

## Cancon 2020 Infinity Player's Pack



*The Serpentia Reclamation*

**Dates:** Saturday January 25 to Monday January 27, 2020

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## Event Outline

Welcome to Infinity @ CanCon 2020, Australia's largest convention Infinity experience. Players from across Australia, New Zealand and beyond gather to roll dice and play opponents they would never have the opportunity to otherwise. This is a mixed format event, covering the Australian Nationals ITS event, a tailor-made, story-driven Infinity Narrative event and Aristeia casual, demonstration and display games.

Mix in Community Building & Bonding events outside the bounds of competition in the evenings and you've got a tabletop experience unlike any other.

## Schedule

Day	Event	Time	Location
Friday	Set up	To Be Advised	Exhibition Park
Friday (evening)	To Be Advised	To Be Advised	To Be Advised
Saturday	Nationals ITS Day 1	8:30am to approx 5pm	Exhibition Park
Saturday (evening)	Community Dinner	From 7pm	To Be Advised
Sunday	Nationals ITS Day 2	8:30am to approx 5pm	Exhibition Park
Monday	Narrative Event	8:30am to 5pm	Exhibition Park

## Registration:

To register for this event, tickets must be purchased from Canberra Games Society (CGS). We have 3 events running - Infinity ITS on Saturday and Sunday, with Monday hosting the Infinity Narrative Event and Aristeia Casual display & introduction games. Tickets can be purchased for ITS and Narrative, or combine the two for a discounted rate.

## What to Bring:

Models (including 3 HVTs for Unmasking), 2x Printed ITS legal army and courtesy lists, tape measure, dice, tokens and templates, a classified objective deck, copy of the rules, a drink bottle for fluids, appropriate attire for hot humid conditions, deodorant and a good attitude.

# Australian Nationals Event (ITS)

## Briefing

The Australian Nationals Infinity Event is a Corvus Belli sanctioned Satellite tournament. The winner will receive an entry to the Masters tournament at Interplanetario in Spain.

This is a 5 round, 300 point mid-tier tournament held over 2 days. We will be using scenarios for ITS Season 11 "Stakeout". Full season details, rules and missions are available via this link:

<https://assets.infinitythegame.net/downloads/itsrules/season11/en/v1.0/season11.pdf>

Each round is allocated 2 hours to be completed, including deployment and 3 game rounds as per the scenario. We ask players to adhere to this time limit to allow for data entry to be completed post game and set up for the next round to be completed to allow the event to run on time.

Pairings will be published at [infinitycancon.com](http://infinitycancon.com) as early as possible. The Infinity CanCon facebook event will be updated when new pairings are published.

Player registration is required at the beginning of each day to ensure everyone is in attendance and pairings can be made.

## Saturday Schedule

Time	Activity
8:30am	Cancon Opens, final table setup
9:00am	Player Registration Opens
9:15am - 9:30am	Round 1 Pairings Announced
9:30am - 11:30am	Round 1 (Show Of Force)
11:30am - 12:30pm	Lunch break
12:30pm - 12:45pm	Round 2 Pairings Announced
12:45pm - 2:45pm	Round 2 (Unmasking)
2:45pm - 3:00pm	Round 3 Pairings Announced
3:00pm - 5:00pm	Round 3 (Acquisition)

## Sunday Schedule

Time	Activity
8:30am	Cancon Opens
9:00am	Player Registration Opens
9:15am - 9:30am	Round 4 Pairings Announced
9:30am - 11:30am	Round 4 (Capture & Protect)
11:30am - 12:30pm	Lunch break
12:30pm - 12:45pm	Round 5 Pairings Announced
12:45pm - 2:45pm	Round 5 (Quadrant Control)
2:45pm - 3:00pm	Short Break
3:00pm - 5:00pm	Announcements and Presentations

## Scenarios

The scenarios have been determined by discussion amongst the committee to create a shortlist of 7 missions, from which a vote was taken to cut this to the five missions below.

As this is our Nationals tournament, consideration has been taken to ensure a variety of scenario scoring conditions, strategic focus and to test list building skills.

- 1 Show Of Force
- 2 Unmasking
- 3 Acquisition
- 4 Capture & Protect
- 5 Quadrant Control

## Army Lists/Requirements

Players are required to have no more than two ITS legal 300 points lists. There are no extras from Season 11 being used (no Spec Ops, Soldiers Of Fortune, etc)

## ITS Registration and List Submission

The ITS tournament is a Corvus Belli sanctioned Satellite tournament. As such, all players will be required to register and submit lists via Corvus Belli's Online Tournament Manager. A tournament event will be created close to the date, with all ticket holders manually added by tournament organisers. A form will be sent via email to obtain each player's ITS PIN and Nickname. A link will also be included to direct players to create a Corvus Belli Player Profile, should you not already have one.

