BATTLETECH

BrisCon
Brisbane's Best Weekend of Gaming

Welcome to Briscon 2026's BattleTech competition. The following pages show how the competition will be run. Please read them carefully, even if you're a tournament veteran.

This year there will be two concurrent tournaments, one Inner Sphere and the other Clan technology based.

Website?
www.briscon.com.au

Where?
Mt Gravatt Showgrounds
1644 Logan Rd, Mount Gravatt

When?
Queensland's May Day Long Weekend
Saturday May 2nd – 8:30am-4:30pm
Sunday May 3rd – 8:30am-3:00pm

Event Structure
Saturday

8:30am-8:45am	Tournament Welcome
8:45am-11:00am	Scenario: Recon Raid
11:00pm-13:30pm	Scenario: Coordinate & Control
13:30pm-2:00pm	Lunch
2:00pm-4:30pm	Scenario: Extraction

Sunday

8:30am-11:00am	Scenario: Prisoner Exchange
11:00am-11:45am	Early Lunch
11:45pm-2:15pm	Scenario: Ambush!
2:30pm-3:00pm	Awards Ceremony

Event Cost?
BrisCon is $45 for Tournament entry; there are no additional fees for this tournament. BrisCon will be closing registration early so don't leave it to the last minute. There will be a limit of **24 players** and registrations will not be accepted on the day.

Time Management
Part of the challenge of playing in tournaments 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 at the tournament. The Tournament Organiser will place a 60 second time limit on moving 'Mech's during a match, if consistent problems arise.

This event will be strictly run to 2 hours and 30 minutes per match. During your match you will be given updates on the time remaining. At the 2 hour 10-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 20 minutes remaining.

Force Lists
Lists are to be submitted by **Sunday 26th April 2026**. 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.

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 competition. Players may use proxies to represent 'Mechs that currently don't have an official BattleTech Miniature. The proxy unit must be of the same tonnage and movement profile of the 'Mech it is replacing.

All miniatures must be based and primed as a bare minimum.

Rules
The rules of BattleTech as presented in **Total Warfare** and the **BattleMech Manual** and as corrected by **Errata v9.0** 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 12 for a full description of all the rules:

- Edge
- Swinging Initiative

Each Scenario will also detail additional rules specific to completing that scenario only.

Building Your Force

The following rules are used for players to build their own force. Choose if you wish to participate in the Inner Sphere technology or Clan technology based tournament.

Inner Sphere Based Force

Your forces total BV cannot exceed **6500** points.

- Your force must consist of **4** Units, one of which may be a Vehicle. (4 'Mech's or 3 'Mech's and 1 Vehicle)
- Pick a faction from one of the following major factions: Capellan Confederation, Comstar and Word of Blake, Draconis Combine, Federated Suns, Free Worlds League, or Lyran Alliance/Commonwealth. In addition, the Inner Sphere General faction is available to all players forces.
- Pick any units available to your faction from any era prior to and including the Jihad era.
- Only **BattleMechs, OmniMechs** and **Vehicles** can be chosen for your force. No ProtoMechs, Mixed tech, VTOLs, Infantry, Elementals, AeroSpace, LAM's etc can be used.
- Canon units only, no custom units allowed.
- Only units that use Introductory (INTRO), Standard (STND) or Advanced (ADVD) technology may be used. No Experimental (EXP), or Unique (named) Units.

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

Clan Based Force

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

- Your force must consist of **4** Units, one of which may be a Point of Elementals. (4 'Mech's or 3 'Mech's and 1 Point of Elementals)
- Pick a faction from one of the following major factions during the ilClan Era: 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.
- Pick any units available to your faction from the ilClan Era.
- Only **BattleMechs, OmniMechs** and **Elementals** can be chosen for your force. No ProtoMechs, VTOLs, Infantry, AeroSpace, LAM's etc can be used.
- Canon units only, no custom units allowed.

- Only units that use Standard (STND), Advanced (ADVD) or Mixed (Mixed) technology may be used. No Experimental (EXP), Unique (named), or exclusively Inner Sphere technology Units.

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

Inner Sphere or Clan 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 Skills

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 a limited time to complete the missions: Ablative, Ballistic Reinforced, Hardened, Reflective, Industrial and Commercial armour.

