

Łukasz Perzanowski a.k.a. Perzan

https://www.infinitygloballeague.com/wp-content/uploads/2021/06/20210105_125714.png

Gaming:

Lukasz's tabletop gaming originates from 40k 3rd edition. Always more of a painter than powergamer, winning multiple Best Painted throughout the years. Through GW Specialist Games of late 90s, Warmachine 1st Edition and Bolt Action he arrived at Infinity at the start of N3.

Haqqislam first and foremost, branching into QK, HB and Rameh, circling back to Vanilla. Saladin enthusiast. Multiple other factions as well, always starting as a modelling project. Of note is the Monty Python's Quest for the Holy Grail inspired Military Orders you might be familiar with from TTS 3d models.

With the Covid 19 pandemic and TTS scene exploding he became active in Remote Access League and later Infinity Global League as map maker, mentor and player.

Professional:

Pro miniature modeller since 2007, running one man studio as **Hortwerth** and painting and converting models for collectors worldwide. Part time Model and Terrain Painter and Quality Control (plus other tasks as they come and go) in **Micro Art Studio** since 2005. Lead designer of **Wolsung SSG** (2012).

Oli Barnes a.k.a HeadChime

Gaming

Oli began gaming with 40k sometime in the 90s and then fell out of the hobby for a while, getting into games like Starcraft and DotA instead. He came back to wargaming with Infinity right at the N2/N3 transition and has been playing ever since. Oli has been a Haqqislam player throughout that time.

He has very extensive tournament experience, having been both playing and organising competitive events for years. Oli currently runs Infinity Global League, which was the first online event to receive Satellite status from Corvus Belli. He has also helped with providing rules support and recommendations for events and to the official FAQ team.

Professional:

Oli's professional life has literally nothing to do with Infinity.

Kyle Bonderud aka KyleB and yoink101

Gaming

Kyle started gaming when the babysitter opened the red box when Kyle was around 6 or 7. Rolling dice never lost its appeal. He played roleplaying games (although for the first decade they were mostly rollplaying) throughout his formative years. Mostly Dungeons and Dragons, but his world changed when he found other systems that weren't exclusively D20.

He found miniatures games when he got a job and had an income. There were a handful. X-Wing was in there, a couple of other sci-fi space battle games, some on the ground, a number of wargames ranging from ancient history to the Cold War. Then, he found Infinity in early N3 and never looked back. He's played ALEPH and PanO a lot, but lately has been experimenting with Yu Jing and Haqqislam. Nomads are not an option.

Well, okay. Maybe Bakunin.

Notably, he has never played 40k. Although he did play Bolt Action on two occasions.

Kyle is also one of the hosts on WIP12. Where Raymon definitely doesn't have the team locked in a dark room cranking out content.

Send help...

Professional

His professional life is unrelated to Infinity and gaming. He is a high school history teacher and musician.

Jeroen Schoonbrood a.k.a. TheQuestionNL

Gaming:

Jeroen has played and has been active in multiple other games in the Dutch community (Guild Ball Flames Of War and The Drowned Earth); he has been tabletop (war)gaming since Warhammer 40k 3rd edition. He has co-hosted the Dutch Flames Of War GT twice and was a founding member of the Dutch Flames of War community.

In the past he has worked with various clubs in organising tournaments and other events in The Netherlands and Belgium.

Jeroen started at the end of Infinity N3 with a small Nomads faction, after that he was hooked. Having attended the ETC for Flames of War in Salamanca (Spain) and both WTC's for Guild Ball (Poland/Belgium) he wanted to share the experience with the Infinity community.

Professional:

Jeroen has 10+ years of experience in the field of Quality Control/Quality Assurance in various backgrounds ranging from automotive/industry/biology/pharma and now he has settled himself in the food business

Arthur Sánchez Bosch a.k.a. papu_infinity

Gaming:

Arturo started playing Warhammer fantasy from 4th edition until 6th edition but mostly is a cards game player, Vampire the mascardade and Magic the Gathering are still one of his main TCG he is still playing nowadays.

