



Welcome to BrisCon 2024's BattleTech event. The following pages show how the event will be run. Please read them carefully, even if you're a convention veteran.

Website

www.briscon.com.au

Where

Mt Gravatt Showgrounds
1644 Logan Rd, Mount Gravatt

When

May Day Long Weekend

Saturday May 4th – 8:30am-5:00pm

Sunday May 5th – 9:00am-3:00pm

Event Structure

Saturday

- 8:30am-8:45am Event Welcome
- 8:45am-10:15am Scenario: Take and Hold
- 10:30pm-12:00pm Scenario: Capture the Flag
- 12:00pm-12:45pm Lunch & Painting Comp
- 1:00pm-3:00pm Scenario: Tag and Bag
- 3:15pm-4:45pm Scenario: Head-to-Head

Sunday

- 9:00am-13:00pm Grand Melee
- 13:00pm-13:30pm Lunch
- 13:30pm-2:00pm Awards Ceremony

Event Cost

BrisCon is \$40 for event entry; there are no additional fees for this event. BrisCon will be closing registration early so don't leave it to the last minute. There will be a limit of **16 players** and registrations will not be accepted on the day.

Force Lists

Lists are to be submitted by **28th April 2024**. Emailed to Robert.Dickson@telstra.com in Word, Excel, PDF or Solaris Skunk Werks force file format. See the **Building Your Force** section on page 2 for more information.

The year is 3080, the fires of the Jihad have finally gone out and the stables of Solaris VII are looking for new MechJocks. You and your partner have managed to scrounge, steal, beg or borrow enough C-Bills to get your BattleMechs to Solaris VII and compete in the 3080 Solaris Recruitment Series (SRS), where the top pilots gain employment with one of the many Stables on Solaris VII.

The SRS consists of four scenarios designed to test your Pilots and BattleMechs and culminates in a Stable Sponsored Grand Melee involving 32 custom BattleMechs in the grand Steiner Coliseum.

All scenarios will be played on 3D Terrain and we will be debuting a HUGE new 3D custom table to represent the Steiner Coliseum. All players will take home the Mech's they choose for the Grand Melee in 4" scale.

Awards

There are prizes and trophies for each player in the team that scores the most points across all the Scenarios and the Grand Melee. A Sportsmanship award to the player voted by their fellow competitors as the Best Sport. A Painting award for the best painted lance, and an award to the Team that wins the Grand Melee.

You can see pictures of the Trophies, the terrain used and prizes awarded from previous BrisCon events posted to the BattleTech Brisbane (QLD, Australia) and BattleTech Downunder Facebook groups.



Building Your Force

This event will be a Team Based event. You and your partner will each build your own Force using the following rules. You and your partner will play separate matches against an opposing team and both your results will be tallied together to determine the winner.

Your Force

Your forces total BV cannot exceed **7500** points.

- Your force consists of **4** BattleMechs.
- Pick a faction from one of the following major Inner Sphere factions: Capellan Confederation, Draconis Combine, Federated Suns, Free Rasalhague Republic, Free Worlds League*, Lyran Alliance/Commonwealth. In addition the Inner Sphere General and Solari 7 factions are available to all players forces. You and your partner do not need to use the same faction.
- Era availability is up to and including the Jihad era of play, year 3085.
- Only **BattleMechs** and **OmniMechs** can be chosen for your force. No ProtoMechs, Vehicles, VTOLs, Infantry, Elementals, AeroSpace, LAM's etc can be used.
- Canon 'Mechs only, no custom 'Mechs allowed.
- Your force can consist of only one 'Mech per chassis. For example, you cannot have a Warhammer WHM-6R and a Warhammer WHM-6K nor can you have an Avatar AV1-O Prime and an Avatar AV1-O C in your force.
- Only 'Mechs that use Introductory (INTRO), Standard (STND) or Advanced (ADVD) technology may be used. No Experimental (EXP), Unique (named) or mixed technology 'Mechs or those with Clan technology. This is Inner Sphere technology only.

