

Tournoi Romobrole - Operation Ariane - 2025

Romobrole Tournament - Operation Drandulet - 2025

11 & 12 octobre 2025



THE IX AGE
FANTASY BATTLES

WARHAMMER
THE OLD WORLD

MIDDLE-EARTH
STRATEGY BATTLE GAME

CORVUS BELLI
INFINITY

Romobrole

INTERJEUX DE ROMORANTIN

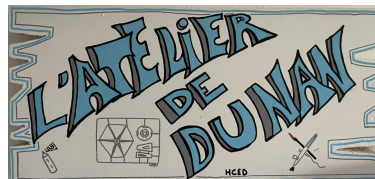


CORVUS BELLI
INFINITY



Salle Fabrique Normant
2 av. François Mitterrand - 41200 Romorantin-Lanthenay

- Sponsors:



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...and more to be announced!

• Welcome

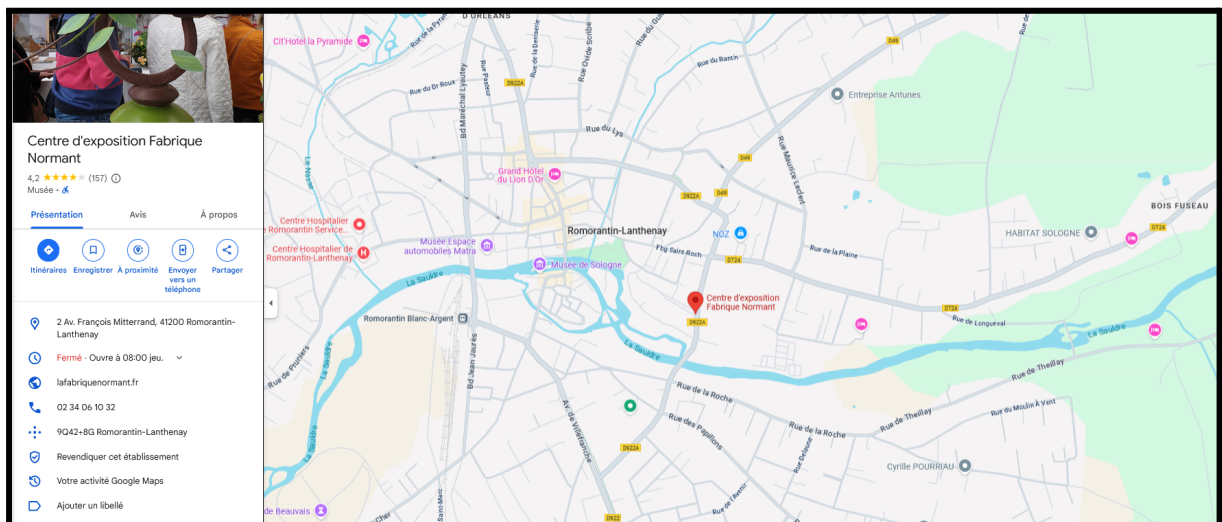
Interjeux Romorantin is proud to announce its first Infinity tournament: Operation Drandulet.

This event wouldn't be possible without your participation. First and foremost, we want to thank you – our players – for being here. You are the ones who will make this weekend truly memorable.

Over the next two days, you will meet fantastic players, roll and curse your dice, and try to outwit your opponents. Throughout the weekend, please remember the most important rule: **Have fun!** Even if things get tense on the table, try to remain courteous. Everyone is here to enjoy themselves.

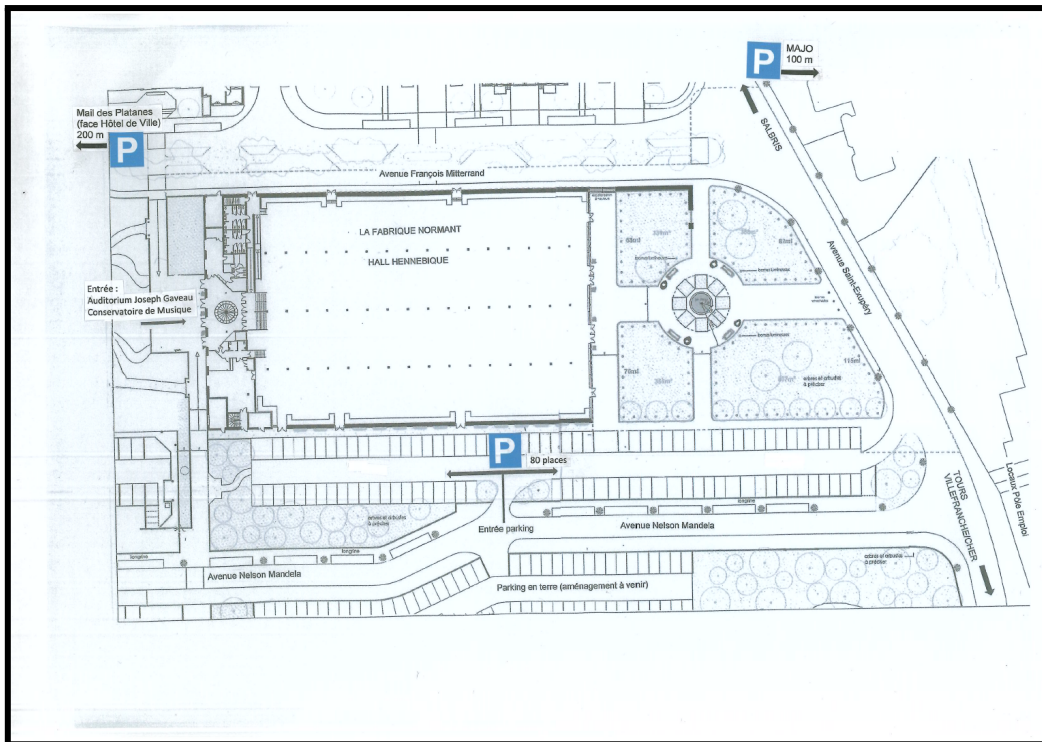
Our referees and organizers are all volunteers here to help you get the most out of the event. Please be kind to them, even if you think they've made a mistake.

• Location and Access



[Centre d'exposition Fabrique Normant](#)

On-site parking available.



