
ADEPTICON 2015



INFINITY I.T.S. CAMPAIGN T⊕URNAMENT

THURSDAY - MARCH 19TH
9:00AM - 5:00PM

Do not lose this packet! It contains all necessary missions and results sheets required for you to participate in today's tournament. It is your responsibility to hold onto and not lose this packet during the tournament.
If you lose this packet, be prepared to be docked points!



ADEPTICON 2015

INFINITY CAMPAIGN TOURNAMENT

ROUND I: SUPPLIES

SCENARIO SPECIAL RULES

Game table size: 48 by 48 inches

TECH COFFINS

There are a total of 3 *Tech Coffins*. One of them must be placed in the center of the table while the other two must be placed along the central line of the table, at 12 inches from its edge.

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

TO EXTRACT THE SUPPLY BOXES

Inside each *Tech Coffin* there is one *Supply Box*. To extract a *Supply Box*, a *Specialist Trooper* must be in base contact with the *Tech Coffin*, spend one *Short Skill*, or an *ARO*, and succeed at a Normal **WIP** Roll. If the roll fails, this can be repeated as many times as necessary, each time spending the corresponding *Short Skill*, or *ARO*, and making the roll.

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

SUPPLY BOXES

Each miniature can carry a maximum of 1 *Supply Box*. To denote this, place a *Supply Box*, or a similar scenery item (Such as the Tech Crates by Micro Art Studio, the Gang Tie Containers by Bandua Wargames, the Supply Boxes by Warsenal or the Cargo Crates by Customeeple), besides the figure. Troops possessing the *Baggage* Special Skill can carry up to 3 *Supply Boxes*.

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

Any troop can take a Supply Box from the ground, from the hands of an Unconscious or Immobilized figure, or from an allied troop in a Normal state, by entering base to base contact and spending one Short Skill of an Order.

REMEMBER

To perform a Short Skill, for example to extract or recover a Supply Box, automatically reveals those troops in Marker state (Camouflaged troops, Impersonators, Holoechoes...).

Only figures and not Markers (Camo, Impersonation, Holoechoes...) can carry the *Supply Boxes*.

SCENARIO SPECIAL RULES

SPECIALIST TROOPS

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

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

REMEMBER

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

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

DOCTOR BONUS

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

END OF THE MISSION

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

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



ADEPTICON 2015

INFINITY CAMPAIGN TOURNAMENT

ROUND 2: FRONTLINE

MISSION OBJECTIVES

MAIN OBJECTIVES

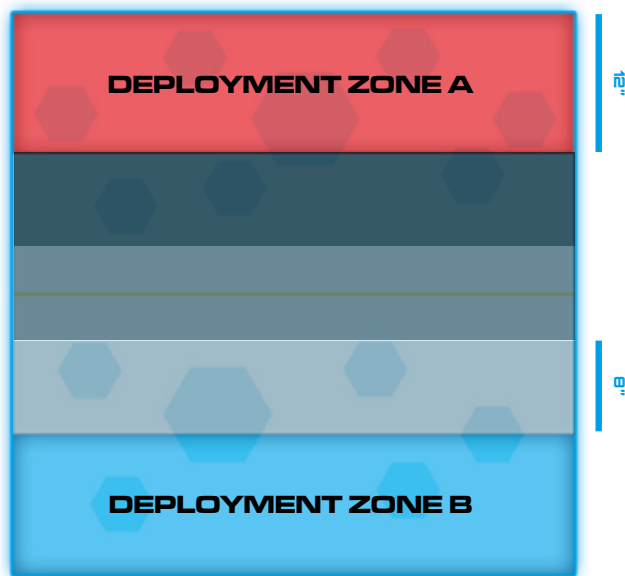
- » To dominate the **nearest area** to your *Deployment Zone* (1 *Objective Point*).
- » To dominate the **central area** (3 *Objective Points*).
- » To dominate the **farthest area** from your *Deployment Zone* (4 *Objective Points*).

