

Southern Hemisphere Open - Infinity



Perth's First Annual Tabletop, CCG and Board Gaming Convention - the Southern Hemisphere Open.

When: Saturday the 23rd September 2017, player registration between 7.30 and 8.00am, with an expected finish time around 6pm.

Where: Ascot Racecourse, 71 Grandstand Road, Ascot.

Cost: \$30 per person. This can only be paid online at:

<https://www.eventbrite.com.au/e/southern-hemisphere-open-tickets-32874028103>

Please note that the cost of the tournament now also includes entry into the event.

What: 4 Games of Infinity for the day. Players are allowed 2x 300 point lists (same sectorial and faction) with a 12xp Spec Ops. We will be playing mission from the Direct Action format.

Missions will be Decapitation, Loot and Sabotage, Biotechvore and Firefight. The tournament will be governed by HSN3 and ITS season 9 rules and will be run by Ben and Marty from White Noise - An Infinity the Game Podcast.



Pairings: For the first Tournament Round pairings are assigned at random. From the second Tournament Round on, players are matched using the Infinity Tournament System. Players are ranked according to their Tournament Points scores, and ties are broken by comparing accumulated Objective Points scores. Once all players are ranked, opponents are assigned in descending order of ranking (first against second, third against fourth, etc.).

Proxies: Will be allowed on the day as long as players using them clearly highlight these to their opponent (please note only Corvus Belli miniatures are allowed on the day)

Army Lists: Players will be allowed two army lists, however are free to only use one list during the day if that is their preference. There is no requirement for lists to be submitted prior to the day however courtesy lists for player's opponents are mandatory.



Prizes: Up for grabs is a Season 9 Winners pack (pending on time delivery) including the exclusive Cube Jagers model. Also included is prize support from Corvus Belli, Toy Solider Imports, Battle Kiwi, Systema Gaming and Gamemate EU.

Timetable: Game time allowed will be 2 hours with a maximum of 3 turns per game (per ITS rules).

7:30 to 8:00 - Player's Arrival and Table Set Up

8:00 to 10:00 - Round 1: Decapitation

10:10 to 12:10 - Round 2: Loot and Sabotage

12:10 to 13:20 - Extended lunch break to attend stalls at the SHO, food vendors available

13:20 to 15:20 - Round 3: Biotechvore

15:30 to 17:30 - Round 4: Firefight

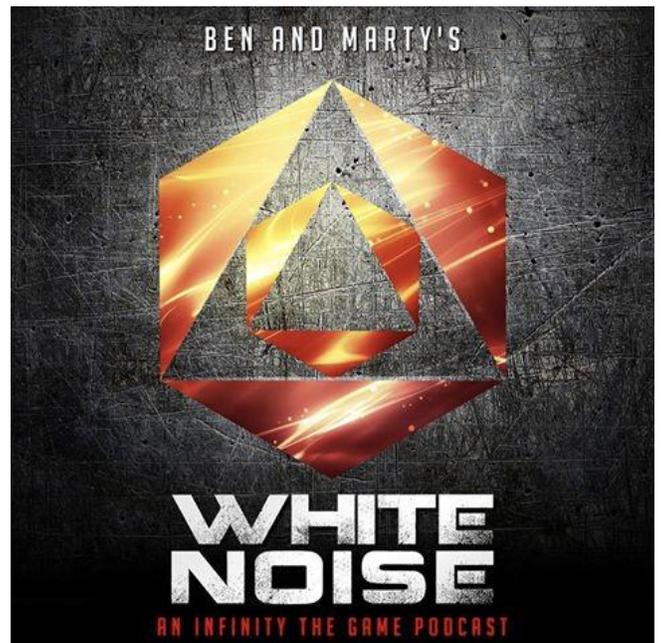
17:30 to 18:00 - Presentations and Pack Up

Registration: The tournament will be submitted as an official ITS tournament and as such each player **must** provide us with their ITS number. The pairings for the day will be handled by the ITS Tournament Manager App with player ITS numbers being essential.

Please send these to Ben Addison on facebook or via our joint e-mail address.

Please refer to this link for sign up if required:
<https://its.infinitythegame.com/register>.

Contact: If you have any questions about this player pack or the tournament in general please contact us on benandmarty@outlook.com.au



Looking forward to a fun day of gaming on the 23rd!

