

MEMPHIS AREA JURISDICTIONAL COMMAND

INFINITY SUMMER SERIES 2.1

OVERVIEW

The Infinity Summer Series will be a set of 3 ITS events played across 3 months. Each event will have its own signup page, prize support, and winner. Prize Support for the 3 events will be pulled from an ITS Limited Edition kit and store credit.

However, there will also be a separate, additional store credit prize pulled from the pool of all three events for the overall Champion of the Summer Series. This is the player that performs the best across all three Summer Series events.

LIST BUILDING

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.

MISSION LIST

Round 1: Mindwipe
Round 2: Supremacy
Round 3: Decapitation

EVENT SCHEDULE

10:00 AM – 11:00 AM: Check In

11:00 AM – 1:00 PM: Round 1

1:00 PM – 2:00 PM: Lunch Break

2:00 PM – 4:00 PM: Round 2

4:00 PM – 4:30 PM: Break

4:30 PM – 6:30 PM: Round 3

6:30 – 7:00 PM: Awards

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.

ITS SPECIAL RULES

LONG SERVICE

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

JOURNALIST

During this season any Trooper with the Journalist Special Skill are considered Specialist Troops.

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.



MINDWIPE

SUITABLE FOR REINFORCEMENTS

Scenario by the Warcors Blindsight and CoveredinFish.

TACTICAL SUPPORT OPTIONS: 1

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).

44 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.

UNCHARTED HORIZONS

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.

The Server is Destroyed and must be removed from the gaming table when it suffers a number of Wounds equal or higher than its STR Attribute value.

ACTIVATE CONSOLE

SHORT SKILL

Attack, Scenario

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 PS 3.
- ▶ 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	PS	B	TAR-GET	SKILL TYPE	SPECIAL
Data Erasure	0	0	3	1	Enemy Server	Short Skill	DA Ammo



ITS SEASON 16 PART II

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

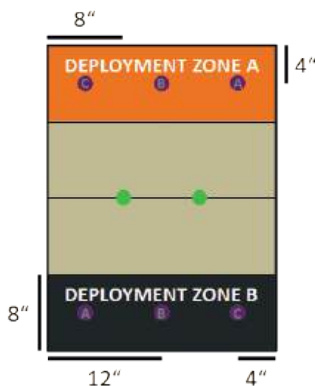
Troopers possessing the Hacker Special Skill have a MOD of +3 to the WIP Rolls necessary to Activate a Console. In addition, they will be able to make two WIP Rolls each time they spend a Short Skill to Activate a Console.

END OF THE MISSION

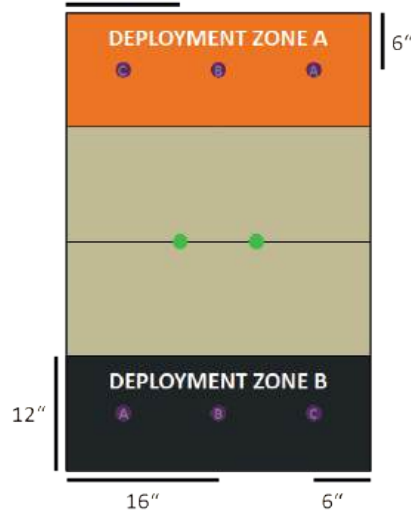
This scenario has a limited time frame, so it will automatically finish at the end of the **third Game Round**.

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

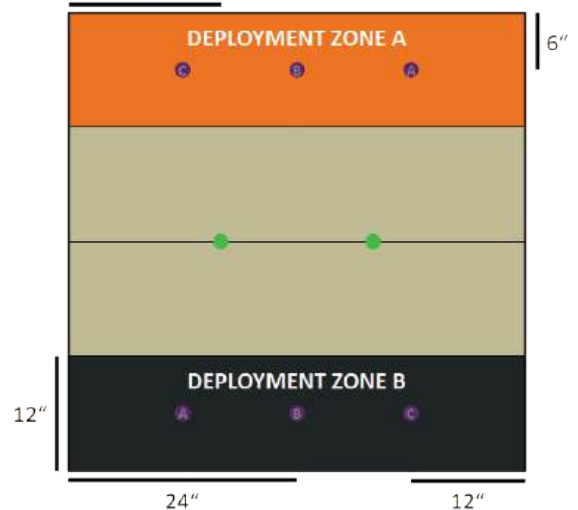
150 P
24 in. x 32 in.



