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CLASSIC BATTLETECH TOURNAMENTS GENERAL TOURNAMENT RULES

1. All Classic BattleTech tournaments will be fought using the rules published in the Classic BattleTech: Total Warfare rulebook, as well as any additions posted on www.classicbattletech.com. Only official sources published by FASA, FanPro LLC, and/or Catalyst Game Labs will be used, unless otherwise specified.

2. Only official published BattleMech, ProtoMech, vehicle and infantry (both standard and Battle Armor) record sheets may be used in Classic BattleTech tournaments. These sheets appear in the following volumes:

Classic BattleTech Record Sheets: Unique 'Mechs,
Classic BattleTech Record Sheets: Project Phoenix Upgrades,
Classic BattleTech Record Sheets: Sword & Dragon,
Classic BattleTech Record Sheets: Wolf & Blake,
Classic BattleTech Record Sheets: 3039,
Classic BattleTech Record Sheets: 3050 Upgrades,
Classic BattleTech Record Sheets: 3055 Upgrades,
Classic BattleTech Record Sheets: 3058
Classic BattleTech Record Sheets: 3067,
Classic BattleTech Record Sheets: 3072,
BattleTech Record Sheets: Upgrades,
BattleTech Record Sheets: 3060,
BattleTech Record Sheets: 3055 & 3058,
BattleTech Record Sheets: 3025 & 3026,
BattleTech Record Sheets: 3050,
Technical Readout 3075,
Jihad Conspiracies,
Jihad Hot Spots 3072,
Jihad Hot Spots 3076, and
Jihad Turning Points Luthien, New Avalon and Tharkard.

In addition, any Classic BattleTech record sheets for these units containing only tournament legal equipment that appear in subsequent official publications may be used (such as the Handbook or Starterbook series).

Note: Units utilizing equipment found in MapPack Solaris VII are not legal for tournament play.

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BattleMech, ProtoMech, vehicle and infantry record sheets printed from the HeavyMetal Pro, HeavyMetal Vee, HeavyMetal Lite and HeavyMetal Plus design software will be used. **The tournament organizers will not create new mechs in HeavyMetal Pro at the time of the tournament. It is the responsibility of the player to bring all necessary record sheets to the appropriate tournament.**

Immediately prior to game play, but after both players have chosen their forces and laid out the maps, each player must declare the type of ammunition his units are carrying (LB-X cluster, Artemis IV-compatible missiles and so on). All units enter each tournament with their full ammo complement.

Banned Ammunitions: You cannot use Thunder and Thunder-Augmented munitions.

Weapons Combinations: You must use Inner Sphere weapons during the appropriate rounds of the Open and Gunslinger. You must use Clan weapons during the appropriate rounds of the Open and the Bloodname. Mechs with mixed weapons systems have the incorrect tech weapons systems operate in a non-functional mode.

3. All tournaments (except the Grand Melee tournament and the Classic BattleTech Open) will be fought using any two BattleTech mapsheets as found in BattleTech Map Sets 2, 3, 4, 5, 6, 7, BattlePack: Fourth Succession War, BattleForce 2, or Map Set Compilation 1 and 2. In addition, any Classic BattleTech mapsheets provided in subsequent official publications may be used. The following notes do not apply to the Grand Melee tournament (see Grand Melee).

Note: Because they are designed to be used in pairs and have unique elevation levels that do not match other maps, the Large Mountain and Deep Canyon maps cannot be used in tournament play; additionally, both Heavy Woods maps and all of the maps from the MapPack Solaris VII cannot be used in tournament play. The remaining Classic BattleTech mapsheets are legal for tournament use.

At the same time that he chooses his forces, each player also will select one map from the official BattleTech maps to use during game play. Immediately prior to beginning game play, both players roll 2D6. The side with the higher result may choose to place his map first, or force his opponent to place his map first, using any orientation. The opponent player then places his map using any orientation.

IMPORTANT: The only restriction for map placement is that both maps must line up side by side-their long sides together-not end to end, and they must be face up-i.e., the blank underside of a map may not be used.

