AIOS 2024 : Another Infinity Objective System

1.3 2024-07-23

AIOS24 is an Objective System for Infinity, i.e. a set of rules designed to guide game setup, objectives and victory conditions. The ruleset is based on the ITS rules (v15.1), so all its rules will apply unless otherwise specified.

AIOS is compatible with all ITS Extras (except Resilience Operations).

AIOS brief
1. roll for initiative/deployment
2. place 5 objective tokens *(player that kept deployment starts, then alternate)*
3. draw five objective cards, keep three
4. deploy and start game

MISSION OBJECTIVES

■ At the end of the game, 1 Objective Point for each completed AIOS Objective, up to a maximum of 9 Objective Points;
■ At the end of the game, 1 Objective Point for having completed more AIOS Objectives than your opponent.

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 ZONE SIZES
A and B	150	3	24 in x 32 in	8 in x 24 in
A and B	200	4	32 in x 48 in	12 in x 32 in
A and B	250	5	32 in x 48 in	12 in x 32 in
A and B	300	6	48 in x 48 in	12 in x 48 in
A and B	350	7	48 in x 48 in	12 in x 48 in
A and B	400	8	48 in x 48 in	12 in x 48 in

AIOS SPECIAL RULES

SECTORS (ZO)

When the game is finished, 2 Sectors are marked out. In 200/250/300/350/400 point games, these Sectors are 12 inches deep and as wide as the game table.

In 150 point games, these Sectors are 8 inches deep and as wide as the game table.

In this scenario each Sector is a Zone of Operations (ZO).

For the purpose of Objective Cards, the sector closest to a player deployment zone is Our Sector, and the furthest sector is Enemy Sector.
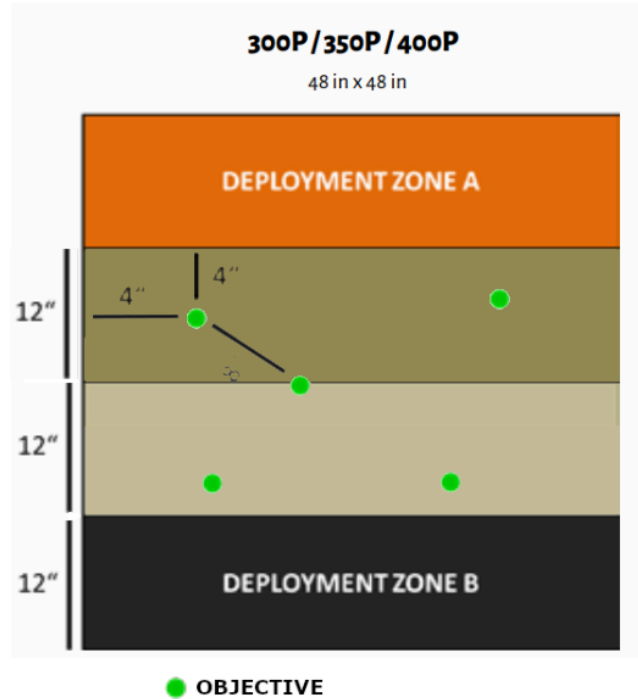
OBJECTIVE TOKENS

Before the Deployment Phase, players must place a total of 5 Objective Tokens. The player that kept Deployment places the first Objective Token, then the players will alternate in placing an Objective Token each until all five have been placed.

Each Objective Token must be placed at least 4" away from the side edges of the game table, at least 4" outside of each deployment zone, and at least 8" away from any other Objective Token. The Objective Token may be on a building or other structure, as long as it is reachable by any S2 trooper. For each Objective Token check in which Sector it is contained (an Objective Token is contained within the sector which contains most of its base).

In 150 point games, the objectives must be placed 4" away from the side edges of the game table, at least 2" outside of each deployment zone, and at least 4" away from any other Objective Token.

If there is no valid location to place an Objective Token, the Objective Token may be placed anywhere outside either deployment zone, as far as possible from any other Objective Token or side edge.

It is not allowed to deploy in Silhouette contact with an Objective Token.

Each Objective Token must be represented by an 40mm ITS Objective Token (OBJECTIVE) or by a scenery piece of the same diameter (such as the Objective of the ITS Objectives Pack or the Alpha Info Hubs by Micro Art Studio).

OBJECTIVE CARDS

Players have only one way of choosing the Objective Cards, with the AIOS Objective Deck. Players draw their Objective Cards after the Objective Token deployment, but before the Deployment Phase. Each player must shuffle their own Objective Deck in front of their opponent, draw five cards, keep three and discard two. You may spend a command token to draw two more cards (and discard two more cards).

Objective Cards only apply to the player who drew and selected them, and are Private Information until the end of the game unless otherwise specified.

