2003 ADEPTICON 2012

INFINITY 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!

BASIC RULES

- This is a three round 200 point, single 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.
- 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.

SCHEDULE

8:00AM – 8:30AM	Check-in and Registration
8:35AM – 10:00AM	Game #1
10:30AM – 11:00AM	Break
11:00AM – 12:30PM	Game #2
12:30PM – 2:00PM	Lunch
2:00PM – 3:30PM	Game #3
3:30PM – 4:00PM	Awards
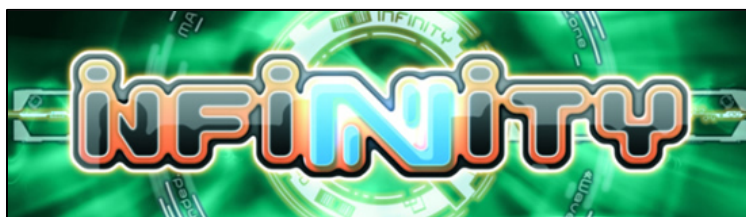
ROUND 3

MISSION BRIEFING

They have one of ours and we have one of theirs. They can't have theirs back and they damn sure can't keep ours.

SETUP

Terrain will be setup beforehand.

Players make a FTF roll using their Lieutenants WIP. Winner decides initiative or deployment.

Players then deploy forces per the rules in the rulebook.

Deployment is 12" up, along opposite board edges.

OBJECTIVES

Primary Objective: Maintain control of your Hostage and either rescue or eliminate your opponents.

Secondary Objective: Minimize losses.

Hostages

Each player will receive one Hostage model. The Hostage model is the last model to be placed by both players, after your reserve models. The Hostage must be placed in base to base contact with one of the players models. That model is now the Hostage's Guard. The Guard may only make short movement skill with the Hostage in tow. If the Guard performs any other skill or is taken out of action, the Hostage is released. A released Hostage immediately becomes a part of the opponent's army and receives one free, out of turn, impetuous order that must be spent to get closer to his own deployment zone. The Hostage is his own

Combat group, he only has his impetuous and Irregular orders to spend, those orders must be spent attempting to get to the controlling players deployment zone. Once the Hostage reaches the Deployment Zone he is removed from play. The Hostage may be recaptured in Close Combat, a successful attack will recapture him, and the model that captured him is now that Hostage's Guard.

LI Hostage							
MOV	CC	BS	PH	WIP	ARM	BTS	W
4-4	6	5	10	11	0	0	1

Irregular Impetuous, No Weapons

SCENARIO END

The scenario ends after 6 turns or when time is called.

VICTORY POINTS

You receive half points (rounding up) for each of your models still alive at the end of the game.

+50 points	If you retain control of your hostage at the end of the game.
+50 points	If Opponent's Hostage has escaped to your Deployment Zone.
+25 points	If Opponent's Hostage is dead at the end of the game.

PLAYER NAME		TABLE NO.	
OPPONENT'S NAME			

MARGINS OF VICTORY

Type of Win	Points Margin	Winner TP	Loser TP
Decisive	126+	6	1
Major	76 to 125	5	2
Minor	26 to 75	4	3
Draw	0 to 25	3	3

After Victory points are calculated, check the chart to the left to see how many Tournament Points (TP) each player receives. Circle the appropriate value in each TP column.

Please turn in this sheet to the judge's booth after your game **TOGETHER** with your opponent.

MISSION BRIEFING

We need to establish a foothold in this quadrant.

SETUP

Terrain will be setup beforehand.

Players make a FTF roll using their Lieutenants WIP. Winner decides initiative or deployment.

Players then deploy their forces.

Deployment zones are opposite corners of the board. They are halfway up and 12" in, forming an L shaped deployment zone.

OBJECTIVES

Primary Objective: Establish areas of control by controlling Table Quarters.
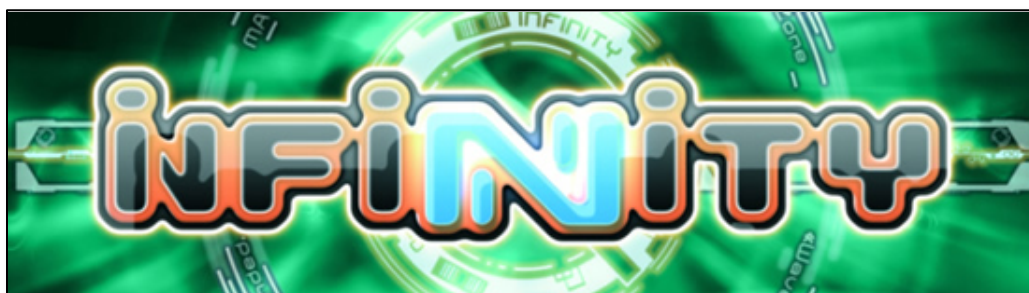
Secondary Objective: Minimize Losses

SCENARIO END

The scenario ends after 6 turns or when time is called.

VICTORY POINTS

You receive half points (rounding up) for each of your models still alive at the end of the game.

+10 points (each)	Each table quarter (most points alive in the quarter) you control.

PLAYER NAME		TABLE NO.	
OPPONENT'S NAME			

MARGINS OF VICTORY

Type of Win	Points Margin	Winner TP	Loser TP
Decisive	126+	6	1
Major	76 to 125	5	2
Minor	26 to 75	4	3
Draw	0 to 25	3	3

After Victory points are calculated, check the chart to the left to see how many Tournament Points (TP) each player receives. Circle the appropriate value in each TP column.

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MISSION BRIEFING

There are three terminals that must be secured.

SETUP

Terrain will be setup beforehand.

There will be three objectives placed on the centerline.

Players make a FTF roll using their Lieutenants WIP. Winner decides initiative or deployment.

Players then deploy forces per the rules in the rulebook.

Deployment is 12" up, along opposite board edges.

OBJECTIVES

Primary Objective: Control the terminals.

Secondary Objective: Minimize losses

Terminal Control

The terminals begin the game under no one's control. To take control of a terminal the player must perform either a Hack, or any other model (without the Hack skill) may attempt to gain control of the terminal with a long skill Willpower test while in base to base with the terminal. The terminal remains under that player's control until another model gains control over it.

SCENARIO END

The scenario ends after 6 turns or when time is called.

VICTORY POINTS

You receive half points (rounding up) for each of your models still alive at the end of the game.

+25 points (each)	Each terminal you control.

PLAYER NAME		TABLE NO.	
OPPONENT'S NAME			

MARGINS OF VICTORY

Type of Win	Points Margin	Winner TP	Loser TP
Decisive	126+	6	1
Major	76 to 125	5	2
Minor	26 to 75	4	3
Draw	0 to 25	3	3

After Victory points are calculated, check the chart to the left to see how many Tournament Points (TP) each player receives. Circle the appropriate value in each TP column.

Please turn in this sheet to the judge's booth after your game **TOGETHER** with your opponent.