At the beginning of play, both players roll 2D6. The side with the higher result chooses one of the four edges of the map from which his force will enter the game. The opposing player will enter on the opposite edge. Note: This may

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result in a player's force entering on an opponent's map. The edge on which your forces enter the map is considered your 'home' map edge; the opposite edge is your opponent's 'home' map edge. Each BattleMech, ProtoMech Point, vehicle or infantry unit may move onto the board using Walking, Running or Jumping in the case of vehicles, Cruising or Flanking with the first full hex on the map being the units starting point for the Movement Phase. In tournament play, only full hexes are considered legal for use. Players may not move into, through, or end their movement in a half hex.

4. For the Gunslinger, Trial of Bloodright and Grand Melee tournaments, Piloting and Gunnery skills depend on the Battle Value of the 'Mechs each player has chosen to use during the tournament. See the Gunnery/Piloting Table (Gunslinger/Trial of Bloodright/Grand Melee) for more information. Note:

The Classic BattleTech Tournaments will continue to utilize **BV 2.0**; all units must have a published battle value calculated under **BV 2.0** to be eligible for use in these tournaments. The judge of each individual tournament may modify the players' Piloting/Gunnery skills to help expedite the game. However, in the case of the Classic BattleTech Open, the Piloting/Driving and Gunnery skills for both players must remain equal.

GUNNERY/PILOTING TABLE

(Gunslinger/Trial of Bloodright)

<u>Battle Value</u>	<u>Gunnery</u>	<u>Piloting</u>
001 - 300	0	0
301 - 400	0	1
401 - 700	1	1
701 - 800	1	2
801 - 1,100	2	2
1,101 - 1,200	2	3
1,200 - 1,500	3	3
1,501 - 1,600	3	4
1,601 - 1,900	4	4
1,901 - 2,000	4	5
2,001 - 2,300	5	5
2,301 - 2,400	5	6
2,401 - 2,799	6	6
2,800 +	7	7

Note: The Classic BattleTech Tournaments will utilize BV 2.0. All units must have a published battle value calculated under BV 2.0 to be eligible for use in these tournaments.

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5. Players may utilize units carrying equipment not described in Classic BattleTech: Total Warfare rulebook (such as Arrow IV), but that equipment does not function.
6. The Auto Eject on all 'Mechs is considered Disabled.
7. Players may not use sheet protectors and accompanying dry erase/grease markers. Sheets should be marked legibly so that the judges may review the record sheets if necessary. Opponents have the right to view each other's record sheets.
8. Players must use standard six-sided dice when playing tournaments. No specialty dice, such as The Armory's' BattleTech dice, may be used. **Metal dice are banned due to balancing issues and damage to miniatures.** The judges may choose to disallow ALL players' dice and instead supply dice to all players.
9. Each player is required to bring his own materials. This includes dice, pencil, appropriate record sheets (BattleMech, ProtoMech, vehicle or infantry), maps and any other material the player deems necessary to play Classic BattleTech.
10. All players participating in Classic BattleTech events are expected to display good sportsmanship. The judges of any Classic BattleTech tournament reserve the right to eject any player from a Classic BattleTech tournament for unsportsmanslike or disruptive behavior.
11. All players participating in Millennium 12 Classic BattleTech events are expected to finish those events. Because of the way Millennium 12 Classic BattleTech tournaments are scored (especially the Millennium 12 Classic BattleTech Open), it is important that every player finish the tournament for which he has registered. Abandoning a game midway through the event shows unsportsmanlike behavior and, more importantly, it can irrevocably damage your opponent's chances of advancing in and/or winning that tournament. If a player does not finish a tournament, for example, by walking away in the middle of a game or failing to finish the appropriate number of rounds in the Classic BattleTech Open, the judges can choose to ban that player from any future official Classic BattleTech tournaments, including any Classic BattleTech tournaments for which a player might already be registered.
12. Players are expected to use official Iron Wind Metals/Ral Partha miniatures, when possible, in these tournaments. These miniatures need not be fully assembled or painted, We do recognize that a great number of miniatures of the various units in the Classic BattleTech Game are either out of print or have never been cast, and many players may not have the correct miniatures to represent their entire force selections. In this case, a player may use a "proxy"

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miniature. All proxies must be representative in some way of the unit it replaces - it either must physically look similar to the original unit (a Mad Cat for a Mad Cat II, for instance) or be of the same weight class of the original (one heavy 'Mech mini can represent another heavy 'Mech). However, a player may not use multiple copies of the same miniature to represent two or more different units (a player may not use Mad Cats to represent both a Marauder and a Maelstrom, for example). Further, the tournament judges must approve specific proxies. The opponent of a player using proxies may elect to offer the use of one or more of his own miniatures when he has with him the appropriate miniature(s) or more appropriate proxies.

