



ADEPTICON 2024

INFINITY THE GAME

LUCIEN SFORZA'S DAY OFF

ADEPTICON 2024 NARRATIVE EVENT

A fragile sort of calm has settled over the Independent Micro-Nation of Asteroid Chicago. It had always served as a safe haven for lunatics, radical activists, and fringe organizations a little too wild for the norms of even a place like Human Edge. Then last year the Lord Mayor Ditka disappeared in a dizzying spiral of violent protest, bizarre happenings, and cryptid sightings now referred to as the Big Troubles. When the dust settled, the MinChicago Restaurant guild had taken control of the asteroid city-state, and began implementing a series of reforms. For a brief period following the conflict, the MiniChicago Restaurant Guild tried ruling with an iron fist, but iron rule quickly fell apart due to scheduling and staffing conflicts. This led to a happy compromise wherein the citizenry generally agrees to complain about being repressed, while the New Management mostly congratulates themselves on how good of a job they do, and meanwhile the place is left to mostly run itself.

Now a year into the neon reign of the Guild, tension simmers anew as MiniChicago faces a new menace: Tourists.

Intrigued by MiniChicagos reputation for lawlessness and the MiniChicago Restaurant Guild's clever marketing campaigns touting the excellent food, the curious and confused of the Human Sphere have begin to make the trek to this distant hotspot, because everyone knows that things must be really good if you have to travel a long way to get there.

And then, off a transport steps Father Lucien Sforza - bounty hunter, witch hunter, menace of the submundo. The transport's stewardess reported he claimed to be on vacation, using his leave from Contracted Backup to take in the sights. But this is a man who specializes in bringing dark secrets into the harsh light of day, and MiniChicago has many secrets. Whose bounty is he here to collect? What is his real mission? Who is being set up?

MiniChicago is a simmering pot and it doesn't take much more than a noodle of suspicion to make the whole thing boil over..

EVENT RULES:

EVENT STRUCTURE:

60 players over 3 rounds. Before the event begins, Commanders will be designated, and teams of players will be assigned to a Cabal. Cabals will be up to 6 players each, and will have their own narrative goals. Each player will bring two (2) ITS-legal 200pt lists from the same Infinity Army Faction / Sectoral.

A WILDERNESS OF MIRRORS:

The forces operating in this theater represent a mix of pirates, conspiracy theorists, private security forces, over-equipped mercenaries, cryptid hunters, authorized bounty hunters, unauthorized bounty hunters, street gangs, combat janitors, militant extremists of assorted varieties, and a smattering of deep cover corporate strike squads. These have been hired through complex agreements hidden through multiple layers of duplicity.

Narratively speaking, just because you selected Varuna from Infinity Army does not mean the army you field actually represents the Varuna Immediate Reaction Force - players are encouraged to think of their forces as agents of their parent cabal, just one part of the pool of restless troublemakers who call MiniChicago home.

MISSIONS:

There are a total of 8 missions available for this event. Each table will have a single mission associated with it for all three rounds of the event. Some missions may be found only on one table, others may be found on several tables. Players will get to play 3 missions, but will have to ask everyone else about the remainder.

PAIRINGS:

Tables and pairings will not be assigned by the organizers during this event. Rather, Commanders will dispatch their players to open tables in order to try to achieve their cabal objectives. This will be weird and confusing. Roll with it.

- Each Commander in order determined by TOs will dispatch two players to claim a table.
- Once each table has one player, each Commander in the same order will dispatch two more players to oppose the now-claimed tables.
- Finally, any unaffiliated mercenaries will go to remaining unpaired tables.
- Judges will resolve any unpaired players or otherwise weird pairings in any manner that amuses them.



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RULE OF CARNAGE:

If is possible that something in this rules packet does not make sense. This may be a creative oversight on the part of the rules-designer, or it may be a complex test of player behavior, or a plot by the revenge-seeking Tohaa. Regardless, players should use judgment to agree to an outcome - with the tiebreaker being, for the purpose of this event, that players should agree on the rules interpretation results in the most **ludicrously dangerous outcome** that keeps the game moving. Preference should be given to rules interpretations which result in something exploding in a magnificent fireball while someone else walks away in a nonchalant manner. Preferably while wearing sunglasses.

LIFE MOVES FAST - DEPLOYMENT BONUS

Each player may score +1 bonus Tournament Point if their entire deployment takes no more than 10 minutes total - including reserves. Players must time each other to claim this bonus.

TOURNAMENT POINTS:

Victory	4	Earning more Total Objective Points than the opponent
Tie	2	Earning as many Total Objective Points as the opponent.
Defeat	0	Earning fewer Objective Points than the opponent.
Offensive Bonus	+1	Earning 5 Primary Objective Points. This Tournament Point is added to the obtained result
Defensive Bonus	+1	Losing by 2 or less Total Objective Points. This Tournament Point is added to the obtained result
Personal Narrative Bonus	+1	Earning 4 or more Cabal Objective points. This Tournament Point is added to the obtained result
Deployment Bonus	+1	Earn player may earn 1 additional point for getting their Deployment Phase completed in less than 10 minutes

Tournament points earned by all players in a cabal will be totalled together to create the Faction Score.

PLAYER ROLES

Players will take on the roles within the leadership of a militant wing of their cabal. There are many such in MiniChicago, too many to actually count. To represent the wide array of interesting people here players will be given Role cards.

These are closed information, which are only revealed if another rule reveals them or if a player slips up and reveals something because that player did not read these rules and

did not notice that it was pointed out twice that this is closed information. There are three Loyalty Ranks on these cards:

	Loyalists are committed to their faction, and require no payment (though they will not mind if they get paid). They will always report a score for their faction.
	Mercenaries are loyal for a price. If a Mercenary loses a game, they may choose to go into the hiring pool and negotiate their services. Mercenaries may choose to take no compensation, but if they do so they may report a score for any faction they choose.
	Some Freebirds pursue their own goals, some are just crazy. Freebirds may always report a score for any faction they choose, regardless of who has hired or paid them. These birds you cannot tame.

EQUIPAGE

With thriving black market rings, a healthy can-do attitude, and a nonchalance concerning concepts of "exceedingly dangerous" and "broken beyond repair", the inhabitants of MiniChicago have managed to create a robust hidden economy for unique and purpose-built tech. The rest of the human sphere would shrink in horror at the ludicrously unsafe one-offs in circulation here at the far edge of the Human Edge system - that's just Thursday. Each card has an MSRP - Minimum Suggested Retail Price. Cards may be traded for any cost or no cost - that's why it says "suggested".

Card Type	Description	OPEN	CLOSED
Turrets	Turret cards are deployable equipment. They can claim cover, but cannot receive orders from the order pool.		
Remotes	Remote cards are Troopers. They do not generate orders but may receive orders from the order pool. They are hackable. When their last wound is removed, remove them from play.		
Everything Else	None of these have been playtested, or if playtested, we decided to roll forward with them anyway. Good luck you brave souls, and godspeed.		



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WHO'S WHO: A GUIDE TO THE PROMINENT AUTHORITIES, GANGS, GUILDS, & ASSOCIATIONS OF FREE-THINKING INDIVIDUALS OF MINICHICAGO

MiniChicago politics is a rough and tumble sport. Many groups struggle for power over this anarchic city-state, each with their own esoteric aims, schemes and struggles. They rise, they fall, they splinter, then fall, then rise again - like bits of questionable protein in some highly suspect au jus. Anyone with an insane goal and half a plan can draw upon an ever-present pool of hired muscle (represented by the players) to enact their overly convoluted schemes.

MINICHICAGO RESTAURANT GUILD



The MiniChicago Restaurant Guild ran food in MiniChicago. This ruthless culinary association / criminal racketeering enterprise made sure the nutri-dogs were piled high with rel-ish and neosport peppers and that the Real-Beef sandwiches were slathered in authentic gray-vee.

Last year the Guild took control of MiniChicago in a ruthless series of calculated moves. What emerged was no longer just a guild - it was now the Government. Once the station was under their control, the Guild launched a ruthless series of ad campaigns highlighting their new synth meat burgers made from all-natural ingredients, and the unique culinary traditions of the station.

Life is great for the Guild, which has absolutely nothing to hide, and nothing to fear from something as silly as a simple visit by a bounty hunter. Now move along, there is nothing to see here.

MINICHICAGO CUSTODIAL AUTHORITY



The Hall Monitors have the thankless task of keeping MiniChicago tidy in both sanitation and law enforcement matters. Their eternal mission is to keep the corridors clean and thoroughfares moving efficiently.

The Hall Monitors evolved from the original station's custodial crew, and now represent some of the best trained and most militant janitors on the Human Sphere. You neither want to mess with them, nor leave a mess where they can find it. The many organized crime syndicates on MiniChicago have some of the best private cleaner crews in the human sphere, because the last thing anyone wants is to leave spots for the Hall Monitors. These custodians hold grudges, and have massive caches of confiscated weapons they greatly enjoy testing.