If in doubt check the Official BattleTech Master Unit List (MUL) here: <http://www.masterunitlist.info>

** Free Worlds League also includes: Free Worlds League (Duchy of Andurien), Free Worlds League (Oriente Protectorate), Free Worlds League (Regulan Fiefs), Free Worlds League (Rim Commonality) and Free Worlds League (Tamarind-Abbey District).*

OmniMech's and BV

If you choose to use an OmniMech pick the most expensive variant you would choose to use in the event and use that BV to calculate the unit's cost. You may then choose to use a different variant only if its BV would be less than what you have paid for when building your force.

Modifications to MechWarriors Skill

All of your MechWarriors will have a starting skill of Gunnery 4 and Piloting 5.

- You cannot "downgrade" a MechWarriors skill to gain more BV for your force.
- You cannot give unused BV to be used by your partners force.
- Well-Rounded MechWarriors: No greater difference in individual Gunnery and Piloting than 2.

Ammunition and Armour

The following special ammunition is available to all forces (Total Warfare, page 140-142):

- Armour-Piercing Ammunition (Standard & Light Auto-cannons)
- Precision Ammunition (Standard & Light Auto-cannons)
- Cluster Ammunition (LB-X Auto-cannons)
- Artemis-Equipped Missiles (LRM, SRM, MML)
- Streak SRM
- Inferno SRM's only
- Semi-Guided Missile (LRM, MML)
- Narc-Equipped Missile (SRM, LRM, MML)
- i/Narc pods: (ECM, Explosive, Haywire, Homing, Nemesis)

Remember that some alternate ammunition will change the BV of your Mech if you choose to take it.

Restrictions

Artillery ammunition is not allowed. You may take a 'Mech that mounts an artillery weapon, however it will have no ammunition with which to fire it.

Only the following armour can be taken: Standard, Stealth, Light Ferro-Fibrous, Inner Sphere Ferro-Fibrous and Heavy Ferro-Fibrous. To be clear, no 'Mech variants that use Ablative, Ballistic Reinforced, Hardened, Reflective, Industrial, Commercial etc armour can be taken.

Lastly, come up with a name for your Team.



Order of Play

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

- The Event Organiser will advise you of your opposing Team for this match and which scenario is being played as per the Event Structure on page 1 and Scenarios starting on page 4.
- Player’s will choose which player will be playing which opponent from each team. Player’s will then 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 Event 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 if map choice was mutual.
- The battlefield terrain has already been placed on the map and is not to be moved.
- Check the Scenario section on page 4 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 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 Event Organiser.

Scenarios

In each round, the same scenario will be played in every match. You will play against another player from a rival team. On another table, your partner will also play the partner from the same rival team. All players will gain Victory Points for achieving Primary, Secondary and Tertiary objectives and the combined Victory Points from both matches will determine the winners.

Each player will have 1 Edge point to use in each match. In your players pack you will find an edge card. To use your edge point, inform your opponent and turn the edge card over (face down). You cannot “bank” an unused edge point from one match to the next. The types of rolls you can spend your edge point on are listed in the **Rules Appendix**.

At the end of each match, players will total the Victory Points achieved in the scenario from both players. Subtract the points of the team with the least Victory Points from the team with the most Victory Points. Refer to the chart on page 8, under Competition Points, to find how many Competition points are awarded to each Team. Inform the Event Organiser of the result.

Example: Team Banzai has gained 10 victory points in the scenario and their opponents Team Demolition Brothers gained 6 victory points. The difference is 4 victory points. Team Banzai therefore has gained 7 competition points and

Team Demolition Brothers has gained 3 competition points out of a possible 10 competition points for the scenario.

All scenarios have the following Secondary and Tertiary objectives.

Secondary Objective

In all scenarios, your secondary objective is to destroy as many of your opponent's 'Mechs as possible.