How to Get to Romorantin (Tournament Venue – “Opération Ariane”)



Final Destination:

Romorantin-Lanthenay (41200), Centre-Val de Loire, France



If You're Arriving by Plane

From Paris Charles-de-Gaulle (CDG) Airport:

1. **RER B** train from CDG Airport to **Paris Gare d'Austerlitz** (~1h15).
2. From **Gare d'Austerlitz**, take a direct **TER train to Romorantin** (with connection in Vierzon or Salbris).
 Approx. 2h30 total from Paris.

From Paris Orly (ORY) Airport:

1. Take the **Orlyval shuttle + RER B** to **Gare d'Austerlitz** (~1h).
2. Then follow same train route as above.

From Tours Val de Loire (TUF) Airport:

- Take a taxi or shuttle to **Tours train station** (~20 min).
 - Then take a **TER train** to Romorantin (connection in Vierzon).
🕒 Approx. 2h total.
-

If You're Arriving by Train

From Paris:

- Go to **Gare d'Austerlitz**.
- Take a **TER train to Romorantin-Lanthenay** (usually with a change at **Vierzon** or **Salbris**).
- 🕒 Total: 2h30 approx.

From Bordeaux, Lyon, or Nantes:

- Take a TGV to **Vierzon** or **Tours**, then a TER to Romorantin.
-

By Car (Rental or Rideshare)

Approximate driving distances:

- From Paris: **2h15** (via A71 then D2020)
- From Tours: **1h30**
- From Orléans: **1h20**
- From Vierzon: **45 min**

• Schedule

Day 1 – Friday, October 10

16:00–20:00: The venue will be open to allow players to drop off armies and gaming materials.

Day 2 – Saturday, October 11

07:30: Doors open
09:30: Coffee and breakfast (included with registration)
10:00–12:30: Round 1
12:45–13:45: Lunch break (included)
13:45–16:15: Round 2
16:30–19:00: Round 3
21:00: Venue closes

Day 3 – Sunday, October 12

07:30: Doors open
09:30: Coffee and breakfast (included with registration)
10:00–12:30: Round 4
12:45–13:45: Lunch break (included)
13:45–16:15: Round 5
16:30: Results
17:30: Venue closes

● Registration

By check:

Jonathan BLOT
7 rue chanoine planchet
42140 Chazelles-sur-Lyon

Make the check payable to Jonathan Blot for the total amount of registration fees + any special orders.

By PayPal:

Send to: jonathan.blot@wanadoo.fr

Include your name and ITS code in the payment comment.

Select 'send to a friend' to avoid fees.

By bank transfer:

IBAN: FR76 1680 7004 0081 5962 6119 037

BIC: CCBPFRPPGRE

Bank code: 16807 | Branch: 00400 | Account: 81596261190 | RIB key: 37

Bank: BP AUVERGNE RHONE ALPES, Branch: BPAURA MORNANT

Include your name and ITS code in the transfer description.

No refunds will be issued for cancellations after September 14, 2025.

Registration fee: €65 per player, to be paid via PayPal to the address above.
If you are bringing a table, please let us know.

The registration fee includes breakfast, lunch, coffee, prizes, and goodies.

• Meals and Food

Beer, soft drinks, and snacks will be available at the venue's refreshment area (extra cost).



(Picture above in process of translating)

WEEKEND MENU

Saturday

Option 1

Traditional chicken stew (with bacon, onion, and cream) served with rice

Option 2

Veggie wrap (plant-based patty), bell pepper & ricotta cream, and fresh vegetables

Cheese platter

Saturday dessert

Pear and chocolate tart

Sunday

Option 1

Beef lasagna

Option 2

Vegetarian lasagna

Charcuterie platter

Sunday dessert

Chocolate mousse

Please inform us about your option for Saturday before September 23 at 11:59AM

Please inform us of any dietary restrictions at: tau24warcor@hotmail.com

Registration closes on Sunday, September 14 at 11:59 PM.

Organization

Tables & Time – Game duration: 2h30

Players of all skill levels are welcome (and encouraged to participate!). The organizer will do their best to answer any rules questions that may arise, but players are expected to have a solid understanding of the rules specific to their faction, in order to ensure smooth gameplay and maximum enjoyment for everyone.

Game Format – ITS 300 pts, No Extras, Two numbered lists (1 and 2), N5 rules + FAQ as of the day of the tournament = the Wiki is your friend.

ITS Season 17.

Infinity is a game for gentlemen. Above all, we expect fair play, good vibes, beautiful plays, and epic, desperate actions!

Miniatures and Game Equipment – Each player must bring their miniatures (with marked LoF arcs), tape measure, and necessary markers. Proxies are allowed, but players must clearly indicate what each proxy represents. In all cases, their use must not cause confusion for the opponent. Each player must also bring a chess clock. Please bring both your printed army list and courtesy list.

Measurements will be done by mutual agreement between players.

The English versions of the rules will be the reference in any rules discussions.

Each army list must be accompanied by a courtesy list. If not, the opponent is entitled to view the full list.

ITS list submission deadline: October 5th, 11:59 PM

Terrain / Gaming Tables

All terrain used during the event has been provided by regular players. Any special rules will be indicated at the table you're playing on. If any terrain piece breaks or is damaged, please notify an organizer at the end of the round. These things happen – just be honest so that the owners are not surprised at the end of the event.

Results

Results sheets will be placed on each table before the round begins. Each table is responsible for submitting results to the TOs before the round ends.

Conduct

All players are expected to be friendly and respectful to their opponents. Abusive language, including racism, sexism, or homophobia, will not be tolerated. Repeat offenses may result in expulsion from the event.

Do not coach or discuss gameplay with players during an ongoing game! Take a step back and let the match unfold. Players are advised not to argue over rules among themselves. Judges are present and available – use their expertise.

If a rules dispute arises, do not interrupt other games. Call a judge – they are here to help, and calling a judge is not an attack on your opponent.

Please note that the event will primarily be in French. However, a French-English glossary will be provided to international players so that everyone can enjoy the weekend.