Once added to the OTM, an email will be sent with a link to the event for list submission. Lists are required to be submitted no later than 10pm Thursday 23rd January 2020. This will be monitored by the Tournament Organisers to ensure completion. This information is used by Corvus Belli to assist with their statistics and provides feedback on unit selection and use. It also means the tournament organisers will have access to each player's lists in the case of a discrepancy or dispute.

## Terrain

It is not practical to provide a set of blanket rules for all terrain/tables at Cancon. Therefore, the TOs strongly advise that players discuss and agree on the table-state prior to the Lt WIP rolls.

Questions to clear up with your opponent prior to the game starting:

- Identify any railings and other scenery that is not completely solid and confirm if it provides cover for S2 models, as well as other Silhouette values.
- Identify and discuss whether buildings have interiors that are playable spaces and how they are accessed.
- Identify pathing/movement for large-based models. Ensure that both deployment zones have reasonable access (and egress) for TAGs, Remotes and other Troopers with large bases.
- Confirm if movement is allowed underneath stairs and other elevated terrain pieces. Confirm if LOF can be drawn underneath stairs. as with the railing item above, confirm if any rails/mesh on stairs provides cover to Troopers.
- Identify and discuss any sections of the table that would require special Terrain-skills to traverse (ie. Jungle Terrain, Mountain-terrain, etc etc).
- Discuss how windows/transparent/translucent materials work (ie. acrylic billboards) work. Muddy Windows? 'See Into But Not Through' (SIBNT)? Do they allow Line Of Fire (LOF)? As a general rule, if you can see through it but it's solid, remember that the Infinity terrain rules specify that scenery items that possess transparent plastic acrylic pieces should be considered to block LOF as any other opaque element.
- Are there elevators or other doors that might allow access to Rooftops? What is required to move from the Ground to Elevation? Short-skill? Long-skill?

## Judges, Disputes and Event Rulings

This section is broken into two parts: "Prior To The Event" and "On The Day"

### **Prior to the Event:**

Any rules questions and clarifications can be sought from the Infinity CanCon committee. These can be posted on the Infinity CanCon 2020 event page on facebook, or emailed to [infinitycancon@gmail.com](mailto:infinitycancon@gmail.com). We will look to published FAQ's & the Wiki in the first instance, and if still unclear the committee will discuss and reach a decision. These will be published on the Facebook event page and collated in a PDF. Should official clarification be received more than 1 week prior to the event, the committee will evaluate their decision with the new information and updates published as required.

### **On The Day:**

The Judge(s) on the day will be Rid Sullivan. We request all players to attempt to reach an amicable agreement prior to escalating the dispute to the judges. Any rulings made on the day will be final in order to allow play to continue. We will hear both sides of the argument and research if necessary.

## Matchups and Grudges

Matchups are determined by swiss pairing, with a random selection for Round 1. Further to our 20191 event, all consideration will be taken to ensure each player matches to someone from another state for Round 1.

In the event of a bye (odd number of players), the Tournament Organisers will arrange an opponent for a game to be played. This will result in an automatic Minor Win (2 tournament points) to the player allocated the bye, scored 5 -1 on Objective Points with 200 victory points. If the player with the byr wins by a greater margin than the automatic minor win, the actual result of the bye game will be used.

"Grudges" will be permitted for Round 1, however will only be accepted provided both players email [infinitycancon@gmail.com](mailto:infinitycancon@gmail.com), indicating their wish to grudge with the name of their opponent. As a means of verification, please use the same email address as the one you used when purchasing your ticket. Grudges notified by any other means will be ignored. The purpose for this method is to avoid the public pressure of callouts via social media.

## Prizes

\$15 from each ticket to the ITS tournament is allocated to the prize pool. We also rely on sponsorship from generous companies who service the tabletop world. We have a number of prizes which will be set aside for specific awards:

### **Best Sports**

This will be awarded to the player who achieves the highest number of votes from their opponents. Players will be required to vote for their opponent at the end of each game (allocating between 0 - 3 points) judging how they represented themselves and conducted the game fairly and with the attitude that exemplifies the Infinity community.

### **Best Painted**

This will be a single miniature presented for judging and will be awarded by the TO/s.

