
ADEPTICON 2015



INFINITY GRAND TØURNAMENT

SATURDAY - MARCH 21ST
8:00AM - 6:00PM

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!



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INFINITY GRAND TOURNAMENT

ROUND I: SEIZE THE ANTENNAE

MISSION OBJECTIVES

MAIN OBJECTIVES

- » For each *Seized Antenna* at the end of the scenario (3 *Objective Points*).

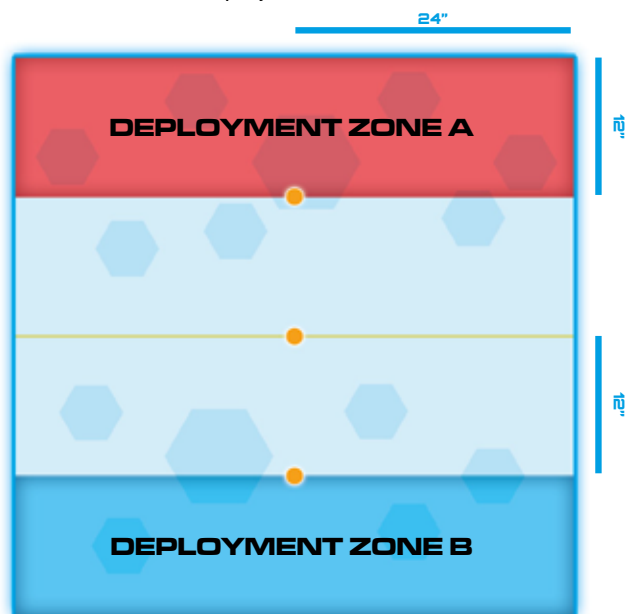
CLASSIFIED

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

DEPLOYMENT

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

It is not allowed to deploy in base contact with an *Antenna*.



CAPTION



HIDDEN INFORMATION/NOTES

SCENARIO SPECIAL RULES

Game table size: 48 by 48 inches

SEIZE THE ANTENNAS

There are 3 *Antennas*, one of them placed in the center of the table, and the other two in different halves of the gametable, each of them 12 inches from the center and 24 inches from the edge of the table (See map below).

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

To *Seize* an *Antenna* it is necessary that a *Specialist Troop* be in base contact with the *Antenna*, spend one *Short Skill*, or an *ARO*, and succeed at a Normal **WIP** 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.

A player can *Seize* an *Antenna* which has been previously *Seized* by his adversary by using the same procedure. In such a situation, that *Antenna* stops counting as being *Seized* by the enemy.

Possessed (POS) or Immobilized (IMM) Markers can be used to mark the *Seized Antennas*. It is recommended each player uses a different kind of Marker.

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.

HACKER BONUS

Troops possessing the *Hacker* Special Skill have a **MOD of +3** to the **WIP** Rolls necessary to *Seize* the *Antennas*.

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 GRAND TOURNAMENT

ROUND 2: COLD SLEEP

MISSION OBJECTIVES

MAIN OBJECTIVES

- » Have **the same amount** of *Activated Tech-Coffins* as the adversary at the end of the game (1 *Objective Point*, only if the player has *Activated at least 1 Tech-Coffin*).
- » Have **more** *Activated Tech-Coffins* than the adversary at the end of the game (4 *Objective Points*).
- » Have **the same amount** of *Connected Consoles* as the adversary at the end of the game (1 *Objective Point*, only if the player has *Connected at least 1 Console*).
- » Have **more** *Connected Consoles* than the adversary at the end of the game (3 *Objective Points*).
- » Have **the same amount** of *Controlled Consoles* as the adversary at the end of the game (1 *Objective Point*, only if the player *Controls at least 1 Console*).
- » Have **more** *Controlled Consoles* than the adversary at the end of the game (2 *Objective Points*).

CLASSIFIED

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

HIDDEN INFORMATION/NOTES

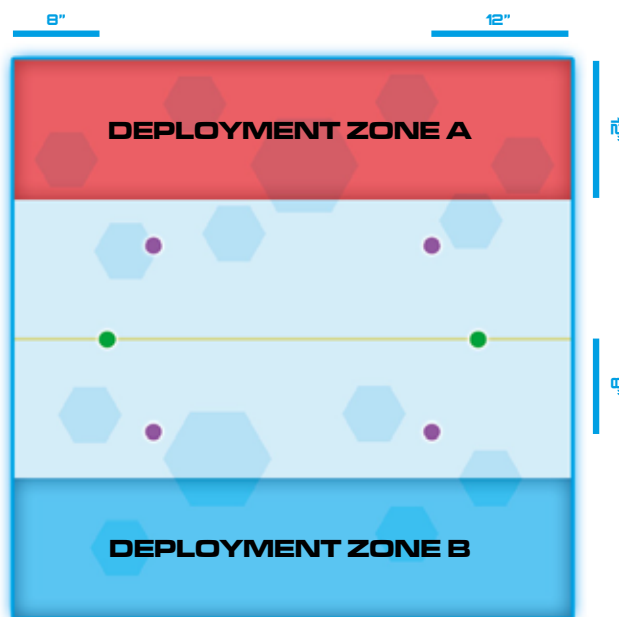
DEPLOYMENT

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

It is not allowed to deploy in base contact with the *Tech-Coffins* or a *Console*.

