



ArcFinity 2025 Player Pack

FORMAT

Infinity N5

300pts/6swc

Reinforced Command (No Loss of Lieutenant)

ITS16 can be downloaded from the link below

<https://downloads.corvusbelli.com/infinity/organized-play/its-rules-season-16-en-v1.pdf>

Round 1: Biotechvore

Round 2: Highly Classified

Round 3: Annihilation

Round 4: Supremacy

Round 5: Mega Turret

If you haven't already, please download COMLOG from the app store. It's an excellent online resource with the latest tournament missions.

[Google](#)

[Apple](#)

WHAT TO BRING

- Your army (with LoF facing marked)
- Printed army lists
- Printed courtesy lists
- Dice, Tape measure, Tokens etc
- Classified deck
- Water bottle
- HVTs, Defensive Turrets, QAZ Templates

OFFICIAL TOURNAMENT MANAGER (OTM)

Please register for the event via the CB official tournament manager. This really helps Corvus Belli develop the game we love further and goes towards overall rankings at the end of the year.

Link to register on OTM - TBA

PRIZES

We prize not only the best players, but all kinds of players, therefore there will be many prizes given out across the weekend ***Since this is Arc, we will be scoring OVERALL winners at the end of the event. This means the player with the highest combination of Tournament Points, Sports Score and Paint Score will be crowned the ArcFinity Champion!***

ARCFINITY SCORING

You will be presented with **THREE** score cards to fill out at the end of each round as per below

BATTLE SCORING

Scoring for ArcFinity will be done using ITS scoring method. See ITS 16 document for details

OUTCOME	TOURNAMENT POINTS	
Victory	4	Earning more Objective Points than the opponent.
Tie	2	Earning as many Objective Points as the opponent.
Defeat	0	Earning fewer Objective Points than the opponent.
Offensive Bonus	+1	Earning 5 or more Objective Points. This Tournament Point is added to the obtained result.
Defensive Bonus	+1	Losing by 2 or less Objective Points. This Tournament Point is added to the obtained result.

SPORTSMANSHIP SCORING

At ArcFinity, we take sportsmanship and fair play very seriously and have a dim view towards negative or aggressive behaviour.

At the end of each game you will score each of your opponent's a sports score out of ten. With 10 being the best experience, and 1 being the worst experience.

10	<p>Star Player - Best game of Infinity you have had in a while/ever! Considerations are as "Beyond Expectations" but in addition includes, pointing out interactions and LoF you might have missed, clear and open communication and intent, making you laugh thorought, and buying you a drink! (Please talk to a TO before giving this score)</p>
9	
8	<p>Beyond Expectations - My opponent did more than just display good sporting behaviours, was very easy with the rules, worked with me during my turn to resolve rules and LoF queries, provided open information without prompting, allowed me to walk back orders and move units I forgot to move. I had a great time playing this person</p>
7	
6	<p>Above Standard Infinity Experience - This game was fun from start to finish! My opponent was engaging, open and clear with their intent and displayed solid sporting behaviour. was easy and clear with the rules and worked with me throughout the game.</p>
5	
4	<p>Standard Infinity Experience - This game was to the standard I would expect from Infinity. My opponent was fun, friendly, upbeat, and displayed good sporting behaviour. There were discrepancies, but they were easily resolved.</p>
3	
2	<p>Below Standard - This game was fine but my opponent displayed some poor sporting behaviour such as: Dodgy measuring Unclear dice rolling Not clear on rules, open information Frequent disputed rules and LoF</p>
1	
0	<p>I Played "That Guy" - This was the worst game of Infinity I have played in a while/ever. Behaviours are as per "Below Standard" but were frequent and were not resolved. (Please talk to a TO before giving this score)</p>

PAINT SCORING

Players must bring models that are painted to a minimum standard of 3 colours as per the ArcFest model policy.

To encourage players we will be running a Painting award to the player who scores the highest after five rounds.

At the end of each game you will score each of your opponent's a painting score out of ten.

With 10 being Studio Quality, and 1 being bare minimum effort

10	Studio Quality (gone the extra mile) - My opponent's army was fully painted to a very high standard (precision highlighting, shading, freehand etc), with lots of detail (decals, weathering, and/or heavily converted), extra effort was made to basing (environmental features, ruins, rubble etc), the army looks like one unified, cohesive force and/or has a clear theme/character/display board
9	
8	Exceptional Standard - My opponents army was fully painted to a high standard (highlighting, shading etc), some detail (decals, weathering some conversions), some effort was made to basing (environmental features, ruins, rubble etc), the army is a cohesive force.
7	
6	Above Tabletop Standard - My opponents army was fully painted and has an extra step or two above the three colour minimum including highlighting and shading. All models bases have been painted and include texture, the army looks like a cohesive force
5	
4	Tabletop Standard - My opponents army was fully painted to a three colour standard. All models bases have been painted with at least one colour and texture.
3	
2	Absolute Bare Minimum to Play - My opponent's army has three colours on each model and the bases were painted
1	

In addition, there will be a series of hobby awards presented during the weekend to encourage players to paint their army and provide excellent looking tables to play on!

ARMIES ON PARADE

Prior to the beginning of round 1, each player will lay out their army on the table they are playing on and players will walk around and vote for their favourite army

- a. You will be provided with a link to access the score card
- b. Score your three favourite armies from the weekend
- c. You will be able to award a single army 3pts, a single army 2pts, and a single army 1pt. With 3pts being the highest.

FAVOURITE TABLE AWARD

At the end of the weekend each player will be able to vote for their favourite table. This can be based on aesthetics, how it played, or a combination of both

- a. Infinity takes a lot of pride in awarding players who put effort into building a fun, functional and immersive table
- b. Score your three favourite tables from the weekend
- c. You will be able to award a single table 3pts, a single table 2pts, and a single table 1pt. With 3pts being the highest.

BINGO CARD

Last year the bingo card was a huge success, so we are doing it again this year 😊

- a. To add a bit of fun and to give away more prizes, each player will be given a bingo card before round 1 to complete over the weekend
- b. As you complete squares on the bingo card, you can cross them off
- c. Once a consecutive line (vertical, horizontal or diagonal) is complete, you will can shout "LINE" and the first person to do so each round will be given a prize
- d. The player to complete the most challenges on their bingo card will win an extra prize