Destroying a BattleMech is worth **2** Victory Points.

Crippling a BattleMech is worth **1** Victory Point.

A ‘Mech is considered “destroyed” if it meets any of the below criteria:

- Has no Internal Structure remaining in the Centre Torso.
- Has three or more Engine Critical Hits.
- The ‘Mech is removed from the map i.e. displaced, skidded, pushed or charged.
- The ‘Mech is unable to fire any weapons at an enemy while prone due to both arm’s being lost.
- The ‘Mech is unable to stand as it has lost both legs, or the difficulty to stand is higher than 12.
- The MechWarrior is killed or has 5 head hits and is unconscious at the end of the match.

At the end of the match a 'Mech is considered "crippled" if it meets any of the criteria for a Forced Withdrawal (as per Total Warfare page 258, but also reprinted in the Rules Appendix of this document).

Tertiary Objectives

In your players pack you will have a deck of six Tertiary Victory Condition cards. At the start of each match, you will shuffle the cards face down and randomly select 1 card from your deck. **Do not show your opponent which card you have drawn.** At the end of the match reveal your tertiary objective to your opponent and if you have achieved the objective, you will receive 2 Victory Points.

Assassinate

Your objective is to destroy or cripple your opponent’s heaviest 'Mech. If your opponent has more than one ‘Mech of the same tonnage, then your target is the ‘Mech worth the most BV (including MechWarrior Upgrades).

First Blood

Your objective is to destroy one of your opponents 'Mechs before he can destroy any of yours. In the event that ‘Mechs from both sides are destroyed in the same round you still gain the victory points.

Hold the Line

Your objective is to have more ‘Mechs in your half of the map than your opponent does at the end of the match. If the total number of Mechs are equal, compare the total BV (including MechWarrior Upgrades) to resolve ties.

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Lead from the Front

Your objective is to have your heaviest 'Mech end the match in your opponent's half of the map, while still being able to move. If you have more than one 'Mech of the same tonnage, it is the 'Mech worth the most BV (including MechWarrior Upgrades).

Line Breaker

Your objective is to have more 'Mechs in your opponent's half of the map than your opponent does at the end of the match. If the total number of Mechs are equal, compare the total BV to resolve ties.

Slow 'Em Down

Determine your opponent's 'Mech with the highest Run speed (including MASC/TSM/Supercharger modifiers). This is your target. If your opponent has multiple 'Mechs with the same Run speed, then your target is the 'Mech worth the most BV (including MechWarrior Upgrades). Your objective is to destroy, immobilise or cripple this 'Mech.

Take & Hold

The megacorps of the Lyran Alliance have sponsored the Capture and Hold event. With millions of C-Bills on offer to the team that can hold onto them, winning this match will be indispensable to your stable.

Game Setup

Each 'Mech enters the battlefield from your home edge in initiative order. There are three objectives placed on the board and they are your primary objective.

Primary Objective

During the End Phase of each turn, if you control an objective, you score **1** Victory Point.

Special Rules

How to gain and maintain control of an objective?

To control an objective, you need to have more 'Mechs within 3 hexes of the objective than your opponent.

If you and your opponent have the same number of 'Mech's within 3 hexes, then the player who's 'Mech's are the closest to the Objective gains the victory point. If both players have 'Mech's equidistance from the objective the player with the most BV (including MechWarrior Upgrades) gains a victory point.

'Mechs with an unconscious MechWarrior or that are shutdown, do **not** count towards controlling an objective.

Objectives cannot be damaged, moved through (but can be jumped over), nor may a Mech finish its movement in the hex with the objective.

Capture the Flag

Blackstar Stables are sponsoring this year's Solaris Recruitment Series Capture the Flag competition. Do you have what it takes to grab the flag and return it to your side of the arena before your enemy can?

Game Setup

Each 'Mech enters the battlefield from your home edge in initiative order.

