

CLASSIC BATTLETECH®

FANPRO LLC TOURNAMENTS 5.0.1 – JUNE 21, 2004

These rules (version 5.0.1) supersede all previously published Classic BattleTech tournament rules.

TOURNAMENTS OVERVIEW

CLASSIC BATTLETECH RULES

1. All Classic BattleTech tournaments will be fought using the Level 2 rules published in the *Revised BattleTech Master Rules™* as well as any additions posted on www.classicbattletech.com. Additionally, the following special case rules are also in effect: Anti-BattleMech Infantry, Clearing Woods, Dumping Ammunition, Flak, Four-Legged BattleMechs, LRM Indirect Fire, Reversing Arms and Underwater Operations. No other special case rules are in effect.

Note: The Auto Eject on all 'Mechs is considered Disabled; Fire special case rules are not used; Flamers will only deal damage to targeted units, not heat.

DESIGNS

2. Only FASA- and FanPro-published Level 1 and 2 BattleMech®, ProtoMech, vehicle and infantry (both standard and Battle Armor) record sheets may be used in Classic BattleTech tournaments. These sheets appear in seven volumes: *Classic BattleTech Record Sheets: MechWarrior Dark Age I™*, *Classic BattleTech Record Sheets: 3067™*, *BattleTech Record Sheets: Upgrades™*, *BattleTech Record Sheets: 3060™*, *BattleTech Record Sheets: 3055 & 3058™*, *BattleTech Record Sheets: 3025 & 3026™*, and *BattleTech Record Sheets: 3050™*. In addition, any Classic BattleTech record sheets for these units containing only Level 2 equipment that appear in subsequent FASA and FanPro publications may be used (such as the *Field Manual* series, *BattlePack: Fourth Succession War™*, and so on).

At the tournament organizers' discretion, the BattleMech, ProtoMech, vehicle and infantry record sheets printed from the HeavyMetal suite of design software may be used. It is up to an individual player's opponent to verify that the HeavyMetal sheets being used exactly match the designs as published in a FASA- and FanPro-published record sheet volume (or sourcebook) as described above. Players that are found to have used record sheets that do not match the appropriate published sheets will be disqualified from the tournament.

At the tournament organizers' discretion, any unit for which a record sheet has been published in any MechForce publication worldwide, that adheres to the construction rules found in the *Revised BattleTech Master Rules™* and that contains only Level 2 equipment, may also be used.

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). Players must clearly mark these ammunition types on their record sheets.

Note: Units may enter each tournament round with less than their full ammo complement. Players that wish to do so must declare this at the same time as they choose ammunition types and must clearly indicate on each record sheet the quantity of each kind of ammunition carried.

3. Because certain types of equipment consistently bog down BattleTech games, those equipment types cannot be used in tournament play.

Banned equipment:

- All artillery weapons
- The following submunitions: Incendiary Autocannon Ammunition, Incendiary LRMs, Infernos, Thunder LRMs, Thunder-Augmented, Thunder-Inferno, Thunder-Vibrabomb and Thunder-Active; all other Level 2 Autocannon and Missile munitions are legal for tournament play.

- All **Level 3** rules and equipment (as published in various BattleTech products such as *Maximum Tech™*, as well as in various MechForce publications worldwide).

Note: Players may use Level 1 and 2 units mounting banned equipment, but that equipment does not function. No unit may mount Level 3 equipment.

MAP AND GAME SET-UP

4. All tournaments (except the Grand Melee tournament) will be fought using any two BattleTech mapsheets as found in *BattleTech Map Sets™* 2, 3, 4, 5, 6, 7, *Compilation I or II*, *BattlePack: Fourth Succession War™* or *BattleForce 2®*. In addition, any Classic BattleTech mapsheets provided in subsequent FanPro LLC publications may be used. The following notes do not apply to the Grand Melee tournament (see Grand Melee). Additionally, the Trial of Bloodright uses a slightly different procedure (see Trial of Bloodright).

Note: The following maps may not be used in tournament play: both Heavy Woods maps from *BattleTech Map Set 4*; the Large Mountain and Deep Canyon maps from *BattleTech Map Set 5*; the four City maps and the Box Canyon map from *BattleTech Map Set 6*; and both Dropport maps, both Military Base maps and the Seaport map from *Classic BattleTech Map Set 7*. The remaining Classic BattleTech mapsheets are legal for tournament use.

