

## **CHURCH OF INFINITY - 2020 – ADMIN**

### **WHERE**

The Infinity @ BRISCON 2020 will be held at the [Mt Gravatt Showgrounds](#) address as follows;  
1644 Logan Rd, Mount Gravatt QLD 4122

### **WHEN**

The event will begin Saturday the 18th of April at the aforementioned venue and finish on Sunday the 19<sup>th</sup> of April. **Entrants are advised to arrive by 0830** to allow time to orientate and organised themselves **all gaming will be finished by 1700.**

### **COST**

A ticket will be **\$50.00 AUD** and covers both days; proceeds will go towards operational costs.

You can pay through PayPal by going to <http://www.briscon.com.au/tournaments.html>

Please ensure you clearly state the NAME which you will be entering the event under in your purchase if you are using someone's else's PayPal for example.

### **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.**
- **1 x HVT Model** (*best to use a unarmed model of S2 height that complements your force*)
- **1 x ITS [Classified Deck](#)**
- **2 x 300 point [Tactical Window](#) 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!**

## **CHURCH OF INFINITY - 2020 – 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 EVENT ORGANISERS/REFEREES 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 REF, TRY AND SOLVE THE ISSUE AMICABLY BETWEEN YOURSELVES.**

This will be much quicker than calling a REF.

**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 PERFORM 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 IN THE OPEN:**

- 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 in the open until all rolling for both players are completed.

**MANAGE YOUR ORDERS IN AN OPEN AND FAIR MANNER**

- 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!

## 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.
- **TACTICAL WINDOW** only allows for **15 Combat Group Limit** I.E. **all 4 Puppet tactica = 1 spot.**

toadchild said: ↑

*If models don't count towards the combat group limit then they don't count against this limit, either.*

That's the way Tactical Windows works. In the next update, I will fix the wording.

HellLois, Jan 16, 2020

- 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.

## **CHURCH OF INFINITY - 2020 – SCENARIOS**

Scenarios will be drawn from [the Season 11: Stakeout Rules & Missions](#) document for ITS.

The missions and schedule will be as follows starting Saturday.

### **Round 1 – 0900 to 1100**

- Safe Area Pg. 34 to 35

### **Lunch Break - 1100 to 1200**

- **Catering will be on offer for a fixed price.**

### **Round 2 - 1200 to 1400**

- Acquisition Pg. 11 to 12

### **Round 3 - 1430 to 1630**

- Supplies Pg. 40 to 41

### **Round 4 - 0900 to 1100**

- The Armoury Pg. 42 and 43

### **Lunch Break - 1100 to 1200**

- **Catering will be on offer for a fixed price.**
- **Best Painted Force – Judged by the player's raffle tickets given to Event Organiser**
- Please leave your force out to be judged with any display base and your name clearly marked

### **Round 2 - 1200 to 1400**

- Front Line Pg. 23 to 24

## **ROUNDS & TIME LIMITS**

The event will consist of 5 games. Players are expected to play 3 turns in each game  
The first round will be random drawn pairings with the OTM pairing all rounds after that.

**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. **A HARD DICE DOWN RULE WILL BE IN PLACE!**

## **CHURCH OF INFINITY - 2020 – PRIZES**

Awards will be made available for the following,

**1<sup>st</sup> Place**, ITS Limited edition mini

**2<sup>nd</sup> Place**, Pick from prize pool

**3<sup>rd</sup> Place**, Pick from prize pool

**Best Painted**, Raffle Draw with tickets generated by players based on quality of painting.

**Best Sports**, Raffle Draw with tickets generated by players for good conduct and sportsmanship.

**Best Table**, Raffle Draw with tickets generated by players based on quality of terrain.

All other players will walk away with a **grab bag of goodies** as thanks for attending!

**Event Organiser** - Daniel "VisOne" Cade

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

**FACEBOOK EVENT PAGE:** <https://www.facebook.com/events/3518191981556811/>

For general assistance with list building, understanding Infinity the Game or just to touch base with other players who not look to Infinity the Game - Australia and QLD & NSW on Facebook.

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