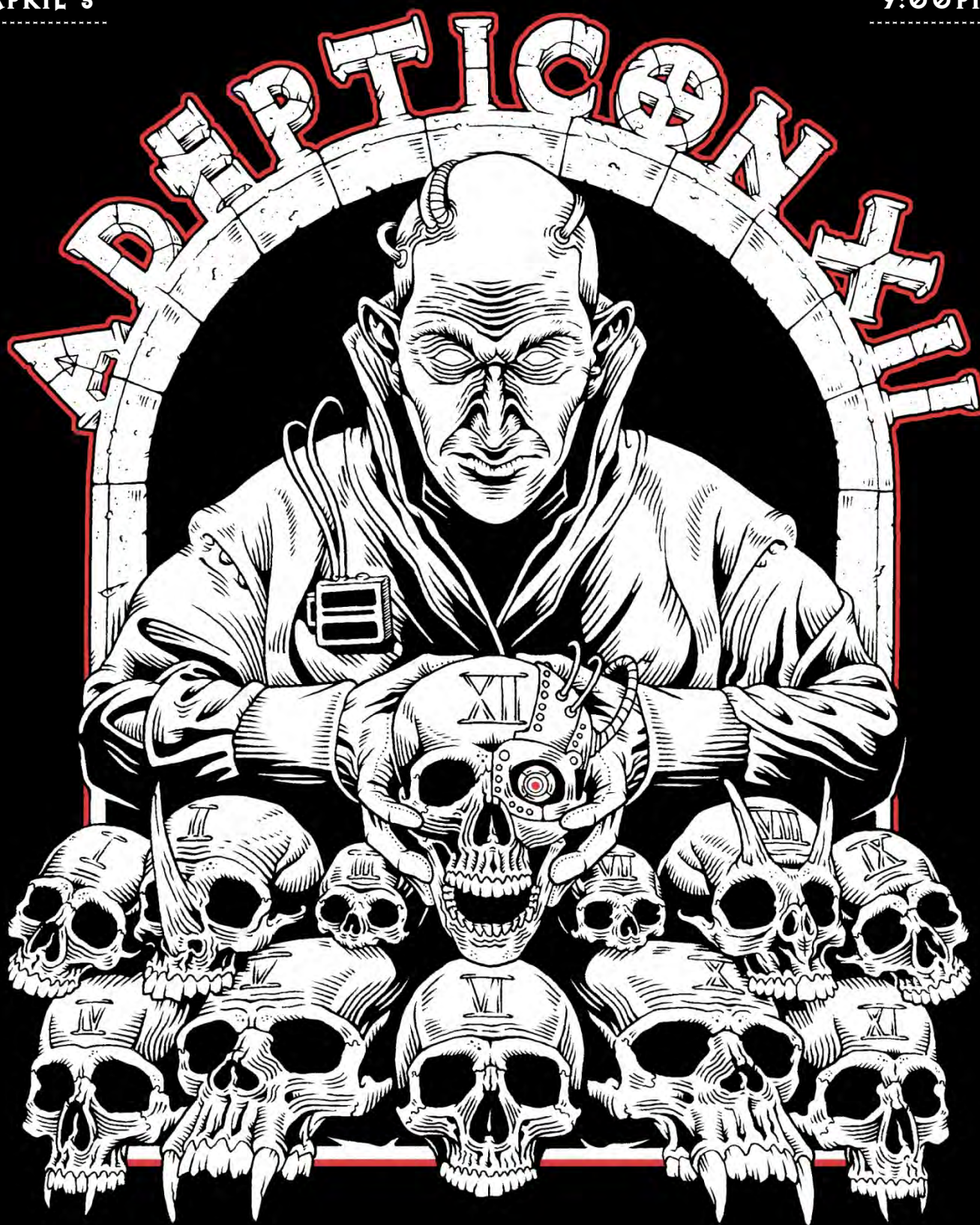


SATURDAY
APRIL 5

8:00AM
9:00PM



INFINITY GRAND TØURNAMENT

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!



