

BattleTech Tournament Rules 2009

General rules

1. All games will be played using the *Total Warfare* ruleset. Players are expected to be familiar with all changes between *The BattleTech Master Rules* and *Total Warfare*
2. No optional rules or equipment from *The BattleTech Tactical Handbook*, *Maximum Tech*, *Tactical Operations*, *Strategic Operations* or any other rulebook are allowed.
3. To prevent a very lucky shot from defeating a player off the bat, the following rule is in place: Twice per tournament, a player can choose to negate a critical hit roll incurred from a roll of a 2 on the BattleMech hit location table (*Total Warfare*, page XX). The player chooses to do this after the attacker rolls to determine the number of critical hits generated. If the player chooses to do so, treat the determining critical hits roll as if it were a 2.
4. The winner of a game is the person who has the last functioning 'mech on the table. If time runs out before the end of the battle, the tournament organisers will determine the winner based on a comparison of 'mech status and tactical position
5. In a case where the all 'Mechs active at the start of a turn are killed in the same phase, the player who won initiative counts as having won.
6. A 'Mech will be considered destroyed in the following circumstances:
 - a. Three engine hits either from critical damage or torso destruction
 - b. A cockpit hit either from critical damage or head destruction
 - c. Two gyro hits *and* the loss of one or more arms
 - d. The loss of three limbs
 - e. Two engine hits *and* one gyro hit (in this case the 'Mech may still fight but is considered destroyed at the end of the game)
7. In the case of any disputes, the organisers' decision is final. The organisers reserve the right to remove any player from the tournament if they are cheating or behaving in an unsportsmanlike manner.

Map selection

1. At the start of each game, each player will roll 1D6 and add the results of both dice together. This is compared to the terrain type table (*Total Warfare*, page XX) and determines the type of maps the players will use.
2. Each player then rolls another D6 against the appropriate map selection table to see which map will be used.
3. The players must then agree on a legal positioning for the maps (see *Total Warfare*, page XX). Each player enters the battlefield from the end of the map they rolled in step one farthest from the enemy's map. 'Mechs must walk or run onto the map.

Unit Selection

1. Players must present their selected units to the tournament organisers when they register for the tournament.
2. Players may only select Tournament Legal BattleMechs appropriate to the weight class and BV restrictions of the appropriate round of the tournament. No conventional infantry, IndustrialMechs, BattleArmour, combat vehicles, support vehicles, conventional fighters, Aerospace fighters or DropShips may be selected.
3. Players may use excess BV left over after selecting their 'mech to increase their Piloting and Gunnery skills as per the table in *TechManual*, page XX or downloadable from The BattleTech Website.
4. Similarly, a player may select a 'Mech which exceeds the BV for the round if they lower the Piloting and Gunnery skills appropriately.
5. Any 'Mech from any Technical Readout or sourcebook may be selected so long as it only mounts tournament legal equipment - no equipment from *The BattleTech Tactical Handbook*, *Maximum Tech*, *Tactical Operations*, *Strategic Operations* or any other rulebook are allowed.
6. Special Autocannon and missile munitions listed in *Total Warfare* may be used as per normal restrictions
7. Where possible, record sheets must come from a Catalyst Game Labs record sheet book - *Record Sheets: 3039*; *Record sheets: 3050 Upgrade Clan and Star League*; *Record Sheets: 3050 Upgrade Inner Sphere*; *Record Sheets: Phoenix Upgrades*; *Record sheets: 3055 Upgrade*; *Record Sheets: 3058 Upgrade*, and *Record Sheets: 3072* are the current official record sheet books. Tournament Legal Record sheets from other products such as the *Jihad Hot Spots* books; FASA or FanPro published record sheet books may be allowed pending inspection by the tournament organisers.
8. Record sheets from 'Mech editing programs may be allowed pending inspection by the tournament organisers. Approved applications are Heavy Metal Pro (version 5.21 R02 and higher) and Solaris Skunk Werks (0.6.05 or higher).
9. Assuming *Record Sheets: 3075* is not released in time, Tournament Legal 'mechs from *Technical Readout: 3075* who don't have record sheets in *Jihad Hot Spots 2072*, *Record Sheets: 3072*, or *Starterbook: Wolf and Blake* may be used with sheets prepared from a 'Mech editing program, pending inspection by the con organisers

Tournament rounds

1. Each tournament will consist of 5 rounds. The first four rounds are one-on-one 'mech battles, with the final round seeing the player use all four 'mechs from their previous games.
2. The player may adjust piloting and gunnery skills and/or enable C3/C3i (see *TechManual*, page XX) where appropriate before the final round, so long as the adjusted BV does not exceed the total BV for the battle
3. The player may change special Autocannon and Missile munitions from those used in the earlier rounds before the final round.
4. Rounds 1-4 will be 1 hour long. Round 5 will be 90 minutes long.
5. Players will score 2 points for a win, 1 point for a draw, and 0 points for a loss. The tournament winner will be the person with the highest score after round 5.

BV and weights

The weight classes and BVs for rounds 1-4 are as follows

round	Weight class	BV (Inner Sphere)	BV (Clan)
1	Light	1500	2500
2	Medium	2000	3300
3	Heavy	2200	3600
4	Assault	2500	3800
5	Previous 4 'mechs	8200	13200