Now though Custodial Management is riled up. Some despicable hellion seems to be committing random acts of sabotage across the station. What kind of hooligan gets their kicks from destroying cameras, filling unused access corridors with nasty bio-goop, and breaking into storerooms to eat the supplies?. What kind of sicko would do such a vile and frankly unsanitary acts? The Hall Monitors are mobilizing to hunt down these hooligans, and when the mop of justice strikes things tend to get messy.

DECONSTRUCTIONIST MOTHERSHIP ANARCHIST INDEPENDENT MUSIC COLLECTIVE



In the Big Trouble, the Devouring Mothers musicians guild found its dreams of DIY revolution shattered against the brutal reality of space station politics. The survivors retreated to their green rooms, and, after minutes of soul searching, reconstituted themselves as a leaderless militant utopian prog-rock movement. Though their new dogma seems to have failed its first task (choosing a name) their dreams of music-filled Unified Scene out amongst the stars remains intact. Names come and go. Prog songs are forever.

A year later, the DEMAIMC faces a horror that may crush their idyllic paradise forever. See, when the Big Trouble hit last year, surviving Dee-Mos refused to go quietly. They put stylishly edited footage out on Maya to prevent a coverup. Some of those vid's went viral. Views grew, and so did interest in the Post-Crash Synthprog/NeoMetal bands who provided the soundtrack. Now a highly specific slice of the human sphere's attention is focused on the MiniChicago music scene. Entertainment execs are everywhere, ready to trap unsuspecting band members in inescapable contracts. Tourists descend on secret underground music venues to snap selfies. How much more can the music scene take - before the scene is over

DEEMO ANARCHIST INDEPENDANT FESTIVAL HOLDINGS INC



Last year in the Big Trouble, the Devouring Mothers anarchist musicians' guild found unexpected commercial success as the MiniChicago sound broke through to the wider Mayanet. Now a year later, the true heroes of the Devouring Mothers face their greatest money-making opportunity yet - a massive music festival on a defunct asteroid mining habitat not far from MiniChicago. Sure the place is remote and the life support systems aren't exactly "working" but the DeeMo Anarchist Music Festival is absolutely sure to be the single most important thing to happen to the human sphere in recent memory - way more important than whatever that business was on Concilium Prime. Now the human sphere's fickle attention is focused on the MiniChicago music scene as influencers and net personalities flock to this isolated hotspot. Entertainment execs are everywhere, ready to sign terrible bands into lucrative contracts. Shithole music venues are suddenly icons selling overpriced drinks. Prepare to



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make bank, and let no one stand in our way. The music comes first, with profit comes a close second.

MURPHY-HIRANO SYNTHETICS

The convoluted legal structure of MicroChicago and relative lack of

enforcement mechanisms make this tiny nation an attractive place for larger corporations to spin up untraceable subsidiaries dealing in technologies of questionable ethics. Murphy-Hirano is one such corporation.

From its humble beginnings as a maker of autonomous combat units for use in the Aristeia arena, Murphy-Hirano has grown its portfolio to include increasingly sophisticated combat systems that just barely skirt O-12 restrictions on independent AI. The relative isolation of MiniChicago, and its proximity to so many defunct asteroid mining habitats, means it's perfect for secret autonomous weapons tests. And if anything were to go wrong, there are no civilians around to cause trouble. But does the arrival of Father Lucien mean that Murphy-Hirano has finally crossed a line?

BEARCLAW HOLDINGS INC



Da Bears are an insular clan of old-money asteroid miners, named in honor of the great heroes of Old Earth Chicago. Formerly a loose confederation known as the Children of The Bear, Da Bears helped found MiniChicago and are responsible for many of its organizational peculiarities. During the Big Troubles last year, they seized the shipping docks and several of the fringe asteroid habitats. This earned them a formal

place in the MiniChicago administration, and Da Bears were delighted to discover their former reliance on violent protection rackets and extortion were indistinguishable from normal governmental business.

This newfound employment caused many Bears to move out of their old asteroid habitats and into the main city where the life support systems are less haphazard and more consistently "operational". It's not all beer and sponge cake though, as being in charge of Custom inspections spiraled old-timer smugglers into many an existential crisis. (How can it still smuggling?)

Things are going so well in fact, that some of the more forward thinking Bears are pondering why it is that they don't control the whole station. It's a good thought, and who wants to argue with a Bear?

ROSEMONT PARANORMAL EXPLORERS



So like, the whole human sphere spends their whole lives in wicked exciting ad-soaked digital reality plastered over the boring drab real world. MiniChicago is different. Scratch the surface and you realize this whole mayanet here is built on third-hand no-brand repeaters and hope.

Look in the cracks and there is some truly special weirdness. For years MiniChicago has been plagued by little glitches - ghosts, they are called. Last year, the Big Trouble gave the ROSEMONT Ghostbusters a front-row seat to some epic-scale weirdness. This previously harmless mystic-hacker collective got massively spooked right before the Big Troubles. In the chaos they staged well-coordinated raids on the Xenomollusk Preserve and a few other locations - then went dark. The Administration is sure the group disbanded, but others aren't so sure. They went looking for the missing Lord Mayor Ditka last year, and whatever they found, wasn't just some ghost they were afraid of. Are they linked to the periodic sightings of Snailzilla - MiniChicago's own cryptid?

XENOMOLLUSK LIBERATION FRONT



Following an ecodisaster on the moon NAV-R1 in the Dawn system, environmental radicals from the eco-group Citizens For The Preservation of The Sabertoothed Octosnail founded a xenomollusk preserve on Elk Rock, a disused asteroid base harnessed to Mini-Chicago.

All was going fine, with hardly any fatalities amongst the snail wrangler staff. Then suddenly, right before the Big Trouble, things got weird. Doors left open that should have been locked, overturned snail pens, shadowy figures in the dark, then xenomollusk rustlers - dark slimy stuff right? When the Big Trouble hit, people got freaked out over reports of "surges of octosnails" coming out of vents, and grainy footage of "rampaging giant mutant Xenomollusks" - ones that that didn't come from the preserve mind you - "devouring everything in sight". Which is a massive distortion mind you, the big mollusks only ate a small fraction of the things and people they encountered.

But when the slime settled, the Caledonian Xenomollusk Preservation Front had been branded a terrorist organization and ran out of their own xenomollusk preserve by the Restaurant Guild.

Now agents left inside tell horror stories of genetic experimentation run amok on defenseless alien space snails, growing them bigger and bigger. You know the secret behind that new synth-meat crap the guild is pushing? That's snail meat. Our snails.

They wanted a war - well now they will get one. That's got to be why Lucien Sforza is here, to set things right and free the snails. Sforza will save us

KOKUREN CORPORATE SERVICES



This administrative consultant company was hired shortly after the Big Trouble to review the myriad administrative issues that had arisen under the haphazard leadership of the former Lord Mayor Ditka. After many billable hours, they discovered that all the problems could be solved if the administration simply put Kokuren in charge of all the tedious, boring, and vitally

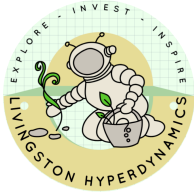
important tasks necessary that keep the station running. And it



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turned out they were able to do this for extremely reasonable rates because absolutely no one was checking the books. This allowed for many Kokuren business associates to partake in much lucrative extracurricular activity. But this sleek and savvy upstart company has earned enemies from all corners. There is only one thing the citizens of MiniChicago hate more than all the deep-seated problems of the asteroid city-state, and that's things changing in any way. But that's no bother for the employees of KCS - there are efficiencies to be gained, and waste elements to be eliminated.



LIVINGSTON HYPERDYNAMICS

Livingston Hyperdynamics is an enigmatic biosciences corporation headed by the charismatic CEO, a Tohaa scientist who goes by the moniker Victor Livingston. Their cheerful marketing brochures tout research on what they call "AstroFlora" - engineered algae designed to create biospheres from scratch. When this algae goes to work, it can rapidly terraform uninhabitable asteroid surfaces, generating breathable atmospheres, fertile soil, and even synthetic water sources. If the marketing is to be believed, this algae could carve out entire ecosystems from scratch, transforming barren moons and paving the way for exploitation of the newly transformed resources.

Rumor says that their MiniChicago facility is researching a project codenamed "Eclipse" that harnesses the exponential growth and adaptability of certain strains of hyper-aggressive AstroFlora to create a self-replicating, autonomous terraforming agent. But unlike the terrible consequences of the Nanotech wars, this all-consuming terraforming agent is safe because its natural. Who can be scared of Algae?

