MEMPHIS AREA JURISDICTIONAL COMMAND

INFINITY SUMMER SERIES 2.3

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: Evacuation
Round 2: Frostbyte
Round 3: Supplies

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.

EVACUATION

SUITABLE FOR REINFORCEMENTS

TACTICAL SUPPORT OPTIONS: 2

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
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 allowed to deploy in Silhouette contact with a Civilian.

SCENARIO SPECIAL RULES

CIVILIANS
There are a total of four Civilians on the game table, two of them in each table half. Each Civilian is placed 8 inches from the center line of the table and 6 inches from the edge of the table. (see the map below).

For 150 point games, the Civilians are placed 4 inches from the center line of the table and 6 inches from the edges of the table. (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 2 Extraction Consoles, placed on the central line of the table. They are placed 16 inches from the edges of the table 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 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, Scenario.

REQUIREMENTS

▶ Only Specialist Troops can declare this Skill.
▶ The Specialist Troop must be in Silhouette contact with an Extraction Console.
▶ The Specialist Troop must be CiEvacing a Civilian or an Enemy HVT.
▶ This Skill cannot be declared during the first Game Round.

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.

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.
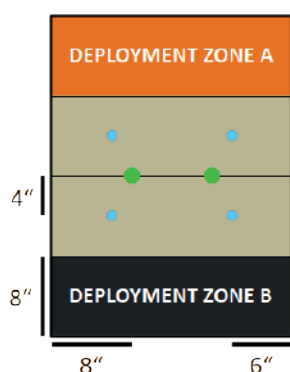
FORWARD OBSERVER BONUS

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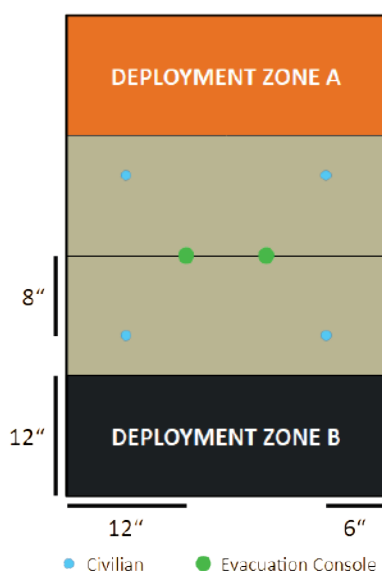
END OF THE MISSION

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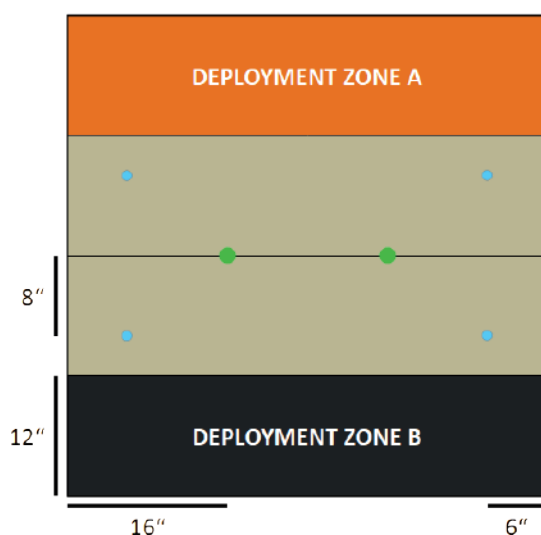
150 P	200 P / 250 P	300 P / 350 P / 400 P
24 in. x 32 in.	32 in. x 48 in.	48 in. x 48 in.

● Civilian   ● Evacuation Console

FROSTBYTE

TACTICAL SUPPORT OPTIONS: 1

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), VH or TAG. It is not applied to the Trooper the player has designated as Hazmat Ops.

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) 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. 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 one Saving Roll against BTS, with PS 5. The Immunity (Enhanced) and Immunity (BTS) Special Skills are 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.

The Heating Unit 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.

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, Scenario.

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 or VH 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 Fireteam.