Minimum Expected Etiquette Includes:

- **Give your opponent time to clearly see your dice results before picking them up. Dice trays are appreciated. Players may bring their own – tables will have enough space.**
- **Share all open information from your army list and clarify as needed.**
- **Wait for your opponent to declare their ARO every time you spend an Order.**
- **Declare your intentions and answer honestly to your opponent's declared intentions.**

Round Timing

Rounds will last 2.5 hours, with a short break between rounds for pairings and terrain adjustments.

The use of chess clocks is mandatory for fair time distribution.

Time checkpoints will be announced:

- 2 hours remaining
- 1 hour remaining
- 30 minutes remaining
- 10 minutes remaining
- Dice down

If games are not finished at dice down, the Death Clock rule will apply:

Death Clock: One or both players will be given limited time (phone, timer, etc.) to finish. Once time runs out, that player skips their remaining turns. All AROs become Dodge (no movement), Reset, or inactive.

Chess Clock Usage

For this event, chess clocks must be used as follows:

- The organizer will announce the start of the clocks to ensure fair playtime for everyone.
- Each player starts with 1 hour and 15 minutes.
- A player's clock starts when their deployment begins (after choosing sides and preparing their models).
- The clock runs during a player's active turn, including face-to-face rolls and ARO resolution, unless the opponent needs time to consider an ARO.
- Only switch the clock if a decision takes more than ~10 seconds, and switch it back once the ARO is resolved.
- Pause the clock when a judge is called. Resume it once the issue is resolved.
- If a player runs out of time, finish the current Order, then their turn ends. They can no longer spend Orders (but may still declare AROs).

The goal is to ensure all players finish games fairly and with equal playtime – not to increase stress. Clock abuse or stalling will be monitored and penalized.

If time is short, players may agree on a quick summary of remaining Orders. **IMPORTANT:** Only do this if both players agree. Otherwise, Orders must be played out normally.

Best Practices

1. **Mid-Game Concessions** Infinity is played in 3 rounds, and comebacks are common. Players are encouraged to play until the end.
 - Case 1 – Unilateral concession: Opponent wins 10-0 tournament points and 300-0 surviving points.
 - Case 2 – Mutual agreement: Score is decided by both players and confirmed by a judge.
 - Case 3 – Emergency: Treated as Case 1 unless the judge determines a fair result.

All concessions must be reported to a judge immediately.

2. **Hidden Information Management** Each player will receive a mission sheet in the tournament booklet to note the following:

- Lieutenant (and Chain of Command if applicable)
- Camouflage / Impersonation / Holoecho markers and their profiles
- Hidden Deployment units (exact position and facing)

Photos or external notes are accepted as official proof.

Players are encouraged to prepare this information in advance to ensure smooth and respectful gameplay (token labeling, clear IDs, etc.).

Missions

Saturday:

- Unmasking
- Frostbyte
- Neural Network

Sunday:

- Provisioning
- Extracting Essentials

The missions may be subject to change depending on what Corvus Belli introduces for ITS 17 in terms of seasonal bonuses, but the missions will remain the same as those listed above, even if they are no longer part of the ITS 17 roster.

Painting Awards

There will be a painting podium with prizes!

During Saturday's lunch break and after Round 3, players will be asked to display their armies (min 10 minis, max 30, from submitted lists). Judges (both pro and amateur) will score them and choose a Top 3 to be rewarded during the closing ceremony. Additional prizes may be awarded for judge favorites.

Best Table Award

Players will vote for the most beautiful table of the event – with a prize at stake!

- **Lodging and Accommodation**

Suggested nearby lodging options:

[Ibis Budget Romorantin](#) : 4 All. des Grandes Bruyères, 41200 Romorantin-Lanthenay

[Le Lanthenay](#) : 9 Rue Notre Dame du Lieu, 41200 Romorantin-Lanthenay

[Cit'Hotel la Pyramide](#) : 66 Rue de la Pyramide, 41200 Romorantin-Lanthenay

[Hotel Ethic Etapes](#) : 5 Rue Jean Monnet, 41200 Romorantin-Lanthenay
(cheap but basic, right next to the venue)

Many AirBnBs and similar rentals are also available in the area.

● Missions



A scenario from ITS 16 by Warcor HurVo

MISSION OBJECTIVES

MAIN OBJECTIVES

- To Kill the enemy Designated Target, but only if it has been previously Revealed (3 Objective Points).
- To Kill enemy Target Decoys, but only if they have been previously Revealed (1 Objective Point for each Target Decoys).
- To Kill more enemy Target Decoys, but only if they have been previously Revealed (1 Objective Point).
- At the end of the game, have the same number of Activated Consoles as the adversary (1 Objective Point but only if the player has at least 1 Activated Console).
- At the end of the game, have more Activated Consoles than the adversary (2 Objective Points).
- At the end of the game, have your Designated Target not Killed (2 Objective Point).

CLASSIFIED

There are no Classified Objectives.

FORCES AND DEPLOYMENT

SIDE A and SIDE B: Both players will deploy on opposite sides of the game table, in Deployment Zones whose size depends on the number of Army Points in the Army Lists.

Exclusion Zone. The Exclusion Zone is the area covering 8 inches either side of the central line of the game table. Any Special Skill with the Airborne Deployment (AD) or Superior Deployment Labels cannot be used to deploy inside this area.

It is not allowed to deploy in Silhouette contact with any HVT.

SCENARIO SPECIAL RULES

SUBTERFUGE

Each of the players will deploy three HVTs, applying the conventional rules, but only one of them will be the Designated Target. This choice will be made by each player during the Deployment Phase. It is Private Information and must be written down to show to your opponent if necessary. The other two HVTs are Target Decoys.

All the HVTs have an HVT Profile (Neutral Civilian) until they are Revealed as a Designated Target, or as a Target Decoy.

An HVT applies the HVT Profile (Designated Target) at the end of the Order in which it has been Revealed as a Designated Target, or as a Target Decoy.

CONSOLES

There are three Consoles, placed on the central line of the game table. One of them is in the center of the table and the other two are 12 inches from the central Console (8 inches in 150 point games), see map below.

Each Console must be represented by a Console A Token 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).

ACTIVATE CONSOLE

SHORT SKILL

Attack, Scenario

REQUIREMENTS

- Only Specialist Troops can declare this Skill.
- The Specialist Troop must be in Silhouette contact with a Console.