### **Painted Army Prize**

This will be randomly selected from all players who have painted & based their models, beyond primer. Ideally we are looking for a 2 colour minimum (zenithal priming doesn't count) with a finished base. The purpose of this award is to recognise players who have brought a completed force to the event.

### **Best Table**

We rely heavily on the community to provide the terrain and tables for us to play on. This award will be peer voted at the end of game 3 to recognise the contribution made by providing us with a great looking table to use for the event.

## Narrative Event

### Briefing

CanCon 2020's narrative will tell the story of Operation Compass, an international operation coordinated by O12 to retake territory lost during the third offensive and demonstrate the capacity of the Human Sphere to present a combined front against the aliens. As the operation unfolds, players must work to uncover traitors in their midst, and overcome divisions rife within the sphere that threaten the success of the operation and the prospects of humanity in the war with the Evolved Intelligence.

Further briefings for the narrative event will be provided via email to players, using the email addresses provided by players on registering for the address. This will include a request to players to identify if they would like to play as one of the small group of traitors that will be working alongside the Combined Army for this event.

## Monday Schedule

Time	Activity
8:30am	Cancon Opens
9:00am	Narrative Player Registration Opens
9:15am - 9:30am	Round 1 Pairings Announced
9:30am - 11:30am	Round 1
11:30am - 12:15pm	Lunch break
12:15pm - 12:30pm	Round 2 Pairings Announced
12:30pm - 2:30pm	Round 2
2:30pm - 2:40pm	Round 3 Pairings Announced
2:40pm - 4:40pm	Round 3
4:40pm - 5:00pm	Final table tear-down and Narrative Conclusion

## Scenarios

Scenarios for the CanCon 2020 Narrative event will be revealed on the day, and will include wildcard and emergent elements that are revealed to players as rounds within the game progresses. However, briefings issued to players in advance of the event will include hints and clues as to how to best prepare for these missions, and what obstacles the players might expect.

## Army Lists/Requirements & Special Rules

The CanCon 2020 Narrative will be 300 points, with **one list for each round** (three lists total). Players may use either one of the following special variants for their CanCon 2020 narrative lists, but **may not** switch between variants across rounds.

**Variant one:** escalating Spec-Ops. Players may include a spec-ops trooper in their lists. The spec-ops trooper may be equipped differently each mission and does not need to retain skills or equipment between rounds.

The experience available to the spec-ops trooper increases each round as follows:

Round 1: 12xp

Round 2: 18xp

Round 3: 24xp

**Variante two:** escalating Military Speciality. Players may pick a Military Specialty track from page 208 of the Daedalus Falls book, and advance up that track as the narrative event progresses. Players **may not** switch between tracks between rounds; whichever Military Speciality track is chosen for the army is retained between rounds.

Because these rules are in the Daedalus Falls book and not on the Infinity Wiki, players are expected to explain to their opponents what Military Speciality track they are using and what the effects are prior to the game commencing.

The Military Speciality available to players increases each round as follows:

Round 1: level 1 on the chosen track

Round 2: level 2 on the chosen track

Round 3: level 3 on the chosen track

## Judges, Disputes and Event Rulings

Discuss the process used to resolve disputes, whether we will have dedicated Judges (and identify them), as well as the process the organisers will use to receive questions about rules interactions prior to the event and how determinations will be reached and communicated to the players (ie. Committee discussion and vote followed by publication on social media and website).

## Aristeia at Cancon

### Briefing

With Aristeia! still relatively small in Australia, we will be hosting casual and demonstration games on the Monday of the convention. Once the core concepts of how the game operates are understood, it's played at quite a fast pace.

### What to Bring

If you own a copy of Aristeia!, please bring it along. Otherwise, all you need is an open mind and a good attitude.

## Community Event (Friday evening)

After setup is complete on the Friday, there is a chance that people in town may be interested in a dinner or other get together.

Social media will be used to organise people and direct them towards any suitable venues.

## Community Event (Saturday)

We expect to host a large community dinner on the Saturday evening (after Day 1 of the Nationals event). All members of the community are welcome (and encouraged) to attend, registration for the Nationals (or Cancon) is not required to attend.

We expect that the dinner will kick off at a local Canberra venue approximately 1-2 hours after the final round has concluded for the day, allowing people time to go back to their lodgings, freshen up and then travel to the venue.

The exact details of the dinner are yet to be finalised, so please watch this space.