In the middle of the map is your primary objective: three flags which are the objectives. The flags are setup up on the middle row in a line, with the outside flags 6 hexes from the long edges, and the third flag in the centre of the map.

Primary Objective

When a player returns one of the objectives (flags) to their home edge, they gain **4** victory points. The flag then returns to its starting position in the centre of the map at the end of the turn, ready to be captured again on the next turn.

Special Rules

Picking up the Objective

Only 'Mechs with two functioning hand actuators may pick up the objective.

In order to pick up the flag from the target hex, the player must end their turn with a 'Mech standing in the hex. The player then makes a piloting skill check to pick up the flag during the end phase of that turn. While picking up the flag the Mech may not fire weapons located in its arms, nor make any physical attacks. If the 'Mech falls over or goes prone it cannot complete picking up the flag.

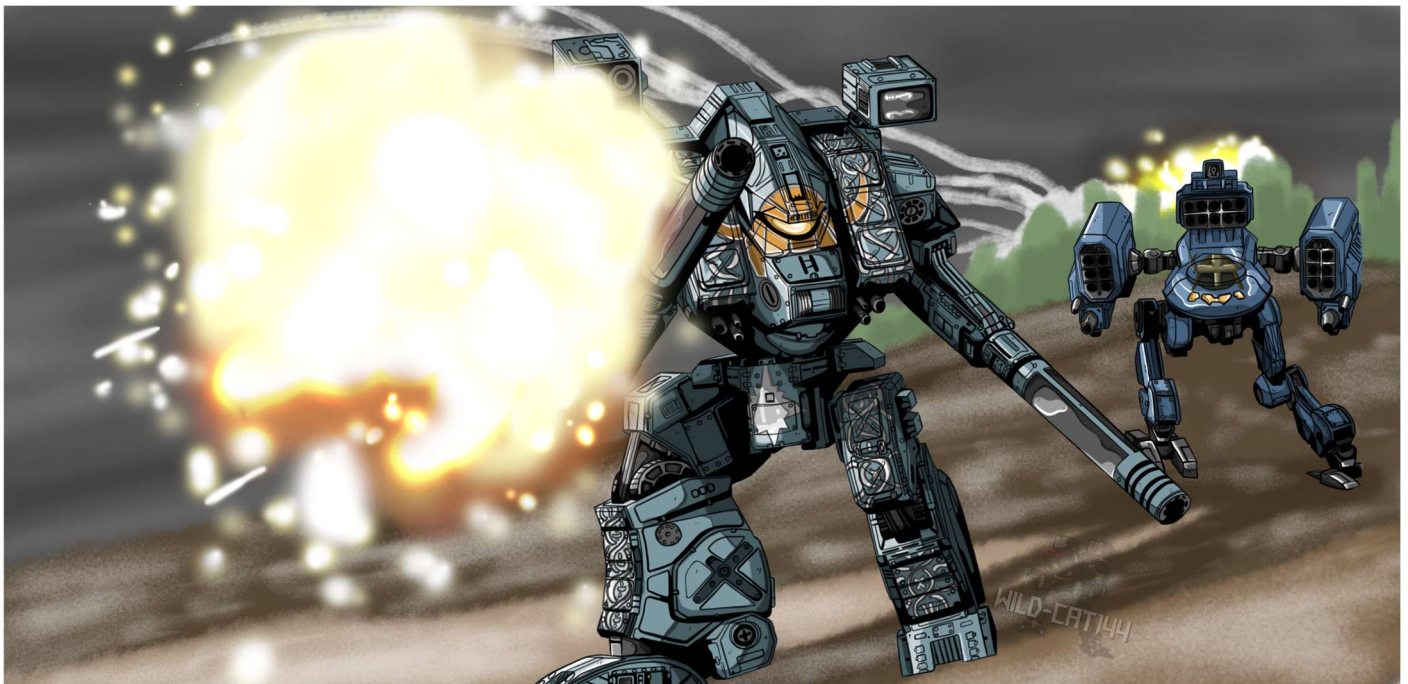
While the 'Mech is carrying the flag, it cannot fire any arm or forward-firing torso-mounted weapons, make punching or pushing attacks, use a club or make physical weapon attacks, though it may charge, kick and execute death-from-above attacks.

