

SATURDAY
APRIL 20

7:00PM
2:00AM

ADEPTICON



INFINITY TOURNAMENT

Do not lose this packet! It contains all necessary missions and results sheets required for you to participate in today's tournament. It is your responsibility to hold onto and not lose this packet during the tournament. If you lose this packet, be prepared to be docked points!



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INFINITY TOURNAMENT

BASIC RULES

- This is a three round 250-point, two list, I.T.S Tournament. The official Game Rules and Army Lists are those published by Corvus Belli on the official Infinity web page (www.infinitythegame.com), in the Downloads section and in the rules section. All rules and army lists published up to one week before the tournament's starting date are valid.
- Both army lists must be of the same Army or Sectoral. For example you may have two Aleph lists or two Steel Phalanx Sectoral lists, not one of each.
- Lists will be marked A or B, you are to decide which list you will be using and mark it on the score sheet when you find out what Army your opponent is playing.
- The ARO and the Army of the Devil Team programs can be used to create and check the army lists for the tournament. If any discrepancy in Attributes or values is found, the final rules/values to be used are those published on the Infinity official webpage
- All miniatures used by the players must be part of the Infinity range produced by Corvus Belli.
- All miniatures must faithfully represent their unit, including its equipment, or main military hardware. If the miniature doesn't exist in the Infinity collection, it can be replaced by another miniature from the range, making sure your opponent is aware of the characteristics of the unit it represents.
- The use of converted miniatures is permitted as long as most or all of the main miniature is made up from Corvus Belli miniature components.
- The miniatures must be assembled with at least their main parts present (it is not strictly necessary for them to include the smallest pieces, such as antennae).
- The miniatures must be mounted on the base they were supplied with, or a base of the same dimensions, because it can have an effect on some aspects of the game such as hand-to-hand combat. For the Haqqislam Maghariba Guard, supplied without a base, we recommend the use of a round 8 cm/4 inch in diameter base.
- The use of mercenaries or mercenary armies is not permitted, as the Ranking has been set up to take into account the commanders of each different army, who must enforce the strong points of their troops and resolve problems arising from their weak areas. The use of Sectorial Armies is allowed, because those are official army lists.
- All players are expected to abide by the [AdeptiCon Conduct Policy](#).
- The models used in your fleet must comply with the [AdeptiCon Model Policy](#) (all models **MUST** be WYSIWYG and painted to a 3-color minimum standard). Unpainted models will not be allowed in the tournament.
- Markers, templates and any other supplies required for the game are to be supplied by the player.
- Players must bring at least 5 printed copies of their list. One for the Organizer, one for each opponent (to be given after the round) and one for themselves.
- All judges' decisions are final.

SCHEDULE

SATURDAY/SUNDAY (7:00PM – 2:00AM)	
7:00PM – 8:00PM	Check-in and Registration
8:00PM – 9:30PM	Game #1
9:30PM – 9:45PM	Break
9:45PM – 11:15PM	Game #2
11:15PM – 11:30PM	Break
11:30PM – 1:00AM	Game #3
1:00AM – 2:00AM	Awards





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ROUND 3

MISSION BRIEFING

An electrical storm has knocked out one of ours and one of the enemy's spy drones in the area. Your objective is to protect ours and destroy the enemies.

SETUP

Terrain will be setup beforehand.

Players make a FTF roll. Winner decides Deployment or Initiative.

Players deploy forces per the Rulebook. At this time players will also be deploying a camo marker anywhere on their half of the table outside of their deployment zone. This is the objective thy must protect.

Deployment is 12" up along opposite board edges.

TABLE EFFECTS

The mission takes place at night during a terrible storm.

The entire board counts as lo/vis (-3 to shooting and discover rolls) This will be stacked with other effects, terrain, camo and cover etc...

The entire board will be a hostile zone (19+) with an ARM roll against a strength of 10.

SCENARIO END

The scenario ends after 6 turns or when time is called.

VICTORY POINTS

You receive half points (rounding up) for each of your models still alive at the end of the game.

The camo marker deployed as an objective has 2 arm and -3 BTS.

The marker cannot be killed in the first turn, if it is then no VP are awarded.

Destroying your opponent's drone is worth 125 VP's

If you have more surviving SWC than your opponent then you receive 50 bonus VP.

PLAYER NAME

TABLE NO.

OPPONENT'S NAME

YOUR VICTORY POINTS

OPPONENT'S VICTORY POINTS

YOUR LIEUTENANT KILLS

OPPONENT'S LIEUTENANT KILLS

Please turn in this sheet to the judge's booth after your game **TOGETHER** with your opponent.



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ROUND 2

MISSION BRIEFING

There are three Terminals that must be secured.

SETUP

Terrain will be setup beforehand.

There will be three objective markers placed on the board.

Players make a FTF roll. Winner decides Deployment or Initiative.

Players deploy forces per the Rulebook.

Deployment is 12" up along opposite board edges.

OBJECTIVES

Control the Terminals

Terminal Control: The terminals begin the game under no one's control. To take control of a terminal a model must either perform a Hack, or any other model (without the Hack skill) may attempt to take control of the terminal with a long skill Willpower test while in base to base contact with the terminal.

Models with the Engineer skill are +3 to this test. G: Servants may not be used for the test.

The terminal remains under that player's control until another model gains control over it.

SCENARIO END

The scenario ends after 6 turns or when time is called.

VICTORY POINTS

You receive half points (rounding up) for each of your models still alive at the end of the game.

+75 points (each)	Each Terminal Controlled at the end of the game.
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PLAYER NAME

TABLE NO.

OPPONENT'S NAME

YOUR VICTORY POINTS

OPPONENT'S VICTORY POINTS

YOUR LIEUTENANT KILLS

OPPONENT'S LIEUTENANT KILLS

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ROUND I

MISSION BRIEFING

You have to secure five data caches. They are too damaged for field extraction so they must be brought back to base. The enemy is also aware of them. Get them first!

SETUP

Terrain will be setup beforehand.

There will be five objective markers placed on the board.

Players make a FTF roll. Winner decides Deployment or Initiative.

Players deploy forces per the Rulebook.

Deployment is 12" up along opposite board edges.

OBJECTIVES

There are five markers on the board. They must be carried to the designated evacuation zone. The casevac rules will be used. Ph of marker is 11.

The Evacuation zone is a 4" square centered and touching the back of each player's deployment zones.

The model carrying the marker must get its base entirely into the evacuation zone. The marker is then removed and the model is free to act.

SCENARIO END

The scenario ends after 6 turns or when time is called.

VICTORY POINTS

You receive half points (rounding up) for each of your models still alive at the end of the game.

+50 points
(each)

Each Marker Evacuated



PLAYER NAME

TABLE NO.

OPPONENT'S NAME

YOUR VICTORY POINTS

OPPONENT'S VICTORY POINTS

YOUR LIEUTENANT KILLS

OPPONENT'S LIEUTENANT KILLS

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