



The Martial Olympiad - 2004

Warriors, we are pleased to announce the opening of the 28th Martial Olympiad. This year's Martial Olympiad will challenge you all in ways that you have never before been challenged. The Martial Olympiad will still test your tactical prowess, and foster respect and understanding for all of those that participate, be they Inner Sphere, Periphery or the descendants of Kerensky. Like the Olympiads run during the old Star League, this tournament will determine which unit is the best of the best. Which unit has the tactical flexibility to conquer any obstacle thrown its way?

Rule Number One: Read this entire document before registering on the website!

Like every Martial Olympiad before it, this year changes have been made, some dramatic. It is important that you understand the challenges you will face before you show up for your battles.

This years Olympiad will consist of the following four events:

THE MARTIAL OLYMPIAD TOURNAMENT

4 events designed to determine the Best of the Best.

1. Smash and Grab: Locate a hidden enemy bunker, retrieve vital information, and return that information to your command, all while defending your own hidden bunker.

(Defending Maps determined by Players)

Force Description: Scenario 1 will consist of the basic Martial Olympiad Combined arms force of one Battlemech or Omnimech, one vehicle, one Infantry/Battlearmor unit, and one unit of the players' choice. Protomechs will count as the fourth unit of the player's choice if chosen. They shall not be used to replace an Infantry/Battlearmor unit.

Battle Value Pool: 5,000

2. Bomb Squad: Utilize non-Mech forces to locate and disarm bombs in a rebel held city. Speed of moving through the building is of the essence. (City Suburbs Map, City Suburbs Map – Map Set 6)

Force Description: Scenario 2 will use 4 infantry units and up to 4 ground-based APCs of the player's choice. Duplicate units will be allowed in this scenario only. All infantry units will be mounted INSIDE the APCs when the game begins (make sure your APCs have enough cargo tonnage to carry all of your forces inside).

Battle Value Pool: 3,000

3. ‘... ‘till you see the whites of their eyes’: Stand-up fight in a city. Collateral damage is highly discouraged and will result in penalties. Make every shot count!

(Each player chooses either City Downtown or City Skyscraper – Map Set 6)

Note because each player has the choice of City Downtown or City Skyscraper, there can be two of one kind of map

Force Description: Scenario 3 will consist of any four units types of the player’s choice up to a maximum of 8 units (i.e. only one point of ProtoMechs may be taken).

Battle Value Pool: 5,000

4. Danger Close: Stand-up fight with support

(Standard Battletech Map – Map Set 2, Map Set Comp. #1, Classic Battletech Boxed Set)

Force Description: Scenario 1 will consist of the basic Martial Olympiad Combined arms force of one Battlemech or Omnimech, one vehicle, one Infantry/BattleArmor unit, and one unit of the players’ choice. Protomechs will count as the fourth unit of the player’s choice if chosen. They shall not be used to replace an Infantry/BattleArmor unit.

Battle Value Pool: 5,000

SCENARIO RULES

The following rules apply to every scenario of the tournament, unless otherwise stated.

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.

- All weapons are either destroyed or out of ammunition *
- Destruction of 3 or 4 limbs (BattleMech only)
- Destruction of 1 leg and 1 or more Gyro hits (BattleMech only)
- Destruction of 1 arm and the Gyro (BattleMech only)
- Two sensor critical hits (BattleMech only) **
- The pilot has suffered 5 hits (BattleMech only)
- Destruction of the legs (ProtoMech only)
- The unit has suffered a critical Engine Hit (vehicles only)
- Unit lost more than half of its starting troopers (Infantry/Battlearmor and ProtoMechs only)

**The fact that a unit can perform physical attacks does not mean it has functional weapons (keep in mind that a hatchet/sword is a weapon, however). IAlso, 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. Also, if one or more of the unit’s weapons have been destroyed, and the remaining weapons can inflict a combined maximum of less than 5 points of damage in a single turn, the unit is considered to be crippled as though it had lost all of its weapons.*

***If the ‘Mech has a hatchet/sword that does more than 4 points of damage it is not considered crippled.*

Restricted Units and Equipment

All specialized ammunition that is Level 2 is allowed for use in the Martial Olympiad at the player's discretion, unless otherwise noted. All applicable rules apply and the specialized ammunition critical slots must be clearly noted on the players Record Sheets prior to the start of play.

