

VALLEYCON 2021 INFINITY

SATURDAY MAY 15TH - SUNDAY MAY 16TH 2021

LOCATION

Expressions Whirinaki Arts & Entertainment Centre

Address: 836 Fergusson Drive, Upper Hutt 5018

ARMIES

300pt, 6 SWC, both from the same Faction/Sectorial.

2 lists uploaded into ITS OTM no later than **midnight/12am Wednesday May 12th**.

GAMES

The tournament will consist of 3 rounds – each lasting 2 hours/120min. Refer to [ITS Season 12](#) for full mission details. The Umpire(s) will give regular updates on time however it is between the players to ensure the full game is completed in the timeframe. If you are running out of time the Umpire(s) may declare an end after a certain turn (ensuring both players have had the same amount of turns).

	Round	Time	Mission
Saturday	1	9:30am - 11:30am	Countermeasures
	Break	11:30am - 12:00pm	
	2	12:00pm - 2:00pm	Supremacy
	Break	2:00pm-2:30pm	
	3	2:30pm - 4:30pm	Unmasking
Sunday	4	9:30am - 11:30am	Biotechvore
	Break	11:30am - 12:00pm	
	5	12:00pm - 2:00pm	Firefight
	Pack Up	2:00pm - 2:30pm	
	Prizegiving	2:30pm - 3:00pm	

REGISTRATION

Register through the Hutt Valley Wargaming Club website: <https://huttclub.wordpress.com/events/valleycon-2021/>

We have been allocated **up to 32** spots, depending on early registrations. Please register early to secure a place

PAYMENT

\$50 to Hutt Valley Wargaming Club. Payment details are provided following registration, by the event organiser.

\$10 for ITS pack, ITS registration of event and prize support. Payment details to follow.

CONTACT

Dave Fraser or Ryan Lister via the usual channels

WHAT TO BRING

- Models for your lists (including 3 HVTs or equivalent)
- Printed ITS legal army and courtesy lists (Army Web version is live)
- Dice, tape measure, tokens and templates/silhouettes
- A current ITS classified objective deck
- Access to the rulebook
- Access to Missions (recommended through ComLog)
- A good attitude (very important!)

PROXIES

Per ITS 12:

"Under no circumstances can miniatures from other brands or manufacturers be used as proxies. The use of other Corvus Belli miniatures is allowed; however, players must inform their adversary which Trooper is being represented. The figure must use the same size base as the Trooper being represented"

If you are unsure whether your proxy/conversion is acceptable, please contact Ryan or Dave in advance of the tournament. In extreme circumstances (e.g. if the offending model is likely to cause confusion to another attendee) the TOs reserve the right to declare a proxy/conversion unsuitable for play.

PAINTING

Per ITS12:

"Figures do not need to be painted. But it is recommended to enjoy the experience of hobby to the maximum. For the sake of clarity and agility, every figure in play must display its 180° Line of Fire arc by means of distinct painted markings on its base or the appropriate markers."

SPORTSMANSHIP

Per ITS12:

"All participants in an event, whether Organizers, Players, or guests, are expected to conduct themselves in a friendly and considerate manner at all times. If a participant disrupts the good atmosphere of an event, the Organizer may penalize them or altogether remove them from play. Minimum player etiquette includes giving the opponent time to clearly see the results on your dice before picking them up, sharing with the opponent all open information from your army list and clarifying it as often as requested, waiting for the opponent to declare ARO whenever you spend an Order, etc."

Please be prepared to play at a reasonable speed so that both players can realistically deploy and play three turns in two hours.

If it looks as though you and your opponent will struggle to finish the game in the allotted time, please discuss this with your opponent and raise it with a TO as early as possible. The TO will monitor the game, and if it does not look likely that a third game round will be completed on time the TO will call the game at the end of Round 2.

MATCH PROCEDURE

1. Tell your opponent what faction / sectorial you are playing.
 2. Generate the classified objectives (including shared ones)
 3. Choose which list to play.
 4. Make the lieutenant roll.
 5. Deployment:
 - a. Allow your opponent to make hidden deployments, notes about the game etc. in private (leave the table without being asked).
 - b. During your deployment take photos and/or make clear notes about Private Information which may later be revealed to your opponent. Your opponent may ask you to verify this information at game end.
 - c. 10mins per player is sufficient time to deploy
 - d. Deployment Infiltration rolls are Open Information (performed in front of your opponent)
 6. Determine whether the Intelcom ability of your Classified Objectives will be used this game (when applicable).
 7. Exchange courtesy lists when you have finished deploying.
 8. Play the game! Games have a time limit of **2** hours.
- Be able to play 3 player turns with your force in half this time reliably!

NARRATIVE EVENT

Many of us enjoy the rich cyberpunk-inspired background of the Infinity universe, and the tournament organisers are keen to provide an additional experience for those players who want to focus on storytelling (in addition to, or instead of, competitive tournament play).

The tournament will include an optional narrative event in which players can choose to participate. Each ITS mission will have additional optional narrative objectives for players to complete. Prior to the commencement of each mission, tournament organisers will hand out a piece of paper containing a short back story and the narrative objective and how many narrative points a player receives for successful completion. Narrative points will be recorded on the players' scorecards at the end of each mission.

Completing narrative objectives will have no effect on the overall scoring of a mission for competitive ITS purposes.

However, the player with the highest overall narrative points will receive something ... special.

More details to follow on the Infinity NZ Facebook page.

PRIZES

There will be an ITS winners pack for the overall event winner, plus an assortment of other prizes on offer.

We will add more details as we are able. Expect a selection of painted miniatures, battle mats, and whatever else we can come up with.

MOST IMPORTANTLY: HAVE FUN!