



ADEPTICON 2014

INFINITY SPEC OPS CAMPAIGN TOURNAMENT

Updated
01.12.2014

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 2/1/2014.

EVENT PARTICIPANTS

- In order to take part in an official ITS event, players are required to bring everything they need to play, including: Miniatures, tape measure, templates and markers, dice and army lists
- Participation in official Infinity events implies knowledge and acceptance of all rules in this document as well as any rules set forth by the event Organizer.
- All players are expected to abide by the [AdeptiCon Conduct Policy](#). All judges' decisions are final.

SPORTSMANSHIP

- All participants in an event, whether Organizers, Players or guests, are expected to conduct themselves in a friendly and considerate manner at all times. If a participant disrupts the good atmosphere of an event, the Organizer may sanction them or altogether remove them from play.
- Minimum player etiquette includes giving the opponent time to clearly see the results on your dice before picking them up, sharing with the opponent all open information from your army list and clarifying it as often as requested, waiting for the opponent to declare ARO whenever you spend an Order, etc.

MINIATURES

- All miniatures used by the players must be from Corvus Belli's official Infinity range and must be assembled—with at least their main components—and based, using the base supplied with the figure or other of the same size.
- Each figure must represent faithfully the unit it stands for, including its equipment and weapon options. Should the appropriate miniature not be available on the Infinity range, you can use a different Corvus Belli miniature as a stand-in, but you must clearly inform your opponent of what that figure represents.
- **PAINTING:** Models 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.
- **PROXIES:** Under no circumstances can figures from other brands or manufacturers be used as proxies.
- **CONVERTED FIGURES:** Use of converted figures is allowed, and in fact encouraged, as long as most or all the figure is composed of parts from Corvus Belli miniatures and the figure accurately represents unit and weapon options.

FORMAT OF THE EVENT

- This format pits players in one-on-one games over 3 tournament rounds. At the end of each Round, players can use the Objective Points they earned to improve their Spec Ops or unlock Military Specialties, as per the Infinity Campaign System (ICS) rules set forth in the Infinity. Campaign: Paradiso rulebook.
- **PAIRINGS**
 - Pairings for the first round are assigned randomly.
 - From the second round on, the player with the highest total Objective Points score is paired against the second best, the third against the fourth, and so on.
 - If two or more players are tied for the same position, they are ranked according to their accumulated Victory Points score. If both the Objective Points and Victory Points scores are equal, players are ranked according to the sum total of the Objective Points accumulated by all their opponents in the tournament.
- **FINAL SCORES**
 - Once the last round has finished, it is the duty of the Organizer to rank the players according to their total Objective Points scores.
 - If two or more players are tied for the same position, they are ranked according to their total Victory Points score. If both the Objective Points and Victory Points scores are equal, players are ranked according to the sum total of the Objective Points accumulated by all their opponents in the tournament.
 - The winner of the tournament is the player who ranked first, that is, the one with the highest Objective Points score.
- **ARMY LISTS**
 - Players will be allowed only one 300 point list
 - Players can modify their Army Lists at the beginning of each round, after they have been informed of who their opponent is, what faction they will be facing and what table they will be using. All the lists must be of the same faction or Sectorial Army.



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- Lists must follow all rules for army building set forth in the Infinity rulebooks.
- The only officially sanctioned Army List management tool for ITS play is Infinity Army, available for free on the Infinity website. Army Lists must conform to the rules laid out in the Infinity rulebooks and the special rules of the event, if there are any.
- You are welcome to use the program Infinity Army (available for free on the Infinity website) to create and check your Army Lists. Should there be a discrepancy, the information available on the official Infinity website takes precedence.
- **MERCENARIES**
 - Players cannot use Mercenary Companies, that is, armies which make use of the Mercenary Availability rule to field troops from several factions by reducing their Availability.
 - Mercenary Troops, such as the Yuan Yuan or Avicenna, can be fielded only as part of the Sectorial Armies in which they are available.
 - Authorized Bounty Hunters can be fielded in any human Generic army. They cannot be fielded to fight alongside
 - Sectorial Armies (except the Imperial Service), the Combined Army or the Tohaa.
- **OPEN AND PRIVATE INFORMATION**
 - Part of the composition of your Army List can be considered Private Information, and need not be shared with your opponent until the appropriate time during play. You must write down all Private Information so that you can show it to your opponent at the appropriate time or to the Referee upon request.
 - As a general rule, everything on your Army List is considered Open Information (and must be disclosed with your opponent at the beginning of the game and whenever asked). However, you can keep as Private certain pieces of information:
 - SWC allocation
 - Identity of your Lieutenant
 - Troops using Hidden Deployment
 - Troops using Airborne Deployment
 - Troops using Holo projector
 - Contents of Camouflage and TO Camouflage markers
 - Contents of Impersonation markers
 - You must give the Referee access to any piece of information, Open or Private, anytime it is requested.
- **ROLLS DURING DEPLOYMENT**
 - These include all rolls for the Special Skills Booty, Infiltrate (inside the enemy half of the table), MetaChemistry and Impersonation (inside the enemy Deployment Zone).
 - During any official event, the following sequence of rolls must be followed at the beginning of each game:
 1. **INITIATIVE ROLL:** A Face to Face Roll is made, using each Lieutenant's WIP. Players are not forced to reveal the WIP of their Lieutenant so as not to betray their identity (which is Private Information). Players need only disclose the result of their roll and whether or not it was successful. Players must also inform their opponents whether their Lieutenant has the Strategos Special Skill, and at what level..
 2. **DEPLOYMENT ROLLS:** Players make all rolls required by the troops being deployed as they place them on the game table.
 3. **LAST FIGURE ROLLS:** Immediately after a Last Figure (the one put in reserve during the first phase of Deployment) is deployed, its owner makes all rolls required by that troop.
 4. **AIRBORNE DEPLOYMENT ROLLS:** During the game, after deploying one or more troops with Airborne Deployment, their owner makes all required rolls for them.
- **SCENARIOS:** Quadrant Control, Frontline, Supplies

SCHEDULE

THURSDAY (5:00PM – 12:00AM)	
5:00PM – 5:30PM	Check-in and Registration
5:30PM – 7:00PM	Game #1
7:00PM – 7:30PM	Break
7:30PM – 9:00PM	Game #2
9:00PM – 9:30PM	Break
9:30PM – 11:00PM	Game #3
11:30PM	Awards