

## PRESS THE BUTTON! - 2017 – ADMIN

### WHERE

The Infinity @ BRISCON 2018 will be held at the [Table Tennis Centre Brisbane](#) address as follows;  
[86 Green Terrace, Windsor QLD 4030.](#)

### WHEN

The event is on weekend of 28<sup>th</sup> and 29th April 2017 at the aforementioned venue. **Entrants are advised to arrive by 0830** to allow time to orientate and organised themselves **all gaming will be finished by 1700.**

### COST

A **2-day ticket will be \$50.00 AUD.** All proceeds will go towards Briscon's operational costs or towards prize support.

Payments will be accepted through [www.briscon.com.au/tournaments](http://www.briscon.com.au/tournaments)

### WHAT TO BRING

**Entrants will be required to supply the following.**

- **All miniatures you will need to represent your list** (*no more than 5% can be non-CB models*)
- **All miniatures must have LoS/LoF markers or you must provide appropriate tools to do so.**
- **Rules books** (*physical or electronic is fine*)
- **1 x [HVT Model](#)** (*best to use a unarmed model of S2 height that complements your force*)
- **1 x ITS Classified Deck [OFFICIAL](#) or [Non-Official](#)**
- **2 x 300-point list/s** (*from the same vanilla faction or sectorial force no mixing*)
- **1 x Printed Copy of each of your lists for yourself/TO including all profiles clearly outlined**
- **1 x Printed Copy of each your courtesy lists for opponent to peruse after deployment**
- **D20 dice x 5 or greater** (*cause your likely to lose some or curse them*)
- **Tape measure/measuring device**
- **Order counters and a clear way of showing their use** (*regular, impetuous and irregular and must be clear to your opponent and the TO what they are and how they are being used*)
- **Standard counters** (*such as camouflage, wounds markers, etc.*)
- **Necessary templates** (*large and small tear drops and smoke/blast/scatter templates*)
- **A note pad and a pen/pencil**
- **Finally your best game face, some common sense and be ready to have fun!**

## PRESS THE BUTTON! - 2017 – RULES

**PLEASE ENSURE YOUR TURN UP ON TIME.** Failure to do so may result in possible point sanctions, ineligibility to door prizes and or in extreme cases replacement in the tournament.

**THE TOURNAMENT ORGANISER/S ARE ALWAYS RIGHT.** Regardless of if you don't like it and even if they later turn out to be wrong. Once the decision is made its final!

**BEFORE CALLING OVER A TO, TRY AND SOLVE THE ISSUE AMICABLY BETWEEN YOURSELVES.**

This will be much quicker than calling a TO.

**MARK THE SIDE ARCS ON ALL YOUR BASES.** To ensure that the facings of the models are clearly identifiable – seriously, this only takes a few minutes, and avoids so many issues.

**KNOW HOW TO USE YOUR LIST/S.** If they have special rules, know and understand them (including any FAQ). If you're going to be running multiple combat groups, you need to ensure that you can run them as quickly as you could a single combat group. If in doubt, go for a simpler option, and save complex forces for your non-tournament games.

**ANNOUNCE YOUR ORDER IN FULL AND PREFORM ALL MOVEMENT BEFORE ROLLING:**

- a) Clearly say what first skill is (short or long) and await an ARO response.
- b) Declare the rest of the skills to be used if any are being used.
- c) Place any templates regardless of success, measure and move all models.
- d) Await any further ARO responses than proceed to roll.

**ROLL YOUR DICE CLEARLY:**

- a) Say what your target number is before rolling;
- b) Roll the dice where both players can see;
- c) Re-roll cocked dice or dice that fall on the floor;
- d) Leave all dice on the table until the action is completed.

**MANAGE YOUR ORDERS CLEARLY:**

- a) Have clearly distinguishable order pools (including identifiable orders for different combat groups, impetuous or irregular orders, and your lieutenant's order).
- b) Separate your spent orders from your unspent orders.
- c) Clearly state who you're spending an order on, and (if using multiple combat groups) which order pool the order is coming from.

**REMEMBER IT'S A GAME.** Don't get hung up play intent and communicate what you want to do and only call for help if you reach an impasse or rule you can't clarify quickly and impacts on your fun!