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



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



- Server (Tech-Coffin)
- Console

UNCHARTED HORIZONS

SUPREMACY

TACTICAL SUPPORT OPTIONS: 0

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
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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...) 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 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, Scenario.

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.



ITS SEASON 16 PART II

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).

(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.

The QAZ Creatures must be removed from the gaming table when it suffers a number of Wounds equal or higher than its VITA Attribute value.

QAZ CREATURES

ISC: QAZ CREATURES									
MOV	CC	BS	PH	WIP	ARM	BTS	VITA	S	
--	11	--	--	--	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

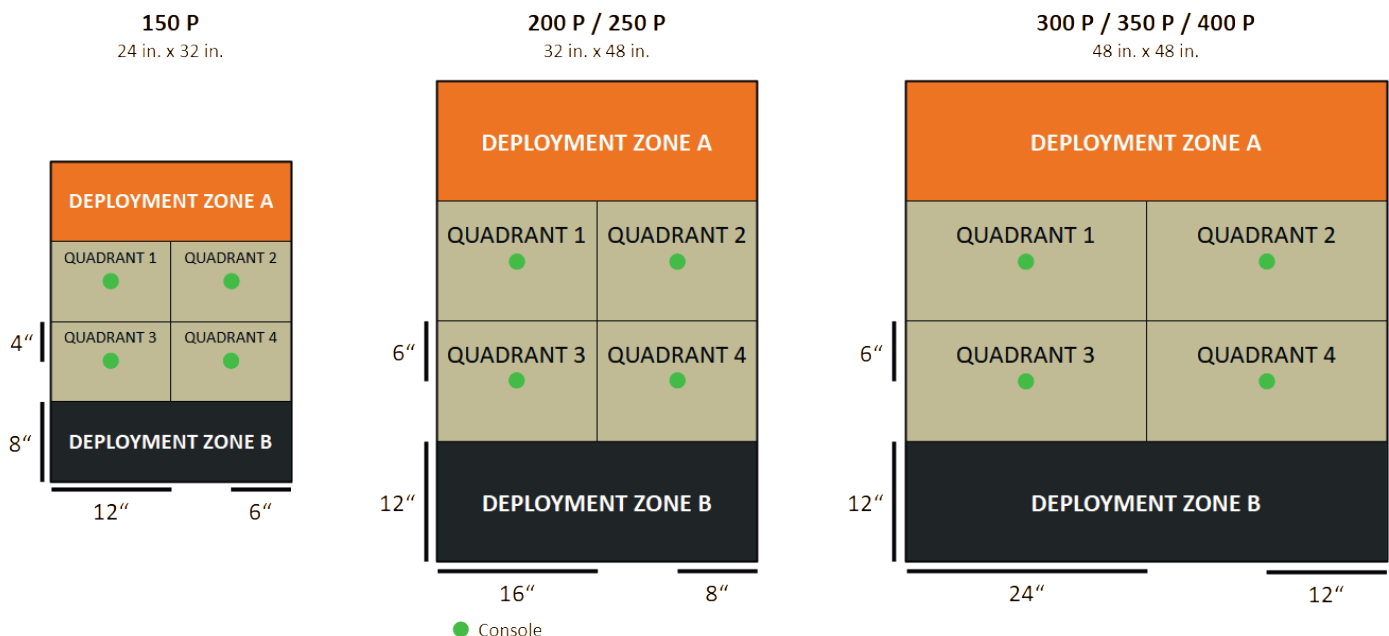
This scenario has a limited time frame, so it will automatically finish at the end of the **third Game Round**.

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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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





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.

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A and B	150	3	24 in x 32 in	12 in x 24 in
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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

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).

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.

NEW ORDER

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