Note: Using a Wasp to represent an Atlas is the classic abuse scenario of this rule. This type of proxy is not allowed.

If a player does not have appropriate official miniatures available, he may use the counters found in any of the BattleTech® or Classic BattleTech® boxed sets, as well as those found in the BattleTech Reinforcements™, BattleTech Reinforcements 2™ and BattleForce 2® boxed sets. Judges may disapprove the use of any proxy if a player obviously attempts to circumvent the meaning and intent of this rule.

The final version of these rules will be posted at the convention site.

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CLASSIC BATTLETECH OPEN

1. The Classic BattleTech Open is a three round tournament designed to determine the best overall player. Each player will select one of several predetermined forces of two BattleMechs for each round. Each round utilizes a different technology base:

Round 1: Clan tech

Round 2: Inner Sphere 3050+ tech

Round 3 (final): Inner Sphere 3025 tech

2. Players will select a faction-specific forces for each round of the tournament. Players may select units available to that faction-specific forces. All final determinations that a unit is available to a faction-specific forces will be made by the judges. Mercenary units may be taken for faction-specific forces IS round.

a. As an example, a player for the Clan round selects Clan Coyote. That player may use a Savage Coyote Omnimech. If the player selects Clan Jade Falcon for the Clan round, he cannot chose a Savage Coyote Omnimech since that particular Omnimech is not available to Clan Jade Falcon.

3. The Classic BattleTech Open will utilize the Classic BattleTech General Tournament Rules listed here.

4. The tournament will be scored using the **Ranked Battle Scoring** formula with the following exception: Victory Points are not awarded.

5. The first round may be offered one additional time if there is sufficient interest. This decision will be made on the day of the tournament. In such cases, players may play a particular round multiple times, though only the highest of each round's scores will count toward the player's total. Further, the player suffers a -10 point penalty to his highest round score if he plays a particular round more than once; if he plays both rounds more than once, the player will suffer a -10 point penalty to both rounds' scores.

6. Each player starts the tournament with 0 points. Each player's Round 1 and Round 2 scores will be added together to come up with a total score for the qualifying rounds.

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7. During each round of play, each player will control a lance of four (4) different units comprised of one of the following: a single 'Mech, 5 ProtoMechs, a single vehicle, 1 Point/Squad of Battle Armor, and/or a 1 Platoon of infantry. Players may not play with fewer than 4 units nor more than 8 units. Each player determines the exact composition of his forces. However, the total Battle Value of each lance cannot exceed the stated limits in each round; there is no minimum lance BV.

Banned Units: You cannot use WiGE or Naval vehicles.

C3: A unit's C3 Battle Value will be included in its Battle Value only if it is part of a C3 network. Submunitions: The various AC and LRM submunitions do not modify a unit's Battle Value in any way.

Round 1: All players will participate in Round 1. This round is fought using Level 2 Clan technology, with a total lance BV of **8,000**. See the event description for the BV limit. MechWarrior skills assigned for this round are Piloting of 4 and Gunnery of 3.

Round 2: All players will participate in Round 2. This round is fought using Level 2 Inner Sphere technology, with a total lance BV of **6,000**. See the event description for the BV limit. MechWarrior skills assigned for this round are Piloting of 4 and Gunnery of 3.

Round 3 (Final Round): The top eight scorers from the qualifying rounds will participate in the final round. This round is fought using Level 1 Inner Sphere technology, with a total lance BV of **5,000**. See the event description for the BV limit. MechWarrior skills assigned for this round are Piloting of 4 and Gunnery of 3.

