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PRESENTS

ASSASSIN! 2015



A **CATALYST** BATTLETECH EVENT
game labs

PLAYER PACK CREATED BY: ADAM JONES



THE CATALYST GAMES LABS LOGO USED WITHOUT PERMISSION AND REMAINS A TRADEMARK OF CATALYST GAMES LABS.

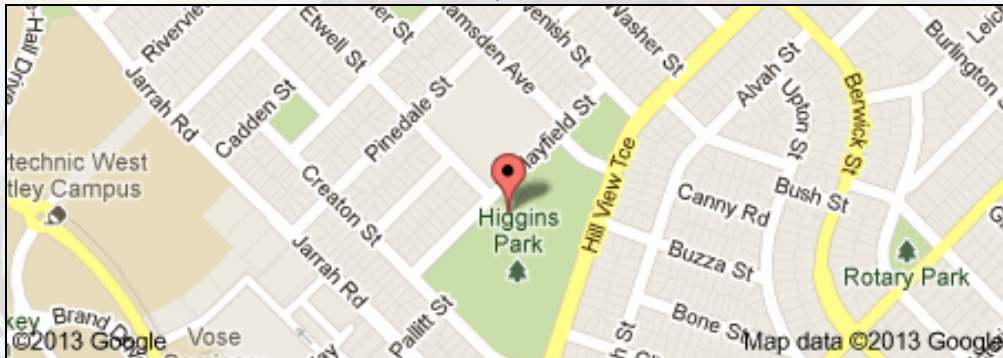
WELCOME

Thank you for taking the time to download this player pack for the BattleTech 'Assassin! 2015' event. The Tabletop Gamers Association is proud to support the game of BattleTech and as a player in this event it is hoped you will enjoy all that is on offer. It is highly advisable to read this entire document so you are clear on what is expected to make everything run smoothly.

VENUE

The Tabletop Gamers Association club rooms are located in the Main Hall at:

**HIGGINS PARK TENNIS CLUB Inc.
PLAYFIELD STREET, EAST VICTORIA PARK
WA, 6101**



TGA maintains a very well stocked kiosk which will be available on the day of the tournament. You are permitted to bring your own food and (non-alcoholic) drink if you wish.

SCHEDULE

This event will take place **Sunday, 29th March 2015** with entry costing \$30.00.

- **9:00 am - 9:30 am** Registration at tournament desk.
- **9:30 am - 11:30 am** Round One of tournament.
- **11:30 am - 12:00 pm** Lunch.
- **12:00 pm - 14:00 pm** Round Two of tournament.
- **14:30 pm - 16:30 pm** Round Three of tournament.
- **16:30 pm - 17:00 pm** Presentations and discussion.

Important: Please note that players who are unable to register on the day before the start of the event will not be allowed to play so allow yourself plenty of time. All prizes and benefits must be redeemed on the day of the tournament. Any player unable to attend will not be eligible for them at a later date.

Players can pay:

- In person at Tabletop Gamers Association during operating hours.
- Via the Alpha Strike website under the 'Event/Tournament Tickets' section. Payment methods accepted are Direct Debit, Paypal, and Debit/Credit Card via eWay.
- Ticket payments received before **Sunday, 2nd March 2015** will earn a \$5 discount.

Important: The tournament requires a minimum of eight (8) players who have each purchased a ticket to take place. In the event there are less than eight players the tournament will be cancelled. Players who have paid for their ticket will have it refunded to them in full via the same method that they paid.