OHARE KNITTING CIRCLE & INDEPENDENT MERCENARY ASSOCIATION



There is a saying on MiniChicago, given time and decent profit margins, all organizations eventually trend towards violence. A case in point is the Knitting Circle, the city's leading source of for-profit violence and handmade apparel. Initially founded as a fiber arts crafting group by several retired veterans of the NeoColonial Wars, the Knitting Circle soon turned to re-organizing remnants of defunct merc companies into startlingly effective new fighting units. Happily amoral, these units will apply tasteful levels of violence to anyone as long as the money is right. When the money goes wrong, things get bad. You don't cross the knitting circle.

It is unclear at this point who the ringleaders of the knitting circle are. While the group is more than happy to show off their signature scarves, they are decidedly tight-lipped about the group's internal structure.

The first rule of knitting circle is you do not talk about knitting circle.

HIGH VALUE TARGETS AND CIVILIANS:

Players should bring 2-3 Civilian Models for the event.

HVT / CIVILIAN										
Neutral										
	MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA	S
	-	6	5	10	11	-	-	1	-	2
	Equipment:					BS Weapons:				
	Special Skills:					Mélée Weapons:				



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MISSION ONE: YOU'RE NOT DYING YOU JUST CAN'T THINK OF ANYTHING GOOD TO DO

Mission Summary:

Lucien Sforza is sick. He has some strange and incurable illness, doubtlessly picked up from some exotic alien somewhere, and he has come to MiniChicago for an experimental treatment. The rumor mill is absolutely certain this is the case. Surely your team can help by raising funds for his medical care. One convenient source of funds would be selling off technology appropriated from Murphy-Hirano, and fortunately you know where one is hidden.

Mission Objectives:

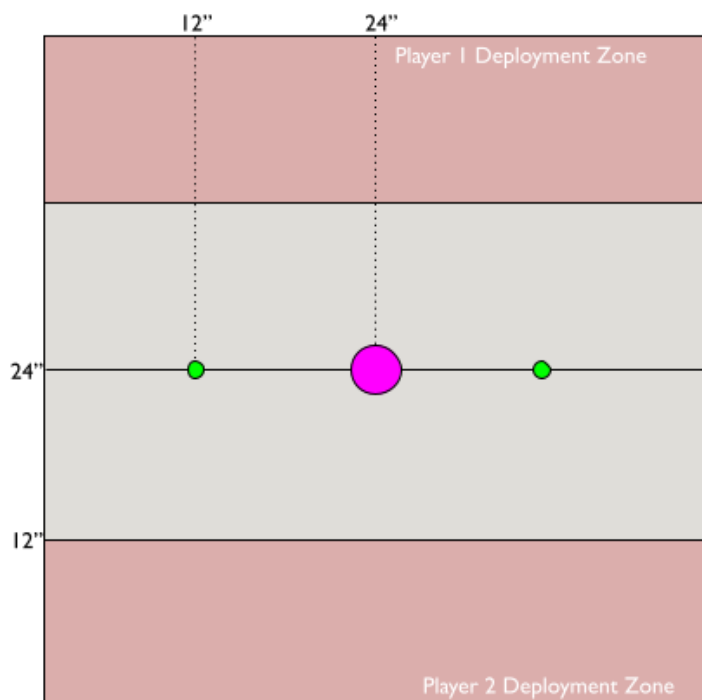
- At the end of the game, have destroyed an AC2 (3 Objective Points).
- Control an A2C Antenna at the end of the game (2 Objective Points)
- Control an A2C Antenna with a TAG at the end of the game (2 Objective Points).

Classified Objectives:

Each Player has one classified objective (3 Objective Points)

Deployment:

SIDE A and SIDE B: Both teams will deploy on opposite sides of the game table, in Deployment Zones 12" deep



Scenario Special Rules:

A2C

There are 2 A2C (Advanced Communications Consoles) placed on the centerline of the table 12" from the board edges. The AC2s must be represented by an Antenna Marker or with another scenery piece of the same diameter (40mm)

In this scenario the AC2s have a Profile and can be targeted. However, an AC2 cannot be chosen as the target of an Attack that would also affect Troopers, be they enemy or allied.

AC2 - Advanced Communications Console				
Scenery				
CC	ARM	BTS	STR	S
⌘	8	9	3	5
*Fixed CC: Roll = 8.		Gizmokit (PH=9)		
CC Attack = Damage 14, Continuous.				

CONTROL THE A2C

The AC2s are considered Controlled by a player when they are the only one who possesses a Troop (as a figure, but not as a Marker) in base contact with it. So there cannot be enemy Troops in base contact with the AC2.

Models in Null state do not count for this.

As stated in the Main Objectives, if the trooper that Controls the Antenna is a TAG (or a trooper possessing the Pilot or Remote Pilot Special Skill), the player gains 3 additional Objective Points.

AUTOMATED DEFENSE SYSTEM (ADS)

Every AC2 is equipped with an ADS to avoid tampering with the AC2 system. Any Attack made against the AC2 will trigger a CC Attack in reaction, which automatically rolls an 8.

Any CC Attack against the AC2 is automatically a Face to Face Roll even if the Berserk Special Skill is used. No MODs can be applied to the attacker's CC Attribute.

If the ADS's automatic Roll of 8 wins the face to face roll, the attacker suffers a Continuous Ammunition trait, forcing them to make a Saving Rolls against ARM, with Damage 14.



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The Immunity (Total) Special Skill is not effective against this hit.

DAMAGE AND DESTROY THE AC2S

An AC2 can only be damaged by CC Attacks with Weapons possessing the Anti-materiel Trait, or by placing D-Charges. If an AC2's Structure Attribute is reduced to 0 or below, it must be removed from the game table. The AC2s can be the target of the Engineer Special Skill or the GizmoKit piece of Equipment

EXPERIMENTAL SUPER-HEAVY TAG

In the center of the board is an experimental Super-Heavy Battle TAG. The rules for this tag will be on a separate card.

The TAG will begin in an inactive state. After the first ATTACK label skill is used within its line of fire or zone of control, it will activate.

Once activated, it will be an enemy model for both sides.

MIGHTY VANGUARD

In this scenario, TAG units may deploy as if they had the Forward Deployment (+4") Special Skill with no additional Cost.

ARMORED FURY

In this scenario, TAGs apply the Anti-materiel Trait to their CC Weapons when making a CC Attack against an AC2.

OPTICAL DATA HACKING

Models equipped with Flash Pulses have come prepared with special modules that can hack optical sensors and temporarily disrupt target acquisition. Too unwieldy and impractical for battlefield use, these extremely illegal modules can be of great use when trying to bypass security remotes.

In this scenario any model with a Flash Pulse can use the Partial control skill.

Partial Control

Short Skill / ARO

Comms Attack, Non-Lethal

REQUIREMENTS

- Trooper must be equipped with a Flash Pulse and have line of sight to the target.
- The target must be an enemy REM, [TAG](#) or a TAG in [Possessed State](#).
- If the TAG has a [Pilot](#), they must be inside the TAG. However, if the TAG has a Remote Pilot, they must be inside the TAG, or have been removed from the game table.

EFFECTS

- The user may perform one WIP Roll against the target.
- Each successful Roll the target must make a [Saving Rolls](#) against BTS, with Damage 16.
- Any failed Saving Roll will cause the target to consider all models on the users side as allied models until end of turn.
- If the target model is later hit by an attack from any model on the users side, this state is immediately canceled.

End Of The Mission

This scenario has a limited time frame, so it will automatically finish at the end of the third Game Round.

If one of the players starts their Active Turn in a Retreat! situation, the game will end at the end of that Turn.



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MISSION TWO: ONLY THE MEEK GET PINCHED - THE BOLD SURVIVE

Mission Summary:

With Sforza hot on your trail, you know you need to act fast. If you can hack station records you might be able to cover your tracks, or divert him to somewhere else. The best place to hack into the stations' computers and grab those loose ends is in the disposal modules. Unfortunately, it looks like someone else had the same idea.

