

BATTLETECH

LEGENDS
of Summer

**ANARCHY
LEAGUE**



SUMMER OF ANARCHY
14TH & 15TH FEBRUARY, 2015

DATE, LOCATION & TIMES

Date:

Saturday, February 14th and Sunday February 15th, 2015

Location:

'The Contract Bridge Club',

67 Ipswich Road, Annerley

[Google Map](#) (for electronic readers)

Timetable:

Games will commence **09:00 SHARP** on both days.

Saturday 14 February		Sunday 15 February	
Inner Sphere Summer Olympiad		II-Clan of Summer	
Arrival and Prep - 8.30am		Arrival and Prep - 8.30am	
Round 1	9.00 - 10.30	Round 1	9.00 - 10.30
Round 2	10.45 - 12.15	Round 2	10.45 - 12.15
Round 3	1.15 - 2.45	Round 3	1.15 - 2.45
Round 4	3.00 - 4.30	Round 4	3.00 - 4.30
Presentations	4.45 pm	Presentations	4.45 pm

Please arrive no later than 8.45am to ensure set up and preparation is completed so games can commence at 9.00am.

PRICE

Entry will cost **\$10 per event** (one event each day).

Money will be due to the organizer before the weekend of the tournament. Contact the registrar for payment arrangements.

Please forward all registrations to danmeehan@hotmail.com

Due to the organization required to run this event, players are advised to register well before the event.

Players attending Saturday morning who have not registered cannot be guaranteed a place in any tournament.

RULE SETS AND EQUIPMENT

The standard rules found in the **Total Warfare** core rulebook will be used, with a few extras, for both events.

The extra rules to be applied are:

- Edge points;
- Floating critical;
- ECM/ECCM effects;
- Beagle probe bonus;
- Swinging initiative;
- Crippled and forced withdrawal rules.

Explanations for these rules can be found in **Annexure Table 1.1**.

Note to players:

You do not need to play on both days for this tournament.

Simply chose which event/s to enter and register for that event.

If a player registers and later finds they cannot play, the organisers reserve the right to refuse refund of any entry fee.

If a replacement can be found for a registered player who cancels, the entry fee may be refunded, at the discretion of the organisers.

WHAT YOU NEED TO BRING

For the smoothest running of the events, please ensure you have:

1. Minis for each of the units in your force/s;
2. Record sheets for each of the units (including the Omni variants chosen, if you have any);
3. Pencil (best for reusing record sheets) and obviously an eraser;
4. Movement dice are always useful to speed up a game as well.

DISPUTES BETWEEN PLAYERS

Should a player dispute arise during the games, they are encouraged to find a quickly solution themselves, to allow the game to continue.

If no common ground can be found (for example, a dice roll could be used to settle matters), the organisers should be asked to make a ruling. If asked, the ruling will be final and no further dispute should arise.

We are all here to have fun. It's a game of stompy robots and explosions. At the end of the day and as long as that is kept in mind everyone should have an enjoyable time.

ROLLING MULTIPLE DIE FOR WEAPONS AND DAMAGE

It is important to declare the roll for each weapon and damage specifically as this may affect damage results (i.e. destroying a side torso means the arm falls off immediately and all damage transfers to the centre torso).

Ensure you abide by the rules and call a referee if there is a dispute.

A WORD ON MINIATURES

It is hoped players are able to field the correct miniature, which is painted for each unit in their force.

However, any miniature can be used (i.e. the re-seen *Warhammer* mini can represent a new or old variant – or vice versa as can the various variants of the chassis) and if necessary, a proxy mech is acceptable. The proxy should be of the same weight class and have the same or as close to the same movement profile (within 1 MP of the original) as the mech its representing.

Please contact the organiser if you would like assistance with miniatures – we will do our best to provide you with what you need.

