



TOURNAMENT GUIDE

WHAT YOU NEED TO BRING

While most will know what to bring it is best to make sure we are all on the same page:

- ◉ Rulers/tape measures
- ◉ Silhouettes, Tokens, Templates, Classified Deck and Dice
- ◉ Miniatures
- ◉ 2 Army lists
- ◉ Printed curtesy lists for each Army



PAINING REQUIREMENT

Ultimately there is no fixed requirement for painting, however it does make it easier for you and your opponent to identify miniatures.

It is recommended that you paint firing arcs on to your miniature bases



TERRAIN GUIDES

The following pages are our guidelines for our events and general standards for the Japan Meta. These are our standards in Tournament play.

However, in friendly play we recommend you discuss with your opponent if you want to change any of these expectations.

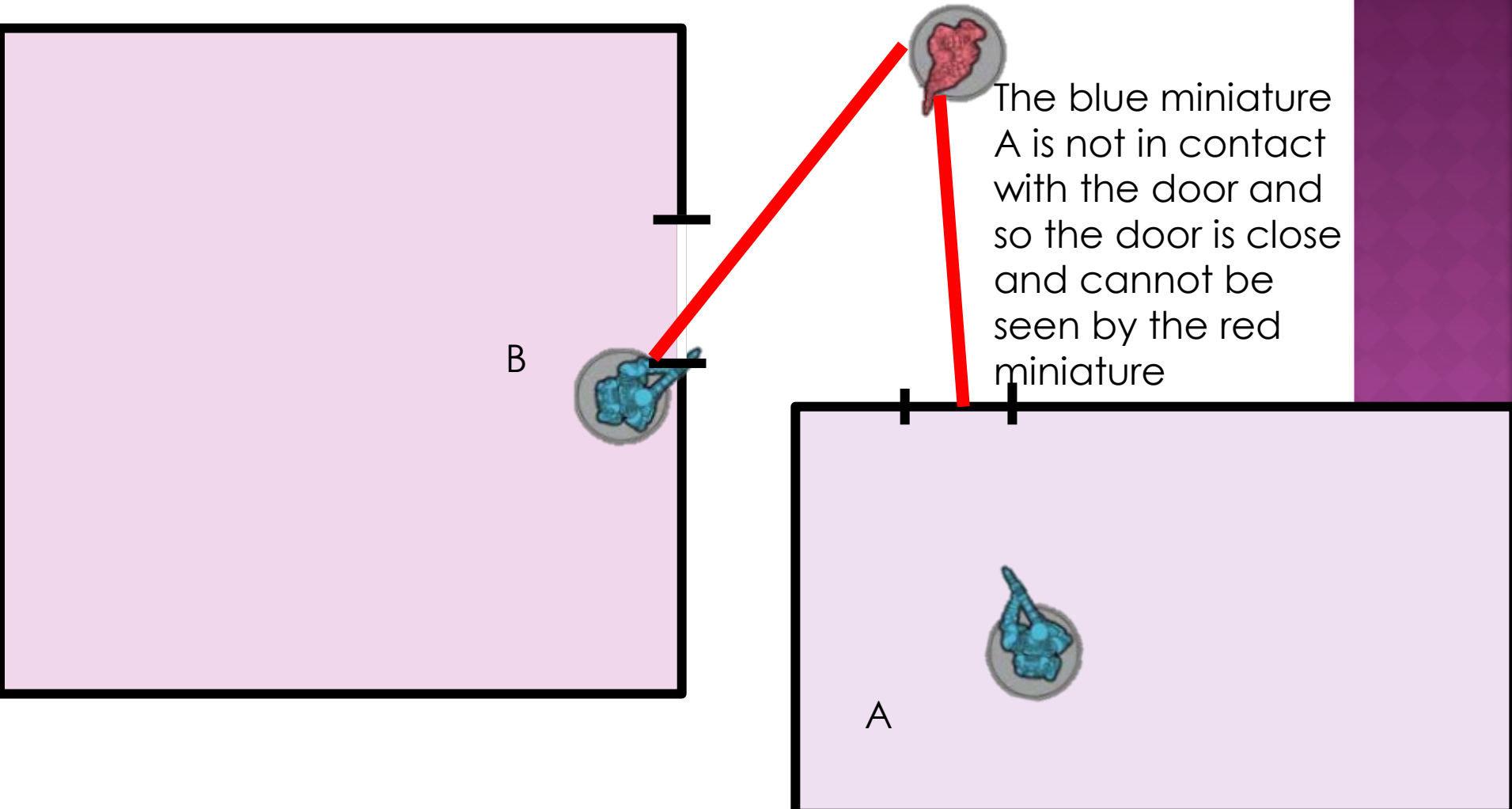


GENERAL

- ◉ Moving through small gaps is allowed as per the Infinity N4 rules (the gap must be wider than half your base) we also require it to be equal to or taller than your silhouette size.
- ◉ Windows are considered solid and impassable.
- ◉ Objective tokens are always considered to have the following Silhouette sizes:
 - Consoles, Antennas, Objectives, Panoply and Techcoffins = S5