Only the following armour can be taken, Standard, Stealth, Light Ferro-Fibrous, Inner Sphere Ferro-Fibrous and Heavy Ferro-Fibrous.

Scenarios

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

Edge

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, see page 12.

Forced Withdrawal

Most forces will not fight to the last. Instead, once they have taken appreciable amounts of damage, they will begin to retreat. The forced withdrawal rules help simulate this situation. Under this rule, force members must retreat from the battlefield when they sustain crippling damage as described below.

A crippled force member:
- Cannot stand still: it must expend MP (any movement mode that provides MP can be picked).
- Must spend at least half of the MP it has available that turn (round up) on moving closer to its home edge, if possible.
- Must end its move that turn at least one hex closer to its home edge, if possible.

A force member can retreat moving backward. If equipped with MASC, a supercharger, or some other system that increases speed at the risk of damage, a force member need not engage that system when withdrawing.

If a force member cannot fulfill the last condition two turns in a row (i.e., it cannot move closer to its home edge due to stacking issues, prohibited terrain, illegal moves, etc.), the force member surrenders and counts as destroyed during the End Phase of the second turn it fails to fulfill that condition.

Crippled force members can still attack. They cannot control objectives but, can still fulfill any other victory condition unless the mission specifies otherwise.

Crippling Damage: 'Mechs

Crippling damage is defined as one or more of the following:
- 4+ points of damage to the MechWarrior
- Two engine critical hits.
- One engine and one gyro critical hit.
- Two destroyed limbs.

- One destroyed torso.
- A 'Mech permanently unable to leave its hex cannot retreat, forcing its MechWarrior to eject instead. For Forced Withdrawal purposes, this destroys such a 'Mech at the end of the phase this crippling damage was applied to it.

Crippling Damage: Vehicles

- Loss of all weapons: If the vehicle has all its weapons destroyed, it is considered crippled.
- Immobilization: A vehicle that becomes immobile due to a critical hit result (a roll of 12+ on the Motive System Damage Table) is considered crippled, forcing its Driver to eject instead. For Forced Withdrawal purposes, this destroys such a Vehicle at the end of the phase this crippling damage was applied to it.
- Location Destruction: The vehicle is considered crippled if its structure is reduced to zero in any single hit location (front, side, rear, or turret if applicable).

Crippling Damage: Elemental

- Loss of 3 or more members of the squad/point and the unit is considered crippled.

All scenarios have the following Secondary and Tertiary objectives.

Secondary Objective (Unit BV/100 – round up VP)

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

Victory Points: a crippled unit is treated the same as if it had been destroyed (a unit does not provide points both for being crippled and for being destroyed). However, if a crippled unit can make it off the battlefield via its home edge before the end of the game, its controller also gains half its Unit VP value (round up), as it is successfully preserved to fight another day.

For example, a 'Mech worth 1,927 BV (including MechWarrior skill upgrades), has a Unit VP of 20 (1,927/100, rounding up). If it becomes crippled, the enemy receives 20 VP. If the 'Mech's controller manages to move it off the battlefield via the 'Mech's home edge before the end of the game, its controller also gains 10 VP.

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 forcibly 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 MechWarrior is killed or has 5 head hits and is unconscious at the end of the match.

Tertiary Objective (6 VP)

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 **4 Victory Points**.

Assassinate

Your objective is to destroy or cripple your opponent's most valuable unit (highest BV).

First Blood

Your objective is to destroy one of your opponent's units before they can destroy any of yours. If units from both sides are destroyed in the same round you still gain the victory points.

Hold the Line

Your objective is to have more units in your half of the map not in forced withdrawal, than your opponent does at the end of the match. If the total number of units are equal, compare the total BV (including MechWarrior Upgrades) to resolve ties.

Lead from the Front

Your objective is to have your unit worth the most BV end the match in your opponent's half of the map, while still being able to move and not in Forced Withdrawal.

Line Breaker

Your objective is to have more units not in Forced Withdrawal on your opponent's side of the map than your opponent does at the end of the match. If the total number of units are equal, compare the total BV to resolve ties.

