

JUST THE TIP - 2017 - ADMIN

WHERE

The Infinity @ BRISCON 2016 will be held at the [Table Tennis Centre Brisbane](#) address as follows;
[86 Green Terrace, Windsor QLD 4030.](#)

WHEN

The event is on Sunday the 30th of 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 1730.**

COST

Is dependent on number of days you attend **1 day ticket will be \$30.00 AUD** and **2 day ticket will be \$50.00 AUD**. All proceeds will go towards Briscon's operational costs or towards prize support.

PayPal account: brisbanegamingsociety@gmail.com

Please ensure you state your name and which Infinity/s you are paying for.

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 [OFFICAL](#) or [Non-Official](#)
- 2 x 250 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!

JUST THE TIP - 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!

JUST THE TIP - 2017 - LISTS

LIST, POINTS, SWC, COMBAT GROUPS AND ALLOWANCES

- **This will be a dual list event.**
- Your list may go up to **250 points** worth of models from your faction/sectorial with a total of no more than **5 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.*

JUST THE TIP - 2017 - SCENARIOS

LIMITED INSERTION

Limited Insertion will be in effect all throughout this event. This means you may only bring 1 combat group at any time. 2 lists are still allowed but at no time will you be able to use more than 1 combat group. **Also please note** Limited Insertion **DOES NOT** allow the Strategic Use of Command Tokens. So you **may not take orders from an opponent's combat group** for example at the start of the game.

SCENARIOS

Direct Action scenarios will be drawn from the [I.T.S Rules and Missions Document V.1.4](#) on the official Infinity the Game website they are as follows.

Round 1 – 0900 to 1030

- Decapitation Pg. 24

Round 2 - 1030 to 1200

- The Armory Pg. 25 to 27

Lunch Break - 1200 to 1300

- **Best Painted TAG – Judged by the players with TO as tie breaker.**
- Please bring your TAG to the front for judging with your name clearly marked

Round 2 - 1300 to 1430

- Show of Force Pg. 30 to 31

Round 3 - 1430 to 1600

- Deadly Dance Pg. 32 to 33

Round 4 - 1600 to 1730

- Firefight Pg. 34 and 35

Please note the scenarios carefully they are all direct action where victory points and the ability to not only sustain casualties but inflict them can be key. However you CANNOT over look your classified objectives so ensure you have some Specialists such as Doctors/Hackers/Engineers for example to earn those extra Objective Points and secure good Major/Minor Wins that earn more Tournament Points.

GAMES & ROUNDS

The tournament will consist of 4 games. We will play a total of 3 rounds in each game. Assuming all goes well you should have a total of 12 Active turns and 12 Reactive turns throughout the entire tournament.

Each round will be a standard 1 vs 1 game determined by Random Pairings.

TIME LIMIT

There is a strict 90 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.

JUST THE TIP - 2017 - PRIZES

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There will be prizes for 1st, 2nd and 3rd places in the event.

There will be a prize for **best painted** TAG as judge by the players and the TO as tie breaker if needed.

Finally there will be lucky door prizes drawn by raffle for those players who did 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 what not 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. We may look at ordering in some catering if enough players

Tournament Organiser - Daniel "VisOne" Cade

EMAIL: infinitybriscon@gmail.com

FACEBOOK EVENT PAGE: [JUST THE TIP at Briscon 2017](#)

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/>