games, and 6 inches in 150 point games (see map below).

Each Console must be represented by a Console A Token or by a scenery piece of the same diameter (such as the Consoles from the ITS Objectives Pack Alpha, the Human Consoles by Micro Art Studio, the Tech Consoles by Warsenal or the Comlink Console by Customeeple).

ACTIVATE CONSOLE
SHORT SKILL

Attack.

REQUIREMENTS
▶ Only Specialist Troops can declare this Skill.
▶ The Specialist Troop must be in Silhouette contact with the Console.

EFFECTS
▶ Allows the Specialist Troop to make a Normal WIP Roll to Activate the Console.
▶ If the roll is failed, this can be repeated as many times as necessary, each time spending the corresponding Short Skill and making the roll.
▶ Once you successfully have Activated the Console, you must choose and perform one of the following actions:
  ▶ **Nudge the Tracking Beacon:** Move the Tracking Beacon up to 2 inches.
  ▶ **Magnetize the Tracking Beacon:** Move the Tracking Beacon up to 6 inches towards the center of the game table.
▶ An Activated Console cannot be Activated again by the same player until the opponent has Activated it.

CONTROL THE CONSOLE
At the end of each Game Round, a Console is Controlled by a player as long as that player is the only one with at least one Trooper (as a Model, not a Marker) in Silhouette contact with it. So there cannot be any enemy Troopers in Silhouette contact with the Console. Models in a Null State cannot do either.

SPECIALIST TROOPS
For the purposes of this scenario, only Hackers, Doctors, Engineers, Forward Observers, Paramedics, and Troopers possessing the Chain of Command or the Specialist Operative Special Skill are considered Specialist Troops. Hackers, Doctors, and Engineers cannot make use of Repeaters or Peripheral (Servant) Models to perform tasks reserved for Specialist Troops.

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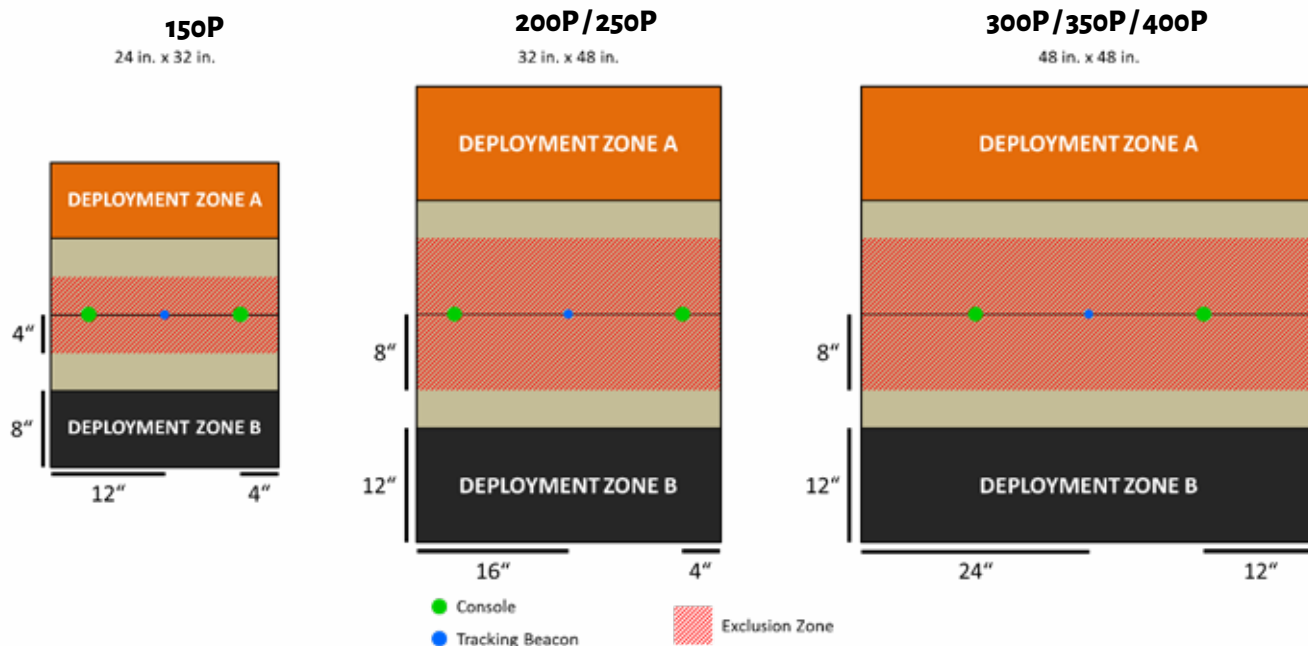This scenario has a limited time frame, so it will automatically finish at the end of the **third Game Round.**

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

150P	200P / 250P	300P / 350P / 400P
24 in. x 32 in.	32 in. x 48 in.	48 in. x 48 in.

● Console
● Tracking Beacon
▨ Exclusion Zone

BIOTECHVORE

MISSION OBJECTIVES

MAIN OBJECTIVES

■ To accomplish more Classified Objectives than the adversary (2 Objective Points).

■ To Kill more enemy Army Points than the adversary (2 Objective Points).

150-POINT GAME	200-POINT GAME	250-POINT GAME	300-POINT GAME	350-POINT GAME	400-POINT GAME	OBJECTI-VE POINTS
If you have 40 to 75 sur-viving Vic-tory Points.	If you have 50 to 100 surviving Victory Points.	f you ha-ve 65 to 125 sur-viving Victory Points.	If you have 75 to 150 surviving Victory Points.	If you have 85 to 175 surviving Vic-tory Points.	If you have 100 to 200 surviving Victory Points.	1 Objective Point.
If you have 76 to 125 surviving Victory Points.	If you have 101 to 150 surviving Victory Points.	If you have 126 to 200 surviving Victory Point.	If you have 151 to 250 surviving Victory Points.	If you have 176 to 274 surviving Victory Points.	If you have 201 to 300 surviving Victory Points.	2 Objective Points.
If you have more than 125 surviving Victory Points.	If you have more than 150 surviving Victory Points.	If you have more than 200 sur-viving Victory Points.	If you have more than 250 sur-viving Victory Points.	If you have more than 275 surviving Victory Points.	If you have more than 300 sur-viving Victory Points.	3 Objective Points.

CLASSIFIED

■ Each player has 3 Classified Objectives (1 Objective Point for each one).

FORCES AND DEPLOYMENT

SIDE A and SIDE B: Both players will deploy on opposite sides of the game table, in Deployment Zones whose size depends on the number of Army Points in the Army Lists.

SIDE	Army Points	SWC	GAME TA-BLE SIZE	DEPLOYMENT ZONE SIZES
A and B	150	3	24 in x 32 in	4 in x 24 in
A and B	200	4	32 in x 48 in	8 in x 32 in
A and B	250	5	32 in x 48 in	8 in x 32 in
A and B	300	6	48 in x 48 in	8 in x 48 in
A and B	350	7	48 in x 48 in	8 in x 48 in
A and B	400	8	48 in x 48 in	8 in x 48 in

Confused Deployment. Any Trooper deploying outside their Deployment Zone must make a PH Roll with a -3 MOD. This Roll replaces any PH or WIP Roll that the Trooper would normally make to deploy. Any MODs from Special Skills, pieces of Equipment, or rules that apply any Roll to deploy will be added to this Roll.

For example a Trooper with Infiltration must make a Roll if they deploy outside their Deployment Zone. There will be a -3 MOD to deploy in their half of the game table, or a -6 MOD to deploy in the opponent's half of the game table. While a Trooper with Combat Jump (PH=14) must make a Roll against PH11 if they deploy outside their Deployment Zone.

If the player fails the Roll, the Trooper will be deployed anywhere in their Deployment Zone. Additionally, after failing the Roll, the user loses the option to deploy in a Marker State or Hidden Deployment State and is always deployed as a Model. Any Deployable Weapons and Equipment deployed alongside them are removed from the game table.

SCENARIO SPECIAL RULES

BIOTECHVORE PLAGUE AREA

There is a 16 inches deep area infested by a Biotechvore plague in each half of the table, including the Deployment Zone (8 inches in 150 point games).

After each End of the Turn Step of the Active Player, all Troopers (Model or Marker) belonging to the Active Player that are inside a Biotechvore Plague Area must make a Saving Roll against BTS, with Damage 14.

Failing the Saving Roll results in the loss of one point of the Wounds/Structure Attribute.

The Biotechvore plague is more aggressive against artificial beings. Troopers with the STR Attribute must make two Saving Rolls instead one.

At the end of the third Game Round any Trooper inside a Biotechvore Plague Area is automatically Killed.

EVO HACKER BONUS

In this scenario, those Troopers that are not in the Isolated State or any Null State, and possess an EVO Hacking Device, provide 1 extra Regular Order to their Combat Group's Order Pool. The maximum number of extra Orders they can provide is 1 per Army List.

KILLING

Troopers are considered Killed by the adversary when they enter Dead State, or they are in a Null State at the end of the game.

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

NO QUARTER

In this scenario, the 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.

150P
24 in x 32 in

DEPLOYMENT ZONE A
8"

4" DEPLOYMENT ZONE B

200P / 250P
32 in x 48 in

DEPLOYMENT ZONE A
16"

8" DEPLOYMENT ZONE B

300P / 350P / 400P
48 in x 48 in

DEPLOYMENT ZONE A
16"

8" DEPLOYMENT ZONE B

Biotechvore Zone
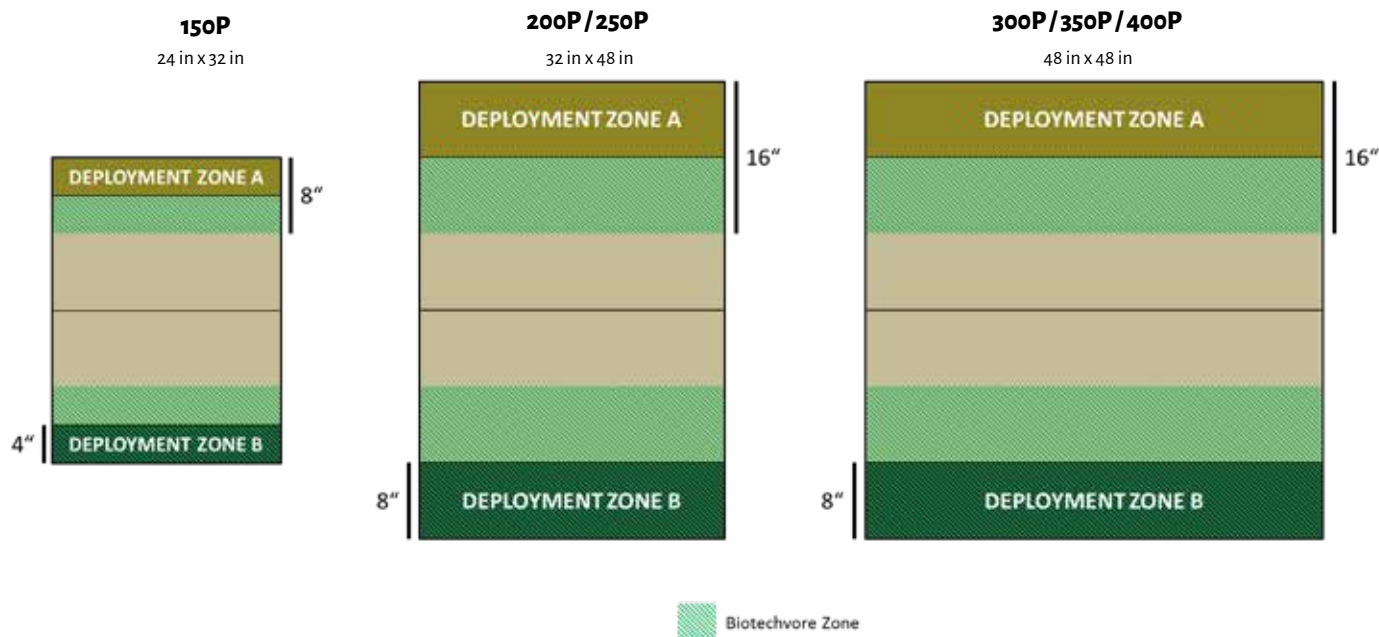
CAPTURE AND PROTECT

MISSION OBJECTIVES

MAIN OBJECTIVES

- ■ At the end of each Game Round, have the Enemy Beacon Captured (2 Objective Points).
- ■ At the end of the game, have the Enemy Beacon Captured in your own Deployment Zone (2 Objective Points).
- ■ At the end of the game, have your Beacon not be Captured by the enemy (1 Objective Point).

CLASSIFIED

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

FORCES AND DEPLOYMENT

SIDE A and SIDE B: Both players will deploy on opposite sides of the game table, in Deployment Zones whose size depends on the number of Army Points in the Army Lists.

SIDE	ARMY POINTS	SWC	GAME TABLE SIZE	DEPLOYMENT ZONE SIZES
A and B	150	3	24 in x 32 in	8 in x 24 in
A and B	200	4	32 in x 48 in	12 in x 32 in
A and B	250	5	32 in x 48 in	12 in x 32 in
A and B	300	6	48 in x 48 in	12 in x 48 in
A and B	350	7	48 in x 48 in	12 in x 48 in
A and B	400	8	48 in x 48 in	12 in x 48 in

It is not allowed to deploy in Silhouette 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, each in the middle of the front edge of the Deployment Zone. (see map below).

The Enemy Beacon is the one on the edge of the enemy Deployment Zone.

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

PICK UP BEACON	
	SHORT SKILL

Attack

REQUIREMENTS

The Trooper must be in one of the following situations:

- ► The Trooper is in Silhouette contact with a friendly Trooper in a Normal State that has an Enemy Beacon.
- ► The Trooper is in Silhouette contact with an Enemy Beacon with no enemy Troops also in contact with it.

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 Model can carry a maximum of 1 Beacon. As an exception, Troopers possessing the Baggage Special Skill can carry up to 2 Beacons.
- ■ Only Models, and not Markers, (Camouflaged, Impersonation, Holoechoes...) can carry the Beacons.
- ■ If the Model carrying a Beacon enters a Null State, then the player must leave the Beacon Token on the table.

CAPTURED ENEMY BEACON

An Enemy Beacon is Captured by a player as long as that player is the only one with at least one Trooper (as a Model, not a Marker) in Silhouette contact with it. So there cannot be any enemy Troopers in Silhouette contact with the Beacon. Models in a Null State cannot do either.

SPECIALIST TROOPS

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

Hackers, Doctors, and Engineers cannot make use of Repeaters or Peripheral (Servant) Models to perform tasks reserved for Specialist Troops.

QUANTUM ANOMALY ZONES (QAZ)

Before the Deployment Phase, each player must place one Circular Template. It can be placed on any surface of the game table that is equal or larger in size than the Template, must be completely outside any Deployment Zones, and cannot overlap another Quantum Anomaly Zone (QAZ).

The player that kept Deployment must place their Circular Template first.

During the game, each of these Circular Templates is an area of Difficult Terrain (Zero-G) and a Saturation Zone.

Moreover, any Active Trooper that declares or performs an Order inside a QAZ must make a Saving Roll against BTS, with Damage 10.

Failing the Saving Roll results in the loss of one point of the Wounds/Structure Attribute.

HAZMAT OPS

A Hazmat Ops is an operative with a wide expertise in hostile environments.

At the end of the Deployment Phase, in Initiative order, players must declare which Trooper from their Army List is their Hazmat Ops. 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 cor in Marker state. This Trooper must always be on the game table as a Model and not as a Marker (Camouflaged, Holoecho...). Also, Irregular Troops and those whose Troop Type is REM are not eligible to be Hazmat Ops.

The Hazmat Ops possesses the Terrain (Zero-G) Special Skill and also D-Charges, even if those are not listed on their Unit Profile. The Hazmat Ops is identified with a Player A or B Marker.

HVT NOT USED

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

INTELCOM CARD (PROVISIONS)

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

END OF THE MISSION

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

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

150P
24 in x 32 in

200P / 250P
32 in x 48 in

300P / 350P / 400P
48 in x 48 in

DEPLOYMENT ZONE A

DEPLOYMENT ZONE B

8"

12"

DEPLOYMENT ZONE A

DEPLOYMENT ZONE B

12"

16"

DEPLOYMENT ZONE A

DEPLOYMENT ZONE B

12"

24"

● Beacon A
● Beacon B
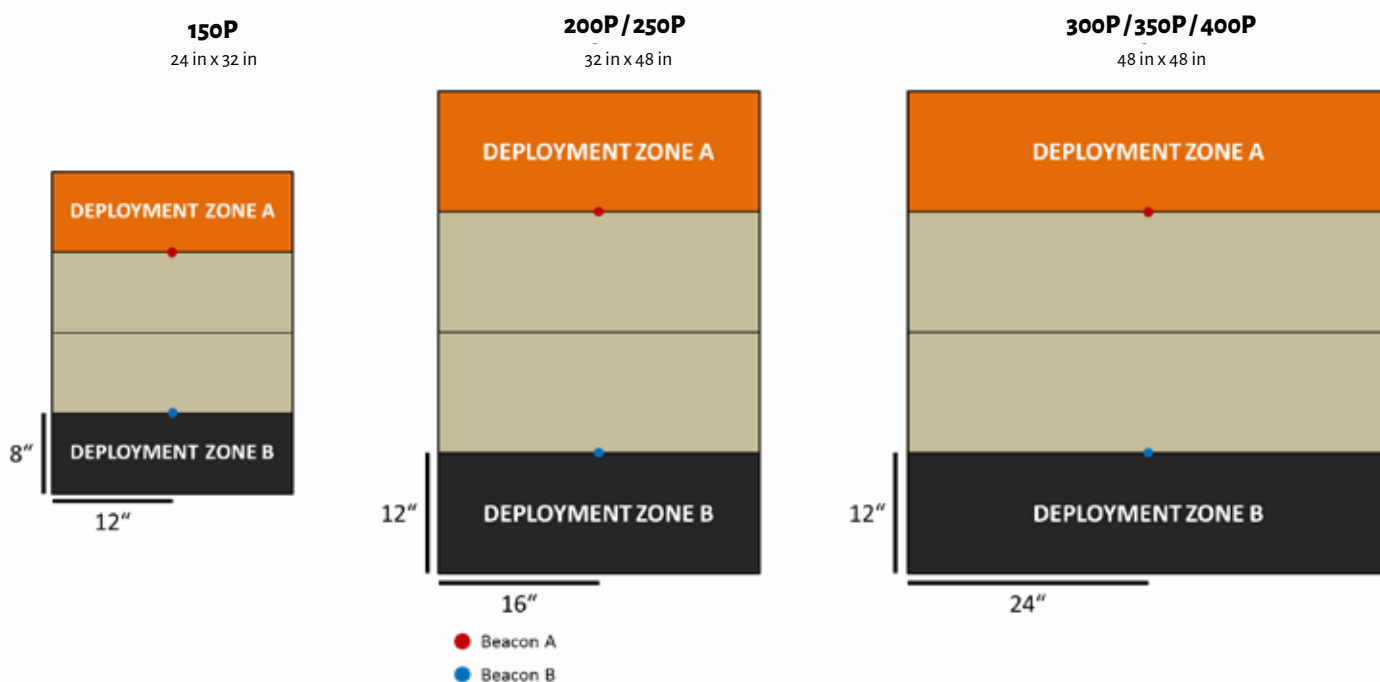
COUNTERMEASURES

SUITABLE FOR REINFORCEMENTS

Scenario by Micky Ward 'Leviathan' from the White Noise 'Design a Mission' Contest.

MISSION OBJECTIVES

MAIN OBJECTIVES

- At the end of the game, have accomplished more Current Mission Objectives than the adversary (2 Objective Points).
- At the end of the game, have accomplished the same number of Current Mission Objectives as the adversary (1 Objective Points, but only if at least 1 Current Mission Objective has been accomplished).
- Accomplish Current Mission Objectives (1 Objective Point each, up to a maximum of 8 Objective Points).

CLASSIFIED

- See the Scenario Special Rules.

FORCES AND DEPLOYMENT

SIDE A and SIDE B: Both players will deploy on opposite sides of the game table, in Deployment Zones whose size depends on the number of Army Points in the Army Lists.

SIDE	ARMY POINTS	SWC	GAME TABLE SIZE	DEPLOYMENT ZONE SIZES
A and B	150	3	24 in x 32 in	8 in x 24 in
A and B	200	4	32 in x 48 in	12 in x 32 in
A and B	250	5	32 in x 48 in	12 in x 32 in
A and B	300	6	48 in x 48 in	12 in x 48 in
A and B	350	7	48 in x 48 in	12 in x 48 in
A and B	400	8	48 in x 48 in	12 in x 48 in

Exclusion Zone. The Exclusion Zone is the area covering 8 inches (4 inches in 150 point games) either side of the central line of the game table. Any Special Skill with the Airborne Deployment (AD) or Superior Deployment Labels cannot be used to deploy inside this area.

It is not allowed to deploy in Silhouette contact with any HVT.

SCENARIO SPECIAL RULES

CLASSIFIED OBJECTIVES

Before choosing the Army List, using a single Classified Deck, draw three cards and set them beside the playing area. These three cards are the Current Mission Objectives. Place the rest of the deck beside them, leaving space for a discard pile.

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

During each Player Turn, if a Current Mission Objective is accomplished, the card is retained by the player who accomplished it. If both players accomplished the same Current Mission Objective in the same Order, both Troopers count as having accomplished it. At the end of that Player Turn, draw new cards from the deck until there are three Current Mission Objectives.

Any Current Mission Objective that is checked "at the end of the game" or "during tge game" can be accomplished at the end of any Player Turn. If both players accomplished the same Current Mission Objective in the same Turn, both players count as having accomplished it.

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

MULTIPLE HVTS

Each of the players will deploy three HVTs, following the usual rules for deploying HVTs. Each HVT may only be used to accomplish one Classified Objective - once a Classified Objective targeting an HVT has been completed, that HVT Model is removed from the game table.