CLASSIFIED

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

DEPLOYMENT

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



HIDDEN INFORMATION/NOTES

SCENARIO SPECIAL RULES

Game table size: 48 by 48 inches

DOMINATION AREAS

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

An area is considered *Dominated* by a player if he has **more** Army Points than the adversary **inside** the area. Only troops considered as being miniatures or Markers (Camouflage, Spawn-Embryo, Seed-Embryo...) count, as well as AI Beacons, Proxies and G: Servant Remotes. Those troops in *Null* state will not be counted. Markers representing weapons or pieces of equipment (Like Mines or Deployable Repeaters), fake Holoechoes and any Marker that does not represent a trooper will not be considered either.

Players will consider a trooper is inside a *Domination Area* when **more than half** the trooper's base is inside the area.

SHASVASTII

Troops possessing the *Shasvastii* Special Skill placed inside a *Domination Area* will always be counted while they are in Normal or *Spawn-Embryo* states.

BAGGAGE

Troops possessing the *Baggage* Special Skill placed inside a *Domination Area* will also be counted, providing the extra Army Points this Special Skill grants.

END OF THE MISSION

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



ADEPTICON 2015

INFINITY CAMPAIGN TOURNAMENT

ROUND 3: TRANSMISSION MATRIX

MISSION OBJECTIVES

MAIN OBJECTIVES

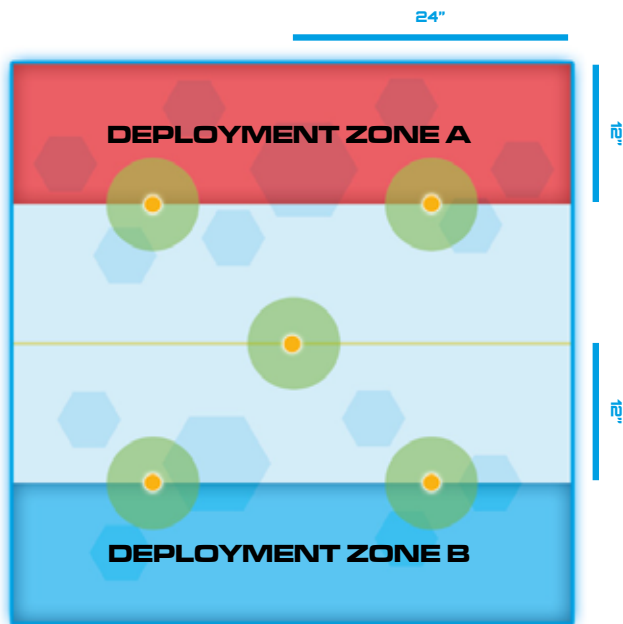
- » Dominate **the same number** of *Transmission Areas* as the adversary at the end of each *Game Round* (1 *Objective Point*, but only if **at least 1** *Transmission Area* is *Dominated* by the player).
- » Dominate **more** *Transmission Areas* than the adversary at the end of each *Game Round* (2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

CLASSIFIED

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

DEPLOYMENT

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



CAPTION



Antenna



SCENARIO SPECIAL RULES

Game table size: 48 by 48 inches

TRANSMISSION AREAS

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

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

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

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

Players will consider a trooper **totally inside** a *Transmission Area* when the trooper's entire base is inside that area.

SHASVASTII

Troops possessing the *Shasvastii* Special Skill placed inside a *Transmission Area* will always be counted while they are in *Normal* or *Spawn-Embryo* states.

BAGGAGE

Troops possessing the *Baggage* Special Skill placed inside a *Transmission Area* will also be counted, providing the extra *Army Points* this Special Skill grants.

