

ITS Scenario Rebalance

Purpose

The purpose of this document is to attempt to apply a new scoring template to the existing ITS scenarios. It is hoped that the new template has slightly better balance properties than some of the existing scenarios, but this is as of yet untested.

The new scoring template is approximately:

- 2 points for classifieds (both players can achieve full points)
- 5-6 points for turn-by-turn actions (both players can achieve full points)
- 2-3 points for end-game check (only one player may achieve this)

In each scenario the maximum number of points achievable is 10, but the loser should be able to have up to 7-8 points if they achieved their Classifieds and were actively playing to the scenario.

Lifeblood

Original Scoring

- Check the same number or more Supply Boxes than the adversary (4 Objective Points, but only if at least 1 Supply Box has been checked).
- Destroy the same number of Supply Boxes as the adversary, but not more (3 Objective Points, but only if at least 1 Supply Box has been destroyed).
- Destroy more Supply Boxes than the adversary (4 Objective Points).
- Each player has 2 Classified Objectives (1 Objective Point each one).

Updated Scoring

- Check a Supply Box (1 point each, up to 3)
- Destroy a Supply Box (1 point each, up to 3)
- Destroy more Supply Boxes than the adversary (2 points)
- 2 Classified Objectives (1 point each)

Notes

There are 6 boxes in this scenario, so both players could search and destroy 3 for a 6-6 tie. There are no extra points for searching more than 3 boxes, except that it allows you to destroy them, denying the other player points for searching/destruction. This scenario still suffers from random distribution of boxes giving one player an unfair advantage.

Quadrant Control

Original Scoring

- At the end of each Game Turn: Dominate the same number of Quadrants as the adversary (1 Objective Point, but only if at least 1 Quadrant is Dominated by the player).
- At the end of each Game Turn: Dominate more Quadrants than the adversary (3 Objective Points).
- Each player has 1 Classified Objective (1 Objective Point).

Updated Scoring

- At the end of each **Player Turn**: Dominate at least 1 Quadrant (1 point)
- At the end of each **Player Turn**: Dominate at least 2 Quadrants (1 additional point)
- At the end of the **game**: Dominate at least 3 Quadrants (2 points)
- 2 Classified Objectives (1 point each)

Notes

This one is a little harder. I moved the scoring to each player turn, rather than each game turn to eliminate some of the advantage for going second. In my new version, it will likely end up that both players take the two quadrants on their side of the table, skirmish for a few rounds, and then make a push at the end of the game. **I don't really like this.**

Beacon Race

Original Scoring

- Seize more Beacons than the enemy (4 Objective Points).
- Seize the same number of Beacons as the enemy (2 Objective Points, but only if at least 1 Beacon has been seized).
- For each Seized Beacon (1 Objective Point, up to a maximum of 4 per player).
- Each player has 2 Classified Objectives (1 Objective Point each).

Updated Scoring

No changes

Notes

This mission already adheres to the standard.

Antenna Field

Original Scoring

- At the end of each Game Turn: Control more Transmission Antennae than the adversary (2 Objective Points).
- At the end of each Game Turn: Control the same number of Transmission Antennae as the adversary (1 Objective Point, if the player Controls at least 1 Transmission Antenna).
- Control the Main Transmission Antenna at the end of the game (2 Objective Points).
- Control the Transmission Antenna in the enemy Zone of Deployment at the end of the game (1 Objective Point).
- Each player has 1 Classified Objective (1 Objective Point).

Updated Scoring

- At the end of **each Player Turn**: Control at least one Transmission Antenna (1 point)
- At the end of **each Player Turn**: Control at least two Transmission Antennae (1 additional point)
- At the end of **the Game**: Control the Main Transmission Antenna (2 points)
- At the end of **the Game**: Control the Transmission Antenna in the enemy DZ (1 point)
- 1 Classified Objective (1 point)

Notes

I kept the DZ antenna humiliation objective in favor of a second Classified. The Antennae are generally quite exposed, so holding two for the entire game should prove challenging.

Supplies

Original Scoring

- For each Supply Box your miniatures have at the end of the battle (1 Objective Point).
- If you have more Supply Boxes than your adversary at the end of the battle (3 Objective Points).
- If your adversary has no Supply Boxes at the end of the battle (2 Objective Point).
- Each player has 2 Classified Objectives (1 Objective Point each).

Updated Scoring

- At the end of **each Player Turn**: Possess at least one Supply Box (2 points)
- At the end of **the Game**: Possess more Supply Boxes than the adversary (1 point)
- At the end of **the Game**: Your adversary has no Supply Boxes (1 point)
- 2 Classified Objectives (1 point each)

Notes

I'm not really sure about this one. There are only 3 boxes, and it seems really easy for the first player to grab them all and then run them deep into their half of the board, especially if they have a lot of infiltrating specialists and cheap order-generating units (Ariadna).

Frontline

Original Scoring

- To dominate the nearest area to your Deployment Zone (1 Objective Point).
- To dominate the central area (3 Objective Points).
- To dominate the farthest area from your Deployment Zone (4 Objective Points).
- Each player has 2 Classified Objectives (1 Objective Point each).

Updated Scoring

Notes

I really don't see how to update Frontline for score-as-you-go.

Emergency Transmission

Original Scoring

- Have the same amount of Synchronized Consoles as the adversary at the end of the game (2 Objective Points, only if the player has Synchronized at least 1 Console).
- Have more Synchronized Consoles than the adversary at the end of the game (4 Objective Points).
- Have connected the Antenna at the end of the game (2 Objective Points).
- Control the Antenna at the end of the game (2 Objective Points).
- Each player has 2 Classified Objectives (1 Objective Point each).

Updated Scoring

- Synchronize a Console (1 point, max 3)
- Connect the Antenna (2 points, may only be scored once)
- At the end of **the Game**: have the Antenna connected (1 point)
- At the end of **the Game**: control the Antenna (2 points)
- 2 Classified Objectives (1 point each)

Notes

The Antenna can only be connected by one player at a time. When the second player connects it, the first is no longer connected. The points already scored for connecting the antenna are not lost.

The player that controls the antenna at the end of the game does not have to have it connected.

I am open to reversing the end game connecting/controlling points values.

Seize the Antenna

Original Scoring

- For each Seized Antenna at the end of the scenario (3 Objective Points).
- Each player has 1 Classified Objective (1 Objective Point).

Updated Scoring

- Seize the nearest Antenna (1 point, can only be scored once)
- Seize the central Antenna (2 points, can only be scored once)
- Seize the furthest Antenna (3 points, can only be scored once)
- At the end of the Game: for each seized antenna (1 point each)
- 1 Classified Objective (1 point)

Notes

I made the further Antennae worth more points. The end of game scoring is reduced; if you took all three antennae and then lost them all by the end of the game, you would lose 9-6 (ignoring the classified).

Annihilation

Original Scoring

- To kill between 25% and 50% enemy Army Points (1 Objective Point).
- To kill between 50.1% and 75% enemy Army Points (2 Objective Points).
- To kill more than 75% enemy Army Points (3 Objective Points).
- If you have among 25% and 50% surviving Army Points (1 Objective Point).
- If you have among 50.1% and 75% surviving Army Points (2 Objective Points).
- If you have more than 75% surviving Army Points (3 Objective Points).
- Each player has 2 Classified Objectives (2 Objective Points for each one).

Updated Scoring

Notes

I don't believe this scenario lends itself to turn-by-turn scoring.