

ABC 26: Atlanta BattleTech at Challenges

Challenges Games and Comics will host a small **Classic BattleTech** tournament at 3983 Lavista Rd, Tucker, GA 30084 in Atlanta, Saturday August 29 from Noon to 8pm.

This will be a light and breezy event, with 5000 BV per player and a max of 3 units. Fruit and veggie snacks will be provided, and the store sells other snacks and drinks. Still, we recommend you get an early lunch before we start.

Entry fee will be \$20, paid the day-of. No registration is needed, but please notify the tournament organizer, at ryanznock@gmail.com or @RockRackus on the Georgia BattleTech server on Discord (<https://discord.gg/ZBKuaSnE8u>), and submit your force by Friday August 21. The Missions Packet will be shared on Saturday August 22.



Ruleset

Though the new rulebook will have been released at GenCon in July, not everyone will have access to it, so we'll be using the **BattleMech Manual** primarily, plus **Total Warfare** and **Tech Manual** for vehicles and battle armor.

A few missions will use elements of the new rules—fire, smoke, scanning, and buildings. Those rules will be produced in a rules appendix included with the Missions Packet.

Also, as a sort of celebration of the end of the current rules era, we're allowing some weird equipment from **Tactical Operations: Advanced Units & Equipment** and **Interstellar Operations: Alternate Eras** for a few ilClan-era oddities. See below.

Force-Building

We ask you to use **MekBay.com** to build a force and to submit a link to the tournament organizer's email by Friday August 21. In your email, state any alternate ammo you're using. Please bring four copies of your record sheets.

Build a force with three units from the **ilClan era**, **5000 Battle Value**. No skill (Gunnery, Piloting, Driving, etc) can be lower than 3 or higher than 6. Permitted units are 'Mechs, combat vehicles, and battle armor. **You must have at least one 'Mech.**

Your force can have at most 24 points of pulse laser damage. Battle armor squads with pulse lasers count based on if the full squad rolls a 7 on the cluster table; re-engineered lasers and ER pulse lasers count for half; rear pulse lasers don't count against the cap.

You can use equipment from the BattleMech Manual, Total Warfare, and the Tech Manual, except traditional artillery (i.e., no Thumpers, Snipers, Long Toms, or Arrow IV).

Weird Tech

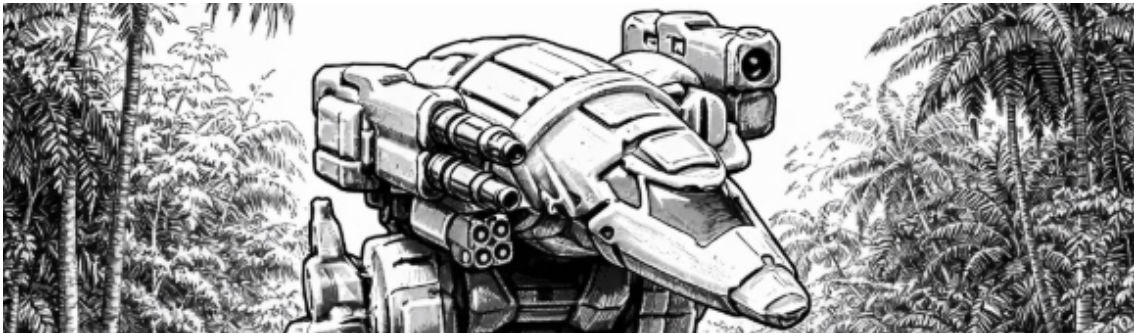
Also the following pieces of ilClan-era equipment from Tactical Operations or Interstellar Operations are available if you bring a copy of the rules (print or digital).

- Advanced Point Defense System
- Artillery Cannons (these are not 'artillery,' so they're permitted)
- Blue Shield
- Chameleon LPS
- Interface Cockpit
- Null Signature System
- QuadVees
- Radical Heat Sink System
- Shields
- Spikes
- Super-Heavy 'Mechs (**note: no tactical officer initiative bonus**)
- Tripods
- Turrets (Quad and Shoulder)
- Variant Armor (anti-penetrative ablation, heat-resistant, impact-resistant, reactive, plus various funky battle armor ones)
- Void Signature System

Make sure you know and have a copy of the rules for anything weird you bring.

Optional Rules

- **Backwards Level Change** (pg 15 Battletech Manual)
- **Careful Stand** (pg 19 BM)
- **Enhanced Flamers** (pg 99 BM)
- **Expanded Arm Flipping** (pg 25 BM)
- **Floating Criticals** (pg 45 BM)
- **Movement Dice** (pg 13 BM)
- **One-Armed Prone Fire** (pg 30 BM)
- **ECCM Rules** (TacOps - Advanced Rules, and included below)
- **Front-Loaded Initiative.** If the number of units are unbalanced, then the side with more units will move two units during their first movement round and continue to do so until the number of unmoved units are one-to-one.



ECCM

ECM suites can be tuned to act as electronic counter-countermeasures (ECCM) to negate enemy ECM. The ECM loses its normal functions when used this way. A player must announce the switch to ECCM in the End Phase, or set the suite for ECCM at the start of the scenario.

While the ECCM suite is active, the electronic countermeasures of an enemy unit within the ECCM's radius will not work. Also, any LOS traced through a hex that is encompassed by both ECM and ECCM will be unaffected by the ECM, even if the actual unit carrying the ECM suite is outside the ECCM bubble.

