

SADWC

INFINITY

Boot Camp League 11th & 18th September 2015

The league will run over two Friday evenings, at least two rounds to be played each Friday (hopefully 3). Opponents will be decided at random by drawing a number from a hat. You will know the order of all the games you are playing before you start your first game.

The League:

League positions will be determined as a cumulative total of Objective points achieved during all games played during the two sessions. These points will be awarded as per the scenarios listed in the N3 rulebook, with additional points available – listed below.

Army Sizes:

Each player must field an army of up to 300 points and up to 6 SWC. It must be created using N3 rules, and if you can use the Infinity Army web thingy to do this – 'cos it prints everything out nicely. And, yes, you can proxy models (because we're nice like that), but please make sure it is clear what is what. You may change your army list between Fridays, but not between games on a single Friday night (they must, of course, be from the same faction both Fridays)

Scenarios:

On Friday 11th all games will be using the Annihilation Scenario (found on page 191)

On Friday 18th all games played will be using the Supremacy Scenario (found on pages 194-195)

Bonus Points:

Players can earn additional objective points in the following ways:

- Fully painted miniatures (1 Objective point per Friday session)
- Fully based miniatures (1 Objective point per Friday session)
- Using the same list both Fridays (4 Objective points)
- At the end of the first Friday, each player will take 3 paper/card terrain sheets away with them – you will earn 1 Objective point for each sheet correctly constructed before the second Friday. (So even Aidan has no excuse not to do the bonus things!)

The Glittering Prizes:

- 1st Prize: Engraved Trophy, Certificate, 1st choice from the prize pool
- 2nd Prize: Certificate, 2nd choice from the prize pool
- 3rd Prize: Certificate, 3rd choice from the prize pool
- Remaining places: A choice from the prize pool in order of finishing position
- Last place: will also receive a smack round the head and a kick in the balls

All players will receive a badge displaying the faction logo of the army they have entered into the league, assuming Ryan gets his arse into gear and makes them.

The Prize Pool:

Infinity Scenery pack

Father Lucien Sforza (Mercenary) Blister Pack

Various Mdf sci-fi scenery packs

Various Resin sci-fi terrain pieces

After all players have selected their items from the prize pool, the player in first place will select again – we will continue the order until all the prizes have been claimed – therefore the higher up in the league you finish the greater number of prizes you might take home with you.

Other points to note:

If an odd number of players are in the league; each round one person (determined randomly) will get a bye (equivalent to 4 Object Points).

Please make sure you have a *rough* idea about the special skills from all the troops in your army – it just makes the game quicker.

LoF markers will be available, but please bring your own counters, dice and tape measure.

The rulebook is free to download, please do so if you haven't already (It's the new rules – 3rd edition)

The judges decision is final, but Ryan and Dave are judging, so it'll probably be decided by someone else as we take weeks to find the rule we're looking for...

