Infinity @ BRISCON 2026

Sunbelt Slam

A fragment of a classified data cache has leaked from a Sunbelt Corporation Research Facility, exposing schematics, personnel files, and operational logs to the open market. The cache promises power, profit, and leverage, but only for those fast enough to claim it.

Factions from across the sector are converging on the site, each pursuing their own agenda. Some seek to secure the intel for corporate or political advantage, while others aim to weaponize the breach by framing their rivals. Overnight, the Sunbelt Facility has become a volatile battleground where speed, strategy, and deception matter as much as firepower.

With its defenses overextended, the facility sits dangerously vulnerable. Automated systems are outdated, key security staff are offsite, and a thin skeleton crew remains—ripe for manipulation by any determined operator. With most of Sunbelt's security assets deployed elsewhere on a larger mission, the facility has become an irresistible target for anyone bold enough to strike.

Mission 1: Akial Interference
A leak from the Sunbelt Facility has exposed partial schematics, asset manifests, and evacuation routes. In the immediate aftermath, rival teams rush in, fighting to capitalize on this fragmented intelligence. Control of the site's networks becomes critical. Whoever secures them can pinpoint high-value personnel, hidden caches, and vulnerable systems. These early engagements set the stage, determining which faction gains the upper hand and which is left grasping at shadows.

Mission 2: Evacuation
Researchers, engineers, and other High-Value Targets scramble for safety as the breach plunges the facility into chaos. Rival teams rush to secure and extract them before competing forces can intervene. Every operative recovered shifts both the tactical advantage and the legal fallout, while leaving enemy personnel behind risks strengthening their position, or allowing evidence you'd rather see erased fall into a rival's hands.

Mission 3: B-Pong

A roving Sanction Beacon activates, threatening immediate legal penalties and corporate asset seizure for anyone caught within its radius. Squads scramble to steer it toward opposing teams, shielding their own personnel while weaponizing it against rivals. Control of the beacon determines who gets implicated in the operation, turning the battlefield into a high‑stakes contest of liability, pressure, and tactical manipulation.

Mission 4: Critical Intervention

Forensic data packs begin compiling a detailed record of every faction's actions. Teams scramble to destroy their own incriminating packs to wipe away liability, while hunting down enemy packs to gain leverage. Each theft or deletion reshapes the official narrative, and every misstep risks irrevocably linking a force to the looting operation. Precision, timing, and calculated cunning are essential.

Mission 5: Last Launch

Sanction Beacon security units are closing in, and the final extraction window is rapidly slipping away. Survivors make a desperate push to escape the Sunbelt Facility, leaving any remaining enemies, dead or alive, to shoulder the consequences. Only those who withdraw swiftly and strategically maintain plausible deniability, while the battlefield itself becomes the definitive record of the raid.

COMMUNITY LINKS
Infinity @ BrisCon Facebook Event Page
BrisCon 2026 Facebook Event Page
Infinity Brisbane Discord Server
Infinity - Qld & Northern NSW Facebook Group
Infinity Australia Facebook Group

WHERE
Infinity @ BRISCON 2026 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 **2nd** & **3rd of May 2026** 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 **$60.00 AUD**.
    $45 will go to the Briscon organisers to cover operational costs.
    $15 will go towards prize support and bottled water.

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

SAFETY BRIEF & PLAYER NUMBERS
A safety brief regarding fire exits and procedures will be given before the first match on the first day.

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.
  (Proxy 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.
• Access to the online rule book
• 4x HVT Models.
• 1x ITS Classified Deck.
• 2x 300-point 6 SWC lists, (from the same vanilla force, sectorial, or NA2 force - no mixing)
• 1x **Printed Copy** of each of your lists for yourself/TO including all profiles clearly outlined,
• 1x **Printed Copy** of each of your courtesy lists for an opponent to use as needed.
• D20 dice x 5 or greater.
• 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.

PLEASE ENSURE YOU ARE ON TIME.
Failure to do so may result in possible loss of match, ineligibility for prizes and or in extreme cases removal from this event.

TRY AND SOLVE THE ISSUES AMICABLY BETWEEN YOURSELVES.
This will be much quicker than calling a TO.

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! This is for ease of play and to speed up the games.

PAINTING STANDARD
All miniatures to have a minimum of 3 base colours and based.
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).

PRIVATE INFORMATION.

If you are using Hidden Deployment models, draw the Sabotage Classified or have any other condition that requires the hidden placement or selection of a model, you must have a photo taken of your deployment to produce as proof if required.

If you are fielding camouflage models, have a verifiable system to identify which model is which to produce as proof if required.

If requested to provide information on your faction (not your list) that is readily and quickly available from the Army App, you are to do so. An example of this could be "Which of your models are eligible LT given your WIP score". You cannot, however ask "How much SWC do I see", as there is ambiguity on this depending on profiles. The purpose of this is to reduce the time players spend checking the Army App.

PLAY CLEARLY
1) Clearly say what the first skill is (short or long).
2) Request and wait for ARO responses.
3) Declare the rest of the skills to be used if any are being used.
4) Place deployables and templates (such as smoke and pitchers) before rolling
5) Await any further ARO responses than proceed to roll.
6) Say what your target number is before rolling.
7) Re-roll dice that fall on the floor
8) Re-roll cocked dice (with opponent's permission to clarify that it is cocked).
9) Leave all dice on the table until the action is completed or your opponent acknowledges the result. **(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 (unless there is a unit option that gives you additional SWC).
• Your lists must be built from the same vanilla force, sectorial or NA2 force - no mixing.
• All lists must be uploaded to **CorvuSphere**.

MISSIONS

Available in ITS 17, to be played in the following order:

Rd	Mission	Pages	Tac Sup	HVT	Classifieds
1	Akial Interference	21-23	0	4	1
2	Evacuation	37-39	2	2	2
3	B-Pong	24-26	2	1	2
4	Critical Intervention	30-33	1	1	1
5	Last Launch	42-44	2	1	3

SATURDAY ROUNDS 1, 2 & 3

09:00 to 09:30 - Registration and Briefs
09:30 to 11:30 - Round 1 (Akial Interference)
11:30 to 12:30 - Lunch
12:30 to 14:30 - Round 2 (Evacuation)
14:45 to 16:45 - Round 3 (B-Pong)
16:45 to 17:00 - End of day administration

SUNDAY ROUNDS 4 & 5

09:00 to 11:00 - Round 4 (Critical Intervention)
11:00 to 11:30 - Admin break
11:30 to 13:30 - Round 5 (Last Launch)
13:30 to 14:00 - Prizes (Players assistance to pack down appreciated)