DOORS

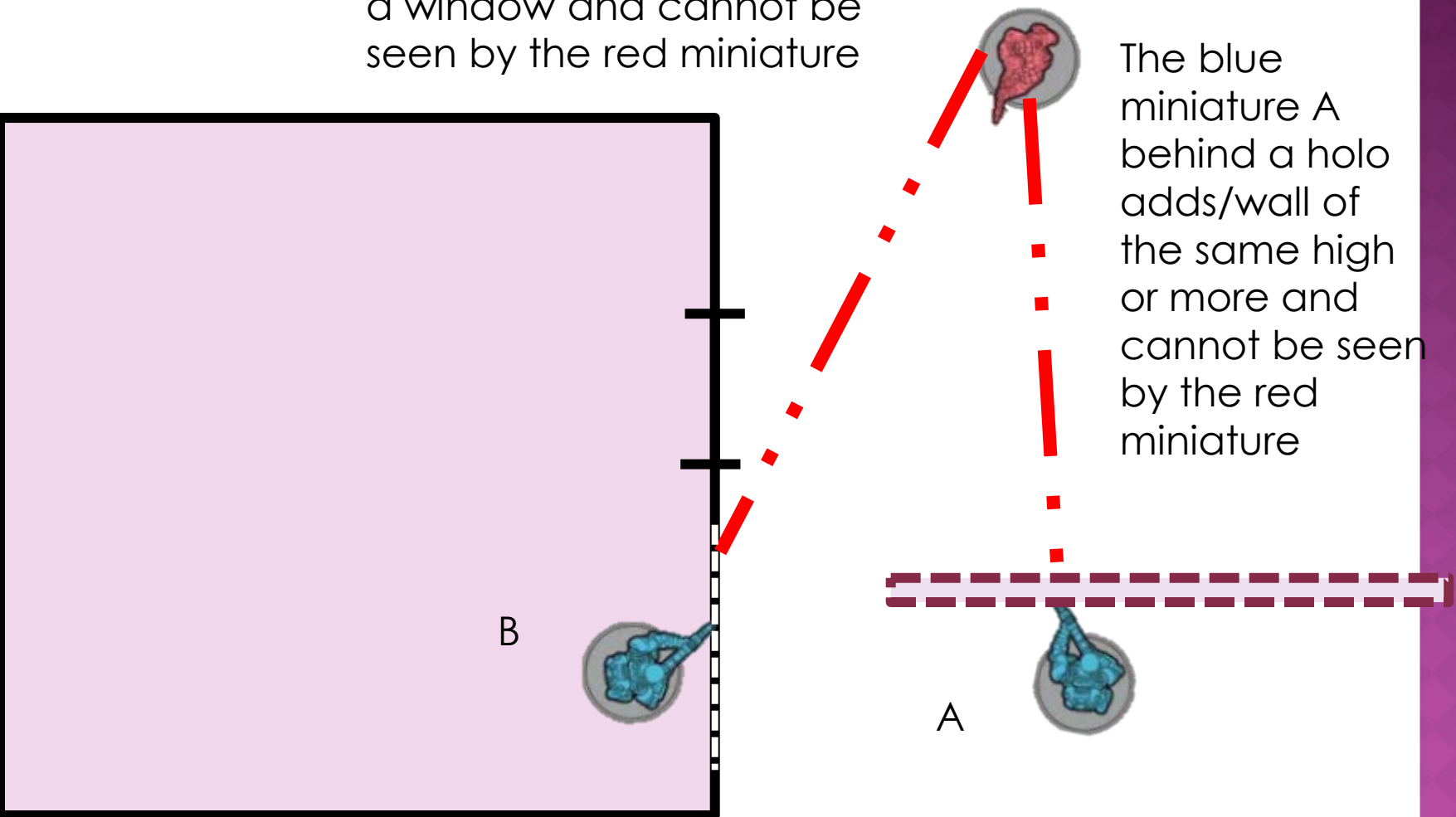
The blue miniature B is in contact with the door. This means it is open and as such can be seen by the red miniature



