

# Briscon Battletech Players Pack

17-18 April 2021 – Mt Gravatt Showgrounds

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Tournament Organiser [Garry Wait](#)

We will have an umpire who WILL play if there is an odd number to avoid Byes but will otherwise be a non competitor for the sake of prizes or trophies.

**AS AN ADDITIONAL NOTE, PLAYERS MAY PURCHASE ONE REROLL PER GAME AS A “LUCK” POINT WITH A DONATION OF \$5 PER TICKET, PAID IN ADVANCE AS A DONATION TO SOLDIER ON.**

**THIS TICKET WILL GIVE THE PLAYER THE CHANCE TO REROLL ANY ONE OF THEIR OWN DICE ROLLS, ONCE IN A GAME, NOT SOMEONE ELSE’S. YOU CAN PURCHASE AS MANY AS YOU WISH, HOWEVER CANNOT USE MORE THAN ONE PER GAME.**

## General

All players must register for the tournament by visiting the Briscon website ([www.Briscon.com.au](http://www.Briscon.com.au)) and must pay in advance via Paypal ;.

COST IS \$ 50

## Rules

Battletech

## Point Limits

Saturday – 5,000 BV of 3025 Tech, minimum of four mechs, no vehicles.

Sunday – 5,000 BV of 3058 Tech (maximum) with minimum of Four Innersphere or three Clan Mechs (however you may run mixed clan Omnis and Second line mechs with minimum of three Clanner mechs).

No battlearmour or vehicles of any kind.

Only standard mechs and variants as printed in official mech sheets or per Solaris Skunk Works to be permitted, no customising or modified designs so only FASA/ Catalyst printed mechs may be used. For more information see :

[http://www.sarna.net/wiki/Main\\_Page](http://www.sarna.net/wiki/Main_Page)

Mechs start off with 5 Pilot, 4 Gunnery and may be upgraded or downgraded as players desire HOWEVER there cannot be a difference greater than 2 between these numbers. So you can't have a 4 pilot 1 Gunner mech.

## Games

Three Games of 2.5 hour's maximum duration on Saturday

Three games of 2 hours maximum duration on Sunday.

Maps will be preset in advance.

## Ending Games

Players will receive a 1 hour to go, 30 minutes to go, 10 mins to go and then a final 'dice down' Call.

## Scoring

Players will receive 5 pts for a win where they destroy all of their opponents mechs, 3pts if there are mechs operational at end of game for BOTH players and 1pt if they lose (no mechs operational). Note it is possible to have mutual losses.

A mech is not considered Operational if it has had all weapons destroyed OR lost both legs OR two gyro hits OR three engine hits OR lost its head / mechwarrior.

In the case of ties at the end of each day, BV destroyed plus BV surviving after each mission as a total will be used for countbacks.

## Army Submission

Lists to be emailed to [adlgbriscon@gmail.com](mailto:adlgbriscon@gmail.com) no later than 10/04/2021

## Referee Decisions

Old rugby saying...*"The referee is the sole judge of fact and law"*

To that end, it is expected that players will play in a friendly, but competitive spirit. Questions of interpretation of the rules will normally be sorted out by players. The TO's will make a decision where requested, and the referee decision will be final (even when we're wrong; we're right!)

Process, the TO will come to the table with the Rules Book, if required will read the rule(s) and if necessary will make an interpretation if the situation is still not clear. If the TO makes an interpretation, they will let the other players know so the same rule situation can be applied equally for the rest of the event for consistency.

Arguing with a TO after the decision will result in a yellow card. The first yellow card will cost a player 1 victory point awarded to their opponent. A second yellow card will result in a forfeit (total loss) and a third infraction is a red card, which is a tournament forfeit with no refund. We do not anticipate the use of any cards during the tournament, but the rules are in place as a precaution. *(It is acceptable to let the TO know you do not agree with the result but will continue on with the game)*

**Miniatures must either be representative and correct or reasonable facsimiles. Therefore, it is acceptable to use a 95 ton Cyclops as a 95ton Banshee but NOT acceptable to use a proxy 20ton Locust as a Banshee. If unsure, email the TO.**

**Some loan mechs are available.**

## General Guidelines

- We're all here to have fun and play toy soldiers. We all want to win and do well, but that doesn't mean that you should be unpleasant during your game.
- Keep it calm.
- State your intentions.
- Doubts about special rules or potentially tricky situations should be discussed BEFORE a conflict arises.
- Discuss what you are doing during the game so your opponent knows what you are doing – or rolling for.

- At any time if a person feels that they have been treated in an unsporting manner, they should inform a ref or the TO about it.

## Schedule

### Saturday 17th April 2021

- Player Briefing 0830 – 0900
- Game 1 0900 – 1130
- Lunch
- Game 2 1215 – 1445
- Game 3 1500 – 1730

### Sunday 18th April 2021

- Game 4 0830 – 1030
- Game 5 1045 – 1245
- Game 6 1330 - 1530
- Prizegiving and Pack Up

The game schedule has been designed to allow players time to socialise and explore the stalls.

## Game Draws

The Draw will be a modified Swiss chess system matching players on similar Win Bands. First round will be drawn at random although Players can nominate mutually nominate for a grudge matches or to avoid regular opponents in the **first round** only.

When cards are handed in the TOs they will check the results of both cards to make sure the scores are the same. Issues do happen, if you come to us after the draw is done, the draw will not alter, however, after talking to both players we will amend the result if required, and all future rounds will be drawn appropriately.

In the event of odd numbers of players the following policy will be adopted: In the first round, a Bye will be issued by the TO on a random basis. From Round 2, without exception the Bye will go to the lowest ranked player who has not already had a bye. Players may not request a Bye and will only be allocated one Bye regardless of finishing position in subsequent rounds. A Bye results in a 4pt win which ideally should only occur if there is a no show and or umpire is busy otherwise and unable to play.

**Players should not have to play the same player twice. If you have drawn a player you have played already notify the TOs immediately.**

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## Prizes

Trophies will be awarded for Best player on each day and there will be random prizes allocated where possible.

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