ADEPTICON 2014

INFINITY GRAND TOURNAMENT

FRONTLINE

MISSION OBJECTIVES

MAIN OBJECTIVES

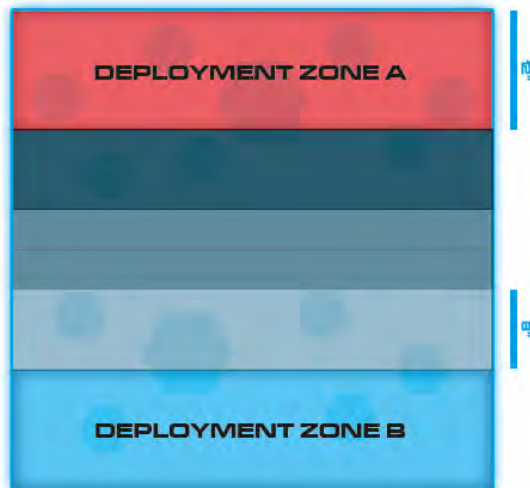
- To dominate the nearest area to your *Deployment Zone* (1 Objective Point).
- To dominate the **central area** (3 Objective Points).
- To dominate the **farthest area** from your *Deployment Zone* (4 Objective Points).

CLASSIFIED

- Each player has **2 Classified Objectives** (1 Objective Point each).

DEPLOYMENT

Side A and Side B: Both players will deploy on opposite sides of the game table, in an area 12 inches deep.



Game Status: Hidden Info

Marker/Model	Notes & Hidden Info	AD1 Zones		AD Model	AD1 Zone	AD3 Arrival Method
		1 2 6 5				2 2 2 2 2 2
		3 4				3 3 3 3 3 3
		Choice Objective Notes				
		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.				

SCENARIO SPECIAL RULES

Game table size: 48 by 48 inches

DOMINATION AREAS

When the game is finished, **but not before**, 3 *Domination Areas* are marked out. These *Domination Areas* are 8 inches deep and as wide as the game table. Two of these *Domination Areas* are placed 4 inches from the central line of the game table, one on each side, and the third *Domination Area* will be a strip 4 inches wide in the central area of the table (See map below).

An area is considered Dominated by a player if he has **more** Army Points than the adversary **inside** the area. Only troops considered as being **miniatures** or **Markers** (Camouflage, *Spawn-Embryo*, *Seed-Embryo*...) count, as well as *AI Beacons*, *Proxies* and *G: Servant Remotes*. Those troops in *Unconscious*, *Dead* or *Sepsitorized* states will not be counted. Those Markers representing weapons or pieces of equipment (Like Mines or Deployable Repeaters), fake Holoechoes and any Marker that does not represent a trooper will not be considered either.

A troop, being a miniature or a Marker, will be considered inside a *Domination Area* if it has **more than the half** of its base inside that *Domination Area*.

Shasvastii

Troops possessing the *Shasvastii* Special Skill placed inside a *Domination Area* will always be counted while they are in Normal, *Unconscious* or *Spawn-Embryo* states.

Baggage

Troops possessing the *Baggage* Special Skill placed inside a *Domination Area* will also be counted, providing the extra Army Points this Special Skill grants.

Groups

Troop groups with one single Cost value for all of them (Antipode Assault Packs, Zoe & Π-Well, Carlota Kowalsky & Moriarty...) must all be placed inside the *Domination Area* to be counted.

END OF THE MISSION

This scenario has a limited time frame, so it will automatically finish at the end of the **third game turn**.

If one of the players starts his active turn in the *Retreat!* state, the game will end at the end of that player's turn.



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INFINITY GRAND TOURNAMENT

QUADRANT CONTROL

MISSION OBJECTIVES

MAIN OBJECTIVES

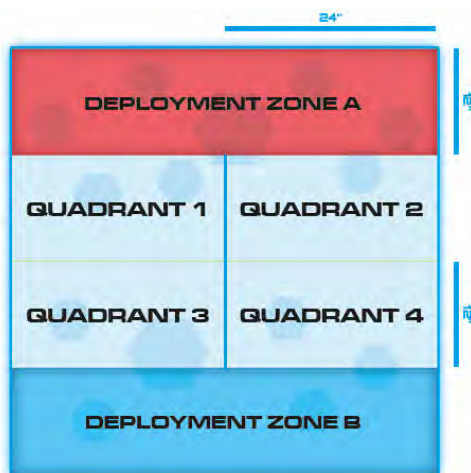
- At the end of each Game Turn: *Dominat*e the same number of Quadrants as the adversary (1 Objective Point, but only if **at least 1 Quadrant** is *Dominated* by the player).
- At the end of each **Game Turn**: *Dominat*e more *Quadrants* than the adversary (3 Objective Points).