END OF THE MISSION

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

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

HIDDEN INFORMATION/NOTES



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INFINITY CAMPAIGN TOURNAMENT

ROUND 4: SUPREMACY

MISSION OBJECTIVES

MAIN OBJECTIVES

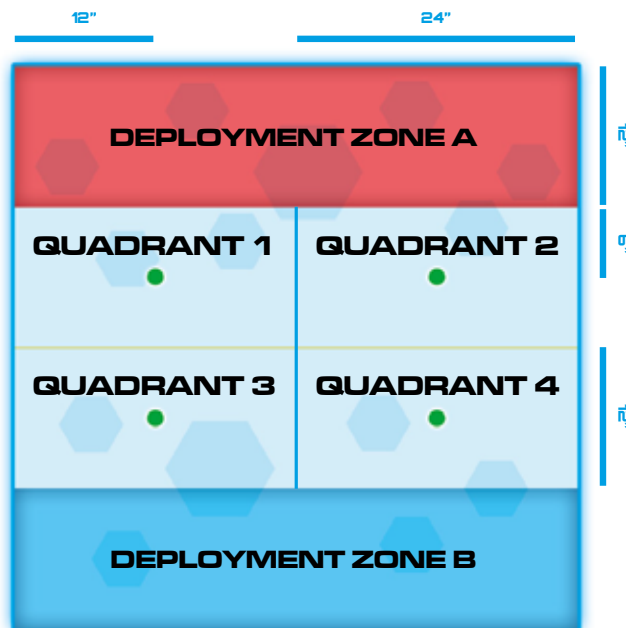
- » Dominate **the same number** of *Quadrants* as the adversary at the end of the *Game Round* (1 *Objective Point*, but only if **at least 1** *Quadrant* is *Dominated* by the player).
- » Dominate **more** *Quadrants* than the adversary at the end of the *Game Round* (2 *Objective Points*).
- » Hack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

CLASSIFIED

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

DEPLOYMENT

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



HIDDEN INFORMATION/NOTES

CAPTION



Console





ADEPTICON 2015

INFINITY CAMPAIGN TOURNAMENT

ROUND 4: SUPREMACY

SCENARIO SPECIAL RULES

Game table size: 48 by 48 inches

QUADRANTS

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

DOMINATE THE QUADRANTS

A *Quadrant* is considered *Dominated* by a player if he has **more** Army Points than the adversary **inside** the area. Only troopers that are miniatures or Markers (Camouflage, TO, Impersonation...) count. Troopers in a *Null* state will not be counted. Markers representing weapons or pieces of equipment (Like Mines or Deployable Repeaters), and any Marker that does not represent a trooper will not be counted either.

Players will consider a trooper inside a *Quadrant* when **more than half** the trooper's base is inside that *Quadrant*.

SHASVASTII

Troopers possessing the *Shasvastii* Special Skill placed inside a *Quadrant* will always be counted while they are in Normal or *Spawn-Embryo* states.

BAGGAGE

Troops possessing the *Baggage* Special Skill placed inside a *Quadrant* will also be counted, providing the extra Army Points this Special Skill grants.

CONSOLES

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

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

HACKING THE CONSOLES

To *Hack* a *Console* it is necessary that a *Specialist Trooper* be in base contact with the *Console*, spend one *Short Skill*, or an *ARO*, and succeed at a Normal **WIP-3** Roll. If the roll is failed, this can be repeated as many times as necessary, each time spending the corresponding *Short Skill*, or *ARO*, and making the roll.

SCENARIO SPECIAL RULES

Hackers avoid penalties to *Hack* a *Console* so do not suffer the **-3 WIP MOD**.

A player can *Hack* a *Console* previously *Hacked* by the other player.

At the end of the game, players will make a Face to Face **WIP** Roll for each *Console* that has been hacked by both players.

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

SPECIALIST TROOPS

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

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

REMEMBER

Troops with the *Specialist Troop* different functions *Specialist Troops* have in this scenario.

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

END OF THE MISSION

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

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

TYPE OF ELEMENT	NAME	ARM	BTS	STR	AW	TRAITS
Scenery	Console	0	0	1	--	Hackable (WIP-3 Roll)



ADEPTICON 2015

INFINITY CAMPAIGN TOURNAMENT

VICTORY CONDITIONS AND CLASSIFIED OBJECTIVES

VICTORY IN A SCENARIO

The purpose of a scenario is to accomplish a mission by meeting its defined objectives and obtaining the Objective Points designated for each met objective.

While playing a scenario, the player who gets the higher number of *Objective Points* is the winner.

