

BATTLETECH

Classic Tournament

At Conquest Ventura 2024

The BTC tournament is competitive BattleTech play meant to test players against one another in a friendly environment to see who can take home the title of Tournament Champion.

This tournament uses Swiss rounds for pairing for 3 to 4 rounds determined by the number of players in the event. Players are ranked based on the Victory Points scored each round to determine final standings, as described below.

Each Event Round is three (3) hours long, including 2.5 hours of game clock time and 30 minutes to allow players to finalize the results of their games and for event staff to tabulate scores, generate new pairings for the next Round, and answer any questions that have arisen.

➤ **PLAYER RESPONSIBILITIES**

Players at tournament events are responsible for bringing and supplying their own miniatures, force lists (at least one copy for each round of the event and one for the judges for review), record sheets, dice, pencils or other writing utensils, game aids, rule books, and any other materials useful for playing BattleTech Classic.

The tournament organizer will be providing neoprene hex maps from Catalyst Game Labs for the playing surface. No food or drinks are allowed on the tables. Care must be exercised when using markers and pens during the tournament.

➤ **AWARDS AND PRIZES**

Besides bragging rights, the tournament will provide prizes at the conclusion of the tournaments. The prizing will be determined by number of participants and final standings.

➤ **MINIATURES**

Each player must have one (1) model to represent each unit in their force. Players must adhere to the following guidelines for their models.

All models must be mounted on a hex base that is approximately 1.25" from flat end to flat end.

The models used to represent a particular unit or chassis must be of the same chassis for the variant being used. Models may be from any source but must be clearly identifiable. For example, an Atlas model from any source (CGL, 3D printed) may be used to represent an AS7-RS Atlas.

➤ **TOURNAMENT ORGANIZER RESPONSIBILITIES**

TOs are also responsible for establishing a safe and inviting playing environment for the event and maintaining that atmosphere throughout the duration of the event.

Should a TO need to, they will make sure to appoint any judges for the event as required. If multiple judges are appointed, a Head Judge will be chosen by the TO in order to establish who has the last call for all disputes during the event.

Before an event can begin, the TO and/or judges must check to ensure that all force lists have been turned in and meet the requirements for the event. Any player whose list is found to not be in compliance will be allowed to change their list before the event begins.

➤ OTHER RULES

For the first round of an event, pairing will be determined randomly. For all subsequent rounds, players paired based on total match scores from the round(s) before, with the highest scores playing the next highest and so on. If there is a tie, determine who is currently ranked higher by strength of schedule and if any of the players have already met in a previous round. Players should not play against the same opponent more than once per event if it can in any way be avoided.

If there are an odd number of players, forcing a player to receive a bye, that player will be awarded 75 match points for the round but will not gain any strength of schedule.

Concessions are never recommended under any circumstances. Should a player concede a round, their opponent immediately receives 100 match points and the round victory. The player who conceded receives zero (0) match points for that round.

➤ TOURNAMENT ROUNDS

Rounds consist of games that are limited to 12 Game Turns or 2hrs 45mins hours of clock time (Master Time Clock kept by TO), and the results will determine the overall winner.

Tables (and battlemats) will be randomly determined by each round.

➤ TOURNAMENT RULES

BattleTech: TechManual (TM) and BattleTech: Total Warfare (TW) are the primary rulebooks used for this event.

Additional rules for the event come from BattleTech Techmanual (BT:TM), Tactical Operations: Advanced Rules (TO:AR), Tactical Operations: Advanced Units & Equipment (TO:AUE), and the BattleMech Manual (BMM). These books are used only as referenced in this document and only for the purposes mentioned. All other rules in these books not referenced here are not used in the event.

The latest printings of all rule books used at the time of the events, including any and all officially issued errata, will be considered the current rules set for an event.

➤ SPECIAL RULES

The following Special Rules are printed rules found in the Total Warfare book series that are either optional or left to discretion and will be in use in all BTCC Total Warfare events.

