

Welcome to Briscon 2022's BattleTech competition. The following pages show how the competition will be run. Read them carefully, even if you're a tournament veteran as there are a number of differences to competitions that have been run in the past.

Website?

www.briscon.com.au

Where?

Mt Gravatt Showgrounds
1644 Logan Rd, Mount Gravatt

When?

ANZAC Day Long Weekend

Saturday April 23rd – 9:00am-4:30pm

Sunday April 24th – 9:00am-3:00pm

Event Structure

Saturday

9:00am-9:15am	Tournament Welcome
9:15am-10:45am	Capture and Hold
11:00pm-12:30pm	Recon Raid
12:30pm-1:00pm	Lunch & Painting Judging
1:00pm-2:30pm	Extraction
2:45pm-4:15pm	Prisoner Exchange

Sunday

9:00am-12:00am	Trial of Grievance
12:00pm-12:30pm	Lunch
12:30pm-2:45pm	Grand Melee
2:45pm-3:00pm	Awards Ceremony

Event Cost?

BrisCon is \$50 for Tournament entry. Sorry, no entries or lists will be accepted after 16th April 2022. There will be a limit of 16 players. So get in early!

Time Management

Part of the challenge of playing at competitions is making tactical decisions under pressure! While it is recognised players need time to consider their moves, players must also recognise a slow match can have an adverse effect on both player's potential to earn Battle Points. The Tournament Organiser will place a 90 second time limit on moving all 'Mech's during a match, if consistent problems arise.

This event will be strictly run to 1 hour and 30 minutes per match. During your match you will be given updates on the time remaining. At the 1 hour 15-

minute mark players will be advised that this is the final round and are to finish the round they are on. It is the responsibility of both players to finish this round within the final 15 minutes remaining.

Force Lists

Lists are to be submitted by 22nd April 2018. Emailed to **BattletechBriscon@gmail.com** in Word, Excel, PDF or Solaris Skunk Werks force file format. See the Building Your Force section on page 5 for more information.

Miniatures

Competition players should be conscious of the role they play in representing BattleTech to the wider gaming community and the importance of supporting the companies that create the game and miniatures we love. Players are expected to use official Iron Wind Metals, Ral Partha or Catalyst Games Labs miniatures in this competition. Players may use proxies to represent 'Mechs that currently do not have an official BattleTech Miniature. The proxy 'Mech must be of the same tonnage and movement profile of the 'Mech it is replacing.

It is hoped that players will bring the correct variant of a miniature to represent their 'Mechs. However BattleTech is not a WYSISYG (what you see is what you get), game therefore any miniature variant can be used to represent that 'Mech. For example, a Catapult CPLT-C4 miniature can be used to represent any Catapult variant, even the CPLT-K2 variant (which does have its own miniature). If you own the "Unseen" versions of 'Mechs made by Ral Partha, you **can** use those miniatures.

All miniatures must be based and primed as a bare minimum. Contact the Tournament Organiser if you need help with miniatures and we will assist you as best we can in sourcing the correct miniature for your force rather than using proxies.

Rules

The rules of BattleTech as presented in **Total Warfare** and the **BattleMech Manual** and as corrected by **Errata v4.4** will be used throughout the tournament. The following rules from **Tactical Operations** will also be used:

- Active Probes, page 99 (BattleMech Manual, pages 109-110)
- ECCM/ECM, page 100

The following competition rules will also be used. Please see the **Rules Appendix** on page 5 for a full description of all the rules:

- Edge
- Swinging Initiative

Each Scenario will also detail additional rules specific to completing that scenario only.

Awards

There will be 6 awards presented, and each player will be eligible for only 1 award.

BrisCon Tournament Champion 2022

This is awarded to the player that performed the best over the entire weekend: the Inner Sphere Scenarios, the Bloodname, the Grand Melee, the Painting and Sportsmanship Awards. All the player's scores over the weekend will be combined to find out just who is BrisCon 2022's Tournament Champion. In the case of a tie the highest Sportsmanship score will be used to determine the sequence of overall rank between players.

BrisCon Inner Sphere Legend 2022

No battle plan survives first contact with the enemy... but this player has used wit and tactics to complete their Scenario missions

Bloodname

A 1v1 knockout tournament to determine the recipient of a Ghost Bear Bloodname. No second chances, no mitsakes and maybe a little bit of luck has found our winner. In the case of a tie the highest Sportsmanship score will be used to determine the sequence of overall rank between players.

