

Welcome to Briscon 2018'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](http://www.briscon.com.au)

## Where?

Table Tennis Centre Brisbane  
86 Green Terrace, Windsor, 3050.

## When?

**Qld Labor/May Day Long Weekend**

Saturday April 28th – 9:00am-4:30pm

Sunday April 29th – 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 \$40 for Tournament entry; there are no additional fees for this tournament. Sorry, no entries or lists will be accepted after 21<sup>st</sup> April 2018. 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 or Ral Partha 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.

## 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 11 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.

### Anarchy League Tournament Champion 2018

This is awarded to the player that performed the best over the entire weekend: the Scenarios, the Build a Better Timber Wolf Challenge, the Painting and Sportsmanship Awards. All the player's scores over the weekend will be combined to find out just who is the Anarchy League Tournament Champion. In the case of a tie the highest Sportsmanship score will be used to determine the sequence of overall rank between players.

### Anarchy League Inner Sphere Legend

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

### Trial of Grievance - Build a Better Timber Wolf

Not only great 'mech design, but tactical genius and maybe a little bit of luck has found our winner. This award goes to the player that has gone undefeated in the 1v1 Trial of Combat pitting their Custom Timber Wolf variant against the enemy and winning all their matches.

### Grand Melee - Build a Better Timber Wolf

A combination of luck, tactics and sound 'mech creation, 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:

<b>Scenario</b>	0 – 40 Competition Points
<b>Trial of Grievance</b>	0 – 20 Competition Points
<b>Grand Melee</b>	0 – 20 Competition Points
<b>Painting</b>	0 – 20 Painting Points
<b>Sportsmanship</b>	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
<b>9-10+</b>	10	0
<b>7-8</b>	9	1
<b>5-6</b>	8	2
<b>3-4</b>	7	3
<b>1-2</b>	6	4
<b>0</b>	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 receive 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™



## Building Your Force

The following rules are used for players to build their own force for use in the Inner Sphere competition.

### Inner Sphere

Your forces total tonnage cannot exceed **260** tons.

- Your force may consist of **3-5** BattleMechs.
- Pick a faction from one of the following major Inner Sphere factions: Capellan Confederation, Comstar/Republic of the Sphere, Draconis Combine, Federated Suns, Free Rasalhague Republic, Free Worlds League\*, Lyran Alliance/Commonwealth, or Word of Blake. All the 'Mechs in your force must be available to that faction or on the Inner Sphere General list.
- 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-Tech 'Mechs can be used.

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

- All of your MechWarriors will have a starting skill of Gunnery 4 and Piloting 5.
- C3/C3i Networks pay a premium of 10 tons per 'Mech connected in the network after the first.
  - 2x 'Mechs in C3/C3i Network = 10 tons
  - 3x 'Mechs in C3/C3i Network = 20 tons
  - 4x 'Mechs in C3/C3i Network = 30 tons
  - 5x 'Mechs in C3/C3i Network = 40 tons

\* 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).

### Modifications to MechWarriors Skill

Your MechWarriors skills may be modified as per the table below.

#### Piloting Upgrades

All weight classes = 5 tons / point

#### Gunnery Upgrades

Assault = 20 tons / point

Heavy = 15 tons / point

Medium = 10 tons / point

Light = 5 tons / point

- You cannot "downgrade" a MechWarriors skill to gain more tonnage for your force.
- MechWarriors may be upgraded by a maximum of two extra points in Gunnery and /or Piloting. An Inner Sphere MechWarrior's maximum skill would be Gunnery 2 and Piloting 3.
- No greater difference in individual Gunnery and Piloting than 2.

The following special ammunition is available to all Inner Sphere 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)





## Scenarios

In each round, the same scenario will be played in every match. Player's will gain Victory Points for achieving Primary, Secondary and Tertiary objectives.

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, each player will total their Victory Points achieved in the scenario. Subtract the points of the player with the least Victory Points from the player with the most Victory Points. Refer to the chart on page 2, under Competition Points, to find how many Competition points are awarded to each Player. Inform the Tournament Organiser of the result.

*Example:* John has gained 10 victory points in the scenario and his opponent Paul gained 6 victory points. The difference is 4 victory points. John therefore has gained 7 competition points and Paul 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.

#### 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.

## Capture & Hold

*Intelligence reports have confirmed that enemy forces are moving towards a local communications array in order to control it. Your mission is to find the array and secure it from the enemy.*

### Game Setup

Each 'Mech enters the battlefield from your home edge in initiative order. There are three objectives placed on the board which represent the communications array and 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 or moved through.

