MEMPHIS AREA JURISDICTIONAL COMMAND

N5 ESCALATION LEAGUE

OVERVIEW

N5 Escalation League will be the first event to ring in the new edition of Infinity N5. It will be a 3-round, 6-week long event providing players the opportunity to learn the new edition of Infinity.

Each round will last 2-weeks. Round 1 will last from February 8 - February 21, Round 2 will last from February 22 - March 7, and Round 3 will last from March 8 - March 21.

Players must sign up on Infinity OTM.

LIST BUILDING

Each player will choose a Faction or Sectorial for Infinity and play that Faction or Sectorial for the duration of the event. Lists are not locked between each round and players can make changes to their list so long as it adheres to points limit of that corresponding round.

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

Each player must bring a printed copy of their courtesy list to provide to their opponent.

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: Firefight
Round 2: Supplies
Round 3: Decapitation

EVENT SCHEDULE

Feb 8 - Feb 21: Round 1	
Feb 22 - Mar 7: Round 2	
Mar 8 - Mar 21: Round 3	

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.

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.

FIREFIGHT

SUITABLE FOR REINFORCEMENTS

MISSION OBJECTIVES

MAIN OBJECTIVES

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

CLASSIFIED

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

FORCES AND DEPLOYMENT

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

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

SCENARIO SPECIAL RULES

KILLING

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

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

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

NO QUARTER

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

DESIGNATED LANDING AREA

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

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

PANOPLIES

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

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

USE PANOPLIES

SHORT SKILL

Attack.

REQUIREMENTS

▶ The Trooper must be in Silhouette contact with a Panoply

EFFECTS

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

PANOPLY CHART

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

SPECIALIST TROOPS

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

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

QUANTUM ANOMALY ZONES (QAZ)

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

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

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

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

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

END OF THE MISSION

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

150P
24 in x 32 in

DEPLOYMENT ZONE A

DEPLOYMENT ZONE B

12"

12"

200P / 250P
32 in x 48 in

DEPLOYMENT ZONE A

DEPLOYMENT ZONE B

16"

16"

4"

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

DEPLOYMENT ZONE A

DEPLOYMENT ZONE B

16"

24"

8"

● Panoply

NEW ORDER

SUPPLIES

SUITABLE FOR REINFORCEMENTS

MISSION OBJECTIVES

MAIN OBJECTIVES

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

CLASSIFIED

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

FORCES AND DEPLOYMENT

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

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

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

SCENARIO SPECIAL RULES

TECH-COFFINS

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

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

SUPPLY BOXES

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

EXTRACT SUPPLY BOXES	
	SHORT SKILL

Attack.

REQUIREMENTS

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

EFFECTS

- ▶ Allows the Specialist Troop to make a Normal WIP Roll to Extract and pick up the Supply Box, with a succeed roll a SUPPLY BOX Token must be placed besides it.
- ▶ If the roll is failed, this can be repeated as many times as necessary, each time spending the corresponding Short Skill and making the roll.
- ▶ Once the roll is successful, the Tech-Coffin Token is removed from the game table.
- ▶ If a scenery item is used instead of a Token, then it can be kept on the game table but a Player A and Player B Token must be placed besides it to mark that the Supply Box was extracted.

PICK UP SUPPLY BOXES

SHORT SKILL

Attack.

REQUIREMENTS

The Trooper should be in one of the following situations:
▶ Be in Silhouette contact with an allied Trooper in a Normal State with a SUPPLY BOX Token.
▶ Be in Silhouette contact with an unaccompanied SUPPLY BOX Token.

EFFECTS

▶ Spending one Short Skill, without Roll, any Trooper can pick up a Supply Box in any of the situations previously mentioned.
▶ The Troops must accomplish the Common Rules of Supply Box.

COMMON RULES OF SUPPLY BOXES

■ Each Model can carry a maximum of 1 Supply Box. As exception, Troopers possessing the Baggage Special Skill can carry up to 2 Supply Boxes.
■ Only Models, and not Markers, (Camo, Impersonation, Holoechoes...) can carry the Supply Boxes.
■ The Supply Box Token must always be kept on the table, even if the Model which is carrying it passes to a Null State.

CONTROLLING THE SUPPLY BOXES

A Supply Box is Controlled by a player if, at the end of the game, that player has a Model, but not a Marker, carrying it. That Trooper cannot be in a Null State or in Silhouette contact with any enemy Model.

SPECIALIST TROOPS

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

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

DOCTOR AND PARAMEDIC BONUS

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

QAZ CREATURES

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

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

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

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

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

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

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

QAZ CREATURES

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

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

INTELCOM CARD (COUNTERESPIONAGE)

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

END OF THE MISSION

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

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

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

150P — DEPLOYMENT ZONE A / DEPLOYMENT ZONE B — 8" / 12" / 6"

200P / 250P — DEPLOYMENT ZONE A / DEPLOYMENT ZONE B — 12" / 16" / 8"

300P / 350P / 400P — DEPLOYMENT ZONE A / DEPLOYMENT ZONE B — 12" / 24" / 12"

● Tech-Coffin

DECAPITATION

SUITABLE FOR REINFORCEMENTS

MISSION OBJECTIVES

MAIN OBJECTIVES

- To Kill more Army Points than the adversary (3 Objective Points).
- To Kill the same number of Lieutenants as the adversary (2 Objective Points, but only if at least 1 Lieutenant is killed by the player).
- To Kill more Lieutenants than the adversary (3 Objective Points).
- To Kill the Designated Target (2 Objective Points for each one).

CLASSIFIED

- There are no Classified Objectives.

FORCES AND DEPLOYMENT

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

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

SCENARIO SPECIAL RULES

REINFORCED TACTICAL LINK

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

In this mission, the identity of the Lieutenant is always Open Information. The player must indicate which Marker is the Lieutenant if it is in a Marker State (Camouflaged, Decoy…) or which Markers are the Lieutenant in the case of a Holoprojector.

The Lieutenant must be placed on the game table at the beginning of the first Game Round, either as a Model or as a Marker. Players may not deploy their Lieutenants in Hidden Deployment State.

If the player lacks a Lieutenant during the Tactical Phase of their Active Turn because this Trooper was not deployed or because it is in the Isolated State or any Null State (Unconscious, Dead, Sepsitorized…), then the player must name a new Lieutenant, without Order expenditure. The identity of this new Lieutenant is also Open Information. It is compulsory that this Lieutenant be a Model or a Marker placed on the game table.

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

MULTIPLE HVTS

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

DESIGNATED TARGET

In this scenario, the enemy HVT is considered an enemy trooper instead of a Neutral Civilian so, it can be targeted by Attacks.

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

KILLING

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

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

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

NO QUARTER

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

CLASSIFIED DECK NOT USED

Players will not use the Classified Deck in this scenario.

QUANTUM ANOMALY ZONES (QAZ)

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

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

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

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

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

HAZMAT OPS

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

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

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

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

END OF THE MISSION

This scenario has a limited time frame, so it will automatically finish

150P
24 in x 32 in

DEPLOYMENT ZONE A

12" DEPLOYMENT ZONE B

200P / 250P
32 in x 48 in

DEPLOYMENT ZONE A

16" DEPLOYMENT ZONE B

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

DEPLOYMENT ZONE A

16" DEPLOYMENT ZONE B