Specialized ammunition can be used with the following Faction Restrictions:

- Specialized Autocannon Ammunition: Federated Suns and Lyran Alliance only.
- Specialized Missile Ammunition: Inner Sphere Units Only (with the exception of Artemis IV).
- Inferno SRM's can be used only by SRM Infantry units and Salamander BattleArmor of any faction.

Banned Units, Equipment, Rules and Maps

The following units cannot be used in this year's Martial Olympiad.

- Thunder Augmented munitions.
- Artillery weapons mounted on vehicles or Battlmechs will not be allowed. This includes Arrow IV. Units with these weapons may be chosen, but the weapons will not be used.
- Naval craft (e.g. Neptune Submarine, Monitor Naval Vessel).
- Fire and Smoke rules will not be used.
- Heavy Woods Map, Deep Canyon Map, Large Mountain #1 and #2 Maps. Solaris 7 Maps. Battleforce 2 Large Map.
- Any Level 3 unit.

Battle Armor/Infantry

Infantry/BattleArmor can begin play mounted on an OmniMech or in a vehicle per the standard rules.

TOURNAMENT REGISTRATION AND VENUES

Registration for the Martial Olympiad will run from midnight GMT 1 June, 2004 until midnight GMT 24 June 2004. After this time registration will be locked. Players must register at <http://www.commandohq.com>.

The Martial Olympiad will open at the Origins Gaming Convention (<http://www.originsgames.com/>), 25 June 2004, and will run until 31 August 2004. Locations where Martial Olympiad game will be run can be found at <http://www.commandohq.com>. Click on the venues button to see a list of retail locations nearest you and the FanPro Commandos that will run the game at that location. This year's Martial Olympiad will also be run at GenCon <http://www.gencon.com/indyhome.aspx?file=indy>.

The player must print their Lances out and bring it, along with a picture I.D. to any events that they take part in. The player should also have official Record Sheets and miniatures for his units. Record sheets from any FASA or FanPro published record sheets book are legal for play in the Martial Olympiad. Record sheets printed from the Heavy Metal software series are also legal, but will be verified by the opposing player prior to play to ensure that they conform to the officially published stats. Proxy miniatures are allowed, but must be official Iron Wind Metals or Ral Partha Battletech Miniatures, and must be of the same weight class as the 'mech being represented. (i.e.

MARTIAL OLYMPIAD - 2004

You can't use a Reseen Locust to represent your Daishi) The referee will provide dice and mapsheets, and in some cases Record Sheets printed from the Heavy Metal series of programs, check with your referee if you need Record Sheets printed. In the case of large groups of players, the Referee may request that players provide some of the mapsheets if they have them.

Faction Specific Lists

Each player will be required to choose a faction. The choice of faction will determine what specific unit types are available to the player. Factions permitted in Martial Olympiad are:

Capellan Confederation, ComStar, Draconis Combine, Federated Suns, Free Worlds League, Free Rasalhague Republic, Lyran Alliance, Word of Blake, Circinus Federation, Magistracy of Canopus, Marian Hegemony, Outworlds Alliance, Taurian Concordat, Periphery Independent, Mercenary – Eridani Light Horse, Mercenary – Northwind Highlanders, Mercenary – Other, Mercenary – Wolf's Dragoons, Clan Blood Spirit, Clan Cloud Cobra, Clan Coyote, Clan Diamond Shark, Clan Fire Mandrill, Clan Ghost Bear, Clan Goliath Scorpion, Clan Hell's Horses, Clan Ice Hellion, Clan Jade Falcon, Clan Nova Cat, Clan Snow Raven, Clan Star Adder, Clan Steel Viper, Clan Wolf, and Clan Wolf (in-Exile).

The most up to date faction list can be found here <http://www.cs.wisc.edu/~lacasse/factionlist/>. This list supersedes any other published list.

Registration

When a player registers for the Martial Olympiad they will choose the force they wish to field for each specific scenario at that time. Forces will not be chosen the day of the match as in previous years.

Battle Value Pool

Unlike past Martial Olympiads, players will pay for their individual pilots for each unit. Standard BV modifiers found in BMR:R will be used to compute the final Battle Value. Note there may only be a difference of 2 between Piloting and Gunnery skills.

