Yet Another Mission System
for Infinity the Game

Version 1.0

The Concept

At the start of the game, each player draws a number of objective cards and then chooses some of them to discard. During the game and at the end of the game, different objective cards are revealed as their conditions are met. Each card revealed in this way is worth 1VP.

You will need to print out and cut up one of the cards pages for each player so that each player has a full set of 25 cards.

Step 1 – Place Civvie & Crate

Before rolling for deployment/initiative, place a Civvie on the centre line between the two deployment zones, d20" in from one side. Then place a crate d20" in from the other side. Both must be placed as close to ground level as possible.

The Civvie is not hostile and counts as a neutral model for the purposes of Deployable Equipment. The Civvie *cannot* be shot at unless it is synced to an enemy model or you have the 'Kill the Civvie' card.
The crate cannot be moved or destroyed. Models cannot deploy with the crate or Civvie within their ZoC.

Step 2 – Pick Armies, Select Cards

After choosing their army list each player randomly picks six cards from their pile of objective cards and discards two of their choice leaving them with four objectives, each worth one VP. These cards are kept secret, the other player does not know your objectives!

To alter the total number of points availabel in a game alter the number of cards kept and discarded.

Step 3 – LT Rolls, Deployment

Roll for initiative/deployment as normal.

When deploying their main force, each player must also deploy a flag/HQ marker in their deployment zone. This is the size and shape of a 25mm base, has ARM0 and BTS0 and is destroyed by any failed ARM or BTS roll. It cannot be moved and counts as having CH: Camouflage against shooting.

Deploy reserve models as normal.

Step 4 – Double-Or-Quits, Start Game

Starting with the player who will get first turn, each player can announce 'double-or-quits'. They then reveal one of their objective cards. If the conditions are acheived, this card is worth 2VP instead of 1VP. Ambush cards are then played, starting with the first player.

Start the game as normal.

Game length is four turns on 4x4' tables and five turns on 6x4' tables.

Notes

Triangulation - each model carries a single beacon, if you have both cards you need to have a beacon in both enemy corners.
Forward Target/Base - the terrain piece must be totally within 6" of the centre line.

Assassinate 1.0	Assassinate 1.0	Assassinate 1.0	Scouting 1.0	Other 1.0
Kill an enemy Lieutenant at any point during the game. Reveal: End of game.	Kill an enemy Doctor, Hacker or Engineer at any point during the game. If your opponent doesn't have one, kill the enemy model with the highest points cost. Reveal: End of game.	Kill the enemy model with the highest points cost at any point during the game. Reveal: End of game.	Triangulation. Place a beacon within 10" of an enemy DZ corner. This is a short skill and can't be done as an ARO. The beacon has ARM1 BTS-3 STR1 & Mimetism and must survive the game. Reveal: When using skill.	Have a model in BtB contact with the enemy flag but not in CC. At the same time have no enemy models in BtB with your own flag. Reveal: As soon as it happens.

Scouting 1.0	Scouting 1.0	Scouting 1.0	Scouting 1.0	Scouting 1.0
Mapping. Any of your models within the enemy DZ can 'map' the zone by making a short skill and a WIP roll. This cannot be done as an ARO. Reveal: When using skill.	Assess. Gain LoF to at least half of the enemy models during the course of the game. Gaining LoF to a camo marker doesn't count. Reveal: End of game.	Infiltrate. Have an active model within the enemy DZ at the end of the game. Reveal: End of game.	Advance. Have no active models within your own DZ at the end of the game. Reveal: End of game.	Advance. Have at least three active models over the centre line of the table at the end of the game. Reveal: End of game.

Infowar 1.0	Assassinate 1.0	Infowar 1.0	Infowar 1.0	Attrition 1.0
Collect. Any of your models in BtB contact with an unconscious or dead enemy model can collect docs from it with a short skill and WIP roll. This cannot be done as an ARO, each model carries one set of docs. Reveal: When using skill.	Kill the Civvie model. Reveal: End of game.	Capture. Kill at least two enemy models in CC. Reveal: End of game.	Search the crate. A model in BtB with the crate can search it with a short skill and WIP check at -3 WIP. This cannot be done as an ARO. The crate can still be searched by the enemy. Reveal: When using skill.	Blockade. Have no active enemy models within your own DZ at the end of the game. Reveal: End of game.

