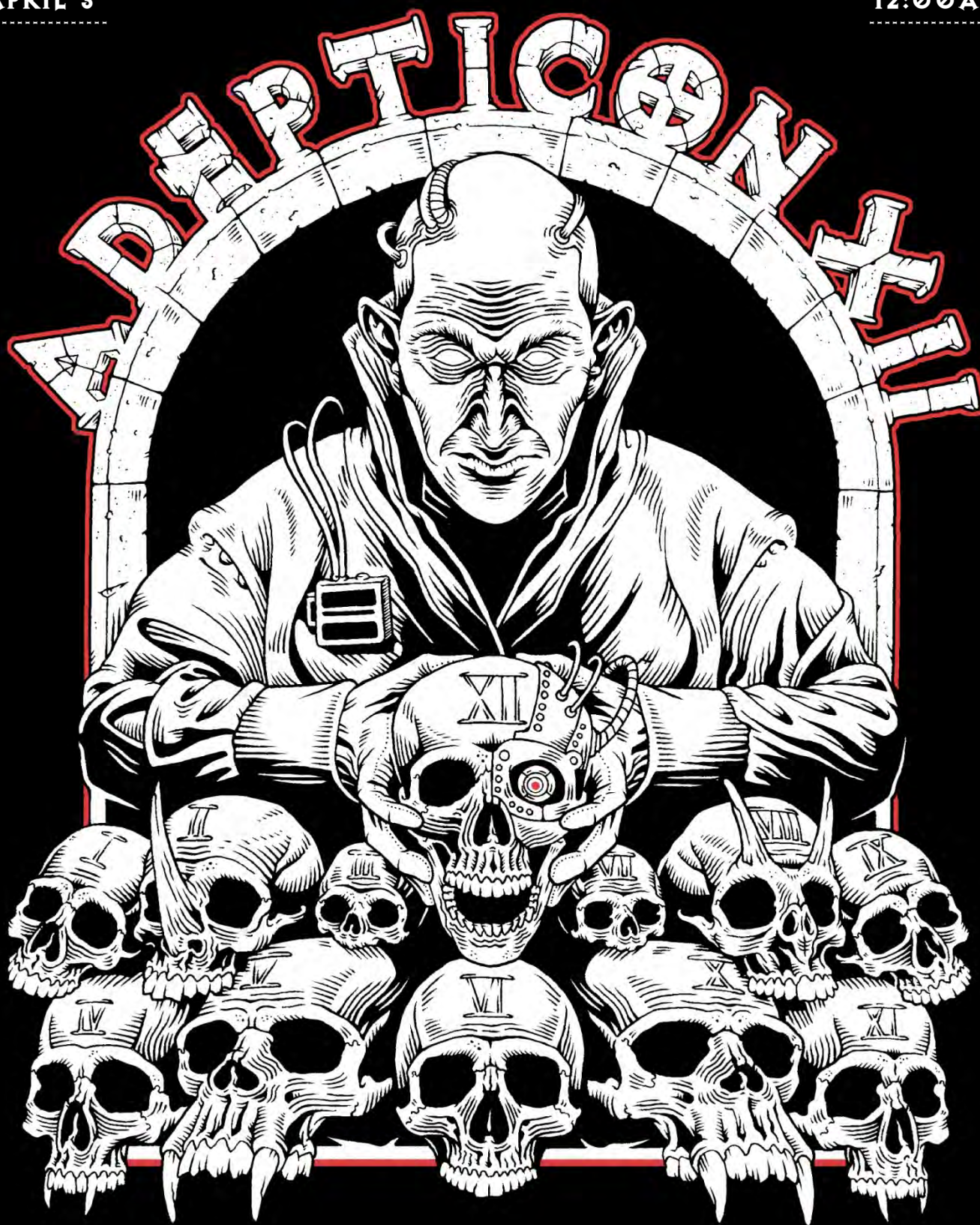


THURSDAY
APRIL 3

5:00 PM
12:00 AM



INFINITY SPECS OPS CAMPAIGN 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!



ADEPTICON 2014

INFINITY SPECS OPS CAMPAIGN TOURNAMENT

QUADRANT CONTROL

MISSION OBJECTIVES

MAIN OBJECTIVES

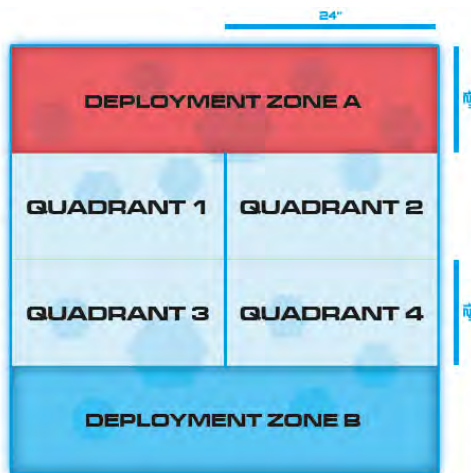
- At the end of each Game Turn: *Dominat*e the same number of Quadrants as the adversary (1 Objective Point, but only if **at least 1 Quadrant** is *Dominated* by the player).
- At the end of each **Game Turn**: *Dominat*e more *Quadrants* than the adversary (3 Objective Points).