Example: *Scott has chosen to play the Word of Blake for this year's Martial Olympics. With the Word of Blake he has access to not only the Word of Blake units, but also the Inner Sphere General units and the SLDF 2750 forces. For scenario 1 Scott wishes to field a C3i force. Shadow Hawk SHD-7CS (BV 1370 C3: 140), a Legacy LGC-02 (BV 1661 C3:230), a Main Gauche (C3) (BV 302 C3:62) and Longinus BA Small Laser (BV 195). This gives him a total BV of 3302. Scott must now buy pilots for his units. He decides that Accuracy is more important to the Shadow Hawk, as it will be moving more than the Legacy will be. Scott decides to give the Shadow Hawk a 4/2 pilot (4 piloting/2 gunnery). This increases it's BV to 2189.5 round up to 2190 (with C3 included). He decides that he would like his Legacy to be a 5/3 pilot. This increases the Legacy's BV to 2269.2 round down to 2269 (with C3 included). The Main Gauche will hang back and snipe, the C3i to make up for a poor gunner. Scott decides to make the Main Gauche a 5/5 pilot. The modified BV will become 327.6 round up to 328 (with C3 included). Finally Scott will use regular Longinus BA with a gunnery of 4. The BV remains 195. This gives Scott a total modified BV of 4982. If Scott chooses not to use the C3i network his BV is 4447. This would allow him to increase his Gunnery and Piloting skills if he wanted to.*

NOTE: When calculating BV for a C3/C3i the formula is as follow: $(BV + C3\ BV) * \text{pilot modifier} = \text{total}$

NOTE: As of March first, there is an error in Heavy Metal Lite that does not modify Infantry/Battlearmor/Protomechs BV correctly. The formula in BMR:R is the correct way to modify BV.

The Winner

The winner will be announced on www.classicbattletech.com and www.commandohq.com following the close of the Martial Olympiad. In addition, all finishing players will be listed in rank order according to their final score. Players that do not complete all of the scenarios will not be listed.

The winner will receive the Shandra Norruff ribbon, a certificate, and a 50 dollar gift certificate towards FanPro merchandise.

Scenario #1 – Smash and Grab

Game:

Mission Brief

Maps:

Each player chooses a single map sheet to defend. Players will choose the location of their hidden HQ on their chosen map sheet. The HQ must be on a clear, non-water hex, and must be on the half of the map sheet closest to the enemy.

Forces:

Each side will consist of one 'Mech, one vehicle, one infantry unit, and another unit of player's choice. (BV Pool 5,000)

Force Deployment:

Each force will be pre-deployed on their home map on the half that is furthest from the enemy. Standard initiative will decide who places the first unit (loser of 2D6). Unit placement alternates between players until all units are deployed. Each team's mission is to find the enemy HQ, capture their "flag" and exit the map via their home edge with the "flag"

Special Rules:

1. The only Friendly units that can co-locate themselves in a Friendly HQ hex is infantry.
2. The enemy base can only be "seen" with a BAP, or if a unit is in an adjacent hex.
3. Any unit may pick up an enemy flag by ending a movement phase in the HQ hex. At the beginning of the next turn they control the flag, even if there is an enemy infantry unit in the same hex.
EXAMPLE: On turn 5, my Wraith lands in the hex that my enemy's HQ is located. During the End Phase of turn 5 my wraith gains control of the flag. At the beginning of turn 6 I may jump away from the HQ and attempt to return the flag to my map.
4. If a unit controlling the flag is destroyed, the flag is dropped in the hex (water or otherwise). At this point in time, only enemy units can pick up the flag. All friendly units must defend the flag where it lies.
5. The flag can be transferred between units if they end the movement phase in an adjacent hex ('Mech to 'Mech transfers only), or the same hex (all other units).
6. Flags dropped in water hexes can be picked up by any unit allowed in that hex.
7. VTOL units must land to pick up the flag (must end the turn at the same level as the ground, losing all flight modifiers).

Scoring:

3,000 points for picking up the enemy flag (one time award).

2,000 points for moving the enemy flag into friendly territory (one time award).

5,000 points for moving the enemy flag off a friendly side.

