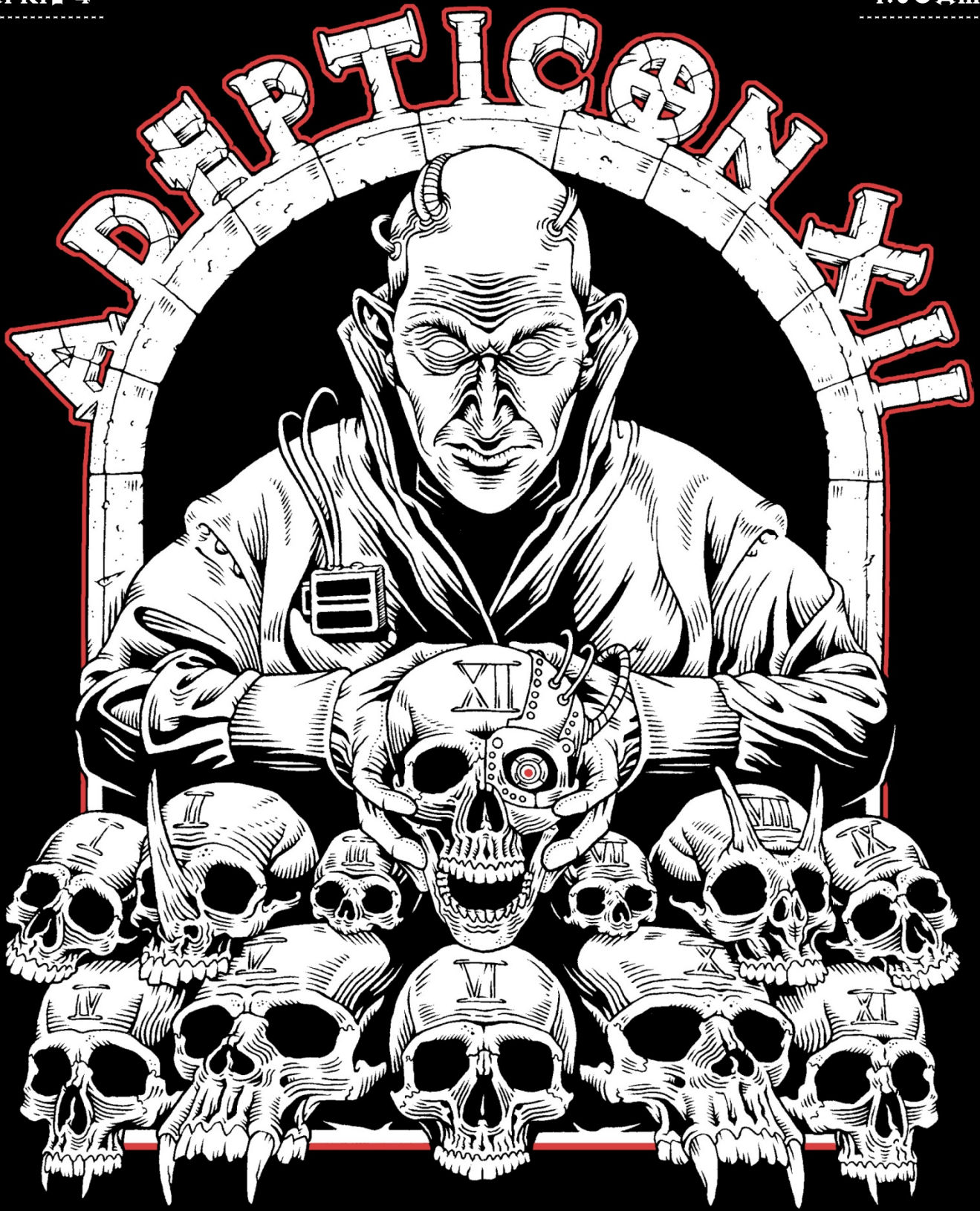


FRIDAY
APRIL 4

6:00PM
1:30AM



INFINITY ANNIHILATION

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 2014

INFINITY ANNIHILATION

ANNIHILATION (TOP-TIER) - ROUND I

MISSION OBJECTIVES

MAIN OBJECTIVES

- To kill **between 100 and 200** enemy Army Points (1 Objective Point).
- To kill **between 201 and 300** enemy Army Points (2 Objective Points).
- To kill **more than 300** enemy Army Points (3 Objective Points).
- If you have **among 100 and 200** surviving Army Points (1 Objective Point).
- If you have **among 201 and 300** surviving Army Points (2 Objective Points).
- If you have **more than 300** surviving Army Points (3 Objective Points).