SCENARIO RULES

- **Standard Total Warfare rules apply unless noted in this pack.**
- **Clan Rules Of Engagement do not apply. Physical attacks are allowed.**
- **Players are limited to 12,000 Battle Value and 8 units in total.**
- **Battle Value version 2 will be used to work out forces.**
- **Only BattleMech units & special ammunition types from Technical Readout 3025, 3050, 3055, 3058, 3060, 3067, 3075, 3085, 3145, Phoenix, BattleTech: Upgrades, Inner Sphere/Clan Handbooks & all Field Manuals can be taken. This includes the variants found in the printed record sheets. There will be no aerospace or artillery units allowed.**
- **Sheets printed using Solaris Skunkwerks or Heavy Metal Pro are acceptable.**
- **Skills are standard: Piloting of 5, Gunnery of 4. Players may adjust these values using the Battle Value v2 table. See 'Final Notes'**
- **No skill may be adjusted to less than '0' or higher than '7' and must follow the 'Two Point Spread' rule. e.g. If a unit has a Gunnery or Piloting of '3' then the opposite skill can be no lower than '1' or no higher than '5'.**
- **Ammunition can be reduced, or even removed, per slot before play begins. This does not affect the Battle Value cost of the chosen unit.**
- **'Forced Withdrawal' from Total Warfare is NOT in play. A unit that leaves or is forced off the battlefield for any reason counts as Destroyed/Disabled and may not re-enter.**
- **Players must have an existing Ral Partha/Iron Wind Metals miniature of the units they include in their force roster. It is not a requirement to have it mounted on a hex base or painted, but the player who owns it must mark it clearly. There will be no miniature substitutions!**
- **Players have the right to view the record sheet of any other player at anytime.**
- **Game rules for each section of the battlefield, eg. Construction/Terrain Factor, Water Levels, etc will be explained by the event organiser before play begins.**
- **Players will be instructed on how to fill out a record sheet correctly before the game begins if needed.**

MISSION OBJECTIVE

Players are to protect their Force Commander while doing all they can to destroy/disable the enemy Force Commander. Players are to select a single BattleMech unit to be their Force Commander which must be clearly marked on the submitted force roster. Players roll for initiative with the winner choosing a long edge as their Home Edge side. The loser then places their entire force first anywhere along the other long edge of the play area.

POST BATTLE PAPERWORK

Each table will be given a results card. Once you have finished your game you and your opponent must fill in this results card and return it to the event registration desk. It is important that the form is filled in correctly as it will decide the final winner. Both players are required to sign the results card. If the card is found to be incorrect in anyway, and both parties have signed, the scores will be set to ZERO.

Tournament points are awarded as follows:

- **+500** points if you Destroy/Disable the enemy force commander.
- **+ Battle Value x2** points for each enemy unit Destroyed/Disabled.
- **- Battle Value** points for each of your units Destroyed/Disabled.

A unit is declared Destroyed/Disabled following the standard rules from Total Warfare. In addition, if it is unable to move out of its current hex AND is unable to inflict more than 5 points of ranged damage at the end of the game it is also considered Destroyed/Disabled.

AWARDS

This event uses the Tabletop Gamers Association 'Firestarter' tournament/event prize structure. Cross reference the number of players in the left column with the column on the right to find out what prize support is available using the table below:

Players 8-16	Best General Medallion Best Painted Force Commander Medallion Participation Certificate Single raffle entry to win 4x random 'Iron Wind Metals' BattleMech miniatures
Players 17-24	Small Best General Trophy (Upgrade) Small Best Painted Force Commander Trophy (Upgrade) Participation Certificate Single raffle entry to win 4x random 'Iron Wind Metals' BattleMech miniatures Each player gets 1x random 'Iron Wind Metals' BattleTech blister pack (Upgrade)
Players 25-31	Medium Best General Trophy (Upgrade) Medium Best Painted Force Commander Trophy (Upgrade) Participation Certificate Single raffle entry to win 1x BattleTech Introductory Boxed Set (\$80.00 value) (Upgrade) Each player gets 1x random 'Iron Wind Metals' BattleTech blister pack
Players 32	Large Best General Trophy (Upgrade) Large Best Painted Force Commander Trophy (Upgrade) Participation Certificate Single raffle entry to win 1x BattleTech Introductory Boxed Set (\$80.00 value) Each player gets 1x random 'Iron Wind Metals' BattleTech blister pack Best General Prize: ADD Figure Carry Case (\$24.00 value) (Upgrade)



Best General Prize - Figure Carry Case

BEST GENERAL WINNER

The player with the highest score at the end of the tournament will be declared the winner of the Best General award. In the case of a tie the player with the largest margin of point victory over the three games will be the winner.

BEST PAINTED FORCE COMMANDER MODEL

This award is presented to the player with the best painted/presented miniature used to represent the Force Commander during the event. This category is judged by those deemed qualified by the event organisers and involves viewing of the miniatures, asking any questions they may have to the player, etc.