CLASSIFIED

- Each player has **1 Classified Objective** (1 Objective Point).

DEPLOYMENT

Side A and Side B: Both players will deploy on opposite sides of the game table, in an area 12 inches deep.



Game Status: Hidden Info

Marker/Model	Notes & Hidden Info	AD1 Zones	AD Model	AD1 Zone	AD3 Arrival Method
		1 2 3 4 5 6 Enemy DZ Your DZ			2 2 2 2 2 2
		Choice	Objective	Notes	
			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.	

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

SCENARIO SPECIAL RULES

Game table size: 48 by 48 inches

QUADRANTS

At the end of each Game Turn, but not before, the table is divided in four areas as seen on the map. Then, each player checks how many *Quadrants* they are dominating and Objective Points are counted.

A *Quadrant* is considered *Dominated* by a player if he has more Army Points than the adversary **inside** the area. Only troops considered as **miniatures** or **Markers** (Camouflage, *Spawn-Embryo*, *Seed-Embryo*...) count, as well as *AI Beacons*, *Proxies* and *G: Servant Remotes*. Those troops in *Unconscious*, *Dead* or *Sepsitorized* states will not be counted. Those Markers representing weapons or pieces of equipment (Like Mines or Deployable Repeaters), fake Holoechoes and any Marker that does not represent a trooper will not be counted either.

A troop, being a miniature or a Marker, will be considered inside a *Quadrant* if it has **half or more** of its base inside that *Quadrant*.

Shasvastii

Troops possessing the *Shasvastii* Special Skill placed inside a *Quadrant* will always be counted while they are in Normal, *Unconscious* or *Spawn-Embryo* states.

Baggage

Troops possessing the *Baggage* Special Skill placed inside a *Quadrant* will also be counted, providing the extra Army Points this Special Skill grants.

Groups

Troop groups with one single Cost value for all of them (Antipode Assault Packs, Zoe & Π-Well, Carlota Kowalsky & Moriarty...) must all be placed inside the *Quadrant* to be counted.

END OF THE MISSION

This scenario has a limited time frame, so it will automatically finish at the end of the **third game turn**.

If one of the players starts his active turn in the *Retreat!* state, the game will end at the end of that player's turn.





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INFINITY GRAND TOURNAMENT

SEIZE THE ANTENNAE

MISSION OBJECTIVES

MAIN OBJECTIVES

- For each **Seized Antenna** at the end of the scenario (3 Objective Points).

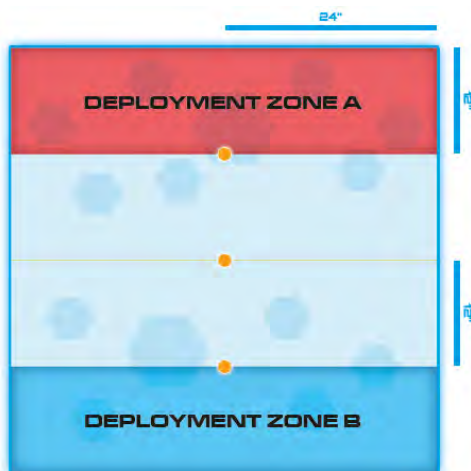
CLASSIFIED

- Each player has 1 *Classified Objective* (1 Objective Point).

DEPLOYMENT

Side A and Side B: Both players will deploy on opposite sides of the game table, in an area 12 inches deep.

It is not allowed to deploy in base contact with an *Antenna*.



SCENARIO SPECIAL RULES

Game table size: 48 by 48 inches

SEIZE THE ANTENNAE

There are 3 *Antennae*, one of them placed in the center of the table, and the other two in different halves of the gametable, each of them 12 inches from the center and 24 inches from the edge of the table (See map below).

The *Antennae* must be represented by a Transmission Antenna Marker (TRANS. ANTENNA) or with a scenery piece of the same diameter (such as the Communications Array by Warsenal or the Sat Station Antenna by Customeeple).