Mission Objectives:

Hack Console - At the end of the game, have Hacked the Console (2 Points)

Control the Console - At the end of the game, control the Console (2 Point)

Tidy Up The Battlespace - At the end of each round, have more models removed using your ReeNu Units than your opponent (1 Point per round)

Classified Objectives:

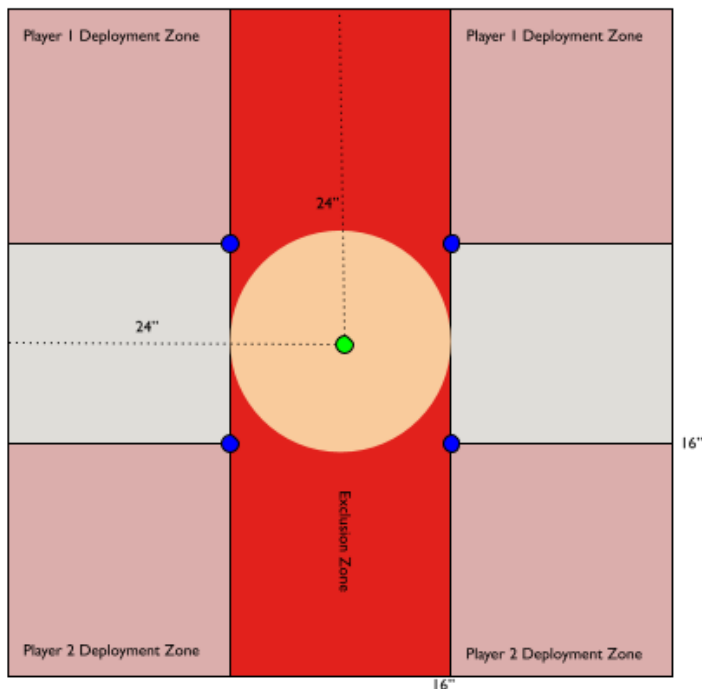
Each player has three (3) Classified Objectives. (1 Pt each)

DEPLOYMENT:

SIDE A and SIDE B: Both teams will deploy on opposite sides of the game table, in Deployment Zones 16" deep.

EXCLUSION ZONE

There is an Exclusion Zone as shown on the map. Any Special Skill with the Airborne Deployment (AD) or Superior Deployment Labels cannot be used to deploy inside this area.



Scenario Special Rules:

CONSOLES

There is one Console, placed in the center of the game table. The Console must be represented by a Console A Token or by a scenery piece of the same diameter (40mm)

The console is a repeater for both sides. Hackers attempting to hack through this repeater are subject to a Firewall -3) modifier.

Hack Console

Short Skill / Attack

REQUIREMENTS

- Only Specialist Troops can declare this Skill.
- The Specialist Troop must be in Silhouette contact with a Console.

EFFECTS

- Allows the Specialist Troop to make a Normal WIP Roll to Hack the Console.
- If the roll is failed, this can be repeated as many times as necessary, each time spending the corresponding Short Skill and making the roll.
- A Hacked Console can be Hacked again by the other player, applying the same procedure. In this case, both players will count that Console as Hacked.
- While a Specialist Troop in a non-null state is in silhouette contact with the Console, that player's ARC Unit gains the Berserk skill.

SPECIALIST TROOPS

For the purposes of this scenario, only Hackers, Doctors, Engineers, Forward Observers, Paramedics, and Troopers possessing the Chain of Command or the Specialist Operative Special Skill are considered Specialist Troops.



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Hackers, Doctors, and Engineers cannot make use of Repeaters or Peripheral (Servant) Models to perform tasks reserved for Specialist Troops.

ENGINEER AND HACKER BONUS

Troopers possessing the Engineer or Hacker Special Skill have a MOD of +3 to the WIP Rolls necessary to perform the Hack Console skill. In addition, they will be able to make two WIP Rolls each time they spend a Short Skill to Activate a Communication Antenna.

REENU UNITS

Each Player has two ReeNu Recovered Eco-Nutrient Reclamation Units, each located 16" from a board edge and 16" from the deployment zone.

Models may not dodge into silhouette contact with a ReeNu Unit.

Models that are prone, or are in a null state, and which are in silhouette contact with a ReeNu Unit during the States phase are removed from play.

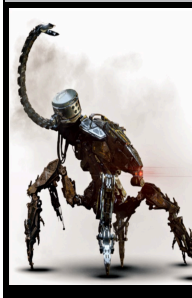
AUTONOMOUS REFUSE COLLECTION UNITS

Each player will deploy one Autonomous Refuse Collection (ARC) Unit in the exclusion zone on their half of the table. This is added to the player's first order pool at no additional cost.

When after a player's ARC Unit is removed from play, that player may add a new ARC Unit to play at the beginning of their next Tactical Phase. This will enter play touching one of the two ReeNu units on their half of the table.

Autonomous Refuse Collection Unit

TAG - Scenario Unit



MOV	CC	BS	PH	WIP	ARM	BT5	STR	AVA	S
8-6	22	10	16	12	6	3	3	-	7
Equipment: 360 Visor					BS Weapons: Flash Pulse (B+1)				
Special Skills: Dodge +4", Dodge (PH=10) Explode (+2 Damage), Collector					Mélée Weapons: PARA CC (-6)				

EFFECTS

- Any model meeting requirements will enter CASEVAC state with the ARC Unit.
- Each ARC Unit may CASEVAC with models totalling 3 W / STR. If more than 3 W/STR meets the requirements, ARC Units controller may decide which models enter CASEVAC

CANCELLATION

- Enemy models in Stunned or Immobilized state may declare a Reset (PH -3) each time the ARC Unit is activated by an order.

End Of The Mission

This scenario has a limited time frame, so it will automatically finish at the end of the third Game Round.

If one of the players starts their Active Turn in a Retreat! situation, the game will end at the end of that Turn.

Collector

Automatic Skill

REQUIREMENTS

- ARC Unit must be in silhouette contact with an HVT or any model in a Stunned, Immobilized (IMM-A or IMM-B), or Unconscious State at the end of the resolution phase of that order.



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MISSION THREE: THIS IS THE PART WHERE CAMERON GOES BERSERK

Mission Summary:

Around here somewhere is the link up to the Jumbotron in the arena, and who knows what other public address systems. If your team can find the right connection you can broadcast your message to everyone to see - or stop others from doing the same. Some of these systems haven't been touched in years though, so it may take some elbow grease to get them moving.

Mission Objectives:

At the end of the game, have Located the Antenna - (1 Objective Point)

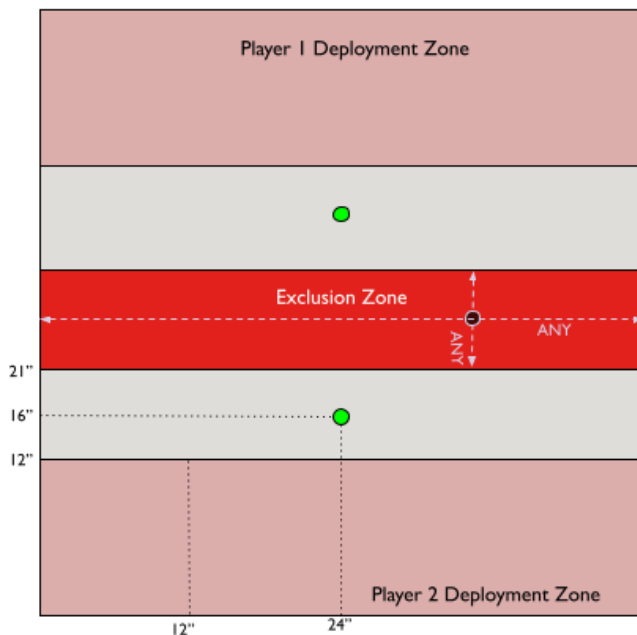
At the end of the game, control the Transmission Antenna. (3 Objective Points)

At the end of the game, control a console. (2 Objective Points per console)

At the end of the game, have Overridden the Jumbotron on a Transmission Antenna that is in play (2pts)

Deployment:

SIDE A and SIDE B: Both teams will deploy on opposite sides of the game table, in Deployment Zones 12" deep



Scenario Special Rules:

EXCLUSION ZONE

There is an Exclusion Zone 3" from either side of the center line. Any Special Skill with the Airborne Deployment (AD) or Superior Deployment Labels cannot be used to deploy inside this area.

CONSOLES

There are two (2) Consoles, placed 16" from the deployment board edge and 24" from each side. Each Console must be represented by a Console A Token or by a scenery piece of the same diameter (40mm)

Locate The Antenna

Short Skill / Attack

REQUIREMENTS

- Only Specialist Troops can declare this Skill.
- The Specialist Troop must be in Silhouette contact with a Console.

EFFECTS

- Allows the Specialist Troop to make a Normal WIP Roll to Activate the Console.
- If the roll is failed, this can be repeated as many times as necessary, each time spending the corresponding Short Skill and making the roll.
- Once a user has activated a console, that user will place a Transmission Antenna totally inside the exclusion zone.
- Once activated, so long as a Transmission Antenna is on the table, the console is Inactive and cannot be activated again - except by Troopers with the Berserk or Frenzy special skills.
 - Whenever a trooper with Berserk or Frenzy activates an Inactive Console, that player may move the Transmission Antenna up to 8". It must stay inside the exclusion zone

TRANSMISSION ANTENNA

There is one Transmission Antenna. It must be represented by a Console A Token or by a scenery piece of the same diameter (40mm).

When a player successfully completes an Activate Console short skill, that player places the Transmission Antenna. This may be placed on any flat surface that can accommodate the base.

