

# ITS Mid Tier Joint Ops ITS (Friday)

## 1. Supremacy

### Scoring

- Quadrant Control (2 for more, 1 for same) - **ROUND**
  - More points in quadrant
- Hack Console (1) - GAME
  - Specialists Hack
  - +3 for Hackers
  - Both players can tag, resolve ownership at end of game
- Classified Objective x1
  - INTELCOM - Cancel Specialist rule (cancel Console Hack)

### Table Notes

- **Scenery Rules starting Turn 2**

### List Notes

- Hackers good
- D-Charges good
- Baggage good

## 2. Antennae Field

### Scoring

- Control Antennas (2 for more, 1 for same) - **ROUND**
- Control Main Antenna (2) - GAME
- Control Enemy Antenna (1) - GAME
  - Specialist Troop in base-to-base control
  - Non-specialists can contest

- Classified Objective x1
  - INTELCOM - None

### Table Notes

- Exclusion Zone - 8" from center line

### List Notes

- AD, Infiltrate, Forward Deployment limited

## 3. Engineering Deck

### Scoring

- Connect Consoles (5 if more, 2 if same) - GAME
  - Only Specialists can make roll
  - Connecting removes other player's control
- Secure Objective Room (3) - GAME
  - Have only troops in room
- Classified Objective x 2
  - INTELCOM - None

### Table Notes

- Objective Room
  - Saturation Zone
  - Only Specialists can open
  - Hackers can *Lockpick*
- Inner Area
  - AD Levels 3-5 (Combat Jump) not permitted

### List Notes

- Hackers good
- AD limited

	1 - Supremacy	2 - Antenna Field	3 - Engineering Deck	1 - Armory	2 - Safe Area	3 - Show of Force	4 - Deadly Dance	5 - Supremacy
Specialists	+	+	+	+	+	+	+	+
Hackers	+		+	+			+	+
D-Charges	+			+				+
Baggage	+			+	+			+
Scavenger/Booty				+		+		
TAG						++	++	
Airborne Deployment		-	-					
Infiltrate		-						

# ITS Mid Tier Direct Action. Dire States: Battle for the Beltway

## 1. The Armory

### Scoring

- Dominate Armory (1) - **ROUND**
- Dominate Armory (4) - GAME
  - More points in room
- Acquire more items from Panoplies (2) - GAME
  - Base contact
  - Scavenger, Booty no roll
  - Specialists roll twice and pick
- Classified Objective x1
  - INTELCOM - Convert to points for Dominate

### Table Notes

- **Scenery Rules**
- Exclusion Zone - 8" from center line

### List Notes

- Hackers good
- D-Charges good
- Baggage good
- Scavenger/Booty good

## 2. Safe Area

### Scoring

- Quadrant Control (5 for more, 3 for same) - GAME
  - More points in quadrant
- Control Console (1 each) - GAME
  - Specialist Troop in base-to-base control
  - Non-specialists can contest
- Classified Objective x1
  - INTELCOM - Convert to points for Dominate
  - INTELCOM - Cancel Specialist rule (cancel Console Hack)

### Table Notes

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### List Notes

- Baggage good

## 3. Show of Force

### Scoring

- Control Antenna (2) - GAME
- Control Antenna with TAG (3) - GAME
  - Have only troops in base contact
- Acquire more items from Panoplies (2) - GAME
  - Base contact
  - Scavenger, Booty no roll
  - Specialists roll twice and pick
- Kill more army points (2) - GAME
- Classified Objective x1
  - INTELCOM - None

### Table Notes

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### List Notes

- TAG required
- Scavenger/Booty good

## 4. Deadly Dance

### Scoring

- Dominate Assigned Quadrant (1) - **ROUND**
- Have TAG in Assigned Quadrant (1) - **ROUND**
  - Randomly determined each round
- Dominate More Assigned Quadrants (1) - GAME
- Kill more army points (2) - GAME
- Classified Objective x1
  - INTELCOM - None

### Table Notes

- Consoles
  - Beginning of round, F2F roll with all Specialists in base-to-base contact with Console.
  - Hackers get +3
  - Winner draws card
  - Card will rotate assignment

### List Notes

- TAG required
- Hackers good

## 5. Supremacy

### Scoring

- Quadrant Control (2 for more, 1 for same) - **ROUND**
  - More points in quadrant
- Hack Console (1) - GAME
  - Specialists Hack
  - +3 for Hackers
  - Both players can tag, resolve ownership at end of game
- Classified Objective x1
  - INTELCOM - Cancel Specialist rule (cancel Console Hack)

### Table Notes

- **Scenery Rules starting Turn 2**

### List Notes

- Hackers good
- D-Charges good
- Baggage good