8. Each round will be timed, lasting no longer than 1 hour and 45 minutes. If, at the end of the time limit, the game has not come to an obvious conclusion, the game ends and the players will be scored based on the condition of their 'Mechs at that time.

9. Skills for MechWarriors in each round will be Piloting 4, Gunnery 3; at the tournament organizer's discretion, the skills for Round 3 may be adjusted to P3/G2 to increase the speed of gameplay.

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10. Each lance receives two 'Edge' Points per game; place two 'E's at the top of one 'Mech sheet prior to the start of the game. Each 'Edge' can be used to force a re-roll of the dice at any point during the game, but only that directly affect that particular 'Mech: to-hit rolls, piloting skill rolls, hit location rolls and any other roll of the dice are all fair game, so long as they are made by or against that particular 'Mech. Edge can only force the most recent roll of the dice to be rerolled, not a prior roll; for example, a player cannot decide to reroll the to-hit roll for the second weapon he fired after making to-hit rolls for four other weapons. Additionally, the controlling player may expend an Edge Point from either 'Mech in order to make a new Initiative roll. Once an Edge Point is expended, the first die roll is discarded and the reroll is used; a second Edge Point can be expended, if the controlling player so decides, but the final reroll is the result that will be used. Once an Edge Point is expended, place an 'X' through an 'E' on the appropriate 'Mech sheet.

11. At the end of each round, each player will fill out the battle report (provided by the tournament organizer) and turn that, along with all of the record sheets, in to the judges. The tournament judges will score each battle using Battle Scoring and, after each round's battles are scored, will post the results.

12. At the end of each round of the tournament, each player should consult the **Ranked Battle Scoring** to determine the winner of the round, then help his opponent fill out the Battle Report Master form also found at the same website. This form must be turned in to the judges. The judges use this form to determine the winner of each round and the overall winner of the tournament.

Note: The judges will provide these forms.

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GUNSLINGER TOURNAMENT

1. The Classic BattleTech Gunslinger Tournament uses a modified Swiss-style format and is designed to determine the 'best' player in single-'Mech competition.
2. The tournament consists of a series of qualifier rounds and a number of final rounds. The top scorers from the qualifier rounds advance into the final rounds (quarter-, semi-, and finals). The qualifier rounds follow a modified Swiss-style format and the final rounds follow a single-elimination format. Any number of players may participate, though an even number is preferable to avoid any byes or the necessity to assign a proxy player.
3. All players registered for the Gunslinger Tournament will play in all of the Qualifier rounds. The top players, as determined by score, advance to the final rounds. These qualifier rounds will be scored using Battle Scoring, as described later in this document. The tournament organizers will determine exactly how many qualifier rounds will be played and how many players will advance to the single-elimination final rounds. Tie score results will be resolved by the tournament organizers (we recommend that the number of victories be the primary method).
4. For each game, each player must choose a different 'Mech chassis, not a variant or alternate configuration using the Inner Sphere technology base. The individual player may choose the tonnage and type of BattleMech. MechWarrior skills are assigned using the Gunnery/Piloting Table (see General Tournament Rules, above).
5. The judges will choose opponent pairs by randomly assigning players to each other as they register. If an uneven number of players is registered for the qualifier rounds, the judges will assign a proxy player from a judge or another player of their choosing. This proxy player may not advance to the final rounds.
6. The judges will determine the length of each round. Each round will be one (1) hour.

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7. Each player has one 'Edge' point per game. 'Edge' can be used to force a re-roll of the dice at any point during the game: to-hit rolls, piloting skill rolls, hit location rolls and any other roll of the dice are all fair game. Edge can only force the most recent roll of the dice to be rerolled, not a prior roll; for example, a player cannot decide to reroll the to-hit roll for the second weapon he fired after making to-hit rolls for four other weapons.
8. If player concedes the round he is currently playing, whether because he has to leave early or he no longer wishes to participate in that round, his 'Mech is considered destroyed.
9. At the end of each round, the winner of each game will be the player whose BattleMech is not destroyed. If both 'Mechs remain operational, the winner will be the person who inflicted the most damage, according to the ruling of the judges. Additional time can be added at the judges discretion. In the event of a simultaneous destruction on the same turn of both 'Mechs, the lower value 'Mech will be declared the winner.
10. Pilot/Gunnery values are determined by the Gunnery/Piloting Table.