Slow 'Em Down

Determine your opponent's unit with the fastest movement (incl. MASC/TSM/Supercharger modifiers). This is your target. If your opponent has multiple units with the same speed, then your target is the unit worth the most BV (including MechWarrior Upgrades). Your objective is to destroy, immobilise or cripple this unit.
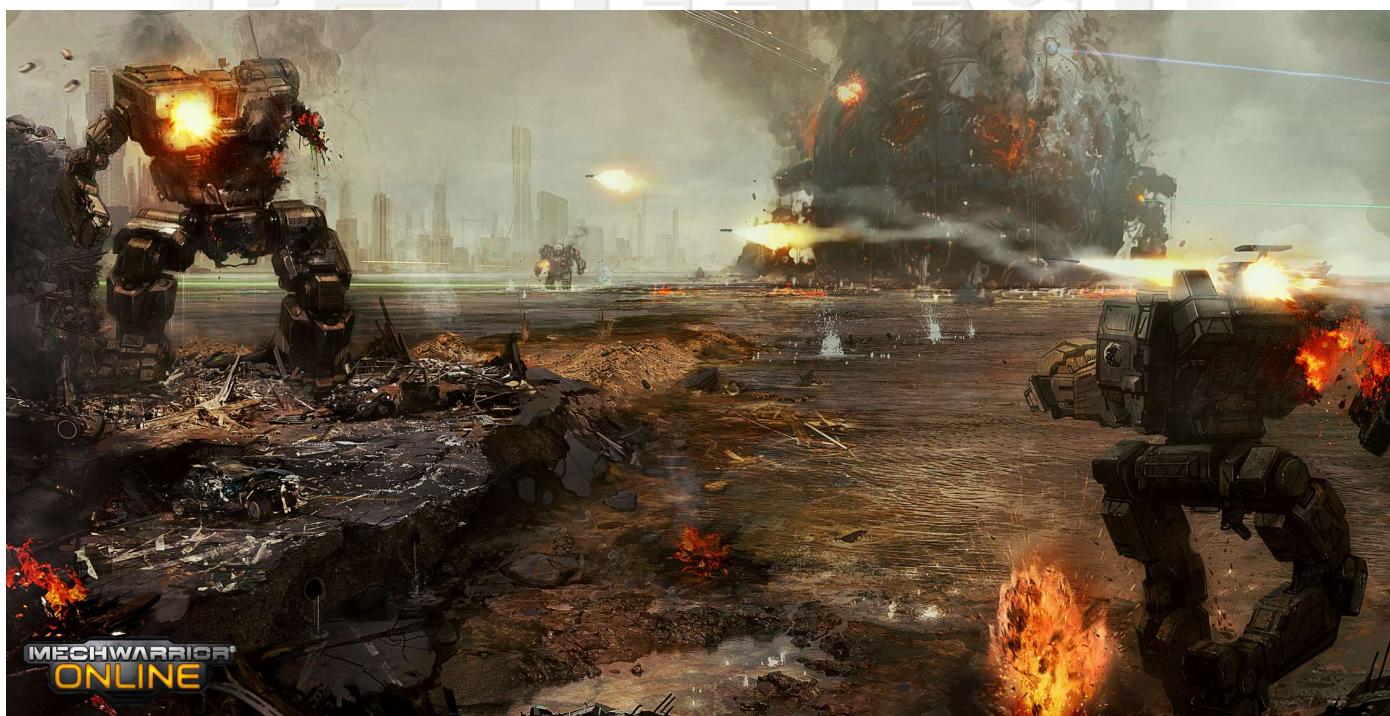
Scenario 1: Recon Raid

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 Unit enters the battlefield from your home edge in initiative order. Your home edge is one of the long edges of the map.

Duration: 10 Turns. The game ends at the end of turn 10 or if all your opponent's units are destroyed.

Primary Objective: In this mission, enemy units can be scanned (see below). Keep track of the number of units that a given force member has scanned.

If a force member has scanned at least one enemy unit, that force member can leave the board via its home edge. If it does, you receive **4 Victory Points** for each enemy unit that it scanned. Multiple force members can scan the same enemy unit and all of them generate their own Victory Points for this. Vehicles can scan if they have the PRB Special as normal.

Player A Home Edge

Player B Home Edge

Scanning a Unit
Any 'Mech in your force that does not have a critical hit to the Sensors may attempt a detailed scan on any turn that it ends its Movement phase within 2 hexes of an opposing unit. Vehicles cannot scan an objective unless they have the PRB special. This does not give them the increased range or chance of success that comes with having any level of active probe but simply allows them to scan (see below).