SECURE HVT NOT USED

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

QAZ CREATURES

Before the Deployment Phase, each player must place a QAZ Creature a minimum of 8 inches outside the enemy Deployment Zone.

The player that kept Deployment is the first one to place their QAZ Creature.

Each QAZ Creature is fixed in place and cannot move. They must be represented by a Player A or Player B Token or by a Model or piece of scenery with the same Silhouette value (such as the Sasok Creatures from TAG Raid, or the Taigha Creatures).

The QAZ Creatures are Deployable Weapons, reacting with CC Attack to any Order declared or performed by an active Enemy Model (but not Markers) within ZoC.

The QAZ Creatures' Guard Special Skill does not require LoF, but the CC Attack will become an Idle if the path from the QAZ Creature to the Enemy Model is blocked, for example by an impassable obstacle (a wall of infinite height, a closed door, or sealed room…) or a gap too small for the Silhouette Template of the QAZ Creature to pass through.

The CC Attack AROs of the QAZ Creatures have a Burst of 3.

QAZ CREATURES

ISC: QAZ CREATURES								
MOV	CC	BS	PH	WIP	ARM	BTS	W	S
--	11	--	13	--	1	3	1	1

▶ Special Skills: CC Attack (B3 in ARO), Guard (No LoF). ▶ Melee Weapons: AP CCW.

EVO HACKER BONUS

In this scenario, those Troopers that are not in the Isolated State or any Null State, and possess an EVO Hacking Device, provide 1 extra Regular Order to their Combat Group's Order Pool. The maximum number of extra Orders they can provide is 1 per Army List.

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 their Active Turn in a Retreat! situation, the game will end at the end of that Turn.

150P — 24 in x 32 in

200P / 250P — 32 in x 48 in

300P / 350P / 400P — 48 in x 48 in

Exclusion Zone

DECAPITATION

SUITABLE FOR REINFORCEMENTS

MISSION OBJECTIVES

MAIN OBJECTIVES

■ To Kill more Army Points than the adversary (3 Objective Points).
■ To Kill the same number 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 for each one).

CLASSIFIED

■ There are no Classified Objectives.

FORCES AND DEPLOYMENT

SIDE A and SIDE B: Both players will deploy on opposite sides of the game table, in Deployment Zones whose size depends on the number of Army Points in the Army Lists.

SIDE	ARMY POINTS	SWC	GAME TABLE SIZE	DEPLOYMENT ZONE SIZES
A and B	150	3	24 in x 32 in	12 in x 24 in
A and B	200	4	32 in x 48 in	16 in x 32 in
A and B	250	5	32 in x 48 in	16 in x 32 in
A and B	300	6	48 in x 48 in	16 in x 48 in
A and B	350	7	48 in x 48 in	16 in x 48 in
A and B	400	8	48 in x 48 in	16 in x 48 in

SCENARIO SPECIAL RULES

REINFORCED TACTICAL LINK

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

In this mission, the identity of the Lieutenant is always Open Information. The player must indicate which Marker is the Lieutenant if it is in a Marker State (Camouflaged, Decoy…) 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 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 the Isolated State or any Null State (Unconscious, Dead, Sepsitorized...), then the player must name a new Lieutenant, without Order expenditure. The identity of this new Lieutenant is also Open Information. It is compulsory that this Lieutenant be a Model or a Marker placed on the game table.

Each time a Lieutenant is in a Null state at the end of the current turn / entered a Null state, it will be considered Killed for the Main Objectives, even though the Trooper that was the Lieutenant is no longer in a Null state.

MULTIPLE HVTS

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

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.

HVTs that are Designated Targets are reactive and hostile, reacting as if they are an enemy Trooper.

KILLING

Troopers are considered Killed by the adversary when they enter Dead State, or they are in a Null State at the end of the game.

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

A Lieutenant is considered Killed if they were a Lieutenant at any time during the game, and they either enter Dead State or are in a Null State at the end of the game.

NO QUARTER

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

CLASSIFIED DECK NOT USED

Players will not use the Classified Deck in this scenario.

QUANTUM ANOMALY ZONES (QAZ)

Before the Deployment Phase, each player must place one Circular Template. It can be placed on any surface of the game table that is equal or larger in size than the Template, must be completely outside any Deployment Zones, and cannot overlap another Quantum Anomaly Zone (QAZ).

The player that kept Deployment must place their Circular Template first.

During the game, each of these Circular Templates is an area of Difficult Terrain (Zero-G) and a Saturation Zone.

Moreover, any Active Trooper that declares or performs an Order inside a QAZ must make a Saving Roll against BTS, with Damage 10.

Failing the Saving Roll results in the loss of one point of the Wounds/Structure Attribute.

HAZMAT OPS
A Hazmat Ops is an operative with a wide expertise in hostile environments.

At the end of the Deployment Phase, in Initiative order, players must declare which Trooper from their Army List is their Hazmat Ops. 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, Holoecho...). Also, Irregular Troops and those whose Troop Type is REM are not eligible to be Hazmat Ops.

The Hazmat Ops possesses the Terrain (Zero-G) Special Skill and also D-Charges, even if those are not listed on their Unit Profile.

The Hazmat Ops is identified with a Player A or B Marker.

END OF THE MISSION
This scenario has a limited time frame, so it will automatically finish

150P
24 in x 32 in

200P / 250P
32 in x 48 in

300P / 350P / 400P
48 in x 48 in
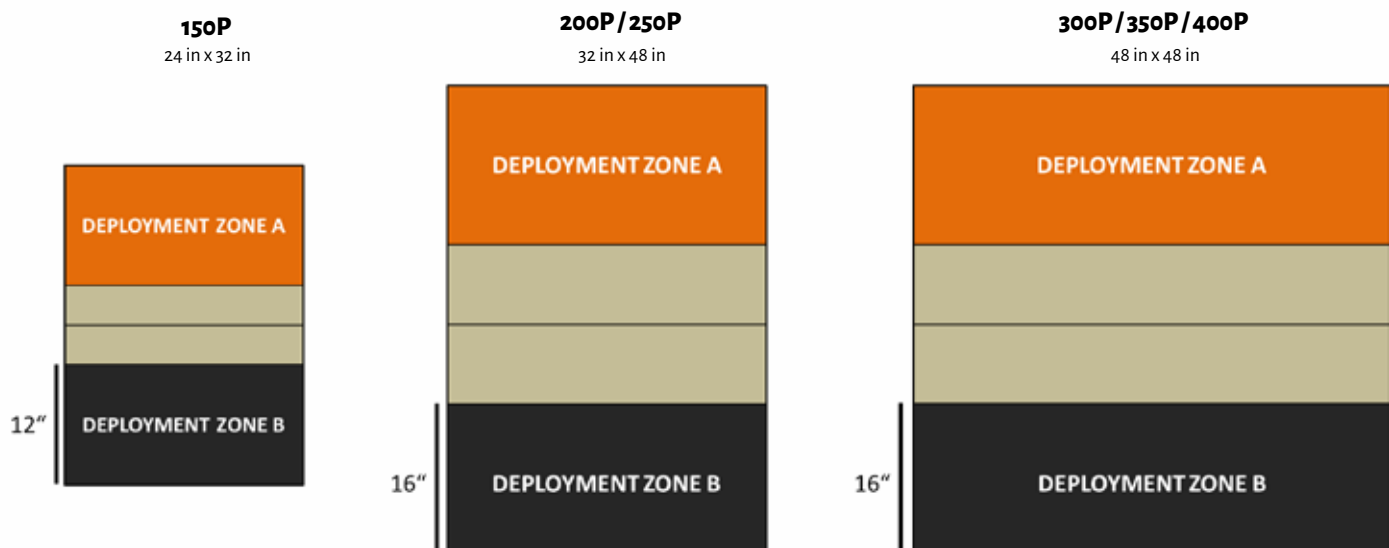
EVACUATION

SUITABLE FOR REINFORCEMENTS

MISSION OBJECTIVES

MAIN OBJECTIVES
- At the end of the game, have an Extracted Civilian (1 Objective Point for each one).
- At the end of the game, have an Extracted enemy HVT (2 Objective Points for each one).

CLASSIFIED
There is one Classified Objective (1 Objective Point).

FORCES AND DEPLOYMENT
SIDE A and SIDE B: Both players will deploy on opposite sides of the game table, in Deployment Zones whose size depends on the number of Army Points in the Army Lists.

SIDE	Army Points	SWC	GAME TABLE SIZE	DEPLOYMENT ZONES SIZES
A and B	150	3	24 in x 32 in	8 in x 24 in
A and B	200	4	32 in x 48 in	12 in x 32 in
A and B	250	5	32 in x 48 in	12 in x 32 in
A and B	300	6	48 in x 48 in	12 in x 48 in
A and B	350	7	48 in x 48 in	12 in x 48 in
A and B	400	8	48 in x 48 in	12 in x 48 in

Exclusion Zone. The Exclusion Zone is the area covering 8 inches (4 inches in 150 point games) either side of the central line of the game table. Any Special Skill with the Airborne Deployment (AD) or Superior Deployment Labels cannot be used to deploy inside this area.

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

SCENARIO SPECIAL RULES

CIVILIANS
There are a total of five Civilians on the game table. One of the Civilians is placed in the center of the game table.

The other four Civilians are placed inside the Exclusion Zone, in Silhouette contact with the limit of the Exclusion Zone. For 300/350/400 point games, two of them are placed 12 inches from one edge of the table, and the other two are placed 12 inches from the other edge (see the map below).

For 150/200/250 point games, two of of the Civilians are placed 4 inches from one edge of the table, and the other two are placed 4 inches from the other edge (see the map below).

The Civilians cannot be placed on top of or inside of any Scenery Item or Building, always deploying them in accessible locations on the table. Scenery placement must facilitate this.

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 Tokens to identify or even represent their Civilians.

MULTIPLE HVTS
Each of the players will deploy two HVTs, following the usual rules for deploying HVTs.

EXTRACTION CONSOLES
There are a total of 2 Extraction Consoles, placed in different halves of the table, each in the middle of the front edge of the Deployment Zone. (see map below).

Each Console must be represented by a Console A Token or by a scenery piece of the same diameter (such as the Consoles of the ITS Objective Pack Alpha, the Human Consoles by Micro Art Studio, the Tech Consoles by Warsenal or the Comlink Console by Customeeple).

ACTIVATE EXTRACTION CONSOLE	
	SHORT SKILL
Attack.	

REQUIREMENTS
- ▶ Only Specialist Troops can declare this Skill.
- ▶ The Specialist Troop must be in Silhouette contact with a an Extraction Console.
- ▶ The Specialist Troop must be CivEvacing a Civilian or an Enemy HVT

EFFECTS

▶ Allows the Specialist Troop to make a Normal **WIP** Roll to Activate an Extraction 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.

▶ If the roll is successful, the player chooses one of the Specialist Troop's CivEvaced Civilians or Enemy HVTs. The chosen Civilian or HVT has been Extracted and is removed from the game table.

▶ An Extraction Console can be Activated again by the other player, applying the same procedure.
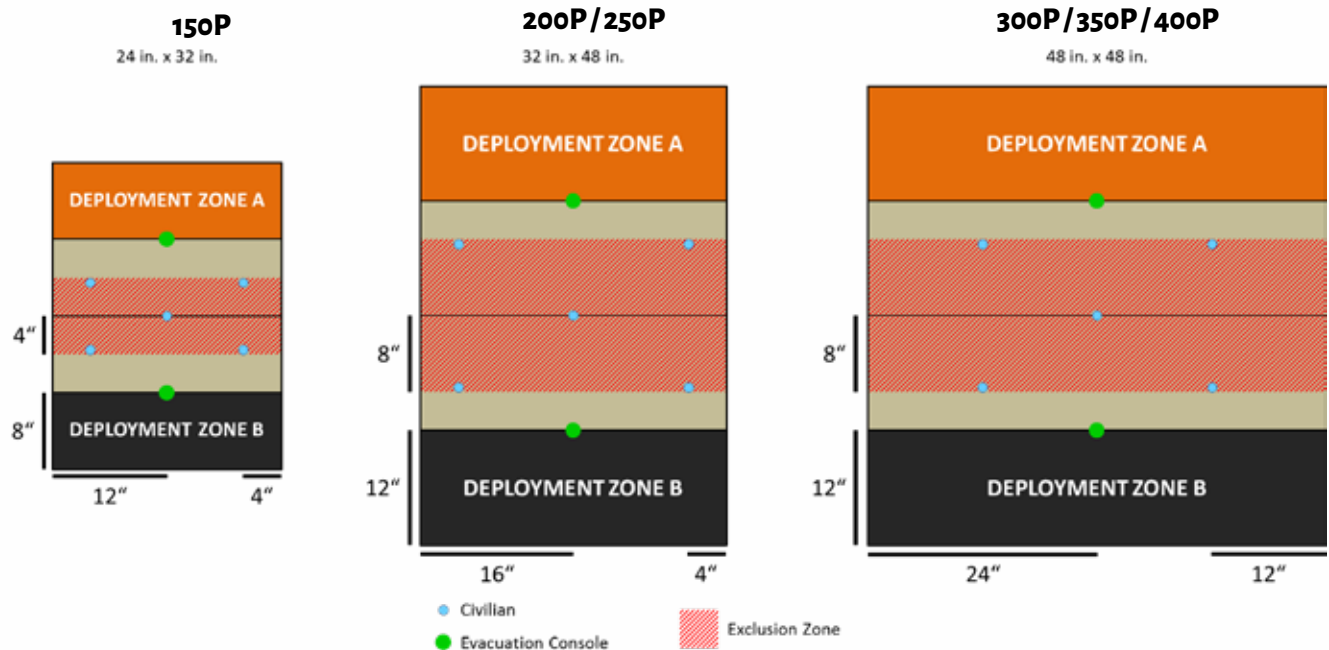
END OF THE MISSION

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 their Active Turn in a Retreat! situation, the game will end at the end of that Turn.

SPECIALIST TROOPS

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

Hackers, Doctors, and Engineers cannot make use of Repeaters or Peripheral (Servant) Models to perform tasks reserved for Specialist Troops.

150P
24 in. x 32 in.

DEPLOYMENT ZONE A

4"

8" DEPLOYMENT ZONE B

12"   4"

200P / 250P
32 in. x 48 in.

DEPLOYMENT ZONE A

8"

12" DEPLOYMENT ZONE B

16"   4"

300P / 350P / 400P
48 in. x 48 in.

DEPLOYMENT ZONE A

8"

12" DEPLOYMENT ZONE B

24"   12"

● Civilian
● Evacuation Console
▨ Exclusion Zone

FIREFIGHT

SUITABLE FOR REINFORCEMENTS

MISSION OBJECTIVES

MAIN OBJECTIVES

■ To Kill more Specialist Troops than the adversary (2 Objective Points).
■ To Kill more Lieutenants than the adversary (2 Objective Points).
■ To Kill more Army Points than the adversary (2 Objective Points).
■ At the end of the game, acquire more weapons or items from the Panoplies than the adversary (1 Objective Point).

CLASSIFIED

■ Each player has 3 Classified Objectives (1 Objective Point for each one).

FORCES AND DEPLOYMENT

SIDE A and SIDE B: Both players will deploy on opposite sides of the game table, in Deployment Zones whose size depends on the number of Army Points in the Army Lists.

SIDE	ARMY POINTS	SWC	GAME TABLE SIZE	DEPLOYMENT ZONE SIZES
A and B	150	3	24 in x 32 in	12 in x 32 in
A and B	200	4	32 in x 48 in	16 in x 32 in
A and B	250	5	32 in x 48 in	16 in x 32 in
A and B	300	6	48 in x 48 in	16 in x 48 in
A and B	350	7	48 in x 48 in	16 in x 48 in
A and B	400	8	48 in x 48 in	16 in x 48 in

SCENARIO SPECIAL RULES

KILLING

Troopers are considered Killed by the adversary when they enter Dead State, or they are in a Null State at the end of the game.

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

A Lieutenant is considered Killed if they were a Lieutenant at any time during the game, and they either enter Dead State or are in a Null State at the end of the game.

NO QUARTER

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

DESIGNATED LANDING AREA

The whole game table is a Designated Landing Area. Any Trooper with the Combat Jump Special Skill can apply a +3 MOD to their deployment PH Roll. This MOD is cumulative with any other MOD provided by any other rule.

Moreover, Troopers with any Special Skill with the Airborne Deployment (AD) Label ignore the prohibition of the Deployment rules against deploying inside the enemy Deployment Zone.

PANOPLIES

There are 3 Panoplies, placed on the central line of the game table. One of them is in the center of the table and the other two are 8 inches from the edges in 300/350/400 point games, 4 inches in 200/250 point games, and touching the table edges in 150 point games (see map below).

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

USE PANOPLIES

SHORT SKILL

Attack.

REQUIREMENTS

▶ The Trooper must be in Silhouette contact with a Panoply

EFFECTS

▶ By succeeding at a WIP Roll, a Trooper can make a Roll on the Panoply Chart to obtain one weapon or piece of equipment. Once a success has been rolled, that Trooper cannot use this Panoply again.
▶ Troopers possessing the Booty Special Skill, or any other Skill which specifies so, don't need to make the WIP Roll.
▶ A Trooper in Silhouette contact with this piece of scenery may spend one Short Skill of an Order to cancel their Unloaded State.
▶ If a Trooper rolls a weapon or piece of equipment they already have, they can repeat the roll on the Panoply Chart.

PANOPLY CHART

1-2	+1 ARM	13	Panzerfaust
3-4	Light Flamethrower	14	Monofilament CCW
5-6	Grenades	15	MOV 8-4
7-8	DA CCW	16	TAG: BS Attack (Shock) — Other TroopTypes: MULTI Rifle
9	Multispectral Visor L1	17	MULTI Sniper Rifle
10	EXP CCW	18	TAG: Immunity (Total) — Other Troop Types: + 4 ARM
11	Adhesive Launcher (+1B)	19	Mimetism (-6)
12	TAG: Immunity (AP) Other Troop Types: + 2 ARM	20	TAG: BS Attack (+1B) — Other Troop Types: HMG

SPECIALIST TROOPS

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

Hackers, Doctors, and Engineers cannot make use of Repeaters or Peripheral (Servant) Models to perform tasks reserved for Specialist Troops.

QUANTUM ANOMALY ZONES (QAZ)

Before the Deployment Phase, each player must place one Circular Template. It can be placed on any surface of the game table that is equal or larger in size than the Template, must be completely outside any Deployment Zones, and cannot overlap another Quantum Anomaly Zone (QAZ).

The player that kept Deployment must place their Circular Template first.

During the game, each of these Circular Templates is an area of Difficult Terrain (Zero-G) and a Saturation Zone.

Moreover, any Active Trooper that declares or performs an Order inside a QAZ must make a Saving Roll against BTS, with Damage 10.

Failing the Saving Roll results in the loss of one point of the Wounds/Structure Attribute.

END OF THE MISSION

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

150P	200P / 250P	300P / 350P / 400P
24 in x 32 in	32 in x 48 in	48 in x 48 in

DEPLOYMENT ZONE A

DEPLOYMENT ZONE B

12" 12"

16" 16" 4"

16" 24" 8"

● Panoply

FROSTBYTE

MISSION OBJECTIVES

MAIN OBJECTIVES

- To kill more Army Points than the adversary (2 Objective Points).
- At the end of the game, dominate the Exclusion Zone (3 Objective Points).
- At the end of the game, have as many Active Heating Units as the adversary (2 Objective Points, but only if the player has at least 1 Active Heating Unit).
- At the end of the game, have more Active Heating Units than the adversary (3 Objective Points).

CLASSIFIED

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

FORCES AND DEPLOYMENT

SIDE A and SIDE B: Both players will deploy on opposite sides of the game table, in two Deployment Zones whose size depends on the number of Army Points in the Army Lists.

SIDE	ARMY POINTS	SWC	GAME TABLE SIZE	DEPLOYMENT ZONE SIZES
A and B	150	3	24 in x 32 in	8 in x 24 in
A and B	200	4	32 in x 48 in	12 in x 32 in
A and B	250	5	32 in x 48 in	12 in x 48 in
A and B	300	6	48 in x 48 in	12 in x 48 in
A and B	350	7	48 in x 48 in	12 in x 48 in
A and B	400	8	48 in x 48 in	12 in x 48 in

Exclusion Zone. The Exclusion Zone is the area covering 8 inches (4 inches in 150 point games) either side of the central line of the game table. Any Special Skill with the Airborne Deployment (AD) or Superior Deployment Labels cannot be used to deploy inside this area.

In this scenario the Exclusion Zone is a Zone of Operations (ZO).

It is not allowed to deploy in Silhouette contact with a Heating Unit.

SCENARIO SPECIAL RULES

KILLER COLD

A failure in the life support system has caused so extreme low temperatures that only those possessing personal heating units can tolerate them.

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

This rule is not applied to all those Troopers whose Troop Type is Heavy Infantry (HI), Remote (REM) or TAG. It is not applied to the Trooper the player has designated as Master Breacher.

DEAD ZONES

There are two Dead Zones, one in each half of the game table. The Dead Zones are the area between the Deployment Zone and the Exclusion Zone (see the map below).

DOMINATE ZO

A Zone of Operations (ZO) is Dominated by a player if they have more Victory Points than the adversary inside the area. Only Troopers represented by Models or Markers (Camouflaged, Shasvastii-Embryo, Seed-Embryo...) count, as well as Proxies and Peripheral Troops. Troops in a Null State do not count. Tokens representing weapons or pieces of equipment (like Mines or Deployable Repeaters), fake Holoechoes, and any Token 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.

HEATING UNITS

There is a total of four Heating Units, two of them on each half of the table. The Heating Unit placed 10 inches from the center of the table and 24 inches from the edge of the table is the Heating Unit of that Dead Zone (6 inches from de center of the table and 12 inches from the edge of the table in 150-point games). The Heating Unit placed 20 inches from the center of the table and 24 inches from the edge of the table is the Heating Unit of that Deployment Zone (12 inches from de center of the table and 12 inches from the edge of the table in 150-point games).