EFFECTS

- Allows the Specialist Troop to make a Normal WIP Roll to Activate the Console.
- If the roll is failed, this can be repeated as many times as necessary, each time spending the corresponding Short Skill and making the roll.
- When Activating the Console, the player may choose one of the enemy HVTs and the adversary must Reveal if it is the Designated Target, or if it is one of the Target Decoys.
- A Console cannot be Activated again by the same player to Reveal another HVT.
- An Activated Console can be Activated again by the other player, applying the same procedure. In this situation, the Console no longer counts as Activated by the adversary.
- Player A and Player B Tokens can be used to mark the Activated Consoles. It is recommended each player uses a different kind of Token.

SPECIALIST TROOPS

For the purposes of this scenario, only Hackers, Doctors, Engineers, Forward Observers, Paramedics, and Troopers possessing the Chain of Command or the Specialist Operative Special Skill are considered Specialist Troops.

Hackers, Doctors, and Engineers cannot make use of Repeaters or Peripheral (Servant) Models to perform tasks reserved for Specialist Troops.

HACKER BONUS

Troopers possessing the Hacker Special Skill have a MOD of +3 to the WIP Rolls necessary to Activate a Console. In addition, they will be able to make two WIP Rolls each time they spend a Short Skill to Activate a Console.

DESIGNATED TARGET

In this scenario, the enemy HVTs that have been Revealed are considered enemy Troopers instead of Neutral Civilians, so they can be targeted by Attacks.

Revealed HVTs are reactive and hostile, reacting as if they are an enemy Trooper.

IMPORTANT:

Players are not allowed to Kill an enemy HVT until it has been revealed as the Designated Target, or as one of the Target Decoys.

KILLING

Troopers are considered Killed by the adversary when they enter Dead State, or they are in a Null State at the end of the game.

Troopers that have not been deployed on the game table, as a Model or Marker, at the end of the game will be considered to be Killed by the adversary.

CLASSIFIED DECK NOT USED

Players will not use the Classified Deck in this scenario

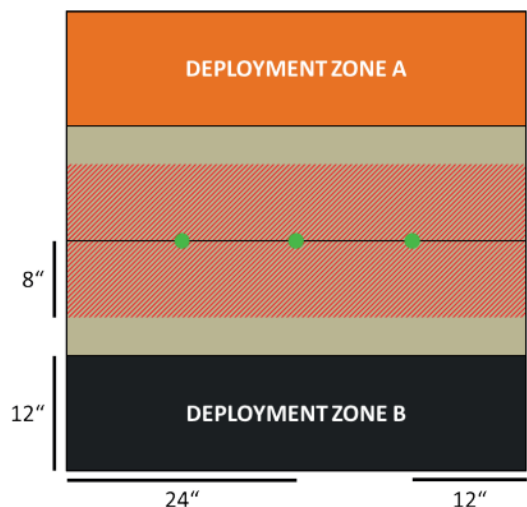
END OF THE MISSION

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 their Active Turn in a Retreat! situation, the game will end at the end of that Turn.

300 P / 350 P / 400 P

48 in. x 48 in.



● Console



Exclusion Zone

ROUND 2

FROSTBYTE

A scenario from ITS 16

TACTICAL SUPPORT OPTIONS: 1

MISSION OBJECTIVES

MAIN OBJECTIVES

- To kill more Army Points than the adversary (2 Objective Points).
- At the end of the game, dominate the Exclusion Zone (3 Objective Points)
- At the end of the game, have as many Active Heating Units as the adversary (2 Objective Points, but only if the player has at least 1 Active Heating Unit).
- At the end of the game, have more Active Heating Units than the adversary (3 Objective Points).

CLASSIFIED

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

FORCES AND DEPLOYMENT

SIDE A and SIDE B: Both players will deploy on opposite sides of the game table, in Deployment Zones whose size depends on the number of Army Points in the Army Lists.

SIDE	ARMY POINTS	SWC	GAME TABLE SIZE	DEPLOYMENT ZONES SIZES
A and B	300	6	48 in x 48 in	12 in x 48 in

Exclusion Zone. The Exclusion Zone is the area covering 8 inches (4 inches in 150 point games) either side of the central line of the game table. Any Special Skill with the Airborne Deployment (AD) or Superior Deployment Labels cannot be used to deploy inside this area.

In this scenario the Exclusion Zone is a Zone of Operations (ZO).

It is not allowed to deploy in Silhouette contact with a Heating Unit

SCENARIO SPECIAL RULES

KILLER COLD

A failure in the life support system has caused such extreme low temperatures that only those possessing personal heating units can tolerate them.

In game terms, all those Troopers who at the end of the third Game Round are inside the Exclusion Zone, or inside a Deployment Zone/ Dead Zone lacking an Active Heating Unit, must be considered as Killed by the enemy.

This rule is not applied to all Troopers whose Troop Type is Heavy Infantry (HI), Remote (REM), VH or TAG. It is not applied to the Trooper the player has designated as Hazmat Ops.

DEAD ZONES

There are two Dead Zones, one in each half of the game table. The Dead Zones are the area between the Deployment Zone and the Exclusion Zone (see the map below).

DOMINATE ZO

A Zone of Operations (ZO) is Dominated by a player if they have more Victory Points than the adversary inside the area. Only Troopers represented by Models or Markers (Camouflaged, Shasvastii-Embryo) count, as well as Proxies and Peripheral Troops. Troops in a Null State do not count. Tokens representing weapons or pieces of equipment (like Mines or Deployable Repeaters), fake Holoechoes, and any Token that does not represent a Trooper does not count either

A Trooper is inside a Zone of Operations when more than half the Trooper's base is inside that ZO.

HEATING UNITS

There are a total of four Heating Units, two of them on each half of the table. The Heating Unit placed 10 inches from the center of the table and 24 inches from the edge of the table is the Heating Unit of that Dead Zone (6 inches from the center of the table and 12 inches from the edge of the table in 150-point games). The Heating Unit placed 20 inches from the center of the table and 24 inches from the edge of the table is the Heating Unit of that Deployment Zone (12 inches from the center of the table and 12 inches from the edge of the table in 150-point games).