A scan is made by rolling 2D6 with a TN of 8+, the unit successfully scans that target. A unit may only scan one other unit per turn.

Unlike in previous years, a unit may fire whilst also scanning an enemy unit.

Active Probe: If the scanning unit has an active probe, its scanning efficiency improves. For each level of active probe (defined here as Light Active Probe = 1, Active Probe = 2, Bloodhound Active Probe = 3) or equivalent, improve the unit's scanning range by 1 hex and reduce its scanning TN by 1. For example, a unit with a Bloodhound (level 3) has a scanning range of 5 hexes and needs a 5+ to successfully scan an enemy unit.

Piloting Skill: For each point of Piloting Skill improvement, a 'Mech has below the base value of 5 (e.g. 5 to 4), reduce the Target Number of its scans by 1. Vehicles are always treated as if they have a Piloting Skill of 5 for this purpose (i.e., they never apply a Piloting Skill modifier).

Brisbane's Best Weekend of Gaming

Scenario 2: Co-Ordinate & Control

Rumours of a Brian Cache on planet have persisted within your forward operations base and are disrupting your unit's moral. Command has ordered your forces to investigate and take control of the co-ordinates provided 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 Unit enters the battlefield from your home edge in initiative order.
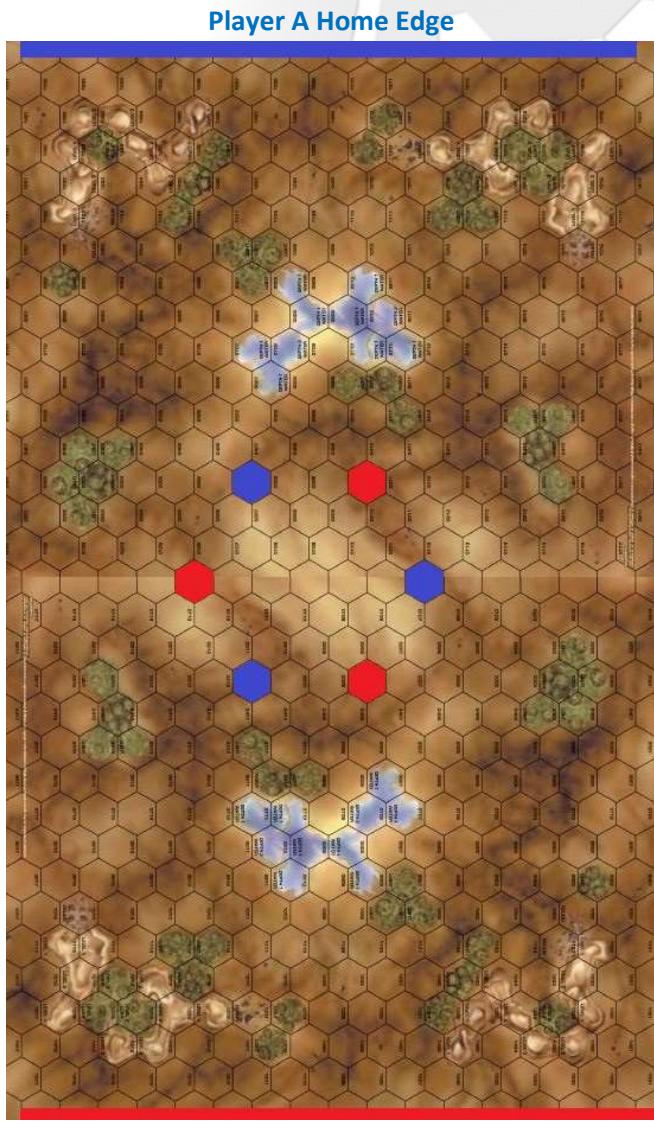
Duration: 12 Turns. The game ends at the end of turn 12 or if all your opponent's units are destroyed.

Primary Objective:

Whenever a unit moves through an objective hex, or jumps and lands in the hex, then turn the objective over so that your chosen colour is right side up. A unit may end it's turn on an objective. At the end of each turn, after the heat phase, count the number of objectives with your colour and earn that number of Victory Points.