Attrition 1.0	Attrition 1.0	Attrition 1.0	Scouting 1.0	Other 1.0
Hold. Don't be in Retreat status at the end of the game. Reveal: End of game.	Have more points of active models on the table at the end of the game. Reveal: End of game.	Over half the enemy models are dead or unconscious at the end of the game. Reveal: End of game.	Triangulation. Place a beacon within 10" of an enemy DZ corner. This is a short skill and can't be done as an ARO. The beacon has ARM1 BTS-3 STR1 & Mimetism and must survive the game. Reveal: When using skill.	Catch the Pigeon. Have the Civvie controlled by one of your models via Ghost: Synchronised at the end of the game. Reveal: End of game.

Other 1.0	Other 1.0	Other 1.0	Other 1.0	Other 1.0
Intimidation. Kill an enemy model within LoF of the Civvie. Reveal: When model is killed.	Forward Target. Before deployment, secretly nominate a central terrain piece. A model in BtB contact can set charges with a short skill. This can't be done in ARO and has no in-game effect. Reveal: When using skill.	Forward Base. Before deployment, secretly nominate a central terrain piece. At the end of the game have an active model within or in BtB and no active enemy models within or in BtB. Reveal: End of game.	Ambush. After reserves have deployed reveal this card. Opponent must reveal a random card. You gain one VP now but lose it if the opponent acheives that objective. Reveal: After 'double-or-quits'.	Destroy the enemy flag. Reveal: End of game.

Assassinate 1.0	Assassinate 1.0	Assassinate 1.0	Scouting 1.0	Other 1.0
Kill an enemy Lieutenant at any point during the game.	Kill an enemy Doctor, Hacker or Engineer at any point during the game. If your opponent doesn't have one, kill the enemy model with the highest points cost.	Kill the enemy model with the highest points cost at any point during the game.	Triangulation. Place a beacon within 10" of an enemy DZ corner. This is a short skill and can't be done as an ARO. The beacon has ARM1 BTS-3 STR1 & Mimetism and must survive the game.	Have a model in BtB contact with the enemy flag but not in CC. At the same time have no enemy models in BtB with your own flag.
Reveal: End of game.	Reveal: End of game.	Reveal: End of game.	Reveal: When using skill.	Reveal: As soon as it happens.
Scouting 1.0	**Scouting 1.0**	**Scouting 1.0**	**Scouting 1.0**	**Scouting 1.0**
Mapping. Any of your models within the enemy DZ can 'map' the zone by making a short skill and a WIP roll. This cannot be done as an ARO.	Assess. Gain LoF to at least half of the enemy models during the course of the game. Gaining LoF to a camo marker doesn't count.	Infiltrate. Have an active model within the enemy DZ at the end of the game.	Advance. Have no active models within your own DZ at the end of the game.	Advance. Have at least three active models over the centre line of the table at the end of the game.
Reveal: When using skill.	Reveal: End of game.	Reveal: End of game.	Reveal: End of game.	Reveal: End of game.
Infowar 1.0	**Assassinate 1.0**	**Infowar 1.0**	**Infowar 1.0**	**Attrition 1.0**
Collect. Any of your models in BtB contact with an unconscious or dead enemy model can collect docs from it with a short skill and WIP roll. This cannot be done as an ARO, each model carries one set of docs.	Kill the Civvie model.	Capture. Kill at least two enemy models in CC.	Search the crate. A model in BtB with the crate can search it with a short skill and WIP check at -3 WIP. This cannot be done as an ARO. The crate can still be searched by the enemy.	Blockade. Have no active enemy models within your own DZ at the end of the game.
Reveal: When using skill.	Reveal: End of game.	Reveal: End of game.	Reveal: When using skill.	Reveal: End of game.
Attrition 1.0	**Attrition 1.0**	**Attrition 1.0**	**Scouting 1.0**	**Other 1.0**
Hold. Don't be in Retreat status at the end of the game.	Have more points of active models on the table at the end of the game.	Over half the enemy models are dead or unconscious at the end of the game.	Triangulation. Place a beacon within 10" of an enemy DZ corner. This is a short skill and can't be done as an ARO. The beacon has ARM1 BTS-3 STR1 & Mimetism and must survive the game.	Catch the Pigeon. Have the Civvie controlled by one of your models via Ghost: Synchronised at the end of the game.
Reveal: End of game.	Reveal: End of game.	Reveal: End of game.	Reveal: When using skill.	Reveal: End of game.
Other 1.0	**Other 1.0**	**Other 1.0**	**Other 1.0**	**Other 1.0**
Intimidation. Kill an enemy model within LoF of the Civvie.	Forward Target. Before deployment, secretly nominate a central terrain piece. A model in BtB contact can set charges with a short skill. This can't be done in ARO and has no in-game effect.	Forward Base. Before deployment, secretly nominate a central terrain piece. At the end of the game have an active model within or in BtB and no active enemy models within or in BtB.	Ambush. After reserves have deployed reveal this card. Opponent must reveal a random card. You gain one VP now but lose it if the opponent acheives that objective.	Destroy the enemy flag.
Reveal: When model is killed.	Reveal: When using skill.	Reveal: End of game.	Reveal: After 'double-or-quits'.	Reveal: End of game.

