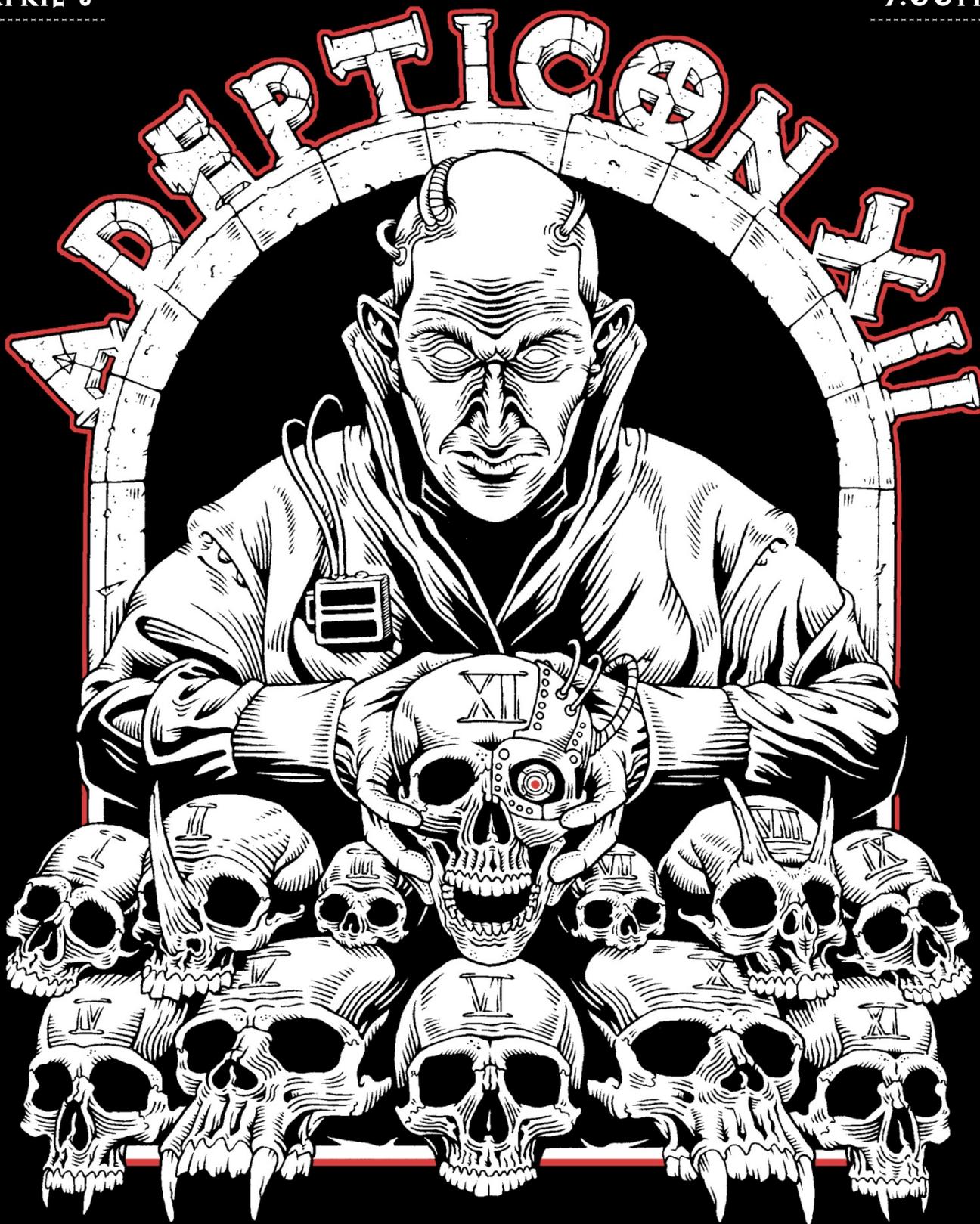


SATURDAY
APRIL 5

8:00 AM
9:00 PM



INFINITY GRAND TØURNAMENT

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 GRAND TOURNAMENT

ANTENNAE FIELD

MISSION OBJECTIVES

MAIN OBJECTIVES

- At the end of each **Game Turn**: *Control more Transmission Antennae* than the adversary (2 Objective Points).
- At the end of each **Game Turn**: *Control the same number of Transmission Antennae* as the adversary (1 Objective Point, if the player **Controls at least 1 Transmission Antenna**).