## PRESS THE BUTTON! - 2017 – LISTS

### LIST, POINTS, SWC, COMBAT GROUPS AND ALLOWANCES

- **This will be a dual list event.**
- Your list may go up to **300 points** worth of models from your faction/sectorial with a total of no more than **6 SWC** used in your list.
- A limit of **1 Combat Group** will be enforced.
- You may **not** include any customisable Spec Op's profiles.
- Named Spec Op Dire Foes characters **are** allowed.
- All lists must be checked on [ARMY VI](#) and must have a green I.T.S check report  to **ensure they are legally** within the confines of points, SWC and have legal LT options.

### OPEN AND PRIVATE INFORMATION

As a general rule, everything on your Courtesy Army List is considered Open Information and must be disclosed at the end of the deployment phase and whenever asked throughout the game.

**However, you can keep certain pieces of information Private until such time as you need to reveal them to your opponent such as the following.**

- Your troopers' Cost and SWC.
- Identity of your Lieutenant and whether you're in Loss of Lieutenant.
- Troops using Hidden Deployment.
- Troops using Airborne Deployment.
- Troops using Holoprojector.
- The profile of a model under Camouflage and or TO Camouflage marker/s.
- The profile of a model under an Impersonation marker/s.
- Any Special Skill, weapon or piece of Equipment possessing the Private Information Label.

### GAMING ETIQUETTE

Checking all possible Lines of Fire for all figures and Markers on the table can be cumbersome. **It is perfectly acceptable for a player to ask their opponent whether existing Lines of Fire could disrupt the declaration of a given Order before declaring it.** Players are expected to share this Open Information in a truthful and sportsmanlike manner. Honesty and fair play are conducive to a better gaming atmosphere, and all players benefit from that.

**You must give the Tournament Organiser access to any piece of information, Open or Private, anytime if it is requested.** *\*Caveat unless you are playing them at the time/bye round.*

## PRESS THE BUTTON! - 2017 – SCENARIOS

### SCENARIOS

Direct Action scenarios will be drawn from the [I.T.S Season 9: Treason](#) document on the official Infinity the Game website they are as follows.

#### Day 1

##### Round 1 - 0900 to 1100

- Power Pack Pg. 40

##### Round 2 - 1120 to 1320

- Capture and Protect Pg. 42

Lunch Break - 1320 to 1430

##### Round 3 - 1430 to 1630

- Highly Classified Pg. 52

#### Day 2

##### Round 4 - 0900 to 1100

- Acquisition Pg. 55

##### Round 5 - 1130 to 1330

- Hunting Party Pg. 56

Please note the scenarios carefully they are all special operations where specialist troops such as Doctors/Hackers/Engineers for example are REQUIREMENTS to earn Objective Points. This season also includes Data Trackers which can help earn you additional Objective Point and secure good Major/Minor Wins that earn more Tournament Points. Remember the Data Tracker is declared at the end of the Deployment Phase and must be a model on the table.

### GAMES & ROUNDS

The tournament will consist of 5 games over 2 days. We will play a total of 3 rounds in each game. Assuming all goes well you should have a total of 15 Active turns and 15 Reactive turns throughout the entire tournament.

Each round will be a standard 1 vs 1 game. The initial pairings will be determined randomly, and a swiss pairing system will be used thereafter.

## TIME LIMIT

**There is a strict 120-minute limit for each round will be in effect** during which each player should get 3 Active turns and 3 Reactive turns again assuming all goes well.

## PRESS THE BUTTON! - 2017 – PRIZES

### PRIZES

**There will be prizes** for 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> places in the event.

**There will be lucky door prizes** drawn by raffle for those players who did not win any other awards or prizes.

## EXTRA NOTES AND THOUGHTS

The Brisbane Table Tennis Centre is a very clean open area but can still get a touch warm during the day so it's worth bringing a decent supply of water to keep hydrated. Along with any personal hygiene items you feel you might need. Toilets and whatnot are underneath the venue in the change rooms. There is ample parking both besides and under the centre and it's within walking distance of Windsor Rail Station.

**LUNCH IS NOT** included in the price although there is a cafeteria which will be manned throughout the weekend on site.

**Tournament Organiser** – Josh Higgins

**EMAIL:** [infinitybriscon@gmail.com](mailto:infinitybriscon@gmail.com)

**FACEBOOK EVENT PAGE:** [PRESS THE BUTTON at Briscon 2018](#)

For general assistance with list building, understanding Infinity the Game or just to touch base with other players, look to Infinity the Game - Australia and QLD & Northern NSW on Facebook.

**Facebook Infinity QLD and NSW:** <https://www.facebook.com/groups/312775248921641/>