Assassinate 1.0	Assassinate 1.0	Assassinate 1.0	Scouting 1.0	Other 1.0
Kill an enemy Lieutenant at any point during the game.	Kill an enemy Doctor, Hacker or Engineer at any point during the game. If your opponent doesn't have one, kill the enemy model with the highest points cost.	Kill the enemy model with the highest points cost at any point during the game.	Triangulation. Place a beacon within 10" of an enemy DZ corner. This is a short skill and can't be done as an ARO. The beacon has ARM1 BTS-3 STR1 & Mimetism and must survive the game.	Have a model in BtB contact with the enemy flag but not in CC. At the same time have no enemy models in BtB with your own flag.
Reveal: End of game.	Reveal: End of game.	Reveal: End of game.	Reveal: When using skill.	Reveal: As soon as it happens.
Scouting 1.0	**Scouting 1.0**	**Scouting 1.0**	**Scouting 1.0**	**Scouting 1.0**
Mapping. Any of your models within the enemy DZ can 'map' the zone by making a short skill and a WIP roll. This cannot be done as an ARO.	Assess. Gain LoF to at least half of the enemy models during the course of the game. Gaining LoF to a camo marker doesn't count.	Infiltrate. Have an active model within the enemy DZ at the end of the game.	Advance. Have no active models within your own DZ at the end of the game.	Advance. Have at least three active models over the centre line of the table at the end of the game.
Reveal: When using skill.	Reveal: End of game.	Reveal: End of game.	Reveal: End of game.	Reveal: End of game.
Infowar 1.0	**Assassinate 1.0**	**Infowar 1.0**	**Infowar 1.0**	**Attrition 1.0**
Collect. Any of your models in BtB contact with an unconscious or dead enemy model can collect docs from it with a short skill and WIP roll. This cannot be done as an ARO, each model carries one set of docs.	Kill the Civvie model.	Capture. Kill at least two enemy models in CC.	Search the crate. A model in BtB with the crate can search it with a short skill and WIP check at -3 WIP. This cannot be done as an ARO. The crate can still be searched by the enemy.	Blockade. Have no active enemy models within your own DZ at the end of the game.
Reveal: When using skill.	Reveal: End of game.	Reveal: End of game.	Reveal: When using skill.	Reveal: End of game.
Attrition 1.0	**Attrition 1.0**	**Attrition 1.0**	**Scouting 1.0**	**Other 1.0**
Hold. Don't be in Retreat status at the end of the game.	Have more points of active models on the table at the end of the game.	Over half the enemy models are dead or unconscious at the end of the game.	Triangulation. Place a beacon within 10" of an enemy DZ corner. This is a short skill and can't be done as an ARO. The beacon has ARM1 BTS-3 STR1 & Mimetism and must survive the game.	Catch the Pigeon. Have the Civvie controlled by one of your models via Ghost: Synchronised at the end of the game.
Reveal: End of game.	Reveal: End of game.	Reveal: End of game.	Reveal: When using skill.	Reveal: End of game.
Other 1.0	**Other 1.0**	**Other 1.0**	**Other 1.0**	**Other 1.0**
Intimidation. Kill an enemy model within LoF of the Civvie.	Forward Target. Before deployment, secretly nominate a central terrain piece. A model in BtB contact can set charges with a short skill. This can't be done in ARO and has no in-game effect.	Forward Base. Before deployment, secretly nominate a central terrain piece. At the end of the game have an active model within or in BtB and no active enemy models within or in BtB.	Ambush. After reserves have deployed reveal this card. Opponent must reveal a random card. You gain one VP now but lose it if the opponent acheives that objective.	Destroy the enemy flag.
Reveal: When model is killed.	Reveal: When using skill.	Reveal: End of game.	Reveal: After 'double-or-quits'.	Reveal: End of game.

