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When & Where?

BrisCon 2019

Mt Gravatt Showgrounds - 1644 Logan Rd, Mount Gravatt QLD 4122

April 27 and 28 2019

Description

BrisCon is back in 2019!

Brisbane Gaming Society is pleased to announce BrisCon is back in 2019, in a new venue, and promises to be bigger and better again!

Infinity @ BrisCon 2019 will be a mixed format catering to both new and experienced players; this is a great way to meet new and existing members in the Brisbane Infinity community and experience the ITSX mission pack.

How Much?

\$50.00 per person, paid via the below link;

<http://www.briscon.com.au/tournaments.html>

What to Bring?

Models, Printed ITS legal army and courtesy lists, tape measure, tokens and templates, a season 10 classified objective deck ("green"), copy of the rulebook and/or digital resources, plus a good attitude & your models.

List Submission & Registration (ITS event)

For the 2 day ITS event, players need to be registered for ITS (it's free!) and may submit their lists via <http://infinitythegame.com> – the OTM link will be provided closer to the date.

Step 1 – Create an ITS PIN

If you do not already have an ITS PIN go to <http://infinitythegame.com> click on the ITS tab, scroll down to "REGISTER", click on the "More" button and enter your details. Make sure you enter the email you would like us to contact you on.

Step 2 – Join The Event

Subscribe to the event using the new OTM system (link will be provided closer to the date), or by searching for upcoming Australian events in QLD.

Step 3 – Submit Your Lists

Create your lists at <https://army.infinitythegame.com/> and submit them to the tournament.

Organisers: Josh Tytherleigh (Infinity Tournament Organiser), Fraser Kendall (BrisCon Event Organiser)

ITS Format

For the 2 day ITS event we will be following the rules and missions set out in the current ITS season at: <https://assets.infinitythegame.net/downloads/itsrules/season10/en/v1.0/season10.pdf>

This will be a 5 round event using the ITS tournament scoring and Swiss matching (via the OTM).

Missions:

Missions are all chosen from the ITSX mission pack. Round's 1, 2 & 3 will take place on Saturday, with rounds 4 & 5 taking place on the Sunday. Mission as follows*:

- 1 Acquisition
- 2 Safe Area
- 3 Supremacy
- 4 Power Pack
- 5 Frontline

Army Lists: This will be a standard 300pt 6SWC event. Each player should bring 2 printed lists made using <https://army.infinitythegame.com/>. Both lists must be the same 'Vanilla' faction or the same faction Sectorial. For example, 2 vanilla Pan Oceania lists or 2 Military Orders lists, but NOT 1 vanilla Pan-O and 1 Military Orders list.

Players may choose either list depending on mission, classified objectives, table terrain and opponent's faction before initiative dice are rolled.

Grudges: Players may nominate a first round opponent for a grudge match (instead of the random allocation) to ensure they get the chance to crush their favourite state-based rival. Submit your name/ITSPIN and the name of your opponent via Facebook Messenger to register a grudge.

Schedule

Opening hours are from 0900, a timeline for Infinity players will be released closer to the date in coordination with the event organisers. Players can expect 2 hours rounds, 15-minute buffer between rounds, and a lunch break as long as possible.

Event Rules

Conduct and Sportsmanship

Infinity is a game you play with your opponent as much as against them. It should always be played in a friendly, fun and cooperative spirit. You may call over a TO if you need some help or clarification or if you want to complain, but please try to first avoid drama and second sort out any issues out in a mutually agreeable manner with your opponent. Follow these guidelines:

- **Don't be a dick!** Obviously, be pleasant, fair and friendly at all times. Don't ever be difficult, ill-mannered, or bad tempered.
- **Mark Troop Facing:** This is now an ITS requirement! Unmarked Troopers default to facing the way their head is looking, with your opponent's interpretation of this taking precedence.
- **Share Open Information:** Describe each of your Troopers (and any relevant skills / equipment) as soon as a Trooper is deployed / revealed, and anytime when asked.

- **Seek Agreement:** Confirm judgement calls (e.g. if Line of Fire exists)
- **Clarity:** Allow your opponent to see dice rolls (and measurements). Your opponent may ask you to reroll any dice result they don't see.
- **Rules Disputes:** If there is a rules dispute, sort it out together, check the rules or clarify with a TO. Do not attempt to bully someone about the rules.
- **Mistakes:** Infinity is a complex game. Mistakes happen. Assume good faith and resolve them in a fair and friendly way.
- **Intent:** Be reasonable and err towards your opponent's intent – especially if it is explicitly declared. Equally, do not abuse intent in an unsportsmanlike way.
- **Play Fair:** Inform your opponent of things they should reasonably know, or things you think they may have forgotten so the game can proceed in the best spirit. Especially observe this with new players.
- **Slow Play:** slow play can seriously impact an opponent's enjoyment of an event, and adversely impact their score. Whilst due care is taken to provide "time remaining updates" please be mindful that slow-play identified by a TO could result in games being called in your opponent's favour if 3 turns cannot be played out in the allotted time.

Match Procedure (For those new to tournaments)

1. Tell your opponent what faction / sectorial you are playing.
2. Generate your classified objectives.
3. Discuss any terrain ambiguities on the table with your opponent.
4. Choose which list to play.
5. Make the lieutenant roll.
6. Deployment:
 - a. Allow your opponent to make hidden deployments, notes about the game etc. in private (leave the table or turn around)
 - b. During your deployment take photos and/or make clear notes about Private Information which may later be revealed to your opponent. Your opponent may ask you to verify this information at game end, and you should provide it.
 - c. 10mins is sufficient time to deploy.
 - d. Deployment Infiltration rolls are Open Information (performed in front of your opponent)
7. Exchange courtesy lists when you have finished deploying.
8. Play the game! Games have a time limit of 2 hours. Be able to play 3 player turns with your force in half this time reliably!

Prizes

The 2 day ITS tournament will include an ITSX winners pack.

Further prizes, etc, are dependent upon player numbers.