Grand Melee

A combination of luck and tactics have combined to crown the winner of this all-in-brawl. The player with the highest number of Victory Points will win this award. In the case of a tie the highest Sportsmanship score will be used to determine the sequence of overall rank between players.

Best Painted Force

Master of the brush! The player with the highest Painting Score will win this award. In the case of a tie

the player that received the most Sportsmanship Points will win.

Sportsmanship Award

All round nice guy that has also mastered the art of war! The player with the highest Sportsmanship Score will win this award. In the case of a tie, the sequence of rank between tied players will be determined by Competition Points as it's often more difficult to maintain a good sportsmanship score if you're beating your opponent to a bloody pulp!

Event Scoring

This competition will be scored as follows:

Scenario	0 – 40 Competition Points
Trial of Grievance	0 – 20 Competition Points
Grand Melee	0 – 20 Competition Points
Painting	0 – 20 Painting Points
Sportsmanship	8 – 20 Sportsmanship Points

Players will earn Victory Points during each match based on the current scenario they are playing. The number of victory points and how to earn them are detailed in the Scenario section below, see page 6 onwards.

Table-ing Your Opponent

In the event that you table your opponent (destroy all their 'Mechs) during the Scenario's, you will gain the full 10 Competition Points for that match.

Competition Points

Competition points will be out of 10 for every scenario match of the Inner Sphere. To determine your Competition Point score, you add how many victory points you have achieved for the scenario and compare that to your opponent's total Victory Points to work out the difference. Refer to the chart below which then tells you how many Competition Points each player records on the Player Score Sheet.

Difference in both players Victory Points received	Competition Points	
	High Scoring Players receives this	Lower Scoring Players receives this
9-10+	10	0
7-8	9	1
5-6	8	2
3-4	7	3
1-2	6	4
0	5	5

Painting

Players can receive a maximum of **20** Painting points. You must advise the Tournament Organiser if you have not personally painted any miniatures. This does not stop you receiving painting points for 'Mechs that you have painted yourself.

The painting standard of your force will be rated by a professional painter and independent judge from the BrisCon Convention Staff using the following checklist.

Points Standard (up to 8 painting points)

- 0-4** Is the entire force cleanly and neatly painted?
- 0-2** Does the force "look" like a cohesive force? (i.e. consistent colour scheme and/or style)
- 0-2** Have bases been painted and/or textured?

Advanced (up to 8 painting points)

- 0-2** Have the details been painted? (cockpit jewellery, weapons etc.)
- 0-3** Has shading, highlighting, weathering or decals been used?
- 0-3** Is there any freehand work or conversions?

Player's Choice (4 painting points)

- 4** The single player with the highest number of votes received from all players (only 1 player can receive these points).

Sportsmanship

This category has been included to encourage players to take part in the competition with the right spirit. Players can receive a maximum of **20** Sportsmanship Points and a minimum of **8**. At the end of Saturdays matches, you will rank your opponents 1-4 on your score sheet. They will receive the following Sportsmanship Points to their overall score: 4 points for being your 'best' sport, 3 points for being your second best sport, 3rd and 4th will each received 2 points for being your 'least best' sports opponents.

The scores for Saturday will be totalled and if a player receives three scores of 4 or more, they will receive a bonus of 4 points to their Sportsmanship score.

Disagreements in Game

Occasionally opponents disagree in game over a rule and in these cases it's expected that players will be able to come to some agreement. The usual method is to roll a dice over it.

However, if you and your opponent are still at loggerheads then take your rule query to the Tournament Organiser and they will make a ruling.

Remember it's only a game.

Tournament Organiser's Call

On the day, the Tournament Organiser may make decisions that could impact you or how your games are run. Whilst every effort will be made to be fair and impartial, unbelievably, even Tournament Organisers can get it wrong.

Their decision, even if it is wrong, is final and no further discussion will be entered into. It's expected that all players will adhere to the ruling made.

Feel free to flame on message boards later... but just remember the Tournament Organiser is trying to do the best they can to make this a fun tournament for everyone.

