ADEPTICON 2013

INFINITY TOURNAMENT

AdeptiCon reserves the right to modify, update, clarify, or change event rules in the interest of making AdeptiCon the best event possible. No fundamental rules changes will be made after 2/1/2013.

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.

AWARDS

- **I.T.S. Ranking Points**
- **Headhunter:** Most Lieutenant Kills
- **Player's Choice:** Voted on by Players. Staff votes for tiebreaker.

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