If the 'Mech carrying the flag is destroyed, goes prone, falls over or takes hand actuator damage; the objective scatters (as per facing after a fall) to an adjacent hex. This is a separate roll to the facing after a fall roll the player would normally make. The Mech may be facing a completely different direction from the hex the flag falls into.

Shielding Movement Mode

A shielding unit uses movement to put itself in harm's way to protect another 'Mech from attacks. A shielding unit may only expend its current Walking MP, but it is considered to have run for purposes of the attacker movement modifier during the turn in which it is shielding (it can make all standard weapon and physical attacks during that turn). After its movement is finished, it must designate an adjacent hex to receive its protection. During the Weapon Attack Phase of the turn when the unit used the Shielding movement mode, all attacks against the designated 'Mech that pass through the hex occupied by the shielding 'Mech add a +2 modifier to the attack roll.

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If an attack against a shielded target misses, compare the Margin of Failure (MoF) against the +2 modifier of the 'Mech shielding. If the MoF is equal to or less than that modifier, the attack automatically strikes the shielding unit; determine direction of attack and location for applying damage normally.

For Example: A 'Mech is trying to pick up the objective and therefore has no movement modifier this turn. An ally 'Mech decides to use the shielding movement mode and adds +2 to the to hit modifier for any attack going through the hex it occupies.

The Attacker has a gunnery of 4 (base 4), it walked this turn (+1), target movement modifier (+0), no terrain modifier (+0), medium range (+2), shielding 'Mech modifier (+2). Total to-hit number = 9.

If the Attacker rolls 9 or more then the Attacker hits the target 'Mech trying to pick up the objective. If the Attacker rolls a 7 or 8 then the attack hits the shielding 'mech because this is within the MoF the Shielding 'Mech provided to the defending 'Mech (the +2). A roll of 6 or below means the Attacker misses everything.

Tag and Bag

On Solaris VII they use a version of the Recon Raid military objective to entertain the masses, and they call it Tagging and Bagging. Galahad Stables is looking to test your MechJocks abilities in this match.

Game Setup

Each 'Mech enters the battlefield from your home edge in initiative order.

Primary Objective

You gain **3** Victory Points for each enemy 'Mech you successfully scan.

Scanning a 'Mech

Any 'Mech in your force may attempt a detailed scan on any turn that it ends its Movement phase within 3 hexes of an opposing 'Mech, (5 if the 'Mech is equipped with any equipment with "probe" in the title or equipment description).

A scan is declared during the Fire Phase and takes place during the End Phase of the same turn, provided the 'Mech remains functioning and does not have any sensor critical hits.

Scanning is successful if the 'Mech spends two turns within range of the target. Line of sight is not required. The 'Mech attempting the action may not fire any weapons or make physical attacks during the time it takes to complete a scan, 'Mechs equipped with a "probe" ignore this limitation. The two turns required to scan the enemy do not need to be consecutive turns, but must be made by the same 'Mech.

Head-to-Head

Honour duel, mano-a-mano, one-on-one, Top Gun. For thousands of years warriors have faced off in battle to see just who is the best of the best.

Game Setup

Your heaviest Mech (or Mech with worth the most BV if you have two or more Mechs with the same tonnage), starts the game 10 hexes away from your home edge. On turn two, in initiative order, your next heaviest Mech enters the map. On turn three your next heaviest mech and on turn four your last Mech enters the battlefield.

Primary Objective

Your objective is to defeat your opponent's Mech that entered the battlefield on the same turn as your Mech did.

Destroying your target is worth an additional **4** Victory Points if you destroy the 'Mech without help from an allied 'Mech, for a total of **6** Victory Points.