To *Seize an Antenna* it is necessary that a *Specialist Troop* be in base contact with the *Antenna*, spend one Short Skill of an Order, or an ARO, and succeed at a Normal WIP Roll. If the roll is failed, this can be repeated as many times as necessary, each time spending the corresponding Short Skill of an Order, or ARO and making the roll.

A player can *Seize an Antenna* which has been previously *Seized* by his adversary by using the same procedure. In such a situation, that *Antenna* stops counting as being *Seized* by the enemy.

Possessed (POS) or Immobilized (IMM) Markers can be used to mark the *Seized Antennae*. It is recommended each player uses a different kind of Marker.

SPECIALIST TROOPS

In this scenario, only *Doctors*, *Engineers*, *Forward Observers*, *Hackers*, *Paramedics* and troops possessing the *Chain of Command* Special Skill are considered to be *Specialist Troops*.

Hackers, *Doctors* and *Engineers* cannot make use of *Repeaters* or *G: Servant* models to perform tasks reserved to *Specialist Troops*.

REMEMBER: Troops possessing the *Specialist Troop* Special Skill can accomplish the different tasks the *Specialist Troops* perform in this mission.

A *Specialist Troop* who has been affected by *E/M Special Ammunition* and has his weapons and equipment *Disabled* can still accomplish the Objectives of this scenario.

END OF THE MISSION

This scenario has a limited time frame, so it will automatically finish at the end of the **third game turn**.

If one of the players starts his active turn in the *Retreat!* state, the game will end at the end of that player's turn.

Game Status: Hidden Info

Marker/Model	Notes & Hidden Info	AD1 Zones		AD Model	AD1 Zone	AD3 Arrival Method
		1 2				
		3 4				
		5 6				
		7 8				
		9 10				
		11 12				
		13 14				
		15 16				
		17 18				
		19 20				
		21 22				
		23 24				
		25 26				
		27 28				
		29 30				
		31 32				
		33 34				
		35 36				
		37 38				
		39 40				
		41 42				
		43 44				
		45 46				
		47 48				
		49 50				
		51 52				
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		55 56				
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		59 60				
		61 62				
		63 64				
		65 66				
		67 68				
		69 70				
		71 72				
		73 74				
		75 76				
		77 78				
		79 80				
		81 82				
		83 84				
		85 86				
		87 88				
		89 90				
		91 92				
		93 94				
		95 96				
		97 98				
		99 100				

Choice	Objective	Notes
	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.



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CLASSIFIED OBJECTIVES

In ITS scenarios, *Classified Objectives* are additional objectives a player can accomplish to get more Objective Points.

Usually, each *Classified Objective* provides 1 Objective Point, but this amount can vary due to the special conditions of the scenario.

Each *Classified Objective* provides its Objective Points one single time in each scenario. Even if the requirements of the *Classified Objective* are achieved again, it will not provide additional Objective Points.

A troop who has been affected by *E/M* Special Ammunition and has his weapons and equipment *Disabled* can still accomplish the *Classified Objectives*.

SELECTION

Each scenario specifies how many *Classified Objectives* can be accomplished in it.

The players will choose one of the models of the Classified Chart provided and roll twice for each *Classified Objective* allowed in the scenario. Players are able to choose one result from the two dice rolls. If both rolls give the same *Classified Objective*, the player can repeat one of the dice until the result is different.

The players will make the Classified Chart roll after finding out which mission will be played and which army he will have to face, but before choosing his Army List (In those situations where the tournament allows creation of more than one Army List).

The *Classified Objectives* must be kept secret until the moment they are accomplished. Once they are chosen, the player must note them down in the same way he does for a *Hidden Deployment* unit or his *Lieutenant*.

OBJECTIVES

DATA SCAN

Requirements: *Hacker*

Objective: The *Hacker* must to succeed at one *WIP-3* Roll against any enemy model placed inside his *Zone of Control*.

EXPERIMENTAL DRUG

Requirements: *Doctor* or *Paramedic*

Objective: To succeed at a *Heal (Doctor)* or *Heal (MediKit)* on any allied figure.

EXTREME PREJUDICE

Requirements: -

Objective: To perform a *Coup de Grâce* against an *Unconscious* enemy model.

SABOTAGE

Requirements: *D-Charges*

Special: The player must choose a scenery item placed entirely inside the enemy's half of the table. This scenery item will be considered the target of the *Classified Objective*.

