

The
**COMBAT
COMPANY**

C O R V U S B E L L I
iNFiNiTY

TCC: M0RT THAN HUM4N

A two-day, Interplanetario Satellite Infinity Tournament

14th and 15th of November 2026

This Player's Pack Includes

All information regarding the event; including the venue, transport, amenities, event schedule, army/list building, awards/prizing, code of conduct.

Tournament Organiser(s)

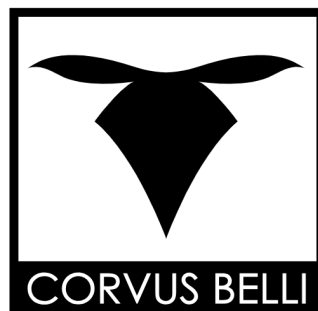
There will be a TO present on the day available and on site for the entirety of the tournament.

Any inquiries prior to the event can be sent to

Trevor@thecombatcompany.com.au.

The event will be fully staffed, so for any questions or concerns over the course of the event, please reach out to a member of staff or your TO.

Sponsors

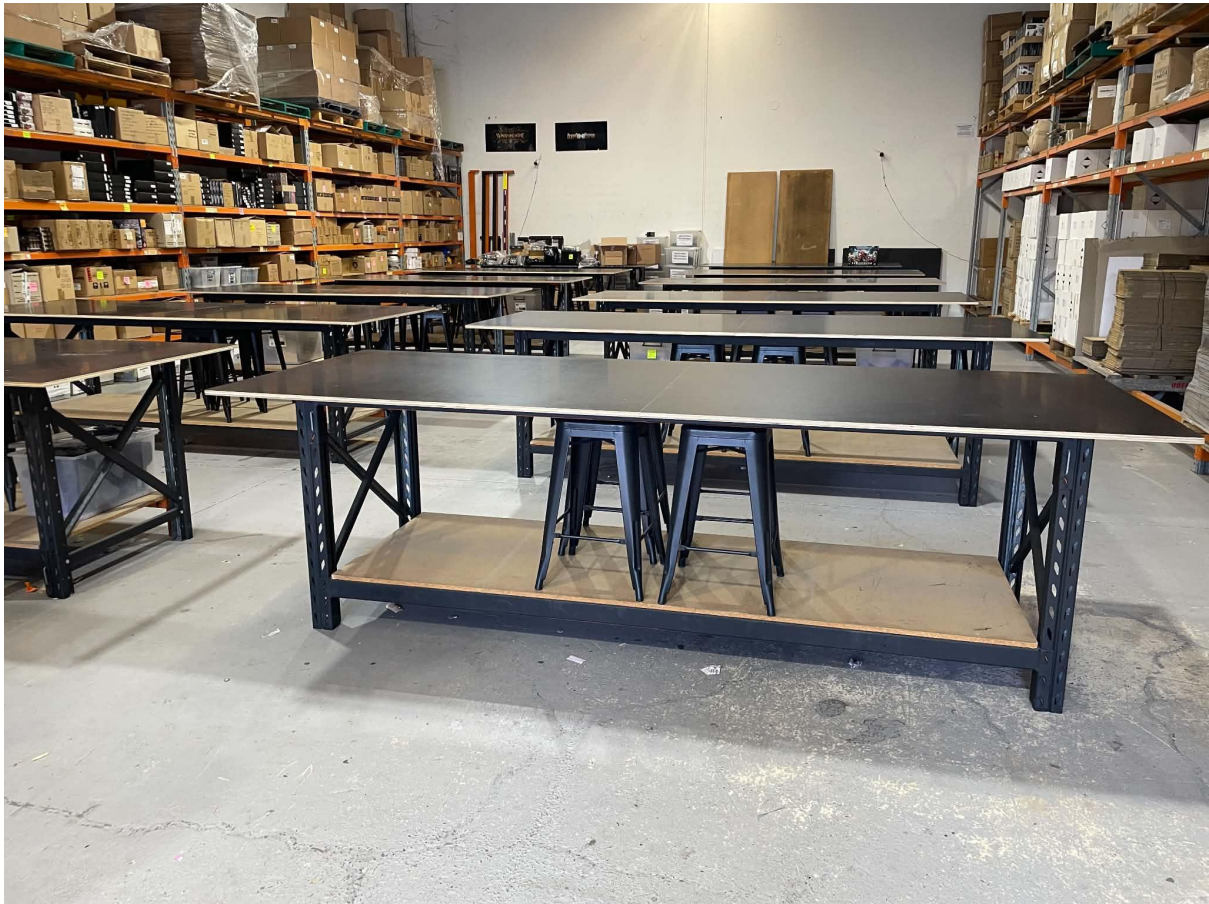


We kindly thank Corvus Belli, Brutal Cities, Artifact, and Battle Kiwi for providing prize support and terrain for MORT THAN HUM4N.