Each Heating Unit must be represented by an Objective Token (OBJECTIVE) or by a scenery piece of the same diameter (such as the Objective from the ITS Objectives Pack Alpha, or the Info Hubs by Micro Art Studio).

Player A and Player B Token can be used to mark the Activated Heating Units. It is recommended each player uses a different kind of Token.

In this scenario the Heating Units have a Profile and can be targeted. However, the Heating Unit cannot be chosen as the target of an Attack that would also affect Troopers, be they Enemy or Allied.

NAME	ARM	BTS	STR	S
HEATING UNIT	2	0	3	3
FIXED CC ROLL=8, GIZMOKIT (PH=9)				

AUTOMATED DEFENSE SYSTEM (ADS)
Every Heating Unit is equipped with an ADS to avoid tampering with the life-saving heat system. Any CC Attack made against the Heating Unit will trigger a CC Attack in reaction, which automatically rolls an 8. Any CC Attack against the Heating Unit is automatically a Face to Face Roll. No MODs can be applied to the attacker's CC Attribute. If the ADS's Roll of 8 is a success, the attacker suffers a Stun Ammunition hit, forcing them to make one Saving Roll against BTS, with PS 5. The Immunity (Enhanced) and Immunity (BTS) Special Skills are not effective against this hit.

DAMAGE AND DESTROY THE HEATING UNITS
A Heating Unit can only be damaged by CC Attacks with Weapons possessing the Anti-materiel Trait, or by placing D-Charges.

The Heating Unit is Destroyed and must be removed from the gaming table when it suffers a number of Wounds equal or higher than its STR Attribute value.

The Heating Units can be the target of the Engineer Special Skill or the GizmoKit piece of Equipment

A Heating Unit that is Destroyed is not considered to be Active.

CONSOLES
There are three Consoles, placed on the central line of the game table. One of them is in the center of the table and the other two are 12 inches from the central Console (8 inches in 150 point games), see map below.

Each Console must be represented by a Console A Token or by a scenery piece of the same diameter (such as the Consoles of the ITS Objectives Pack Alpha, the Human

Consoles by Micro Art Studio, the Tech Consoles by Warsenal or the Comlink Console by Customeeple).

CONNECT A CONSOLE

SHORT SKILL

Attack, Scenario.

REQUIREMENTS

- Only Specialist Troops can declare this Skill
- The Specialist Troop must be in Silhouette contact with the Console.

EFFECTS

- Allows the Specialist Troop to make a Normal WIP Roll to Connect a Console. If the roll is failed, this can be repeated as many times as necessary, each time spending the corresponding Short Skill and making the roll
- When Connecting a Console, the player declares which Heating Unit is Activated.
- You cannot Activate more than one Heating Unit for each Console.
- You cannot Connect again a Console previously connected.

KILLING
A Trooper is considered Killed when he enters Dead state, or is in a Null state at the end of the game.

Troopers that have not been deployed on the game table at the end of the game will be considered to be Killed by the adversary.

SPECIALIST TROOPS
For the purposes of this scenario, only Hackers, Doctors, Engineers, Forward Observers, Paramedics, and Troopers possessing the Chain of Command or the Specialist Operative Special Skill are considered Specialist Troops. Hackers, Doctors, and Engineers cannot make use of Repeaters or Peripheral (Servant) Models to perform tasks reserved for Specialist Troops.

HAZMAT OPS

A Hazmat Ops is an operative with a wide expertise in hostile environments.

At the end of the Deployment Phase, in Initiative order, players must declare which Trooper from their Army List is their Hazmat Ops. The Trooper chosen must be always one of the models deployed on the gametable. Players are not allowed to choose Troopers in Hidden Deployment in Marker state. This Trooper must always be on the game table as a Model and not as a Marker (Camouflaged, Holoecho...). Also, Irregular Troops and those whose Troop Type is REM or VH are not eligible to be Hazmat Ops.

The Hazmat Ops possesses the Terrain (Zero-G) Special Skill and also D-Charges, even if those are not listed on their Unit Profile.

The Hazmat Ops is identified with a Player A or B Marker.

HAZMAT OPS SPECIAL ORDER

The Trooper with the Player A or B Token during the Order Count is granted an extra Irregular Order in addition to the one provided by their Training (Regular or Irregular). This exclusive Irregular Order cannot be transformed into a Regular Order, or be used in a Fireteam.

NO QUARTER

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

SHASVASTII

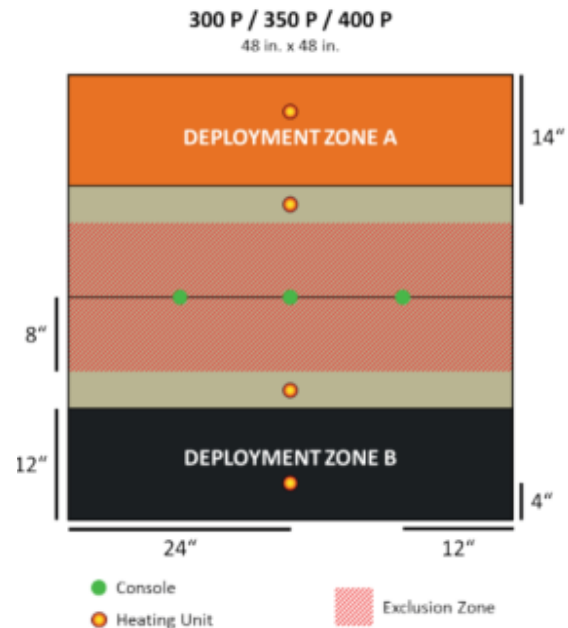
Troopers possessing the Shasvastii Special Skill that are inside a Zone of Operations count while they are in the ShasvastiiEmbryoState or any non-Null State.

BAGGAGE

Troopers possessing the Baggage piece of Equipment that are inside a Zone of Operations and in a non-Null State provide an additional 20 Victory Points for Dominating the ZO.

END OF THE MISSION

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



ROUND 3

NEURAL NET

A scenario by VaulSC

MISSION OBJECTIVES

MAIN OBJECTIVES

- Have a Captured AI Terminal at the end of the game (1 Objective point per captured Terminal)
- Have Captured MORE AI Terminals than the adversary at the end of the game (1 Objective point)

CLASSIFIED

There are no Classified Objectives.

