

Starter Pack Tourney Rules

Overview

This is a set of guidelines for beginner-friendly Infinity tournaments. It's not designed to level the playing field between new and experienced players (the experienced players are likely to win regardless) but instead to reduce some of the tactical and rules complexity compared to a full 300pt tournament.

The general idea is that you can easily take part with a starter pack and a blister or two.

Army Limitations

- 150 points.
- No more than seven models.*
- Hidden Deployment and Airborne Deployment can be used but before the game you have to tell your opponent that there will be surprise models.
- Mines cannot be used, instead any models with Mines get D-Charges instead.
- Link Teams are capped at three models.
- No more than three models can start as Camouflage or TO Camouflage markers.
- No Impersonation.
- No Sepsitor.

*This includes all models with a full statline, so models with Ghost: Synchronised and Ghost: Servant count towards the total.



Unofficial starter tourney rules
for Corvus Belli's Infinity game,
from the Wargaming Trader.
<http://infinitythegame.com>
<http://wargamingtrader.com/infinity/stp>



Starter Pack Tourney Mission

Mission Overview

Search the three objectives for information, kill the enemy.

Mission Objectives

There are three objective markers. One in the centre of the table, the other two diagonally towards the corners, 12" from the middle one.

Any model can search an objective marker in BtB contact, this is a short skill and requires a successful WIP roll. It can't be done in ARO.

Objectives **cannot** be searched during the first game turn.

Game Length

Three full game turns even if one force is wiped out or in Retreat status.

Points

- Gain 75VP for each objective successfully searched.
- Add the points for all enemy models that are dead, unconscious, immobilised or possessed at the end of the game. For pairs of models bought as one (for example Duroc and Margot) get points for downed models based on the comparative W/STR of the models. For example Margot gives 1/3 of the points as she has 1/3 of the wounds.
- A wipeout gives 150VP even if the enemy force was under points.

This gives a potential total of 375VP.



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