FINAL NOTES

Players are expected to submit their completed force roster to the event organiser by **Sunday 22nd March 2015**. **NO** force rosters will be accepted past this date. Only electronic or computer printed versions of force rosters will be accepted. Failure to provide the force roster before the due date will not exclude the player from the event as they will be able to play with a force created by the event organisers. **NOTE:** These players are not eligible for the Best Painted Force Commander Model award.

Players will provide the filled out record sheets for thier force roster on the day during morning registration. Players are encouraged to check that everything is in order and clearly mark items like ammunition types, quantity, or anything else that have a variable option so as there is no confusion once the games begin.

Players are encouraged to co-operate to create an enjoyable event. Players will be given only one warning regarding any behaviour deemed inappropriate. A second warning will result in said player being asked to leave the premises immediately.

The event organisers' word is final.

Battle Value 2 Skill Modifier Table

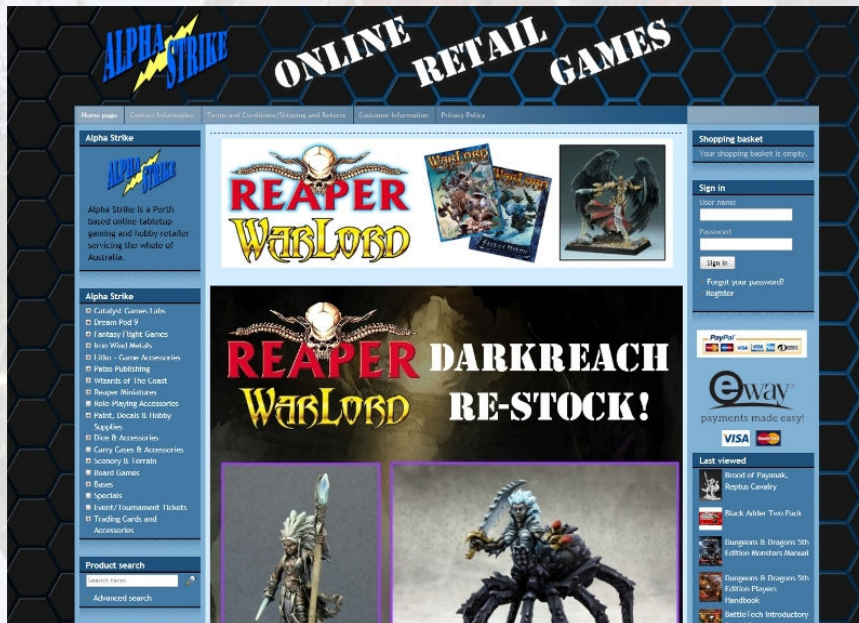
	Piloting/Anti-'Mech Skill								
Gunnery	0	1	2	3	4	5	6	7	8
0	2.80	2.63	2.45	2.28	2.01	1.82	1.75	1.67	1.59
1	2.56	2.40	2.24	2.08	1.84	1.60	1.58	1.51	1.44
2	2.24	2.10	1.96	1.82	1.61	1.40	1.33	1.31	1.25
3	1.92	1.80	1.68	1.56	1.38	1.20	1.14	1.08	1.06
4	1.60	1.50	1.40	1.30	1.15	1.00	0.95	0.90	0.85
5	1.50	1.35	1.26	1.17	1.04	0.90	0.86	0.81	0.77
6	1.43	1.33	1.19	1.11	0.98	0.85	0.81	0.77	0.72
7	1.36	1.26	1.16	1.04	0.92	0.80	0.76	0.72	0.68
8	1.28	1.19	1.10	1.01	0.86	0.75	0.71	0.68	0.64

CHECKLIST

- **Miniatures and repair equipment.**
- **Two copies of your submitted force list.**
- **Rulebooks and source material.**
- **Reference Sheets.**
- **Dice.**
- **Pencils, pens, and paper for recording information.**
- **Money for lunch, snacks, etc**
- **Panadol**
- **A big ol' smile!**

If you should have any questions or problems they can be directed to me:

- **In person at the Tabletop Gamers Association each Sunday we are open,**
- **Via www.tgaperth.com (username Ivoryskull),**
- **Via www.westgamer.com (username Ivoryskull),**
- **To the TGA email: tgaperth@live.com.au**



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