

Battletech Player pack:

Welcome to a *Classic* Tournament, Hosted by Northside Gamers! We are proud to present this event for the 6th of June. This player's pack covers the single day event of Battletech.

All rules can be found in the Battletech Manual and Total Warfare publications, with preference in any discrepancies deferring to Total Warfare, or Tactical Operations.

This players pack will outline the requirements for list building, time, alternative rules, mission pack, and scoring.

When and where:

155 Hardwick Crescent Hold, ACT

6th June

Event Structure:

The event will be a 3 game Swiss pairings tournament, with structured lists.

Arrival: 9 AM

Introduction and round one pairings:
9:15 AM

Round 1: 9:20 AM

End round 1 and Lunch: 11:50 AM

Round 2: 13:00 PM

Round 2 end: 15:30 PM

Round 3 start: 15:45 PM

Round 3 end: 18:15 PM

Cost: \$20

Tickets will be available from [Olympian Games](#)

Miniatures:

Units must be visibly identifiable as the Chassis that they are representing (e.g. an Atlas AS7-D can proxy as an Atlas AS7-A). At this time, the commercially available models are not sufficiently available enough to meet WYSIWYG requirements, so it is not expected that players are modelled to meet exact variants.

For units that are not commercially available in plastic, you may proxy the model with a unit that either closest meets the visual representation of the intended model, or is of the same tonnage. Chassis models can only represent one type of chassis at a time (for example, using a commando to represent a javelin prevents you using a commando to represent a commando.

Players are advised to put some paint on their models to reduce the possible risk of mixing up models (and make their mechs look cool!).

Models (or their bases) must readily identify the front and rear facings so that they can be visually identified with minimal effort.

Round Scoring:

This event will use Swiss pairings. Primary scoring will weigh twice as much as secondary scoring for the purposes of event scoring.

Time Management:

Classic is a detailed game and requires consideration in both tactical decisions and your opponent's time. It is requested that players attempt to be efficient with their actions to avoid wasting time. Rounds are 2 hours and 30 minutes long, including setup, and the missions are balanced for 6-10 turns.

The first five minutes of a round are for setup – players may review their opponent's list, clarify details, request and configure time clocks, and may start early if both players agree.

Last turn will be called fifteen minutes prior to the end of a round. When the last turn is called, no new turns may begin.

When time is called, no new rolls may be made, but declared rolls and their effects may be resolved.

Order of play:

- Players will be provided an opponent and a map to play on at the beginning of each round.
- The play zone will be two map-sheets. Deployment edges will be determined by mission.
- Players roll 2d6 and the highest will choose what side they are playing from, and be the "Defender"
- Maps and terrain are predefined for each table and may not be modified, unless they would impede the use of objectives –

this will be managed at the TO's discretion.

- Missions are specified per round in the missions section of this players pack.
- Once sides and missions are clarified, players roll 2d6 for initiative for first turn, then walk on from their deployment edge (start a mech in any facing on the partial hexes of your edge, then begin their movement from there)
- Once dice down is called, players will tally their objective points to score battle points, then submit their scores to the TO.
- Any scores that are not submitted ten minutes after dice down will be considered Zero scores.

Rule sources:

This event will use the current printings of Total Warfare and the Battletech Manual (with current Errata).

ECM/ECCM and Active Probes from Tactical Operations will be used (these rules are also shown in the Battletech Manual).

List submissions:

Lists are to be submitted to dragimanstormgarde@gmail.com Prior to Saturday, May 30th, to allow time for them to be reviewed and returned if errors are found.

Players are requested to send in a confirmation of participation as soon as possible to permit better allocation of space for the event.

If you cannot submit a list by the 30th, please contact me so I can confirm player counts – so we can accommodate for the limited space available.

List requirements:

- 8000 BV
- Fedcom civil war availability (3067).
- Lists may contain three to five models.
- No experimental or unique units.
- You must have at least three mechs (Battlemechs or Omnimechs) in your list.
- You may only have one of each Chassis. For example, you may not take a TDR-5S and a TDR-5SE in the same list.
- Omnimechs are permitted to swap between variants for each mission. Players:
 - o may only swap to a variant of equal or lesser value of the variant you submitted as part of your list.
 - o must provide a list of possible variants as part of your list and nominate which one is representative when your list is submitted.
 - o must not alter the pilot or gunnery skills when changing to another variant.