SECONDARY OBJECTIVES

- *Control the Main Transmission Antenna* at the end of the game (2 Objective Points).
- *Control the Transmission Antenna* in the enemy *Zone of Deployment* at the end of the game (1 Objective Point).

CLASSIFIED

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

DEPLOYMENT

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

It is not allowed to deploy in base contact with the *Transmission Antennae*.

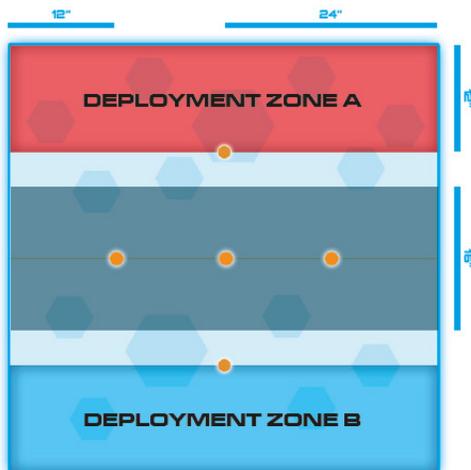
EXCLUSION ZONE

The use of the *Airborne Deployment*, *Mechanized Deployment* and *Infiltration* Special Skills is not allowed, as well as the deployment rule of the *Impersonation* Special Skill, inside of an 8 inch area on either side of the central line of the game table. *Exclusion Zone* does not apply to the *Dispersion* rule.

END OF THE MISSION

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

If one of the players starts his active turn in the *Retreat!* state, the game will end at the end of that player's turn.



SCENARIO SPECIAL RULES

Game table size: 48 by 48 inches

TRANSMISSION ANTENNAE

- There is a total of 5 *Transmission Antennae*:
- The *Main Transmission Antenna* is placed in the center of the game table.
- There are 2 *Transmission Antennae* placed along the central line and 12 inches from the edges.
- There is 1 *Transmission Antenna* placed on the border of each *Zone of Deployment*, 24 inches from each edge of the table.

Each *Transmission Antennae* must be represented by a *Transmission Antenna Marker* (TRANS. ANTENNA) or by a scenery piece of the same diameter (such as the *Communications Array* by Warsenal or the *Sat Station Antenna* by Customeeple).

CONTROLLING THE TRANSMISSION ANTENNAE

A *Transmission Antenna* is considered to be *Controlled* by a player as long as that player is the only one with at least one *Specialist Troop* (as a model, not a Marker) in base contact with it. Non-specialist troops cannot *Control the Transmission Antenna*, but can prevent the enemy from *Controlling* it by being in base contact with it. *Unconscious*, *Dead* or *Sepsitorized* troops cannot do either.

SPECIALIST TROOPS

In this scenario, only *Doctors*, *Engineers*, *Forward Observers*, *Hackers*, *Paramedics* and troops possessing the *Chain of Command* Special Skill are considered to be *Specialist Troops*. *Hackers*, *Doctors* and *Engineers* cannot make use of *Repeaters* or *G: Servant* models to perform tasks reserved to *Specialist Troops*.

REMEMBER: Troops possessing the *Specialist Troop* Special Skill can accomplish the different tasks the *Specialist Troops* perform in this mission.

A *Specialist Troop* who has been affected by *E/M* Special Ammunition and has his weapons and equipment *Disabled* can still accomplish the Objectives of this scenario.

