

FRIDAY :: MARCH 24



ARISTEIA! INFINITY GLADIT \oplus RIAL C \oplus MBAT!

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 2017

ARISTEIA! INFINITY GLADITORIAL COMBAT!

EVENT SPECIFIC RULES

TERRAIN

As Infinity plays with a True Line of Sight rule, this will be in place at AdeptiCon. Please see the clarifications below for any points that directly affect this rule for all ITS games at AdeptiCon.

SHOOTING THROUGH WINDOWS IN BUILDINGS

You may shoot through multiple windows, though this follows standard terrain rules. If the window is covered by a piece of acrylic, it is treated as a solid wall.

Shooting through windows will be treated as shooting through a Saturation Zone (-1 Burst).

SHOOTING WHILE IN BUILDINGS

All building interiors are treated as Saturation Zone (-1 Burst), even if the combat is happening inside the buildings themselves.

DOORS

Doors open and close "Star Trek" style. It does not take a move-skill to open a door, but you must move through a door for it to open.

SMALL CUT-THROUGHS ON TERRAIN

Some terrain has very intricate cut-through detailing on ladders, walkways, support gantries and the like. As a rule, these will ALWAYS count as solid structures. If two players wish to play these as being able to shoot through, we will leave it up to the players of that game so long as they both agree. However, if a TO is called because there is any confusion, we will universally rule that you cannot fire through complicated detail cuts in terrain.

TREES

If the tree blocks LoS, then it blocks LoS.

If you are in Base Contact with the base of the tree, you are considered to have cover.

If there are trees on an ameoba-style base/shape, then the entirety of the base/shape is considered a Saturation Zone (-1 Burst), and the trees cannot be moved from their placement, and are treated as above in terms of LoS and cover.

TIME LIMITS AND DICE DOWN

This event has 3 games, lasting 45 minutes each.

Time Limit reminders will be given at the following increments:

30 minutes
20 minutes
10 minutes

Starting at the 20 minute warning, we will advise you to not start a turn that you cannot finish.

HARD DICE DOWN

Once the clock hits zero, a Hard Dice Down will be called, regardless of whether a turn is complete or not. Anyone not finished will need to score the game as it lies and turn in their score sheets.

DEPLOYMENT

As a rule, there is not timed deployment in Infinity. However, we will be announcing 20 minutes into the game that you should be finishing with deployment so that everyone can get their full three turns in. We want everyone to have the chance to be able to play a full game.

If the TOs see a pattern of people not finishing games, it is up to their discretion to implement timed deployments.

For 200-point games, 10 minutes per player will be given.

For 300 point games, 15 minutes per player will be given.

For 400 point games, 15 minutes per player will be given.

If timed deployment is implemented, and a player hits their time limit without all models deployed, any models not yet deployed are placed along the back edge of your deployment zone as if you failed an infiltration roll.

OBJECTIVES

ALL Objectives are considered to have a Silhouette value of 5, in terms of granting cover. This is regardless of whether they are 3-Dimensional terrain or not. If you have to determine if cover is granted, use your Silhouette 5 marker.



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ARISTEIA! MATCH RULES

MISSION OBJECTIVES

Kill more enemy Army Points than the Adversary
(3 Objective Points)

Have between 15 and 35 surviving Army Points
(2 Objective Points)

Have between 35 and 60 surviving Army Points
(3 Objective Points)

Have more than 60 surviving Army Points
(4 Objective Points)

Be the last competitor standing in the Aristeia! arena
(3 Objective Points)

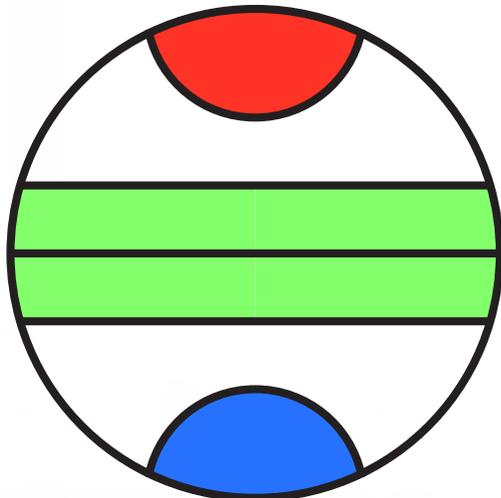
DEPLOYMENT

The Aristeia arenas are 18" in diameter, with a 5" Exclusion Zone in the middle of the Arena. Deployment zones are 4" in a semi-circular area as shown. AD and Infiltration may NOT enter the arena inside the Exclusion Zone.

RISKY DEPLOYMENT

Any trooper using a Deployment Skill to deploy outside their Deployment Zone must make a PH-3 Roll. If the player fails the roll, the trooper will be deployed anywhere his Deployment Zone. Special Skills, pieces of Equipment, or rules that apply any PH or WIP Roll to deploy must replace it with this roll. Any MOD applied to the Deployment by a Special Skill, piece of Equipment, or rule will be added to this roll.

DEPLOYMENT ZONE A



DEPLOYMENT ZONE B

SPECIAL SCENARIO RULES

ARMY SELECTION

All Players will build 3 lists, and all lists must come from the same faction or sectorial (if a sectorial is chosen). Each list has a maximum of 75 points and 1 SWC. Named Characters may only be taken ONCE across ALL army lists. IE: Miyamoto Mushashi is taken in a JSA player's first list. Mushashi may not be taken in either of the other two lists now.

LIEUTENANT

There are no Lieutenants allowed. A Troop Profile with the "Lieutenant" special rule may not be included as part of your army selection. As there are no Lieutenants, there are no Lieutenant Orders, nor are there Command Tokens.

FIRE TEAMS

Fireteam rules do not apply in Aristeia matches. This includes special rules such as Haris, Fireteam: Tohaa and Enomotarchos.

LIST ROTATION

Fighting in an Aristeia! match is exhausting. Each list may only be played once during the entire tournament.

RANGED WEAPONRY

During the FIRST GAME ROUND of the game, all ranged weapon use is forbidden. This includes thrown weapons. Once the Second Game Round begins, use of any and all ranged weaponry is allowed.

END OF THE MATCH

Each match has a limited time frame of 45 minutes, and will automatically end at the end of the third game round. Retreat! rules are not in effect for Aristeia! matches.



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ROUND NUMBER:	SCENARIO:	TABLE:
PLAYER:	PLAYER:	
Objective Points:	Objective Points:	
Victory Points:	Victory Points:	
Tournament Points:	Tournament Points:	

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Objective Points:	Objective Points:	
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