The Venue

The event will be held on site at **The Combat Company**, located at:

Unit 4/16 Hearne St, Mortdale NSW 2223



Gaming space in warehouse 4. Each table will have playmats and terrain set out, along with stools and under table army storage.

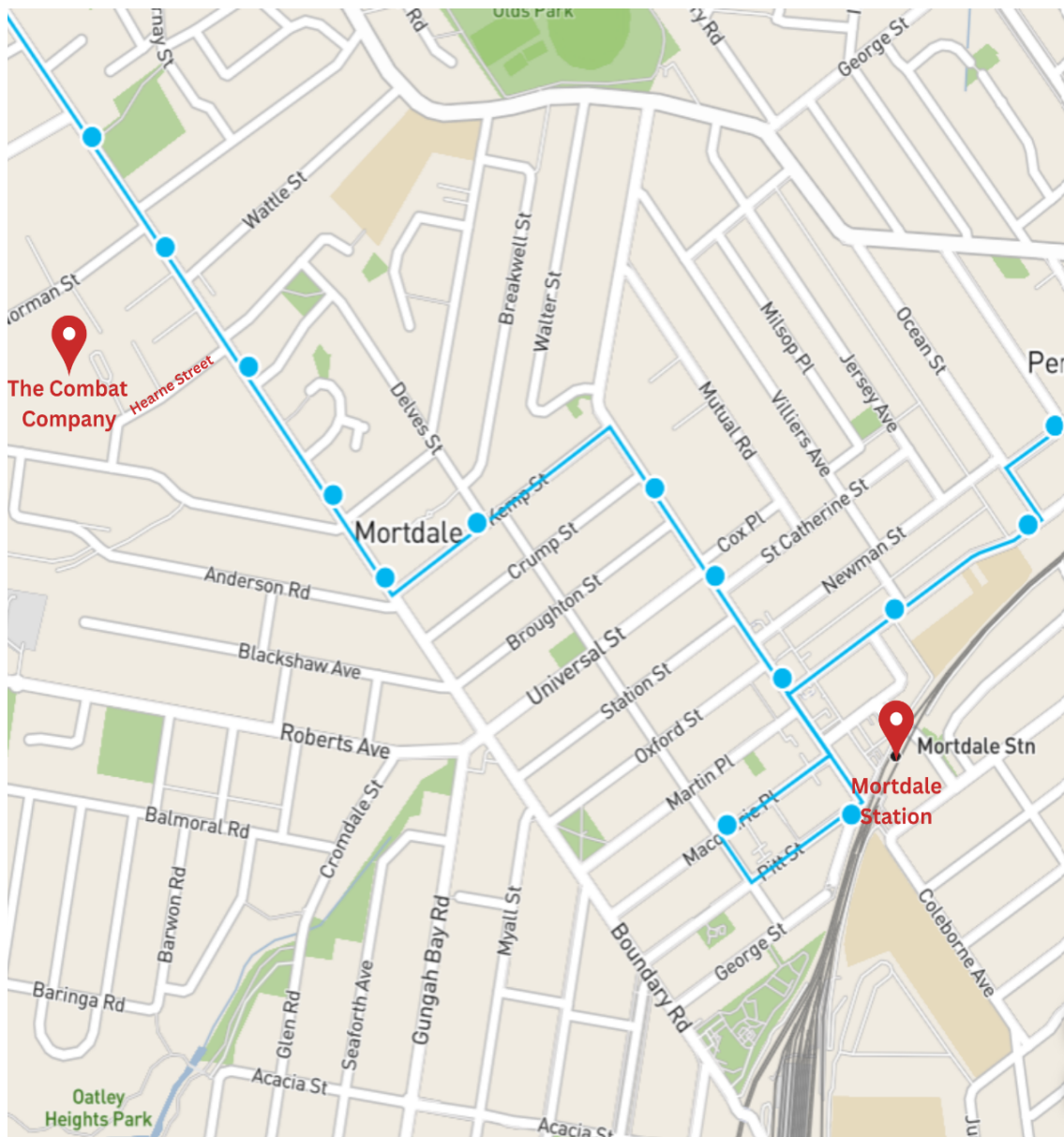
The gaming space in Warehouse 4 holds 60 players/30 tables with terrain and mats provided. Models can be kept on site overnight without any concern, since the warehouse will be locked after the event and overnight.