Game Status: Hidden Info

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

MISSION OBJECTIVES

MAIN OBJECTIVES

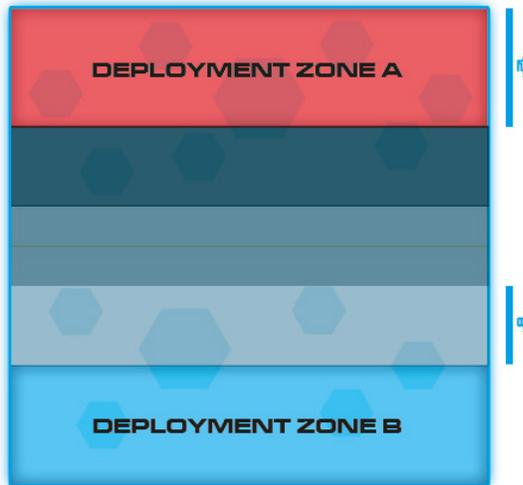
- To dominate the nearest area to your *Deployment Zone* (1 Objective Point).
- To dominate the **central area** (3 Objective Points).
- To dominate the **farthest area** from your *Deployment Zone* (4 Objective Points).

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

DOMINATION AREAS

When the game is finished, **but not before**, 3 *Domination Areas* are marked out. These *Domination Areas* are 8 inches deep and as wide as the game table. Two of these *Domination Areas* are placed 4 inches from the central line of the game table, one on each side, and the third *Domination Area* will be a strip 4 inches wide in the central area of the table (See map below).

An area is considered Dominated by a player if he has **more** Army Points than the adversary **inside** the area. Only troops considered as being **miniatures** or **Markers** (Camouflage, *Spawn-Embryo*, *Seed-Embryo*...) count, as well as *All Beacons*, *Proxies* and *G: Servant Remotes*. Those troops in *Unconscious*, *Dead* or *Sepsitorized* states will not be counted. Those Markers representing weapons or pieces of equipment (Like Mines or Deployable Repeaters), fake Holoechoes and any Marker that does not represent a trooper will not be considered either.

A troop, being a miniature or a Marker, will be considered inside a *Domination Area* if it has **more than the half** of its base inside that *Domination Area*.

Shasvastii

Troops possessing the *Shasvastii* Special Skill placed inside a *Domination Area* will always be counted while they are in Normal, *Unconscious* or *Spawn-Embryo* states.

Baggage

Troops possessing the *Baggage* Special Skill placed inside a *Domination Area* will also be counted, providing the extra Army Points this Special Skill grants.

Groups

Troop groups with one single Cost value for all of them (Antipode Assault Packs, Zoe & Π-Well, Carlota Kowalsky & Moriarty...) must all be placed inside the *Domination Area* to be counted.

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;"> <p style="text-align: center;">Enemy DZ</p> <div style="display: flex; justify-content: space-between;"> 1 6 </div> <hr style="border-top: 1px dashed black;"/> <div style="display: flex; justify-content: space-between;"> 2 5 </div> <p style="text-align: center;">Your DZ</p> <div style="display: flex; justify-content: space-between;"> 3 4 </div> </div>				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.

END OF THE MISSION

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

If one of the players starts his active turn in the *Retreat!* state, the game will end at the end of that player's turn.



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INFINITY GRAND TOURNAMENT

SUPPLIES

MISSION OBJECTIVES

MAIN OBJECTIVES

- For each *Supply Box* your miniatures have at the end of the battle (1 Objective Point).
- If you have more *Supply Boxes* than your adversary at the end of the battle (3 Objective Points).
- If your adversary has **no** *Supply Boxes* at the end of the battle (2 Objective Point).

CLASSIFIED

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

DEPLOYMENT

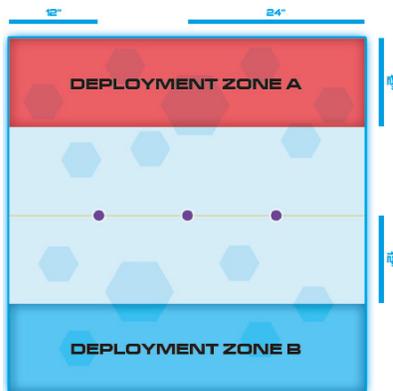
Side A and Side B: Both players will deploy on opposite sides of the game table, in an area 12 inches deep.