Complaints

If during the competition a player wishes to discuss another player's conduct, please speak to the Tournament Organiser. If a player receives two complaints, they will be spoken to and depending on its merits may receive a penalty in Competition Points (up to -10 Competition Points). If the tournament organiser receives three or more complaints about a player (depending on the nature of the complaints), then the organiser may require the player to leave the tournament. If this decision is made, it will be final.

Tournament Seeding

At the start of the competition the players will be seeded randomly. All following match's will follow the Swiss Tournament format to ensure that each player is matched against opponents with the most similar win-loss ratio and current competition score as possible, but not the same opponent more than once.

In the case that there are as few or fewer players than games to be played over the weekend (8), then we'll move to a round robin format with any remaining games organised according to Swiss Tournament seeding.

Byes

If during the event we have a bye due to an uneven number of players or a player dropping out, the player with a bye will receive 7 Competition Points and 3 Sportsmanship Points. The player receiving the Bye will be the current lowest ranked player that has not yet had a bye.

Order of Play

“Dice off”: Roll 2d6 and the player with the highest result chooses the option being rolled for. Reroll any ties.

- The Tournament Organiser will advise you of your opponent for this match and which scenario is being played as per the Event Structure on page 1 and Scenarios on page 7.
- Player’s will choose a map, the players may “dice off” if they are unable to choose a mutually acceptable map. Procrastination will ensure they are assigned a random map by the Tournament Organiser.
- If a “dice off” was used to determine the map then the loser of the “dice off” chooses which short side of the map is their “home edge”. Otherwise “dice off” for choice of home edge.
- The battlefield terrain has already been placed on the map and is not to be moved.
- Check the Scenario section on page 7 of this player’s pack for the mission details and type of deployment to be used.
- Ensure all damage from your previous match has been removed from your record sheets and choose ammunition and/or OmniMech variant if applicable.
- Swap record sheets with your opponent so that they know what ‘Mechs comprise each force.
- Randomly choose a secret Tertiary Victory Condition from your deck of cards.
- Roll Initiative and be ready to begin play for that match when instructed by the Tournament Organiser.

Players Pack

All players will receive a competition player’s pack which will include the following:

- A copy of this competition document
- A copy of all Record Sheets as supplied to the Tournament Organiser
- Two Reference Cards with commonly used tables from Total Warfare
- A reference page of handy rules to know from Total Warfare.
- Initiative Card for the Grand Melee
- A deck of Tertiary Victory Condition cards
- An Edge card
- Player Score Sheet

BATTLETECH™



Rules Appendix

Active Probes

Tactical Operations, page 99.

Targeting

Another optional rule allows active probes to aid in targeting enemy units within the probe's range. If the target is within the probe's range and line of sight exists to the target, reduce the total to-hit modifier for firing through and into woods/jungles by 1 (that is, reduce the total woods/jungles modifier by 1, regardless of the number of woods/jungle hexes involved).

ECCM/ECM

Tactical Operations, page 100.

The rules below expand on the use of ECM suites to allow for the use of countermeasures against C3/C3i. No other ECM rules will be used (i.e. Ghost targets, communications equipment etc).

ECCM

An ECM suite can be tuned to act as electronic-counter-counter-measures (ECCM) in order to negate enemy ECM systems. The ECM loses its normal functions when used in this way. The player must announce the switch to ECCM in the End Phase of any turn, or may set the suite for ECCM at the start of the scenario. In either case, note the change on the record sheet of the unit in question.

While the ECCM suite is active, the electronic countermeasures of an enemy unit within the ECCM's radius will not work. Also, any LOS traced through a hex that is encompassed by both ECM and ECCM will be unaffected by the ECM, even if the actual unit carrying the ECM suite is outside the ECCM bubble. If multiple units equipped with both ECM and ECCM are on the map, the interaction between the two types of electronics systems becomes complicated, because multiple ECM suites operating in the same area can counter an enemy's ECCM (see ECCM diagram, p. 101).

One ECCM suite can counter one ECM suite. If the amount of friendly ECCM in a hex is equal to or greater than the enemy ECM in that hex, ECM does not function in that hex. For this purpose, the Angel ECM suite (see p. 279) counts as two ECM or ECCM suites, or the player can choose to run the Angel at 1 ECM and 1 ECCM.

Edge

Each player has one edge point to use in each inner sphere scenario match. You cannot "bank" an unused edge point from one match to the next. An edge point allows a player to reroll any roll that they have made themselves.