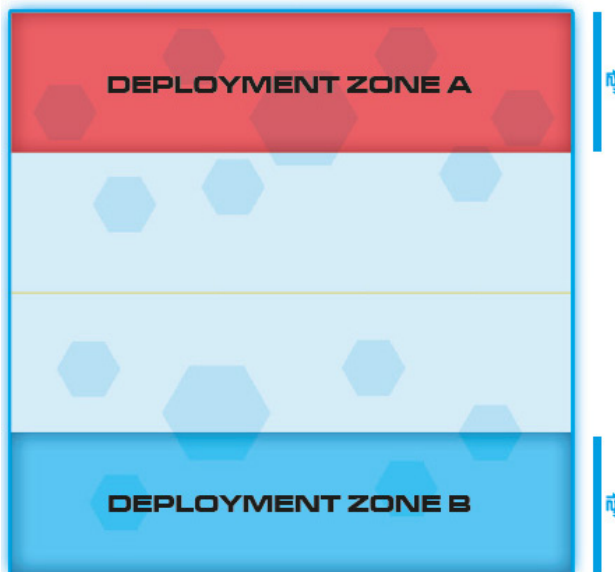
Those miniatures that, at the end of the game, **have not been deployed** on the game table, will be considered **casualties**.

CLASSIFIED

- Each player has **2 Classified Objectives** (1 Objective Point each).

DEPLOYMENT

Side A and Side B: Both players will deploy on opposite sides of the game table, in an area 12 inches deep.



SCENARIO SPECIAL RULES

Game table size: 48 by 48 inches

No Quarter

In this scenario, *Retreat!* rules are not applied.

END OF THE MISSION

This scenario has a limited time frame, so it will automatically finish at the end of the **third game turn**.

Game Status: Hidden Info

Marker/ Model	Notes & Hidden Info	AD1 Zones		AD Model	AD1 Zone	AD3 Arrival Method
		Enemy OZ				
		1	6		2	3
		2	5		2	3
		Your OZ				
		3	4		2	3
Choice	Objective	Notes				
	Test Run	Successful Engineer roll on a friendly model.				
	Data Scan	Hacker with enemy in ZoC makes a short skill against WIP -3.				
	Sabotage	Detonate a D-Charge on chosen terrain in enemy table half. No ARM roll needed.				
	Experimental Drug	Successful Doctor/Paramedic roll on a friendly model.				
	Telemetry	Successfully mark an enemy model via FO/HD+.				
	Extreme Prejudice	Coup de Grâce on Unconscious enemy model.				



<http://wargamingtrader.com/infinity/gamesheet>



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INFINITY ANNIHILATION

ANNIHILATION (TOP-TIER) - ROUND 2

MISSION OBJECTIVES

MAIN OBJECTIVES

- To kill **between 100 and 200** enemy Army Points (1 Objective Point).
- To kill **between 201 and 300** enemy Army Points (2 Objective Points).
- To kill **more than 300** enemy Army Points (3 Objective Points).
- If you have **among 100 and 200** surviving Army Points (1 Objective Point).
- If you have **among 201 and 300** surviving Army Points (2 Objective Points).
- If you have **more than 300** surviving Army Points (3 Objective Points).

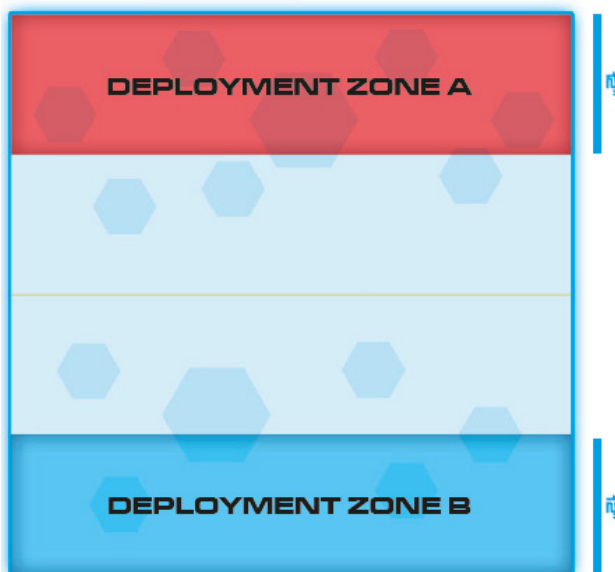
Those miniatures that, at the end of the game, **have not been deployed** on the game table, will be considered **casualties**.

CLASSIFIED

- Each player has **2 Classified Objectives** (1 Objective Point each).