Crippling your target is worth an additional **3** Victory Points without help from an allied Mech, for a total of **4** Victory Points.

Grand Melee

Force Selection

The Event Organiser has created 8 Teams that consist of 4 modified/custom Mech's for you to choose from. You will be able to choose your force on the Sunday morning based on your current standing in the event. Each member of your team will control two Mech's each and you can choose which two Mechs each player is controlling.

What the Teams consist of will be made available on Saturday. Giving you and your partner time to discuss which team you might prefer. The total BV of each team is as close to even as the Event Organiser could make them.

The Teams will consist of popular Mech's and they will be 3D Printed at 200% scale and painted. You will keep these miniatures as prizes for playing at the BrisCon event.

Game Setup

On the first turn the heaviest Mech will start in the arena at their team's entrance which will be marked on the map.

On turn 3 the next heaviest Mech from the team roster will enter and move onto the arena on initiative draw, determined using the card draw method (see special rules section).

On turn 4 the next heaviest Mech from the team roster will enter and move onto the arena on initiative draw, determined using the card draw method (see special rules section).

On turn 5 the last Mech from the team roster will enter and move onto the arena on initiative draw, determined using the card draw method (see special rules section).

Primary Objective

The winners of the Grand Melee will be the Team that survives the Grand Melee. If more than one team is alive then the team with the most Victory Points at the end of the time period allowed for the match will be the winners of the Grand Melee.

Each Mech will have a Primary Target (this will be on your record sheet) and is a Mech of the same weight class and on another team that your MechJock has a vendetta against. Killing this Primary Target is worth 4 Victory Points. Damaging the Mech the same round that it is destroyed is worth 3 Victory Points.

Each Team will have another enemy Team they wish to completely destroy. Destroying a member of that Team is worth 3 Victory Points. Damaging the Mech the same round that it is destroyed is worth 2 Victory Points.

All other enemy Units:

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

If a 'Mech destroys itself due to a fall, after all weapons fire or physical attacks, all players that hit the 'Mech will be awarded Victory points based on the Targets priority as outlined above.

A 'Mech is considered "destroyed" if it meets any of the below criteria:

- Has no Internal Structure remaining in the Centre Torso.
- Has three or more Engine Critical hits.
- Has two or more Gyro critical hits.
- Has two Sensor critical hits.
- Has one Life Support hit.
- The 'Mech is unable to fire any weapons at an enemy (all of a 'Mech's weapons are considered destroyed if it loses all weapons with a range greater than five hexes or if it can no longer cause more than 5 points of combined weapons damage).
- The 'Mech has lost both legs or one leg and both arms, and is therefore unable to stand.
- The MechWarrior is killed.

Special Rules

Card Draw Method for Initiative

The Event Organiser will have a deck of identical cards with each player's name on the card.

- The Event Organiser will shuffle the deck and draw the top card, announcing which player's turn it is.
- The player will have 30 seconds to move their 'Mech. If they do not move in that time, the unit will remain in its original hex and be stationary for the round.

- Initiative order is to be followed by a reverse firing order i.e. if you moved last you fire first.
- At the end of each round the Event Organiser reshuffles the deck and repeats.

If a player fires out of turn and destroys their target, the victory points will be awarded to the player whose turn it was to resolve fire before them, and had declared firing at the destroyed target.

A player may only fire on 2 different targets (one primary and one secondary).

Each round, the player's must fire at the easiest and/or closest target (or targets) to which they have a valid LOS. An exception may be made if a shot may be taken with a realistic chance to kill another target. If this choice is disputed, the Event Organizer may be called on to arbitrate.

Note

If at any time during the Grand Melee, the Event Organiser feels that different teams are not playing by the spirit of this event (e.g. teaming up with friends and not firing on each other, not firing on available targets); the Event Organiser will first warn the offending players. If the player(s) continue the same behaviour they will have 5 Sportsmanship Points and/or 5 Competition Points deducted from their final score.