Each Heating Unit must be represented by an Objective Token (OBJECTIVE) or by a scenery piece of the same diameter (such as the Objective from the ITS Objectives Pack Alpha, or the Info Hubs by Micro Art Studio).

Player A and Player B Token can be used to mark the Activated

Heating Units. It is recommended each player uses a different kind of Token.

In this scenario the Heating Units have a Profile and can be targeted. However, the Heating Unit cannot be chosen as the target of an Attack that would also affect Troopers, be they Enemy or Allied.

NAME	ARM	BTS	STR	S
HEATING UNIT	2	0	3	3
FIXED CC ROLL=8, GIZMOKIT (PH=9)				

AUTOMATED DEFENSE SYSTEM (ADS)

Every Heating Unit is equipped with an ADS to avoid tampering with the life-saving heat system. Any CC Attack made against the Heating Unit will trigger a CC Attack in reaction, which automatically rolls an 8. Any CC Attack against the Heating Unit is automatically a Face to Face Roll even if the Berserk Special Skill is used. No MODs can be applied to the attacker's CC Attribute. If the ADS's Roll of 8 is a success, the attacker suffers a Stun Ammunition hit, forcing them to make two Saving Rolls against BTS, with Damage 15. The Immunity (Total) Special Skill is not effective against this hit.

DAMAGE AND DESTROY THE HEATING UNITS

A Heating Unit can only be damaged by CC Attacks with Weapons possessing the Anti-materiel Trait, or by placing D-Charges.

If a Heating Unit's Structure Attribute is reduced to 0 or below, it is Destroyed and removed from the game table.

The Heating Units can be the target of the Engineer Special Skill or the GizmoKit piece of Equipment

A Heating Unit that is Destroyed is not considered to be Active.

CONSOLES

There are three Consoles, placed on the central line of the game table. One of them is in the center of the table and the other two are 12 inches from the central Console (8 inches in 150 point games), see map below.

Each Console must be represented by a Console A Token or by a scenery piece of the same diameter (such as the Consoles of the ITS Objectives Pack Alpha, the Human Consoles by Micro Art Studio, the Tech Consoles by Warsenal or the Comlink Console by Customeeple).

CONNECT A CONSOLE
(SHORT SKILL)

Attack.

REQUIREMENTS
▶ Only Specialist Troops can declare this Skill.
▶ The Specialist Troop must be in Silhouette contact with the Console.

EFFECTS
▶ Allows the Specialist Troop to make a Normal WIP Roll to Connect a Console. If the roll is failed, this can be repeated as many times as necessary, each time spending the corresponding Short Skill and making the roll.
▶ When Connecting a Console, the player declares which Heating Unit is Activated.
▶ You cannot Activate more than one Heating Unit for each Console.
▶ You cannot Connect again a Console previously connected.

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 Troopers possessing the Chain of Command or the Specialist Operative Special Skill are considered Specialist Troops. Hackers, Doctors, and Engineers cannot make use of Repeaters or Peripheral (Servant) Models to perform tasks reserved for Specialist Troops.

HAZMAT OPS

A Hazmat Ops is an operative with a wide expertise in hostile environments.

At the end of the Deployment Phase, in Initiative order, players mustdeclare which Trooper from their Army List is their Hazmat Ops. TheTrooper chosen must be always one of the models deployed on the gametable. Players are not allowed to choose Troopers in Hidden Deploymentor in Marker state. This Trooper must always be on the game table as aModel and not as a Marker (Camouflaged, Holoecho...). Also, Irregular Troops and those whose Troop Type is REM are not eligible to be Hazmat Ops.

The Hazmat Ops possesses the Terrain (Zero-G) Special Skill and also D-Charges, even if those are not listed on their Unit Profile.

The Hazmat Ops is identified with a Player A or B Marker.

HAZMAT OPS SPECIAL ORDER

The Trooper with the Player A or B Token during the Order Count is granted an extra Irregular Order in addition to the one provided by their Training (Regular or Irregular). This exclusive Irregular Order cannot be transformed into a Regular Order, or be used in a Fire-team.

NO QUARTER

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

SHASVASTII

Troopers possessing the Shasvastii Special Skill that are inside a Zone of Operations count while they are in the Shasvastii-Embryo-State or any non-Null State.
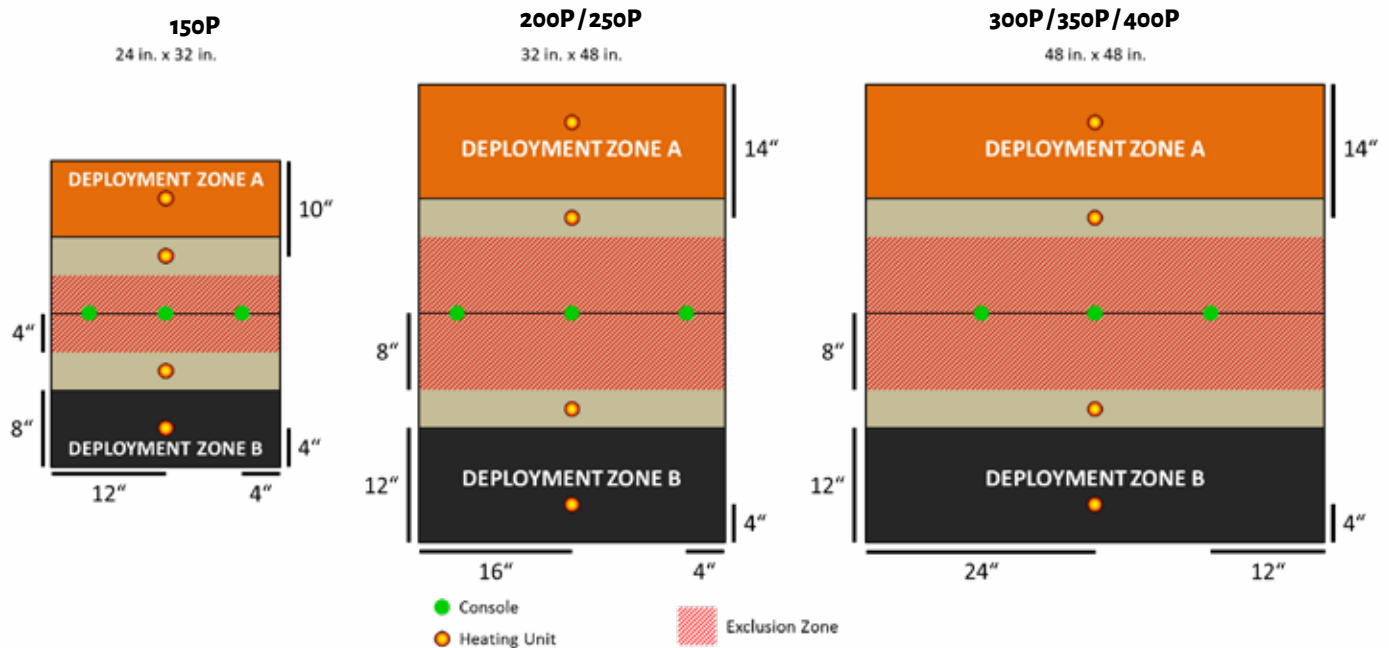
BAGGAGE

Troopers possessing the Baggage piece of Equipment that are inside a Zone of Operations and in a non-Null State provide an additional 20 Victory Points for Dominating the 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.

34

150P
24 in. x 32 in.

DEPLOYMENT ZONE A — 10"

4"

8"

DEPLOYMENT ZONE B — 4"

12" — 4"

200P / 250P
32 in. x 48 in.

DEPLOYMENT ZONE A — 14"

8"

DEPLOYMENT ZONE B

12" — 4"

16" — 4"

300P / 350P / 400P
48 in. x 48 in.

DEPLOYMENT ZONE A — 14"

8"

DEPLOYMENT ZONE B

12" — 4"

24" — 12"

● Console
◉ Heating Unit

▨ Exclusion Zone

FRONTLINE

MISSION OBJECTIVES

MAIN OBJECTIVES

- At the end of the game, dominate the nearest Sector to your Deployment Zone (1 Objective Point).
- At the end of the game, dominate the central Sector (2 Objective Points).
- At the end of the game, dominate the farthest Sector from your Deployment Zone (3 Objective Points).

CLASSIFIED

- Each player has 4 Classified Objective (1 Objective Point for each one).

FORCES AND DEPLOYMENT

SIDE A and SIDE B: Both players will deploy on opposite sides of the game table, in Deployment Zones whose size depends on the number of Army Points in the Army Lists.

SIDE	ARMY POINTS	SWC	GAME TABLE SIZE	DEPLOYMENT ZONE SIZES
A and B	150	3	24 in x 32 in	8 in x 24 in
A and B	200	4	32 in x 48 in	12 in x 32 in
A and B	250	5	32 in x 48 in	12 in x 32 in
A and B	300	6	48 in x 48 in	12 in x 48 in
A and B	350	7	48 in x 48 in	12 in x 48 in
A and B	400	8	48 in x 48 in	12 in x 48 in

SCENARIO SPECIAL RULES

SECTORS (ZO)

When the game is finished, but not before, 3 Sectors are marked out. In 200/250/300/350/400 point games, 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 150 point games, these Sectors are 4 inches deep and as wide as the game table. Two of these Sectors are placed 2 inches from the central line of the game table, one on each side, and the third Sector is a strip 4 inches deep in the central area of the table.

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

DOMINATE ZO

A Zone of Operations (ZO) is Dominated by a player if they have more Victory Points than the adversary inside the area. Only Troopers represented by Models or Markers (Camouflaged, Shasvastii-Embryo, Seed-Embryo...) count, as well as Proxies and Peripheral Troops. Troops in a Null State do not count. Tokens representing weapons or pieces of equipment (like Mines or Deployable Repeaters), fake Holoechoes, and any Token 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

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

BAGGAGE

Troopers possessing the Baggage piece of Equipment that are inside a Zone of Operations and in a non-Null State provide an additional 20 Victory Points for Dominating the ZO.

INTELCOM CARD (SUPPORT AND CONTROL)

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

At the end of the last Game Round, when the players count up their points and in Initiative order, the player can use their INTELCOM Card in Support and Control Mode.

Support and Control Mode: The player can add the value of the Support and Control Card to their Victory Points in the Zone of Operations (ZO) of their choice. The player must have at least one Trooper inside that ZO, in a non-Null State.

QUANTUM ANOMALY ZONES (QAZ)

Before the Deployment Phase, each player must place one Circular Template. It can be placed on any surface of the game table that is equal or larger in size than the Template, must be completely outside any Deployment Zones, and cannot overlap another Quantum Anomaly Zone (QAZ).

The player that kept Deployment must place their Circular Template first.

During the game, each of these Circular Templates is an area of Difficult Terrain (Zero-G) and a Saturation Zone.

Moreover, any Active Trooper that declares or performs an Order inside a QAZ must make a Saving Roll against BTS, with Damage 10.

Failing the Saving Roll results in the loss of one point of the Wounds/Structure Attribute.

DEFENSIVE TURRET F-13

Before the Deployment Phase, each player must place a Defensive Turret F-13 totally inside their Deployment Zone.

The player that kept Deployment is the first one to place their Defensive Turret F-13.

These turrets are fixed to the floor and cannot move. They must be represented by a Player A or Player B Token or by a Model or piece of scenery with the same Silhouette value (for example Turrets from the Defiance Scenery, or Fiddler's Turrets).

The Defensive Turrets F-13 are Deployable Weapons, reacting with BS Attack or CC Attack to any Order declared by an active Enemy Model (but not Markers) in LOF or in Silhouette contact.

When the STR Attribute value of a Defensive Turret F-13 is 0 or less, it is removed from the game table.
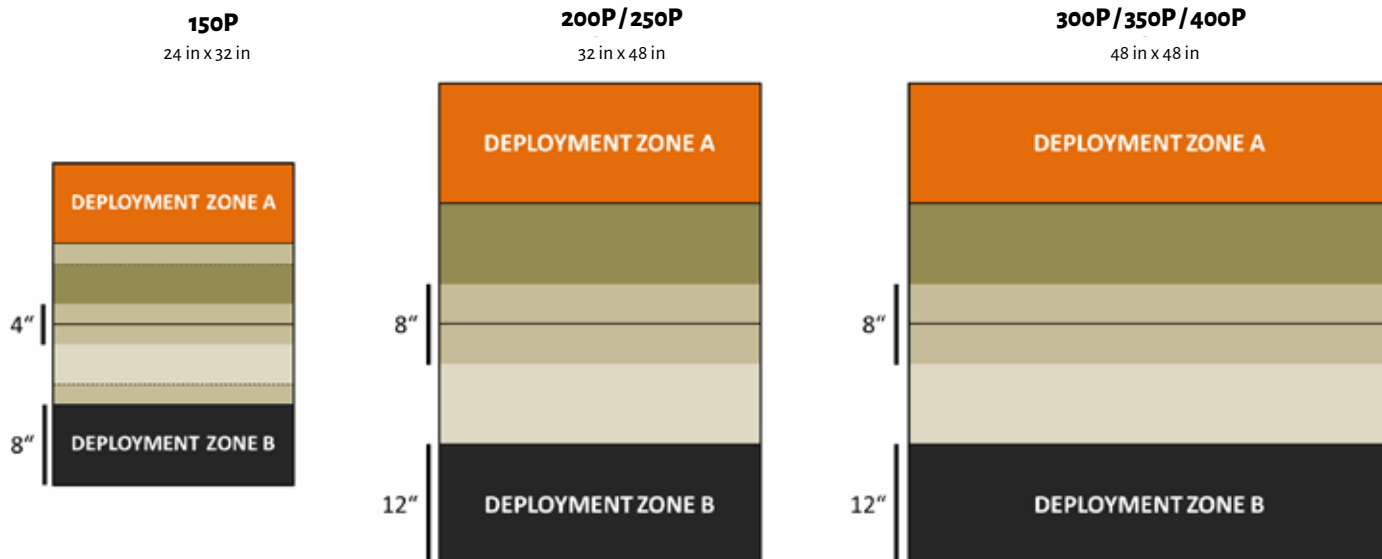
DEFENSIVE TURRET F-13

ISC: TURRET F-13								
MOV	CC	BS	PH	WIP	ARM	BTS	STR	S
--	5	10	--	--	2	3	1	2

▶ Equipment: 360º Visor
▶ Special Skills: Total Reaction
▶ BS Weapons: Combi Rifle
▶ Melée Weapons: PARA (-3) CCW

END OF THE MISSION

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

150P	200P / 250P	300P / 350P / 400P
24 in x 32 in	32 in x 48 in	48 in x 48 in

DEPLOYMENT ZONE A
4"
8"
DEPLOYMENT ZONE B

DEPLOYMENT ZONE A
8"
12"
DEPLOYMENT ZONE B

DEPLOYMENT ZONE A
8"
12"
DEPLOYMENT ZONE B

HIGHLY CLASSIFIED

SUITABLE FOR REINFORCEMENTS

MISSION OBJECTIVES

MAIN OBJECTIVES

■ At the end of the game, have accomplished **more Main** Classified Objectives than the adversary (3 Objective Points).

■ At the end of the game, have accomplished the **same number** of **Main** Classified Objectives as the adversary (2 Objective Points, but only if at least 1 Classified Objective has been accomplished).

■ Accomplish Main Classified Objectives (1 Objective Point for each one).

SECONDARY OBJECTIVES

■ Each player has 1 Secondary Classified Objective (3 Objective Points).

FORCES AND DEPLOYMENT

SIDE A and SIDE B: Both players will deploy on opposite sides of the game table, in Deployment Zones whose size depends on the number of Army Points in the Army Lists.

SIDE	ARMY POINTS	SWC	GAME TABLE SIZE	DEPLOYMENT ZONE SIZES
A and B	150	3	24 in x 32 in	8 in x 24 in
A and B	200	4	32 in x 48 in	12 in x 32 in
A and B	250	5	32 in x 48 in	12 in x 32 in
A and B	300	6	48 in x 48 in	12 in x 48 in
A and B	350	7	48 in x 48 in	12 in x 48 in
A and B	400	8	48 in x 48 in	12 in x 48 in

SCENARIO SPECIAL RULES

MAIN CLASSIFIED OBJECTIVES

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

To choose them, each player will shuffle their own Classified Deck in front of their opponent and pick two cards they 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 their 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 they have two different options to choose their Secondary Classified Objective from.

The Secondary Classified Objective is Private Information.

SECURE HVT

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

HAZMAT OPS

A Hazmat Ops is an operative with a wide expertise in hostile environments.

At the end of the Deployment Phase, in Initiative order, players must declare which Trooper from their Army List is their Hazmat Ops. 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, Holoecho...). Also, Irregular Troops and those whose Troop Type is REM are not eligible to be Hazmat Ops.

The Hazmat Ops possesses the Terrain (Zero-G) Special Skill and also D-Charges, even if those are not listed on their Unit Profile.

The Hazmat Ops is identified with a Player A or B Marker.

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 their Secondary Classified Objective. As before, this Secondary Classified Objective must be different from the Main Classified Objectives.

JOINT COMMAND

In this scenario, both players possess an extra Command Token.
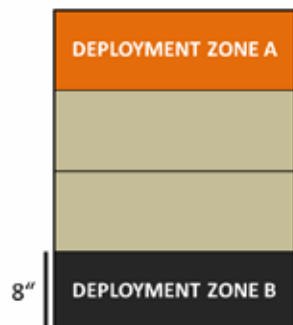
END OF THE MISSION

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 their Active Turn in a Retreat! situation, the game will end at the end of that Turn.
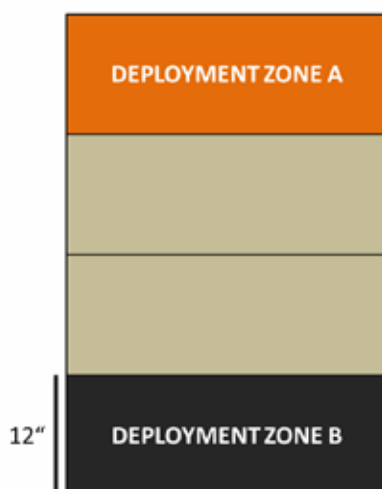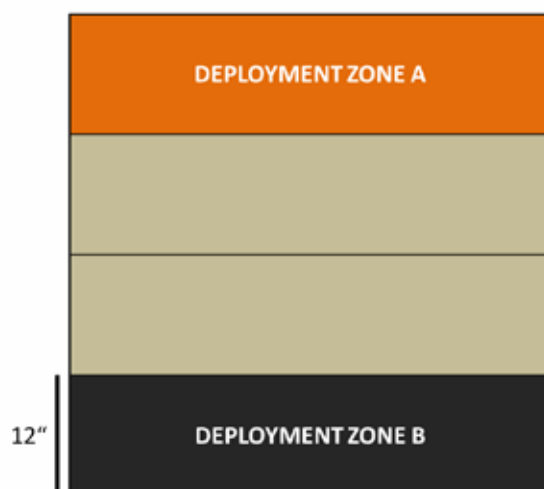
150P
24 in x 32 in

DEPLOYMENT ZONE A

DEPLOYMENT ZONE B

8"

200P / 250P
32 in x 48 in

DEPLOYMENT ZONE A

DEPLOYMENT ZONE B

12"

300P / 350P / 400P
48 in x 48 in

DEPLOYMENT ZONE A

DEPLOYMENT ZONE B

12"

LAST LAUNCH

SUITABLE FOR REINFORCEMENTS

Based on the Dante Harrower's Scenario from the Loss of Lieutenant custom mission challenge.

MISSION OBJECTIVES

MAIN OBJECTIVES

- At the end of the game, have Extracted more Army Points than the adversary (4 Objective Points).
- At the end of the game, have Extracted more Specialist Troops than the adversary (2 Objective Points).
- At the end of the game, have Killed more Specialist Troops than the adversary (2 Objective Points).
- At the end of the game, have Killed the same number of Specialist Troops as the adversary (1 Objective Point).
- At the end of the game, Dominate the Launching Tower (1 Objective Point).

CLASSIFIED

There is one Classified Objective (1 Objective Point).

FORCES AND DEPLOYMENT

SIDE A and SIDE B: Both players will deploy on opposite sides of the game table, in Deployment Zones whose size depends on the number of Army Points in the Army Lists.

SIDE	Army Points	SWC	GAME TABLE SIZE	DEPLOYMENT ZONE SIZES
A and B	150	3	24 in x 32 in	8 in x 24 in
A and B	200	4	32 in x 48 in	12 in x 32 in
A and B	250	5	32 in x 48 in	12 in x 32 in
A and B	300	6	48 in x 48 in	12 in x 48 in
A and B	350	7	48 in x 48 in	12 in x 48 in
A and B	400	8	48 in x 48 in	12 in x 48 in

Exclusion Zone. The Exclusion Zone is the area covering 8 inches (4 inches in 150 point games) either side of the central line of the game table. Any Special Skill with the Airborne Deployment (AD) or Superior Deployment Labels cannot be used to deploy inside this area.

SCENARIO SPECIAL RULES

NO QUARTER

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

ID SCANNERS

There are 2 ID Scanners placed on the center line of the table 8 inches (4 inches in 150 point games) from opposite sides of the game table edge.

The ID Scanners must be represented by a Tech-Coffin Token or with a scenery piece of the same diameter (such as the Tech-Coffins of the ITS Objective Pack Alpha, the Stasis Coffins by Warsenal, or the Cryo Pods by Customeeple).

DOWNLOAD ID	
	SHORT SKILL

Attack

REQUIREMENTS
- ▶ Only Specialist Troops can declare this Skill.
- ▶ The Specialist Troop must be in Silhouette contact with an ID Scanner.

EFFECTS
- ▶ Allows the Trooper to make a Normal WIP Roll to Download an ID, placing an ID Token beside them if the roll is successful.
- ▶ 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.