## Recon Raid

*An unknown enemy force has entered the DMZ. You have been tasked with identifying the enemy and then eliminating them with extreme prejudice.*

### 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.





## Extraction

*Rumours have been flying through the base that a piece of experimental technology has been “lost”. Your mission is to retrieve the experimental technology and return it to base, before the 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: the experimental technology.

### Primary Objective

The first player to return the objective to their home edge and have their ‘Mech leave the battlefield gains **8** victory points. The mission is over when that End Phase is completed.

### Special Rules

#### Picking up the Objective

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

In order to pick up the objective from the target hex, the player must spend a full round with a ‘Mech in that hex (not counting the round the ‘Mech enters or exits the hex). While a ‘Mech is spending the round picking up the objective, it may not make any weapon attacks. However, it is not considered immobile. Once the full round is complete, the ‘Mech has picked up the objective.

While the ‘Mech is carrying the objective, 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 is destroyed or goes prone while holding the objective, 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 objective falls into.

## Prisoner Exchange

*A valuable member of your force has been captured by the enemy and command has negotiated a prisoner exchange. Somehow I don’t think the exchange is going to go as planned...*

### Game Setup

Each player chooses a MechWarrior of their heaviest ‘Mech, this character has been captured and is the “Prisoner” for this scenario. If you have more than one ‘Mech with the same tonnage, then the prisoner is the ‘Mech worth the most BV (including MechWarrior Upgrades).

Your prisoner starts the game locked in a level 1 CF 40 building – the Prison. The Prison is placed in the middle of the map, 3 hexes from the home edge of the opposing player. The Prisoners ‘Mech is placed by your opponent in any hex adjacent to the Prison.

All other ‘Mech’s enter the battlefield from your home edge in initiative order.

### Primary Objective

Your objective is to free your prisoner by destroying the enemy Prison, meanwhile defending the prison from attacks made by your opponent.

Freeing your prisoner is worth **3** victory points. If your opponent fails to free their prisoner you score an additional **3** victory points.

### Special Rules

To free your prisoner you must first destroy the prison by dealing 40 or more points of damage to the building.

During the End Phase of the turn the prison is destroyed, the prisoner leaves the prison and climbs to the cockpit of its BattleMech.

It takes 1 full turn for the BattleMech to finish the power-up sequence. For gameplay and fairness reasons, while the prisoner is in the prison and during the turn it takes to power up the BattleMech the ‘Mech may not be the target of any attacks.



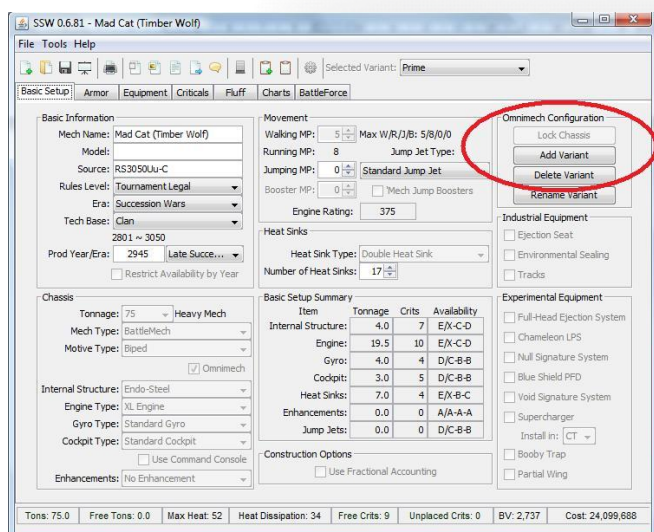
## Build a Better Timber Wolf

The scientist caste of Clan Wolf are busy testing new designs to bring the Timber Wolf into the 32<sup>nd</sup> Century. As a skilled and Blooded MechWarrior of Clan Wolf you have been selected to test the new design in a series of 1 on 1 Trials and a Grand Melee.

### New Timber Wolf Variant Design Guidelines

Using Solaris Skunk Werks open the Mad Cat (Timber Wolf) Prime chassis.

Under the OmniMech Configuration section, choose “Add Variant”. Give your variant a name and you should have 27.5 tons of available space to create your new Timber Wolf.



Your new design must be created in the freeware Solaris Skunk Werks application v6.81 or higher.

Any Clan Technology is allowed to be used in the design. You may **not** place any Inner Sphere technology on your new design. (As you cannot change the armour type, we don't need to worry about hardened armour).

Artillery is allowed, however it will only be allowed to fire as a direct-fire weapon (i.e. line of sight and out to 17 hexes only, with standard minimum range applied).

All MechWarriors will be Piloting 3 and Gunnery 4.

## Trial of Grievance

The Trial of Grievance is a one-on-one elimination competition testing your new variant against other designs from within Clan Wolf. 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** on page 12 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 Grievance **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.*





## 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 2018 – 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.

