

## 2012 Tournament Pack

### Introduction

The Wargaming Trader is proud to announce the first in a series of Infinity Tournament System (ITS) events, the 2012 Spring Challenge.

### The Tournament

This year's tournament will consist of seven games played across two days using a mix of fixed table-specific missions and random card-based missions plus non-tournament games on Saturday evening. There will be prizes for placing (1st, 2nd & 3rd) and for best painted army.

### Date & Location

24-25th March 2012

#### Iron Haven Games

Exeter Business Centre  
39 Marsh Green Road West  
Marsh Barton  
Exeter  
EX2 8PN



From city centre (the route shown in red), go out along Alphington Road past the main Marsh Barton turning and turn left toward Sainsbury. when you get to the roundabout turn right into Marsh Green Road West and keep going until you see Exeter Business Centre on the right.

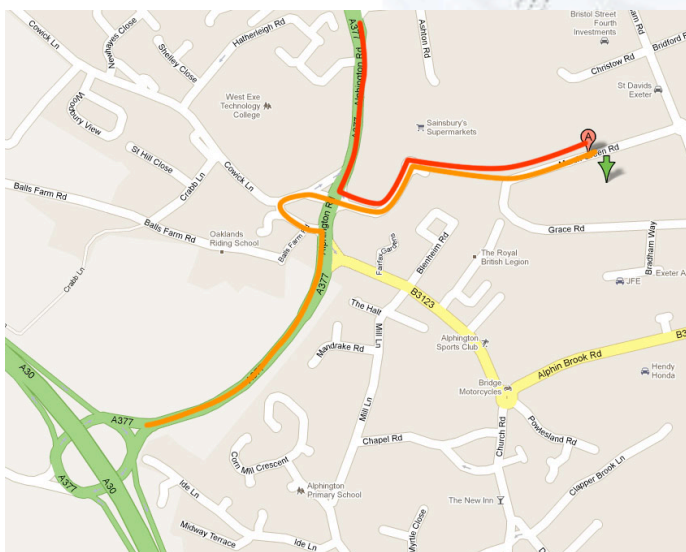
From the A30 (route shown in orange) turn left at the first traffic lights to get to Sainsbury as you can't turn right at the next junction.

Note that as of February 2012 Google Maps is still out of date and doesn't show the new road that links Sainsbury and Marsh Green Road.

Buses from town centre out to Alphington Sainsbury are frequent, it's about a five minute walk to Iron Haven.

### Tickets

Tickets are available from the [Wargaming Trader](http://wargamingtrader.com) [webstore](http://wargamingtrader.com). Earlybird tickets are available for £22.50 until the end of February, after that they go up to the full price of £25.



## Day One - Saturday 24th March

09:00 - 09:30	Registration
09:30 - 11:00	Round 1
11:15 - 12:45	Round 2
12:45 - 13:45	Lunch, Army Judging
13:45 - 15:15	Round 3
15:30 - 17:00	Round 4
18:00 - 22:00	Informal Gaming, BBQ?

## Day Two - Sunday 25th March

09:00 - 10:45	Round 5
11:00 - 12:45	Round 6
12:45 - 13:45	Lunch
13:45 - 15:30	Round 7
15:30 - 16:00	Results
16:00	Close

## Before you arrive

Players are allowed three 250 point lists but all three lists must be from the same faction or Sectorial. As an ITS event, Mercenaries are only allowed where listed in a Sectorial.

## On the Day

Registration will begin at 9am on the Saturday, with any necessary H&S announcements taking place before the first game at 9.30am.

You will need to bring:

- Models for your three Infinity army lists. There is no painting requirement.
- Model bases must have either a front arrow or arc marked on them.
- Two printed copies of each army list, one with all details revealed and one 'hidden' version for your opponents that doesn't show SWC, Lieutenant, hidden deployment or AD troops. Army Infinity is a good choice for this. If using Holoprojector you can bring several 'visible' lists.
- Infinity and Human Sphere rules, either as books, PDFs, printouts or mobile access to the Infinity WIKI and FAQ. Limited online access to the wiki should be available.
- Dice, tape measure, markers and templates.
- Laser pointers are useful but not obligatory.

## Missions, Groups, and Scores

### Missions and Tables

There will be four table types at the Spring Challenge, each with their own terrain rules. Saturday's games use fixed missions and match-ups so that everyone plays all four of the different missions/tables.

Sunday's games will use the Yet Another Mission System (YAMS) mission cards and will involve ranked/random match-ups.