SWAP ID	
	SHORT SKILL

Attack

REQUIREMENTS
- ▶ The Trooper must be in Silhouette contact with an Allied Trooper with an ID Token.

EFFECTS
- ▶ Without needing to perform a Roll, the player can Swap the ID.
- ▶ Place the ID Token next to the Trooper that declared this Skill.

COMMON RULES OF ID TOKENS

- A Trooper with an ID Token cannot enter or be in any Marker State.
- A Trooper can only have a single ID Token at a time.

LAUNCHING TOWER (ZO)

In this scenario, the Launching Tower is a Zone of Operations (ZO). Placed in the center of the table, it covers an area of 8 by 8 inches. To represent the Launching Tower, we recommend using the Objective Room of the different Infinity Expansion Scenery Packs, the Objective Room by Micro Art Studio, the Command Bunker by Warsenal, or the Panic Room by Customeeple.

In game terms, it is considered to have walls of infinite height that completely block Line of Fire. It has four Wide Gates, one in the middle of each wall (see map below). The Gates of the Launching Tower are open at the start of the game.

DOMINATE THE ZO

The Zone of Operations is Dominated by a player if they have more Victory Points than the adversary inside the area. Only Troopers represented by Models or Markers (Camouflaged, Shasvastii-Embryo, Seed-Embryo...) count, as well as Proxies and Peripheral Troops. Troops in a Null State do not count. Tokens representing weapons or pieces of equipment (like Mines or Deployable Repeaters), fake Holoechoes, and any Token that does not represent a Trooper do not count either.

A Trooper is inside the ZO when more than half the Trooper's base is inside that tower.

ID CHECKER

There is 1 ID Checker placed in the center of the Launching Tower.

The ID Checker must be represented by a Console A Token or by a scenery piece of the same diameter (such as the Consoles of the ITS Objectives Pack Alpha, the Human Consoles by Micro Art Studio, the Tech Consoles by Warsenal or the Comlink Console by Customeeple).

EXTRACT IDENTIFIED TROOPER
SHORT SKILL

Attack

REQUIREMENTS
- ▶ The Trooper must have an ID Token.
- ▶ The Trooper must be in Silhouette contact with the ID Checker.
- ▶ Troopers taking part in a Coordinated Order cannot declare this Skill.

EFFECTS
- ▶ Without needing to perform a Roll, the player can Extract the Trooper.
- ▶ Remove the Trooper from the game table, and any Peripherals it has that are inside the Launching Tower.
- ▶ Add the removed Troopers' points cost to the player's Extracted Army Points. Each player's Extracted Army Points total is Open Information.
- ▶ Troopers removed this way are considered to be in a Null state. However, they still count toward the player's Victory Points, even if they entered a Null State or Dead State during the Order they were Extracted.

KILLING

Troopers are considered Killed by the adversary when they enter Dead State or are in a Null State at the end of the game.

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

Troopers that have been Extracted are never considered to be Killed by the adversary.

SPECIALIST TROOPS

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

Hackers, Doctors, and Engineers cannot make use of Repeaters or Peripheral (Servant) Models to perform tasks reserved for Specialist Troops.

BAGGAGE

Each Trooper possessing the Baggage piece of Equipment that is Extracted provides an additional 20 points to the player's Extracted Army Points.
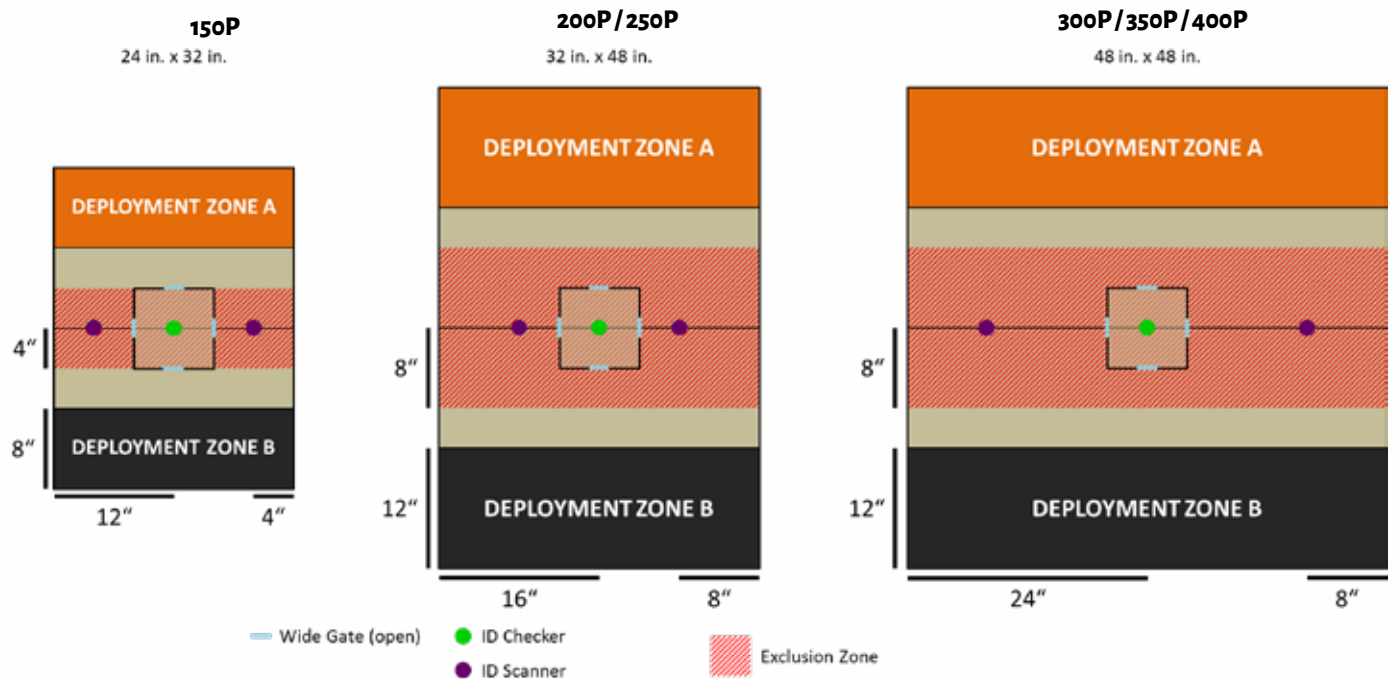
Troopers possessing the Baggage piece of Equipment that are inside a Zone of Operations and in a non-Null State provide an additional 20 Victory Points for Dominating the ZO.

EVO HACKERS

In this scenario, those Troopers possessing an EVO Hacking Device can be Extracted without having an ID Token.

END OF THE MISSION

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

150P
24 in. x 32 in.

200P / 250P
32 in. x 48 in.

300P / 350P / 400P
48 in. x 48 in.

DEPLOYMENT ZONE A

DEPLOYMENT ZONE B

- Wide Gate (open)
- ID Checker
- ID Scanner
- Exclusion Zone

LOOTING AND SABOTAGING

SUITABLE FOR REINFORCEMENTS

MISSION OBJECTIVES

MAIN OBJECTIVES

- Protect your 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, to a maximum of 3).
- Destroy the enemy AC2 (2 Objective Points, in addition to the previous Objective).
- At the end of the game, acquire more weapons or items from the Panoplies than the adversary (1 Objective Point).

CLASSIFIED

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

FORCES AND DEPLOYMENT

SIDE A and SIDE B: Both players will deploy on opposite sides of the game table, in Deployment Zones whose size depends on the number of Army Points in the Army Lists.

SIDE	ARMY POINTS	SWC	GAME TABLE SIZE	DEPLOYMENT ZONE SIZES
A and B	150	3	24 in x 32 in	8 in x 24 in
A and B	200	4	32 in x 48 in	12 in x 32 in
A and B	250	5	32 in x 48 in	12 in x 32 in
A and B	300	6	48 in x 48 in	12 in x 48 in
A and B	350	7	48 in x 48 in	12 in x 48 in
A and B	400	8	48 in x 48 in	12 in x 48 in

It is not allowed to deploy in Silhouette 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, placed in different halves of the table, each in the center of the front edge of the Deployment Zone. (See map below.)

The enemy AC2 is the one on the edge of the enemy Deployment Zone.

The AC2s must be represented by a Transmission Antenna Token (TRANS. ANTENNA) or with a scenery piece of the same diameter (such as the Antenna of the ITS Objective Pack Alpha, the Communications Array by Warsenal or the Sat Station Antenna by Customeeple).

In this scenario the AC2s have a Profile and can be targeted. However, an AC2 cannot be chosen as the target of an Attack that would also affect Troopers, be they enemy or allied.

NAME	ARM	BTS	STR	S
AC2 (Advanced Communications Console)	6	6	3	5
FIXED CC ROLL: 8, GIZMOKIT (PH=9)				

AUTOMATED DEFENSE SYSTEM (ADS)

Every AC2 is equipped with an ADS to avoid tampering with the AC2 system. Any CC Attack made against the AC2 will trigger a CC Attack in reaction, which automatically rolls an 8. Any CC Attack against the AC2 is automatically a Face to Face Roll even if the Berserk Special Skill is used. No MODs can be applied to the attacker's CC Attribute. If the ADS's automatic Roll of 8 is a success, the attacker suffers a Stun Ammunition hit, forcing them to make two Saving Rolls against BTS, with Damage 15. The Immunity (Total) Special Skill is not effective against this hit.

DAMAGE AND DESTROY THE AC2S

An AC2 can only be damaged by CC Attacks with Weapons possessing the Anti-materiel Trait, or by placing D-Charges.

If an AC2's Structure Attribute is reduced to 0 or below, it must be removed from the game table.

The AC2s **can** be the target of the Engineer Special Skill or the GizmoKit piece of Equipment

ARMORED FURY

In this scenario, TAGs apply the Anti-materiel Trait to their CC Weapons when making a CC Attack against an AC2.

JOINT COMMAND

In this scenario, both players possess an extra Command Token.

PANOPLIES

There are 2 Panoplies, placed in the central line of the table. They are placed 12 inches from the table edges in 300/350/400 point games, 8 inches in 200/250 point games, and 6 inches in 150 point games (see

map below).

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

USE PANOPLIES (D-CHARGES)

SHORT SKILL

Attack.

REQUIREMENTS

▸ The Trooper must be in Silhouette contact with a Panoply

EFFECTS

▸ By succeeding at a WIP Roll, a Trooper gains the D-Charges weapon or, if their player prefers, makes a Roll on the Panoply Chart to obtain one different weapon or piece of equipment. Once a success has been rolled, that Trooper cannot use this Panoply again.

▸ Troopers possessing the Booty Special Skill, or any other Skill which specifies so, don't need to make the WIP Roll.

▸ A Trooper in Silhouette contact with this piece of scenery may spend one Short Skill of an Order to cancel their Unloaded State.

▸ If a Trooper rolls a weapon or piece of equipment they already have, they can repeat the roll on the Panoply Chart.

PANOPLY CHART

1-2	+1 ARM	13	Panzerfaust
3-4	Light Flamethrower	14	Monofilament CCW
5-6	Grenades	15	MOV 8-4
7-8	DA CCW	16	TAG: BS Attack (Shock) Other TroopTypes: MULTI Rifle
9	Multispectral Visor L1	17	MULTI Sniper Rifle
10	EXP CCW	18	TAG: Immunity (Total) Other Troop Types: + 4 ARM
11	Adhesive Launcher (+1B)	19	Mimetism (-6)
12	TAG: Immunity (AP) Other Troop Types: + 2 ARM	20	TAG: BS Attack (+1B) Other Troop Types: HMG

SPECIALIST TROOPS

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

Hackers, Doctors, and Engineers cannot make use of Repeaters or Peripheral (Servant) Models to perform tasks reserved for Specialist Troops.
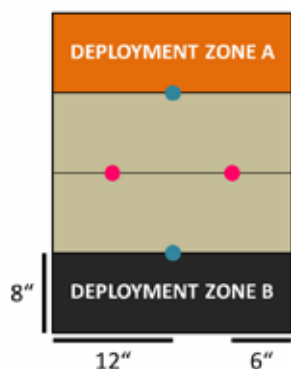
END OF THE MISSION

This scenario has a limited time frame, so it will automatically finish at the end of the **third Game Round.**
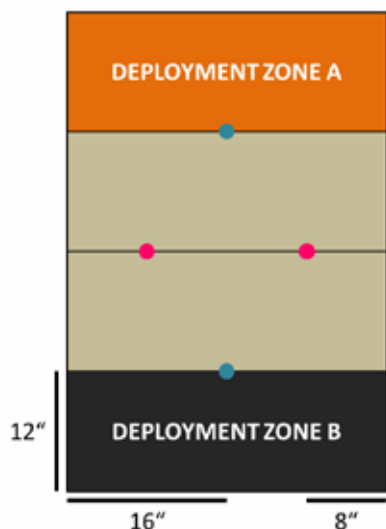
If one of the players starts their Active Turn in a Retreat! situation, the game will end at the end of that Turn.
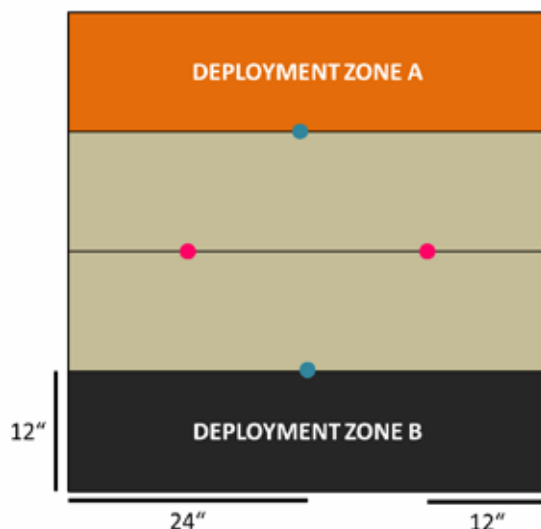
150P	200P / 250P	300P / 350P / 400P
24 in x 32 in	32 in x 48 in	48 in x 48 in

- Advanced Communications Console
- Panoply

MINDWIPE

SUITABLE FOR REINFORCEMENTS

Scenario by the Warcors Blindside and CoveredinFish.

MISSION OBJECTIVES

MAIN OBJECTIVES

■ At the end of the game, have Destroyed the Enemy Server containing the Rogue AI (3 Objective Points).
■ At the end of the game, have Destroyed the same number of Enemy Servers as your opponent, (1 Objective Point, but only if at least 1 Server has been Destroyed by the player).
■ At the end of the game, have Destroyed more Servers than your opponent (2 Objective Points).
■ At the end of the game, if your Server with the Rogue AI is not Destroyed (2 Objective Points).
■ At the end of the game, if none of your Servers are Destroyed (1 Objective Point).
■ Activate one Console (1 Objective Point).

CLASSIFIED

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

FORCES AND DEPLOYMENT

SIDE A and SIDE B: Both players will deploy on opposite sides of the game table, in Deployment Zones whose size depends on the number of Army Points in the Army Lists.

SIDE	ARMY POINTS	SWC	GAME TABLE SIZE	DEPLOYMENT ZONE SIZES
A and B	150	3	24 in x 32 in	8 in x 24 in
A and B	200	4	32 in x 48 in	12 in x 32 in
A and B	250	5	32 in x 48 in	12 in x 32 in
A and B	300	6	48 in x 48 in	12 in x 48 in
A and B	350	7	48 in x 48 in	12 in x 48 in
A and B	400	8	48 in x 48 in	12 in x 48 in

It is not permitted to deploy in Silhouette contact with the Consoles or with the Servers.

SCENARIO SPECIAL RULES

CONSOLES

There are 2 Consoles placed on the central line of the table. They are placed 16 inches from the table edges in 300/350/400 point games, 12 inches in 200/250 point games, and 8 inches in 150 point games (see map).

Each Console must be represented by a Console A Token or by a scenery piece of the same diameter (such as the Consoles of the ITS Objective Pack Applha, the Human Consoles by Micro Art Studio, the Tech Consoles by Warsenal or the Comlink Console by Customeeple).

SERVERS

There are 3 servers placed in each Deployment Zone.

In 300/350/400 point games they are 6 inches from the long edge of the Deployment Zone, and 12 inches (Server A), 24 inches (Server B), and 36 inches (Server C) from the left table edge (see map).

In 200/250 point games they are 6 inches from the long edge of the Deployment Zone, and 6 inches (Server A), 16 inches (Server B), and 26 inches (Server C) from the left table edge (see map).

In 150 point games they are 4 inches from the long edge of the Deployment Zone, and 4 inches (Server A), 12 inches (Server B), and 20 inches (Server C) from the left table edge (see map).

The Servers must be represented by a Tech-Coffin Token or with a scenery piece of the same diameter (such as the Tech-Coffin of the ITS Objective Pack Alpha, the Stasis Coffins by Warsenal or the Cryo Pods by Customeeple).

The Enemy Servers are the ones in the enemy Deployment Zone.

In this scenario the Servers have a Profile and can be targeted. However, the Servers cannot be chosen as the target of an Attack that would also affect Troopers, be they Enemy or Allied.

	ARM	BTS	STR	TRAITS
Server	4	6	2	Hackable

Servers cannot be target of the Engineer Special Skill or the GizmoKit piece of Equipment.

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DAMAGE AND DESTROY THE SERVERS

The Servers can only be damaged by CC Attacks with CC Weapons possessing the Anti-materiel Trait, with D-Charges, or with the Special Hacking Program: Data Erasure.

Servers cannot be attacked during the first Game Round.

Servers cannot be attacked by a player until that player has activated a Console.

If a Server's Structure Attribute is reduced to 0 or below, it is Destroyed and removed from the game table.

ACTIVATE CONSOLE	
	SHORT SKILL

Attack

REQUIREMENTS
▶ Only Specialist Troops can declare this Skill.
▶ The Specialist Troop must be in Silhouette contact with the Console.
▶ Each player can Activate a single Console.

EFFECTS
▶ Allows the Specialist Troop to make a Normal WIP Roll to Activate the Console.
▶ If the roll is failed, this can be repeated as many times as necessary, each time spending the corresponding Short Skill and making the roll.
▶ Each player can only Activate one Console, so cannot activate a second Console.
▶ An Activated Console cannot be deactivated or Activated again by the other player.
▶ Once you successfully have Activated the Console, you will find out which Enemy Server contains the wanted Rogue AI. Roll 1d20 and consult this table:

1D20	RESULT
1-6	Server A
7-12	Server B
13-18	Server C
19-20	In the server of the player's choice

DATA ERASURE

DATA ERASURE is a special experimental Hacker Program developed to effectively erase Rogue AIs from server banks.

At the end of the Deployment Phase, the player must declare which Hacker from their Army List has access to Data Erasure. This Trooper must always be on the game table as a Model or as a Marker.

The Hacker with Access to the Hacker Program Data Erasure is identified with a Data Pack Token (DATA PACK).

If the Hacker enters a Null State or is killed the DATA PACK Token remains on that spot and can be salvaged by an allied Hacker in Silhouette contact by spending a Short Skill.

ÜBERHACKER SPECIAL ORDER

The Hacker with the Data Pack Token during the Order Count is granted an extra Irregular Order in addition to the one provided by their Training (Regular or Irregular). This exclusive Irregular Order cannot be transformed into a Regular Order.

DATA ERASURE	
	SHORT SKILL

Attack

REQUIREMENTS
▶ The target must be an Enemy Server.
▶ The user of this Program must have the DATA PACK Token

EFFECTS
▶ This Program's Burst of 1 allows the user to make a WIP Roll against the target.
▶ Each successful roll, due to DA Ammunition, forces the target to make two Saving Rolls against BTS, with Damage 17.
▶ For each failed Saving Roll, the target loses one point of its Structure.
▶ A Critical with Data Erasure forces its target to perform an additional Saving Roll.
▶ The range of this Program is the Hacker's Zone of Control. It cannot be used through a Repeater.

NAME	ATTACK MOD	OPP. MOD	DAM	B	TAR-GET	SKILL TYPE	SPECIAL
Data Erasure	0	0	17	1	Enemy Server	Short Skill	DA Ammo

SPECIALIST TROOPS

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

Hackers, Doctors, and Engineers cannot make use of Repeaters or Peripheral (Servant) Models to perform tasks reserved for Specialist Troops.

HACKER BONUS

Troopers possessing the Hacker Special Skill have a MOD of +3 to the WIP Rolls necessary to Activate a Console. In addition, they will be able to make two WIP Rolls each time they spend a Short Skill to Activate a Console.
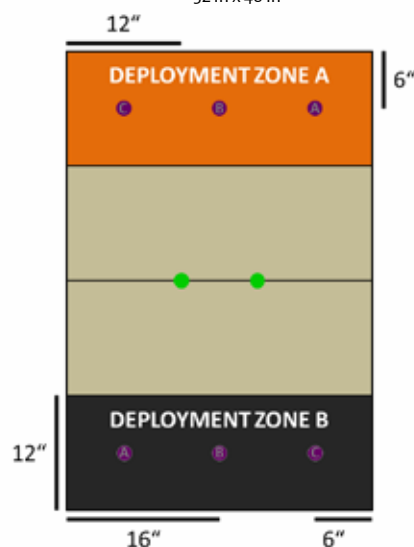
END OF THE MISSION

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

If one of the players starts their Active Turn in a Retreat! situation, the game will end at the end of that Turn.
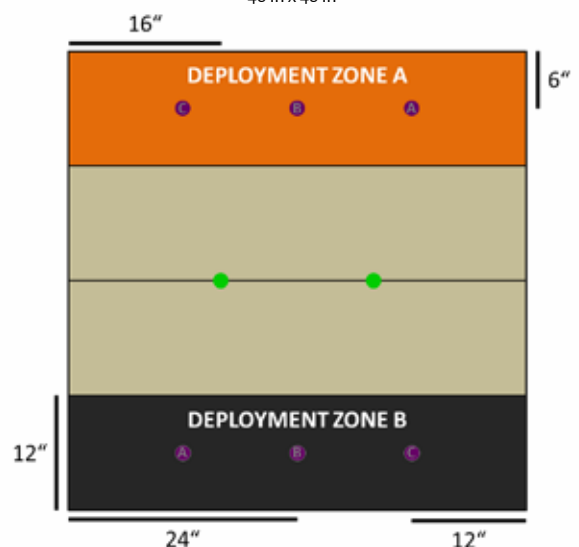
150P
24 in x 32 in
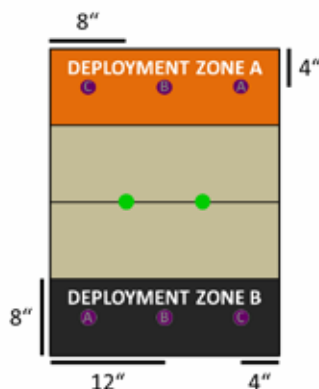
200P / 250P
32 in x 48 in

300P / 350P / 400P
48 in x 48 in

- Server (Tech-Coffin)
- Console

PANIC ROOM

Scenario by James 'Gribbler' Newman from the White Noise 'Design a Mission' Contest

MISSION OBJECTIVES

MAIN OBJECTIVES

- ■ At the end of each Game Round, Dominate the Panic Room (1 Objective Point).
- ■ At the end of each Game Round, have at least one Essential Personnel Trooper inside the Panic Room, in a non-Null State (1 Objective Point)
- ■ At the end of the game, have more Victory Points than the adversary (3 Objective Points).