REGARDING UNIT MOVEMENT AND TIME FRAMES

With the 1 ½ hour time limit on matches, it is important each match flows smoothly, with as many turns completed as possible. While it is recognised players need time to consider move alternatives, players must also recognise ay slow match can have an adverse impact on their opponent's potential to earn points, if a lesser number of turns is had in one match compared to others.

Influenced by this concern, the organisers may consider placing a 90 second time limit on moving units during matches.

It is not expected that this rule would be strictly enforced. That is, players should grant some leeway to others and, of course, any two players may agree on their own interpretation of this issue.

Games will be monitored and a decision made during the course of the event if this rule is required to be applied.

SATURDAY: INNER SPHERE SUMMER OLYMPIAD

1. BATTLE VALUE 2 LIMIT

The force must be 4 to 6 BattleMechs in size, with a combined total of no more than **5,000 BV2**, which includes warrior, ammunition and C3/i adjustments.

2. UNIT SELECTION

Players will design a force, using Inner Sphere technology only.

All units must be strictly canon, published units.

The official guide for canon, authorised units is the Master Unit List (MUL), created by Catalyst Game Labs, which can be found here:

- <http://www.masterunitlist.info> (for electronic readers) -

A player may select any unit from the MUL list, with the following three limiters:

a) **Year limit: 3085**: Players may select any unit listed as available up to and including the year 3085. No units beyond the year 3085 are to be used.

b) **Tech limits and banned units**: Only mechs designated as or introductory (**INTRO**) or standard (**STND**) or may be used.

To be clear:

Advanced (**ADVD**), named (**UNIQUE**) or experimental (**EXP**) are **not** permitted in this event.

See **Annexure, Table 1.5** for examples in the MUL.

This is a Battlemech only tournament. All other units are banned. Finally, no artillery units or artillery ammunition types allowed.

To be clear:

The following units **are banned** from this tournament:

- LAMs;
- Aerospace units, including warships and dropships;
- WiGe;
- Vehicles, including VTOLs and conventional aircraft;
- ProtoMechs;
- Infantry or battle armour;
- Any artillery type unit or ammunition.

c) Chassis:

a. **Only Light, Medium and Heavy (i.e. NO assault class).**

b. **Heavy units must have a minimum walking speed of 5, unaided (excluding MASC, TSM, etc)**

c. Players may field only one type of chassis per force.

Examples: you cannot have a Crab 27 and a Crab 30 in the force.

3. AMMUNITION

There is a range of ammunition available for this event.

See **Annexure, Table 1.2** for the list of allowed ammunitions.

Ammo BV must be included in the BV calculation. Refer to page 386 of *Tactical Operations* for ammo BV value adjustment.

4. IMPROVING WARRIOR SKILLS

The base warrior for each unit is Gunnery 4 and Piloting 5.

There are three rules guiding the upgrade process:

1. No greater difference of 2 between gunnery and piloting; and
2. Warriors may NOT be “downgraded”.

Example: A player may upgrade the gunnery of their *Grasshopper* warrior to 3. The player would not be able to increase the gunnery to 2 while ignoring a piloting increase, as this would lead to a 2/5 pilot – more than 2 difference (Rule 1).

The player may not lower their warriors piloting to 6, for a 4/6 pilot (Rule 2).

3. No unit can have a value greater than 2,000 BV2.

Example: A player chooses to take a Blackjack Omni and chooses to take the A (1318 BV2), C (1189 BV2) and F (1405 BV2) variants for their force.

The F variant costs the most BV so the player’s force will be calculated on this variant for total BV2 costs.

Please submit all force selections to the referee for validation as soon as possible: danmeehan@hotmail.com

5. OMNIMECH UNITS

Players wishing to use multiple Omni pods may do so but with the following restriction:

1. The player will nominate which variants they wish to have access to for the event and ensure these variants are listed on the registration form.
2. The player will then design their force around the most expensive Omni variant of those selected to ensure the force does not breach the total BV2 allowance.

The players may then select the variant they wish to take in a game, after viewing the map on which the game is to be played.