When rerolling, you reroll the same number of dice used in the initial roll. Keep the result of the reroll even if it is the same as the original roll (the dice god's have willed it so).

Some examples of using an edge point are, but not limited to:

- Initiative
- A failed piloting skill roll
- A failed attack roll
- A roll to confirm a critical
- A critical location roll
- A roll on the cluster hit table
- A failed consciousness check
- A failed roll to avoid a shutdown or ammo explosion
- A failed roll to activate MASC

An edge point can also be used to force your opponent to reroll a result that affects your own 'Mech. If used in this way, you may only use it on the following rolls made by your opponent:

- A hit location roll
- A successful roll to confirm a critical
- A critical location roll

Your opponent can use their own edge point in response to a roll that you have forced them to reroll.

Example: George has successfully rolled a Gauss Rifle attack to Ringo's Archer's head location. Ringo then uses his edge point to force George to reroll that location. On the reroll George now hits the Archer's left arm. George knows that the Archer has very little armour remaining in the right torso and a lucky hit there might enable him to blow up the Archer's ammo and destroy the 'Mech. Since George is the active player doing the rolling he can use his edge to reroll the left arm hit location.

Swinging Initiative

After rolling initiative, the player that lost initiative gains a +1 bonus for the following initiative round. This bonus is cumulative, until the loser wins initiative, at which time the opposing player gains the +1 bonus.

Crippling Damage

BattleTech: BattleMech Manual, page 81.

Crippling damage is defined as one or more of the following:

- 4 or more points of damage to the MechWarrior
- The destruction of all sensor critical slots
- One gyro and one engine critical hit
- Two engine critical hits
- A side torso location is destroyed
- Internal structure damage in either three or more limbs or two or more torso locations (torso internal structure damage does not count towards crippling damage if that location still has front armor)
- The loss of all weapons. This is triggered if a 'Mech loses all weapons (either through damage or ammunition depletion) with a range greater than five hexes and if it can no longer cause more than 5 points of combined weapons damage. This does not apply if the 'Mech did not start with the ability to do 5 or more damage, or the ability to do damage at a range greater than five hexes; in this case the 'Mech can never trigger this condition.

When all of a 'Mech's weapons are destroyed and it can no longer move, the 'Mech is considered destroyed.



BrisCon 2022 – Player Score Sheet



Player: _____

Saturday – Capture & Hold

Total
Victory Points Battle
Points

- 1 Victory Point per turn for each objective controlled at the end of a turn.
- 1 Victory Point for crippling a 'Mech.
- 2 Victory Points for destroying a 'Mech.
- 2 Victory Points for completing your Tertiary Objective.

Saturday – Recon Raid

Total
Victory Points Battle
Points

- 2 Victory Points for scanning an enemy 'Mech.
- 1 Victory Point for crippling a 'Mech.
- 2 Victory Points for destroying a 'Mech.
- 2 Victory Points for completing your Tertiary Objective.

Saturday – Extraction

Total
Victory Points Battle
Points

- 8 Victory Points for capturing the objective.
- 1 Victory Point for crippling a 'Mech.
- 2 Victory Points for destroying a 'Mech.
- 2 Victory Points for completing your Tertiary Objective.

Saturday – Prisoner Exchange

Total
Victory Points Battle
Points

- 3 Victory Points for freeing your prisoner.
- 3 Victory Points for stopping the enemy from freeing their prisoner.
- 1 Victory Point for crippling a 'Mech.
- 2 Victory Points for destroying a 'Mech.
- 2 Victory Points for completing your Tertiary Objective.

Sportsmanship Award

- 4 Points "Best" Sportsman: _____
- 3 Points "Second Best": _____
- 2 Points: "Least Best": _____
- 2 Points: "Least Best": _____

Difference in both players Victory Points received	Battle Points	
	High Scoring Players receives this	Lower Scoring Players receives this
9-10+	10	0
7-8	9	1
5-6	8	2
3-4	7	3
1-2	6	4
0	5	5

Best Painted Force – Player's Choice

Player: _____

Sunday – Grand Melee

Total
Victory Points

- 1 Victory Point for damaging a 'Mech the same round it is destroyed.
- 3 Victory Points for destroying a 'Mech.
- 5 Victory Points being the last 'Mech standing at the end of the match.