5. At the same time that he chooses his forces, each player also will select one map from the official BattleTech maps published by FASA or FanPro LLC, 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. 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 (see 14, below, for the one exception to this rule).

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.

6. 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, vehicle or infantry unit may move onto the board using Walking, Running or Jumping movement—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; units that do so (either voluntarily or involuntarily) are considered destroyed and will be removed from play.

Note: Some maps contain entire hexrows that constitute prohibited terrain for some units; if prohibited terrain blocks a unit from entering the game, that unit may enter on the closest available hexrow of legal terrain.

7. When joining two maps, joined half-hexes sometimes contain different terrain. In such cases, the entire hex is considered to be one single type of terrain, based on the predominant underlying terrain. Compare the two different kinds of terrain to the following list: 1.) hill, 2.) water, 3.) sub-level, 4.) clear; the entire hex is considered to be the terrain with the lowest number. If two half-hexes with different hill levels are placed together, the entire hex is considered to be of the higher of the two levels. Additionally, if woods and/or pavement are in either of

the half-hexes, and the underlying terrain is *not* water, the hex is also considered to be wooded and/or paved. Finally, if the half hexes contain both light and heavy woods, the entire hex is considered to be heavy woods.

8. Bridges are considered to be indestructible and may hold any amount of mass.

MISCELLANEOUS TOURNAMENT RULES

9. For the Classic BattleTech Open tournament, both sides in each game must have equal Piloting/Driving and Gunnery skills, though those skills will vary from round to round. 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. A master list of all legal units for tournament play is found at www.classicbattletech.com. The judge of each individual tournament may modify the players' Piloting/Gunnery skills to help expedite the game.

GUNNERY/PILOTING TABLE

(Gunslinger/Trial of Bloodright/Grand Melee)

Battle Value	Gunnery	Piloting
1–300	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
1,201–1,500	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
2,401–2,700	6	6
2,701–2,800	6	7
2,801+	7	7

10. 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.

11. Players must use standard six-sided dice when playing tournaments. No specialty dice, such as The Armory's BattleTech dice, may be used. The judges may choose to disallow ALL players' dice and instead supply dice to all players.

12. 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.

13. The Classic BattleTech Tournaments are premier events that not only attract players from all across the continent, if not the world, but also represent to the gaming community as a whole the best of the best of BattleTech players. Because of that, tournament players should be conscious of the role they play in representing the game. 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, however.

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 player's opponent and the

tournament judges must approve his 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.

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. The tournament organizers should strive to make a selection of these counters available to tournament players. Players should use good judgment in selecting the proxies they will use in the tournaments. The judges may disapprove the use of any proxy if a player obviously attempts to circumvent the meaning and intent of this rule.

14. Each tournament consists of several timed rounds. Each round it allotted a reasonable enough time for two players to complete a game, but only if they actively engage each other. If one or both players are "hiding" or otherwise refusing to engage, the tournament judges will issue a warning. After that warning, the judges, at their discretion, may elect to "flip the maps" over to the blank sides. In such cases, the players' units remain in their relative positions and retain all damage, ammunition consumption, heat and the like; the only difference is that the map board will entirely consist of level 0 clear terrain.

15. 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 unsportsmanlike or disruptive behavior.

16. All players participating in Classic BattleTech events are expected to finish those events. Because of the way Classic BattleTech tournaments are scored (especially the 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 all eligible rounds of the Classic BattleTech Open—the judges can choose to ban that player from any future FanPro LLC-sponsored Classic BattleTech tournaments, including any Classic BattleTech tournaments for which a player might already be registered.

CLASSIC BATTLETECH OPEN

1. The Classic Battletech Open is a three round tournament designed to determine the "best" overall player. This player should be able to succeed regardless of unit type or technology base. During each round, a player will control a lance of four different Classic Battletech units. Each player determines the exact composition of his forces.

2. The first two rounds of the tournament are qualifier rounds while the third round is the final. Players must play in both of the first two rounds, though only the top eight scorers will advance to the third and final round. Each round utilizes a different technology base and players choose forces based on different BV limits for each round (as determined by the tournament organizers).