FORCES AND DEPLOYMENT

SIDE A and SIDE B: Both players will deploy on opposite sides of the game table, in Deployment Zones whose size depends on the number of Army Points in the Army Lists.

It is not allowed to deploy in Silhouette contact with an AI Terminal. This limitation also applies to deployable equipment.

SCENARIO SPECIAL RULES

NO QUARTER

In this scenario, Retreat! Rules are not applied.

AI TERMINALS

The two players are fighting for control of a series of computer terminals which are maintained by a local AI. There are nine AI Terminals arranged in a grid.

One of them is placed in the center of the game table, with the next two placed on the central line of the table, 12 inches from the edges. The other six Terminals are placed in different halves of the game table. Four of them are placed 8 inches in parallel from the central line of the game table and 12 inches from the edges. The other two are placed 8 inches in parallel from the central line of the game table and 24 inches from the edges (see map).

The Terminal is considered to take up space on the battlefield equivalent to a Silhouette 3 marker, and blocks

that amount of LOS. It is acceptable for players to use their own customized objective pieces to represent the terminal, but agree to count them as occupying space as if they were S3. They grant cover as normal.

CAPTURE TERMINAL

SHORT SKILL

Attack, Scenario.

REQUIREMENTS

- Only Specialist Troops can declare this Skill.
- The Specialist Troop must be in base contact with an AI Terminal

EFFECTS

- Allows the Specialist Troop to make a Normal WIP Roll to capture the AI Terminal. If the roll is failed, this can be repeated as many times as necessary, each time spending a new order and corresponding Short Skill and making the roll.
- Player A and Player B Markers can be used to mark the captured Terminals. It is recommended each player uses a different kind of Marker.
- Either player may attempt to capture a Terminal previously captured by the adversary, in order to capture it back. If successful, the Terminal is captured by the player and no longer captured by the adversary.

SPECIALIST TROOPS

For the purposes of this scenario, only Hackers, Doctors, Engineers, Forward Observers, Paramedics, and Troopers possessing the Chain of Command or the Specialist Operative Special Skill are considered Specialist Troops. Hackers, Doctors, and Engineers cannot make use of Repeaters or Peripheral (Servant) Models to perform tasks reserved for Specialist Troops.

Hackers, Doctors, and Engineers cannot make use of Repeaters or Peripheral (Servant) Models to perform tasks reserved for Specialist Troops.

ENCRYPTION

Both players have the ability to set a trap for each other by locking down one of the AI Terminals preemptively.

After both players have fully deployed all of their Troopers, but before the start of the first game round, both players must secretly nominate ONE of the AI Terminals for lockdown, and record which one was chosen. This record of this nomination must be revealed to the opponent by the end of the game.

If a player successfully uses the Capture Terminal short skill by passing the WIP check to complete the capture, the adversary must inform that player as to whether it was nominated for lockdown or not. If it wasn't, the Terminal is captured and controlled as normal. But if it was nominated, the active player automatically fails the capture attempt and forfeits the order used in the process. Any future attempts will also automatically fail unless the override condition is achieved (below).

Please note that if one player nominates a Terminal for lockdown, only their opponent is affected--they may still attempt to capture it themselves (unless of course, both players nominated the same terminal co-incidentally).

OVERRIDE CONDITION

If a player has successfully captured/controlled 8 out of the 9 possible AI Terminals, leaving only the locked-down terminal remaining, then the above Encryption rule will not apply, and the player may attempt to capture the final terminal normally.

MACHINE LEARNING

As the players fight for dominance over the AI Terminals, the local AI who resides in the network slowly begins to take measures to make it harder and harder for outside interference to take place.

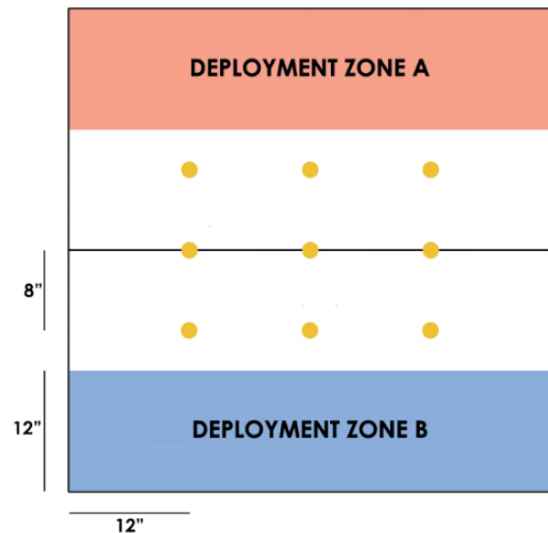
During the first game round, all attempts to execute the CAPTURE TERMINAL short skill benefit from a +3 MOD.

During the second game round, this benefit no longer applies.

During the third game round, all attempts to execute the CAPTURE TERMINAL short skill suffer from a -3 MOD.

END OF THE MISSION

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



ROUND 4 PROVISIONING

A scenario from interplanetario 2025

TACTICAL SUPPORT OPTIONS: 1

MISSION OBJECTIVES

MAIN OBJECTIVES

- At the end of the game, Control a Supply Box (1 Objective Point for each Supply Box).
- At the end of the game, Control more Supply Boxes in your own Safe Area than your adversary in their own Safe Area (3 Objective Points).
- At the end of the game, Control the same number of Supply Boxes in your Safe Area as the adversary in theirs (1 Objective Point, but only if at least 1 Supply Box is Controlled in both Safe Areas).
- At the end of the game, if your adversary does not Control any Supply Boxes in their Safe Area (2 Objective Points).

CLASSIFIED

Each player has 1 Classified Objective (1 Objective).

FORCES AND DEPLOYMENT

SIDE A and SIDE B: Both players will deploy on opposite corners of the game table, in Deployment Zones of 24 in radius.

It is not allowed to deploy in Silhouette contact with Tech-Coffins.