Also he is a big fan of Bloodbowl and other kind of boardgames such as Dominion, Ricochet Robots or even Exploding kittens.

Due to all this war-board games he loves painting miniatures and became a semi professional painter, taking commissions from all over Europe.

He started collecting Infinity the game playing Aleph and Haqqislam from N3 to current present.

Arturo has attended two Interplanetario events where he enjoyed and discovered his great passion for this game.

He loves numbers and rules and he has participated in many events where the goal was to initiate new players to play a huge variety of wargames, role playing games and card games.

Professional:

Arturo is a Maths teacher in elementary and high-school education for more than 10 years. Is that enough?

Kevin Hamilton a.k.a. Spartacusjsmith (The_Omnishambles on ITS)

Gaming:

Kevin got into wargaming when his best friend received a box of metal Catachan Jungle Fighters for his birthday and wanted to know what these figurines were. His grandfather is also a painter and collector of historical figurines and painted his first Airfix Spitfire at the age of 8.

Played 40k from 2nd to 5th edition and Fantasy Battles from 5-8th edition, Kevin ditched GW when they blew up The Old World and started looking for something new.

He was introduced to Kings of War and Infinity and played both for several years before dropping Kings of War to focus on Infinity and the Loss of Lieutenant Podcast, of which he is a host and founding member.

Picking up Haqqislam first, before losing them mysteriously after a car accident in 2018, he has moved around armies from Starco, Combined Army, and Shas, before returning to Haqqislam and Ramah for ITS14.

Kevin is a Warcor, community builder and tournament organiser in his new home of Melbourne, Australia, after moving there from Scotland in 2013. Running regular local events, and being one of the organisers for Burn City Brawl, Victoria's largest Infinity event (and hoping to be Australia's biggest ITS event this year). Kevin is no stranger to organisation and finds running events and getting people excited to play games, one of the most enjoyable parts of the hobby, and is looking forward to being the hype man for The Team Tournament next year :)

Professional:

Kevin has worked in the Oil and Gas industry for over thirteen years as a Metering Service Specialist. Working offshore in the North Sea, Azerbaijan, Singapore, and most recently Australia. He doesn't enjoy what he does, but it helps him buy minis and travel the world!

Christoph Rauterberg a.k.a. mr_b4ggins

Gaming:

Never having played any tabletop before, Chris got into Infinity with the Japanese Uprising in N3 and picked up JSA as his first faction - because Space Ninjas/Samurais are awesome! Since then he has also played a lot of Haqqislam and recently ventured forth to the mighty Steel Phalanx - simply because Close Combat is the only true form of combat!

He has started organising his first tournaments in Central Germany and as of recently is co-hosting the German TTS Infinity Streams on the "Cerberus Nachrichten Netzwerk" - #ad.

Professional:

Chris does Databases and Software Architecture for ESA Space Missions - always on the lookout for wormholes, you never know where the CA is lurking about ;-)

Gaz Grubb aka Drachenfutter (Aspect Graviton)

Gaming:

Gaz's first game was hero quest, having been introduced to DnD models because they were cool but never being allowed to do anything with them because they were lead. From there he got a copy of Advanced Space Crusade and officially became a Tyranid player.

Anyway after years of the GW rabbit hole including working for them he escaped and when helping a friend set up another independent store got into some other systems, the main ones being Spartan Games era Dystopian Wars and Infinity N2. Having run a number of successful Dwars events with copycat events worldwide, he was invited to write the official competition pack for the game by Spartan before their collapse.

Despite flirting with other systems, Infinity has now been the primary focus for the last decade, Gaz as a Warcor runs a large thriving UK Infinity group filled with "well known members" and runs multiple events a year now including a satellite.

Professional:

Gaz designs machines for a living, with some occasional game design and demoing on the side.