If multiple units equipped with both ECM and ECCM are on the map, the interaction between the two types of electronics systems becomes complicated, because multiple ECM suites operating in the same area can counter an enemy's ECCM. One ECCM suite can counter one ECM suite.

If the amount of friendly ECCM in a hex equals or exceeds the enemy ECM in that hex, ECM does not function in that hex. Angel ECM suites count as two ECM or ECCM suites, or the player can choose to run the Angel at 1 ECM and 1 ECCM.

Missions

You'll have 2 hours and 15 minutes for each mission. The tournament organizer will call "Last Turn" when 15 minutes remain. Players may finish the turn they are currently playing, but do not start a new turn. The TO will call out when time has expired.

When time expires, players complete the current phase (i.e. Movement Phase, Ranged Attack Phase, etc.) and then end play. Do not continue to the next phase or round.

Players must complete their scorecard for the round and sign off on each other's scorecard prior to turning them into the TO.

We hope that the small unit cap will keep turns fast.

Mission Hints

Missions will be revealed a week before the event, but to help your list-building, expect:

- One mission where a probe is very helpful.
- One silly soccer-inspired mission where improving Piloting skill will be extra helpful.
- One mission where anti-infantry weapons will be very helpful.

Context-Free Teaser



Tentative Schedule

- Registration at noon.
 - Round 1 starts at 12:30 ends at 2:45
 - Round 2 starts at 3:00 ends at 5:15
 - Round 3 starts at 5:30 ends at 7:45
- Then prizes so we can finish by 8.

Scoring

Each mission will have (roughly) 50 victory points from primary objectives, plus some novelty secondary objectives worth up to 20 victory points, and up to 50 victory points from combat (equal to the BV of enemy forces destroyed divided by 100); crippled units are worth half what a destroyed unit is worth.

'Mechs count as 'crippled' under the conditions:

- 4+ points of damage to MechWarrior.
- All Sensor critical slots destroyed.
- 1 Gyro + 1 Engine critical hit.
- 2 Engine critical hits.

- Either side torso destroyed.
- Internal damage in 3+ limbs or 2+ torso locations (unless front armor remains).
- The loss of all weapons. This is triggered if a unit loses all weapons (either through damage or ammunition depletion) with a range greater than five hexes and if it can no longer cause more than 5 points of combined weapons damage. This does not apply if the 'Mech did not start with the ability to do 5 or more damage or the ability to do damage at range greater than five hexes; in this case, the 'Mech can never trigger this condition.
- Unable to leave its hex (e.g., two gyro hits or excessive leg actuator damage).
This is not in the current core rules, but is an extra way to cripple someone.

Vehicles count as 'crippled' under the conditions:

- At least half of the internal structure in one location is destroyed.
- All weapons are destroyed.
- Unable to leave its hex.

Battle Armor count as 'crippled' under the condition:

- Loses more than half of the squad members.

Store Address

3983 Lavista Rd, Tucker, GA 30084 in Atlanta

Force Parade Painting Competition

Paint your 'Mechs up in their parade best!

Units MUST have a minimum of three colors to be included in the competition.

After the third round, while the TO figures out final placement, players will be asked to line up their 'Mechs to decide who has the best paint job. Extra flair (stands, banners, backdrops, etc.) is always encouraged.

Each participant in the tournament will be given a voting slip to rank their top three paint jobs. (Participants may not vote for themselves.)

Votes will be tallied, and a prize will be given to the winner.

Voting Guidelines

We all love a good diorama, and they certainly add to the force parade competition, but remember to focus on the paint jobs on each of the units. Keep in mind when voting:

Are all units painted with at least three colors?

Is there a driving theme around the units' paint scheme?

Are special effects present on cockpits, weapons, jump jets?

Are the units' bases painted/decorated?

Prologue

City of Atlanta
Savannah system
Free Worlds League
July 3152

Atlanta. A storied city, a melting pot of every human culture, a hotbed of music, entertainment, and activism. No, not 'old Atlannuh' on Terra; the one in Marik space, in the Savannah system.

Today Atlanta is home to many famous corporations, including Technicron Industries, manufacturer of the *Quickdraw*, *Awesome*, and *Regent*; and Coca-Depot, humanity's premier soft drink and home improvement company. It has the busiest spaceport within 60 light years, and is consistently rated #1 worst traffic in the Inner Sphere.

Clan Sea Fox recently took over the abandoned CNN Center (Comstar Network News) and brought the city's Hyper-Pulse Generator back online, just in time for *the* premier interstellar sporting event of the year.

Welcome to Atlanta, players. And welcome to the Canopy Worlds Cup!



The Canopian BattleSports Association games, colloquially known as **Canopy**, has become a major rival to Solaris VII's battlemech entertainment industry.

Played using powered down weapons, paint rounds, and similar modifications, Canopy was adopted by mercs as a safe way to show off their piloting and gunnery skills. They in turn spread it across the Inner Sphere to planetary garrisons, respectable house units, and even the stodgiest trueborn Clanners.

Now 'Mechjocks and their deadly war machines flock to Atlanta from every nation across the whole of human space – nations with all manner of vendettas and simmering bad blood. Tempers run short from sweltering summer heat, but surely everyone will get along peacefully in the spirit of the beautiful game, and nothing can possibly go wrong.

Join us at **Challenges Games and Comics** on August 29 to
save Atlanta from disaster!