Player A Home Edge

Player B Home Edge

6

Scenario 3: Extraction

Rumours have been flying through the base that there was indeed lost tech found by your force in the last mission. Command has ordered you to retrieve as many of the objectives you can find and return them to base, before the enemy can.

Game Setup

There are 9 Objectives available to be retrieved in this mission. Player's alternate placing one of these objectives at a time, starting with the player that did not choose their home edge first. Each objective can be placed anywhere that is seven or more hexes from that player's home edge, and further than three hexes from any other objective.

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

Duration: 12 Turns. The game ends at the end of turn 12, or if all objectives have been claimed, or if all your opponent's units are destroyed.

Primary Objective

Your objective is to pick up and retrieve the greatest number of objectives. Retrieving an Objective is worth **4 Victory Points**. A 'Mech may leave the battlefield via your home edge and return at the start of the next turn as long as; it is not in Forced Withdrawal and was in possession of an objective at the time.

The 'Mech renters the game from any full hex within the 'Mech's walking distance of the hex it left the game.

Picking up the Objectives

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

To pick up the objective the 'Mech must end its movement in the hex, or next to the hex the objective occupies, (if there is not more than 1 level of height difference between hexes). A 'Mech picks up the objective automatically in the end phase of the turn it ends its movement.

If a 'Mech carrying an Objective takes any damage in a phase, at the end of that phase it must make a Piloting Skill Roll to avoid dropping its objective. Failure does not cause a fall.

If the 'Mech is destroyed, goes prone while holding the objective, or drops the objective (deliberately or through damage), the objective scatters (as per facing after a fall) to an adjacent hex.

If two or more Mech's attempt to pick up an objective in the same turn, make a piloting skill roll for each unit eligible to pick up the objective. The highest successful piloting skill roll has successfully picked up the objective.

A 'Mech carrying an objective can fire its weapons in its front arc or rear mounted weapons. It may only fire upon one enemy unit in each of these respective arcs.

The Player A may not place any objectives inside the blue box.

The Player B may not place any objectives inside the red box.
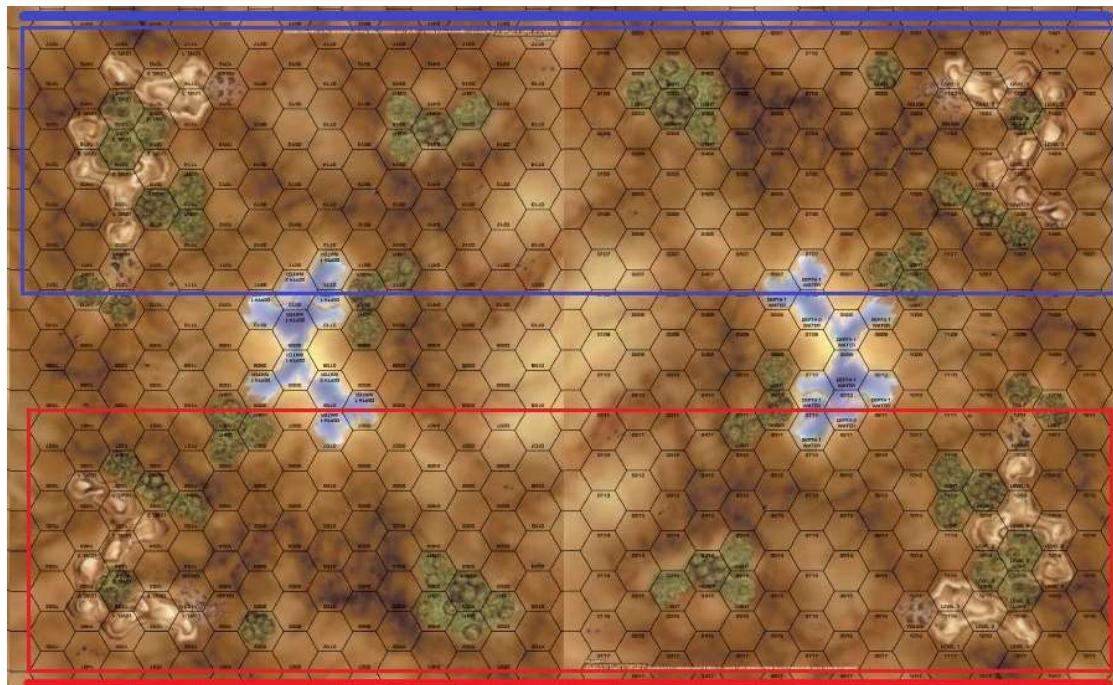
Scenario 4: Prisoner Exchange

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 sets aside the unit worth the most BV including MechWarrior Skill Upgrades, this pilot has been captured and is the "Prisoner" for this scenario. If you have more than one unit with the same BV, then your opponent chooses the prisoner.

