

CORVUS BELLI
INFINITY

Tournament

BACK 
TO THE SPA

Bases



Tournament Rules

- Date

Friday, February 14, Saturday, February 15, and Sunday, February 16, 2025.

- Location

Apartahotel Playa Mar & SPA Puerto de Pollença

[Google Maps Link](#)

- Schedule

FRIDAY

22:00 – Event presentation and briefing.

SATURDAY

8:30 - Hall opens, player check-in, and pairings.

9:15 - First game begins.

11:15 - First game ends.

11:30 - Second game begins.

13:30 - Second game ends and pairings. (Players may leave to eat after finishing their game).

13:30 – **LUNCH** (Hall closes at 13:30).

17:15 – Hall reopens.

17:30 – Third game begins.

19:30 - Third game ends.

SUNDAY

8:30 - Hall opens.

8:45 - Fourth game begins.

10:45 - Fourth game ends and pairings.

11:00 - Fifth game begins.

13:00 - Fifth game ends (Players with a meal package can leave to eat).

13:30 - Awards ceremony.

- Game Duration

2 hours per game.

- Tournament Format

Mid-Tier (300 points, 6 CAP).

EIC Mod:

The tournament format on Sunday is flexible. Players who wish to skip the last two games may do so. This will affect their ranking normally, being considered a "bye" in OTM

- Missions

1. Frontline
2. Countermeasures
3. Acquisition
4. Unmasking
5. Supplies

(Missions are subject to change following the release of N5.)

- Prizes

The total funds collected will be allocated to prizes.

- Trophy for the top three players.
- Wooden spoon for the last-place player.
- Prizes distributed in order of ranking (at least up to the 10th player).
- Raffles among all participants (who have played all five gamees).

- Registration

To register you must do so through the OTM:

<https://infinitytheuniverse.com/games/infinity/its/tournament/2bdda077b-2bdda077b-back-to-the-spa-infinity-tournament>

Note: Participation requires staying at the hotel.

<https://takkure.com/findejuegos>

The player cap is set at 24 participants (with potential to expand).

Registration includes a set of commemorative gifts.

Registration only becomes effective once paid.

- Cost

The registration fee is €20.

Payment must be made via **Bizum** to the number: **678027319**, indicating your name or nickname, ITS PIN, and "Tournament Back to SPA" (e.g., "Miki M5259 Tournament Back to SPA").

- General Rules

Participation in any Official Infinity event requires acceptance of all these rules and any additional rules set by the event organizer.

(Hotel-specific rules can be found on the event's general page).

Edition:

Unless otherwise stated, this tournament will use the **Infinity N5 rules**.

Participants:

Players must bring all necessary materials to play their lists, including:

- Miniatures
- Measuring tape
- Templates and markers
- Dice
- Army lists

Army Lists:

Players may submit two 300-point lists from the same army/sectorial. Army lists must comply with the Infinity rulebook and any special event rules.

Using the **InfinityArmy** app (available for free on the Infinity website) is mandatory to create and validate lists. In case of discrepancies, the information on the official Infinity website will prevail.

Lists must be uploaded to the official event platform before **23:59 on February 8th**.

Mercenaries:

Mercenary troops (e.g., Yuan Yuan or Avicenna) are only allowed in official lists for generic or sectorial armies where they are included.

Line of Fire (LoF):

Players must clearly indicate the 180° LoF on their miniatures' bases using markers (e.g., Customeeple LoF markers or Antenociti's Workshop Visual ArcMarkers).

Proxies:

Miniatures from other brands or manufacturers are strictly prohibited.

Conversions:

Converted miniatures are allowed, provided that most or all of the miniature is made from Corvus Belli parts and it's clear which unit and weapon option is being represented.

Judges:

Players must be familiar with the game rules. Judges are present to resolve conflicts and clarify rules. If a judge observes a rule being misapplied, they will intervene to correct it immediately. Errors that have progressed too far (e.g., multiple orders or turns later) will not be rectified. Players should call a judge and await their resolution before continuing play.

Judges may extend game time as needed. All judge decisions are final and cannot be appealed.

Sportsmanship:

All participants (organizers, players, or visitors) must behave courteously and respectfully at all times. Poor conduct may result in penalties or disqualification by the organizer.

Fair Play and Exceptional Situations:

Fair play and good vibes are encouraged. Repeated violations of this principle may result in banning from future events. The organization reserves the right to disqualify players who arrive late or fail to meet participation conditions.

Submitting Results:

Both players must submit game results. Once submitted, results are final and cannot be modified.

Decorum:

The organization may penalize or expel players deemed unfit to participate. Alcoholic beverages are not allowed in the tournament area. Violators may forfeit participation without refund.

Time Management:

Two systems are in place to manage time:

1. General System:

- Deployment: 30 minutes (15 per player).
- First turn: 30 minutes (15 per player).
- Second turn: 25 minutes (12.5 per player).
- Third turn: 20 minutes (10 per player).

This totals 1 hour and 45 minutes per game (52.5 minutes per player). Announcements will be made via loudspeaker at the end of each phase, and a video timer will display remaining time and current turn.

2. Chess Clock:

If one player requests this system, both must use it. The proposing player must provide the necessary device (e.g., phone or tablet). Each player will have 1 hour and 7 minutes for deployment and all three turns. Time can be managed as desired, but once it runs out, players may only perform AROs. If a reactive player delays excessively, the active player may switch the clock to count against them until they decide.

Questions:

For inquiries, contact:

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