In the event of a tie regarding the number of *Objective Points* scored, both players will have to compare their *Victory Points*. The player with the highest value on *Victory Points* will win the tiebreak.

CLASSIFIED OBJECTIVES

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

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

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

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

CLASSIFIED OBJECTIVES SELECTION

The amount of *Classified Objectives* that can be fulfilled during the mission is listed on the scenario report. The player has two ways of choosing the *Classified Objectives*, by means of the *Chart: Classified* or by means of the *Classified Deck*.

The player will make the selection of the *Classified Objectives* after learning what mission will be played and with what faction his opponent will be playing, **but always before creating his Army List**. When playing an ITS tournament, official tournament rules will be applied.

CHART: CLASSIFIED

The player will pick one of the four models from the *Chart: Classified*, roll the two dice for each *Classified Objective* allowed in the scenario, and then choose one of the two outcomes. If the outcome of both die rolls is the same, the player can repeat one of the rolls until he gets a different outcome.

Classified Objectives are considered **Private Information** until they are fulfilled. The player must write down his *Classified Objectives* when he picks them, in the same manner that he writes down the *Lieutenant ID* or the location of troopers in *Hidden Deployment*.

HIGH VALUE TARGET (HVT) MODEL

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

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

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

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

REQUIREMENTS

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

EFFECTS

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



ADEPTICON 2015

INFINITY CAMPAIGN TOURNAMENT

VICTORY CONDITIONS AND CLASSIFIED OBJECTIVES

SECURE HVT CLASSIFIED OBJECTIVE

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

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

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

OBJECTIVES

DATA SCAN

Requirements: *Hacker*.

Objective: The *Hacker* must spend one *Short Skill* of the *Order* and succeed at one *WIP-3* Roll against any enemy model inside his *Zone of Control*.

SABOTAGE

Requirements: *D-Charges*.

Special: The player must choose a *Scenery Building* or a *Scenery Item* placed entirely inside the enemy's half of the table. This piece of scenery will be considered the target of the *Classified Objective*.

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

EXPERIMENTAL DRUG

Requirements: *Doctor* or *Paramedic*.

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

TELEMETRY

Requirements: *Forward Observer* or *Spotlight Hacking Program*.

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

TEST RUN

Requirements: *Engineer*.

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

EXTREME PREJUDICE

Requirements: -

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

HVT: ESPIONAGE

Requirements: *Hacker*.

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

HVT: RETROENGINEERING

Requirements: *Engineer*.

Objective: An *Engineer* in base contact with the enemy *HVT* model must spend a *Short Skill* and succeed at a *WIP+3* Roll.

HVT: INOCULATION

Requirements: *Doctor* or *Paramedic*.

Objective: A *Doctor* or *Paramedic* in base contact with the enemy *HVT* model must spend a *Short Skill* and succeed at a *WIP+3* Roll.

HVT: DESIGNATION

Requirements: *Forward Observer* or *Spotlight Hacking Program*.

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



ADEPTICON 2015

INFINITY CAMPAIGN TOURNAMENT

VICTORY CONDITIONS AND CLASSIFIED OBJECTIVES

CLASSIFIED CHART MODELS

CLASSIFIED CHART MK. 1	
D20	OBJECTIVE
1	Test Run
2	Experimental Drug
3	Data Scan
4	Extreme Prejudice
5	Sabotage
6	HVT: Espionage
7	Telemetry
8	HVT: Retroengineering
9	Extreme Prejudice
10	Sabotage
11	HVT: Inoculation
12	Experimental Drug
13	HVT: Designation
14	Data Scan
15	HVT: Espionage
16	HVT: Designation
17	Telemetry
18	HVT: Inoculation
19	Test Run
20	HVT: Retroengineering

CLASSIFIED CHART MK. 2	
D20	OBJECTIVE
1	HVT: Espionage
2	Test Run
3	HVT: Designation
4	Experimental Drug
5	HVT: Inoculation
6	Data Scan
7	HVT: Retroengineering
8	Extreme Prejudice
9	HVT: Designation
10	Telemetry
11	HVT: Inoculation
12	Telemetry
13	HVT: Espionage
14	Sabotage
15	Experimental Drug
16	Extreme Prejudice
17	Sabotage
18	HVT: Retroengineering
19	Data Scan
20	Test Run