CLASSIFIED

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

FORCES AND DEPLOYMENT

SIDE A and SIDE B: Both players will deploy on opposite sides of the game table, in Deployment Zones whose size depends on the number of Army Points in the Army Lists.

SIDE	ARMY POINTS	SWC	GAME TABLE SIZE	DEPLOYMENT ZONE SIZES
A and B	150	3	24 in x 32 in	4 in x 24 in
A and B	200	4	32 in x 48 in	8 in x 32 in
A and B	250	5	32 in x 48 in	8 in x 32 in
A and B	300	6	48 in x 48 in	8 in x 48 in
A and B	350	7	48 in x 48 in	8 in x 48 in
A and B	400	8	48 in x 48 in	8 in x 48 in

Confused Deployment. Any Trooper deploying outside their Deployment Zone must make a PH Roll with a -3 MOD. This Roll replaces any PH or WIP Roll that the Trooper would normally make to deploy. Any MODs from Special Skills, pieces of Equipment, or rules that apply any Roll to deploy will be added to this Roll.

For example a Trooper with Infiltration must make a Roll if they deploy outside their Deployment Zone. There will be a -3 MOD to deploy in their half of the game table, or a -6 MOD to deploy in the opponent's half of the game table. While a Trooper with Combat Jump (PH=14) must make a Roll against PH11 if they deploy outside their Deployment Zone.

If the player fails the Roll, the Trooper will be deployed anywhere in their Deployment Zone. Additionally, after failing the Roll, the user loses the option to deploy in a Marker State or Hidden Deployment State and is always deployed as a Model. Any Deployable Weapons and Equipment deployed alongside them are removed from the game table.

It is not allowed to deploy inside the Panic Room.

PANIC ROOM (ZO)

In this scenario the Panic Room is a Zone of Operations (ZO).

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

In game terms it is considered to have walls of infinite height that completely block Line of Fire. It has four Gates, one in the middle of each wall (see map below). The Gates of the Panic Room are open at the start of the game. The Panic Room Gates must be represented by Wide Gate Tokens or scenery pieces with the same size.

DOMINATE ZO

A Zone of Operations (ZO) is Dominated by a player if they have more Victory Points than the adversary inside the area. Only Troopers represented by Models or Markers (Camouflaged, Shasvastii-Embryo, Seed-Embryo...) count, as well as Proxies and Peripheral Troops. Troops in a Null State do not count. Tokens representing weapons or pieces of equipment (like Mines or Deployable Repeaters), fake Holoechoes, and any Token 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.

ESSENTIAL PERSONNEL

For the purposes of this scenario, Lieutenants, and Troopers possessing the Number 2, NCO, or Chain of Command Special Skills are considered Essential Personnel. Troopers with a Trooper Classification of Headquarters Troopers or Character also are considered Essential Personnel.

BIOTECHVORE PLAGUE AREA

A Biotechvore plague infests the game table, spreading towards the Panic Room.

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

Failing the Saving Roll results in the loss of one point of the Wounds/Structure Attribute.

The Biotechvore plague is more aggressive against artificial beings. Troopers with the STR Attribute must make two Saving Rolls instead one.

At the end of the third Game Round any Trooper inside a Biotechvore Plague Area is automatically Killed.

At the end of each Game Round the Biotechvore Plague Area will infest the following area in 200/250/300/350/400 point games:

■ In the first Game Round the Biotechvore Plague Area extends 4 inches from each edge of the table.
■ In the second Game Round the Biotechvore Plague Area extends 8 inches from each edge of the table.
■ In the third Game Round the Biotechvore Plague Area extends 12 inches from each edge of the table.

In 150 point games the Biotechvore Plague Area will infest the following area:

■ In the first Game Round the Biotechvore Plague Area will extend 2 inches from each edge of the table.
■ In the second Game Round the Biotechvore Plague Area will extend 4 inches from each edge of the table.
■ In the third Game Round the Biotechvore Plague Area will extend 6 inches from each edge of the table.

BIOTECHVORE ANTENNA

Each Deployment Zone has 2 Biotechvore Antennas placed on the front edge of the Deployment Zone, 8 inches from the edges of the table (see map below). Each Biotechvore Antenna must be represented by a Transmission Antenna Token (TRANS. ANTENNA) or with a scenery piece of the same diameter (such as the Antenna of the ITS Objective Pack Alpha, the Communications Array by Warsenal or the Sat Station Antenna by Customeeple).

Troops in Silhouette contact with a Biotechvore Antenna aren't be affected by the Biotechvore Plague Area.

In this scenario the Biotechvore Antennas have a Profile and can be targeted. However, the Biotechvore Antennas cannot be chosen as the target of an Attack that would also affect Troopers, be they Enemy or Allied.

NAME	ARM	BTS	STR	S
Biotechvore Antenna	3	3	2	3

DAMAGE AND DESTROY THE BIOTECHVORE ANTENNAS

A Biotechvore Antenna can only be damaged with Weapons possessing the Anti-material Trait.

If a Biotechvore Antenna's Structure Attribute is reduced to 0 or below, it must be removed from the game table.

The Biotechvore Antennas **cannot** be target of the Engineer Special Skill or the GizmoKit piece of Equipment.

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.

SPECIALIST TROOPS

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

Hackers, Doctors, and Engineers cannot make use of Repeaters or Peripheral (Servant) Models to perform tasks reserved for Specialist Troops.

EVO HACKER BONUS

In this scenario, those Troopers that are not in the Isolated State or any Null State, and possess an EVO Hacking Device, provide 1 extra Regular Order to their Combat Group's Order Pool. The maximum number of extra Orders they can provide is 1 per Army List.

NO QUARTER

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

SHASVASTII

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

BAGGAGE

Troopers possessing the Baggage piece of Equipment that are inside a Zone of Operations and in a non-Null State provide an additional 20 Victory Points for Dominating the ZO.

KILLING

Troopers are considered Killed by the adversary when they enter Dead State, or they are in a Null State at the end of the game.

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

JOINT COMMAND

In this scenario, both players possess an extra Command Token.

END OF THE MISSION

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

150P
24 in x 32 in

200P / 250P
32 in x 48 in

300P / 350P / 400P
48 in x 48 in

● Biotechvore Antenna
— Wide Gate (open)

3 2 1 Biotechvore Zone
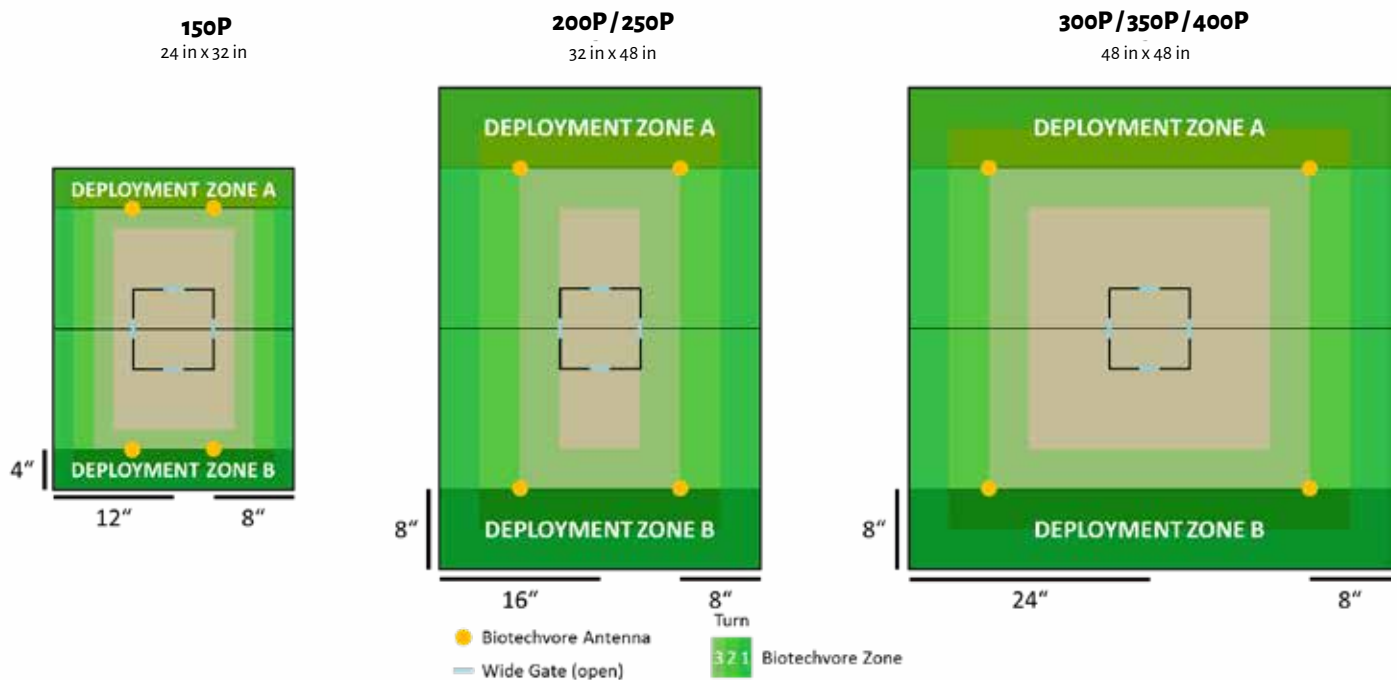
POWER PACK

MISSION OBJECTIVES

MAIN OBJECTIVES

- At the end of the game, have Activated the same number of Antennas as the adversary (1 Objective Points, but only if the player has Activated at least 1 Antenna).
- At the end of the game, have Activated more Antennas than the adversary (2 Objective Points).
- At the end of each Game Round, Control the enemy Console (1 Objective Point).
- At the end of the game, have your Console not be Controlled by the enemy (3 Objective Points).

CLASSIFIED

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

FORCES AND DEPLOYMENT

SIDE A and SIDE B: Both players will deploy on opposite sides of the game table, in two Deployment Zones whose size depends on the number of Army Points in the Army Lists.

SIDE	ARMY POINTS	SWC	GAME TABLE SIZE	DEPLOYMENT ZONE SIZES
A and B	150	3	24 in x 32 in	8 in x 8 in
A and B	200	4	32 in x 48 in	12 in x 12 in
A and B	250	5	32 in x 48 in	12 in x 12 in
A and B	300	6	48 in x 48 in	12 in x 16 in
A and B	350	7	48 in x 48 in	12 in x 16 in
A and B	400	8	48 in x 48 in	12 in x 16 in

It is not allowed to deploy in Silhouette 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 a Saturation Zone (4 inches in 150 point games).

ANTENNAS

There are 3 Antennas placed on the central line of the table. One is in the center of the table, and the other two are 12 inches from the central Antenna (8 inches in 150 point games). The Antennas must be represented by a Transmission Antenna Token (TRANS. ANTENNA) or with a scenery piece of the same diameter (such as the Antenna of the ITS Objective Pack Alpha, the Communications Array by Warsenal or the Sat Station Antenna by Customeeple).

ACTIVATE ANTENNA
SHORT SKILL

Attack.

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

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

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 table edges in 300/350/400 point games; 12 inches from the center of the game table and 16 inches from the table edges in 250/200 point games; and 8 inches from the center of the game table and 12 inches from the table edges in 150 point games.

The enemy Console is the one in the enemy's half of the table.

The Consoles must be represented by a Console A Token (CONSOLE A) or with a scenery piece of the same diameter (such as the Console of the ITS Objective Pack Alpha, the Human Consoles by Micro Art Studio, the Tech Consoles by Warsenal or the Comlink Consoles by Customeeple).

NEW ORDER

CONTROL THE CONSOLES

A Console is Controlled by a player as long as that player is the only one with at least one Trooper (as a Model, not a Marker) in Silhouette contact with it. So there cannot be any enemy Troopers in Silhouette contact with the Console. Models in a Null State cannot do either.

JOINT COMMAND

In this scenario, both players possess an extra Command Token.

SPECIALIST TROOPS

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

Hackers, Doctors, and Engineers cannot make use of Repeaters or Peripheral (Servant) Models to perform tasks reserved for Specialist Troops.

CHAIN OF COMMAND BONUS

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

DEFENSIVE TURRET F-13

Before the Deployment Phase, each player must place a Defensive Turret F-13 totally inside their Deployment Zone.

The player that kept Deployment is the first one to place their Defensive Turret F-13.

These turrets are fixed to the floor and cannot move. They must be represented by a Player A or Player B Token or by a Model or piece of scenery with the same Silhouette value (for example Turrets from the Defiance Scenery, or Fiddler's Turrets).

The Defensive Turrets F-13 are Deployable Weapons, reacting with BS Attack or CC Attack to any Order declared by an active Enemy Model (but not Markers) in LOF or in Silhouette contact.

When the STR Attribute value of a Defensive Turret F-13 is 0 or less, it is removed from the game table.

DEFENSIVE TURRET F-13

ISC: TURRET F-13								
MOV	CC	BS	PH	WIP	ARM	BTS	STR	S
--	5	10	--	--	2	3	1	2

▶ Equipment: 360° Visor ▶ BS Weapons: Combi Rifle
▶ Special Skills: Total Reaction ▶ Melée Weapons: PARA (-3) CCW

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 their Active Turn in a Retreat! situation, the game will end at the end of that Turn.

150P
24 in x 32 in

200P / 250P
32 in x 48 in

300P / 350P / 400P
48 in x 48 in

● Transmission Antenna
● Console

Saturation Zone
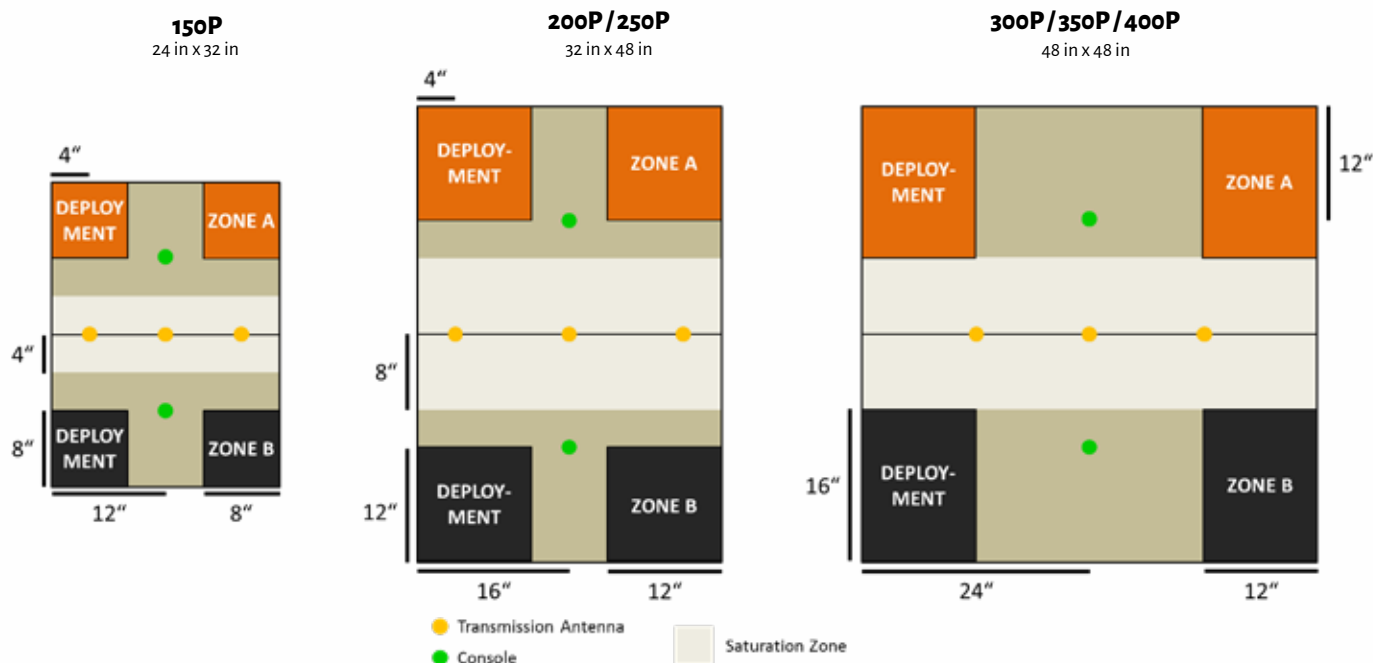
SUPPLIES

SUITABLE FOR REINFORCEMENTS

MISSION OBJECTIVES

MAIN OBJECTIVES

- At the end of the game, Control a Supply Box (2 Objective Point for each Supply Box).
- At the end of the game, Control more Supply Boxes than your adversary (1 Objective Points).
- At the end of the game, if your adversary does not Control any Supply Boxes (1 Objective Points).

CLASSIFIED

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

FORCES AND DEPLOYMENT

SIDE A and SIDE B: Both players will deploy on opposite sides of the game table, in Deployment Zones whose size depends on the number of Army Points in the Army Lists.

SIDE	ARMY POINTS	SWC	GAME TABLE SIZE	DEPLOYMENT ZONE SIZES
A and B	150	3	24 in x 32 in	8 in x 24 in
A and B	200	4	32 in x 48 in	12 in x 32 in
A and B	250	5	32 in x 48 in	12 in x 32 in
A and B	300	6	48 in x 48 in	12 in x 48 in
A and B	350	7	48 in x 48 in	12 in x 48 in
A and B	400	8	48 in x 48 in	12 in x 48 in

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

SCENARIO SPECIAL RULES

TECH-COFFINS

There are 3 Tech-Coffins placed on the central line of the table. One is in the center of the table, and the other two are placed 12 inches from the table edges in 300/350/400 point games, 8 inches in 200/250 point games, and 6 inches in 150 point games. Inside each Tech-Coffin there is one Supply Box.

The Tech-Coffins must be represented by a Tech-Coffin Token or with a scenery piece of the same diameter (such as the Tech-Coffins of the ITS Objective Pack Alpha, the Stasis Coffins by Warsenal or the Cryo Pods by Customeeple).

SUPPLY BOXES

The Supply Boxes must be represented by a Supply Box Token, or a similar scenery item (such as the Supply Boxes of the ITS Objective Pack Alpha, the Tech Crates by Micro Art Studio, the Gang Tie Containers by Bandua Wargames, the Supply Boxes by Warsenal or the Cargo Crates by Customeeple).

EXTRACT SUPPLY BOXES
SHORT SKILL

Attack.

REQUIREMENTS

▶ Only Specialist Troops can declare this Skill.
▶ The Specialist Troop must be in Silhouette contact with a Tech-Coffin.

EFFECTS

▶ Allows the Specialist Troop to make a Normal WIP Roll to Extract and pick up the Supply Box, with a succeed roll a SUPPLY BOX Token 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 Token is removed from the game table.
▶ If a scenery item is used instead of a Token, then it can be kept on the game table but a Player A and Player B Token must be placed besides it to mark that the Supply Box was extracted.

PICK UP SUPPLY BOXES

SHORT SKILL

Attack.

REQUIREMENTS

The Trooper should be in one of the following situations:

▶ Be in Silhouette contact with an allied Trooper in a Normal State with a SUPPLY BOX Token.

▶ Be in Silhouette contact with an unaccompanied SUPPLY BOX Token.

EFFECTS

▶ Spending one Short Skill, without Roll, any Trooper 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 Model can carry a maximum of 1 Supply Box. As exception, Troopers possessing the Baggage Special Skill can carry up to 2 Supply Boxes.

■ Only Models, and not Markers, (Camo, Impersonation, Holoechoes…) can carry the Supply Boxes.

■ The Supply Box Token must always be kept on the table, even if the Model which is carrying it passes to a Null State.

CONTROLLING THE SUPPLY BOXES

A Supply Box is 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 or in Silhouette contact with any enemy Model.

SPECIALIST TROOPS

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

Hackers, Doctors, and Engineers cannot make use of Repeaters or Peripheral (Servant) Models to perform tasks reserved for Specialist Troops.

DOCTOR AND PARAMEDIC BONUS

Troopers possessing the Doctor or Paramedic Special Skill have a MOD of +3 to the WIP Rolls necessary to Extract the Supply Boxes. This MOD is not cumulative with any Unit Profile MODs for the Doctor or Paramedic Special Skills. In addition, they will be able to make two WIP Rolls each time they spend a Short Skill to Extract the Supply Boxes.

QAZ CREATURES

Before the Deployment Phase, each player must place a QAZ Creature a minimum of 8 inches outside the enemy Deployment Zone.

The player that kept Deployment is the first one to place their QAZ Creature.