DAMAGE THE TRANSMISSION ANTENNA

A Transmission Antenna can only be damaged by attacks with Weapons possessing the Anti-materiel Trait, or by placing D-Charges.



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INFINITY THE GAME

If a Transmission Antenna's Structure Attribute is reduced to 0 or below, it is Destroyed and removed from the game table. When this happens, Inactive Consoles become Active

The Transmission Antennas can be the target of the Engineer Special Skill or the GizmoKit piece of Equipment

Transmission Antenna

Scenery

ARM	BTS	STR	S
4	4	3	5

GizmoKit (PH=10)

Override the Jumbotron

Short Skill / Attack

REQUIREMENTS

- Only Specialist Troops can declare this Skill.
- The Specialist Troop must be in Silhouette contact with a Transmission Antenna.

EFFECTS

- Allows the Specialist Troop to make a WIP-3 Roll to Activate the Transmission Antenna.
- If the roll is failed, this can be repeated one more time, spending the corresponding Short Skill and making the roll.
- If this fails the second time, the Transmission Antenna is destroyed - remove it from the game table.
- Once a user has activated a Transmission Antenna, the citizens of MiniChicago will be able to hear your message.

SPECIALIST TROOPS

For the purposes of this scenario, only Hackers, Doctors, Engineers, Forward Observers, Paramedics, and Troopers possessing the Berserk or Frenzy Special Skill are considered Specialist Troops.

Hackers, Doctors, and Engineers cannot make use of Repeaters or Peripheral (Servant) Models to perform tasks reserved for Specialist Troops.

End Of The Mission

This scenario has a limited time frame, so it will automatically finish at the end of the third Game Round.

If one of the players starts their Active Turn in a Retreat! situation, the game will end at the end of that Turn.



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INFINITY THE GAME

MISSION FOUR: LES JEUX SONT FAITS

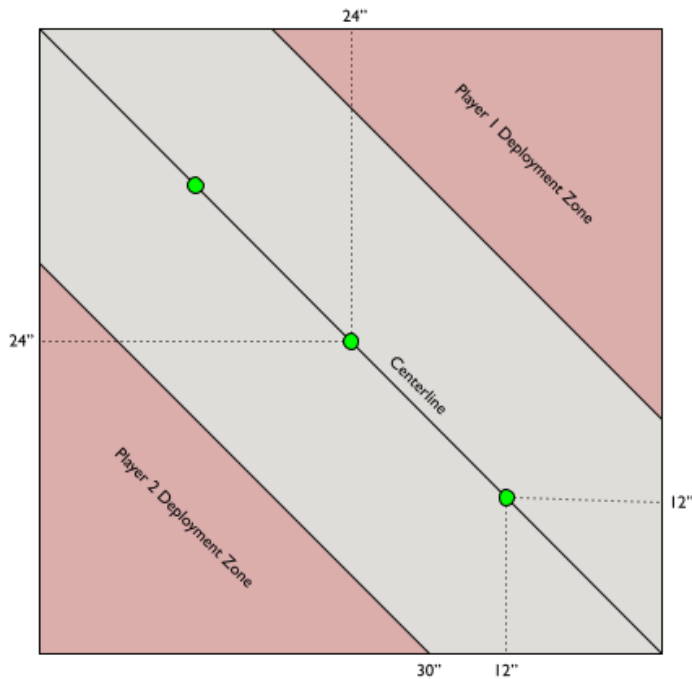
This zone of operations is chaotic and confused. Make a move and seize control of the situation

Mission Objectives:

- To Kill more Specialist Troops than the adversary (2 Objective Points).
- To Kill more Lieutenants than the adversary (2 Objective Points).
- At the end of each round, to have acquired more weapons or items from the Panoplies than the adversary (1 Objective Point).
- At the end of the game, have accomplished the Secondary Mission (Objective points as per Tactical Objective card)

Deployment:

Both players will deploy on opposite corners of the game table, in Deployment Zones measuring 30" from the chosen corner



Scenario Special Rules:

KILLING

Troopers are considered Killed by the adversary when they enter Dead State, or they are in a Null State at the end of the game. Troopers that have not been deployed on the game table, as a Model or Marker, at the end of the game will be considered to be Killed by the adversary.

A Lieutenant is considered Killed if they were a Lieutenant at any time during the game, and they enter the Dead State or are in a Null State at the end of the game.

NO QUARTER

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

REINFORCED TACTICAL LINK

In this scenario the Loss of Lieutenant rule does not apply. In this mission, the identity of the Lieutenant is always Open Information.

The player must indicate which Marker is the Lieutenant if it is in a Marker State (Camouflaged, Decoy...) or which Markers are the Lieutenant in the case of a Holoprojector.

The Lieutenant must be placed on the game table at the beginning of the first Game Round, either as a Model or as a Marker. Players may not deploy their Lieutenants in Hidden Deployment State.

CONFUSED DEPLOYMENT.

Any Trooper deploying outside their Deployment Zone must make a PH Roll with a -3 MOD. This Roll replaces any PH or WIP Roll that the Trooper would normally make to deploy. Any MODs from Special Skills, pieces of Equipment, or rules that apply any Roll to deploy will be added to this Roll.

For example a Trooper with Infiltration must make a Roll if they deploy outside their Deployment Zone. There will be a -3 MOD to deploy in their half of the game table, or a -6 MOD to deploy in the opponent's half of the game table. While a Trooper with Combat Jump (PH=14) must make a Roll against PH11 if they deploy outside their Deployment Zone.

If the player fails the Roll, the Trooper will be deployed anywhere in their Deployment Zone. Additionally, after failing the Roll, the user loses the option to deploy in a Marker State or Hidden Deployment State and is always deployed as a Model. Any Deployable Weapons and Equipment deployed alongside them are removed from the game table.

PANOPLIES

There are 3 Panoplies, placed on the central line of the game table. One of them is in the center of the table and the other two are 8 inches from the edges in from the table edges. Each Panoply must be represented by an Objective Token or by a scenery piece of the same diameter.

USE PANOPLY

Short Skill / Attack



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INFINITY THE GAME

REQUIREMENTS

- The Trooper must be in Silhouette contact with a Panoply

EFFECTS

- By succeeding at a WIP Roll, a Trooper can make a Roll on the Panoply Chart to obtain one weapon or piece of equipment. Once a success has been rolled, that Trooper cannot use this Panoply again.
- Alternatively, a trooper may select an X-Visor instead of rolling on the Panoply chart, This trooper will now look extremely cool in their new sunglasses.
- Troopers possessing the Booty Special Skill may select the X-Visor in addition to rolling on the chart.
- A Trooper in Silhouette contact with this piece of scenery may spend one Short Skill of an Order to cancel their Unloaded State.
- If a Trooper rolls a weapon or piece of equipment they already have, they can repeat the roll on the Panoply Chart.

The Beacons must be represented by a Beacon Token (BEACON) or by a scenery piece 25mm in diameter

Beacon

Scenery

ARM	BTS	STR	S
4	4	3	2
Gizmokit (PH=10)			

End Of The Mission

This scenario has a limited time frame, so it will automatically finish at the end of the third Game Round.

I ASKED FOR A CAR - I GOT A NANOPULSER

When a model who has gained equipment from a Panoply enters a null state, place a marker next to the model's last position. Any model who contacts this marker will automatically gain that same piece of equipment.

If this marker is contacted in the first short skill of an order, it is available for use in the second short skill.

SECONDARY MISSION

Each player will draw two cards from their Tactical Objectives Deck, and discard one. The selected card will be that player's secondary mission

BEACONS

Before the Deployment Phase, each player must place two Beacons totally inside their Deployment Zone, in Silhouette contact with any point of its edge, as shown on the map. The player that kept Deployment places their Beacons first.

A Beacon can only be damaged with Weapons possessing the Anti-materiel Trait.

If a Beacon's Structure Attribute is reduced to 0 or below, it is Destroyed and removed from the game table.

The Beacons can be targeted by the Engineer Special Skill or the GizmoKit piece of Equipment.

It is not allowed to deploy in Silhouette contact with a Beacon.



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INFINITY THE GAME

MISSION FIVE: THE QUESTION ISN'T, 'WHAT ARE WE GOING TO DO?' THE QUESTION IS, 'WHAT AREN'T WE GOING TO DO?'