DEPLOYMENT

Side A and Side B: Both players will deploy on opposite sides of the game table, in an area 12 inches deep.



SCENARIO SPECIAL RULES

Game table size: 48 by 48 inches

No Quarter

In this scenario, *Retreat!* rules are not applied.

END OF THE MISSION

This scenario has a limited time frame, so it will automatically finish at the end of the **third game turn**.

Game Status: Hidden Info

Marker/Model	Notes & Hidden Info	AD1 Zones		AD Model	AD1 Zone	AD3 Arrival Method
		<div style="border: 1px solid black; padding: 5px; text-align: center;"> Enemy DZ 1-----6 2-----5 Your DZ 3-----4 </div>				2 3
						2 3
						2 3
						2 3
						2 3
						2 3
						2 3
						2 3
						2 3

Choice	Objective	Notes
	Test Run	Successful Engineer roll on a friendly model.
	Data Scan	Hacker with enemy in ZoC makes a short skill against WIP -3.
	Sabotage	Detonate a D-Charge on chosen terrain in enemy table half. No ARM roll needed.
	Experimental Drug	Successful Doctor/Paramedic roll on a friendly model.
	Telemetry	Successfully mark an enemy model via FO/HD+.
	Extreme Prejudice	Coup de Grâce an Unconscious enemy model.



<http://wargamingtrader.com/infinity/gamesheet>



ADEPTICON 2014

INFINITY ANNIHILATION

ANNIHILATION (TOP-TIER) - ROUND 3

MISSION OBJECTIVES

MAIN OBJECTIVES

- To kill **between 100 and 200** enemy Army Points (1 Objective Point).
- To kill **between 201 and 300** enemy Army Points (2 Objective Points).
- To kill **more than 300** enemy Army Points (3 Objective Points).
- If you have **among 100 and 200** surviving Army Points (1 Objective Point).
- If you have **among 201 and 300** surviving Army Points (2 Objective Points).
- If you have **more than 300** surviving Army Points (3 Objective Points).

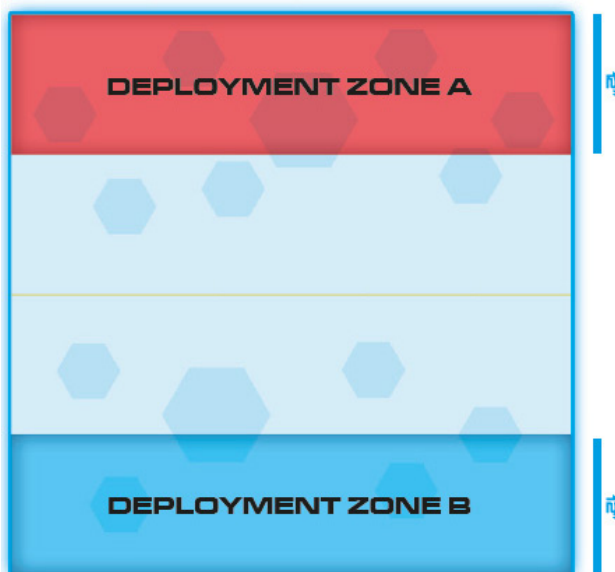
Those miniatures that, at the end of the game, **have not been deployed** on the game table, will be considered **casualties**.

CLASSIFIED

- Each player has **2 Classified Objectives** (1 Objective Point each).

DEPLOYMENT

Side A and Side B: Both players will deploy on opposite sides of the game table, in an area 12 inches deep.



SCENARIO SPECIAL RULES

Game table size: 48 by 48 inches

No Quarter

In this scenario, *Retreat!* rules are not applied.

END OF THE MISSION

This scenario has a limited time frame, so it will automatically finish at the end of the **third game turn**.

Game Status: Hidden Info

Marker/Model	Notes & Hidden Info	AD1 Zones		AD Model	AD1 Zone	AD3 Arrival Method													
		<table border="1"> <tr> <td colspan="2">Enemy DZ</td> </tr> <tr> <td>1</td> <td>6</td> </tr> <tr> <td colspan="2">.....</td> </tr> <tr> <td>2</td> <td>5</td> </tr> <tr> <td colspan="2">Your DZ</td> </tr> <tr> <td>3</td> <td>4</td> </tr> </table>		Enemy DZ		1	6		2	5	Your DZ		3	4			2	3
Enemy DZ																			
1	6																		
.....																			
2	5																		
Your DZ																			
3	4																		
					2	3													
					2	3													
					2	3													
					2	3													
					2	3													
					2	3													
					2	3													
					2	3													
					2	3													

Choice	Objective	Notes
	Test Run	Successful Engineer roll on a friendly model.
	Data Scan	Hacker with enemy in ZoC makes a short skill against WIP -3.
	Sabotage	Detonate a D-Charge on chosen terrain in enemy table half. No ARM roll needed.
	Experimental Drug	Successful Doctor/Paramedic roll on a friendly model.
	Telemetry	Successfully mark an enemy model via FO/HD+.
	Extreme Prejudice	Coup de Grâce an Unconscious enemy model.



