


Game Status: Hidden Info

| Marker/ Model | Notes & Hidden Info |
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| AD1 Zones | | AD Model | AD1 Zone | AD3 Arrival Method |
|-----------|----------|----------|----------|--------------------|
| 1 | Enemy OZ | | | 2 3 |
| | | | | 2 3 |
| | | | | 2 3 |
| 2 | Your OZ | | | 2 3 |
| | | | | 2 3 |
| 3 | | | | |
| 4 | | | | |

| Choice | Objective | Notes |
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| | Test Run | Successful Engineer roll on a friendly model. |
| | Data Scan | Hacker with enemy in ZoC makes a short skill against WIP -3. |
| | Sabotage | Detonate a D-Charge on chosen terrain in enemy table half. No ARM roll needed. |
| | Experimental Drug | Successful Doctor/Paramedic roll on a friendly model. |
| | Telemetry | Successfully mark an enemy model via FO/HD+. |
| | Extreme Prejudice | Coup de Grâce an Unconscious enemy model. |




<http://wargamingtrader.com/infinity/gamesheet>

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Infinity Challenge Series



Tournament Game Results

| | Player or Team | Objective Points | VPs scored | VPs kept | Crits Suffered | |
|-----|----------------|------------------|------------|----------|---|---|
| You | | | | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| Opp | | | | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |

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Mission

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