- Units may not have a discrepancy between gunnery and piloting (or any other skills) greater than two – for example, a 2/4 mech pilot is acceptable, a 4/1 is not.
- Initial gunnery and pilot skill is expected as 4/5.
- Players may not have worse gunnery and piloting than 4/5.
- For BV and availability, the MUL will be used.
(<http://masterunitlist.info/Home/GettingStarted>)

Forbidden units:

- No aerospace, Protomechs or non-battle armour infantry are permitted.
- No artillery.
- No WIDGE.
- No custom units, all units must exist in the MUL.

Alternate rules:

The following alternate rules are in effect (all others can be considered not in use):

- Backwards level changes
- Careful stand
- One-armed prone fire
- Floating criticals
- Active probe targeting
- buildings/bridges are simplified, as per the simplified building rules (they are essentially hills, although Bridges may be walked on, over or under).

Alternate Ammunition:

Alternate munitions must be marked on the unit record sheet. Make sure that your list indicates any extra costs involved with these munitions.

The following Ammunitions are permitted:

- Armour-piercing ammunition
- Precision ammunition
- Cluster ammunition
- Narc missiles
- Inferno SRMS
- Semi-guided LRMS
- Caseless Ammunition
- Ammunition related to the use of Artemis or Streak launchers is accepted.
- Narc and iNarc alternate munitions.

C3 is permitted for this tournament.

Please also submit the additional points and breakdown as part of your list submission.

Armour: units may only use Standard, Ferro-fibrous or Stealth armour.

Lists that fail to properly mark their use and costs of alternate ammunition or C3 will be permitted to play, however the equipment in question will be disabled/reverted to normal ammunition.

Please specify at submission what ammo bins contain special ammunition.

You are permitted to dump ammunition prior to play.

Disallowed rules:

- Special case rules will not be used in this event. This includes BSPs, Forced Withdrawal, or design quirks.
- Fire and smoke will not be used.

Crippled Mechs:

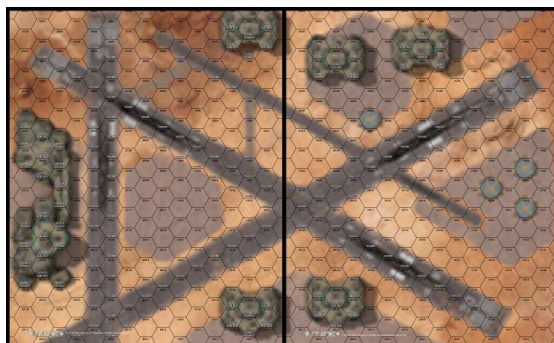
Forced withdrawal will not be used for this event. Instead, Crippling damage (page 258, Total Warfare, or 81 Battletech Manual), will prevent units from scoring or contesting objectives, and will count as destroyed unless they withdraw before the end of the game (units may withdraw and be removed from the board from a player's starting edge).

Furthermore, units cannot capture or contest objectives if immobile, shut down or unconscious.

Mission: Battle lines.

Map-sheet arrangement:

Player 1 Deploy edge



Player 2 Deploy edge

Objectives: Mark the middle line of the map, where both map-sheets meet (displayed here as the black line). Units within one hex of this line count towards Pushing the Line. Different weight classes contribute more points to pushing the line, as shown on the table.

Pushing the line: The player with the most points on the line shifts the line a number of hexes (see line movement) towards the opposing player's deployment zone, based on how many more points they have contributing to pushing the line, as shown on the line movement table.

Weight Class	Assault	Heavy	Medium	Vehicle	Light	Battle armour
Points	4	3	2	2	1	1
Points difference:	2	4	6	8		
Line movement:	1	2	3	4		

Deployment:

Units come on from your deployment zone edge.

Scoring:

Primary objectives:

Players both start with 4 points. For every two hexes from the centre the line is moved towards the opposing deployment zone, players score one primary point and the opponent loses one primary point. If the line goes past ten hexes, the scoring player gets a bonus point and the game ends. If one

player is wiped (no models on the field), treat the bracket as two more in favour of the surviving player.