- ◆ Forced Withdrawal (TM, pg 81)
- ◆ Floating Critical Rule (TM, pg 45)
- ◆ Expanded Arm Flipping (TM, pg 25)
- ◆ Special Munitions (TW, pg 140)
 - ◆ *Players may change Special Munitions between Rounds, except for Semi-Guided*
 - ◆ *Thunder LRMs are not legal for event*
- ◆ Quicks are not legal for this event

➤ SCENARIOS

There are four (4) scenarios available during the tournament (see below). The TO will announce which scenario will be used at the start of each round. All games will play the same announced scenario for that round.

➤ FORCE REGISTRY

Record Sheets used in events must be official record sheets from Catalyst Game Labs, MegaMek, or Flech Sheets.

The current era in the tournament is Jihad 3080. All units are allowed up to this era. Ground units only including BattleMechs, Combat Vehicles, and Infantry.

Each player will create one Force Registry with a maximum Battle Value (BV) of 7,000. Each unit Gunnery and Piloting skills cannot be separated by more than 2 points.

A Force Registry must have at least three (3) units and can have no more than six (6) units, with no more than 3 units using the same chassis. For example, a Force Registry may include three (3) Locust BattleMech, each of which may be a different or same variant, but no more than three (3) Locust chassis may be included.

Adjust BV levels for Skills, TAG, C3, and appropriate Special Munitions as directed in the “Constructing a Battle Force” section found on page 315 of BT:TM.

Fill out a Force Registry sheet and turn it into the TO before the tournament as specified by the TO.

Players must have multiple copies of their Force Registry, one for review by the TO/Head Judge before the event begins, and one for each Round of the event. Force Registries used by each player in a Round are turned into the Head Judge along with the Round Score Card for record keeping purposes.

➤ SPORTSMANSHIP

All players are expected to be civil and polite during the event. The staff have worked hard to make the events a welcoming environment for all players, and every player is always responsible for their own behavior.

Rules disputes will inevitably happen, and in such cases both players are expected to be courteous and respectful toward other players and event staff, including judges and TOs. Should a dispute not be able to be settled between the two players in a game, an event judge may be called over to the table to settle the dispute.

At all events, either the TO or the person designated as the Head Judge will have the final say on the floor for all game and rules disputes. No arguing with them is allowed past their final say on a matter.

Unsportsmanlike Behavior and Penalties

A Verbal Warning will be issued at the table by a TO or judge, and an Official Warning will be recorded with the Head Judge. At that time, the Head Judge or TO will decide if the player will be allowed to continue playing in the event. If the player is allowed to continue playing, a twenty-five (25) Victory Point Penalty will be applied to that player’s score for that round. A second Official Warning in the same event results in immediate disqualification from the event.

Exhibiting any of the behaviors listed below may get a player awarded with either a warning and/or ejection from the event:

- ◆ Disrespectful behavior toward other players, TOs, Judges, or spectators.
- ◆ Intentionally trying to misrepresent any situation to another player, TO, or judge, specifically concerning the game state.
- ◆ Any intentional disruption of your own game or another game currently being played.
- ◆ Quickly removing dice results from the table or a dice tray and not allowing your opponent to see the result.

➤ BEGINNING OF ROUND PROCEDURE

The following steps outline the procedures and steps players will take at the beginning of every Round.

1. Review the round's scenario.
2. Exchange Force Registries for review.
3. Each player rolls 2d6 and the highest roll determines who is Attacker/Defender.
4. The Defender chooses their board edge. Attacker is assigned the opposite edge.
5. The players place any Objectives as directed by the Scenario.
6. Players make any allowed pre-games decisions and not them on the Round Score Card (BSP, alternate munitions, etc.).
7. The Attacker has initiative for the first turn of the game.
8. The game begins.

➤ END OF ROUND PROCEDURE

The Round ends after:

- At the end phase of turn 12
- When one player reaches 100 points
- As soon as one player has no active units on the board
- Time expires
 - ♦ Players will finish the phase they are currently in
 - ♦ Players DO NOT play out the rest of the game turn
 - ♦ round time has ended. Players Some scenarios may have

The following steps outline the procedures and steps players will take at the end of every Round.

1. The players tally up final Objective Points as described in the Scenario, and the player with the highest score is declared the winner.
 - a. *Scoring Note: Crippled Units that are still on the field at the end of the game count as Destroyed.*
2. Both players collaborate to fill out a single Round Score Card, filling in the information required on the sheet, and turn it along with their Force Registries into the Judge's Station.
3. After the end of the last Round, the TO will announce the final standings and hand out any appropriate awards and accolades.