CLASSIFIED CHART MK. 3	
D20	OBJECTIVE
1	Data Scan
2	HVT: Designation
3	Experimental Drug
4	Test Run
5	Data Scan
6	Telemetry
7	Extreme Prejudice
8	HVT: Inoculation
9	Telemetry
10	HVT: Retroengineering
11	Sabotage
12	HVT: Espionage
13	Test Run
14	HVT: Designation
15	Sabotage
16	HVT: Retroengineering
17	Extreme Prejudice
18	HVT: Espionage
19	Experimental Drug
20	HVT: Inoculation

CLASSIFIED CHART MK. 4	
D20	OBJECTIVE
1	HVT: Retroengineering
2	HVT: Espionage
3	Test Run
4	HVT: Designation
5	Extreme Prejudice
6	HVT: Espionage
7	HVT: Inoculation
8	Telemetry
9	Experimental Drug
10	HVT: Inoculation
11	Data Scan
12	Sabotage
13	Experimental Drug
14	HVT: Retroengineering
15	Extreme Prejudice
16	Test Run
17	Data Scan
18	HVT: Designation
19	Telemetry
20	Sabotage

SPEC-OPS CONTROL SCREEN

FACTION / SECTORIAL

UNIT OF ORIGIN

SPEC-OPS NAME

MOV CC BS PH WIP ARM BTS W/STR

	XP	XP	XP	XP	XP	XP	XP

REGULAR

YES NO

IMPETUOUS

YES NO

CUBE

YES NO

BASIC SPECIAL SKILLS

BASIC BS WEAPONS

BASIC CC WEAPONS

**XP
SPENT**

**TOTAL
XP**

XP SPECIAL SKILL 1

XP

XP SPECIAL SKILL 2

XP

XP SPECIAL SKILL 3

XP

XP WEAPON 1

XP

XP WEAPON 2

XP

XP WEAPON 3

XP

XP EQUIPMENT 1

XP

XP EQUIPMENT 2

XP

XP EQUIPMENT 3

XP

SPEC-OPS CONTROL SCREEN

FACTION / SECTORIAL

UNIT OF ORIGIN

SPEC-OPS NAME

MOV CC BS PH WIP ARM BTS W/STR

	XP	XP	XP	XP	XP	XP	XP

REGULAR

YES NO

IMPETUOUS

YES NO

CUBE

YES NO

BASIC SPECIAL SKILLS

BASIC BS WEAPONS

BASIC CC WEAPONS

**XP
SPENT**

**TOTAL
XP**

XP SPECIAL SKILL 1

XP

XP SPECIAL SKILL 2

XP

XP SPECIAL SKILL 3

XP

XP WEAPON 1

XP

XP WEAPON 2

XP

XP WEAPON 3

XP

XP EQUIPMENT 1

XP

XP EQUIPMENT 2

XP

XP EQUIPMENT 3

XP

COMMAND & CONTROL SCREEN C2 SCREEN

MILITARY SPECIALITIES

FACTION / SECTORIAL

MOBILE
RESERVE
SPEC.

LOGISTICS
SPEC.

SUPPORT
FORCE
SPEC.

PSI-OPS
SPEC.

IMMEDIATE
DEPLOYMENT
SPEC.

INTELLIGENCE
SPEC.

LEVEL 1
XP COST
2

+5 ARMY
POINTS

+3 TO THE
PROMOTION
ROLL

+1 TO AVA OF
1 TROOP.

+10% HIGHER
THRESHOLD
FOR RETREAT!

+3 TO THE
INITIATIVE
ROLL

TO KNOW
WHETHER THE
OPPONENT HAS
AIRBORNE
DEPLOYMENT

LEVEL 2
XP COST
5

+10 ARMY
POINTS

+1 SWC &
+3 TO THE
PROMOTION
ROLL

+1 AVA OF 1
TROOP
(DIFFERENT TO
THE PREVIOUS
LEVEL)

+10% HIGHER
THRESHOLD
FOR RETREAT!