Full disclosure, the event will be held in a warehouse space that is subject to the weather. All efforts will be made to make for a comfortable and enjoyable event, including cool drinks.

Transport and Parking

On site and street parking is available. We would suggest carpooling, if possible, to ensure all event attendees can fit in the shared carpark.

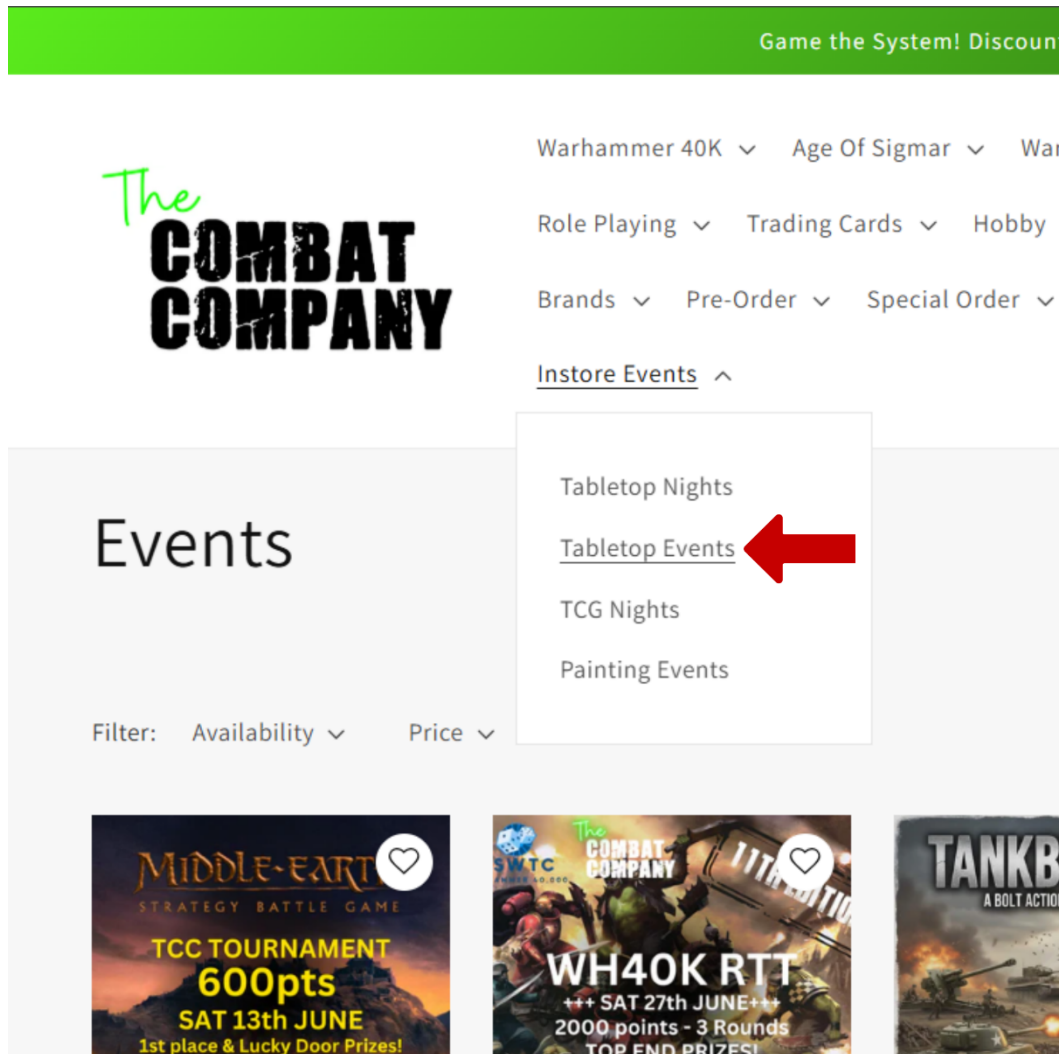
For public transport, the 945 bus runs from Bankstown to Hurstville train station and stops one street away from the venue.



945 Bus route from Mortdale Station

Tickets and sign-up

Tickets available for purchase on The Combat Company website under the 'Instore Events' > 'Tabletop Events' section.