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				
		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.

INFINITY



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INFINITY SPECS OPS CAMPAIGN TOURNAMENT

SUPPLIES

MISSION OBJECTIVES

MAIN OBJECTIVES

- For **each Supply Box** your miniatures have at the end of the battle (1 Objective Point).
- If you have more **Supply Boxes** than your adversary at the end of the battle (3 Objective Points).
- If your adversary has **no Supply Boxes** at the end of the battle (2 Objective Point).

CLASSIFIED

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

DEPLOYMENT

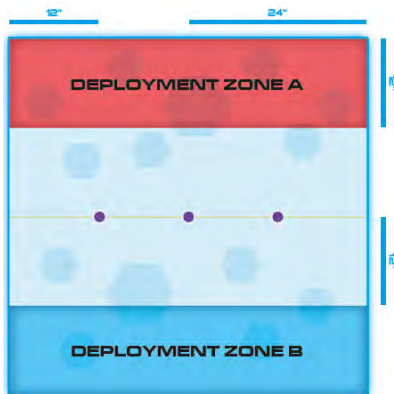
Side A and Side B: Both players will deploy on opposite sides of the game table, in an area 12 inches deep.

It is not permitted to deploy in base contact with the *Tech Coffins*.

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
		12" 24" DEPLOYMENT ZONE A DEPLOYMENT ZONE B			
		1 2 3 4			
		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 FOIHD+.			
		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

TECH COFFINS

There are a total of 3 *Tech Coffins*. One of them must be placed in the center of the table while the other two must be placed along the central line of the table, at 12 inches from its edge.

The *Tech Coffins* must be represented by a *Tech Coffin Marker* or with a scenery piece of the same diameter (Such as the Stasis Coffins by Warsenal or the Cryo Pod by Customeeple).

TO EXTRACT THE SUPPLY BOXES

Inside each *Tech Coffin* there is one *Supply Box*. To extract a *Supply Box*, a Specialist Trooper must be in base contact with the *Tech Coffin*, spend one Short Skill of an Order, or an ARO, and succeed at a Normal WIP Roll. If the roll fails, 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.

Once the roll is successful, the *Tech Coffin* marker is removed from the game table. If a scenery item is used instead of a Marker, then it can be kept on the game table but a Disabled (DIS) Marker must be placed besides it.

SUPPLY BOXES

Each miniature can carry a maximum of 1 *Supply Box*. To denote this, place a *Supply Box*, or a similar scenery item (Such as the Tech Crates by Micro Art Studio, the Gang Tie Containers by Bandua Wargames, the Supply Boxes by Warsenal or the Cargo Crates by Customeeple), besides the figure. Troops possessing the Baggage Special Skill can carry up to 3 *Supply Boxes*.

The *Supply Box* Marker must always be kept on the table, even if the miniature which is carrying it passes to *Unconscious* or *Dead* state.

Any troop can take a *Supply Box* from the ground, from the hands of an *Unconscious* or *Immobilized* figure, or from an allied troop in a Normal state, by entering base to base contact and spending one Short Skill of an Order.

REMEMBER: To perform a Short Skill, for example to extract or recover a *Supply Box*, automatically reveals those troops in Marker state (Camouflaged troops, Impersonators, Holoechoes...). Only figures and not Markers (Camo, Impersonation, Holoechoes...) can carry with the *Supply Boxes*.

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.



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INFINITY SPECS OPS CAMPAIGN TOURNAMENT

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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INFINITY SPECS OPS CAMPAIGN TOURNAMENT

