

The Martial Olympiad

MechWarriors, Tankers, Grunts and Chopper Pilots - Welcome to the 29th Martial Olympiad! Originally created by the legendary General Joseph Cameron as a way of keeping Star League Defense Forces in fighting trim. The Martial Olympiad was run for over a century by the original Star League. The reborn Star League brought back the tradition as a way to foster respect and understanding throughout the Inner Sphere, Periphery and Clan worlds.

Each year, we will run this competition to determine the best of the best. Those Classic BattleTech players who know the rules inside and out, the players who are best at operating in all environments and situations. To this end, we've created a "Triathlon", three scenarios designed to test your battlefield savvy. The players who do well in this Triathlon will prove that no matter what gets thrown their way, they can thrive in a dynamic situation and focus on completing the assigned mission. In other words, they will have proven that they are the best there is.

Rule Number One: Read this entire packet before registering for the event.

THE MARTIAL OLYMPIAD TRIATHLON

3 events designed to determine the Best of the Best.

1. Broken Arrow: Players must recover crates from a crashed dropship while preventing your opponent from doing the same. (4,000 BV)
2. Smash and Grab: Players must find the hidden enemy HQ and steal their flag. (7,000 BV)
3. Incoming!: Players must destroy the enemy on an airless planetoid amidst a meteor shower. (10,000 BV)

Unless otherwise noted, all rules from Total Warfare are in effect. In addition, some rules from Tactical Operations: Advanced Rules will be incorporated to simulate the environments that combatants in the 31st Century must be adept at fighting in.

MARTIAL OLYMPIAD EVENTS

The Triathlon portion of the Martial Olympiad will begin (and end) on July 20th, 2024. Players must complete all three scenarios in order for their score to count.

SCENARIO RULES

For scenarios 1 and 2, the force must consist of one BattleMech or OmniMech, one vehicle, one Infantry/Battlearmor unit, and one unit of the players choice. In the case of Protomechs, they count as a fourth unit of the players choice and may not be used in place of Infantry/Battlearmor. For Scenario 3, players will field a force of four BattleMechs or OmniMechs.

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
- (BattleMech only) Destruction of 3 or 4 limbs. Destruction of 1 leg and 1 or more Gyro hits. Destruction of 1 arm and the Gyro. Two Sensor critical hits (BattleMech only). The pilot has suffered 5 hits
- (Protomech only) Destruction of the legs
- (Vehicles only) The unit has suffered a critical Engine Hit
- (Infantry/Battlearmor and Protomechs only) The unit has lost half or more of its starting troopers.

*The fact that a unit can perform physical attacks does not mean it has functional weapons (keep in mind that a hatchet/axe/sword is a weapon).

**If the 'Mech has a hatchet/axe/sword that does more than four (4) points of damage, it is not considered crippled.

***Items of equipment that cannot directly inflict damage, such as anti-missiles systems and Narc (unless carrying explosive pods) are not "weapons" for consideration of whether a unit is crippled.

****If one or more of the unit's weapons have been destroyed, and the remaining weapons can inflict a combined maximum of less than five (5) points of damage in a single turn, the unit is considered to be crippled as though it has lost all of its weapons.

SPECIAL AMMUNITION

Specialized ammunition can be used with the following Faction restrictions:

1. Specialized Autocannon Ammunition: Federated Suns and Lyran Alliance only
2. I-Narc Ammunition: ComStar and Word of Blake only
3. Specialized Missile Ammunition: Inner Sphere units only (Exception: Inferno SRM's can be used only by SRM Infantry units and Salamander Battlearmor of any faction)

Specialized ammunition critical slots must be clearly noted on the players record sheet before the start of play.

BANNED UNITS AND EQUIPMENT

The following units cannot be used in the Martial Olympiad:

- Aerospace
- Naval Craft
- Artillery weapons (This includes Arrow IV)

BATTLEARMOR/INFANTRY

Battlearmor/Infantry units can begin play mounted on an OmniMech or in a vehicle per standard rules. When mounted, the units count towards initiative and must declare whether they will dismount or remain mounted for every movement phase.