3. The tournament will be scored using the Ranked Battle Scoring formula, found at www.classicbattletech.com, with the following exception: Victory Points are not awarded.

4. At the tournament organizers' discretion, the first two rounds may be offered at two or more times. 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.

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. The top eight players, as determined by their total score from their qualifying rounds, will advance to the third and final round.

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, a single ProtoMech, a single vehicle, a single Point/Squad of Battle Armor, and/or a single Platoon of infantry. Players may not play with fewer than 4 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 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 not exceeding the level set by the tournament organizers. See the event description for the BV limit. Recommended MechWarrior skills assigned for this round are Piloting of 5 and Gunnery of 4.

Round 2: All players will participate in Round 2. This round is fought using Level 2 Inner Sphere technology, with a total lance BV not exceeding the level set by the tournament organizers. See the event description for the BV limit. Recommended MechWarrior skills assigned for this round are Piloting of 5 and Gunnery of 4.

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 not exceeding the level set by the tournament organizers. See the event description for the BV limit. Recommended MechWarrior skills assigned for this round are Piloting of 4 and Gunnery of 3.

7. No 'Mech, ProtoMech, vehicle or infantry variant may be used more than once during any of the three rounds, including if the player participates in rounds 1 and/or 2 multiple times. For example, if the player moves onto the battlefield in Round 2 with an HBK-5M *Hunchback*, that is the only time he may use that variant. In Round 3, however, he may use a different variant of that 'Mech (HBK-4P, for example), or an entirely different 'Mech, if he so desires. Likewise, if he fields a Roc in Round 1, that is the only time he may use that in the entire tournament. If he chooses to play Round 1 a second time, however, he may use a different variant of that ProtoMech (the Roc 2 or Roc 3, for example), or an entirely different ProtoMech if he so desires. In other words, if a player participates in all three rounds the tournament, he will use 12 different 'Mech/vehicle/infantry/ProtoMech variants, or 20 different variants if he chooses to play Rounds 1 and 2 a second time each.

Additionally, at the tournament organizer's discretion, further restrictions on unit choices may be applied.

8. The judges will choose opponent pairs by randomly assigning players to each other as they register and then as each round progresses. If an uneven number of players is registered for one of the first two rounds, the judges will assign a proxy player—a judge or another player of their choosing. This proxy player may not advance to the final round.

9. The judges will determine the length of each round. We recommend, however, that no round exceed four (4) hours, and that there be a break between each round to allow for final damage calculations and other necessities.

10. If a 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, he loses that round. If this is the second round he has lost, he is eliminated from the tournament. Both sides consult the Ranked Battle Scoring to determine the status of their units in their current condition. Regardless of the status of either side's units, the player who did not concede the game wins that round.

Note: If the judges feel that a player is abusing this clause, they reserve the right to eject that player from the tournament. Additionally, if the remaining player is willing, one of the judges, or another proxy player of the judges' choice, may finish the game in place of the conceding player.

11. At the end of each round of the tournament, each player should consult the Ranked Battle Scoring found at www.classicbattletech.com 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 should provide these forms, but players may also bring this paperwork

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 the Ranked Battle Scoring formula, found at www.classicbattletech.com, with the following exception: Victory Points are not awarded. 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 judges (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 Level 2 Inner Sphere technology base. The individual player may choose the tonnage and type of BattleMech. MechWarrior skills are assigned using the Gunner/Piloting Table.

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—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. We recommend that no round exceed one and one half (1 1/2) hours, and that there be a break between each round.

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. See page 39 of the *Revised BattleTech Master Rules™* for the definition of a destroyed 'Mech. If both 'Mechs remain operational—or both 'Mechs are destroyed in the same turn—the winner will be the person who inflicted the most damage, according to the ruling of the judges.

TRIAL OF BLOODRIGHT

1. The Classic BattleTech Trial of Bloodright (or Bloodname) Tournament is a single-elimination tournament. This tournament has a maximum of 32 participants. This tournament requires 4, 8, 16, or 32 participants to avoid one or more players receiving a bye.

Note: If a Grand Melee tournament is also being run, one slot of the Trial of Bloodright tournament should be reserved for the winner of the Grand Melee 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 OmniMech. For each round of play, each player must choose a different OmniMech chassis—not an alternate configuration—using the Level 2 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—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 39 of the *Revised BattleTech Master Rules™* for the definition of a destroyed ‘Mech. If both ‘Mechs remain operational—or both ‘Mechs are destroyed in the same turn—the winner will be the person who inflicted the most damage, according to the ruling of the judges.

