

INFINITY

CONTROL SCREENS

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SPEC-OPS CONTROL SCREEN

FACTION / SECTORIAL

UNIT OF ORIGIN

SPEC-OPS NAME

MOV CC BS PH WIP ARM BTS W/STR

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

REGULAR

YES NO

IMPETUOUS

YES NO

CUBE

YES NO

BASIC SPECIAL SKILLS

BASIC BS WEAPONS

BASIC CC WEAPONS

XP SPECIAL SKILL 1

XP

XP SPECIAL SKILL 2

XP

XP SPECIAL SKILL 3

XP

XP WEAPON 1

XP

XP WEAPON 2

XP

XP WEAPON 3

XP

XP EQUIPMENT 1

XP

XP EQUIPMENT 2

XP

XP EQUIPMENT 3

XP

**XP
SPENT**

**TOTAL
XP**

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XP SPECIAL SKILL 2

XP

XP SPECIAL SKILL 3

XP

XP WEAPON 1

XP

XP WEAPON 2

XP

XP WEAPON 3

XP

XP EQUIPMENT 1

XP

XP EQUIPMENT 2

XP

XP EQUIPMENT 3

XP

**XP
SPENT**

**TOTAL
XP**

COMMAND & CONTROL SCREEN C2 SCREEN

MILITARY SPECIALITIES

FACTION / SECTORIAL

	MOBILE RESERVE SPEC.	LOGISTICS SPEC.	SUPPORT FORCE SPEC.	PSI-OPS SPEC.	IMMEDIATE DEPLOYMENT SPEC.	INTELLIGENCE SPEC.	
LEVEL 1 XP COST 2	+5 ARMY POINTS <input type="checkbox"/>	+3 TO THE PROMOTION ROLL <input type="checkbox"/>	+1 TO AVA OF 1 TROOP. <input type="checkbox"/>	+10% HIGHER THRESHOLD FOR RETREAT! <input type="checkbox"/>	+3 TO THE INITIATIVE ROLL <input type="checkbox"/>	TO KNOW WHETHER THE OPPONENT HAS AIRBORNE DEPLOYMENT <input type="checkbox"/>	
LEVEL 2 XP COST 5	+10 ARMY POINTS <input type="checkbox"/>	+1 SWC & +3 TO THE PROMOTION ROLL <input type="checkbox"/>	+1 AVA OF 1 TROOP (DIFFERENT TO THE PREVIOUS LEVEL) <input type="checkbox"/>	+10% HIGHER THRESHOLD FOR RETREAT! <input type="checkbox"/>	+3 TO THE INITIATIVE ROLL <input type="checkbox"/>	TO KNOW WHETHER THE OPPONENT HAS HOLOPROJECTOR L1, IMPERSONATION OR HIDDEN DEPLOYMENT <input type="checkbox"/>	
LEVEL 3 XP COST 9	+10 ARMY POINTS <input type="checkbox"/>	+1 SWC & +3 TO THE PROMOTION ROLL <input type="checkbox"/>	+1 AVA OF 1 TROOP (DIFFERENT TO THOSE OF THE PREVIOUS LEVELS) <input type="checkbox"/>	+1 MERCENARY FIGURE WITHOUT PAYING COST OR SWC <input type="checkbox"/>	CHOOSE SIDE OF THE TABLE <input type="checkbox"/>	TO KNOW THE OPPONENT'S ARMY LIST <input type="checkbox"/>	
LEVEL 4 XP COST 14	+15 ARMY POINTS <input type="checkbox"/>	+3 TO THE PROMOTION ROLL <input type="checkbox"/>	ALL FIGURES WITH STR GET +1 POINT OF STR (MAXIMUM 3) <input type="checkbox"/>	ALL FIGURES POSSESS THE RELIGIOUS TROOP SPECIAL SKILL <input type="checkbox"/>	INITIATIVE AND DEPLOYMENT AUTOMATICALLY WON <input type="checkbox"/>	TO HAVE AN ALTERNATIVE ARMY LIST <input type="checkbox"/>	
LEVEL 5 XP COST 20	ENEMY LIEUTENANT ALWAYS IDENTIFIED <input type="checkbox"/>					XP SPENT <input type="text"/>	TOTAL XP <input type="text"/>

PROMOTION SYSTEM

PROMOTION ROLL

ARMY TYPE SUCCESSFUL ROLL
ARMIES OF THE HUMAN SPHERE 1
ALIEN ARMIES 1 - 4

PROMOTION LEVEL 1

VICTORY + SURVIVING JOURNALIST + LOGISTICS SPEC. DIFFICULTY **-0** = ROLL MODIFIERS **PROMO**

THE PLAYER MAY ACQUIRE, BY SPENDING XP, 1 MORE MILITARY SPECIALITY THAN THE SINGLE ONE HE CAN NORMALLY HAVE.