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 |

SPEC-OPS CONTROL SCREEN

FACTION / SECTORIAL

UNIT OF ORIGIN

SPEC-OPS NAME

MOV CC BS PH WIP ARM BTS W/STR

	XP	XP	XP	XP	XP	XP	XP

REGULAR

YES NO

IMPETUOUS

YES NO

CUBE

YES NO

BASIC SPECIAL SKILLS

BASIC BS WEAPONS

BASIC CC WEAPONS

**XP
SPENT**

**TOTAL
XP**

XP SPECIAL SKILL 1

XP

XP SPECIAL SKILL 2

XP

XP SPECIAL SKILL 3

XP

XP WEAPON 1

XP

XP WEAPON 2

XP

XP WEAPON 3

XP

XP EQUIPMENT 1

XP

XP EQUIPMENT 2

XP

XP EQUIPMENT 3

XP

SPEC-OPS CONTROL SCREEN

FACTION / SECTORIAL

UNIT OF ORIGIN

SPEC-OPS NAME

MOV CC BS PH WIP ARM BTS W/STR

	XP	XP	XP	XP	XP	XP	XP

REGULAR

YES NO

IMPETUOUS

YES NO

CUBE

YES NO

BASIC SPECIAL SKILLS

BASIC BS WEAPONS

BASIC CC WEAPONS

**XP
SPENT**

**TOTAL
XP**

XP SPECIAL SKILL 1

XP

XP SPECIAL SKILL 2

XP

XP SPECIAL SKILL 3

XP

XP WEAPON 1

XP

XP WEAPON 2

XP

XP WEAPON 3

XP

XP EQUIPMENT 1

XP

XP EQUIPMENT 2

XP

XP EQUIPMENT 3

XP

COMMAND & CONTROL SCREEN C2 SCREEN

MILITARY SPECIALITIES

FACTION / SECTORIAL

MOBILE
RESERVE
SPEC.

LOGISTICS
SPEC.

SUPPORT
FORCE
SPEC.

PSI-OPS
SPEC.

IMMEDIATE
DEPLOYMENT
SPEC.

INTELLIGENCE
SPEC.

LEVEL 1
XP COST
2

+5 ARMY
POINTS

+3 TO THE
PROMOTION
ROLL

+1 TO AVA OF
1 TROOP.

+10% HIGHER
THRESHOLD
FOR RETREAT!

+3 TO THE
INITIATIVE
ROLL

TO KNOW
WHETHER THE
OPPONENT HAS
AIRBORNE
DEPLOYMENT

LEVEL 2
XP COST
5

+10 ARMY
POINTS

+1 SWC &
+3 TO THE
PROMOTION
ROLL

+1 AVA OF 1
TROOP
(DIFFERENT TO
THE PREVIOUS
LEVEL)

+10% HIGHER
THRESHOLD
FOR RETREAT!

+3 TO THE
INITIATIVE
ROLL

TO KNOW WHETHER
THE OPPONENT HAS
HOLOPROJECTOR
L1, IMPERSONATION
OR HIDDEN
DEPLOYMENT

LEVEL 3
XP COST
9

+10 ARMY
POINTS

+1 SWC &
+3 TO THE
PROMOTION
ROLL

+1 AVA OF 1
TROOP
(DIFFERENT TO
THOSE OF THE
PREVIOUS
LEVELS)

+1 MERCENARY
FIGURE WITHOUT
PAYING COST OR
SWC

CHOOSE SIDE
OF THE TABLE

TO KNOW THE
OPPONENT'S
ARMY LIST

LEVEL 4
XP COST
14

+15 ARMY
POINTS

+3 TO THE
PROMOTION
ROLL

ALL FIGURES
WITH STR GET +1
POINT OF STR
(MAXIMUM 3)

ALL FIGURES
POSSESS THE
RELIGIOUS
TROOP SPECIAL
SKILL

INITIATIVE AND
DEPLOYMENT
AUTOMATICALLY
WON

TO HAVE AN
ALTERNATIVE
ARMY LIST

LEVEL 5
XP COST
20

ENEMY LIEUTENANT
ALWAYS IDENTIFIED

XP
SPENT

TOTAL
XP

PROMOTION SYSTEM

PROMOTION ROLL

ARMY TYPE SUCCESSFUL ROLL
ARMIES OF THE HUMAN SPHERE 1
ALIEN ARMIES 1 - 4

PROMOTION LEVEL 1

VICTORY + SURVIVING JOURNALIST + LOGISTICS SPEC. DIFFICULTY -0 = ROLL MODIFIERS PROMO

THE PLAYER MAY ACQUIRE, BY SPENDING XP, 1 MORE MILITARY SPECIALITY THAN THE SINGLE ONE HE CAN NORMALLY HAVE.

PROMOTION LEVEL 2

VICTORY + SURVIVING JOURNALIST + LOGISTICS SPEC. DIFFICULTY -3 = ROLL MODIFIERS PROMO

THE PLAYER MAY ACQUIRE, BY SPENDING XP, 1 MORE MILITARY SPECIALITY THAN THE TWO HE COULD HAVE BEFORE.

PROMOTION LEVEL 3

VICTORY + SURVIVING JOURNALIST + LOGISTICS SPEC. DIFFICULTY -6 = ROLL MODIFIERS PROMO

ALLOWS THE PLAYER TO USE AND COMBINE ALL MILITARY SPECIALITIES HE MAY ACQUIRE, BY SPENDING XP, WHEN PLAYING THE CAMPAIGN.

PROMOTION LEVEL 4

VICTORY + SURVIVING JOURNALIST + LOGISTICS SPEC. DIFFICULTY -9 = ROLL MODIFIERS PROMO

THIS LEVEL PROVIDES, AUTOMATICALLY AND WITHOUT SPENDING ADDITIONAL XP, LEVEL 1 OF ALL MILITARY SPECIALITIES.

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: _____