Mission Summary:

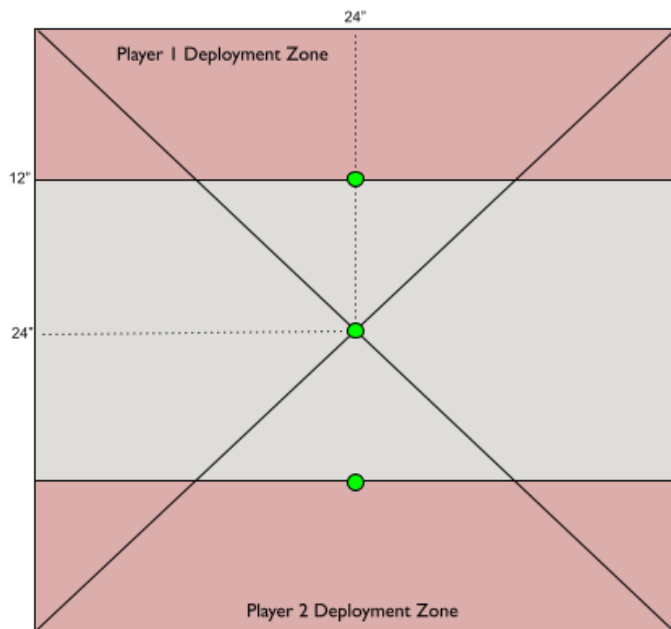
The operational environment is getting extremely active - everyone seems to think Sforza is gunning for them, so it seems like everyone on the station is making their moves all at once. The orders are coming across the comms fast, furious, and self-contradictory. Oh well, what can you do - other than try to achieve as much as you can. There seems to be some sort of weird algae growing, but you'll worry about that later. There are other things to worry about now.

Mission Objectives:

- At the end of each Game Round, dominate more Quadrants than the adversary (1 Objective Point per round).
- At the end of the game, Control a Communication Antenna (1 Objective Point for each Controlled Communication Antenna).
- Accomplish Current Mission Objectives (1 Objective Point each, up to a maximum of 4 Objective Points)

Deployment:

SIDE A and SIDE B: Both teams will deploy on opposite sides of the game table, in Deployment Zones 12" deep



Scenario Special Rules:

CLASSIFIED OBJECTIVES

Before choosing the Army List, using a single Classified Deck, draw three cards and set them beside the playing area. These three cards are the Current Mission Objectives. Place the rest of the deck beside them, leaving space for a discard pile.

At the start of the Tactical Phase of each player's turn, that player may choose and discard one of the three Current Mission Objective cards, place it on the discard pile, and draw a replacement card from the deck. During each Player Turn, if a Current Mission Objective is accomplished, the card is retained by the player who accomplished it. If both players accomplished the same Current Mission Objective in the same Order, both Troopers count as having accomplished it. At the end of that Player Turn, draw new cards from the deck until there are three Current Mission Objectives.

Any Current Mission Objective that is checked "at the end of the game" or "during the game" can be accomplished at the end of any Player Turn. If both players accomplished the same Current Mission Objective in the same Turn, both players count as having accomplished it. If the deck runs out of cards, shuffle the discard pile into a new deck.

MULTIPLE HVTs

Each of the players will deploy three HVTs, following the usual rules for deploying HVTs. Each HVT may only be used to accomplish one Classified Objective - once a Classified Objective targeting an HVT has been completed, that HVT Model is removed from the game table.



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INFINITY THE GAME

CONTROL COMMUNICATION ANTENNA

A Communication Antenna is Controlled by a player as long as that player is the only one with at least one Trooper (as a Model, not a Marker) in Silhouette contact with it. So there cannot be any enemy Troopers in Silhouette contact with the Communication Antenna. Models in a Null State cannot do either.

QUADRANTS (ZO)

At the end of each Game Round, but not before, the table is divided into four Quadrants as seen on the map. Each player then checks how many Quadrants they are dominating and counts their Objective Points. In this scenario each Quadrant is a Zone of Operations (ZO)

DOMINATE ZO

A Quadrant is Dominated by a player if they have more Victory Points than the adversary inside the area. A Trooper is inside when more than half the Trooper's base is inside that area. Only Troopers represented by Models or Markers (Camouflaged, Shasvastii-Embryo, Seed-Embryo...) count, as well as Proxies and Peripheral Troopers. Troopers in a Null State do not count. Tokens representing weapons or pieces of equipment (like Mines or Deployable Repeaters), fake Holoechoes, and any Token that does not represent a Trooper does not count either.

SHASVASTII

Troopers possessing the Shasvastii Special Skill that are inside a Zone of Operations count towards victory points while they are in the Shasvastii-Embryo State or any non-Null State.

ALARMINGLY AGGRESSIVE ALGAE HABITAT ZONES (AAAH ZONES)

Before the Deployment Phase, each player must place one Circular Template. They can be placed on any surface of the game table that is equal or larger in size than the Template, and they must be completely outside any Deployment Zones and cannot be overlapped with another AAAH Zone. The player that kept Deployment must place their Circular Template first. This represents the starting area of the zone.

During the game, each of these zones will be an area of Difficult Terrain (Jungle) and a Saturation Zone.

Moreover, any Active Trooper that declares or performs an Order inside an AAAH Zone must make a Saving Roll against BTS, with Damage 10. Failing the Saving Roll results in the loss of one point of the Wounds/ Structure Attribute.

Whenever a model loses a wound / structure inside an AAAH zone, add 1 inch to the diameter of the zone. At the end of the first game round, any models within 2" of a AAAH zone are moved so that they are fully inside the AAAH zone. At the end of the second game round, any models within 4" of a AAAAH zone are moved so that

they are fully inside the zone. At the end of the third game round, any models within 6" of a AAAH zone are moved so that they are fully inside the zone. Any models within the zone must then make a Saving Roll against BTS, with Damage 10. Failing the Saving Roll results in the loss of one point of the Wounds/ Structure Attribute.

End Of The Mission

This scenario has a limited time frame, so it will automatically finish at the end of the third Game Round. If one of the players starts their Active Turn in a Retreat! situation, the game will end at the end of that Turn.

What Could Possibly Go Wrong With A Self-Replicating All-Devouring Terraforming Agent?

If at the end of the mission, two AAAH zones overlap, mark it below. Effects are cumulative and will be applied to the next game played on this table.

Tourney Round	Do AAAH Zones Overlap?	
Round 1	NO	YES
	In Round 2, add 2" to the beginning ZOC of AAAH Zones	In Round 2, Each player places 1 additional AAAH Zones. Damage from zones becomes 12
Round 2	NO	YES
	In Round 3, add 3" to the beginning ZOC of AAAH Zones	In Round 3, Each player places 1 additional AAAH Zones. Damage from zones becomes 14
Round 3	NO	YES
	No Additional Effect. Most likely all your troopers are fine, and did not breathe in any nasty terraforming agents, and are not living bombs. Surely everyone will have long happy lives, and will not become test subjects.	Well, you did always wanted to take up gardening.... At the end of the game, VP for both sides = 0.



MISSION SIX: THE PLACE IS LIKE A MUSEUM - BEAUTIFUL, COLD, AND YOU'RE NOT ALLOWED TO TOUCH ANYTHING

- Allows the Specialist Troop to make a Normal WIP Roll to extract and pick up the CAR, and with a successful roll a CAR Token must be placed beside that troop
- If the roll is failed, it can be repeated as many times as necessary, each time spending the corresponding Short Skill and making the roll.
- If the roll is failed, the Tech Coffin enters an Alarm Activated state. If the alarm is not active, apply the Level 1 effect. If the alarm is active, increase the level 1 and apply that effect.
- If the roll is failed, a command token may be used to immediately make a new Normal WIP check to extract the CAR. However, each failed attempt will increase the alarm level by 1.



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INFINITY THE GAME

Alarm Alarm Activated State

Level 1	Stun Grid - At the end of this player turn, and at the end of every player turn thereafter, each model in Zone of Control of this Tech Coffin takes one saving roll vs Damage 10 PARA ammunition.
Level 2	Stun Grid Level 2 - At the end of this player turn, and at the end of every player turn thereafter, each model in Zone of Control of any Tech Coffin takes one saving roll vs Damage 12 PARA ammunition.
Level 3	Self-Cleaning Cycle - At the end of this player turn and the next player turn, each model in Zone of Control of this Tech Coffin takes one saving roll against BTS vs Damage 12 Continuous ammunition.
Level 4	Self-Cleaning Cycle Level 2 - At the end of this player turn, and at the end of each player turn thereafter, each model in Zone of Control of any Tech Coffin takes one saving roll against BTS vs Damage 14 Continuous ammunition.
Level 5	Electromagnetic Scrub Level 1 - Increase Zone of Control for each console by 4". At the end of this player turn, and at the end of each player turn thereafter, each model in Zone of Control of any Tech Coffin takes one saving roll against BTS vs Damage 15 EM+N ammunition.
Level 6	Electromagnetic Scrub Level 2 - Increase Zone of Control for each console by 8". At the end of this player turn, and at the end of each player turn thereafter, each model in Zone of Control of any Tech Coffin takes one saving roll against BTS vs Damage 17 EM+N ammunition.
Level 7	Sirens and Screaming - All models on the table must pass a PH test as this module is ejected from the space station. Any model failing must go prone, and may no longer declare a standard Move as a second short skill. All models lose the Veteran skill (if they have it) and then enter the Retreat state.
Level 8	Station Module Detonation - Seriously, you had to press the button again? The game ends immediately in a tie. Each player scores 1 point, as neither of you has a CAR. Both players score 0 VP as the module is shot into space and detonated. . It's harsh, but it had to be done.

