

## Winter 2013 Tournament Pack

### Introduction

The 2013 Winter Challenge is a whole weekend of gaming including two separate ITS tournaments in the daytimes and open gaming on Saturday evening.

### The Tournaments

Saturday's tournament will be 300pt Spec Ops, two lists using the ITS4 missions.

Sunday's tournament will be a 150pt Starter Pack Tourney using a collaborative mission.

### Date & Location

23-24th November 2013

Exeter District Scouts  
 Little Silver  
 Ashton Road  
 Marsh Barton  
 Exeter  
 EX2 8LN

[View on Google Maps](#), or see the [full directions](#).

Building entrance:



### Before You Arrive

Please submit your lists via PM to IJW on the Infinity forum or to [ian@wargamingtrader.com](mailto:ian@wargamingtrader.com) by Thursday 21st November. Preferably as pasted lists from ALEPH Toolbox or Army Infinity.

### On the Day

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

You will need to bring:

- Models for your army list(s). There is no painting requirement.
- Model bases must have either a front arrow or arc marked on them.
- Printed 'visible' copies of each army list for your opponents that doesn't show SWC, Lieutenant, hidden deployment or AD troops.
- Printed or digital versions of your complete army list(s).
- Infinity rules in some form, there is WIFI access in the venue so the wiki will be accessible.
- Dice, tape measure, markers and templates.
- Laser pointers are useful but not obligatory.
- BRAINZ!

### Saturday

#### Missions

Saturday is a **Spec Ops tournament**. We will be playing all of the **ITS4 missions** except Emergency Transmission.

Two lists are allowed but they must be from the same Sectorial or the same main faction.

Each list can include a Spec Ops with up to 12XP spent on it as per the Spec Ops tournament rules.

## Saturday

09:00 - 09:30	Registration
09:30 - 11:00	Supply Run
11:15 - 12:45	Frontline
12:45 - 13:45	Lunch, Painting Votes
13:45 - 15:15	Seize the Beacons
15:30 - 17:00	Annihilation
17:30	Results & Prizes
18:00 - 22:00	Informal Gaming

## Sunday

09:00 - 09:30	Registration
09:30 - 11:00	Round 1
11:15 - 12:45	Round 2
12:45 - 13:45	Lunch
13:45 - 15:00	Round 3
15:15 - 16:30	Round 4
17:00	Results & Prizes
17:30	Close

### Scoring

The tournament will be decided by the total Objective Points scored during the day. Victory pints will be used as a tie-breaker.

### Scoring

The tournament will be decided by the total Objective Points scored during the day. Victory points will be used as a tie-breaker.

## Sunday

### Lists

Each player is allowed a single 150pt list on Sunday, following the Starter Pack Tourney limitations:

- No more than seven models with a full statline.
- Hidden Deployment and Airborne Deployment can be used but before the LT roll-off you must tell your opponent that there will be surprise models.
- Mines are replaced with D-Charges.
- Link Teams are capped at three models.
- No more than three models can be Camouflage or TO Camouflage markers.
- No Impersonation.
- No Sepsitor.
- Retreat for paired models like Margot & Duroc will be based on individual models.

### Mission

Sunday will use a special collaborative mission where both forces are trying to take out a pirate rather than directly fighting each other.

## Etiquette, Painting and Prizes

### Rules and Etiquette

We ask all entrants have a good understanding of the Infinity rules and FAQ.

We also request that the following basic etiquette is observed;

### 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. If there are 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. As an official ITS event, non-Infinity models are not allowed.

## 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 Requirements

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 at lunchtime. To be considered for Best Army the army must have been painted by the entrant.

Note - there will be a painting prize on Saturday for this event.

## House Rules

The tournament will run by the most up to date rules as per the Infinity wiki but using these [terrain house rules](#).

Note that there will *not* be a restriction on deploying models in high places!