

MILLENNIUM CON 2022

CLASSIC BATTLETECH TOURNAMENTS

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 record sheets can also be found on <https://battletech.rpg.hu/index.php>, Solaris Skunk Wurks, Heavy Metal Pro or Flechs Sheets.

Note: Units utilizing equipment found in MapPack Solaris VII, or Experimental Technical Readouts are not legal for tournament play. Any material released after August 1, 2022 is not eligible for use in the tournaments. If you have an equipment question, ask before you start fighting.

BattleMech, ProtoMech, vehicle and infantry record sheets printed from the Mechfactory, Skunkwerks, HeavyMetal Pro, HeavyMetal Vee, HeavyMetal Lite and HeavyMetal Plus design software may be used. **The tournament organizers are not creating new mechs in any program 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, Arrow IV-compatible missiles and so on). All units enter each tournament with their full ammo complement.

Banned Ammunitions: You cannot use nuclear, 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.

When players are deciding their forces for any tournament, the following restrictions are in place for the tournament ' Mechs.

Named non-Omni Mechs: If there is a record sheet for a particular non-Omni Mech that is named (i.e. Assassin Alice), that Mech is not eligible for tournament play. A named Omni Mech (Daishi – Hohiro) is eligible for tournament play.

House/Clan/Alignment Affiliation: For each round of the Open, players will chose a House/Clan/Alignment as of Year 3150. Most Mechs are available to all Houses/Clans/Alignments. The judges are the final arbiters of a Mech's availability.

Superheavy Battlemechs: Superheavy Battlemechs are not eligible for

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tournament play.

Robotic Drone Battlemechs: Robotic Drone Battlemechs are not eligible for tournament play.

3. All tournaments will be fought using two basic maps or the new neoprene maps released by Catalyst. Battle of Tukayid and Strana Mechta neoprene maps may not be used.

At the same time that he chooses his forces, each player also will select either the basic maps or a neoprene map. Immediately prior to beginning game play, both players roll 2D6. The side with the higher result may choose the basic map or neoprene map the player wants to use.

IMPORTANT: The only restriction for basic 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. Tiles from Hexpacks may not be used to modify maps.

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 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)

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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.

1. Players may utilize units carrying equipment not described in Classic BattleTech: Total Warfare rulebook (such as Arrow IV), but that equipment does not function.

<u>Battle Value</u>	<u>Gunnery</u>	<u>Piloting</u>
001 - 500	0	0
501 - 600	0	1
601 - 900	1	1
901 - 1,000	1	2
1,001 - 1,300	2	2
1,301 - 1,400	2	3
1,400 - 1,700	3	3
1,701 - 1,800	3	4
1,801 - 2,100	4	4
2,101 - 2,200	4	5
2,201 - 2,500	5	5
2,501 - 2,600	5	6
2,601 - 2,999	6	6
3,000+	7	7

2. The Auto Eject on all 'Mechs is considered Disabled.

3. 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.

4. 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.

5. 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.

6. All players participating in Classic BattleTech events are expected to display good sportsmanship. The judges of any Classic BattleTech tournament reserve the

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right to eject any player from a Classic BattleTech tournament for unsportsmanslike or disruptive behavior.

7. All players participating in Millenniumcon 22 Classic BattleTech events are expected to finish those events. Because of the way Millenniumcon 22 Classic BattleTech tournaments are scored (especially the Millenniumcon 22 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.

8. Players are expected to use official Iron Wind Metals/Ral Partha miniatures or Catalyst plastic 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" 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 two round tournament designed to determine the best overall player. Each round utilizes a different technology base:

Round 1- Clan tech: Round 2 - Inner Sphere 3050+ 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. 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.

6. 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. Only one unit of the 4 may consist of ProtoMechs. 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 LAM, 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.

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7. 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. The judges may grant an additional 15 minutes of overtime play if warranted.
8. Skills for MechWarriors in each round will be Piloting 4, Gunnery 3.
9. 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.
10. 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.
11. 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
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 may 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. There be a break between each round.
7. Each player has one 'Edge Point' point per game. 'Edge Point' 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. The Edge Point 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.

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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. 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 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 who cannot fire back due to Mech B only having 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 Hunter will choose a map side.

The Hunted will choose a map edge as his own 'home' edge.

4. 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 may 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.

5. The judges will determine the length of each round. Each round will be one (1) hour. There will be a break between each round.

6. Each player has one "Edge Point" point per game. "Edge Point" 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. The Edge Point 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.

7. 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.

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8. 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 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.

1. 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. Crippled Units: See Total Warfare, p. 258, for a description of what Crippling Damage is. "A 'Mech is considered Crippled when a side torso location is destroyed; the 'Mech takes two engine critical hits; one gyro and one engine critical hit; or loses the use of its sensors. Internal structure damage in either three or more limbs or two or more torso locations (the torso internal structure damage does not count towards crippling damage is that location still has front armor) or four or more pilot hits, also render a Mech crippled, as does the loss of all the 'Mech's weapons to damage or ammunition depletion*. If all of a 'Mech's weapons are destroyed and it can no longer move, the 'Mech is considered destroyed. The pilot of a destroyed 'Mech may eject normally."

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

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consideration of whether a unit is crippled.

3. 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.

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.

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

A unit that leaves the map for any reason may not re-enter the scenario.

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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**.

Scoring is based on a final value of 100 points total for an entire force destroyed. Thus, a player who destroys his opponent's entire force earns 100 points for the round. Each unit of that force is worth a portion of the 100 points, proportionate to the unit's BV out of the total force BV.

"Destroyed" is per Total Warfare, p.128. Additionally, if all of a 'Mech's weapons are destroyed and it can no longer move, it is considered destroyed and out of the game. A mech will also be considered destroyed when the following crippling conditions (Total Warfare, p. 258) are met: the mech loses the use of its sensors, has four or more pilot hits, or the loss of all the 'Mech's weapons to damage or ammunition depletion.

When a player does not destroy his opponent's entire force, his score will be based upon the following calculations.

Each destroyed unit is worth 100 percent.

Each unit not destroyed is worth a percentage of its value, based on the amount of damage the unit has sustained. This is capped at 75 percent. AS percentage is awarded for each condition as noted below. All values are exclusive unless otherwise specified.

15% Each arm destroyed (including "blown off" critical hits).

20% Each Leg or Side Torso destroyed (including "blown off" critical hits).

30% Unit can do 30% Unit can do <5 points of weapon damage. "Minimum damage" rule, Total Warfare p. 258.

3% Each critical hit and pilot hit (not counting those in destroyed locations). 7.2.2.5. 2%

Each location with internal damage (not destroyed).

1% Each location with armor damage only (no internal damage). Front and rear count separately.

Base Percentage Points: Total the percentage separately for each unit.

Base Points Factor: Divide the Unit's BV by the Total Force BV

Adjusted Damage Points: Multiply the Base Percentage Points by the Base Points Factor.

Total Damage Score: Add up the Adjusted Damage Points for each unit, and round off the total.

After the above are calculated, bonus points may be added for taking certain actions or meeting certain conditions during the match. These bonus points will be listed and defined on the score sheet, or provided along with it.