<http://wargamingtrader.com/infinity/gamesheet>



ADEPTICON 2014

INFINITY ANNIHILATION

ANNIHILATION (TOP-TIER) - ROUND 4

MISSION OBJECTIVES

MAIN OBJECTIVES

- To kill **between 100 and 200** enemy Army Points (1 Objective Point).
- To kill **between 201 and 300** enemy Army Points (2 Objective Points).
- To kill **more than 300** enemy Army Points (3 Objective Points).
- If you have **among 100 and 200** surviving Army Points (1 Objective Point).
- If you have **among 201 and 300** surviving Army Points (2 Objective Points).
- If you have **more than 300** surviving Army Points (3 Objective Points).

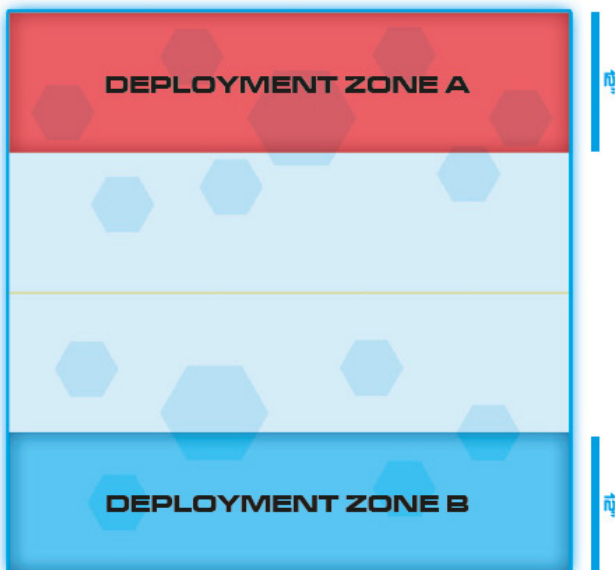
Those miniatures that, at the end of the game, **have not been deployed** on the game table, will be considered **casualties**.

CLASSIFIED

- Each player has **2 Classified Objectives** (1 Objective Point each).

DEPLOYMENT

Side A and Side B: Both players will deploy on opposite sides of the game table, in an area 12 inches deep.



SCENARIO SPECIAL RULES

Game table size: 48 by 48 inches

No Quarter

In this scenario, *Retreat!* rules are not applied.

END OF THE MISSION

This scenario has a limited time frame, so it will automatically finish at the end of the **third game turn**.

Game Status: Hidden Info

Marker/Model	Notes & Hidden Info	AD1 Zones		AD Model	AD1 Zone	AD3 Arrival Method
		Enemy DZ			2	3
		1	6		2	3
		Your DZ			2	3
		2	5		2	3
					2	3
					2	3
					2	3
					2	3
					2	3
					2	3
					2	3
					2	3
					2	3
					2	3
					2	3

Choice	Objective	Notes
	Test Run	Successful Engineer roll on a friendly model.
	Data Scan	Hacker with enemy in ZoC makes a short skill against WIP -3.
	Sabotage	Detonate a D-Charge on chosen terrain in enemy table half. No ARM roll needed.
	Experimental Drug	Successful Doctor/Paramedic roll on a friendly model.
	Telemetry	Successfully mark an enemy model via FO/HD+.
	Extreme Prejudice	Coup de Grâce an Unconscious enemy model.



<http://wargamingtrader.com/infinity/gamesheet>



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INFINITY ANNIHILATION

CLASSIFIED OBJECTIVES

In ITS scenarios, *Classified Objectives* are additional objectives a player can accomplish to get more Objective Points.

Usually, each *Classified Objective* provides 1 Objective Point, but this amount can vary due to the special conditions of the scenario.

Each *Classified Objective* provides its Objective Points one single time in each scenario. Even if the requirements of the *Classified Objective* are achieved again, it will not provide additional Objective Points.

A troop who has been affected by *E/M* Special Ammunition and has his weapons and equipment *Disabled* can still accomplish the *Classified Objectives*.

SELECTION

Each scenario specifies how many *Classified Objectives* can be accomplished in it.