King of the Hill

Situation

NAIS Research Station Relay Gamma
New Avalon
Federated Suns

“Captain, the enemy is headed for the same station we are.”

“Of course they are. The enemy is commanded by no fool. This will be a tough fight.”

“The research station is just over the next ridge. Prepare for close quarters combat, MechWarriors.”

The Attacker and Defender are trying to gain control of a position of strategic importance. Players are attempting to secure the “hill” by having more of their units in the given area designated than their opponent.

Game Setup

Objective Marker Placement: The Defender places the objective marker on the centerline in clear terrain. The marker must be at least 3 hexes from either board edge. The objective markers have the characteristics below.

A level 2 hardened building occupying one hex that cannot be entered or stood on and loses no CF when damaged.

Attacker: The Attacker’s units enter the battlefield from their home edge during the Movement Phase of Turn 1.

Defender: The Defender’s units enter the battlefield from their home edge during the Movement Phase of Turn 1.

Objectives

Heavy Metal Mayhem: A player earns match points equal to a unit’s BV/100, round up, for each unit they cripple. Double this reward if the unit is destroyed. A player may earn a maximum of 40 match points for this objective. [0-40]

Take the Hill: To complete this objective a player must control the hill. A player controls the hill if they have more active units within 2 hexes of the objective marker than their opponent at the end of the round after the end phase is complete. Battle Armor and infantry must dismount to count as a controlling unit. A player scores 10 points when they complete this objective. A player may earn a maximum of 60 match points for this objective. [0-60]

Take and Hold

Situation

50 Kilometers South of Primary HPG Station Northwind

First Kearny Highlanders

“Alright Lads, the Wobbies think they are going to set foot on Northwind. Let them come. The fools don’t know what they are up against! We cannot let them take control of the HPG. They will try to seize the uplink towers. Defend them to the Last! Command says we hold’em off, drinks are on them. Right, let’s get stuck in!”

Communication in warfare is critical, which makes things like HPG uplink towers of vital importance. The Attacker must seize these towers from the Defenders if they have any hope of coordinating with the larger planetary assault. Meanwhile, the Defenders must keep control of the comm towers to stay in communication with the other units planning to defend their home planet.

Game Setup

Objective Marker Placement: Each player, starting with the Attacker, places an objective marker anywhere within five hexes of the centerline in clear terrain. Continue placing markers until each player has placed a marker on the board. Each marker must be at least two hexes from any board edge and four hexes from another marker.

The objective markers are a level 2 hardened

building occupying one hex that cannot be entered or stood on and loses no CF when damaged.

Attacker: The Attacker’s units enter the battlefield from their home edge during the Movement Phase of Turn 1.

Defender: The Defender’s units enter the battlefield from their home edge during the Movement Phase of Turn 1.

Objectives

Heavy Metal Mayhem: A player earns match points equal to a unit’s BV/100, round up, for each unit they cripple. Double this reward if the unit is destroyed. A player may earn a maximum of 40 match points for this objective. [0-40]

Hold the Uplink: To complete this objective you must control the uplink. You control the uplink if you have more active units adjacent to the objective marker than your opponent at the end of the round after the end phase is complete. Battle Armor and infantry must dismount to count as a controlling unit. You score 10 points when you complete this objective. You may earn a maximum of 60 match points for this objective. [0-60]

Base Assault

Situation

Defense Zone Grid Delta

Northern Continent, Mundrabilla

Free Worlds League

The screen displayed three objectives, defended by an enemy force prepared to repel attackers.

The commander's voice went out to the MechWarriors in the forward unit, "These targets have to be eliminated, so the main force can move through undetected. Good hunting out there."

The Attacker must destroy the Defender's forward bases to punch a hole in the Defender's continental defense network. Even as the attack commences, the Defenders desperately attempt to reinforce and maintain the defense network, hoping to hold out long enough for reinforcements to arrive.