INNER AREA

This scenario happens inside a vessel, so the use of the Levels 3, 4 and 5 of the *Airborne Deployment: Combat Jump* Special Skill is not permitted. However, the rest of the Levels of this Special Skill are allowed. *AI Beacons* must be deployed on the edge of the game table, outside the *Zones of Deployment*.



CAPTION



Tech-Coffin



Console





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INFINITY GRAND TOURNAMENT

ROUND 2: COLD SLEEP

SCENARIO SPECIAL RULES

Game table size: 48 by 48 inches

ACTIVATE THE TECH-COFFINS

There are 4 *Tech-Coffins*, placed on different halves of the game table, each of them 8 inches from the central line of the table and 12 inches from the edge of the table (See map below). 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 *Activate* a *Tech-Coffin* it is necessary that a *Specialist Troop* be in base contact with the *Tech-Coffin*, 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.

An *Activated Tech-Coffin* can be *Activated* again by other player, applying the same procedure. In such a situation, the *Tech-Coffin* is no longer considered as *Activated* to the adversary.

Possessed (POS) or Immobilized (IMM) Markers can be used to mark the *Activated Tech-Coffins*. It is recommended each player uses a different kind of Marker.

CONNECT THE CONSOLES

There are 2 *Consoles* placed in the central line of the table, 8 inches from the edge of the table. The *Consoles* must be represented by a *Console A* or *B Marker* (CONSOLE A or B) or with a scenery piece of the same diameter (Such as the *Human Consoles* by Micro Art Studio, the *Tech Consoles* by Warsenal or the *Comlink Consoles* by Customeeple).

To *Connect* the *Console* it is necessary that a *Specialist Troop* 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.

A connected *Console* can be *Connected* again by other player, applying the same procedure. In such situation, the *Console* is no longer considered as *Connected* to the adversary.

CONTROL THE CONSOLES

A *Console* is considered *Controlled* by a player when he is the only one who possesses a *Specialist Troop* (as a figure, but not as a Marker) in base contact with it. So there cannot be enemy *Specialist Troops* in base contact with the *Console*. Models in a *Null* state cannot be counted for this.

SCENARIO SPECIAL RULES

DOCTOR AND PARAMEDIC BONUS

Troops possessing the *Doctor* or *Paramedic* Special Skill have a **MOD of +3** to the *WIP* Rolls necessary to *Connect* the *Console* and to *Activate* the *Tech-Coffins*. The **MOD** provided by this bonus is not stackable with the bonuses provided by *Doctor Plus* and *Akbar Doctor*.

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.

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 GRAND TOURNAMENT

ROUND 3: TRANSMISSION MATRIX

MISSION OBJECTIVES

MAIN OBJECTIVES

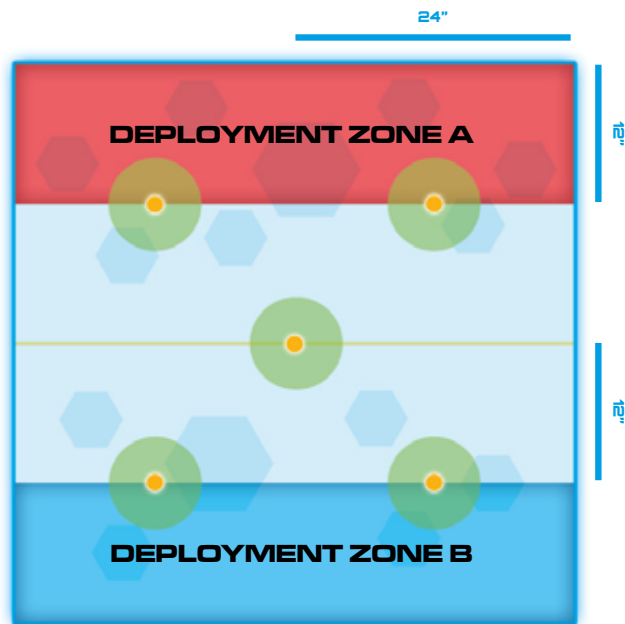
- » Dominate **the same number** of *Transmission Areas* as the adversary at the end of each *Game Round* (1 *Objective Point*, but only if **at least 1** *Transmission Area* is *Dominated* by the player).
- » Dominate **more** *Transmission Areas* than the adversary at the end of each *Game Round* (2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



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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ROUND 4: SUPREMACY

