

Infinity @ BRISCON 2022

WHERE

Infinity @ BRISCON 2022 will be held at the **Mount Gravatt Showgrounds** 1644 Logan Rd, Mount Gravatt QLD 4122 there is ample parking at the front and back of the grounds.

WHEN

The event is on the weekend of 23 rd & 24th of April 2022 all players are advised to arrive by 0845 to allow time to orientate and organised themselves all gaming will be finished by 1700.

COST

A 2-day ticket will be **\$50.00 AUD**. All proceeds will go towards Briscon's operational costs or towards prize support for this specific event.

Payments will **ONLY** be accepted through www.briscon.com.au/tournaments

SAFETY BRIEF & PLAYER NUMBERS

This event will follow any directions given by the relevant Federal or State Health Authorities and or administrative staff from the Brisbane Gaming Society who run BrisCon. If this does not suit your personal beliefs or you are immune compromised we may not be able to accommodate your needs.

We will also be **hard capping** this event at **16 players** the TO may play if needed but will be ineligible for prize support and will not score points for the purposes of results.

WHAT TO BRING

Entrants will be required to supply the following.

- All miniatures you will need to represent your list/s.
(Proxie models must be majority CB releases and of the same S value as what they are to represent)
- All miniatures must have LoS/LoF markers as per the ITS rules.
- Rules books (physical or electronic is fine)
- 1 x HVT Model.
- 1 x ITS Classified Deck. (we will be using the green cards)
- 2 x 300-point 6 SWC lists, (from the same vanilla faction or sectorial force no mixing)
- 1 x Printed Copy of each of your lists for yourself/TO including all profiles clearly outlined,
- 1 x Printed Copy of each of your courtesy lists for an opponent to use as needed.
- D20 dice x 5 or greater. (cause your likely to lose some or curse them)
- Tape measure/measuring device.
- Order counters and or a clear way of showing how you calculate and use your orders.
(regular, irregular and must be clear to your opponent and the TO what they are and how they are being used)
- Standard counters. (such as camouflage, wounds markers, etc.)
- Necessary templates. (large and small tear drops and smoke/blast/scatter templates)
- A note pad and a pen/pencil.
- Finally, your best game face, some common sense and be ready to have fun!

PLEASE ENSURE YOU ARE ON TIME.

Failure to do so may result in possible point sanctions, ineligibility for prizes and or in extreme cases removal from this event.

THE TOURNAMENT ORGANISER/S ARE ALWAYS RIGHT.

Regardless of if you don't like it and even if they later turn out to be wrong. Once the decision is made it's final!

TRY AND SOLVE THE ISSUES AMICABLY BETWEEN YOURSELVES.

This will be much quicker than calling a TO.

MARK THE SIDE ARCS ON ALL YOUR BASES.

To ensure that the facings of the models are clearly identifiable, this only takes a few minutes and is a hard ITS rule you must follow to play.

KNOW HOW TO USE YOUR LIST/S.

If they have special rules, know and understand them (including any FAQ). If you're going to be running multiple combat groups, you need to ensure that you can run them as quickly as you could a single combat group. If in doubt, go for a simpler option, and save complex forces for your non-tournament games.

ANNOUNCE YOUR ORDER IN FULL AND PERFORM ALL MOVEMENT BEFORE ROLLING.

- a) Clearly say what first skill is (short or long) and await an ARO response.
- b) Declare the rest of the skills to be used if any are being used.
- c) Place any templates regardless of success, measure and move all models.
- d) Await any further ARO responses than proceed to roll.

ROLL YOUR DICE CLEARLY!

- a) Say what your target number is before rolling;
- b) Roll the dice where both players can see;
- c) Re-roll cocked dice or dice that fall on the floor;
- d) Leave all dice on the table until the action is completed.

(concealing results will be considered as cheating sanctions will apply!)


MANAGE YOUR ORDERS CLEARLY!

- a) Have clearly distinguishable order pools (including identifiable orders for different combat groups, impetuous or irregular orders, and your lieutenant's order).
- b) Separate your spent orders from your unspent orders.
- c) Clearly state who you're spending an order on, and (if using multiple combat groups) which order pool the order is coming from.

REMEMBER IT'S A GAME!

Don't get hung up, play intent and communicate what you want to do and only call for help if you reach an impasse or rule you can't clarify quickly and impacts on your fun!

LIST, POINTS, SWC, COMBAT GROUPS AND ALLOWANCES

- This will be a dual list event.
- Your list may go up to 300 points & 6 SWC not over.
- Your lists must be built from the same vanilla force, sectorial or NA2 force no mixing.
- All lists must be checked on ARMY 7 and must have a green I.T.S check  to ensure they meet the confines of the 15 trooper limit, points, SWC and have legal LT options.

MISSIONS

All selected from ITS Season 13 and to be played in the following descending order. Mission packs to be provided on the day with cheat sheets outlining terrain needs to assist players.

THE ARMOURY (pg 54)

PANIC ROOM (pg 41)

SUPPLIES (pg 50)

ACQUISITION (pg 15)

DECAPITATION (pg 25)

ROUNDS

Doors Open **0900** Saturday Round 1 to 3 w/ Sunday Round 4 and 5

Round 1 09:30 to 11:30

Lunch 11:30 to 12:00 (Catering to be organised to keep players on site)

Round 2 12:00 to 14:00

Round 3 14:30 to 16:30

Finish 16:30 to 17:00 (Dinner nearby to be arranged for those available to attend)

Round 4 0930 to 11:30

Lunch 11:30 to 12:30 (Players provide for themselves or eat nearby)

Round 5 12:30 to 14:30

Prizes 14:30 to 1500 (Players assistance to pack down appreciated)

PRIZES

To be determined closer to date!