Organizers' Notes

Thank you for organizing a campaign of *The Gifts of Dr. Tokh!* This section presents a few notes to help you execute. Importantly, there is no secret or other decision making on the organizer's side in this campaign, so there is no reason you can't also participate as a player.

If you have questions about executing the campaign, please email us via contact@rocketshipgames.com, and the resources mentioned below are on our website at http://rocketshipgames.com.

Players

The campaign as-is should work well for any moderate size group of players, from just two players to about 24. Beyond that the players probably need to be organized into sub-groups to expedite pairings. If you think you'll be running such an event and need or want help, email us via contact@rocketshipgames.com! We have experience running similar campaigns with up to 160+ participants and would be happy to discuss techniques for managing large groups.

Groups of two or just a few players should feel free to play multiple games per round, such that everyone gets a choice of locations and missions. Campaign progressions still be applied once per round rather than per game, with experience gained and lists made unavailable between sets of matches.

The campaign's mechanics also support players missing rounds or joining late without much hassle. Players dropping out won't affect much other than potentially having an odd number of players—players aren't uniquely tied to map locations or anything else that might require their continued personal participation, including scoring. New players can also be added, again just with the possibility of having an odd number of players. Players joining late should apply enough campaign progressions to catch up.

In dividing into alliances, it is up to you, your players, and the armies your group has available whether or not to align them by factions. The minimal backstory of both the campaign and *Infinity* in general make it eminently plausible to have different factions teaming up or identical factions fighting.

Some effort should be spent to balance the alliances by skill as best as possible.

As noted, the concluding Datacenter mission is designed to be a doubles game combining RECON+ lists. But there is little reason it couldn't be held as a standard 300pt game if you or your players wish. This fact may also be utilized to workaround an uneven number of players for the final round.

Materials

In addition to the usual tables, terrain, and objectives, you'll need the following materials:

Resource	Note
Karma and Network Directory Tokens	Roughly 6 each per player will be needed for the campaign.
Bomb Markers	At most 12 are needed in each Physical Plant mission.
Xenomorphs	Models or proxy markers, four are needed in each Bio/Xeno mission.
Datacenter Tokens	One set of 9 is needed for each pair of players.
Scorecards	One is needed for each mission for players to report results.
Hobby Ballots	[optional] One per player if conducting a hobby/painting vote.
Map & Alliance Tokens	[optional] To visually present campaign status.

PDFs to easily create all of these out of paper are available on the website. Some judgement will be needed to determine how many of some of these to make, based on the number of players and the missions they'll play, as not every match will play the same mission each round.

Xenomorph proxy markers are included in the PDFs, but options for easily available models include:

- Corvus Belli: Hungries
- Games Workshop: Hormagaunts or Genestealers
- A wide variety of papercraft aliens may be found with quick Googling

Schedule

Fairly casual RECON+ matches can be held in under 90 minutes. Doubles games in this format require about 2.5 hours. The campaign is therefore flexible to being held over a single day or several sessions.

A reasonable schedule for a single day event is:

Time	Activity	
11:00	Doors open	
11:55	Registration closes and alliances determined	
12:00	Campaign briefing and pairings	
12:15	Round 1	[90 minutes]
13:45	Campaign briefing and pairings	
14:00	Round 2	[90 minutes]
15:30	Campaign briefing and pairings	
15:45	Round 3	[90 minutes]
17:15	Dinner break	
18:00	Campaign briefing and pairings	
18:15	Round 4	[2.5 hours]
21:00	Campaign briefing and awards	

Campaign briefings should present the current status of the map and alliance scores, give the alliances a few minutes to discuss strategy on their own, and then conduct pairings.

Scoring

The website has a link to a Google Docs spreadsheet workbook for scoring the campaign and conducting pairings, with detailed instructions. It automates almost all of the tabulations and calculations, requiring organizers to simply enter a player roster and match results (and painting votes if they wish).

Otherwise, at minimum, organizers need to track:
- Total objective points earned in each map location by each alliance;
- Total objective points earned overall by each alliance.

Pairings

Pairings are conducted in a very simple team-driven fashion. At the beginning, the Creditors have the initiative. Subsequently the alliance with the most total objective points earned so far has the initiative. In each round, beginning with the alliance holding the initiative, they each alternate putting forward a player and a target location. The other alliance then responds with an opponent and a game table. Note that the Breach Points all use the same mission rules, but are four separate campaign locations. Also, everyone fights in the *Datacenter* in the final round.

This structure permits players to have a discussion within their alliances and collectively make strategic decisions about which of their squads and personal styles are best suited to go after particular mission objectives or defend against attacking players.

Alliances should be highly encouraged to let each player choose a mission in the second and third rounds at least once, rather than defending reactively in both.

Prizes

This is intended to be a narrative campaign, but it's still possible to award prizes.

We highly recommend a vote among the players for hobby/painting prizes, to encourage painted models. A simple but effective way to do this is to have players list their top 3 favorite armies and then give each of those armies 3, 2, and 1 vote in order. This could be done over armies (e.g., players' strike team cores), or individual newly painted models to encourage continuing progress, or both.

It's reasonable to award small prizes based on game performance, but they should be kept small and distributed well to avoid an overly competitive environment. We recommend equal awards for the top placed player on each alliance, as they won't necessarily have faced other strong players on their own alliance, and the pairings don't necessarily match up equal pairings as they do in an tournament.

Another idea is to offer prizes for particular achievements not strictly related to winning games, e.g., first to take down a TAG, most Network Directory tokens collected, etc..