



# ADEPTICON 2014

INFINITY: OPERATION PARY CRASHER

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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.

**YOU HAVE BEEN SELECTED TO JOIN A TEAM WHOSE MISSION IS TO RAID A MORAT VESSEL.  
YOUR PRIMARY OBJECTIVE IS THE ELIMINATION OF AN EI ASPECT.**

## 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 game is a multi-player event pitting a team of several Spec Ops players against a GM controlled Combined Army.
- **ARMY LISTS**
  - Each player will build his or her own Spec Ops Character. They will be able to use OP accumulated throughout the convention, either from Open Play or through any Tournaments they participate in. There will be no cap on the XP accumulated.
- **GAMEPLAY**
  - Play will alternate like a normal game of Infinity, with the Spec Ops players having their own turn and the GM having his. All models on the Spec Ops team are considered Friendly to one another.
  - Each individual Spec Ops order pool will be calculated at the beginning of the game. The order Pool will be the sum of their accumulated XP divided by 10 rounding up with a cap of 10 orders per model.
  - Any player wishing to play without participating throughout the weekend can start with a Spec Ops of 25XP
  - The initial breaching of the ship has caught the Morat forces by surprise; they will count as being in Loss of Lieutenant for the entirety of the game. The EI Aspect counts as having the Ghost: Jumper L1 ability, its order pool will be calculated by counting up the number of available proxies. These will include any models with the Ghost: Mnemonica ability and Imetrans.



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- **GAME SPECIAL RULES**

- Their owner's partners treat all Spec Ops in the player's army as Friendly Models.
- Players may spend orders freely during their turn.
- Certain missions may only be completed by specific specialists, i.e. Engineers and Hackers, Spec Ops with the "Specialist" ability may perform any of them with a -3 penalty to any required roll.
- Any Spec Ops model may purchase the Zero-G Terrain Ability for 5 XP.
- Spec Ops selecting the Chain Of Command Ability may treat it as Strategos L1 and assign one of his Orders to any other Spec Ops model at the start of the turn before any Orders are spent.
- Players will receive Kill Points for Kills and various missions that their Spec Ops completes
- The Player with the most Kill Points at the end of the Game will be the winner!