Assassinate 1.0	Assassinate 1.0	Assassinate 1.0	Scouting 1.0	Other 1.0
Kill an enemy Lieutenant at any point during the game.	Kill an enemy Doctor, Hacker or Engineer at any point during the game. If your opponent doesn't have one, kill the enemy model with the highest points cost.	Kill the enemy model with the highest points cost at any point during the game.	Triangulation. Place a beacon within 10" of an enemy DZ corner. This is a short skill and can't be done as an ARO. The beacon has ARM1 BTS-3 STR1 & Mimetism and must survive the game.	Have a model in BtB contact with the enemy flag but not in CC. At the same time have no enemy models in BtB with your own flag.
Reveal: End of game.	Reveal: End of game.	Reveal: End of game.	Reveal: When using skill.	Reveal: As soon as it happens.
Scouting 1.0	**Scouting 1.0**	**Scouting 1.0**	**Scouting 1.0**	**Scouting 1.0**
Mapping. Any of your models within the enemy DZ can 'map' the zone by making a short skill and a WIP roll. This cannot be done as an ARO.	Assess. Gain LoF to at least half of the enemy models during the course of the game. Gaining LoF to a camo marker doesn't count.	Infiltrate. Have an active model within the enemy DZ at the end of the game.	Advance. Have no active models within your own DZ at the end of the game.	Advance. Have at least three active models over the centre line of the table at the end of the game.
Reveal: When using skill.	Reveal: End of game.	Reveal: End of game.	Reveal: End of game.	Reveal: End of game.
Infowar 1.0	**Assassinate 1.0**	**Infowar 1.0**	**Infowar 1.0**	**Attrition 1.0**
Collect. Any of your models in BtB contact with an unconscious or dead enemy model can collect docs from it with a short skill and WIP roll. This cannot be done as an ARO, each model carries one set of docs.	Kill the Civvie model.	Capture. Kill at least two enemy models in CC.	Search the crate. A model in BtB with the crate can search it with a short skill and WIP check at -3 WIP. This cannot be done as an ARO. The crate can still be searched by the enemy.	Blockade. Have no active enemy models within your own DZ at the end of the game.
Reveal: When using skill.	Reveal: End of game.	Reveal: End of game.	Reveal: When using skill.	Reveal: End of game.
Attrition 1.0	**Attrition 1.0**	**Attrition 1.0**	**Scouting 1.0**	**Other 1.0**
Hold. Don't be in Retreat status at the end of the game.	Have more points of active models on the table at the end of the game.	Over half the enemy models are dead or unconscious at the end of the game.	Triangulation. Place a beacon within 10" of an enemy DZ corner. This is a short skill and can't be done as an ARO. The beacon has ARM1 BTS-3 STR1 & Mimetism and must survive the game.	Catch the Pigeon. Have the Civvie controlled by one of your models via Ghost: Synchronised at the end of the game.
Reveal: End of game.	Reveal: End of game.	Reveal: End of game.	Reveal: When using skill.	Reveal: End of game.
Other 1.0	**Other 1.0**	**Other 1.0**	**Other 1.0**	**Other 1.0**
Intimidation. Kill an enemy model within LoF of the Civvie.	Forward Target. Before deployment, secretly nominate a central terrain piece. A model in BtB contact can set charges with a short skill. This can't be done in ARO and has no in-game effect.	Forward Base. Before deployment, secretly nominate a central terrain piece. At the end of the game have an active model within or in BtB and no active enemy models within or in BtB.	Ambush. After reserves have deployed reveal this card. Opponent must reveal a random card. You gain one VP now but lose it if the opponent acheives that objective.	Destroy the enemy flag.
Reveal: When model is killed.	Reveal: When using skill.	Reveal: End of game.	Reveal: After 'double-or-quits'.	Reveal: End of game.