NOTE: Gunslingers are expected to fight. A refusal to engage because of weight difference, suffering one medium laser hit or whatever reason determined by the judges is considered "not Gunslinging." EXAMPLE: It is considered engagement if a player takes MECH A with long range weapons and puts himself on a map and fires at MECH B cannot fire back due to choosing a 'mech with short range weapons.

It is considering "not Gunslinging" if a player comes out from behind a hill once ever three turns to fire a large laser at an opponent who is 15 hexes away, moving and in trees and the player needs to roll a 12 to hit.

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TRIAL OF BLOODRIGHT

1. The Classic BattleTech Trial of Bloodright (or Bloodname) Tournament is a single-elimination tournament.
2. In the Trial of Bloodright, maps and 'Mechs are chosen according to the concepts of Hunter and Hunted. Prior to play, opposing players roll 2D6; the winner chooses who is the Hunter and who is the Hunted.
The Hunter chooses the weight class of the 'Mechs (Light, Medium, Heavy or Assault) to be used by both players. Within the weight class chosen by the Hunter, each player chooses the tonnage and type of Clan OmniMech. For each round of play, each player must choose a different OmniMech chassis, not an alternate configuration using the Clan technology base. No second-line BattleMechs are allowed. MechWarrior skills are assigned using the Gunnery/Piloting Table.
The Hunted both places and aligns his map second and chooses his own 'home' edge.
3. The judges will choose opponent pairs by randomly assigning players to each other as they register. The tournament will then proceed using standard single-elimination rules; the winners move on to the next round while the losers are eliminated. If an uneven number of players is registered, the judges will assign a proxy player from a judge or another player of their choosing. This proxy player may not advance to the semi-final or final rounds.
4. The judges will determine the length of each round. We recommend that no round exceed one and one half (1 1/2) hours, and that there be a break between each round.
5. Each player has one "Edge" point per game. "Edge" can be used to force a re-roll of the dice at any point during the game: to-hit rolls, piloting skill rolls, hit location rolls and any other roll of the dice are all fair game. Edge can only force the most recent roll of the dice to be rerolled, not a prior roll; for example, a player cannot decide to reroll the to-hit roll for the second weapon he fired after making to-hit rolls for four other weapons.
6. If player concedes the round he is currently playing, whether because he has to leave early or he no longer wishes to participate in that round, his 'Mech is considered destroyed.
7. At the end of each round, the winner of each game will be the player whose BattleMech is not destroyed. See page 134 of Total Warfare™ for the definition of a destroyed 'Mech. If both 'Mechs remain operational, the winner will be the person who inflicted the most damage, according to the ruling of the

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judges. Additional time can be added at the judges discretion. In the event of a simultaneous destruction on the same turn of both 'Mechs, the lower value 'Mech will be declared the winner.

8. Pilot/Gunnery values are determined by the Gunnery/Piloting Table.

NOTE: Clanners fight. If both players go three turns without firing on the other player, a warning will be given to engage. If a second warning is issued, both players will be disqualified. After all, a Clanner should not have to forced to engage for a Bloodname.

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BATTLE SCORING

1. This scoring system is a way to measure the relative success of the two sides in a scenario, taking into account the relative strength of each side's forces at the start of play. It is very important to note that simply inflicting damage on the opponent's forces will not result in a higher score. Points are scored only for achieving mission objectives; namely destroying or crippling enemy units, and claiming victory by seizing the battlefield for your side. These are your goals, and should be kept in mind during play to achieve the highest score.

These rules can be used in conjunction with the **Classic BattleTech Open Tournament**. It should be noted that these rules are provided here for your reference only, so don't worry if they appear to be complicated. The actual calculation of scores is typically handled by tournament or event organizers. Simply follow the scenario rules, then fill out the Battle Report Master properly.

BASIC VICTORY CONDITIONS

Check to see if victory has been achieved during the End Phase of each turn. The scenario ends when all the units on one side are either destroyed, have left the map, or are crippled. The other side is considered the winning side. If both sides reach the "loss condition" in the same End Phase, the scenario ends in a draw.