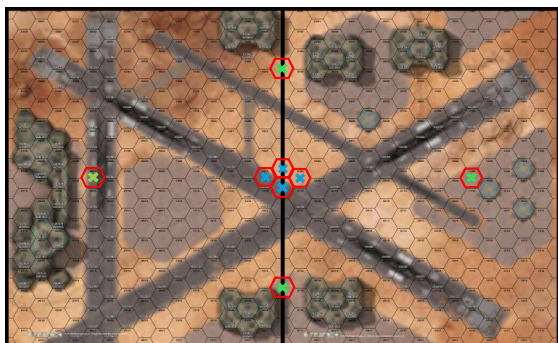
Secondary objectives:

Players score one secondary objective point for every 1000 BV destroyed of their opponent's units. Units that are crippled count as being destroyed unless they have left the field from their deployment edge.

Mission: Zone Control.

Map-sheet arrangement:

Player 1 Deploy edge



Player 2 Deploy edge

Objectives: Place four markers in the hexes shown above (green X).

The middle 4 hexes (Blue X) will receive a piece of blocking terrain to restrict view between the two home objectives.

Deployment:

Units come on from your deployment zone edge.

Scoring:

Primary objectives:

Units score “control points” based on how close they are to an objective – see the scoring table.

Units within range of the objective marker closest to the opposing deployment zone count their control points as one higher (maximum 4)

Battle armour that are within 1 hex or on the objective marker count as having one more control point, unless they share a hex with an enemy unit.

Contested objectives:

Contested objectives (ones with both friendly and opposing units within scoring range) only provide control points based on the difference between the how many control points each player has on that objective. For example, if Player 1 had a battle armour unit on a neutral objective (+4), and player 2 had a light mech 2 hexes away (+2), Player 1 would Control the objective.

Zone	Control Points	Turns in control:	Score:
On objective	3	2	+1/-1
1 hex away	3	3	+2/-2
2 hexes away	2	4	+3/-3
3 hexes away	1	5	+4/-4

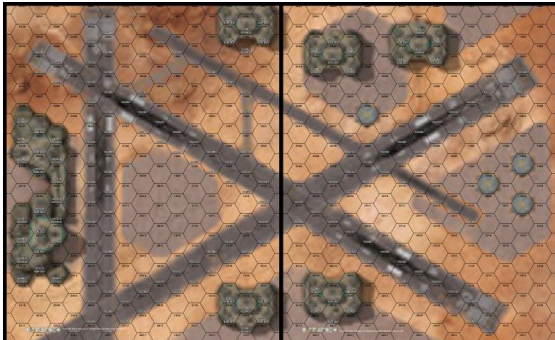
Players start with 4 primary objective points, and take one from their opponent at the end of the game based on how many turns they controlled more objectives, as shown above.

Secondary objectives:

Players score one secondary objective point for every 1000 BV destroyed of their opponent’s units. Units that are crippled count as being destroyed unless they have left the field from their deployment edge.

Mission: Direct confrontation.

Map-sheet arrangement:



Deployment:

For this mission, Players first nominate a Lance leader. Then players roll to determine attacker and defender, with the attacker choosing if the deployment edges are width or length, and the defender choosing which of the two nominated edges is their deployment zone.

Scoring:

Primary objectives:

Players score one primary objective point for each partial 1000 BV destroyed of opposing units. Units that are crippled count as being destroyed unless they have left the field from their deployment edge, in which case they count as half BV for destroyed purposes. If a players opponent has no units on the field during the end phase (whether or not they withdrew units), they score one bonus point.

Secondary objectives:

Players score 7 secondary objective points if they kill or cripple the opponent's lance leader by the end of the game. If the lance leader voluntarily leaves the battlefield through that players deployment edge, the opposing player instead only scores 3 points.

Score Cards:

Player 1:		Player 2:	
Primary points	Secondary points	Primary points	Secondary points

Player 1:		Player 2:	
Primary points	Secondary points	Primary points	Secondary points

Player 1:		Player 2:	
Primary points	Secondary points	Primary points	Secondary points

Player 1:		Player 2:	
Primary points	Secondary points	Primary points	Secondary points

Player 1:		Player 2:	
Primary points	Secondary points	Primary points	Secondary points

Player 1:		Player 2:	
Primary points	Secondary points	Primary points	Secondary points

Player 1:		Player 2:	
Primary points	Secondary points	Primary points	Secondary points

Player 1:		Player 2:	
Primary points	Secondary points	Primary points	Secondary points

Player 1:		Player 2:	
Primary points	Secondary points	Primary points	Secondary points