Game Setup

Objective Marker Placement: The Defender places two objective markers anywhere within five hexes of the centerline in clear terrain, on the their half of the board. The Attacker then places one marker anywhere on the centerline in clear terrain. Each marker must be at least two hexes from any board edge and 4 hexes from another marker.

These markers are a level 2 hardened building occupying one hex that cannot be entered or stood on and loses no CF when damaged.

Attacker: The Attacker's units enter the battlefield from their home edge during the Movement Phase of Turn 1.

Defender: The Defender's units enter the battlefield from their home edge during the Movement Phase of Turn 1.

Objectives

Heavy Metal Mayhem: A player earns match points equal to a unit's BV/100, round up, for each unit they cripple. Double this reward if the unit is destroyed. A player may earn a maximum of 40 match points for this objective. [0-40]

Hold the Line (Defender Only): The Defender must prevent the destruction of the objective markers. They earn 20 match points for every marker that remains at the end of the game. They may earn a maximum of 60 match points for this objective. [0/20/40/60]

Destroy the Base (Attacker Only): The Attacker must destroy all the markers. To destroy a marker they must control it. A player controls a marker if they have more active units adjacent to the objective marker than your opponent at the end of the round after the end phase is complete. Battle Armor and infantry must dismount to count as a controlling unit.

If the Attacker controls the marker, they may place one Destruction Pip on the marker (keep track of this with a D6 placed on top of the marker). If the Attacker controls the marker with 3 or more units than the Defender, they may place two (2) Destruction Pips on the marker. Once a marker has three (3) Destruction Pips, that marker is destroyed. A destroyed marker is removed from the game. The Attacker earns 20 match points each time they complete this objective. The Attacker may earn a maximum of 60 match points for this objective. [0/20/40/60]

Stand-Up Fight

Situation

Southern Prezno Plain

Tukayyid

Free Rasalhague Republic

“You dare to refuse my Batchall?!!!”

The Attacker and Defender meet on the field of battle; may the most efficient killer win.

Game Setup

This mission requires no special setup.

Attacker: The Attacker’s units enter the battlefield from their home edge during the Movement Phase of Turn 1.

Defender: The Defender’s units enter the battlefield from their home edge during the Movement Phase of Turn 1.

Objectives

Heavy Metal Mayhem: A player earns match points equal to a unit’s BV/100, round up, for each unit they cripple. Double this reward if the unit is destroyed. A player may earn a maximum of 100 match points for this objective.

BATTLETECH[®] Classic Tournament

At Conquest Ventura 2024

Name: _____

Total Force Battle Value (BV): _____

UNIT DATA

Type: _____ Gunnery: _____ Piloting: _____ Skill Multiplier: _____

Alternate Munitions: _____

Base BV: _____ TAG: Y / N TAG BV: _____ C³: Y / N C³ BV: _____

Miscellaneous BV: _____ Final BV: _____

Type: _____ Gunnery: _____ Piloting: _____ Skill Multiplier: _____

Alternate Munitions: _____

Base BV: _____ TAG: Y / N TAG BV: _____ C³: Y / N C³ BV: _____

Miscellaneous BV: _____ Final BV: _____

Type: _____ Gunnery: _____ Piloting: _____ Skill Multiplier: _____

Alternate Munitions: _____

Base BV: _____ TAG: Y / N TAG BV: _____ C³: Y / N C³ BV: _____

Miscellaneous BV: _____ Final BV: _____

Type: _____ Gunnery: _____ Piloting: _____ Skill Multiplier: _____

Alternate Munitions: _____

Base BV: _____ TAG: Y / N TAG BV: _____ C³: Y / N C³ BV: _____

Miscellaneous BV: _____ Final BV: _____

Type: _____ Gunnery: _____ Piloting: _____ Skill Multiplier: _____

Alternate Munitions: _____

Base BV: _____ TAG: Y / N TAG BV: _____ C³: Y / N C³ BV: _____

Miscellaneous BV: _____ Final BV: _____

Type: _____ Gunnery: _____ Piloting: _____ Skill Multiplier: _____

Alternate Munitions: _____

Base BV: _____ TAG: Y / N TAG BV: _____ C³: Y / N C³ BV: _____

Miscellaneous BV: _____ Final BV: _____