MEMPHIS AREA JURISDICTIONAL COMMAND

INFINITY SUMMER SERIES 2.2

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: Unmasking
Round 2: Acquisition
Round 3: Frontline

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.

UNMASKING

SUITABLE FOR REINFORCEMENTS

Scenario by the Warcor HurVo

TACTICAL SUPPORT OPTIONS: 0

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, 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 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.
▶ 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
24 in. x 32 in.
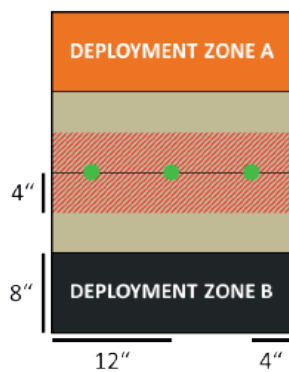
DEPLOYMENT ZONE A

4"

8" DEPLOYMENT ZONE B

12" 4"

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

DEPLOYMENT ZONE A

8"

12" DEPLOYMENT ZONE B

16" 4"

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

DEPLOYMENT ZONE A

8"

12" DEPLOYMENT ZONE B

24" 12"
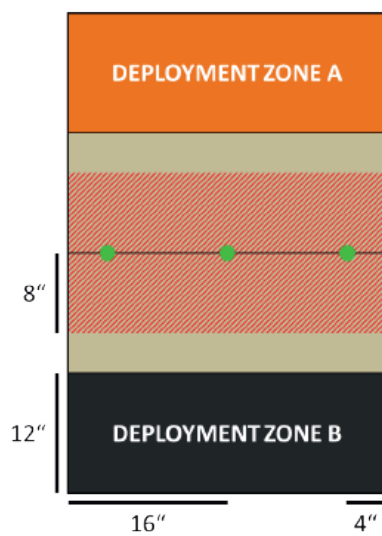
● Console

▨ Exclusion Zone

ACQUISITION

TACTICAL SUPPORT OPTIONS: 1

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).
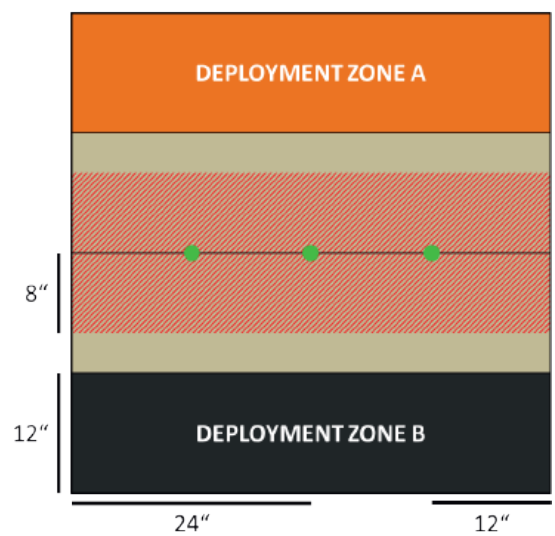
FORCES AND DEPLOYMENT

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).

ACTIVATE COMMUNICATION ANTENNA
SHORT SKILL

Attack, Scenario.

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.

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.

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.

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 / 350 P / 400 P
24 in. x 32 in.	32 in. x 48 in.	48 in. x 48 in.

- Tech-Coffin
- Communication Antenna

FRONTLINE

TACTICAL SUPPORT OPTIONS: 0

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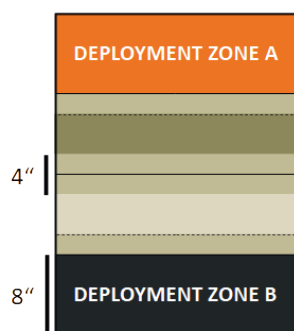
Moreover, any Active Trooper that declares or performs an Order inside a QAZ must make a Saving Roll against BTS, with PS 10.

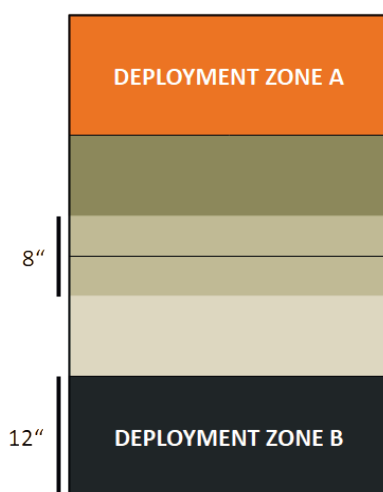Failing the Saving Roll results in the loss of one point of the Wounds/Structure Attribute.

END OF THE MISSION

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

150 P
24 in. x 32 in.

DEPLOYMENT ZONE A

4"

8" DEPLOYMENT ZONE B

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

DEPLOYMENT ZONE A

8"

12" DEPLOYMENT ZONE B

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

DEPLOYMENT ZONE A

8"

12" DEPLOYMENT ZONE B