Event signup and structure is handled by the ITS system hosted by Corvus Belli. The ITS link will be up as soon as ITS 18 is released.

In the interim, please sign up here:

https://docs.google.com/spreadsheets/d/1uXq4KsRdUP8naLas-hUTA7GZYnA_OkbfTsoK3FKIWLI/edit?usp=sharing

PLEASE ONLY SIGN UP ONCE YOU HAVE PURCHASED A TICKET

Food, Drink and Amenities

You are welcome to bring your own food, and drink provided you have somewhere to store it.

Instore we have a drinks and snacks fridge that is regularly stocked, located in warehouse 5.

We will have a QR code available across both days to enable early lunch orders from Grillotine.

Nearby we have several venues open during the duration of the event including:

Awafi Charcoal Chicken

Burgers on Broadway

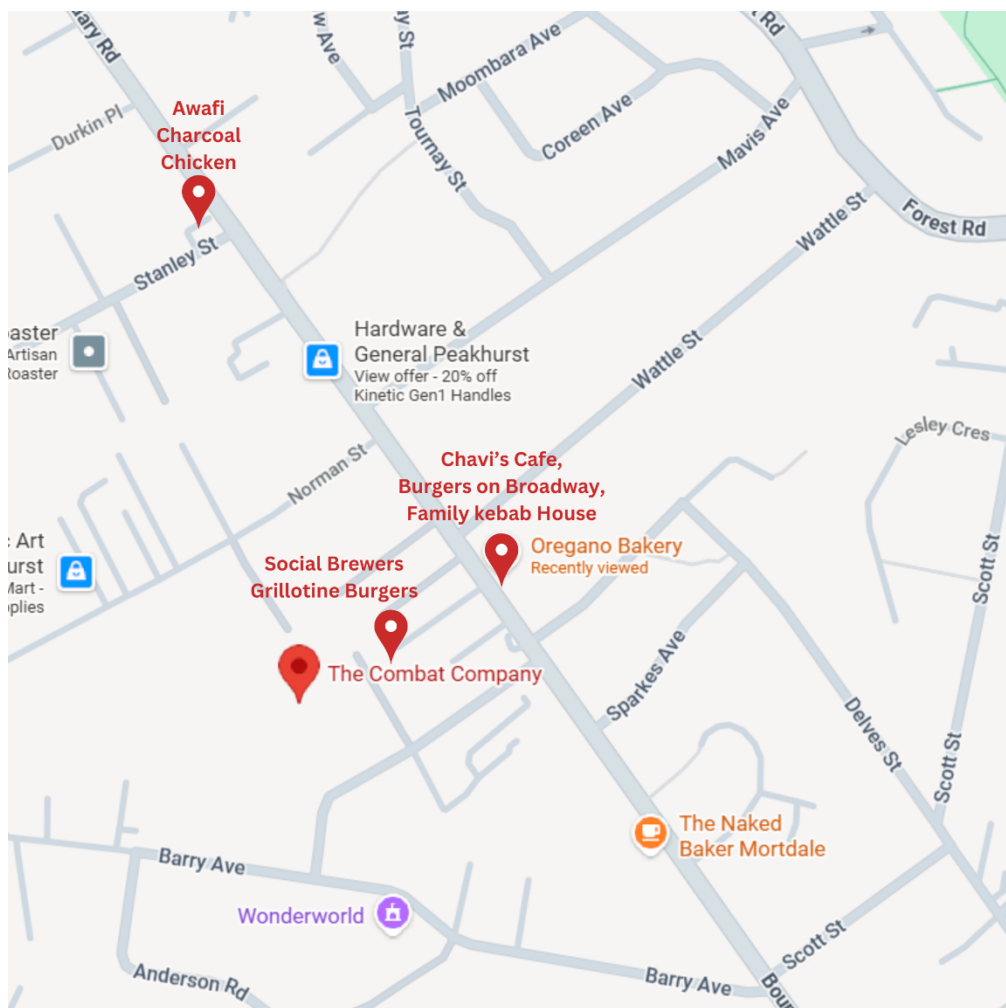
Family Kebab House (closed Sun)

Grillotine (burgers)

Oregano Bakery

Naked Baker

Social Brewers



Schedule on the Day

Day 0 (Friday 13th November)

TCC will be open as normal (9am-10pm) and we will be setting up terrain and boards, so people are welcome to come past and help set up their terrain if they wish to donate terrain for the event. Practice and casual games are also most welcome.