Time Management

Part of the challenge of playing at conventions 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 players. The Event Organiser will place a 90 second time limit on moving 'Mech's during a match, if consistent problems arise.

During your match you will be given updates on the time remaining. With 20 minutes to go, 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 20 minutes remaining.

Miniatures

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 Catalyst Games Labs, Iron Wind Metals or Ral Partha miniatures in this event. Players may use proxies to represent 'Mechs that currently don't 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 Event 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.

Rulebooks

The rules of BattleTech as presented in **Total Warfare** and the **BattleMech Manual** as corrected by **Errata v11.01** and **7.01** respectively will be used throughout the event. 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 event rules will also be used. Please see the **Rules Appendix** on page XX for a full description of all the rules:

- Edge
- Swinging Initiative

Each Scenario also details 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.

Solaris Recruitment Series Champions 2024

This is awarded to the Team that performed the best over the entire weekend: the Scenarios, the Grand Melee, the Painting and the Sportsmanship Awards. All the player's scores over the weekend will be combined to find out just who is the BrisCon 2024 Event Champions. In the case of a tie the highest combined Sportsmanship score will be used to determine the sequence of overall rank between Teams.

Grand Melee Team Winners

A combination of tactics and luck, have combined to crown the winners of this all-in-brawl. The Team that was the last one standing or if multiple Teams remains at the end of time, the Team 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 teams.

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 Event will be scored as follows:

Scenario	0 – 40 Competition Points
Grand Melee	0 – 20 Competition Points
Sportsmanship	8 – 20 Sportsmanship Points
Painting	0 – 20 Painting 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 7 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

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.

Painting

Players can receive a maximum of **20** Painting points. You must advise the Event 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).

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 Event Organiser and they will make a ruling. Remember it's only a game.

Event Organiser's Call

On the day, the Event 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 Event 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 Event Organiser is trying to do the best they can to make this a fun event for everyone.

Complaints

If during the event a player wishes to discuss another player's conduct, please speak to the Event 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 Event 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 event. If this decision is made, it will be final.

Event Seeding

At the start of the event the teams will be seeded randomly. All following matches will follow the Swiss Tournament format to ensure that each team 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 (4), 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.

Players Pack

All players will receive an event player's pack which will include the following:

- A copy of this event document
- A copy of all Record Sheets as supplied to the Event 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

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 of the scenario matches. 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 armour)
- 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 2024 – Team Score Sheet



Team Name: _____

Player Names:

Player 1: _____

Player 2: _____

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

Saturday – Take & Hold

Total Victory Points Competition Points

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

Saturday – Capture the Flag

Total Victory Points Competition Points

- 4 Victory Points each time you capture the flag.
- 2 Victory Points for destroying a 'Mech.
- 1 Victory Point for crippling a 'Mech.
- 2 Victory Points for completing your Tertiary Objective.

Saturday – Tag and Bag

Total Victory Points Competition Points

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

Saturday – Head-to-Head

Total Victory Points Competition Points

- 6 Victory Points for destroying each Mech's Target without assistance.
- 4 Victory Points for crippling each Mech's Target without assistance.
- 2 Victory Points for destroying a 'Mech with assistance.
- 1 Victory Point for crippling a 'Mech with assistance.
- 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": _____

Best Painted Force – Player's Choice

Player 1: _____

Player 2: _____

Sunday – Grand Melee

Total Victory Points

Primary Target

- 4 Victory Points for destroying Mech's Primary Target.
- 3 Victory Points for damaging the Primary Target the round it is destroyed.

Enemy Team

- 3 Victory Points for destroying an Enemy Team Mech.
- 2 Victory Points for damaging an Enemy Team Mech the round it is destroyed.

All Other Units:

- 2 Victory Points for destroying a 'Mech.
- 1 Victory Point for damaging a 'Mech the same round it is destroyed.

Last One Standing

- 5 Victory Points being the last Team standing at the end of the match.

