

# INFINITY

## SPEC OPS

### BEACH HEAD

Enemy forces have been trying to establish a beach head all along the campaign in different sectors, but, at the moment, you have thrown back all their offensives. But, it seems that this time the enemy is ready for a serious and real effort.

If your adversary gets a beach head, he'll have an open line to your rearguard, and his victory possibilities will be increased exponentially. The campaign's success or failure depends on you and your forces.

### MISSION OBJECTIVES

Attacking Forces:

1. To advance and seize the Command Center.
2. To establish a beach head (Victory Points:3).
3. Eliminate the enemy forces (Victory Points:2).
4. Finish the battle with more active army points on the table than the enemy (Victory Points:1).

Defending Forces:

1. Defend your positions at any price.
2. Avoid your enemy to establish a beach head (Victory Points:3).
3. Eliminate the enemy forces (Victory Points:2).
4. Finish the battle with more active army points on the table than the enemy (Victory Points:1).

### FORCES

Attacking Forces: 300 Army Points

Defending Forces: 250 Army Points

### DEPLOYMENT

**Attacking Forces:** Can divide their forces in two separate waves of attack, but the first one must be composed by 100 army points, at least. The first wave can be deployed freely in the Zone 1, but next waves must be deployed in the first 30 cm (12 inches) from the table's edge of the Zone 1.

Troops with the Infiltration Special Skill can be deployed freely in the Zone 2, and, succeeding a PH-6 roll, in the Zone 3. They can not deploy in the Zone 4. Troops with the Impersonation Special Skill have to success a WIP roll to deploy in the Zone 4, but they can not be deployed inside the Command Centre.

**Defending Forces:** Can be deployed freely in the Zone 3 and 4, but they can not be deployed inside the Command Centre.

Moreover, troops with the Infiltration Special Skill can be deployed freely in the Zone 2, and, succeeding a PH-6 roll, in the Zone 1. Troops with the Impersonation Special Skill have to success a WIP roll to deploy in the Zone 1.

### MISSION SPECIAL RULES

**Defensive positions.** Defender has a +2 in Support Weapons Points, and a +1 to the Availability of Total Reaction Remotes.

**Landing.** Zone 1 must considered like Difficult Terrain, players must decide which type of terrain is (Aquatic, Jungle, Zero-G...) before the battle.

**Beach Head.** To establish the Beach Head, the Command Center must be seized. This means to have one own model inside it and any enemy model can be inside it.

**Lightning strike.** The assault must be developed as fast as possible. At the end of the third turn, the player who is controlling the Command Centre will obtain automatically the correspondent Victory Points. At the end of the third turn, the battle is finished and Victory Points must be counted.



## MISSION SCENERY

Table size: 1,20 x 1,50 m (or 48 x 60 inches) but, in metric system, a table of 1,20 x 1,60 m will be easier to divide in sections.

The game table must be divided in four equal sections with a longitude of 37,5 cm. (15 inches) or four equal sections adapted to the table size. Zone 1 will be the Attacker's Deployment Zone, and the Zone 4 will be the Defender's rearguard.

Scenery in Zones 2 and 3, must be placed composing defensive positions.

Defender Command Center must be placed in the Zone 4, but separated 30 cm (12 inches) or more from the table's edge.

## VICTORY CONDITIONS

To keep or seize the Command Center, without any possibility to the enemy to turn it out means "Mission accomplished".