GRAND MELEE

1. The Classic BattleTech Grand Melee tournament is a free-for-all tournament that can accommodate any number of players.

2. Each player chooses an OmniMech using the Level 2 Clan technology base. No second-line BattleMechs are allowed. MechWarrior skills are assigned using the Gunnery/Piloting Table.

3. The judge of the Grand Melee tournament should use whatever mechanic he deems necessary to ensure a random placement of all units. Units are placed at the very edge of the board, at an equal distance from the other units, in the first full hex of the map edge.

4. The judges determine the length of the Grand Melee tournament. If a Trial of Bloodright tournament is also being run, keep in mind that the winner of the Grand Melee tournament fills the final slot in the Trial of Bloodright, and schedule both tournaments accordingly.

5. The number of mapsheets used depends upon the number of players involved in the tournament and is determined by the judges. We recommend four (4) mapsheets or a number of mapsheets equal to half the number of players.

6. If a player concedes, whether because he has to leave early or he no longer wishes to participate in that round, his ‘Mech is considered destroyed.

7. Because of the potential number of players involved in the Grand Melee, the judge is responsible for fairly determining Initiative. For example, the judge may create two identical stacks of numbered cards before coming to the tournament table. Prior to game play, the judge gives one card from a single stack to each participant in the Grand Melee, then removes the same unused numbers from both stacks. He then shuffles the second set of cards and draws the top card, announcing the number drawn. The player with the corresponding number moves his ‘Mech. After each turn, the judge reshuffles the numbered cards and play proceeds in the same manner.

Note: The judge may also use this system for initial placement of units.

Judges also should time each player’s move to give each player equal time and to keep the game moving. We recommend no longer than one (1) minute per player.

8. Every Clansman who enters the Grand Melee has one goal in mind: to be the last standing. Winning the Grand Melee will gain him the final slot in the Trial of Bloodright, and gives him the opportunity to earn a Bloodname. Because a Clansman can win no higher honor than a Bloodname, there are no friends, no alliances and no holding back once the Grand Melee has begun.

If, at any time during the Grand Melee tournament, the judges feel that a player or players are not playing by the spirit of this tournament—for example, teaming up with friends and not firing on each other, not firing on available targets, and so on—the judge can enforce the following rules to help simulate the Clan mind set in the Grand Melee tournament.

- Each player **MUST** fire every turn on the easiest and/or closest target to which he has a valid LOS, under the following two conditions:

- A player does not have to fire any weapons that use ammo.

- A player does not have to overheat his OmniMech when firing. However, he must come as close as possible—including the heat generated during the Movement Phase—to the maximum heat dissipation capabilities of his OmniMech.

9. At the end of the Grand Melee tournament, the winner is the player whose BattleMech is not destroyed. See page 39 of the *Revised BattleTech Master Rules™*, for the definition of a destroyed ‘Mech. If more than one ‘Mech remains operational, the winner is the person who inflicted the most damage, according to the ruling of the judges. Larger tournaments, such as those held at the Origins and Gen Con conventions, may require modifications to that rule.

BATTLE SCORING

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 Tournaments**. 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.

Crippled Units

A unit is considered crippled if it has suffered any of the following damage. 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.

- Unit has no functioning weapons (unit has no weapons; all weapons are destroyed or out of ammunition).*
- Unit’s remaining weapons can inflict a combined maximum of less than 5 points of damage in a single turn.
- Destruction of 3 or 4 limbs (BattleMech only).
- Destruction of 1 leg and 1 or more Gyro hits (BattleMech only).
- The pilot has suffered 5 hits (BattleMech and ProtoMech only).
- The unit has suffered a critical Engine Hit (vehicles only).

- The unit has lost more than half of its starting troopers (infantry and battle armor only).

* 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.

Time Limits

Most tournament games 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 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. The 'Mechs involved stop fighting and begin to make their way back to base. 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.

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.

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.

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 (Total Enemy BV / Total Friendly BV). If the subtotal score is negative, multiply it by (Total Friendly BV / 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.