Each QAZ Creature is fixed in place and cannot move. They must be represented by a Player A or Player B Token or by a Model or piece of scenery with the same Silhouette value (such as the Sasok Creatures from TAG Raid, or the Taigha Creatures).

The QAZ Creatures are Deployable Weapons, reacting with CC Attack to any Order declared or performed by an active Enemy Model (but not Markers) within ZoC.

The QAZ Creatures' Guard Special Skill does not require LoF, but the CC Attack will become an Idle if the path from the QAZ Creature to the Enemy Model is blocked, for example by an impassable obstacle (a wall of infinite height, a closed door, or sealed room…) or a gap too small for the Silhouette Template of the QAZ Creature to pass through.

The CC Attack AROs of the QAZ Creatures have a Burst of 3.

When the Wounds Attribute value of a QAZ Creature is 0 or less, it is removed from the game table.

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QAZ CREATURES

ISC: QAZ CREATURES								
MOV	CC	BS	PH	WIP	ARM	BTS	W	S
--	11	--	13	--	1	3	1	1

▶ Special Skills: CC Attack (B3 in ARO), Guard (No LoF).   ▶ Melee Weapons: AP CCW.

INTELCOM CARD (COUNTERESPIONAGE)

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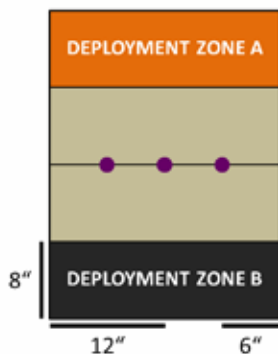
END OF THE MISSION

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

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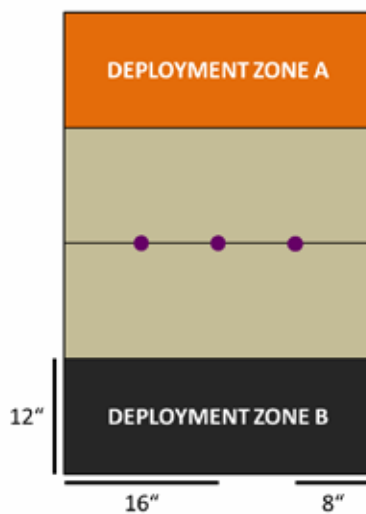
SUPREMACY

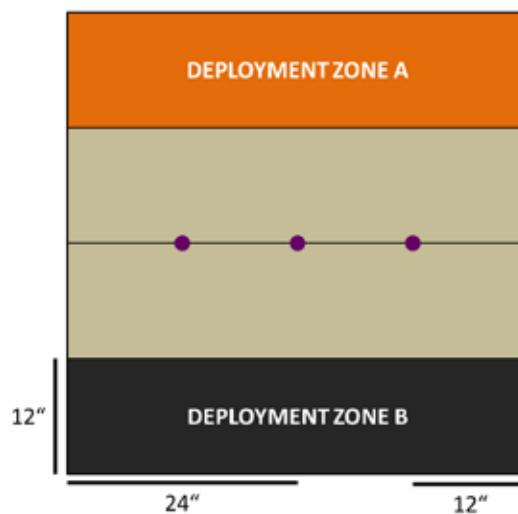## MISSION OBJECTIVES

MAIN OBJECTIVES

■ At the end of each Game Round, dominate more Quadrants than the adversary (2 Objective Points).

■ At the end of the Game Round, dominate the same number of Quadrants as the adversary (1 Objective Point, but only if at least 1 Quadrant is Dominated by the player).

■ At the end of the game, have a Hacked Console (1 Objective Point for each Hacked Console, up to a maximum of 3 Objective Points).

CLASSIFIED

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

FORCES AND DEPLOYMENT

SIDE A and SIDE B: Both players will deploy on opposite sides of the game table, in Deployment Zones whose size depends on the number of Army Points in the Army Lists.

SIDE	ARMY POINTS	SWC	GAME TABLE SIZE	DEPLOYMENT ZONE SIZES
A and B	150	3	24 in x 32 in	8 in x 24 in
A and B	200	4	32 in x 48 in	12 in x 32 in
A and B	250	5	32 in x 48 in	12 in x 32 in
A and B	300	6	48 in x 48 in	12 in x 48 in
A and B	350	7	48 in x 48 in	12 in x 48 in
A and B	400	8	48 in x 48 in	12 in x 48 in

SCENARIO SPECIAL RULES

QUADRANTS (ZO)

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

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

DOMINATE ZO

A Zone of Operations (ZO) is Dominated by a player if they have more Victory Points than the adversary inside the area. Only Troopers represented by Models or Markers (Camouflaged, Shasvastii-Embryo, Seed-Embryo...) count, as well as Proxies and Peripheral Troops. Troops in a Null State do not count. Tokens repre-

senting weapons or pieces of equipment (like Mines or Deployable Repeaters), fake Holoechoes, and any Token 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

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

BAGGAGE

Troopers possessing the Baggage piece of Equipment that are inside a Zone of Operations and in a non-Null State provide an additional 20 Victory Points for Dominating the ZO.

CONSOLES

There are 4 Consoles, placed on the center of each Quadrant (See map below). Each Console must be represented by a Console A Token or by a scenery piece of the same diameter (such as the Console of the ITS Objective Pack Alpha, the Human Consoles by Micro Art Studio, the Tech Consoles by Warsenal or the Comlink Console by Customeeple).

HACK CONSOLES	
	SHORT SKILL

Attack.

REQUIREMENTS

▶ Only Specialist Troops can declare this Skill.

▶ The Specialist Troop must be in Silhouette contact with a Console.

EFFECTS

▶ Allows the Specialist Troop to make a Normal WIP Roll to Hack the Console.

▶ If the roll is failed, this can be repeated as many times as necessary, each time spending the corresponding Short Skill and making the roll.

▶ A Hacked Console can be Hacked again by the other player, applying the same procedure. In this case, both players will count that Console as Hacked.

▶ Player A and Player B Tokens can be used to mark the Hacked Consoles. It is recommended each player uses a different kind of Tokens.

SPECIALIST TROOPS

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

Hackers, Doctors, and Engineers cannot make use of Repeaters or Peripheral (Servant) Models to perform tasks reserved for Specialist Troops.

HACKER BONUS

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

QAZ CREATURES

Before the Deployment Phase, each player must place a QAZ Creature a minimum of 8 inches outside the enemy Deployment Zone.

The player that kept Deployment is the first one to place their QAZ Creature.

Each QAZ Creature is fixed in place and cannot move. They must be represented by a Player A or Player B Token or by a Model or piece of scenery with the same Silhouette value (such as the Sasok Creatures from TAG Raid, or the Taigha Creatures).

The QAZ Creatures are Deployable Weapons, reacting with CC Attack to any Order declared or performed by an active Enemy Model (but not Markers) within ZoC.

The QAZ Creatures' Guard Special Skill does not require LoF, but the CC Attack will become an Idle if the path from the QAZ Creature to the Enemy Model is blocked, for example by an impassable obstacle (a wall of infinite height, a closed door, or sealed room…) or a gap too small for the Silhouette Template of the QAZ Creature to pass through.

The CC Attack AROs of the QAZ Creatures have a Burst of 3.

When the Wounds Attribute value of a QAZ Creature is 0 or less, it is removed from the game table.

QAZ CREATURES

ISC: QAZ CREATURES								
MOV	CC	BS	PH	WIP	ARM	BTS	W	S
--	11	--	13	--	1	3	1	1
▶ Special Skills: CC Attack (B3 in ARO), Guard (No LoF).				▶ Melee Weapons: AP CCW.				

INTELCOM CARD (PROVISIONS)

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

END OF THE MISSION

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

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

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150P	200P / 250P	300P / 350P / 400P
24 in x 32 in	32 in x 48 in	48 in x 48 in

150P — 24 in x 32 in

DEPLOYMENT ZONE A

QUADRANT 1 | QUADRANT 2
QUADRANT 3 | QUADRANT 4

4″

8″

DEPLOYMENT ZONE B

12″ | 6″

200P / 250P — 32 in x 48 in

DEPLOYMENT ZONE A

QUADRANT 1 | QUADRANT 2
QUADRANT 3 | QUADRANT 4

6″

12″

DEPLOYMENT ZONE B

16″ | 8″

300P / 350P / 400P — 48 in x 48 in

DEPLOYMENT ZONE A

QUADRANT 1 | QUADRANT 2
QUADRANT 3 | QUADRANT 4

6″

12″

DEPLOYMENT ZONE B

24″ | 12″

● Console

THE ARMORY

MISSION OBJECTIVES

MAIN OBJECTIVES

- At the end of each Game Round, Dominate the Armory (2 Objective Points).
- At the end of the game, Dominate the Armory (1 Objective Point).
- At the end of the game, have acquired more weapons or items from the Panoplies than the adversary (2 Objective Points).

CLASSIFIED

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

FORCES AND DEPLOYMENT

SIDE A and SIDE B: Both players will deploy on opposite sides of the game table, in Deployment Zones whose size depends on the number of Army Points in the Army Lists.

SIDE	ARMY POINTS	SWC	GAME TABLE SIZE	DEPLOYMENT ZONE SIZES
A and B	150	3	24 in x 32 in	8 in x 24 in
A and B	200	4	32 in x 48 in	12 in x 32 in
A and B	250	5	32 in x 48 in	12 in x 32 in
A and B	300	6	48 in x 48 in	12 in x 48 in
A and B	350	7	48 in x 48 in	12 in x 48 in
A and B	400	8	48 in x 48 in	12 in x 48 in

Exclusion Zone. The Exclusion Zone is the area covering 8 inches (4 inches in 150 point games) either side of the central line of the game table. Any Special Skill with the Airborne Deployment (AD) or Superior Deployment Labels cannot be used to deploy inside this area.

SCENARIO SPECIAL RULES

THE ARMORY (ZO)

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

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

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

OPEN THE ARMORY GATES

SHORT SKILL

Attack.

REQUIREMENTS

- ▶ Only Specialist Troops can declare this Skill.
- ▶ The Specialist Troop must be in Silhouette contact with a Gate.

EFFECTS

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

DOMINATE ZO

A Zone of Operations (ZO) is Dominated by a player if they have more Victory Points than the adversary inside the area. Only Troopers represented by Models or Markers (Camouflaged, Shasvastii-Embryo, Seed-Embryo...) count, as well as Proxies and Peripheral Troops. Troops in a Null State do not count. Tokens representing weapons or pieces of equipment (like Mines or Deployable Repeaters), fake Holoechoes, and any Token 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

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

BAGGAGE

Troopers possessing the Baggage piece of Equipment that are inside a Zone of Operations and in a non-Null State provide an additional 20 Victory Points for Dominating the ZO.

PANOPLIES

There are 2 Panoplies, placed inside the Armory on different corners (see map below).

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

USE PANOPLIES
SHORT SKILL

Attack.

REQUIREMENTS

▸ The Trooper must be in Silhouette contact with a Panoply

EFFECTS

▸ By succeeding at a WIP Roll, a Trooper can make a Roll on the Panoply Chart to obtain one weapon or piece of equipment. Once a success has been rolled, that Trooper cannot use this Panoply again.

▸ Troopers possessing the Booty Special Skill, or any other Skill which specifies so, don't need to make the WIP Roll.

▸ A Trooper in Silhouette contact with this piece of scenery may spend one Short Skill of an Order to cancel their Unloaded State.

▸ If a Trooper rolls a weapon or piece of equipment they already have, they can repeat the roll on the Panoply Chart.

PANOPLY CHART

1-2	+1 ARM	13	Panzerfaust
3-4	Light Flamethrower	14	Monofilament CCW
5-6	Grenades	15	MOV 8-4
7-8	DA CCW	16	TAG: BS Attack (Shock) Other TroopTypes: MULTI Rifle
9	Multispectral Visor L1	17	MULTI Sniper Rifle
10	EXP CCW	18	TAG: Immunity (Total) Other Troop Types: + 4 ARM
11	Adhesive Launcher (+1B)	19	Mimetism (-6)
12	TAG: Immunity (AP) Other Troop Types: + 2 ARM	20	TAG: BS Attack (+1B) Other Troop Types: HMG

SPECIALIST TROOPS

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

Hackers, Doctors, and Engineers cannot make use of Repeaters or Peripheral (Servant) Models to perform tasks reserved for Specialist Troops.

EVO HACKER BONUS

In this scenario, those Troopers that are not in the Isolated State or any Null State, and possess an EVO Hacking Device, provide 1 extra Regular Order to their Combat Group's Order Pool. The maximum number of extra Orders they can provide is 1 per Army List.

DEFENSIVE TURRET F-13

Before the Deployment Phase, each player must place a Defensive Turret F-13 totally inside their Deployment Zone.

The player that kept Deployment is the first one to place their Defensive Turret F-13.

These turrets are fixed to the floor and cannot move. They must be represented by a Player A or Player B Token or by a Model or piece of scenery with the same Silhouette value (for example Turrets from the Defiance Scenery, or Fiddler's Turrets).

The Defensive Turrets F-13 are Deployable Weapons, reacting with BS Attack or CC Attack to any Order declared by an active Enemy Model (but not Markers) in LOF or in Silhouette contact.

When the STR Attribute value of a Defensive Turret F-13 is 0 or less, it is removed from the game table.

DEFENSIVE TURRET F-13

ISC: TURRET F-13

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S
--	5	10	--	--	2	3	1	2

▸ Equipment: 360º Visor
▸ Special Skills: Total Reaction
▸ BS Weapons: Combi Rifle
▸ Melée Weapons: PARA (-3) CCW

INTELCOM CARD (SUPPORT AND CONTROL)

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

At the end of the last Game Round and at the end of the game, when the players count up their points and in Initiative order, the player can use their INTELCOM Card in Support and Control Mode.
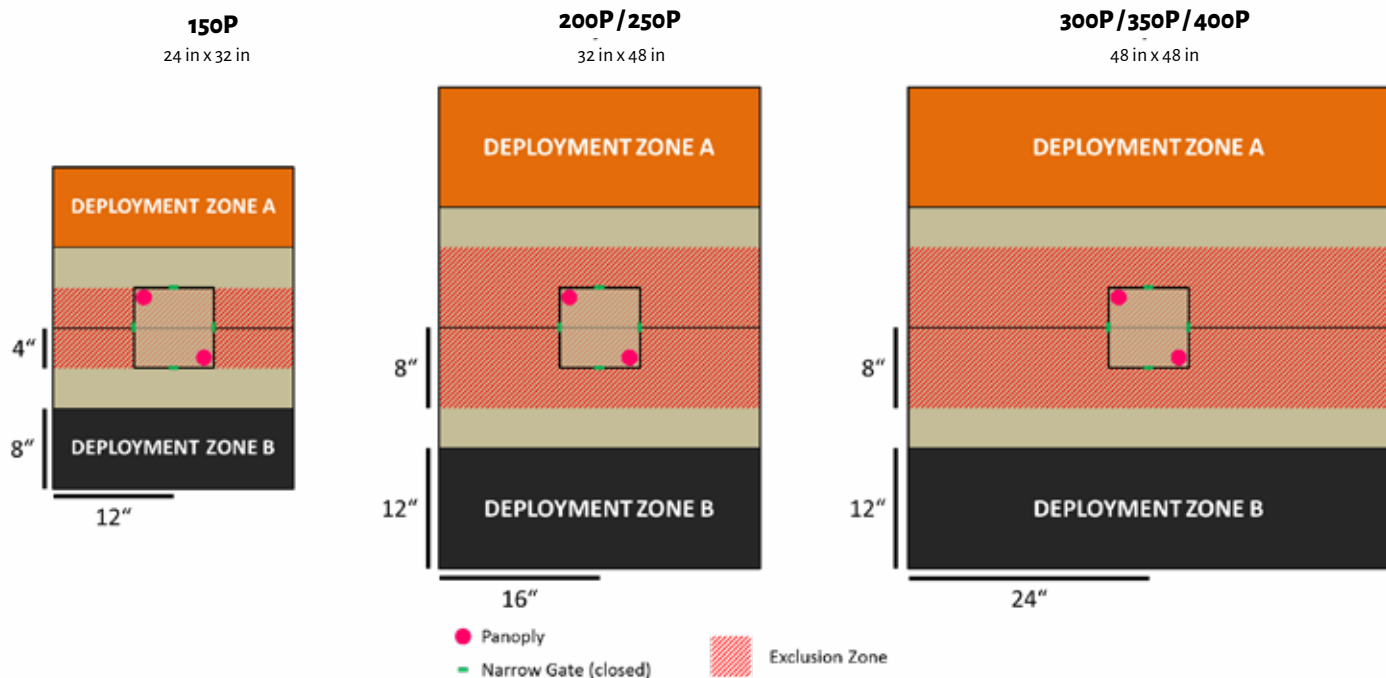
Support and Control Mode: The player can add the value of the Support and Control Card to their Victory Points in the Zone of Operations (ZO) of their choice. The player must have at least one Trooper inside that ZO, in a non-Null State.

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 their Active Turn in a Retreat! situation, the game will end at the end of that Turn.

150P	200P / 250P	300P / 350P / 400P
24 in x 32 in	32 in x 48 in	48 in x 48 in

150P — 24 in x 32 in

DEPLOYMENT ZONE A

4"

8"

DEPLOYMENT ZONE B

12"

200P / 250P — 32 in x 48 in

DEPLOYMENT ZONE A

8"

12"

DEPLOYMENT ZONE B

16"

300P / 350P / 400P — 48 in x 48 in

DEPLOYMENT ZONE A

8"

12"

DEPLOYMENT ZONE B

24"

● Panoply
– Narrow Gate (closed)
▨ Exclusion Zone

UNMASKING

SUITABLE FOR REINFORCEMENTS

Scenario by the Warcor HurVo

MISSION OBJECTIVES

MAIN OBJECTIVES

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

CLASSIFIED

- There are no Classified Objectives.

FORCES AND DEPLOYMENT

SIDE A and SIDE B: Both players will deploy on opposite sides of the game table, in Deployment Zones whose size depends on the number of Army Points in the Army Lists.

SIDE	ARMY POINTS	SWC	GAME TABLE SIZE	DEPLOYMENT ZONE SIZES
A and B	150	3	24 in x 32 in	8 in x 24 in
A and B	200	4	32 in x 48 in	12 in x 32 in
A and B	250	5	32 in x 48 in	12 in x 32 in
A and B	300	6	48 in x 48 in	12 in x 48 in
A and B	350	7	48 in x 48 in	12 in x 48 in
A and B	400	8	48 in x 48 in	12 in x 48 in

Exclusion Zone. The Exclusion Zone is the area covering 8 inches (4 inches in 150 point games) either side of the central line of the game table. Any Special Skill with the Airborne Deployment (AD) or Superior Deployment Labels cannot be used to deploy inside this area.

It is not allowed to deploy in Silhouette contact with any HVT.

SCENARIO SPECIAL RULES

SUBTERFUGE

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

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

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

CONSOLES

There are **three** Consoles, placed on the central line of the game table. One of them is in the center of the table and the other two are 12 inches from the central Console (8 inches in 150 point games), see map below.

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

ACTIVATE CONSOLE

SHORT SKILL

Attack

REQUIREMENTS

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

EFFECTS

- ▶ Allows the Specialist Troop to make a Normal WIP Roll to Activate the Console.
- ▶ If the roll is failed, this can be repeated as many times as necessary, each time spending the corresponding Short Skill and making the roll.
- ▶ When Activating the Console, the player may choose one of the enemy HVTs and the adversary must Reveal if it is the Designated Target, or if it is one of the Target Decoys.

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▶ A Console cannot be Activated again by the same player to Reveal another HVT.

▶ An Activated Console can be Activated again by the other player, applying the same procedure. In this situation, the Console no longer counts as Activated by the adversary.

▶ Player A and Player B Tokens can be used to mark the Activated Consoles. It is recommended each player uses a different kind of Token.

SPECIALIST TROOPS

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

Hackers, Doctors, and Engineers cannot make use of Repeaters or Peripheral (Servant) Models to perform tasks reserved for Specialist Troops.

HACKER BONUS

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

DESIGNATED TARGET

In this scenario, the enemy HVTs that have been Revealed are considered enemy Troopers instead of Neutral Civilians, so they can be targeted by Attacks.

Revealed HVTs are reactive and hostile, reacting as if they are an enemy Trooper.

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

KILLING

Troopers are considered Killed by the adversary when they enter Dead State, or they are in a Null State at the end of the game.

Troopers that **have not been deployed on the game table,** as a Model or Marker, at the end of the game will be considered to be 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 their Active Turn in a Retreat! situation, the game will end at the end of that Turn.