### Saturday's Missions

The four table-specific missions for Saturday are:

- The Silk Must Flow! Trying to get a truck across a desert or ice table.





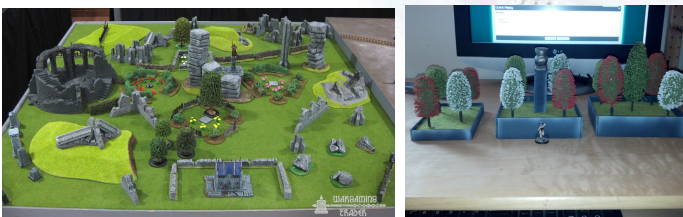
- Demon Download - a boarding action mission using Space Crusade tiles.



- Info-Grab - kidnapping some Civvies and getting documents from them under the eye of an O-12 surveillance drone.



- The Plant Collector - collecting exotic and expensive plants from an executive's garden, guarded by Pupnik guard dogs.



The four missions are currently in beta testing, [download them here](#). Final versions will be available closer to the tournament, printed copies will be provided on each table.

The photos above are only examples, not the actual table layouts!

Each mission is worth up to four tournament points.

## Choosing Lists

Before each game but after hearing what faction your opponent is using, decide which of your army lists you are using. After deployment, players will have access to the 'open' copy of their opponent's army list.

## Sunday's Missions

The games on Sunday will use the same tables although layouts might be altered slightly. Missions will be based on Yet Another Mission System but with players picking five cards and discarding down to three - with double-or-quits this gives a maximum of four tournament points per round.

## Scoring

Games at the Spring Challenge are scored by adding up all the tournament points from achieving the game objectives. Normal victory points will also be recorded and used in the case of a tie-break in the final rankings.

If there are any questions on scoring please speak to a referee.

## Etiquette, Painting and Prizes

### Rules and Etiquette

We ask all entrants have a good understanding of the Infinity rules and FAQ. Note that Line of Fire will be worked out using the reciprocal magic cylinder system, so if either active or reactive model can draw LoF from the centre of their base then both models can see. Also, models touching a building corner are in cover unless you can draw LoF to the entire base width.

We also request that the following basic etiquette is observed;



# Infinity Spring Challenge

## Mission Length

Each mission will last for four turns and has a time limit of 1h30m on Saturday and 1h45m on Sunday, if running out of time players should agree about the number of remaining full turns that will be played. If in doubt speak to a referee.

These game lengths give each player about five minutes to deploy and about ten minutes for each of their active turns so games will have to be quite speedy. The rounds on Sunday allow an extra 15m for dealing with the YAMS cards.

## Coaching

The old adage two heads are better than one does not apply here, please can people avoid coaching others while in play. However newer players can ask for advice if their opponent does not object.

## Dice rolls

Any dice that fall on the floor or are deemed to be 'cocked' i.e. if they don't have a flat surface on the table MUST be re-rolled. Any disagreements please speak to a referee.

## Terrain

Each table will have it's own printout including any special terrain rules but see also the terrain house rules for general guidelines.

## Sequence of play

Remember that a model's entire Order and any resulting AROs must be declared fully and clearly before any actions are resolved.

## Sportsmanship

Although this *is* a competitive event, bear in mind that there will be players with a wide variety of experience, please tailor your level of 'ruthlessness' to your opponent!

## Proxies and WYSIWYG

Please attempt to make your armies WYSIWYG, but given there are units and weapon options without models this isn't always possible. Make all weapon and model proxies clear to your opponent and where using non-Infinity models please choose ones as close in equipment as possible.

## Referee

There will be one or more player referees at the event, their name badges will be clearly marked. If any problems arise during the game that cannot be solved by looking in the rules, FAQ, tournament pack, OR the roll of a dice, then please speak to a referee - however their decision will be final.

## Painting Standard, Best Army

Although there is no painting requirement for the event, models should be assembled and fixed to their bases. As long as all model used for the tournament are painted, your force will be up for the best painted competition.

## Best Army

Best army will be judged Saturday lunchtime. Please can all painted armies be left out for judging after game one. To be considered for Best Army the army must have been painted by the entrant.

## House Rules

The tournament will run by the most up to date rules as per the Infinity wiki, with the following additions/changes:

- [Terrain house rules.](#)
- Models cannot start the game more than 6" above ground level.
- Ghost: Jumper jumping into a hidden deployment model will reduce the model to a TO Marker but not reveal it. Jumping into a TO Marker will not reveal the marker.