# Painting, Basing and LOF Marking Requirements

## Painting Requirements

Nil, except that we strongly encourage players to '*Play It Painted*'. Many players enjoy the spectacle of infinity and a painted army (regardless of the skill of the painter) is more striking than a sea of bare metal. However, in no way will players with unpainted armies be penalised in these events. We do have a randomly selected prize for players who do present a painted force to the event.

Additionally, we hope to grow the Australian Infinity Community by drawing in Spectators from the general public. Anything you can do to improve the visibility and appeal of Infinity to the general public benefits us all.

**Basing Requirements:** As painting - Nil but a based army also contributes to the visual appeal of the game.

**LOF Marking Requirements:** All models in play *must* have LOF Markings. These may be painted on, use a 3rd party tools (ie. Base-dials, plastic LOF templates/arcs) or use the new CB-moulded LOF bases. If a model has no discernable LOF marking (or unclear/imprecise markings) then the opposing player may request that it **has no LOF for the purposes of determining AROs at their discretion**. When in doubt, a Judge/TO may be called upon to determine LOF between models as required. TO's will have a selection of paints on hand for emergency LOF markings to be applied.

## Conduct and Sportsmanship

The Australian Infinity community has continued to demonstrate the highest levels of sportsmanship and good conduct. We are, all of us, proud to be part of such an amazing and welcoming community.

We are providing guidelines for appropriate behaviour and conduct below with the expectation of not having to manage any infractions or drama. However, they are being communicated to you such that there can be no appeal to ignorance should poor behaviour be demonstrated during the event.

Infinity is a game you play with your opponent as much as against them. It should always be played in a friendly, fun and cooperative spirit. You may call over a TO if you need some help or clarification or if you want to complain, but please try to first avoid drama and sort out any issues out in a mutually agreeable manner with your opponent. Follow these Guidelines:

- Don't be a dick! Obviously, be pleasant, fair and friendly at all times. Don't ever be difficult, ill-mannered, or bad tempered. Self check any of your actions - how would you respond if your opponent were to behave in such a manner?
- Do not argue with the TOs: You are entitled to debate rules with us, but once a ruling has been made that's it. We don't volunteer our time for these things because we love arguing. It's actually the worst thing about the job.
- Share Open Information: Describe each of your Troopers (and any relevant skills / equipment) as soon as a Trooper is deployed / revealed, and anytime when asked.
- Respect private information. Every player will be handed a courtesy list at the commencement of the game. Recreating your opponent's list in Army to determine possible Lieutenants and identify points costs of various units circumvents the private information of your opponent's list. Take it at face value and play the game. Please bear in mind actions such as rebuilding a list in army takes away precious game time.
- Seek Agreement: Confirm judgement calls (e.g. if Line of Fire exists). Do this before rolling dice.
- Clarity: Allow your opponent to see dice rolls (and measurements). Your opponent may ask you to reroll any dice result they don't see.
- Rules Disputes: If there is a rules dispute, sort it out together, check the rules or clarify with a TO. Do not attempt to bully someone about the rules. Do not bullrush someone with the rules.
- Mistakes: Infinity is a complex game. Mistakes happen. Assume good faith and resolve them in a fair and friendly way.

- Intent: Be reasonable and err towards your opponent's intent – especially if it is explicitly declared. Equally, do not abuse intent in an unsportsmanlike way.
- Play Fair: Inform your opponent of things they should reasonably know, or things you think they may have forgotten so the game can proceed in the best spirit.
- Especially observe this with new players.
- Avoid slow play: The more time you take to make a decision the less time your opponent has and the more pressure they are under to rush.

## Sportsmanship Award and Disqualification

After each game, when you hand in your score sheet, you may cast a vote (0-3 points) for your opponent for the Sportsman award. The player with the most nominations will win (ties broken by highest tournament placing). Conversely, should a player be voted 0 points for sportsmanship, the TO's will investigate to determine what has happened and how the matter can be resolved.

If you have concerns about your opponent's behaviour, we believe that a mature way to approach conflict is to address your opponent directly but politely and in good faith (misunderstandings can needlessly escalate). However, if you are not comfortable with this approach, you may report your concerns to the TO, who will escalate the matter at their discretion.

Any player observed behaving poorly may be disqualified from receiving any award or placement, at the sole discretion of the TOs. There is no '*Three Strikes Policy*' and no warning is required. **For severe (or repeated) breaches of the Conduct guidelines above, a player may be ejected from the tournament and potentially banned from future events.** These may seem like draconian measures but we have complete faith in the Australian Infinity community to continue to uphold the high standards of behaviour that it has previously demonstrated.