150 P	200 P / 250 P	300 P / 400 P
24 in x 32 in	32 in x 48 in	48 in x 48 in

● Console

Exclusion Zone
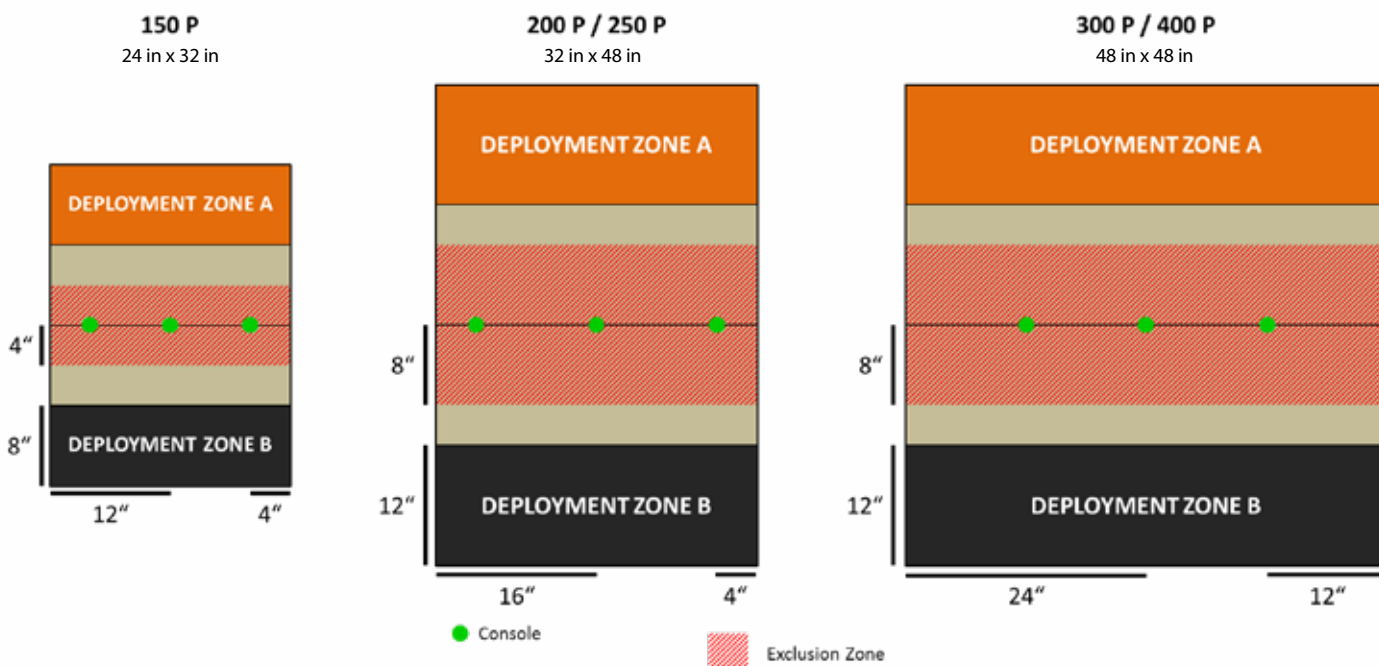
ITS DIRECT ACTION

ANNIHILATION

MISSION OBJECTIVES

MAIN OBJECTIVES

150-POINT GAME	200-POINT GAME	250-POINT GAME	300-POINT GAME	PARTIDA A 350 PTOS.	400-POINT GAME	OBJECTIVE POINTS
To Kill 40 to 75 enemy Army Points.	To Kill 50 to 100 enemy Army Points.	To Kill 65 to 125 enemy Army Points.	To Kill 75 to 150 enemy Army Points.	To Kill 85 to 175 enemy Army Points.	To Kill 100 to 200 enemy Army Points.	1 Objective Point.
To Kill 76 to 125 enemy Army Points.	To Kill 101 to 150 enemy Army Points.	To Kill 126 to 200 enemy Army Points.	To Kill 151 to 250 enemy Army Points.	To Kill 176 to 274 enemy Army Points.	To Kill 201 to 300 enemy Army Points.	3 Objective Points.
To Kill more than 125 enemy Army Points.	To Kill more than 150 enemy Army Points.	To Kill more than 200 enemy Army Points.	To Kill more than 250 enemy Army Points.	To Kill more than 275 enemy Army Points.	To Kill more than 300 enemy Army Points.	4 Objective Points.
If you have 40 to 75 surviving Victory Points.	If you have 50 to 100 surviving Victory Points.	If you have 65 to 125 surviving Victory Points.	If you have 75 to 150 surviving Victory Points.	If you have 85 to 175 surviving Victory Points.	If you have 100 to 200 surviving Victory Points.	1 Objective Point.
If you have 76 to 125 surviving Victory Points.	If you have 101 to 150 surviving Victory Points.	If you have 126 to 200 surviving Victory Points.	If you have 151 to 250 surviving Victory Points.	If you have 176 to 274 surviving Victory Points.	If you have 201 to 300 surviving Victory Points.	3 Objective Points.
If you have more than 125 surviving Victory Points.	If you have more than 150 surviving Victory Points.	If you have more than 200 surviving Victory Points.	If you have more than 250 surviving Victory Points.	If you have more than 275 surviving Victory Points.	If you have more than 300 surviving Victory Points.	4 Objective Points.
To Kill the enemy Lieutenant.						2 Objective Points.

CLASSIFIED
- There are no Classified Objectives.

FORCES AND DEPLOYMENT
SIDE A and SIDE B: Both players will deploy on opposite sides of the game table, in Deployment Zones whose size depends on the number of Army Points in the Army Lists.

SIDE	ARMY POINTS	SWC	GAME TABLE SIZE	DEPLOYMENT ZONE SIZES
A and B	150	3	24 in x 32 in	8 in x 24 in
A and B	200	4	32 in x 48 in	12 in x 32 in
A and B	250	5	32 in x 48 in	12 in x 32 in
A and B	300	6	48 in x 48 in	12 in x 48 in
A and B	350	7	48 in x 48 in	12 in x 48 in
A and B	400	8	48 in x 48 in	12 in x 48 in

SCENARIO SPECIAL RULES

KILLING
Troopers are considered Killed by the adversary when they enter Dead State, or they are in a Null State at the end of the game.

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

NO QUARTER
In this scenario, the Retreat! rules are not applied.

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.

NEW ORDER

DEFENSIVE TURRET F-13

Before the Deployment Phase, each player must place a Defensive Turret F-13 totally inside their Deployment Zone.

The player that kept Deployment is the first one to place their Defensive Turret F-13.

These turrets are fixed to the floor and cannot move. They must be represented by a Player A or Player B Token or by a Model or piece of scenery with the same Silhouette value (for example Turrets from the Defiance Scenery, or Fiddler's Turrets).

The Defensive Turrets F-13 are Deployable Weapons, reacting with BS Attack or CC Attack to any Order declared by an active Enemy Model (but not Markers) in LOF or in Silhouette contact.
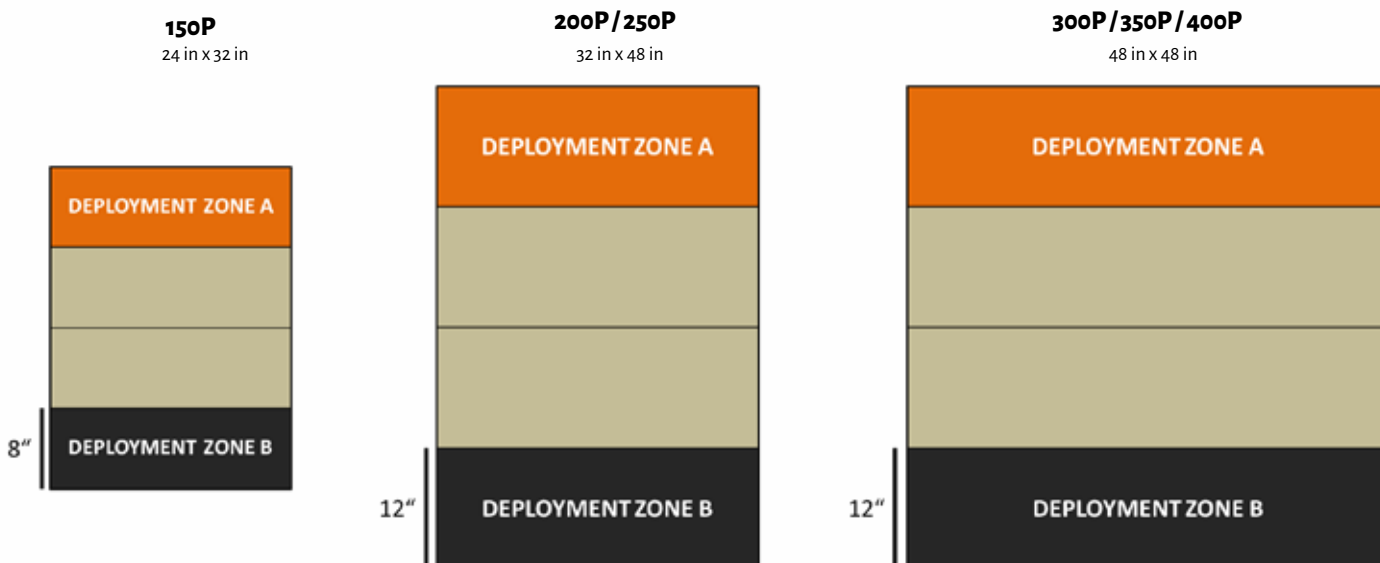
When the STR Attribute value of a Defensive Turret F-13 is 0 or less, it is removed from the game table.

DEFENSIVE TURRET F-13

ISC: TURRET F-13								
MOV	CC	BS	PH	WIP	ARM	BTS	STR	S
--	5	10	--	--	2	3	1	2

- ▶ Equipment: 360º Visor
- ▶ Special Skills: Total Reaction
- ▶ BS Weapons: Combi Rifle
- ▶ Melée Weapons: PARA (-3) CCW

END OF THE MISSION

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

150P
24 in x 32 in

200P / 250P
32 in x 48 in

300P / 350P / 400P
48 in x 48 in

BATTLEGROUND

MISSION OBJECTIVES

- At the end of the game, dominate the nearest Sector to your Deployment Zone (1 Objective Point).
- At the end of the game, dominate the central Sector (3 Objective Points).
- At the end of the game, dominate the farthest Sector from your Deployment Zone (4 Objective Points).
- Kill the enemy Key Ops (2 Objective Points).
- Alternatively, at the end of the game, Threaten the enemy Key Ops (1 Objective Point).

FORCES AND DEPLOYMENT

SIDE A and SIDE B: Both players will deploy on opposite sides of the game table, in Deployment Zones whose size depends on the number of Army Points in the Army Lists.

SIDE	ARMY POINTS	SWC	GAME TABLE SIZE	DEPLOYMENT ZONE SIZES
A and B	150	3	24 in x 32 in	8 in x 24 in
A and B	200	4	32 in x 48 in	12 in x 32 in
A and B	250	5	32 in x 48 in	12 in x 32 in
A and B	300	6	48 in x 48 in	12 in x 48 in
A and B	350	7	48 in x 48 in	12 in x 48 in
A and B	400	8	48 in x 48 in	12 in x 48 in

SCENARIO SPECIAL RULES

SECTORS (ZO)

When the game is finished, but not before, 3 Sectors are marked out. In 200/250/300/350/400 point games, 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 150 point games, these Sectors are 4 inches deep and as wide as the game table. Two of these Sectors are placed 2 inches from the central line of the game table, one on each side, and the third Sector is a strip 4 inches deep in the central area of the table.

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

DOMINATE ZO

A Zone of Operations (ZO) is Dominated by a player if they have more Victory Points than the adversary inside the area. Only Troopers represented by Models or Markers (Camouflaged, Shasvastii-Embryo, Seed-Embryo...) count, as well as Proxies and Peripheral Troops. Troops in a Null State do not count. Tokens representing weapons or pieces of equipment (like Mines or Deployable Repeaters), fake Holoechoes, and any Token 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

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

BAGGAGE

Troopers possessing the Baggage piece of Equipment that are inside a Zone of Operations and in a non-Null State provide an additional 20 Victory Points for Dominating the ZO.

KILLING

Troopers are considered Killed by the adversary when they enter Dead State, or they are in a Null State at the end of the game.

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

KEY OPS

The Key Ops is a special tactics operator with unique training to conduct multi-domain reconnaissance and combat across the full spectrum of conflicts.

At the end of the Deployment Phase, in Initiative order, players must declare which Trooper from their Army List is their Key Ops. 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, Holoecho...). Also, Irregular Troops and those whose Troop Type is REM are not eligible to be Key Ops.

The Key Ops possesses the Dodge (+3) and Tactical Awareness Special Skills, even if those are not listed on their Unit Profile. These Special Skills are not cumulative, if the Trooper already has them, then they are not applied.

The Key Ops is identified with a Player A or B Marker.
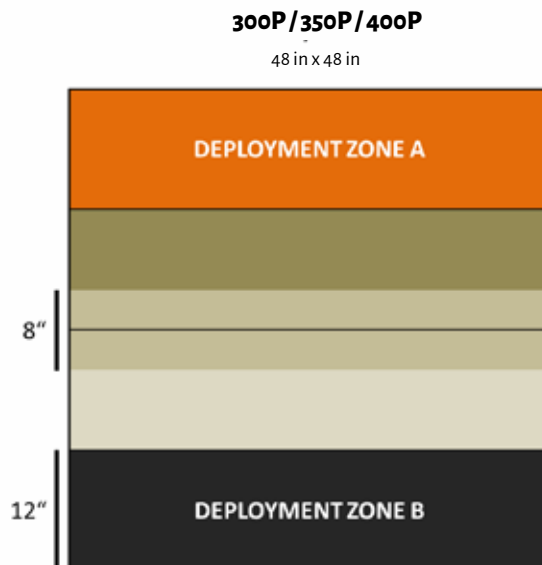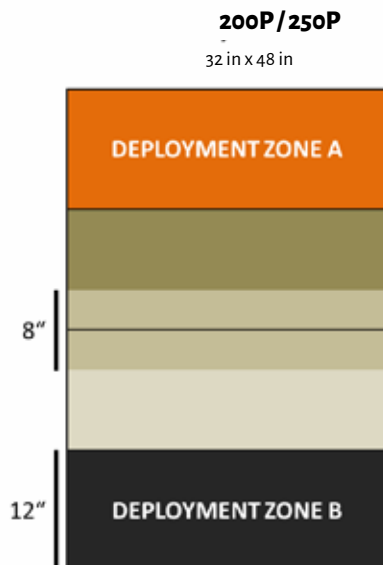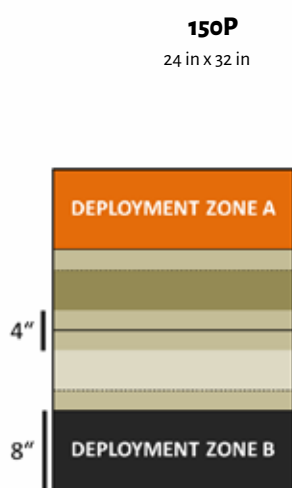
THREATEN KEY OPS

A Key Ops is Threatened by a player if they have at least one Trooper (as a Model, not a Marker) in a non-Null state inside the Key Ops' Zone of Control.

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.**

150P
24 in x 32 in

200P / 250P
32 in x 48 in

300P / 350P / 400P
48 in x 48 in

DEPLOYMENT ZONE A

DEPLOYMENT ZONE A

DEPLOYMENT ZONE A

4"

8"

8"

8"

12"

12"

DEPLOYMENT ZONE B

DEPLOYMENT ZONE B

DEPLOYMENT ZONE B

CUTTHROAT

SUITABLE FOR REINFORCEMENTS

MISSION OBJECTIVES

■ To Kill more Army Points than the adversary (3 Objective Points).

■ To Kill the same number 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 enemy Key Ops (1 Objective Point).

■ To Kill more enemy Troopers with your Key Ops than the adversary does with theirs (3 Objective Points).

FORCES AND DEPLOYMENT

SIDE A and SIDE B: Both players will deploy on opposite sides of the game table, in Deployment Zones whose size depends on the number of Army Points in the Army Lists.

SIDE	ARMY POINTS	SWC	GAME TABLE SIZE	DEPLOYMENT ZONE SIZES
A and B	150	3	24 in x 32 in	12 in x 24 in
A and B	200	4	32 in x 48 in	16 in x 32 in
A and B	250	5	32 in x 48 in	16 in x 32 in
A and B	300	6	48 in x 48 in	16 in x 48 in
A and B	350	7	48 in x 48 in	16 in x 48 in
A and B	400	8	48 in x 48 in	16 in x 48 in

SCENARIO SPECIAL RULES

REINFORCED TACTICAL LINK

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

In this mission, the identity of the Lieutenant is always Open Information. The player must indicate which Marker is the Lieutenant if it is in a Marker State (Camouflaged, Decoy…) 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 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 the Isolated State or any Null State (Unconscious, Dead, Sepsitorized…), then the player must name a new Lieutenant, without Order expenditure. The identity of this new Lieutenant is also Open Information. It is compulsory that this Lieutenant be a Model or a Marker placed on the game table.

KEY OPS

The Key Ops is a special tactics operator with unique training to conduct multi-domain reconnaissance and combat across the full spectrum of conflicts.

At the end of the Deployment Phase, in Initiative order, players must declare which Trooper from their Army List is their Key Ops. 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, Holoecho…). Also, Irregular Troops and those whose Troop Type is REM are not eligible to be Key Ops.

The Key Ops possesses the Dodge (+3) and Tactical Awareness Special Skills, even if those are not listed on their Unit Profile. These Special Skills are not cumulative, if the Trooper already has them, then they are not applied.

The Key Ops is identified with a Player A or B Marker.

KILLING

Troopers are considered Killed by the adversary when they enter Dead State, or they are in a Null State at the end of the game.

Troopers that have not been deployed on the game table, as a Model or Marker, at the end of the game will be considered to be Killed by the adversary.

The Key Ops counts as Killing a target if they cause the target to be in a Null State at the end of the game, or if they cause the loss of one or more Wounds/STR points during the Order in which the target enters Dead State.

A Lieutenant is considered Killed if they were a Lieutenant at any time during the game, and they either enter Dead State or are in a Null State at the end of the game.

NO QUARTER

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

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.o.

END OF THE MISSION

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

150P
24 in x 32 in

200P / 250P
32 in x 48 in

300P / 350P / 400P
48 in x 48 in
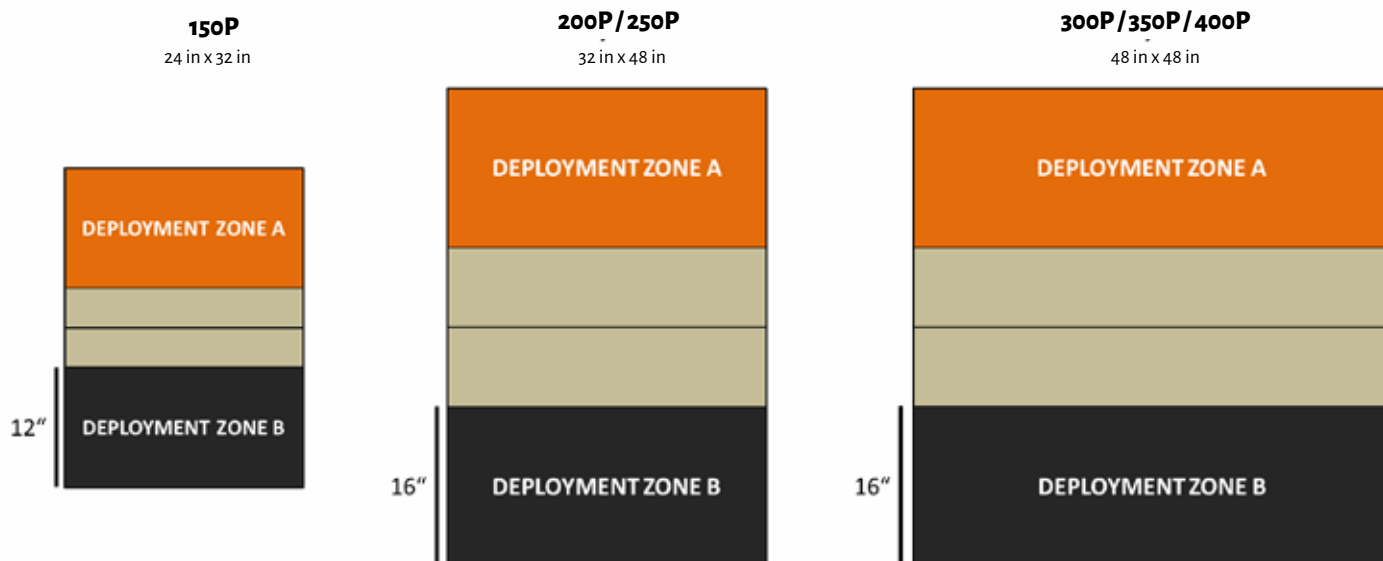
SUPERIORITY

MISSION OBJECTIVES

- At the end of each Game Round, dominate more Quadrants than the adversary (2 Objective Points).
- At the end of the game, have a Hacked Console (1 Objective Point for each Hacked Console, up to a maximum of 3 Objective Points).
- At the end of the game, have a Dominant Key Ops (1 extra Objective Point).

FORCES AND DEPLOYMENT

SIDE A and SIDE B: Both players will deploy on opposite sides of the game table, in Deployment Zones whose size depends on the number of Army Points in the Army Lists.

SIDE	ARMY POINTS	SWC	GAME TABLE SIZE	DEPLOYMENT ZONE SIZES
A and B	150	3	24 in x 32 in	8 in x 24 in
A and B	200	4	32 in x 48 in	12 in x 32 in
A and B	250	5	32 in x 48 in	12 in x 32 in
A and B	300	6	48 in x 48 in	12 in x 48 in
A and B	350	7	48 in x 48 in	12 in x 48 in
A and B	400	8	48 in x 48 in	12 in x 48 in

SCENARIO SPECIAL RULES

QUADRANTS (ZO)

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

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

DOMINATE ZO

A Zone of Operations (ZO) is Dominated by a player if they have more Victory Points than the adversary inside the area. Only Troopers represented by Models or Markers (Camouflaged, Shasvastii-Embryo, Seed-Embryo...) count, as well as Proxies and Peripheral Troops. Troops in a Null State do not count. Tokens representing weapons or pieces of equipment (like Mines or Deployable Repeaters), fake Holoechoes, and any Token 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

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

BAGGAGE

Troopers possessing the Baggage piece of Equipment that are inside a Zone of Operations and in a non-Null State provide an additional 20 Victory Points for Dominating the ZO.

CONSOLES

There are 4 Consoles, placed on the center of each Quadrant (See map below).

Each Console must be represented by a Console A Token or by a scenery piece of the same diameter (such as the Consoles of the ITS Objective Pack Alpha, the Human Consoles by Micro Art Studio, the Tech Consoles by Warsenal or the Comlink Console by Customeeple).

HACK CONSOLES	
	SHORT SKILL

Attack.