The player must keep their Objective Cards and show them to their opponent at the end of the game, or when otherwise required.

OBJECTIVE ACHIEVEMENT

You can complete one or more Objective after each order. After the Order End phase, the active player can complete one or more of his Objectives, assuming that all requirements described on the Objective Card have been met during that order (for example if the objective is "kill model x" then model x must have been killed during that order, and not before, in order to complete this objective). After the active player, the reactive player too can complete any Objective.

Reveal the completed Objective and put it in a Completed Objective stack, or keep track of the completed objectives in some other way.

Tactical Opportunity: after you complete an objective during your turn, you can immediately draw a new Objective Card from your Objectives Deck (assuming it has more cards in it).

Tactical Analysis: at any time during your turn, you may spend a command token to draw two cards and then discard two cards.

END OBJECTIVES

Some Objectives must be completed after the end of each Game Round (when specified), assuming that all requirements described on the Objective Card have been met.
At the same time (after the end of each Game Round) you can also discard any number of Objective Cards from your hand (put them in your discard pile).

After this, draw from the Objective Deck as many cards as you need in order to have again three Objective Cards in your hand, as long as there are cards to draw. You may spend a command token to draw two more cards (and discard two cards).

You'll NOT re-shuffle the discarded/completed objectives in the Objective Deck, after drawing the last card. If the Objective Deck is exhausted, no more Objective Cards can be drawn by that player for the remainder of the game.

GLOSSARY

CAPTURE

Some Objective Cards require Troopers to Capture Tactical Elements. The Capture Special Skill allows Troopers to Capture and then carry a Tactical Element.

CAPTURE TACTICAL ELEMENT

SHORT SKILL

Attack

REQUIREMENTS

The Trooper must be in one of the following situations:
► Be in Silhouette contact with a Model in a Null State who has a Tactical Element.
► Be in Silhouette contact with an allied Trooper with a Tactical Element.
► Be in Silhouette contact with an unaccompanied Tactical Element.

EFFECTS

► Without the need for a Roll, the Trooper Captures the Tactical Element.
► Troopers must follow the Common Rules of Captured Tactical Elements.
   COMMON RULES OF CAPTURED TACTICAL ELEMENTS
   ► Each Model can carry a maximum of 1 Captured Tactical Element.
   ► As an exception, Troopers possessing the Baggage Special Skill can carry up to 2 Captured Tactical Elements.
   ► Only Models, and not Markers (Camo, Impersonation, Holoechoes…), can carry Captured Tactical Elements.
   ► Captured Tactical Element Tokens must always be kept on the table, even if the Model which is carrying it passes to a Null State.

CONTROL

A Tactical Element is Controlled by a player as long as that player is the only one with at least one Trooper (as a Model, not a Marker) in Silhouette contact with it (or controlling it). So there cannot be any enemy Troopers in Silhouette contact with the Tactical Element. Models in a Null State cannot do either.

DOMINATE

A Quadrant or Sector is Dominated by a player if they have more Victory Points than the adversary inside the area.

A Trooper is inside when more than half the Trooper's base is inside that area.

Only Troopers represented by Models or Markers (Camouflaged, Shasvastii-Embryo, Seed-Embryo…) count, as well as Proxies and Peripheral Troopers. Troopers 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.

Troopers possessing the Baggage piece of Equipment that are inside a Quadrant or Sector and in a non-Null State provide an additional 20 Victory Points for Dominating that area.

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

HVT

No HVT is deployed on the board before the start of the game. You can locate an HVT by executing a short attack skill and succeeding in a wip roll while in base contact with an Objective token (place the located HVT anywhere in base contact with the Objective token). If you place the HVT in base contact with the locating trooper, you may put it immediately in CivEvac state (assuming the locating trooper meets all conditions for CivEvac).

Specialist Troopers may roll two dice when executing the locate skill.

In this scenario HVTs are neutral and either player may interact with them for Objective purposes. For each Objective token at most one HVT or one DATA PACK or LOOT may be located (mark the Objective token with an *unloaded* token after the first element has been located).

DATA PACK

Either player may locate a DATA PACK by executing a short attack skill and succeeding in a wip roll while in base contact with an Objective token. A DATA PACK is a Tactical object that is carried (Captured) by the locating Trooper (assuming the locating trooper meets all conditions for Capture). It may be Captured and passed along as per the Capture short skill described above.

Specialist Troopers may roll two dice when executing the locate skill.

In this scenario DATA PACKs are neutral and either player may interact with them for Objective purposes. For each Objective token at most one DATA PACK or HVT or LOOT may be located (mark the Objective token with an *unloaded* token after the first element has been located).