Ending:

Game ends when one flag is removed from the game. Or when either side is unable to complete the mission.

Scenario #2 – Bomb Squad

Game:

Mission Brief

Map Set up:

Lay out two City: Suburbs (from map set #6) with the small lakes on the “inside.” Each side will have an Area of Operations (one of the City: Suburbs maps). Each side will deploy 8 “bombs” in the cooperative side’s “home” map.

Forces:

Each side will consist of 4 BA squads/points or 4 infantry platoons, and up to 4 vehicles. Each vehicle must be able to carry at least one of the BA/infantry units (a unit is an infantry platoon or a BA point/squad). (BV Pool 3,000)

***EXAMPLE:** I have a Squad of Fenrir, a Squad of Standard Inner Sphere BA, and two squads of Rifle foot infantry. Each one of my vehicles must have a cargo capacity of at least 3 tons. If I replace my foot infantry with 2 more squads of Standard IS BA, each of my vees must have at least 4 tons of cargo.*

Infantry units will start the game mounted.

Each side will control rebel forces that will consist of a GAL-200 Galleon, Bulldog Medium Tank, 2 Platoons of Laser foot infantry, 2 platoons of MG foot infantry, and 2 platoons. All rebel forces have a Gunnery of 4.

Force Deployment:

Each side will place 8 bombs in the building in the “inner two rings” of the map (see attached). Bombs may not be placed in light buildings. Bombs will be placed on the Ground floor of the building. Only 1 bomb can be placed in each hex.

Rebel forces may not deploy within 4 hexes of the map edge. The two rebel tanks must be placed in the streets. 2 of the rebel infantry platoons may be placed anywhere else on the map. The remaining 4 rebel infantry platoons will be guarding 4 of the bombs.

All player forces will enter the map mounted inside of the APCs. Player forces will enter hexes 0104, 0105, 0113, or 0114.

Game Mechanics:

This scenario is different from any other scenario we've run. For one thing, there are no 'Mechs in the fight. It is intended to see how well players use other forces in the CBT universe. This scenario is essentially two scenarios run at the same time with each player running the rebel opposition for their opponent.

This scenario works best if each map is treated separately. Run a turn on map A with Player A moving his forces, rebels ambushing, return fire, discovery and disarming of any bombs, and then move to map B with player B. The first two turns will go pretty slow, until all of the hidden units are found. After that things should run smoothly.

Special Rules:

1. Only INF/BA may enter a structure and disarm a bomb. This will be done with a 2d6 roll of 6, 7, or 8. Disarming of bombs will take place during the Heat Phase.
2. A roll of 2 will cause a bomb to explode, which will destroy the unit attempting to disarm it.
3. The bombs will be set to go off simultaneously on turn 10. During the Heat Phase.
4. Any unit in the same hex as a bomb when it goes off is destroyed.
5. All rebel forces are static. They will not move. Even after discovered.
6. Rebel infantry will be located in the same hexes as the bombs and must be destroyed before the bombs can be disarmed.
7. All fighting inside of buildings ignore all damage reduction due to building type.
8. Rebel vehicles will be allowed an "ambush" shot when the first player vehicle comes into view. This shot will be taken with a +1 modifier plus any other movement modifiers (counting hexes moved up to the point they were fired at). Any damage take will take effect before the fire phase. The rebel vehicle will not be allowed to fire twice in one turn.
9. Rebel forces will only fire at player forces.
10. Each player will be given a representation of the map to mark the location of the rebel forces and the bombs they are controlling.
11. Destroying a building hex where a bomb is located automatically sets off the bomb.
12. Vehicles may not enter the buildings.

Scoring:

- 1000 per bomb disarmed.
- -1000 per bomb set off.
- -1000 per bomb that explodes at end of game.
- 500 for every terrorist unit destroyed.
- -BV for ever trooper destroyed.

Example: I have a MPL fenrir squad with a gunnery of 2. The BV for the squad is 289. Therefore each trooper that dies is worth 72 BV (72.25 round down).

- -BV for destroyed transports
- -1/2 BV for immobilized transports.

Scenario #3 – ‘...’till you see the Whites of their Eyes’

Game:

Stand Up Fight with as little collateral damage as possible.