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-EmbryoState or any non-Null State.
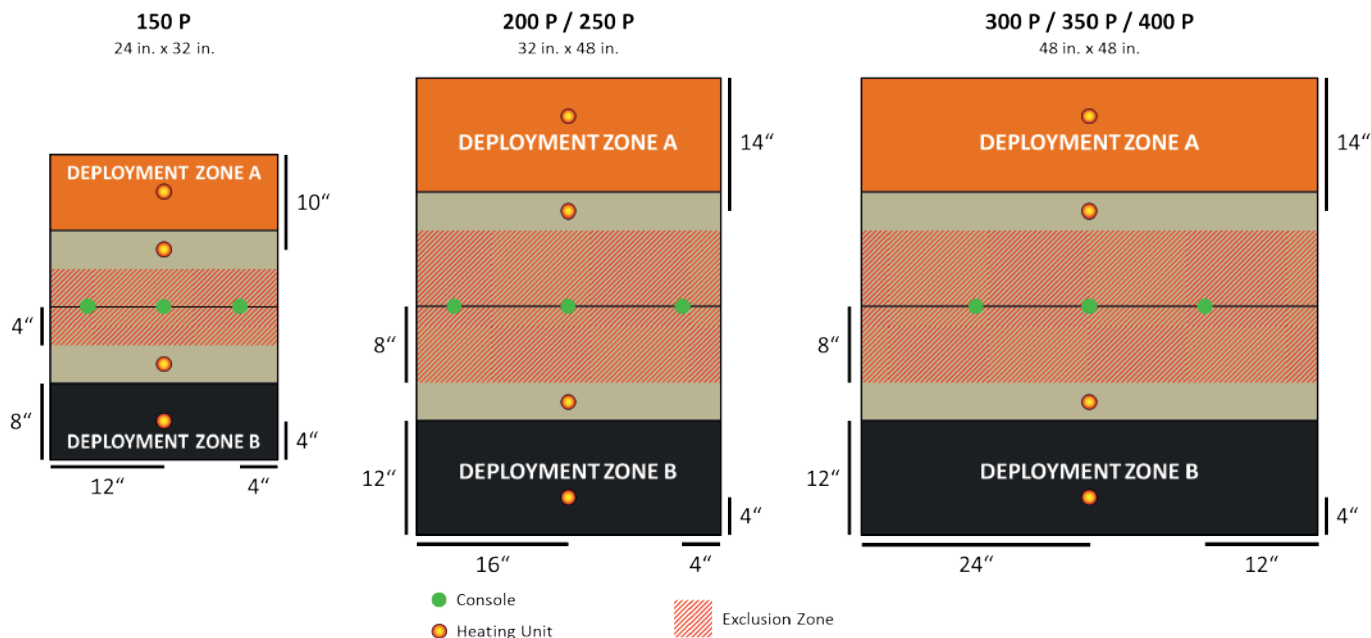
BAGGAGE

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.

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.

● Console
● Heating Unit

Exclusion Zone

SUPPLIES

SUITABLE FOR REINFORCEMENTS

TACTICAL SUPPORT OPTIONS: 1

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, Scenario..

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.

50

PICK UP SUPPLY BOXES

<div align="right">SHORT SKILL</div>

Attack, Scenario.

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.

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.

<div align="right">51</div>

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.
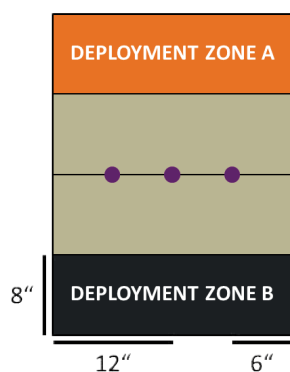
INTELCOM CARD (COUNTERESPIONAGE)

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 ☺.
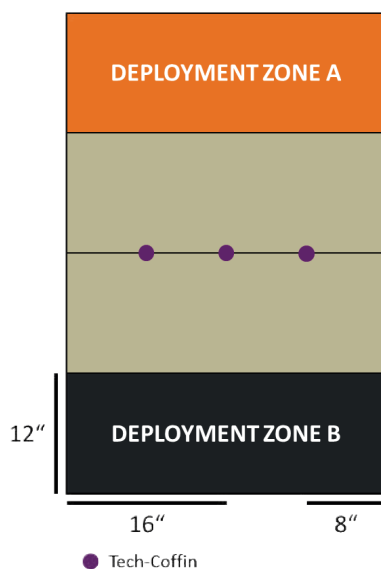
END OF THE MISSION

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.
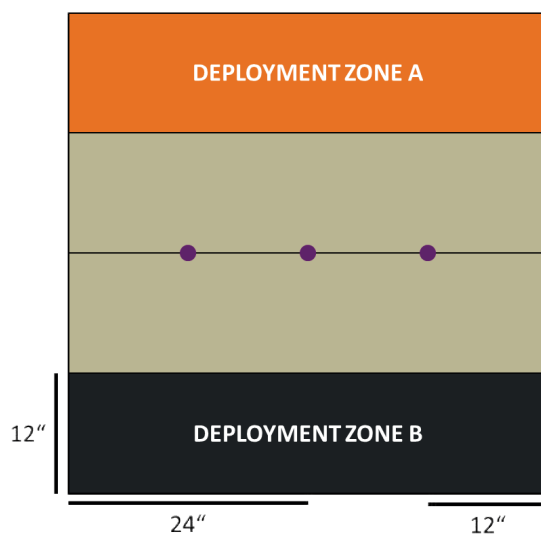

150 P
24 in. x 32 in.

DEPLOYMENT ZONE A

DEPLOYMENT ZONE B

8"

12"   6"

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

DEPLOYMENT ZONE A

DEPLOYMENT ZONE B

12"

16"   8"

● Tech-Coffin

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

DEPLOYMENT ZONE A

DEPLOYMENT ZONE B

12"

24"   12"