

Summer 2012 Tournament Pack v1

Introduction

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

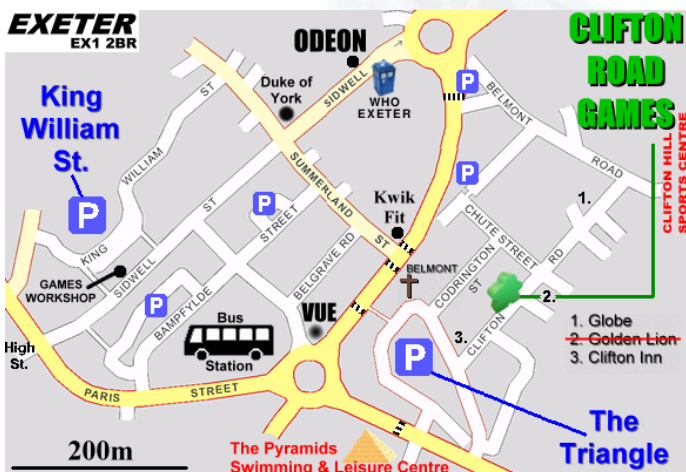
The Tournament

The Summer Challenge will consist of three rounds of 200 point games on Saturday using random card-based missions followed by non-tournament games on Saturday evening and Sunday. There will be prizes for placing (1st, 2nd & 3rd) and for best painted army.

Date & Location

Saturday 30th June – ITS Tournament
 Sunday 1st July – non-tournament gaming

Clifton Road Games
 16 Clifton Road
 Exeter
 EX1 2BR



More detailed directions including bus route info can be found at <http://cliftonroadgames.co.uk/map.htm>

Tickets

Tickets are available from the [Wargaming Trader webstore](http://WargamingTrader.com). Earlybird tickets are available for £15 until the end of May, after that they go up to the full price of £18.

The open gaming on Sunday will cost between £3 and £3.50, payable to Clifton Road Games on the day.

Before you arrive

Players are allowed two 200 point lists but both lists must be from the same faction. Any of the lists may be Sectorial lists but you can't take lists from two different Sectorials. As an ITS event, Mercenaries are only allowed where listed in a Sectorial.

On the Day

Registration will begin at 9:30am on the Saturday, with any necessary H&S announcements taking place before the first game at 10.30am.

You will need to bring:

- Models for your two 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/tokens and templates. These will all be on sale on the day.
- Laser pointers are useful but not obligatory.



Infinity Summer Challenge

ITS Tournament – Saturday 30th June

09:30 - 10:30	Registration & Setup
10:30 - 12:15	Round 1
12:15 - 13:15	Lunch, Army Judging
13:15 - 15:00	Round 2
15:15 - 17:00	Round 3
17:15	Results
18:00 - 22:00	Team Games

Open Gaming – Sunday 1st July

10:00 - 12ish	Open Gaming
12ish-1ish	Lunch
1ish-4:00	Open Gaming
4:00-5:00	Pack Up

Missions and Scoring

Missions and Tables

There will be many table types at the Summer Challenge, each table will have a summary sheet listing all the terrain types being used.

Boarding action terrain rules will be based on <http://wargamingtrader.com/infinity/spring-challenge-demon-download-v6>.

Games will use the [Yet Another Mission System \(YAMS\)](#) mission cards for a total of five tournament points each round, with VPs inflicted as a tie-breaker. YAMS 1.1 should be available at least a week before the tournament. Cards will be provided.

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.

Scoring

Games at the Summer 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 at least 2/3rds of the base width.

We also request that the following basic etiquette is observed;

Mission Length

Each mission will last for four turns and has a time limit of 1h45m, 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 times give each player about fifteen minutes to choose mission cards and deploy and about ten minutes for each of their active turns so play will have to be quite speedy.



Infinity Summer Challenge

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.

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 models used for the tournament are painted, your force will be in the best painted competition.

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

New Units, Skills & Equipment

Any new units, skills or equipment published after 20th June 2012 will not be allowed as players won't have had time to get used to them.

Name Badges

All attendees will get a name badge with the schedule on the reverse. Please wear it as some of us have appalling memories for names!

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 Camo Marker but not reveal it. Jumping into a TO Camo Marker will not reveal the marker.