SCENARIO SPECIAL RULES

TECH-COFFINS

There are a total of 3 Tech-Coffins. One of them must be placed in the center of the table while the other two must be placed along the central diagonal line of the table, at 16 inches from the central Tech-Coffin (12 inches in 250/200 point games, and 8 inches in 150 point games) (see map). Inside each Tech-Coffin there is one Supply Box, **except for the central Tech-Coffin which has two Supply Boxes.**

The Tech-Coffins must be represented by a Tech-Coffin Marker or with a scenery piece of the same diameter (Such as the ITS Objective Pack Alpha, Stasis Coffins by Warsenal or the Cryo Pods by Customeeple).

SUPPLY BOXES

The Supply Boxes must be represented by a Supply Box Marker, or a similar scenery item (Such as the Supply Boxes of the ITS Objective Pack Alpha, the Tech Crates by Micro Art Studio, the Gang Tie Containers by Bandua Wargames, the Supply Boxes by Warsenal or the Cargo Crates by Customeeple).

EXTRACT SUPPLY BOXES

SHORT SKILL

Attack, Scenario.

REQUIREMENTS

- Only Specialist Troops can declare this Skill.
- The Specialist Troop must be in base contact with a Tech-Coffin.

EFFECTS

- Allows the Specialist Troop to make a Normal WIP Roll to extract and pick up the Supply Box, with a succeed roll a SUPPLY BOX Token must be placed besides it..
- If the roll is failed, this can be repeated as many times as necessary, each time spending the corresponding Short Skill and making the roll.
- Once the roll is successful (after the second successful roll in the case of the central Tech-Coffin), the Tech-Coffin Token is removed from the game table.
- If a scenery item is used instead of a Token, then it can be kept on the game table but a Player A and Player B Token must be placed beside it as a reminder that the Supply Box was extracted.

PICK UP SUPPLY BOXES

SHORT SKILL

Attack, Scenario.

REQUIREMENTS

The Trooper should be in one of the following situations:

- Be in Silhouette contact with an allied Trooper in a Normal State with a SUPPLY BOX Token.
- Be in Silhouette contact with an alone SUPPLY BOX Token.
- If the SUPPLY BOX is in a Safe Area, the Trooper must be a Specialist Trooper.

EFFECTS

- Each Model can carry a maximum of 1 Supply Box. As an exception, Troops possessing the Baggage Special Skill can carry up to 2 Supply Boxes.
- Only Models, and not Markers, (Camo, Impersonation, Holoechoes...) can carry the Supply Boxes.
- The Supply Box Token must always be kept on the table, even if the Model which is carrying it passes to a Null state.

COMMON RULES OF SUPPLY BOXES

- Each Model can carry a maximum of 1 Supply Box. As an exception, Troops possessing the Baggage Special Skill can carry up to 2 Supply Boxes.
- Only Models, and not Markers, (Camo, Impersonation, Holoechoes...) can carry the Supply Boxes.
- The Supply Box Token must always be kept on the table, even if the Model which is carrying it passes to a Null state.

CONTROLLING THE SUPPLY BOXES

A Supply Box is considered to be Controlled by a player if, at the end of the game, that player has a Model, but not a Marker, carrying it. That Trooper cannot be in a Null State or in Silhouette contact with any enemy Model. Any Supply Box in a Safe Area is considered Controlled unless an enemy Specialist Trooper has successfully picked it up.

SAFE AREA

Each player has a Safe Area where they must deposit the Supply Boxes.

Before the Deployment Phase, each player must place one Circular Template. It can be placed on any surface of the game table that is equal or larger in size than the Template, must be completely outside any Deployment Zones, and cannot overlap another Safe Area.

The player that kept Deployment must place their Circular Template first.

Any Trooper may deposit a Supply Box in the Safe Area spending one Short Skill, without Roll. In the Active Turn, the Trooper can deploy the SUPPLY BOX Token in Silhouette contact or, if he moved, in Silhouette contact with any part of his route. In the Reactive Turn, the Trooper must deploy it in Silhouette contact. The Token must be fully supported by the surface it is placed on and cannot be placed on a vertical surface.

Only Specialist Troopers may pick up a Supply Box from the enemy's Safe Area by spending a Short Skill in Silhouette contact with a SUPPLY BOX Token and passing a WIP-3 Roll (see Requirements).

SPECIALIST TROOPS

For the purposes of this scenario, only Hackers, Doctors, Engineers, Forward Observers, Paramedics, and Troopers possessing the Chain of Command or the Specialist Operative Special Skill are considered Specialist Troops.

Hackers, Doctors, and Engineers cannot make use of Repeaters or Peripheral (Servant) Models to perform tasks reserved for Specialist Troops.

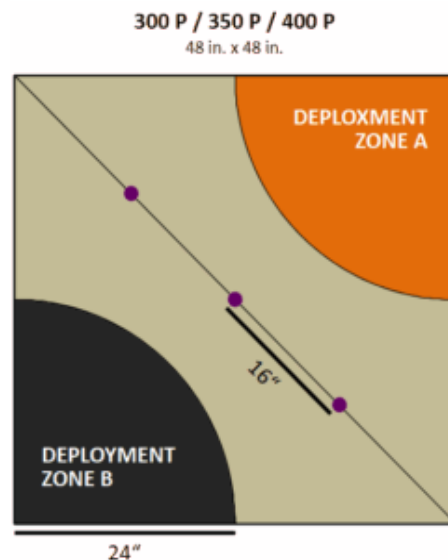
FORWARD OBSERVER BONUS

Troopers possessing the Forward Observer Special Skill have a MOD of +3 to the WIP Rolls necessary to Extract a Supply Box. In addition, they will be able to make two WIP Rolls each time they spend a Short Skill to Extract a Supply Box.

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 their Active Turn in a Retreat! situation, the game will end at the end of that Turn.



ROUND 5

Extracting Essentials

A scenario by Tau24

MISSION OBJECTIVES

MAIN OBJECTIVES

- At the end of the game, control a Launch Code (1 Objective Point for each one).
- At the end of the game, have a Civilian in the CivEvaced State (1 Objective Point for each one).
- At the end of the game, control more Launch Codes than the adversary (1 Objective Point).
- At the end of the game, control all Launch Codes (1 Additional Objective Point).

CLASSIFIED

Each player has 1 Classified Objective (1 Objective).

