Tournament Organiser -   Chris "Jazzy" Ende - ende.chris@gmail.com

Infinity @ BRISCON 2025

Brisbane Anomaly Zone

Neuvo Brisbane is no stranger to disaster, having been established early on by PanOceanian colonists before the Living Cities, it often suffers from the catastrophic irregularities of Concilium Prima's terraforming. Still, its population always bounces back, drawn by the opportunities of an unregulated trade and manufacturing hub right next to the heart of human civilization. The Quantum Anomaly Disasters unleashed by the Tohaa however, are both the disaster and the attraction. Groups from across the human sphere are flocking to exploit the Quantum Anomaly Zones that now fracture Neuvo Brisbane. They are bringing their agendas, weapons and grudges with them, ready to become the next disaster to face Neuvo Brisbane.

Command is sending you back into Neuvo Brisbane:
Infiltrate communication array, exfil data and destroy servers.
Proceed to the next objective through hostile no-man's land.
Eliminate HVT.
Deploy countermeasures.
Eliminate HQ and their garrison.
Rendezvous at landingzone Charlie to exfiltrate.

COMMUNITY LINKS
Infinity @ BrisCon Facebook Event Page
BrisCon 2025 Facebook Event Page
Infinity Brisbane Discord Server
Infinity - Qld & Northern NSW Facebook Group
Infinity Australia Facebook Group

WHERE
Infinity @ BRISCON 2025 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 **17th** & **18th of May 2025** 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**. All proceeds will go towards Briscon's operational costs and towards prize support for this specific event.
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Payments will **ONLY** be accepted through **www.briscon.com.au/tournaments**

SAFETY BRIEF & PLAYER NUMBERS

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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.
• Rule book (physical or electronic is fine)
• 3x HVT Models.
• QAZ Creature
• Turret
• Circular Template to represent a QAZ
• 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 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 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.

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MISSIONS
All selected from ITS Season 16 Part 2 and to be played in the following order. Mission packs to be provided on the day with cheat sheets outlining terrain needs to assist players.

1. **Mindwipe** (PG 44 & 45)
2. **Biotechvore** (PG 22 & 22)
3. **Unmasking** (PG 58 & 59)
4. **Countermeasures** (PG 26 & 27)
5. **Decapitation** (PG 28 & 29)

SATURDAY ROUNDS 1, 2 & 3

09:00 to 09:30 - Registration and Briefs
09:30 to 11:30 - Round 1 (Mindwipe)
11:30 to 12:30 - Lunch
12:30 to 14:30 - Round 2 (Unmasking)
14:45 to 16:45 - Round 3 (Biotechvore)
16:45 to 17:00 - End of day administration

SUNDAY ROUNDS 4 & 5

0930 to 11:30 - Round 4 (Countermeasures)
11:30 to 12:30 - Lunch
12:30 to 14:30 - Round 5 (Decapitation)
14:30 to 1500 - Prizes (Players assistance to pack down appreciated)