Objective: To detonate a *D-Charge* on the targeted scenery item. It is not necessary to make an *ARM* Roll for the item.

TELEMETRY

Requirements: *Forward Observer* or *Hacking Device Plus*

Objective: To succeed at a *Forward Observer* marking Roll against one enemy model.

TEST RUN

Requirements: *Engineer*

Objective: To succeed at an *Engineer* Roll on any allied figure.



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CLASSIFIED CHART MODELS

MODEL 1

D20

OBJECTIVE

- | | |
|----|-------------------|
| 1 | Test Run |
| 2 | Experimental Drug |
| 3 | Data Scan |
| 4 | Telemetry |
| 5 | Sabotage |
| 6 | Test Run |
| 7 | Telemetry |
| 8 | Data Scan |
| 9 | Extreme Prejudice |
| 10 | Sabotage |
| 11 | Telemetry |
| 12 | Experimental Drug |
| 13 | Test Run |
| 14 | Data Scan |
| 15 | Sabotage |
| 16 | Experimental Drug |
| 17 | Telemetry |
| 18 | Data Scan |
| 19 | Test Run |
| 20 | Experimental Drug |

MODEL 2

D20

OBJECTIVE

- | | |
|----|-------------------|
| 1 | Experimental Drug |
| 2 | Test Run |
| 3 | Telemetry |
| 4 | Experimental Drug |
| 5 | Test Run |
| 6 | Data Scan |
| 7 | Sabotage |
| 8 | Experimental Drug |
| 9 | Data Scan |
| 10 | Telemetry |
| 11 | Test Run |
| 12 | Telemetry |
| 13 | Data Scan |
| 14 | Sabotage |
| 15 | Experimental Drug |
| 16 | Extreme Prejudice |
| 17 | Sabotage |
| 18 | Telemetry |
| 19 | Data Scan |
| 20 | Test Run |

MODEL 3

D20

OBJECTIVE

- | | |
|----|-------------------|
| 1 | Data Scan |
| 2 | Telemetry |
| 3 | Experimental Drug |
| 4 | Test Run |
| 5 | Data Scan |
| 6 | Telemetry |
| 7 | Experimental Drug |
| 8 | Test Run |
| 9 | Telemetry |
| 10 | Experimental Drug |
| 11 | Sabotage |
| 12 | Data Scan |
| 13 | Sabotage |
| 14 | Test Run |
| 15 | Sabotage |
| 16 | Telemetry |
| 17 | Extreme Prejudice |
| 18 | Test Run |
| 19 | Experimental Drug |
| 20 | Data Scan |

MODEL 4

D20

OBJECTIVE

- | | |
|----|-------------------|
| 1 | Telemetry |
| 2 | Data Scan |
| 3 | Test Run |
| 4 | Data Scan |
| 5 | Experimental Drug |
| 6 | Sabotage |
| 7 | Test Run |
| 8 | Telemetry |
| 9 | Experimental Drug |
| 10 | Test Run |
| 11 | Data Scan |
| 12 | Sabotage |
| 13 | Experimental Drug |
| 14 | Telemetry |
| 15 | Extreme Prejudice |
| 16 | Test Run |
| 17 | Data Scan |
| 18 | Experimental Drug |
| 19 | Telemetry |
| 20 | Sabotage |

NAME: _____

FACTION: _____



ITS PIN: _____

DATE: _____

FINAL OP: ☐

FINAL VP: ☐

FINAL POSITION: ☐

ROUND 1

☐ Bye

Private Info: _____

Opponent's PIN: _____

Objective Points: _____

Victory Points: _____

Classified Objective: _____

ROUND 2

☐ Bye

Private Info: _____

Opponent's PIN: _____

Objective Points: _____

Victory Points: _____

Classified Objective: _____

ROUND 3

☐ Bye

Private Info: _____

Opponent's PIN: _____

Objective Points: _____

Victory Points: _____

Classified Objective: _____

ROUND 4

☐ Bye

Private Info: _____

Opponent's PIN: _____

Objective Points: _____

Victory Points: _____

Classified Objective: _____

ROUND 5

☐ Bye

Private Info: _____

Opponent's PIN: _____

Objective Points: _____

Victory Points: _____

Classified Objective: _____