Pick up Corporate Asset Receptacle (CAR)

Short Skill / Attack

REQUIREMENTS

The Trooper should be in one of the following situations:

- Be in Silhouette contact with an allied Trooper in a Normal State with a CAR Token.
- Be in Silhouette contact with an unaccompanied CAR token.

EFFECTS

- Spending one Short Skill, without Roll, any Trooper can pick up a CAR in any of the situations previously defined.
- The Troop must accomplish the Common Rules of CARs.

COMMON RULES OF CARS

- Each Model can carry a maximum of 1 CAR. As an exception, Troopers possessing the Baggage Special Skill can carry up to 2 CARs.
- Only Models, and not Markers, (Camo, Impersonation, Holoechoes...) can carry the CAR.

TAMPER-RESISTANT PACKAGING

At the end of the Order in which the carrying model enters a null state, before making Guts Rolls, the CAR token makes a Direct Template Attack, placing the center of the Circular Template (Blast Focus) over the center of the token. The attack has Damage 13 against ARM. Once rolls are made, remove the CAR from the table

CONTROLLING THE CARS

A CAR is Controlled by a player if, at the end of the game, that player has a Model, but not a Marker, carrying it. That Trooper cannot be in a Null State or in Silhouette contact with any enemy Model.

CONSOLE

There is one (1) Console, placed in the center of the game table. The Console must be represented by a Console A Token or by a scenery piece of the same diameter (40mm)



ADEPTICON 2024

INFINITY THE GAME

Activate Console v

Short Skill / Attack

REQUIREMENTS

- Only Specialist Troops can declare this Skill.
- The Specialist Troop must be in Silhouette contact with the Console.

EFFECTS

- Allows the Specialist Troop to make a Normal WIP Roll to Activate the Console.
- If the roll is passed, the player must choose one of the following options:
 - Decrease the Alarm Level by one level
 - Add the Alarm Activated state to both Tech Coffins
 - Increase the Alarm level by one level
 - Extend the Zone of Control for both Tech Coffins by 4"

SPECIALIST TROOPS

For the purposes of this scenario, only Hackers, Doctors, Engineers, Forward Observers, Paramedics, and Troopers possessing the Booty or the Specialist Operative Special Skill are considered Specialist Troops.

End Of The Mission

This scenario has a limited time frame, so it will automatically finish at the end of the third Game Round, or whenever some knucklehead blows the place up.



ADEPTICON 2024

INFINITY THE GAME

MISSION SEVEN: YOU KNOW, XENOMOLLUSKS MOVE PRETTY FAST. IF YOU STOP AND LOOK AROUND, YOU JUST MIGHT GET EATEN.

Mission Summary:

Well this is just great. The boss was supposed to have a nice dinner, but then Maitre D at his restaurant got “devoured by some kind of plant”, and now the civilians are all “ah the plants are eating us”. Whole block is a mess. We had reports of rogue xenomollusk packs but they must have scattered when we showed up. You know the drill - survey the situation, engage enemies, don't get eaten by alien flora or fauna.

Mission Objectives:

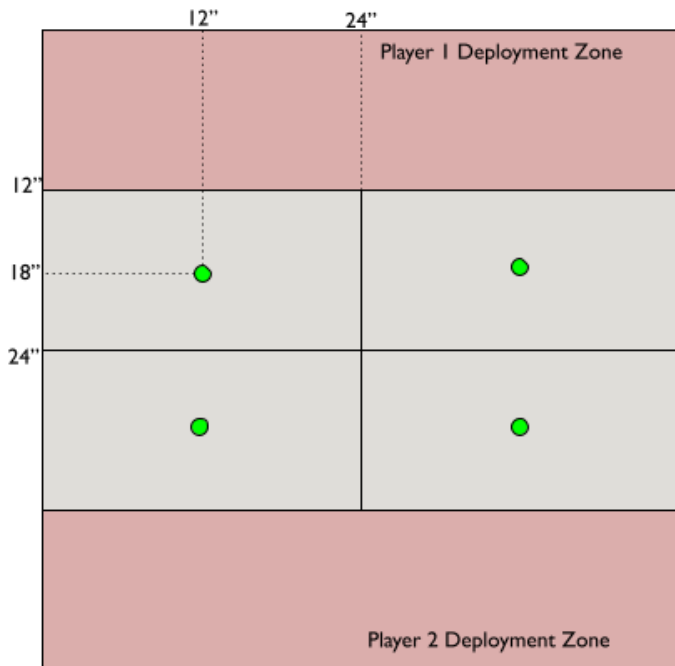
- At the end of each Game Round, dominate more Quadrants than the adversary (1 Objective Point per round)
- At the end of the game, control Food Kiosk (1 Objective Point per Kiosk)

Classified Objectives:

Each player has two (3) Classified Objectives (1 Objective Point Each)

Deployment:

SIDE A and SIDE B: Both teams will deploy on opposite sides of the game table, in Deployment Zones 12” deep



Scenario Special Rules:

QUADRANTS (ZO)

At the end of each Game Round, but not before, the table is divided into four Quadrants as seen on the map. Each player then checks how many Quadrants they are dominating and counts their Objective Points. In this scenario each Quadrant is a Zone of Operations (ZO)

DOMINATE ZO

A Quadrant is Dominated by a player if they have more Victory Points than the adversary inside the area.

A Trooper is inside when more than half the Trooper's base is inside that area.

Only Troopers represented by Models or Markers (Camouflaged, Shasvastii-Embryo, Seed-Embryo...) count, as well as Proxies and Peripheral Troopers. Troopers in a Null State do not count. Tokens representing weapons or pieces of equipment (like Mines or Deployable Repeaters), fake Holoechoes, and any Token that does not represent a Trooper does not count either.

SHASVASTII

Troopers possessing the Shasvastii Special Skill that are inside a Zone of Operations count towards victory points while they are in the Shasvastii-Embryo State or any non-Null State.

BAGGAGE

Troopers possessing the Baggage piece of Equipment that are inside a Zone of Operations and in a non-Null State provide an additional 20 Victory Points for Dominating the ZO.

MALFUNCTIONING FOOD KIOSKS

There are 4 Food Kiosks, placed in the center of each quadrant. These kiosks are receiving scrambled instructions, topping their nutri-dogs with neosport peppers and gene-splicing combat drugs. Each Food Kiosk must be represented by an 40mm Objective Token or by a scenery piece of the same diameter.

Order Suspect Food

Short Skill / Movement



ADEPTICON 2024

INFINITY THE GAME

REQUIREMENTS

- The Trooper must be in Silhouette contact with a Food Kiosk
- Trooper must not have the STR characteristic

EFFECTS

- By succeeding at a WIP Roll, a Trooper can make a Roll on the Metachemistry Chart.
- If a Trooper rolls a Metachemistry result they already have, they can repeat the roll on the Metachemistry Chart.
- If the roll is failed, place 1 Xenomollusk Token in base contact with the Food Kiosk. Them is hungry babies.

ALARMINGLY AGGRESSIVE ALGAE HABITAT ZONES (AAAH ZONES)

Before the Deployment Phase, each player must place one Circular Template. They can be placed on any surface of the game table that is equal or larger in size than the Template, and they must be completely outside any Deployment Zones and it cannot be overlapped with another AAAH Zone. The player that kept Deployment must place their Circular Template first.

During the game, each of these Circular Templates is an area of Difficult Terrain (Jungle) and a Saturation Zone.

Moreover, any Active Trooper that declares or performs an Order inside an AAAH Zone must make a Saving Roll against BTS, with Damage 10. Failing the Saving Roll results in the loss of one point of the Wounds/ Structure Attribute

At the end of the States phase in the first game round, any models within 2" of a AAAAH zone are moved so that they are fully inside the circular template.

At the end of the States phase in the second game round, any models within 4" of a AAAAH zone are moved so that they are fully inside the circular template.

At the end of the States phase in the third game round, any models within 6" of a AAAAH zone must make a Saving Roll against BTS, with Damage 10. Failing the Saving Roll results in the loss of one point of the Wounds/ Structure Attribute

RAMPAGING XENOMOLLUSK ESCARGATOIRE

Each Xenomollusk Escargatoire is represented by a 25mm token. The circular area extending 3" from the token is a Difficult Terrain (Desert) zone.