REQUIREMENTS

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

EFFECTS

- ▶ Allows the Specialist Troop to make a Normal WIP Roll to Hack the Console.
- ▶ If the roll is failed, this can be repeated as many times as necessary, each time spending the corresponding Short Skill and making the roll.
- ▶ A Hacked Console can be Hacked again by the other player, applying the same procedure. In this case, both players will count that Console as Hacked.
- ▶ Player A and Player B Tokens can be used to mark the Hacked Consoles. It is recommended each player uses a different kind of Tokens.

SPECIALIST TROOPS

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

Hackers, Doctors, and Engineers cannot make use of Repeaters or Peripheral (Servant) Models to perform tasks reserved for Specialist Troops.

HACKER BONUS

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

KEY OPS

The Key Ops is a special tactics operator with unique training to conduct multi-domain reconnaissance and combat across the full spectrum of conflicts.

At the end of the Deployment Phase, in Initiative order, players must declare which Trooper from their Army List is their Key Ops. 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, Holoecho...). Also, Irregular Troops and those whose Troop Type is REM are not eligible to be Key Ops.

The Key Ops possesses the **Dodge (+3) and Tactical Awareness** Special Skills, even if those are not listed on their Unit Profile. These Special Skills are not cumulative, if the Trooper already has them, then they are not applied.

The Key Ops is identified with a Player A or B Marker.

DOMINANT KEY OPS

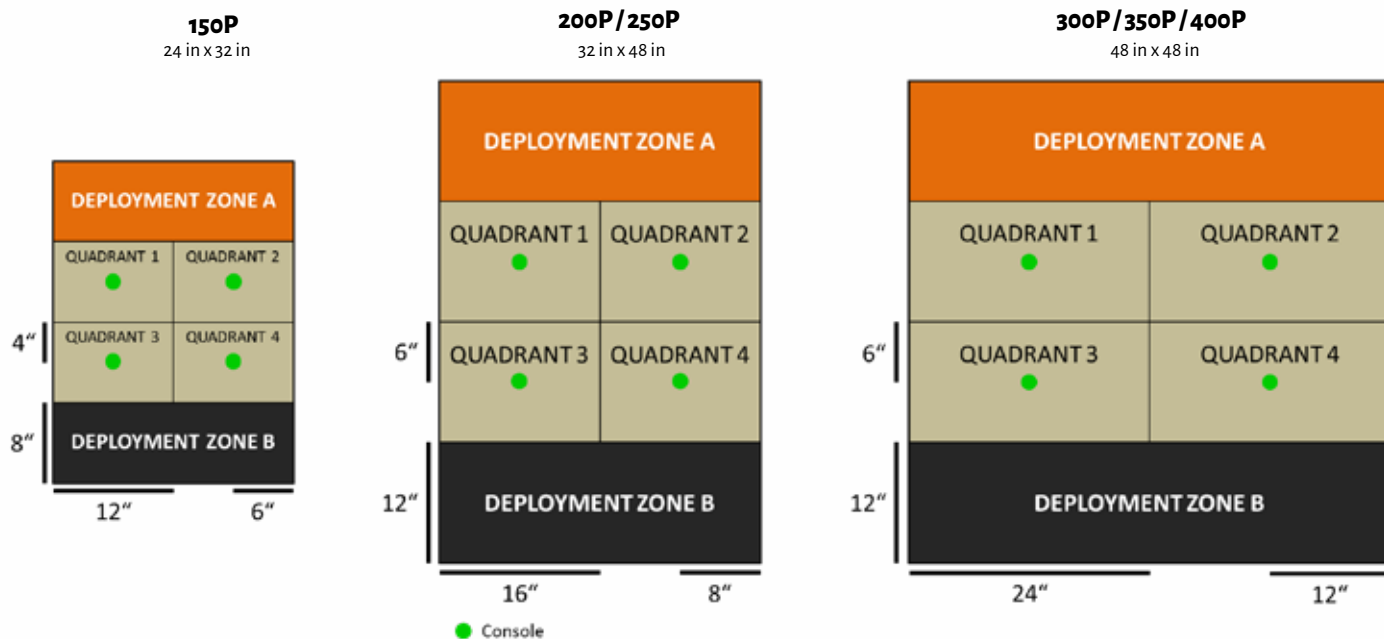Players who have their Key Ops in any non-Null State in a ZO Dominated by them, have a Dominant Key Ops.

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 their Active Turn in a Retreat! situation, the game will end at the end of that Turn.

150P
24 in x 32 in

DEPLOYMENT ZONE A
QUADRANT 1 | QUADRANT 2
QUADRANT 3 | QUADRANT 4
DEPLOYMENT ZONE B
4" · 8" · 12" · 6"

200P / 250P
32 in x 48 in

DEPLOYMENT ZONE A
QUADRANT 1 | QUADRANT 2
QUADRANT 3 | QUADRANT 4
DEPLOYMENT ZONE B
6" · 12" · 16" · 8"

300P / 350P / 400P
48 in x 48 in

DEPLOYMENT ZONE A
QUADRANT 1 | QUADRANT 2
QUADRANT 3 | QUADRANT 4
DEPLOYMENT ZONE B
6" · 12" · 24" · 12"

● Console

UPLINK CENTER

MISSION OBJECTIVES

- At the end of the game, have an Activated Communication Antenna (2 Objective Points for each Activated Communication Antenna).
- At the end of the game, Control a Communication Antenna (1 Objective Point for each Controlled Communication Antenna).
- At the end of the game, Control the Tech-Coffin (3 Objective Points).
- At the end of the game, have an Active Lieutenant (1 Objective Point).

FORCES AND DEPLOYMENT

SIDE A and SIDE B: Both players will deploy on opposite sides of the game table, in Deployment Zones whose size depends on the number of Army Points in the Army Lists.

SIDE	ARMY POINTS	SWC	GAME TABLE SIZE	DEPLOYMENT ZONE SIZES
A and B	150	3	24 in x 32 in	12 in x 24 in
A and B	200	4	32 in x 48 in	16 in x 32 in
A and B	250	5	32 in x 48 in	16 in x 32 in
A and B	300	6	48 in x 48 in	16 in x 48 in
A and B	350	7	48 in x 48 in	16 in x 48 in
A and B	400	8	48 in x 48 in	16 in x 48 in

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

SCENARIO SPECIAL RULES

COMMUNICATION ANTENNAS

There are 2 Communication Antennas on the central line of the table.

They are placed 12 inches from the table edges in 300/350/400 point games, 8 inches in 200/250 point games, and 4 inches in 150 point games. Each Communication Antenna must be represented by a Transmission Antenna Token (TRANS. ANTENNA) or with a scenery piece of the same diameter (such as the Antenna of the ITS Objective Pack Alpha, the Communications Array by Warsenal or the Sat Station Antenna by Customeeple).

ACTIVATE COMMUNICATION ANTENNA

SHORT SKILL

Attack

REQUIREMENTS

► Only Specialist Troops can declare this Skill.
► The Specialist Troop must be in Silhouette 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 this situation, the Communication Antenna is no longer Activated by the adversary.
► Player A and Player B Tokens can be used to mark the Activated Communication Antenna. It is recommended each player uses a different kind of Tokens.

CONTROL A COMMUNICATION ANTENNA

A Communication Antenna is Controlled by a player as long as that player is the only one with at least one Trooper (as a Model, not a Marker) in Silhouette contact with it. So there cannot be any enemy Troopers in Silhouette contact with the Communication Antenna. Models in a Null State cannot do either.

TECH-COFFIN

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

The Tech-Coffin must be represented by a Tech-Coffin Token or with a scenery piece of the same diameter (such as the Tech-Coffin of the ITS Objective Pack Alpha, the Stasis Coffins by Warsenal or the Cryo Pods by Customeeple).

CONTROL THE TECH-COFFIN

The Tech-Coffin is Controlled by a player as long as that player is the only one with at least one Trooper (as a Model, not a Marker) in Silhouette contact with it. So there cannot be any enemy Troopers in Silhouette contact with the Tech-Coffin. Models in a Null State cannot do either.

SPECIALIST TROOPS

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

Hackers, Doctors, and Engineers cannot make use of Repeaters or Peripheral (Servant) Models to perform tasks reserved for Specialist Troops.

NEW ORDER

ENGINEER AND HACKER BONUS

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

ACTIVE LIEUTENANT

At the end of the game, a Lieutenant is Active if they are not in any Null state (Unconscious, Dead, Sepsitorized...), Isolated State, or any Immobilized State.
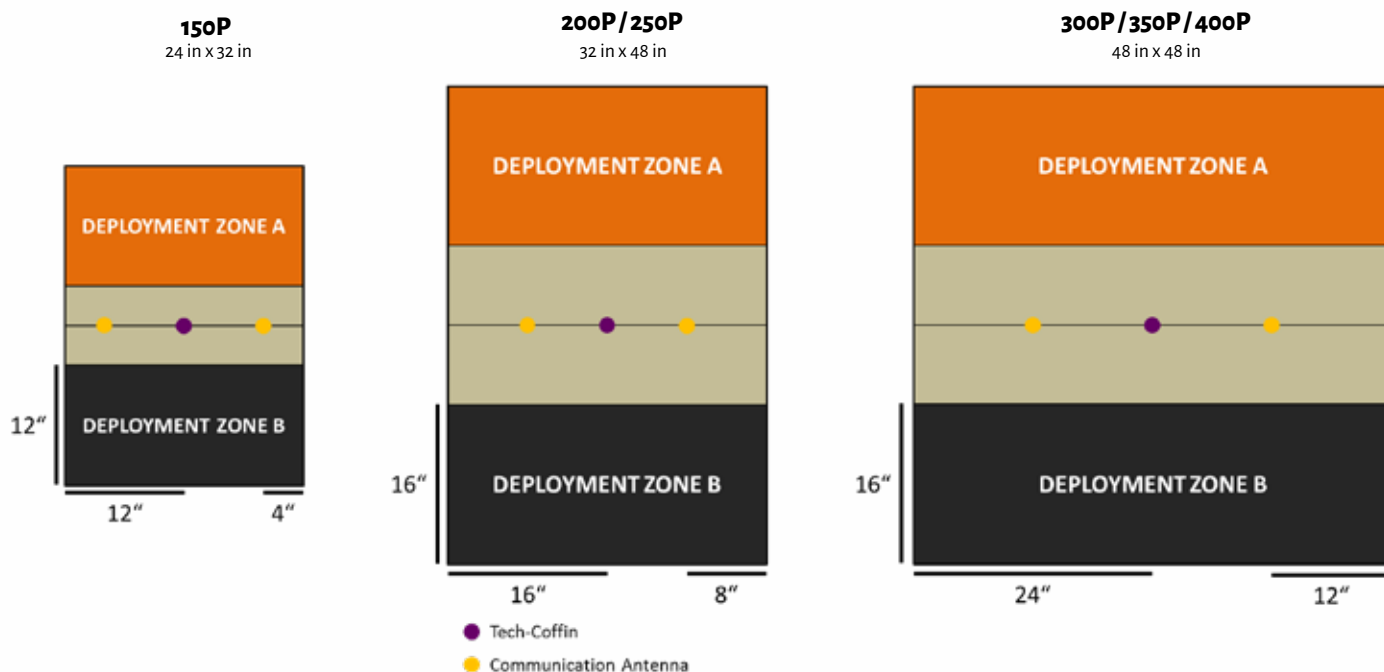
HVT AND CLASSIFIED DECK NOT USED

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 their Active Turn in a Retreat! situation, the game will end at the end of that Turn.

150P
24 in x 32 in

200P / 250P
32 in x 48 in

300P / 350P / 400P
48 in x 48 in

● Tech-Coffin
● Communication Antenna

RESILIENCE OPERATIONS

This tournament format is a new and different way to play games. It will test the resilience of the players and their capacity to overcome unexpected difficulties.

As Official Events, all Tournaments must comply with the Basic Rules of ITS; with the exception that they do not use the ITS scenarios nor the Classified Deck. Players must use the Tactical Objectives Deck and the Battle Conditions Deck.

TACTICAL OBJECTIVES

The Tactical Objectives are objectives a player can accomplish to get Objective Points.

Each Tactical Objective provides up to 3 Objective Points, as listed in the special conditions of each objective.

Each Tactical Objective only provides its Objective Points once per game.

An Objective is accomplished when the player has got at least 1 Objective Point from it.

At the end of the game, having accomplished more Tactical Objectives than the adversary gives 1 extra Objective Point.

BATTLE CONDITIONS

Battle Conditions are the particular circumstances in which the fight happens. They establish modifiers, bonuses or penalties throughout the game that will test the tactical and adaptive abilities of the players

TACTICAL OBJECTIVES AND BATTLE CONDITIONS SELECTION

TACTICAL OBJECTIVES

Players have only one way of choosing the Tactical Objectives, with the Tactical Objectives Deck.

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

Each player must shuffle their own Tactical Objective Deck in front of their opponent, draw four cards, and discard one of them.

Tactical Objectives only apply to the player who drew and selected them, and are Private Information until the end of the game unless otherwise specified.

The player must keep their Tactical Objective cards and show them to their opponent at the end of the game.

Once the Tactical Objectives have been drawn and selected, players can spend one Command Token to discard one of their Tactical Objectives and draw a new one.

BATTLE CONDITIONS

Players have only one way of choosing the Battle Conditions, with the Battle Conditions Deck.

Each Player draw and select their Battle Conditions after the Initiative Roll, but always before the Deployment Phase.

Each player must shuffle their own Battle Conditions Deck in front of their opponent, draw two cards, and discard one of them. In Initiative order, players show their cards and perform the necessary decisions or placement of elements specified on the Battle Conditions card.

If both players have the same Battle Condition, the player that has the second Player Turn must discard their card, draw a new one from the Battle Conditions Deck, and apply the new card.

Battle Conditions last for the whole game and affect both players.

TACTICAL ELEMENTS

Tactical Elements are those pieces of Equipment, weaponry, individuals, systems, etc. that the Troopers have to interact in a scenario. They are listed below.

In a Resilience Operations game, players deploy all the Tactical Elements except the F-13 Defensive Turrets, which are placed on the game table only if a Battle Condition card specifies it.

BEACONS

Before the Deployment Phase, each player must place **two Beacons** totally inside their Deployment Zone, in Silhouette contact with any point of its edge, as shown on the map.

The player that kept Deployment places their Beacons first.

A Beacon can only be damaged with Weapons possessing the Anti-materiel Trait.

If a Beacon's Structure Attribute is reduced to 0 or below, it is Destroyed and removed from the game table.

The Beacons can be targeted by the Engineer Special Skill or the GizmoKit piece of Equipment.

It is not allowed to deploy in Silhouette contact with a Beacon.

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

BEACON

ARM	BTS	STR	S
4	4	3	2

GizmoKit (PH=10)

Example of Beacons placement
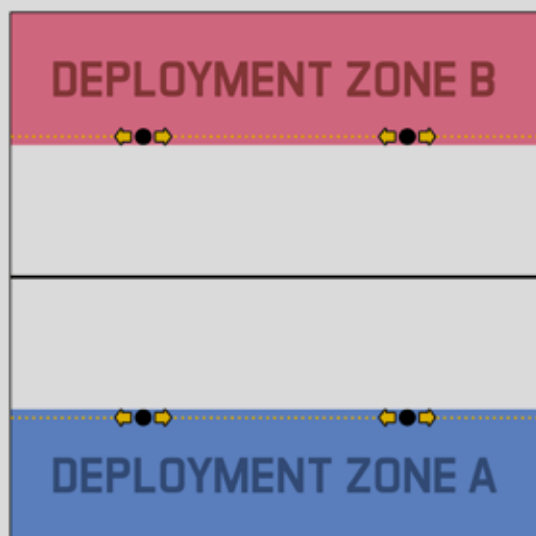
HVTS

The HVTs follow the Civilian Rules that can be found in the ITS document. The sole exception is how the HVTs are placed on the game table.

Before the Deployment Phase, each player must place **four** HVTs totally inside the area extending four inches from their Deployment Zone.

The player that kept Deployment places their HVTs first.

It is not allowed to deploy in Silhouette contact with an HVT.

HVT

ISC: HVT (HIGH VALUE TARGET)							
MOV	CC	BS	PH	WIP	ARM	BTS	W	S
4-4	6	5	10	11	--	--	--	2

In some scenarios, the enemy HVTs are reactive and hostile, reacting as if they are an enemy Trooper. In these scenarios, players are allowed to perform Attacks against them and will use the Hostile HVT Trooper Profile:

HOSTILE HVT

ISC: HOSTILE HVT							
MOV	CC	BS	PH	WIP	ARM	BTS	W	S
4-4	6	8	11	11	1	0	1	2

Hostile Civilian BS Weapon: Stun Pistol; CC Weapon: --- ; SWC: --- ; Cost: ---

BEEPERS

Each Trooper possesses **a Beeper**. If the Trooper is a Specialist Trooper, then they will have an extra Beeper.

To place a Beeper, the Trooper must declare the Place Deployable Skill.

Beepers cannot be placed as part of a Coordinated Order.

Beepers can be damaged by Attacks.

If a Beeper's Structure Attribute is reduced to 0 or below, it is Destroyed and removed from the game table.

The Beepers must be represented by Player A or Player B Tokens or by Models or pieces of scenery with the same Silhouette value.

BEEPER

ARM	BTS	STR	S
2	0	1	2

OBJECTIVES

Before the Deployment Phase, each player must place **three Objectives** totally inside the area extending eight inches from their Deployment Zone.

The player that kept Deployment places their Objectives first.

It is not allowed to deploy in Silhouette contact with an Objective.

Each Objective must be represented by an Objective Token (OBJECTIVE) or by a scenery piece of the same diameter (such as the Objective of the ITS Objectives Pack or the Alpha Info Hubs by Micro Art Studio).

F-13 DEFENSIVE TURRET

The F-13 Defensive Turrets must be represented by a Defensive Turret A /B Token or by a Model or piece of scenery with the same Silhouette value (for example Turrets from the ITS Objectives Pack Alpha).

The F-13 Defensive Turrets are Deployable Weapons, reacting with BS Attack or CC Attack to any Order declared by an active Enemy Model (but not Markers) in LOF or in Silhouette contact.

When the STR Attribute value of an F-13 Defensive Turret is 0 or less, it is removed from the game table.

DEFENSIVE TURRET F-13

ISC: TURRET F-13								
MOV	CC	BS	PH	WIP	ARM	BTS	STR	S
--	5	10	--	--	2	3	1	2

Equipment: 360° Visor
Special Skills: Total Reaction
BS Weapons: Combi Rifle
Melée Weapons: PARA (-3) CCW

GLOSSARY

CAPTURE

Some Tactical Objectives require Troopers to Capture Tactical Elements. The Capture Special Skill allows Troopers to Capture and then carry a Tactical Element.

CAPTURE TACTICAL ELEMENT
SHORT SKILL
Attack

REQUIREMENTS

The Trooper must be in one of the following situations:
▶ Be in Silhouette contact with a Model in a Null State who has a Tactical Element.
▶ Be in Silhouette contact with an allied Trooper with a Tactical Element.
▶ Be in Silhouette contact with an unaccompanied Tactical Element.

EFFECTS
▶ Without the need for a Roll, the Trooper Captures the Tactical Element.
▶ Troopers must follow the Common Rules of Captured Tactical Elements.
  COMMON RULES OF CAPTURED TACTICAL ELEMENTS
  ▶ Each Model can carry a maximum of 1 Captured Tactical Element.
  ▶ As an exception, Troopers possessing the Baggage Special Skill can carry up to 2 Captured Tactical Elements.
  ▶ Only Models, and not Markers (Camo, Impersonation, Holoechoes...), can carry Captured Tactical Elements.
  ▶ Captured Tactical Element Tokens must always be kept on the table, even if the Model which is carrying it passes to a Null State.

CONTROL

A Tactical Element is Controlled by a player as long as that player is **the only one with at least one Trooper** (as a Model, not a Marker) **in Silhouette contact** with it. So there cannot be any enemy Troopers in Silhouette contact with the Tactical Element. Models in a Null State cannot do either.

DOMINATE

A Quadrant or Sector is Dominated by a player if **they have more Victory Points than the adversary** inside the area.

A Trooper is inside when more than half the Trooper's base is inside that area.

Only Troopers represented by Models or Markers (Camouflaged, Shasvastii-Embryo, Seed-Embryo...) count, as well as Proxies and Peripheral Troopers. Troopers in a Null State do not count. Tokens representing weapons or pieces of equipment (like Mines or Deployable Repeaters), fake Holoechoes, and any Token that does not represent a Trooper does not count either.

NEW ORDER

Troopers possessing the **Baggage** piece of Equipment that are inside a Quadrant or Sector and in a non-Null State provide an additional 20 Victory Points for Dominating that area.

KILLING
Troopers are considered Killed by the adversary when they enter Dead State, or they are in a Null State at the end of the game.

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

SUBJUGATE
A Quadrant or Sector is Subjugated by a player as long as that player is **the only one with at least one Trooper** (as a Model, not a Marker) **inside the area**. So there cannot be any enemy Troopers inside the Quadrant or Sector. Models in a Null State cannot do either.

A Trooper is inside a Quadrant or Sector when more than half the Trooper's base is inside that area.

DEPLOYMENT AND END OF MISSION

This Extra uses the standard Deployment and End of Mission of the ITS scenarios.

FORCES AND DEPLOYMENT
SIDE A and SIDE B: Both players will deploy on opposite sides of the game table, in Deployment Zones whose size depends on the number of Army Points in the Army Lists.

SIDE	ARMY POINTS	SWC	GAME TABLE SIZE	DEPLOYMENT ZONES SIZES
A and B	150	3	24 in x 32 in	8 in x 24 in
A and B	200	4	32 in x 48 in	12 in x 32 in
A and B	250	5	32 in x 48 in	12 in x 32 in
A and B	300	6	48 in x 48 in	12 in x 48 in
A and B	350	7	48 in x 48 in	12 in x 48 in
A and B	400	8	48 in x 48 in	12 in x 48 in

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 their Active Turn in a Retreat! situation, the game will end at **the end of that Turn.**