FACTION SPECIFIC LISTS AND THE UNIT POOL

Each player will be required to choose a Faction from the Master Unit List (<http://www.masterunitlist.info>). **The Era will be ilClan Era**. Only those units listed for the chosen faction are allowed for the Unit Pool of the player. Prior to participating in the Martial Olympiad, the player will be required to register with the Tournament Organizer. Once the player registers, they will select a maximum of twelve (12) units from the MUL of their chosen faction. These 12 units will be the Unit Pool from which they will select their units for each of the three scenarios.

Players will not be allowed to choose multiple factions. One Faction Only!

WARRIOR POOL

All participants will have the same Warrior Pool to assign to their units. The Warrior Pool will consist of one Elite Warrior (P3/G2), One Veteran Warrior (P4/G3) and Two regular Warriors (P5/G4). These warriors are assignable to any type of unit. Each platform will have the Battlevalue adjusted for the quality of the pilot. These Battlevalues will be taken into account against the Scenario Battle Value Range.

Once a player has registered with the TO, the player will email their force list to the TO prior to the date indicated as the commencement of the Martial Olympiad. Players must print out their force pool and bring it to any events they take part in. The player should also have official Record Sheets and miniatures for their units. Record Sheets from any Catalyst Game Labs publication are legal for play in the Martial Olympiad. Record sheets printed from any other source are also legal but will be verified by the TO (or representative) prior to play to ensure they conform to the officially published stats. Proxy miniatures are allowed if no official miniature exists. 3D printed units will be at the TO's discretion.

INDIVIDUAL PLAYER SCORING SHEET

Each player will be required to submit the Individual Player Score sheet to the TO after each game to receive credit for the game. These score sheets can be printed and returned to the TO at the completion of each game so the players can be ranked accordingly and determine their next match up. If a game is played without the TO present, the individual players must initial each other's score sheets to verify the scores.

THE WINNER

The Winner of the Martial Olympiad will be determined by the player with the highest score at the conclusion of all three games.

Player Score Sheet – Game 1 – Broken Arrow

Player Name		Opponent Name	
Point Scoring	Points:	Points Awarded:	Points:
Crates Removed (+125 per, Max +1000)		Crates Removed (+125 per, Max +1000)	
Crates in Possession (+500 per, Max +2000)		Crates in Possession (+500 per, Max +2000)	
Crates returned to Home Edge (+2000 per, Max of +8000)		Crates returned to Home Edge (+2000 per, Max of +8000)	
BV of Opponent destroyed units:		BV of Opponent destroyed units:	
Half BV of Crippled opponent units:		Half BV of Crippled opponent units:	
Prelim Total Score:		Prelim Total Score:	
BV of your destroyed units, (Subtract from prelim total)		BV of your destroyed units, (Subtract from prelim total)	
Half BV of your disabled units, (Subtract from prelim total)		Half BV of your disabled units, (Subtract from prelim total)	
Total Adjusted Score:		Total Adjusted Score:	

Player Score Sheet – Game 2 – Smash and Grab

Player Name		Opponent Name	
Point Scoring	Points:	Points Awarded:	Points:
Enemy HQ found (+1000)		Enemy HQ found (+1000)	
Flag in Possession (+2000)		Flag in Possession (+2000)	
Flag returned to Home Edge (+3000)		Flag returned to Home Edge (+3000)	
BV of Opponent destroyed units:		BV of Opponent destroyed units:	
Half BV of Crippled opponent units:		Half BV of Crippled opponent units:	
Prelim Total Score:		Prelim Total Score:	
BV of your destroyed units, (Subtract from prelim total)		BV of your destroyed units, (Subtract from prelim total)	
Half BV of your disabled units, (Subtract from prelim total)		Half BV of your disabled units, (Subtract from prelim total)	
Total Adjusted Score:		Total Adjusted Score:	

Player Score Sheet – Game 3 – Incoming!

Player Name		Opponent Name	
Point Scoring	Points:	Points Awarded:	Points:
BV of Opponent destroyed units:		BV of Opponent destroyed units:	
Half BV of Crippled opponent units:		Half BV of Crippled opponent units:	
Prelim Total Score:		Prelim Total Score:	
BV of your destroyed units, (Subtract from prelim total)		BV of your destroyed units, (Subtract from prelim total)	
Half BV of your disabled units, (Subtract from prelim total)		Half BV of your disabled units, (Subtract from prelim total)	
Total Adjusted Score:		Total Adjusted Score:	