The players will choose one of the models of the Classified Chart provided and roll twice for each *Classified Objective* allowed in the scenario. Players are able to choose one result from the two dice rolls. If both rolls give the same *Classified Objective*, the player can repeat one of the dice until the result is different.

The players will make the Classified Chart roll after finding out which mission will be played and which army he will have to face, but before choosing his Army List (In those situations where the tournament allows creation of more than one Army List).

The *Classified Objectives* must be kept secret until the moment they are accomplished. Once they are chosen, the player must note them down in the same way he does for a *Hidden Deployment* unit or his *Lieutenant*.

OBJECTIVES

DATA SCAN

Requirements: *Hacker*

Objective: The *Hacker* must to succeed at one *WIP-3* Roll against any enemy model placed inside his *Zone of Control*.

EXPERIMENTAL DRUG

Requirements: *Doctor* or *Paramedic*

Objective: To succeed at a *Heal (Doctor)* or *Heal (MediKit)* on any allied figure.

EXTREME PREJUDICE

Requirements: -

Objective: To perform a *Coup de Grâce* against an *Unconscious* enemy model.

SABOTAGE

Requirements: *D-Charges*

Special: The player must choose a scenery item placed entirely inside the enemy's half of the table. This scenery item will be considered the target of the *Classified Objective*.

Objective: To detonate a *D-Charge* on the targeted scenery item. It is not necessary to make an *ARM* Roll for the item.

TELEMETRY

Requirements: *Forward Observer* or *Hacking Device Plus*

Objective: To succeed at a *Forward Observer* marking Roll against one enemy model.

TEST RUN

Requirements: *Engineer*

Objective: To succeed at an *Engineer* Roll on any allied figure.



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INFINITY ANNIHILATION

CLASSIFIED CHART MODELS

MODEL 1

D20	OBJECTIVE
1	Test Run
2	Experimental Drug
3	Data Scan
4	Telemetry
5	Sabotage
6	Test Run
7	Telemetry
8	Data Scan
9	Extreme Prejudice
10	Sabotage
11	Telemetry
12	Experimental Drug
13	Test Run
14	Data Scan
15	Sabotage
16	Experimental Drug
17	Telemetry
18	Data Scan
19	Test Run
20	Experimental Drug

MODEL 2

D20	OBJECTIVE
1	Experimental Drug
2	Test Run
3	Telemetry
4	Experimental Drug
5	Test Run
6	Data Scan
7	Sabotage
8	Experimental Drug
9	Data Scan
10	Telemetry
11	Test Run
12	Telemetry
13	Data Scan
14	Sabotage
15	Experimental Drug
16	Extreme Prejudice
17	Sabotage
18	Telemetry
19	Data Scan
20	Test Run

MODEL 3

D20	OBJECTIVE
1	Data Scan
2	Telemetry
3	Experimental Drug
4	Test Run
5	Data Scan
6	Telemetry
7	Experimental Drug
8	Test Run
9	Telemetry
10	Experimental Drug
11	Sabotage
12	Data Scan
13	Sabotage
14	Test Run
15	Sabotage
16	Telemetry
17	Extreme Prejudice
18	Test Run
19	Experimental Drug
20	Data Scan

MODEL 4

D20	OBJECTIVE
1	Telemetry
2	Data Scan
3	Test Run
4	Data Scan
5	Experimental Drug
6	Sabotage
7	Test Run
8	Telemetry
9	Experimental Drug
10	Test Run
11	Data Scan
12	Sabotage
13	Experimental Drug
14	Telemetry
15	Extreme Prejudice
16	Test Run
17	Data Scan
18	Experimental Drug
19	Telemetry
20	Sabotage

NAME: _____

FACTION: _____



ITS PIN: _____

DATE: _____

FINAL OP:

FINAL VP:

FINAL POSITION:

ROUND 1

Bye

Private Info: _____

Opponent's PIN: _____

Objective Points: _____

Victory Points: _____

Classified Objective: _____

ROUND 2

Bye

Private Info: _____

Opponent's PIN: _____

Objective Points: _____

Victory Points: _____

Classified Objective: _____

ROUND 3

Bye

Private Info: _____

Opponent's PIN: _____

Objective Points: _____

Victory Points: _____

Classified Objective: _____

ROUND 4

Bye

Private Info: _____

Opponent's PIN: _____

Objective Points: _____

Victory Points: _____

Classified Objective: _____

ROUND 5

Bye

Private Info: _____

Opponent's PIN: _____

Objective Points: _____

Victory Points: _____

Classified Objective: _____