Your prisoner starts the game locked in a level 1 CF 30 building - the Prison. The Prison is placed in the middle of the map, 3 hexes from the home (short) edge of the opposing player. The Prisoners 'Mech is placed by your opponent in any hex adjacent to the prison facing the prisoners home edge.

For gameplay and fairness reasons, while the prisoner is in prison the 'Mech may not be the target of any attacks and is immune to any "accidental" damage from skids or other sources and may not be displaced.

All other Unit's enter the battlefield from your home edge in initiative order.

Duration: 12 Turns. The game ends at the end of the turn 12, or if your Prisoner manages to escape from your home edge. Or if all your opponent's units are destroyed.

Primary Objective

Your objective is to free your prisoner by destroying the enemy Prison by dealing 30 or more points of damage to it. Once your prisoner is free, they are to escape off the map from your home edge.

Freeing your prisoner is worth **20 victory points**. Having your prisoner escape off the map is worth an additional **20 victory points**. If your opponent fails to free their prisoner, you score an additional **10 victory points**. If both prisoners escape form the map in the same turn, total victory points determine the winner. If neither Prisoner escapes from the map and victory points are equal, then the prisoner that is closest to their home edge scores an additional victory point. The prisoner worth the most BV determines ties in any other cases.

Special Rules

To free your prisoner, you must first destroy the prison by dealing 30 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 unit. The unit is powered on and ready to move at the start of the next turns movement phase, and is your unit that you move last in your initiative order.

Player A Home Edge and location of Prison holding Player B prisoner.

Player B Home Edge and location of Prison holding Player A prisoner.

Scenario 5: Ambush!

Glad to have you back boss. Our Intel assures us that the way is clear back to base…

Game Setup

The player that did not choose the Map is the Defender (Player A) in this scenario, otherwise "Dice Off" to determine Attacker (Player B).

The Defender chooses one of the long edges of the map as their home edge and deploys via the opposite long edge in initiative order.

The Attacker (Player B) must divide their force members into two even groups. The Attacker does not use the standard remaining long edge as their home edge, but instead uses both short edges as home edges, deploying one of their groups per side edge.

Duration: 10 Turns. The game ends at the end of the turn 10, or if all your opponent's units are destroyed.

Primary Objective

Destroy or Cripple as many of your enemy units as possible.

Player A Deployment Edge

Player B Home Edge

Player B Home Edge

Player A Home Edge

Awards

There will be awards presented for First through to Third for each of the Inner Sphere and Clan Tournaments. As well as a Sportsmanship and Best Painted Force award. Each player will be eligible for only one award.

BrisCon IS and Clan Tournament Champion 2026

This is awarded to the players that performed the best over all the Scenarios across the entire weekend and is our respective Inner Sphere or Clan over-all champion.

BrisCon 2026 IS and Clan Second and Third Place.

These will be awarded to the players that get to the final match and the winner of the semi-final.

Best Painted Force

Players will each cast 1 vote for the force they think is the best painted force using any criteria they wish. If you have not personally painted your miniatures, please inform the TO so that they may advise the other players to vote for another force.

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 player with the most wins will be used to determine the winner as it's often more difficult to maintain a good sportsmanship score if you're beating your opponent to a bloody pulp.

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 **10**. At the end of matches, you will rank your opponents 1–5 on your score sheet. They will receive the following Sportsmanship Points to their overall score: 5 points for being your 'best' sport, 4 points for being your second-best sport, 3 points for being your third-best sport with 4th and 5th each receiving 2 points for being your 'least-best' sports opponents.

A players Sportsmanship score will be used to break any ties in the other awards.

Scenario Winners

No battle plan survives first contact with the enemy… but these players have used wit and tactics to complete each of the Scenario missions and take home a 100mm 3d Printed Mech. These prizes will be awarded to the player that scored the most Victory Points in each of the Scenarios.