LOOT

Either player may LOOT by executing a short attack skill and succeeding in a wip roll while in base contact with an Objective token. When succeeding it may roll once on the Booty Chart to obtain one weapon or piece of equipment. If a Trooper rolls a weapon or piece of equipment they already have, they can repeat the roll on the Booty Chart.

Specialist Troopers may roll two dice when executing the loot skill. Troopers possessing the Booty Special Skill don't need to make the WIP Roll.

For each Objective token at most one LOOT or DATA PACK or HVT may be located (mark the Objective token with an *unloaded* token after the first element has been located).

You may threat enemy troopers that have completed the LOOT action as Objective Tokens, for the purpose of the loot action, as long as they are in a null state (ie you can LOOT from null enemy looters troopers; in this case they'll lose their looted weapon or equipment, and you'll perform a roll on the booty table).

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.

APPENDIX 1: AIOS OBJECTIVE DECK

01 SABOTAGE

Place a Demolition Charge on an Objective within the Enemy Sector.

02 DOUBLE KILL

Two enemy Troopers are killed (put in any null state) with one Order or ARO (regardless of who caused the damage)

03 KNIFE KILL

Kill an enemy Trooper in Close Combat. (coup de grace does not count for this objective).

04 FIELD MEDICINE

Succeed in a Doctor short skill or a Medikit/Paramedic roll on an unconscious friendly Trooper.

05 FIELD ENGINEERING

Succeed in a Engineering short skill on an unconscious or IMM/ISO/DIS/etc friendly Trooper.

06 MARK

Two or more enemy troopers are in the TARGETED State.

07 NO KILL

One or more enemy trooper is in IMM-A or IMM-B State.

08 LOCATE HVT

Locate one HVT from an Objective token outside of Our Sector, OR Control one HVT that has been located by an enemy trooper.

09 LOCATE DATA PACK

Locate one DATA PACK from an Objective token outside of Our Sector, OR Control one DATA PACK that has been located by an enemy trooper.

10 EXTRACT HVT

One HVT you control ends a move short skill inside Our Sector or our Deployment Zone. Remove this HVT after completing this objective.

11 EXTRACT DATA PACK

One of your Troopers with a Captured DATA PACK ends a move short skill inside Our Sector or our Deployment Zone. Remove the DATA PACK after completing this Objective.

12 EVAC

Have a Trooper in Casevac state complete a movement short skill within Our Sector or our Deployment Zone. Remove the friendly NULL trooper after completing this Objective (it will count as alive for victory points).

13 DISCOVER

Succeed in a discover roll against an enemy Trooper (not a mine or a decoy). Note: if the enemy reacts revealing itself this does count as a success, as long as the discover skill was declared.

14 EXTREME PREJUDICE

Perform a Coup de Grace against an Unconscious or Spawn-Embryo enemy model.

15 SECURE HVT

After the end of a Game Turn, control one or more HVT in Enemy Sector.

16 SECURE DATA PACK

After the end of a Game Turn, have one or more Captured DATA PACK in Enemy Sector.

17 SECURE OBJECTIVES

After the end of a Game Turn, control all Objectives within Our Sector.

18 HOLD

After the end of a Game Turn, dominate Our Sector AND control at least one Objective within Our Sector.

19 ADVANCE

After the end of a Game Turn, dominate the Enemy Sector.

20 CONQUER

After the end of a Game Turn, control an Objective within Enemy Sector.

21 LEAD

After the end of a Game Turn, control an Objective with your Lieutenant.

22 CONTROL

After the end of a Game Turn, control at least two objectives in two different Sectors.

23 DESTROY

After the end of a Game Turn, there are more enemy Troopers killed than alive.

24 DEFEND

After the end of a Game Turn, the enemy does not control any Objective.

25 HEAVY GEAR

After the end of a Game Turn, control at least one Objective within Enemy Sector with a TAG.

26 MINEFIELD

After the end of a Game Turn, have at least three deployable weapons deployed within Our Sector or the Enemy Sector, of which at least one within the Enemy Sector.

27 JAMMER

After the end of a Game Turn, have at least two friendly repeaters deployed within Our Sector or the Enemy Sector, of which at least one within the Enemy Sector.

28 DECAPITATION

Any player is in a Loss of Lieutenant situation. Score this during the Tactical Phase, if a Loss of Lieutenant is declared (you can draw another Objective Card when you score this objective, as usual).

29 RESCUE

After the end of a Game Turn, have a Trooper in Casevac state within Our Sector or our Deployment Zone.

30 COMB

Have all Objectives within Our Sector in *unloaded* state.

31 LOOT

Complete the LOOT short skill outside of Our Sector, or when in base contact with an enemy trooper that has completed the LOOT short skill before.

32 GEAR UP

After the end of a Game Turn, have one troopers with a looted weapon or equipment within the Enemy Sector.

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