FORCES ET DÉPLOIEMENT

SIDE A and SIDE B: Both players will deploy on opposite sides of the game table, in Deployment Zones whose size depends on the number of Army Points in the Army Lists.

SIDE	ARMY POINTS	SWC	GAME TABLE SIZE	DEPLOYMENT ZONES SIZES
A and B	300	6	48 in x 48 in	12 in x 48 in

It is not allowed to deploy in Silhouette contact with Tech-Coffins or Civilians.

SCENARIO SPECIAL RULES

TECH-COFFINS

There are 3 Tech-Coffins placed on the central line of the table. One is in the center of the table, and the other two are placed 8 inches (20 cm) from the table edges.

The Tech-Coffins must be represented by a Tech-Coffin Token or with a scenery piece of the same diameter (such as the Tech-Coffins of the ITS Objective Pack Alpha, the Stasis Coffins by Warsenal or the Cryo Pods by Customeeple).

CIVILIANS

There are a total of four Civilians on the game table, two of them in each table half. Each Civilian is placed 8 inches (20 cm) from the center line of the table and 6 inches (15 cm) from the edge of the table. (see the map below).

The Civilians cannot be placed on top of or inside of any Scenery Item or Building, always deploying them in accessible locations on the table. Scenery placement must facilitate this.

Players can use any Model 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. Players can also use the Player A and Player B Tokens to identify or even represent their Civilians.

LAUNCH CODES

The Launch Codes must be represented by a Supply Box Token, or a similar scenery item (such as the Supply Boxes of the ITS Objective Pack Alpha, the Tech Crates by Micro Art Studio, the Gang Tie Containers by Bandua Wargames, the Supply Boxes by Warsenal or the Cargo Crates by Customeeple).

EXTRACT LAUNCH CODES

SHORT SKILL

Attack, Scenario.

REQUIREMENTS

- Only Specialist Troops can declare this Skill.
- The Specialist Troop must be in base contact with a Tech-Coffin.

EFFECTS

- Allows the Specialist Troop to make a Normal WIP Roll to Extract the Launch Code, with a successful roll a SUPPLY BOX Token representing a Launch Code must be placed beside it.
- If the roll is failed, this can be repeated as many times as necessary, each time spending the corresponding Short Skill and making the roll.
- Once the roll is successful, the Tech-Coffin Token is removed from the game table.
- If a scenery item is used instead of a Token, then it can be kept on the game table but a Player A and Player B Token must be placed beside it as a reminder that the Launch Code was extracted.

PICK UP LAUNCH CODES

SHORT SKILL

Attack, Scenario.

REQUIREMENTS

The Trooper should be in one of the following situations:

- Be in Silhouette contact with an allied Trooper in a Normal State with a SUPPLY BOX Token representing a Launch Code.
- Be in Silhouette contact with an alone SUPPLY BOX Token representing a Launch Code.

EFFECTS

- Each Model can carry a maximum of one Launch Code. As an exception, Troops possessing the Baggage Special Skill can carry up to 2 Launch Codes.
- Only Models, and not Markers, (Camo, Impersonation, Holoechoes...) can carry the Launch Code.
- The Supply Box Token representing the Launch Code must always be kept on the table, even if the Model which is carrying it passes to a Null state.

CONTROLLING THE LAUNCH CODES

A Launch Code is Controlled by a player if, at the end of the game, that player has a Model, but not a Marker, carrying it. That Trooper cannot be in a Null State or in Silhouette contact with any enemy Model.

SPECIALIST TROOPS

For the purposes of this scenario, only Hackers, Doctors, Engineers, Forward Observers, Paramedics, and Troopers possessing the Chain of Command or the Specialist Operative Special Skill are considered Specialist Troops.

Hackers, Doctors, and Engineers cannot make use of Repeaters or Peripheral (Servant) Models to perform tasks reserved for Specialist Troops.

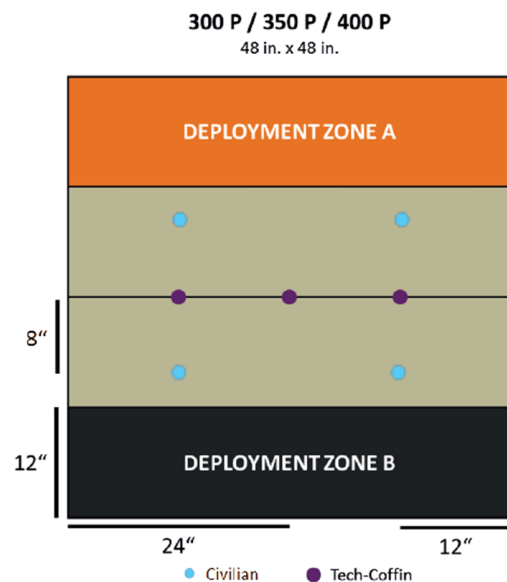
ENGINEER BONUS

Troopers possessing the Engineer or Hacker Special Skill have a MOD of +3 to the WIP Rolls necessary to extract Launch Codes. In addition, they will be able to make two WIP Rolls each time they spend a Short Skill to extract Launch Codes.

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 their Active Turn in a Retreat! situation, the game will end at the end of that Turn.



● Useful Links

ITS tournament link: [Tournoi Romobrole - Operation Ariane - 2025](#)

Tournament and venue information: [Interjeux Romorantin](#)

● Document Updates

- 16/06/2025 : Version 1 released
- 18/06/2025 : Event schedule updated
- 19/06/2025 : Various corrections
- 24/06/2025 : Added link and first sponsors
- 25/06/2025 : Add ITS link, Correction, add Terrain and results rule
- 16/07/2025 : Add minimum expected etiquette et news sponsors
- 27/07/2025 : Missions Update, Rules updates
- 10/08/2025 : Addition of Missions, Anti-Cheating Rules and Best Practices
- 08/19/2025 : Update of missions, new sponsors, code of conduct, and painting contest.

● Acknowledgments

I would like to thank the people from the French Infinity scene, especially: Zingaya, Sitsu, Kantain, Dr Hareng, Gabiox, GodofChaos71, Tamorky, Klethormhar, GrDsChtRmPf, and many others.

Thank you all — this tournament wouldn't be possible without your help.