MISSION OBJECTIVES

MAIN OBJECTIVES

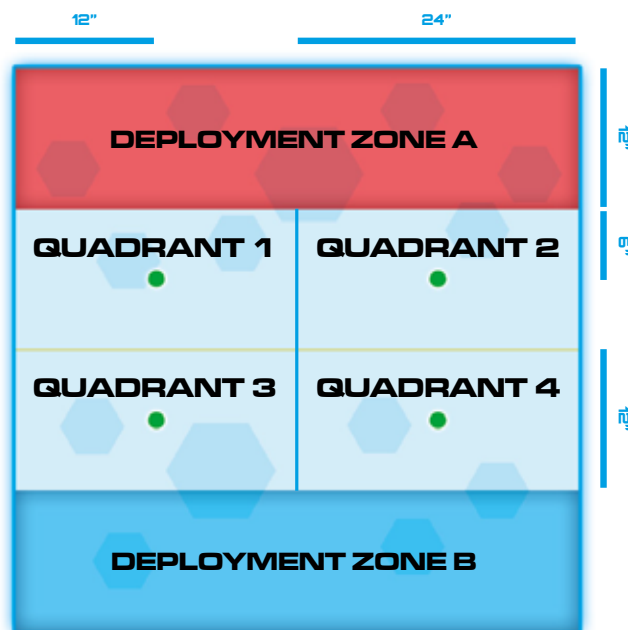
- » Dominate **the same number** of *Quadrants* as the adversary at the end of the *Game Round* (1 *Objective Point*, but only if **at least 1** *Quadrant* is *Dominated* by the player).
- » Dominate **more** *Quadrants* than the adversary at the end of the *Game Round* (2 *Objective Points*).
- » Hack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





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INFINITY GRAND 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 GRAND TOURNAMENT

ROUND 5: BIOTECHVORE

MISSION OBJECTIVES

MAIN OBJECTIVES

- » To accomplish **more** *Classified Objectives* than the adversary (1 *Objective Point*).
- » To kill **more** enemy Army Points than the adversary (3 *Objective Points*).
- » If you have **between 75 and 150** surviving Army Points (2 *Objective Point*).
- » If you have **between 151 and 225** surviving Army Points (3 *Objective Points*).
- » If you have **more than 225** surviving Army Points (4 *Objective Points*).

CLASSIFIED

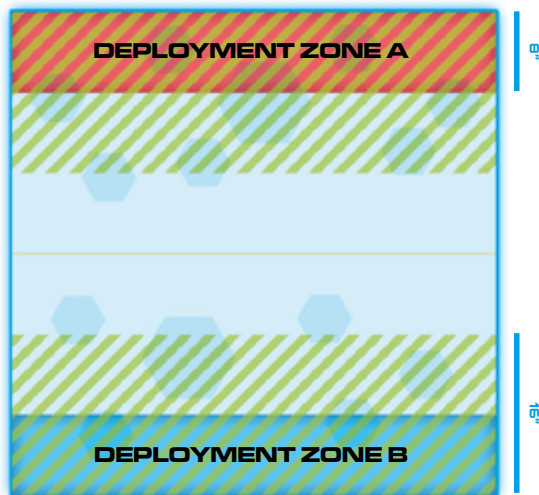
- » Each player has 2 *Classified Objectives* (1 *Objective Point* for each one).

DEPLOYMENT

Both players will deploy on opposite sides of the game table, in a *Deployment Zone* **8 inches deep**.

CONFUSED DEPLOYMENT

Any trooper possessing a Deployment Skill that allows it to deploy outside the *Deployment Zone* must make a **PH-3** Roll. If the player fails the roll, the trooper will be deployed anywhere his *Deployment Zone*. Special Skills, pieces of Equipment, or rules that apply any **PH** or **WIP** Roll to deploy must replace it with this roll. Any **MOD** applied to the Deployment by a Special Skill, piece of Equipment, or rule will be added to this roll.



SCENARIO SPECIAL RULES

Game table size: 48 by 48 inches

BIOTECHVORE AREA

There is a 16 inches deep area infested by a Biotechvore plague in each half of the table. This *Biotechvore Area* includes the *Deployment Zone*.

At the end of each *Active Player Turn*, all troopers belonging to the *Active Player* that are inside a *Biotechvore Area* must make a **BTS** Roll against **Damage** 14.

The *Biotechvore Plague* is more aggressive against artificial beings. Troopers with the **STR** Attribute must make **two BTS** Roll instead one.

At the end of the third *Game Round* any trooper inside a *Biotechvore Area* will be considered automatically *Killed*.

KILLING

A trooper is considered *Killed* when it enters a *Dead* state, or is in a *Null* state (*Unconscious, Dead, Sepsitorized...*) at the end of the game.

Those troopers that **have not been deployed** at the end of the game on the game table, will be considered as *Killed* by the adversary.

NO QUARTER

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

END OF THE MISSION

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

CAPTION



Biotechvore Zone



HIDDEN INFORMATION/NOTES



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INFINITY GRAND 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.



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INFINITY GRAND 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 GRAND 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

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: _____