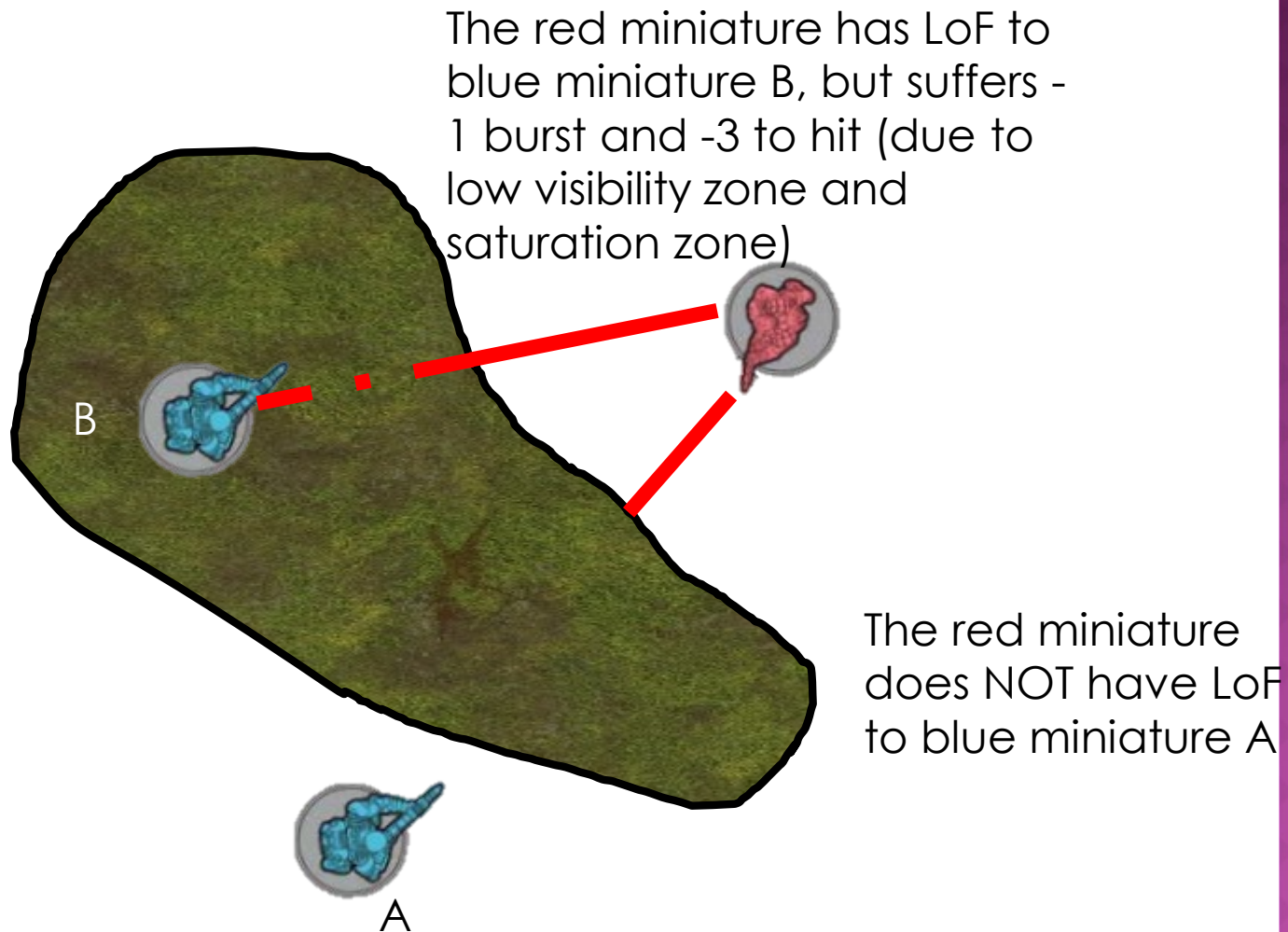
WINDOWS, HOLO-ADDS AND WALLS

The blue miniature B behind a window and cannot be seen by the red miniature

The blue miniature A behind a holo adds/wall of the same high or more and cannot be seen by the red miniature



SHOOTING INTO, OUT OF AND THROUGH WOODS



IN GAME ETIQUETTE

Infinity is a game that requires constant player interaction and, by its very nature, requires cooperation between players. That being said, under the pressure of an event setting it can be tempting to take a 'gotcha' approach to ARO's and line of fire. Although understandable, it is preferable for the enjoyment of all participants that players give their opponent leeway wherever possible.



BEHAVIOURAL ETIQUETTE

While we do understand that all players get invested in their games the following behaviours will not be tolerated:

- ⦿ Any form of abuse to staff or players
- ⦿ Intention disregard or misinterpretation of the rules to gain an advantaged
- ⦿ Disregarding a ruling by tournament staff
- ⦿ Disregarding venue code of conduct

SCHEDULE

- ◉ Open 10:30
- ◉ Game one **Safe Area** 11:00 – 12:30
- ◉ Lunch 12:30 – 13:15
- ◉ Game two **The Armoury** 14:00 – 15:45
- ◉ Game three **Frontline** 16:00 – 18:45

PRIZES BREAKDOWN

At Impetuous Order we will be operating a three tier prizes system. Regardless of where you place you will get a prize. However the higher you place the higher tier you will get.

Tier 1 – Boxes

Tier 2 – Blisters

Tier 3 – All other prizes such as tokens, bases and markers



PRIZES AWARDS

- ⦿ 1st place – ITS prizes + 1 Tier 2 +1 Tier 3
- ⦿ 2nd place – 1 Tier 1+ 1 Tier 2
- ⦿ 3rd place - 1 Tier 2 + 1 Tier 3
- ⦿ 4th place and beyond – Choice of remaining Tier 2 and 3 prizes in order of ranking

SOCIAL RESPONSIBILITY

Given the current world situation and the increase spread of Covid-19 we ask all attendees at events please follow these rules

- ◉ Wear a face mask
- ◉ Wash your hands
- ◉ Use the alcohol provided (it isn't for drinking)
- ◉ Try to follow social distancing protocols (1m distance)
- ◉ No shaking hands, use elbow bumps

