BATTLETECH

Clan Ghost Bear Bloodname

Magnus Jorgensson Star Captain of the Eighteenth Battle Cluster died during the defence of Hermagor. The Bloodcount has dropped below 25 and Mechwarriors of Clan Ghost Bear with the Jorgensson Bloodname lineage have gathered to fight and claim their legacy.

BattleMech Selection

'Mech selection will determine the 'Mech used and associated MechWarrior skill level for the Trial of Bloodright and the Grandmelee.

Before each game, players may view the map to be played on and select which omni configuration they wish to use in the battle. Because this is a Ghost Bear Bloodname Trial, only the mechs and variants listed in the table below are available.

While every effort has been made to ensure the mechs listed comply with standard tournament rules – it is emphasised that no advanced or experimental equipment is permitted.

Please select 'Mech from **Table 1**.

Once a player selects their 'Mech, they need to select the pilot skill, from the Gunnery/Piloting combinations outlined in the Skill Table, **Table 2**. Compare the tonnage of the 'Mech from Table 1 to the Skill Level in Table 2.

Finally, compare the Skill level with **Table 3** and the corresponding Gunnery and Piloting, some skill levels provide you with 2 or 3 choices. Once you have chosen your Gunnery and Piloting (if possible), it may not be changed between rounds or between the Grand Melee and Trial of Bloodright.

Trial of Bloodright

The Trial of Bloodright is a one-on-one elimination competition. Players will be assigned a random opponent through a card draw for the first round.

The tournament will advance through elimination rounds with the winners going on to the next round, while the defeated are eliminated.

Game Setup

In each round, play will commence using the concept of Hunter and Hunted, see special rules below.

Each round will have a maximum of one (1) hour to determine the winner, with a small break between each round.

Primary Objective

Destroy your opponent's OmniMech and advance to the next round.

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 leaves the map for any reason.
- 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 MechWarrior is killed.

At the end of each round, the winner is the player:

- **A.** whose opponents 'Mech has been destroyed or crippled; or
- **B.** whose opponents MechWarrior is unconscious at end of the round;

and

- **C.** The player themselves is not crippled.

If a round fails to determine a clear winner and both pilots are alive and conscious, then the pilots will use the *Fisticuffs Rules*, as described in the Grand Melee section below.

See the Forced Withdrawal section of the **Rules Appendix** for a definition of Crippled.

Special Rules
Hunter and Hunted
Once your opponent for the round is known "Dice off" to determine who is the Hunter and who is being Hunted. The Hunted chooses which map the round will be played on, while the Hunter chooses which short edge of the map will be their home edge, your opponent will have the opposite edge.

During the Trai of Bloodright **NO PHYSICAL ATTACKS** are allowed and **Edge** is not used.

Grand Melee

Game Setup
Players can place their 'Mech in any full hex on the map as long as it is more than 5 hexes away from any other opponent already placed. Placement will be based on initiative draw, determined using the card draw method (see special rules section).

Primary Objective
The winner of the Grand Melee will be the player with the most Victory Points at the end of the time period allowed for the match.

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

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 leaves the map for any reason.
- 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 Tournament Organiser will have a deck of identical cards with each player's name on the card.
- The Tournament 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 Tournament 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.

If a 'Mech is destroyed when falling, after all weapons fire, all players who fired and hit the 'Mech will be awarded 1 Victory point.

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 tournament organizer may be called on to arbitrate.

Fisticuffs Rules
In the case of multiple MechWarriors remaining alive with 15 minutes left until the end of the allocated time, the pilots will go at it with fisticuffs, to decide the winner, as follows:
- All pilot hits from the 'Mech battle carry over into this fight.
- Each player rolls 2d6 and the winner of each "dice off" inflicts 1 pilot hit against **all** of the other MechWarriors in the brawl.
- As each MechWarrior reaches 6 pilot hits they will be eliminated, until only one remains.
- No consciousness checks are to be made during the brawl.

Note
If at any time during the Grand Melee, the Tournament Organiser feels that a player or players are not playing by the spirit of this tournament (e.g. teaming up with friends and not firing on each other, not firing on available targets); the Tournament 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.

Table 1

Ghost Bear 'Mech List	Tons	Variants Available
Fire Moth (Dasher)	20	Prime, A, B, C, D, E, F, H, K
Mist Lynx (Koshi)	25	Prime, A, B, C, D, E, F, G, H, P
Bear Cub	25	Bear Cub, Bear Cub 2
Solitaire	25	Solitaire, Solitaire 2
Arctic Cheetah (Hankyu)	30	Prime, A, B, C, D, E, H
Cougar	35	Prime, A, B, C, D, E, F, G, H
Battle Cobra	40	Prime, A, B, C, F, H
Ice Ferret (Fenris)	45	Prime, A, B, C, D, E, H, L
Nova (Black Hawk)	50	Prime, A, B, C, D, E, F, H, S
Ursus II	50	Ursus II
Ursus	50	Ursus, Ursus 2
Stormcrow (Ryoken)	55	Prime, A, B, C, D, E, F, G, H, I
Mad Dog (Vulture)	60	Prime, A, B, C, D, E, F, H
Vulture Mk III	60	Prime, A, B, C
Ebon Jaguar (Cauldron Born)	65	Prime, A, B, C, D, E, H
Arcas	65	Arcas, Arcas 2, Arcas 3
Karhu	65	Prime, A, B, C, D
Nova Cat	70	Prime, A, B, C, D, E, F
Grizzly	70	Grizzly
Timber Wolf (Mad Cat)	75	Prime, A, B, C, D, E, H, M, N
Ryoken II	75	Ryoken II, Ryoken II 2
Gargoyle (Man 'o' War)	80	Prime, A, B, C, D, E, H, M
Bruin	80	Bruin
Warhawk (Masakari)	85	Prime, A, B, C, D, E, F, H
Kingfisher	90	Prime, A, B, C, D, E, F, H
Executioner (Gladiator)	95	Prime, A, B, C, D, E, H, K, P, TC
Dire Wolf (Daishi)	100	Prime, A, B, C, H,
Kodiak	100	Kodiak, Kodiak 2, Kodiak 4, Kodiak 5
Kodiak II	100	Kodiak II

Table 2

Weight Class	Tons	Skill Level
Light	20	1
Light	25	2
Light	30	3
Light	35	4
Medium	40	6
Medium	45	7
Medium	50	8
Medium	55	10
Heavy	60	11
Heavy	65	12
Heavy	70	13
Heavy	75	14
Assault	80	15
Assault	85	16
Assault	90	18
Assault	95	19
Assault	100	20

Table 3

Skill Level	Gunnery	Piloting
1	0	0
2	0	1
3	0	2
3	1	0
4	1	1
5	1	2
5	2	0
6	1	3
6	2	1
7	2	2
8	2	3
8	3	1
9	2	4
9	3	2
10	3	3
11	3	4
11	4	2
12	3	5
12	4	3
13	4	4
14	4	5
14	5	3
15	4	6
15	5	4
16	5	5
17	5	6
17	6	4
18	5	7
18	6	5
19	6	6
20	6	7
20	7	5
21	7	6
22	7	7