2. Basic victory conditions: Check to see if victory has been achieved during the End Phase of each turn. The scenario ends when all the units on one side are either destroyed, have left the map, or are crippled. The other side is considered the winning side. If both sides reach the 'loss condition' in the same End Phase, the scenario ends in a draw.

3. Crippled Units: See Total Warfare, p. 258, for a description of what Crippling Damage is. Note that crippled units continue to take part in the game as usual. The designation of crippled is only used to determine the winner and the score, and has no other impact on game play. * The fact that a unit can perform physical attacks does not mean it has functional weapons (keep in mind that a hatchet is a weapon, however). Also, items of equipment that cannot directly inflict damage, such as anti-missile systems and Narc (unless it is carrying explosive pods), are not "weapons" for consideration of whether a unit is crippled.

4. Time Limits: Most tournaments will have a time limit for each game. It is possible that the victory conditions will not have been reached by the end of the allotted time limit. In this case, the winner is the side that destroyed or crippled more of the opposing side, as modified by the relative **BV 2.0** totals of each side. See Time Limit Scoring below for more information on how to determine this.

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It is important to note that when the time expires, the battle is over. This is important because it points out why units that have taken significant damage but are not crippled or destroyed are not worth points to the other side.

5. Leaving the Map: A unit may only intentionally leave the map through its home map edge. If it does so, it is not worth "kill" points for the opponent. If the unit was considered crippled when it left the map, it still counts as crippled for calculating both players' scores.

A unit may be involuntarily forced off any map edge by Push, Charge or Death From Above attacks, or Skidding. In this case, it is considered crippled for the purposes of scoring.

In both cases, a unit that leaves the map for any reason may not re-enter the scenario.

Note: for purposes of tournament play, any unit that leaves the map for any reason is considered destroyed.

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TOURNAMENT SCORING

The tournament scoring system is designed to be used when only a few games can be played before a winner must be determined, such as the **Classic BattleTech Open** tournament format. As such, players gain more points faster, and suffering losses results in fewer penalties. For a more long-term scoring system, see **Ranked Battle Scoring**.

Bonus Points

Bonus points are added to the score based on the proportion of the enemy's forces you destroy or cripple. Also, points are subtracted from your score for losses.

Add up the total BV of the enemy units you destroyed. Add to this the total BV of all enemy units crippled, divided by 2. Divide this total by the total BV of the entire enemy force. Finally, multiply this by 100, and round normally.

Now, if any of your own units were destroyed or crippled, you will subtract points. Add up the total BV of your units that were destroyed. Add to this the total BV of all your crippled units, divided by 2. Divide this total by the total BV of your entire force. Finally, multiply this by 50 and round normally. Subtract this amount from the total points for destroying or crippling enemy units to find your overall bonus points. This number may be negative if you lost many of your own units and failed to destroy many of your opponent's units.

Time Limit Scoring

When playing with time limits, the bonus points must also be used to determine the scenario winner if the victory conditions are not met before the end of the time period. Take the bonus points for each player and temporarily modify them for each side's total BV as shown under Final Scores. The higher total is considered the winner, and the lower score the loser, for purposes of victory points. In the unlikely event that these totals are identical, the scenario is considered a draw.

Victory Points

Victory Points have been removed from the tournament scoring system.

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Final Scores

The total Bonus Points awarded is also the Subtotal Score. If both sides had equal BV totals at the start of the scenario, this is also the Final Score.

If each side had different BV point totals (even by a few points), the subtotal scores are modified by a ratio derived from the total Battle Value points of each side, applied as a simple multiple to both scores.

If the player's subtotal score is a positive number, multiply it by $(\text{Total Enemy BV} / \text{Total Friendly BV})$. If the subtotal score is negative, multiply it by $(\text{Total Friendly BV} / \text{Total Enemy BV})$. Round off the result normally; it becomes the player's final score.

The player with the higher final score is considered the overall winner, even if he technically "lost" the scenario. In most cases, this won't matter, since most tournaments consist of several rounds, and the scores from each round are added together to determine the overall tournament winners.