It is not permitted to deploy in base contact with *the Tech Coffins*.

END OF THE MISSION

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

If one of the players starts his active turn in the *Retreat!* state, the game will end at the end of that player's 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 colspan="2">Your DZ</td> </tr> <tr> <td>2</td> <td>5</td> </tr> <tr> <td colspan="2">-----</td> </tr> <tr> <td>3</td> <td>4</td> </tr> </table>		Enemy DZ		1	6	-----		Your DZ		2	5	-----		3	4			2 3	3
Enemy DZ																					
1	6																				

Your DZ																					
2	5																				

3	4																				
					2 3	3															
					2 3	3															
					2 3	3															
					2 3	3															
					2 3	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 FOIHD+.
	Extreme Prejudice	Coup de Grâce an Unconscious enemy model.

SCENARIO SPECIAL RULES

Game table size: 48 by 48 inches

TECH COFFINS

There are a total of 3 *Tech Coffins*. One of them must be placed in the center of the table while the other two must be placed along the central line of the table, at 12 inches from its edge.

The *Tech Coffins* must be represented by a *Tech Coffin Marker* or with a scenery piece of the same diameter (Such as the *Stasis Coffins* by Warsenal or the *Cryo Pod* by Customeeple).

TO EXTRACT THE SUPPLY BOXES

Inside each *Tech Coffin* there is one *Supply Box*. To extract a *Supply Box*, a *Specialist Trooper* must be in base contact with *the Tech Coffin*, spend one Short Skill of an Order, or an ARO, and succeed at a Normal WIP Roll. If the roll fails, this can be repeated as many times as necessary, each time spending the corresponding Short Skill of an Order, or ARO, and making the roll.

Once the roll is successful, the *Tech Coffin* marker is removed from the game table. If a scenery item is used instead of a Marker, then it can be kept on the game table but a Disabled (DIS) Marker must be placed besides it.

SUPPLY BOXES

Each miniature can carry a maximum of 1 *Supply Box*. To denote this, place a *Supply Box*, or a similar scenery item (Such as the *Tech Crates* by Micro Art Studio, the *Gang Tie Containers* by Bandua Wargames, the *Supply Boxes* by Warsenal or the *Cargo Crates* by Customeeple), besides the figure. Troops possessing the *Baggage Special Skill* can carry up to 3 *Supply Boxes*.

The *Supply Box* Marker must always be kept on the table, even if the miniature which is carrying it passes to *Unconscious* or *Dead* state.

Any troop can take a *Supply Box* from the ground, from the hands of an *Unconscious* or *Immobilized* figure, or from an allied troop in a Normal state, by entering base to base contact and spending one Short Skill of an Order.

REMEMBER: To perform a Short Skill, for example to extract or recover a *Supply Box*, automatically reveals those troops in Marker state (Camouflaged troops, Impersonators, Holoechoes...). Only figures and not Markers (Camo, Impersonation, Holoechoes...) can carry with the *Supply Boxes*.

SPECIALIST TROOPS

In this scenario, only *Doctors*, *Engineers*, *Forward Observers*, *Hackers*, *Paramedics* and troops possessing the *Chain of Command Special Skill* are considered to be *Specialist Troops*.

Hackers, *Doctors* and *Engineers* cannot make use of *Repeaters* or *G: Servant* models to perform tasks reserved to *Specialist Troops*.

REMEMBER: Troops possessing the *Specialist Troop Special Skill* can accomplish the different tasks the *Specialist Troops* perform in this mission.

A *Specialist Troop* who has been affected by *E/M Special Ammunition* and has his weapons and equipment *Disabled* can still accomplish the Objectives of this scenario.



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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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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: _____