BrisCon 2026 – Recon Raid
BrisCon 2026 – Co-ordinate & Control
BrisCon 2026 – Extraction
BrisCon 2026 – Prisoner Exchange
BrisCon 2026 – Ambush!

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 social media 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 the TO receives three or more complaints about a player's behaviour (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

Depending on the number of players the Tournament will progress using one of the following methods. A minimum of 6 players for either the Inner Sphere or Clan Tournament is required for it progress. If we do not get 6 players for one of the tournaments you can request a refund from BrisCon or you can play in the other tournament instead.

6 players - Round Robin where you will play each of your opponent's once.

7-19 Players. Swiss Tournament as per pervious years.

20 or more players: Players will be organised randomly into groups of 4. All players will then play the first three scenarios against the other members of their group.

The top player from each group plus the two next best players will be seeded into semi and final matches to determine the overall winner. Wins/Losses and total Victory Points will be used to determine the next 2 best players.

All other players will continue to play every round against an opponent on a similar win/loss and or victory point total and be eligible for the Scenario awards using a Swiss Tournament style.

For example, you could lose every match until the Ambush scenario on Sunday and get the highest score for Ambush to win the Ambush Scenario Award.

Byes

If during the event if we have a bye due to an uneven number of players or a player dropping out, the player with a bye will receive a win 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 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
- 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.

Walking Backwards down a hill

'Mech's may walk backward down one level per hex, but it triggers a Piloting Skill Roll (PSR).

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.

BrisCon 2026 – Player Score Sheet

BATTLETECH

BrisCon — Brisbane's Best Weekend of Gaming

Player: _____

Saturday – Recon Raid

Your Victory Points [ ]   Opponent: _____
                            Victory Points: _____

Primary Objective
4 Victory Points for scanning an enemy unit and leaving the battlefield with the information. The same enemy unit can be scanned once by each of your units. Your unit may only scan one enemy each turn.

Secondary Objective
BV/100 (round-up) Victory Point for crippling/destroying an enemy unit.
BV/100 X Half for successfully withdrawing your own Unit in Forced Withdrawal.

Tertiary Objective
6 Victory Points for completing your Tertiary Objective.

Saturday – Co-Ordinate & Control

Your Victory Points [ ]   Opponent: _____
                            Victory Points: _____

Primary Objective
1 Victory Points for each objective controlled at the end of each turn.

Secondary Objective
BV/100 (round-up) Victory Point for crippling/destroying an enemy unit.
BV/100 X Half for successfully withdrawing your own Unit in Forced Withdrawal.

Tertiary Objective
6 Victory Points for completing your Tertiary Objective.

Saturday – Extraction

Your Victory Points [ ]   Opponent: _____
                            Victory Points: _____

Primary Objective
4 Victory Points for each objective returned.

[ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]

Secondary Objective
BV/100 (round-up) Victory Point for crippling/destroying an enemy unit.
BV/100 X Half for successfully withdrawing your own Unit in Forced Withdrawal.

Tertiary Objective
6 Victory Points for completing your Tertiary Objective.

Sunday – Prisoner Exchange

Your Victory Points [ ]   Opponent: _____
                            Victory Points: _____

Primary Objective
20 Victory Points for freeing your prisoner.
20 Victory Points for your prisoner escaping off your home edge.
10 Victory Points if your opponent does not free their prisoner.

Secondary Objective
BV/100 (round-up) Victory Point for crippling/destroying an enemy unit.
BV/100 X Half for successfully withdrawing your own Unit in Forced Withdrawal.

Tertiary Objective
6 Victory Points for completing your Tertiary Objective.

Sunday – Ambush!

Your Victory Points [ ]   Opponent: _____
                            Victory Points: _____

Primary and Secondary Objective
BV/100 (round-up) Victory Point for crippling/destroying an enemy unit.
BV/100 X Half for successfully withdrawing your own Unit in Forced Withdrawal.

Tertiary Objective
6 Victory Points for completing your Tertiary Objective.

Sportsmanship Award

5 Points "Best" Sportsman: _____
4 Points "Second-Best": _____
3 Points "Third-Best": _____
2 Points: "Least Best": _____
2 Points: "Least Best": _____

Best Painted Force – Player's Choice

Player: _____

GaP Games & Hobbies