



Welcome to BrisCon 2025'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 17th – 8:30am-5:00pm

Sunday May 18th – 9:00am-3:00pm

Event Structure

Saturday

- 8:30am-8:45am Event Welcome
- 8:45am-10:45am Scenario: Capture and Hold
- 11:00am-1:00pm Scenario: Recon Raid
- 1:00pm-2:00pm Lunch & Painting Comp
- 2:00pm-4:00pm Scenario: Coordinate & Control

Sunday

- 9:00am-11:00pm Scenario: A Time of War
- 11:00pm-11:30pm Lunch
- 11:30pm-2:45pm Grand Melee
- 2:45pm-3:00pm 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 **Friday 9th May 2025**. 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.

Hinterlands, year 3151

Clan Jade Falcon has packed up and mostly departed the occupation zone. Leaving the worlds of the Hinterlands mostly undefended and this has caused a power vacuum waiting to be exploited. Your BattleMech Unit has been assigned to investigate and eliminate any threat that could stop your Unit Commander from taking control of the planet for the glory of your faction.

All scenarios will be played on 3D Terrain and we will be debuting a HUGE 8ft x 4ft 3D Drop Port for the Grand Melee on Sunday.

Awards

There will be **5** awards presented, and each player will be eligible for only **1** award. The awards are in order of status: Overall Tournament Champion, Scenario Legend, Grand Melee Winner, Best Painted Force and Sportsmanship Award.

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

The following rules are used for players to build their own force for use in the Scenario part of the Tournament.

Your Force

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

- Your force must consist of **4** BattleMechs.
- Pick a faction from one of the following major factions.

Inner Sphere Faction: Capellan Confederation, Draconis Combine, Federated Suns, Free Worlds League, Free Worlds League (Duchy of Andurien), Lyran Commonwealth, Tamar Pact or Vesper Marches. In addition, the Inner Sphere General faction is available to all players forces that have chosen one of the above inner sphere-based factions.

Inner Sphere Clan Factions: Alyina Mercantile League, Clan Hell's Horses, Clan Jade Falcon, Clan Protectorate, Clan Sea Fox, Rasalhague Dominion, Raven Alliance, Star League (Clan Jade Falcon), Star League (Clan Smoke Jaguar), Star League (Clan Wolf), Wolf Empire. In addition, the IS Clan General faction is available to all players forces that have chosen one of the above clan-based factions.

- Era availability is the iClan era 3151+.
- 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 a Timber Wolf Prime and a Timber Wolf C in your force.
- Only 'Mechs that use Introductory (INTRO), Standard (STND) or Advanced (ADVD) technology may be used. No Experimental (EXP), or Unique (named) 'Mechs.

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

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.
- 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.

The following armour is **not allowed** as it slows down the game and we have limited time to complete the missions: Ablative, Ballistic Reinforced, Hardened, Reflective, Industrial and Commercial armour.



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 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. 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 8, 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 involuntarily 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 of its 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.

Forced Withdrawal will be used in the scenarios. At the end of the match a 'Mech is considered "crippled" if it meets any of the criteria for a Forced Withdrawal or if the ‘Mech voluntarily left the field of battle because it was forced to withdraw. (Forced Withdrawal: 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.

Continues next page...

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.



Coordinate & Control

Rumours of a Brian Cache on planet have persisted within your forward base of operations and are disrupting your unit's moral. Command has ordered your forces to investigate and take control of the coordinates provided in order to settle the rumours and discover if there truly is a Brian Cache on world.

Game Setup

There are Six objectives placed on the board in a circle around the middle of the map and are your primary objective, (see diagram below). Each Objective is two-sided, one coloured red, the other side is blue. Each player chooses to be either the red or blue team. three of the objectives will be red side up and the other three will be blue side up.

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



Primary Objective

Whenever a 'Mech moves through an objective hex (walks or runs), turn the objective over so that your chosen colour is right side up. A 'Mech may end it's turn on an objective. At the end of each turn, count the number of objectives with your colour and earn that number of Victory Points.

A Time of War

Enemy forces have been dodging your attacks and thwarting your plans for total domination all day. Enough is enough, destroy them all!