Maps:

Players will have a choice of the City Downtown or City Skyscraper. Maps will be placed so that the 15 column is the edge of the map. Players will roll to determine home sides.

Forces:

BV pool of 5,000 to be broken up into any 4 units that the players choose.

Force Deployment:

Player forces will enter from two locations. Either 1504/1505 or 1513/1514

Special Rules:

1. The two 6-way crossroads formed in the un-numbered row will be occupied by a lvl 2 hardened building.
2. All buildings have a minimum height of lvl 2.
3. All missed shots will be re-rolled to see if they create collateral damage. All re-rolls will be without target movement modifiers, and will have a -4 (immobile target) modifier. They will not accrue a +1 secondary target modifier.
4. Damage over buildings CF will be counted.
5. All buildings use maximum CF.
6. Buildings will be destroyed in sections, not all at once.
7. If one player forces another player to damage a building, both players will be penalized.

***Example 1:** Bob pushes Tom’s Enforcer into a Hardened building. Both Bob and Tom take 5 penalty points (‘Mech tonnage (50)/10).*

***Example 2:** Tom Lands his Black Hawk-Ku on top of a previously damaged level 2 Heavy building (remaining CF of 89). Bob Shoots two clan ERPPCs into the building to make Tom’s Ku fall. Bob Takes 30 penalty points for shooting the building, but Tom Takes 60 penalty points, because after the CF goes below 60 the building collapses.*

***Example 3:** Tom’s two Archers unleash a hail of LRMs at Sue’s Hunchback, standing in front of an undamaged heavy building. Two LRM 20s hit Sue’s Hunchback and two missed. Resolving damage against the Hunchback, 24 missiles hit and 16 missed (12 from each 20 pack hit, and 8 from each pack missed). Tom rolls the hits for the four missed missile groups (two sets of 8 missiles and two sets of 20 missiles) taking into account the -4 building immobile target. Not surprising, all four missed missile flights hit the building inflicting 56 points of damage. That’s 56 penalty points for Tom. Adding insult to injury, one of Sue’s Wraiths was standing on top of the damaged building hex. The weight of Sue’s ‘Mech caused the building hex to collapse destroying the remaining 34 points of structure. Sue takes the 55 penalty points because the weight of her Wraith caused the building to collapse. That leaves Tom with a total of 56 penalty points and Sue with 55 penalty points.*

8. Each player will be given a representation of the map. They will keep track of the damage they do to building, and the damage their opponent does to buildings.

Scoring:

- 2* BV of destroyed Units
- - BV of your destroyed units
- -1 per point of damage to a building.

Scenario #4 – Danger Close

Game:

Stand Up Fight With Arty support

Maps:

1 Standard BT Map.

Forces:

1 'Mech, 1 Vee, 1 INF, 1 Other. BV Pool 5,000

Force Deployment:

Standard rules for init. Forces will enter the map on turn one from the North/South edges of the map.

Special Rules:

1. Each side has 4 tubes of offboard Arrow 4 Artillery. These turns have a 1 turn “hang time”
Example: Shots fired during the fire phase of turn 1 will land during the artillery phase (between movement and fire phase) of turn 2, and so on.
2. All Arty tubes will have a Gunnery Skill of 3.
3. Each side will have 4 pre-plotted Arty targets. Shots fired at this target will land on target 100% of the time.
4. All tubes will fire standard Arrow 4 missiles.
5. All other standard Arty rules are in place (pg 73-76, BMR:R), but will be reiterated here.
6. Artillery targets hexes, not units. There is a standard +7 modifier to hit a target hex.
7. If a hex is missed, the unit may adjust fire and add a -1 modifier the next time that hex is targeted.
8. Once a targeted hex has been hit, shells will land on that hex 100% they are fired on that hex from then on. NOTE: If a gun #1 hits it's targets hex, ONLY gun #1 will hit there 100% of the time from then on, the rest of the guns will roll like normal.
9. Missed shots scatter normally. Note: shots that scatter and hit a hex will not automatically hit the same hex.
10. Direction of Damage per BMR:R, pp 76.

Scoring:

- 2x Destroyed Enemy Units modified BV
- 1x Crippled Enemy Units modified BV
- -2x Destroyed Friendly units modified BV
- -1x Crippled Friendly Units modified BV

Credits:

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