Moreover, any Active Trooper that declares or performs an Order inside this area must make a Saving Roll against Monofilament (BTS=0) with Damage 5.

Before the Deployment Phase, each player must place one Xenomollusk Token using the Hidden Deployment rules. This may be placed anywhere outside any deployment zone. It will be revealed automatically when a model enters the area 3" from the marker, or when a model moves close enough to prompt a measurement check.

If a direct template is placed over a revealed Xenomollusk Token, the Reactive player will move the Xenomollusk token as necessary until the source of the template is within 3" of the Xenomollusk Token

During the States phase of each turn, each revealed Xenomollusk Token will move 3" towards the nearest AAAH zone.

If a Xenomollusk Token moves into contact with a AAAH zone, remove that zone.

If there are no AAAH zones remaining, Xenomollusk Tokens will move towards the nearest model with a W characteristic instead.

HVTS

There were 6 HVTs per player. But they... seem... to.... have... um.... disappeared. I bet those piles of clothing and bones were probably always there. You know - naturally occurring bone piles. So... let's say that Xenomollusk tokens will count as HVTs for Classified Objectives.

End Of The Mission

This scenario has a limited time frame, so it will automatically finish at the end of the third Game Round.

If one of the players starts their Active Turn in a Retreat! situation, the game will end at the end of that Turn.



ADEPTICON 2024

INFINITY THE GAME

MISSION EIGHT: LUCIEN SFORZA, YOU'RE MY HERO

Mission Summary:

His face is long, serious and pale, with sharp, black, glazed eyes, and such beautiful hands that they would seem to belong to an angel. His look is impressive, and he radiates an aura of terror and respect. If he had continued his ecclesiastical career he could have possibly become a saint, albeit a frightening and gloomy one. His clothes and weapons look clean, but are worn from use. Throughout his career, Sforza has forged a fearsome reputation, retrieving an extraordinary quantity of bounties, hunting both men and Rogue A.I.s equally. The mere mention of his name frightens outlaws and fugitives everywhere. [editor note: no, this isn't a mission summary, and yes it is just an excerpt from Lucians profile on the Human Sphere]

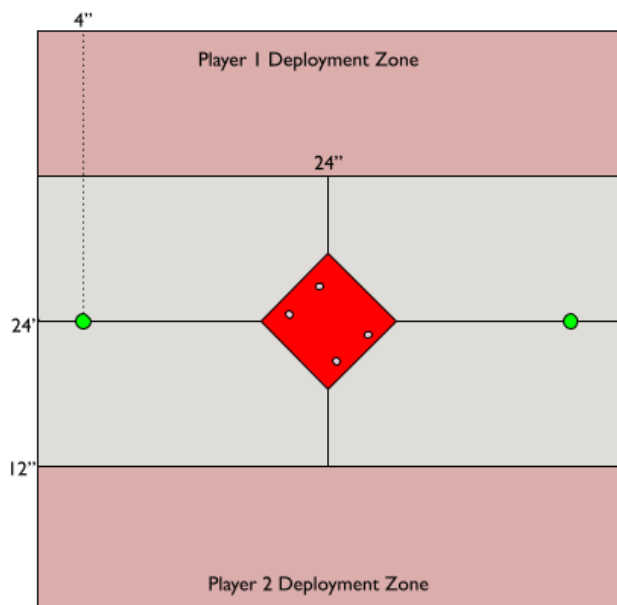
Mission Objectives

- At the end of the game, Dominate more ZO than your opponent (2 Objective Points)
- Extract Civilians (1 Objective Point per Civilian/HVT, maximum 3 Objective Points)
- At the end of the game, have Extracted more Army Points than the adversary (2 Objective Points).
- At the end of the game, have accomplished the Secondary Mission (Objective points as per Tactical Objective card)

Deployment:

SIDE A and SIDE B: Both teams will deploy on opposite sides of the game table, in Deployment Zones 12" deep

Scenario Special Rules:



QUADRANTS (ZO)

At the end of each Game Round, but not before, the table is divided into four Quadrants as seen on the map. Each player then checks how many Quadrants they are dominating and counts their Objective Points. In this scenario each Quadrant is a Zone of Operations (ZO)

The Armory (ZO)

In this scenario The Armory is a Zone of Operations (ZO). Placed in the center of the table and rotated 45°, it covers an area of 8 by 8 inches. In game terms it is considered to have walls of infinite height that completely block Line of Fire. It has four Gates, one in the middle of each wall (See map below). The Gates of the Armory are closed at the start of the game. The Armory Gates must be represented by a Wide Gate Token or a scenery piece with the same size.

The Armory ZO is an exclusion zone. Any Special Skill with the Airborne Deployment (AD) or Superior Deployment Labels cannot be used to deploy inside this area.

Open Armory Gates

Short Skill / Attack

REQUIREMENTS

- Only Specialist Troops can declare this Skill.
- The Specialist Troop must be in Silhouette contact with a Gate.



ADEPTICON 2024

INFINITY THE GAME

EFFECTS

- Allows the Specialist Trooper to make a WIP Roll to Open the Gates. A success opens all Gates to the Armory. If the roll fails, all armory gates close.
- If the roll is failed, this can be repeated as many times as necessary, each time spending the corresponding Short Skill and making the roll.

THIS PASSWORD APPEARS TO BE "PASSWORD"

Models with any kind of Hacking Device have access to the **Lockpick** program.

Lockpick

Short Skill / Comms Attack / Hacking Program

REQUIREMENTS

- Trooper must have a Hacking Device (any kind)
- An Armory Gate must be within the Hacking Area.

EFFECTS

- Allows the Hacker to make a WIP Roll to Open a Gate. A success opens any number of Gates to the Armory.
- Alternately, a success will instead allow the Hacker to close all Gates to the armory.
- If the roll is failed, this can be repeated as many times as necessary, each time spending the corresponding Short Skill and making the roll.

DOMINATE ZO

A Quadrant is Dominated by a player if they have more Victory Points than the adversary inside the area. A Trooper is inside when more than half the Trooper's base is inside that area.

CIVILIAN DETAINEES

There are four(4) Civilian Detainees detained inside the armory. All are Friendly to both players. Each player will place two (2) anywhere inside the armory. .

MULTIPLE HVTs

Each of the players will deploy two HVTs, following the usual rules for deploying HVTs.

EXTRACTION CONSOLES

There are a total of 2 Extraction Consoles, placed in on the centerline 4" in from the edge. Each Console must be represented by a Console A Token or by a scenery piece 40mm in diameter.

Activate Extraction Console

Short Skill / Attack

REQUIREMENTS

- Only Specialist Troops or troops with an ID Token can declare this Skill.
- The Trooper must be in Silhouette contact with a Communication Antenna.

EFFECTS

Mode 1:

- Allows Specialist Troops to make a Normal WIP Roll to Activate the Extraction Console.
- If the roll is failed, this can be repeated as many times as necessary, each time spending the corresponding Short Skill and making the roll
- When Activating an Extraction Console, if in Civevac State with a Civilian Detainee, the player may Extract the detainee, removing one of the CivEvaced Civilian Detainees from the game table

Mode 2:

- Allows any trooper with an ID token, without needing to perform a Roll, to extract a HVT or Civilian Detainee in the Civevac state OR the Trooper. Remove the Extracted Model from the game table.
- If a Trooper is extracted, add the Extracted Troopers' points cost to the player's Extracted Army Points. Each player's Extracted Army Points total is Open Information.
- Troopers removed this way still count toward the player's Victory Points if they were in a non-null state at the conclusion of the Order when they were Extracted.

Yoink!

Short Skill / Movement / ARO

REQUIREMENTS

- Any Trooper can declare this skill.
- Trooper must be in Engaged state with an HVT, or any model with an ID Token.

EFFECTS

- Allows the Trooper to make a FTF PH Roll to steal an ID Token.
- If successful, the Trooper moves 2" in the resolution phase.
- Place a token next to the Trooper signifying that they now have an ID token.



ADEPTICON 2024

INFINITY THE GAME

COMMON RULES OF ID TOKENS

- A Trooper with an ID Token cannot enter or be in any Marker State.
- A Trooper can only have a single ID Token at a time.

SHASVASTII

Troopers possessing the Shasvastii Special Skill that are inside a Zone of Operations count towards victory points while they are in the Shasvastii-Embryo State or any non-Null State.

BAGGAGE

Troopers possessing the Baggage piece of Equipment that are inside a Zone of Operations and in a non-Null State provide an additional 20 Victory Points for Dominating the ZO.

SECONDARY MISSION

Each player will draw two cards from their Tactical Objectives Deck, and discard one. The selected card will be that player's secondary mission

End Of The Mission

This scenario has a limited time frame, so it will automatically finish at the end of the third Game Round. If one of the players starts their Active Turn in a Retreat! situation, the game will end at the end of that Turn.