Day 1 (Saturday 14th)

Opening Ceremony/Registration/Set Up – 9am to 9:30am

Round 1 Commences – 9:30am to 11:45am

Lunch Break – 11:45am to 12:45pm

Round 2 Commences - 12:45 to 3pm

Round 3 Commences – 3:15pm to 5:30pm

A table will be booked at Social Brewers around the corner at 6pm for all players to catch up or unwind

TCC Closes - 10pm

Day 2 (Sunday 15th)

Round 1 Commences – 10am to 12:15pm

Lunch – 12:15pm to 1:15pm

Round 2 Commences – 1:15pm to 3:30pm

Closing Ceremony/Prizing/Pack-up - 3:45pm to 4:15pm

Please ensure you are present on time for registration to ensure we have a smooth kick off for the event.

Tournament Missions

Provisionally, the Team Ops variant will be in use. Should momentum shift on this then we'll reconsider. We'll have a Tacball model for every player, and appropriate proxies Team Ops units are fine to use.

Round 1: *Battleground*

Round 2: *Data Harvest*

Round 3: *Neutralization*

Round 4: *The Dig*

Round 5: *Outbreak*

Army and List building

The event will be run using the standard 300pt pts/6SWC, two lists format.

We kindly ask that you provide a printout courtesy lists on the day.

Awards and Prizing

Prizing value will be based primarily on attendance; however, the following prizes/awards will be given out on the day during the end ceremony:

- Prizes for 1st, 2nd and 3rd placement
- 'Wooden Spoon' for last place
- 'Out of this World' player (voted on by the players)
- Best painted
- Lucky door prizes, including an Off-World Ticket (your choice of action pack)
- Everyone will receive a participation loot bag for attending the full event

Prizing will be handed out on the day after the whole event has concluded. As an official Satellite event, Corvus Belli will be including promotional paraphernalia for all players.

Please note you must attend the FULL event to receive prizing. If something comes up and you cannot attend the full event, please notify your TO for a work around.

Terrain and Tables

Given the terrain dense nature of Infinity, it would be greatly appreciated if you are willing and able to loan mats and terrain for the event to ensure we have sufficient tables prepared and looking great. Please

reach out to trevor@thecombatcompany.com.au for any questions regarding terrain and what you might be able to pledge for the event.

What to Bring?

Be sure to bring the following items with you on the day of the tournament:

- Your two lists, with proxies being fair and reasonable
- Tape Measure, tokens, and Dice set
- Classified Deck
- 3 HVTs
- Super Glue (for emergency repairs)
- A positive & fun attitude!

As previously mentioned, there are plenty of food and drink options available in the vicinity, but players are also welcome to bring their own from home.

Code of Conduct

We expect all players to do the following:

Be Respectful: Treat all players, TO's, staff, and spectators with courtesy and respect. Should an incident arise, please reach out to a member of staff who will deal with the situation.

Cleanliness: We kindly ask that players pick up after themselves and do not make a mess with food and/or drinks. We also ask that players maintain a satisfactory standard of personal hygiene. Should you notice someone that isn't upholding these standards, please reach out to a member of staff.

Play Fair: Players are expected to follow all tournament rules and game rules honestly. Dice rolls, measurements, scoring, and game actions must be conducted openly and accurately.

Maintain Sportsmanship: Win or lose, remain courteous and professional. Unsporting conduct, excessive arguing, or attempts to intentionally disrupt games will not be tolerated.

Resolve Disputes Properly: If a rules disagreement occurs, pause the game and call for a TO. TO rulings are final for the duration of the event.

Respect Time Limits: Players are responsible for maintaining a reasonable pace of play and completing rounds within the allotted time. Failing to do so will slow down the rest of the proceeding and cause the event to drag on.

Care for the Venue: Respect the tournament venue, terrain, gaming mats, and other players' models and property.

Follow Staff Instructions: Tournament organizers and judges are responsible for running the event. Players must comply with their instructions and decisions.

Have Fun! Remember that the goal of the event is for everyone to enjoy the hobby. Competitive play and good sportsmanship should go hand in hand.

Failure to follow this Code of Conduct may result in warnings, penalties, removal from the event, or disqualification at the discretion of the tournament organizers.

Refund Policy

Any cancellation withing 2 days of the event, ticket(s) won't be refunded.

If you're unable to come, please email

trevor@thecombatcompany.com.au asap so we can find substitute players.

Please keep in mind when purchasing a ticket that you're able to play ALL GAMES so we don't have byes after as it's not fair for other players who are hoping to play all games.