+3 TO THE
INITIATIVE
ROLL

TO KNOW WHETHER
THE OPPONENT HAS
HOLOPROJECTOR
L1, IMPERSONATION
OR HIDDEN
DEPLOYMENT

LEVEL 3
XP COST
9

+10 ARMY
POINTS

+1 SWC &
+3 TO THE
PROMOTION
ROLL

+1 AVA OF 1
TROOP
(DIFFERENT TO
THOSE OF THE
PREVIOUS
LEVELS)

+1 MERCENARY
FIGURE WITHOUT
PAYING COST OR
SWC

CHOOSE SIDE
OF THE TABLE

TO KNOW THE
OPPONENT'S
ARMY LIST

LEVEL 4
XP COST
14

+15 ARMY
POINTS

+3 TO THE
PROMOTION
ROLL

ALL FIGURES
WITH STR GET +1
POINT OF STR
(MAXIMUM 3)

ALL FIGURES
POSSESS THE
RELIGIOUS
TROOP SPECIAL
SKILL

INITIATIVE AND
DEPLOYMENT
AUTOMATICALLY
WON

TO HAVE AN
ALTERNATIVE
ARMY LIST

LEVEL 5
XP COST
20

ENEMY LIEUTENANT
ALWAYS IDENTIFIED

XP
SPENT

TOTAL
XP

PROMOTION SYSTEM

PROMOTION ROLL

ARMY TYPE SUCCESSFUL ROLL
ARMIES OF THE HUMAN SPHERE 1
ALIEN ARMIES 1 - 4

PROMOTION LEVEL 1

VICTORY + SURVIVING JOURNALIST + LOGISTICS SPEC. DIFFICULTY -0 = ROLL MODIFIERS PROMO
THE PLAYER MAY ACQUIRE, BY SPENDING XP, 1 MORE MILITARY SPECIALITY THAN THE SINGLE ONE HE CAN NORMALLY HAVE.

PROMOTION LEVEL 2

VICTORY + SURVIVING JOURNALIST + LOGISTICS SPEC. DIFFICULTY -3 = ROLL MODIFIERS PROMO
THE PLAYER MAY ACQUIRE, BY SPENDING XP, 1 MORE MILITARY SPECIALITY THAN THE TWO HE COULD HAVE BEFORE.

PROMOTION LEVEL 3

VICTORY + SURVIVING JOURNALIST + LOGISTICS SPEC. DIFFICULTY -6 = ROLL MODIFIERS PROMO
ALLOWS THE PLAYER TO USE AND COMBINE ALL MILITARY SPECIALITIES HE MAY ACQUIRE, BY SPENDING XP, WHEN PLAYING THE CAMPAIGN.

PROMOTION LEVEL 4

VICTORY + SURVIVING JOURNALIST + LOGISTICS SPEC. DIFFICULTY -9 = ROLL MODIFIERS PROMO
THIS LEVEL PROVIDES, AUTOMATICALLY AND WITHOUT SPENDING ADDITIONAL XP, LEVEL 1 OF ALL MILITARY SPECIALITIES.

NAME: _____

FACTION: _____



ITS PIN: _____

DATE: _____

FINAL OP: ☐

FINAL VP: ☐

FINAL POSITION: ☐

ROUND 1

☐ Bye

Private Info: _____

Opponent's PIN: _____

Objective Points: _____

Victory Points: _____

Classified Objective: _____

ROUND 2

☐ Bye

Private Info: _____

Opponent's PIN: _____

Objective Points: _____

Victory Points: _____

Classified Objective: _____

ROUND 3

☐ Bye

Private Info: _____

Opponent's PIN: _____

Objective Points: _____

Victory Points: _____

Classified Objective: _____

ROUND 4

☐ Bye

Private Info: _____

Opponent's PIN: _____

Objective Points: _____

Victory Points: _____

Classified Objective: _____

ROUND 5

☐ Bye

Private Info: _____

Opponent's PIN: _____

Objective Points: _____

Victory Points: _____

Classified Objective: _____