Game Setup

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

Primary Objective

Each enemy 'Mech destroyed or crippled is worth an additional 1 Victory Point on top of the victory points normally awarded as part of the secondary objectives.

For example, a destroyed 'Mech is worth a total of 3 victory points, and a crippled 'Mech is worth a total of 2 victory points

Grand Melee

BattleMechs Available

Choose a BattleMech from your faction using the same restrictions as for the scenarios. Your choice for the Grand Melee does not have to be one of the 4 Mech's you have chosen for your force in the scenarios. Once you have chosen a BattleMech, compare its tonnage to Table 1 the Mechwarrior Gunnery/Piloting Table, in the Rules Appendix, page 10. This is your Gunnery and Piloting skill for your Mechwarrior in the Grand Melee.

Game Setup

If you have picked an OmniMech, before the game you may view the map to be played on and select which Omni configuration you wish to use in the Grand Melee.

Players 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.
- Has two Gyro 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. This does not apply if the 'Mech cannot cause more than 5 points of damage when undamaged).
- The 'Mech has lost both legs or one leg and both arms, or the difficulty to stand is greater than 12 and is therefore unable to stand.
- The MechWarrior is killed or unconscious when time is called.

Special Rules

Card Draw Method for Initiative

The Tournament Organiser will have a deck of 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.



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, however you may use 3D Printed Mech's. 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 9 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 **5** awards presented, and each player will be eligible for only **1** award.

BrisCon Tournament Champion 2025

This is awarded to the player that performed the best over the entire weekend: the Scenarios, the Grand Melee, the Painting and the Sportsmanship Award. All the player's scores over the weekend will be combined to find out just who is the BrisCon 2025 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 2025 Scenario Legend

No battle plan survives first contact with the enemy... but this player has used wit and tactics to complete their Scenario missions and take home this prize. In the case of a tie the highest Sportsmanship score will be used to determine the sequence of overall rank between players.

Grand Melee Winner

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 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
10+	10	0
8-9	9	1
6-7	8	2
4-5	7	3
2-3	6	4
1	5	4
0	4	4

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 the scenario 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 Sportsmanship 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 players will be seeded randomly. All following matches 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 (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
- 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.

Forced Withdrawal

Most forces will not fight to the last man. Instead, once they have taken appreciable amounts of damage, they will begin to retreat. The forced withdrawal rules help simulate this situation.

Under forced withdrawal, 'Mechs must retreat from the battlefield when rendered useless or in imminent danger of destruction (see Crippling Damage, below). A 'Mech making a forced withdrawal must always move toward its home map edge. However, the 'Mech need not spend Running MP, and may retreat moving backward. If equipped with MASC, a supercharger, or some other system that increases speed at the risk of damage, a 'Mech need not engage that system when withdrawing.

Withdrawing 'Mechs may still attack an enemy 'Mech that closes within range of a weapon or physical attack.

Crippling Damage

Any 'Mech that suffers crippling damage must withdraw from the map. 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.

Table 1 - MechWarrior Gunnery/Piloting

Tonnage	Skill Level	Gunnery	Piloting
20	1	0	0
25	2	0	1
30	3	1	0
35	4	1	1
40	5	1	2
45	6	2	0
50	7	2	1
55	8	2	2
60	9	2	3
65	10	3	2
70	11	3	3
75	12	3	4
80	13	3	5
85	14	4	4
90	15	4	5
95	16	5	5
100	17	5	6

BrisCon 2025 – Team Score Sheet



Player Name:

Saturday – Capture & 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 – Recon Raid

Total Victory Points Competition Points

- 3 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 – Coordinate & Control

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.

Sunday – A Time of War

Total Victory Points Competition Points

- 3 Victory Points for destroying a 'Mech.
- 2 Victory Point for crippling a 'Mech.
- 2 Victory Points for completing your Tertiary Objective.

Sportsmanship Award

4 Points "Best" Sportsperson: _____
 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
10+	10	0
8-9	9	1
6-7	8	2
4-5	7	3
2-3	6	4
1	5	4
0	4	4

Saturday Lunch – 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 for being the last 'Mech/MechWarrior standing at the end of the match.



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