PROMOTION LEVEL 2

VICTORY + SURVIVING JOURNALIST + LOGISTICS SPEC. DIFFICULTY **-3** = ROLL MODIFIERS **PROMO**

THE PLAYER MAY ACQUIRE, BY SPENDING XP, 1 MORE MILITARY SPECIALITY THAN THE TWO HE COULD HAVE BEFORE.

PROMOTION LEVEL 3

VICTORY + SURVIVING JOURNALIST + LOGISTICS SPEC. DIFFICULTY **-6** = ROLL MODIFIERS **PROMO**

ALLOWS THE PLAYER TO USE AND COMBINE ALL MILITARY SPECIALITIES HE MAY ACQUIRE, BY SPENDING XP, WHEN PLAYING THE CAMPAIGN.

PROMOTION LEVEL 4

VICTORY + SURVIVING JOURNALIST + LOGISTICS SPEC. DIFFICULTY **-9** = ROLL MODIFIERS **PROMO**

THIS LEVEL PROVIDES, AUTOMATICALLY AND WITHOUT SPENDING ADDITIONAL XP, LEVEL 1 OF ALL MILITARY SPECIALITIES.

MISSION CONTROL SCREEN

NAME:

FACTION / SECTORIAL:

CHAPTER 1: INCURSION IN THE NIEMANDSZONE

MISSION 101. "DATA RECOVERY" VICTORY
ENEMY <input type="text"/>
SURVIVING TROOPS VALUE <input type="text"/>
SURVIVING JOURNALIST <input type="checkbox"/> XP WON <input type="checkbox"/>
MISSION 102. "ACTIVATION & TRIANGULATION" VICTORY
ENEMY <input type="text"/>
SURVIVING TROOPS VALUE <input type="text"/>
SURVIVING JOURNALIST <input type="checkbox"/> XP WON <input type="checkbox"/>
MISSION 103. "CENTRAL SEIZURE" VICTORY
ENEMY <input type="text"/>
SURVIVING TROOPS VALUE <input type="text"/>
SURVIVING JOURNALIST <input type="checkbox"/> XP WON <input type="checkbox"/>

CHAPTER 2: GRAND GUIGNOL

MISSION 201. "JUNGLE AMBUSH" VICTORY
ENEMY <input type="text"/>
SURVIVING TROOPS VALUE <input type="text"/>
SURVIVING JOURNALIST <input type="checkbox"/> XP WON <input type="checkbox"/>
MISSION 202. "HIDDEN WITNESS" VICTORY
ENEMY <input type="text"/>
SURVIVING TROOPS VALUE <input type="text"/>
SURVIVING JOURNALIST <input type="checkbox"/> XP WON <input type="checkbox"/>
MISSION 203. "EXFILTRATION" VICTORY
ENEMY <input type="text"/>
SURVIVING TROOPS VALUE <input type="text"/>
SURVIVING JOURNALIST <input type="checkbox"/> XP WON <input type="checkbox"/>
MISSION 204. "HIJACKING!" VICTORY
ENEMY <input type="text"/>
SURVIVING TROOPS VALUE <input type="text"/>
SURVIVING JOURNALIST <input type="checkbox"/> XP WON <input type="checkbox"/>
MISSION 205. "EMERGENCY STATION" VICTORY
ENEMY <input type="text"/>
SURVIVING TROOPS VALUE <input type="text"/>
SURVIVING JOURNALIST <input type="checkbox"/> XP WON <input type="checkbox"/>

CHAPTER 3: THE ARRIVAL OF THE TOHAA

MISSION 301. "COUNTDOWN RUN" VICTORY
ENEMY <input type="text"/>
SURVIVING TROOPS VALUE <input type="text"/>
SURVIVING JOURNALIST <input type="checkbox"/> XP WON <input type="checkbox"/>
MISSION 302. "RESCUE & MEDEVAC" VICTORY
ENEMY <input type="text"/>
SURVIVING TROOPS VALUE <input type="text"/>
SURVIVING JOURNALIST <input type="checkbox"/> XP WON <input type="checkbox"/>
MISSION 303. "DEPARTURE AT NOON" VICTORY
ENEMY <input type="text"/>
SURVIVING TROOPS VALUE <input type="text"/>
SURVIVING JOURNALIST <input type="checkbox"/> XP WON <input type="checkbox"/>

CHAPTER 4: THE LAST COSMOLITE

MISSION 401. "BREAKING & ENTERING" VICTORY
ENEMY <input type="text"/>
SURVIVING TROOPS VALUE <input type="text"/>
SURVIVING JOURNALIST <input type="checkbox"/> XP WON <input type="checkbox"/>
MISSION 402. "CONTAMINATED AREA" VICTORY
ENEMY <input type="text"/>
SURVIVING TROOPS VALUE <input type="text"/>
SURVIVING JOURNALIST <input type="checkbox"/> XP WON <input type="checkbox"/>
MISSION 403. "COLLAPSE" VICTORY
ENEMY <input type="text"/>
SURVIVING TROOPS VALUE <input type="text"/>
SURVIVING JOURNALIST <input type="checkbox"/> XP WON <input type="checkbox"/>

TOTAL
XP