STARTING A GAME

The game map

Each player will be informed of which battlefield they will take a short time before the game commences, to allow for force adjustments (Omni pods, ammunition, etc.).

Maps and terrain will be set by the organisers prior to games commencing.

Deployment areas on a map may change dependant on the scenario being played.

Note: In all maps:

- All wooded hexes are light woods.
- All water hexes are depth level 1

Ammunition

Players select the types of ammunition to be fielded at the start of the game.

Players must ensure the unit sheet is accurately marked with the locations and types of ammunition carried by the unit, before play commences.

Ammunition can be reduced, or even removed, per slot before play begins, however this does not affect the BV2 cost of the chosen unit, which must be calculated on the full load out of ammunition.

The available ammunition types for this event are outlined in ***Annexure, Table 1.2.***

ECM/ECCM

Players must nominate if they are starting the game with ECM suites operating in ECM or ECCM mode (see ***Annexure, Table 1.1*** and ***Table 1.3***).

Stealth Armour

Players must nominate if they are starting the game with Stealth armour in active mode or off, for those units which mount it.

Starting map edge

Once all setup arrangements have been made, both players roll 2D6 for the privilege of choosing which map-edge they get to start on, with the highest result having the choice.

The map edge choices are depend on the scenario being played.

Ending the game

A game ends at the expiration of the time allotted or when the opponent's entire force is destroyed or crippled.

At the end of the game the players are to complete provided score cards, signed by their opponent and hand them to the organiser.

VICTORY CONDITIONS

The goal of each match is to earn Victory Points, which will be totalled at the end of the event to determine the winner of the summer Olympiad.

Each scenario has different goals to earn Victory Points and is described under '*Olympiad Scenarios*', below.

The scenarios to be played will be randomly generated, determined before each game. Once a scenario is played it will be removed from the pool of remaining games.

A player's Victory Points (VP), earned in each game, which will be tallied at the end of the event and used to determine the winner of the Olympiad.

A count back approach will be used to determine the winner in case of tied VP scores, as per the explanation under '*Tied VP*', below.

Shutdown mechs or unconscious pilots at the end of a game do not affect their count toward victory points, unless they meet certain conditions (crippled, etc.).

OLYMPIAD SCENARIOS

How it works

Each round, a scenario will be chosen from the following list.

Every game played that round will be the same scenario.

In each scenario, a maximum of 3 Victory Points (VP) can be won.

The player with the highest total VP score at the end of the event, consisting of 4 games, will have their chosen faction and themselves declared the Summer Olympiad champion for 2015.

So clearly the mission goal is far more important than just mowing down the opponent. However taking the opportunity to destroy or cripple an enemy Mech will help and should not be discounted.

Crippling a unit is discussed in the **Annexures, Table 1.1**, under 'Crippling and forced withdrawal'.

Ending a game

Each game ends after 10 rounds, when the allotted time (1 ½ hours) expires OR when one force is wiped out and/or crippled.

Tied VP

If a number of players on equal highest VP, a calculation will occur, determining the BV win/loss ratio and called the BV Ration (BVR).

The BVR is calculated as the total BV2 in opponent units a player destroyed plus half the BV2 for each unit a player crippled, divided by the total BV2 of their own units destroyed plus half the BV2 for each of their own units crippled, rounded to 3 digits.

The highest value represents the winner.

Example: Over the 4 games Player A destroyed a total of 6 mechs with a combined BV of 7400 and crippled another 3 mechs, with a combined BV2 of 3800.

Conversely Player A had 4 mechs with a combined BV2 of 6950 destroyed and 2 mechs, with a combined BV2 of 2400, crippled.

Player A's BVR would be 1.197 (7400 + 3800 / 6950 +2400).

Please note: in the following scenario outlines the maps are representative only, to give the players a basic visual idea of the intended layout. The final maps will vary in size and detail.

SCENARIO 1

Face Off

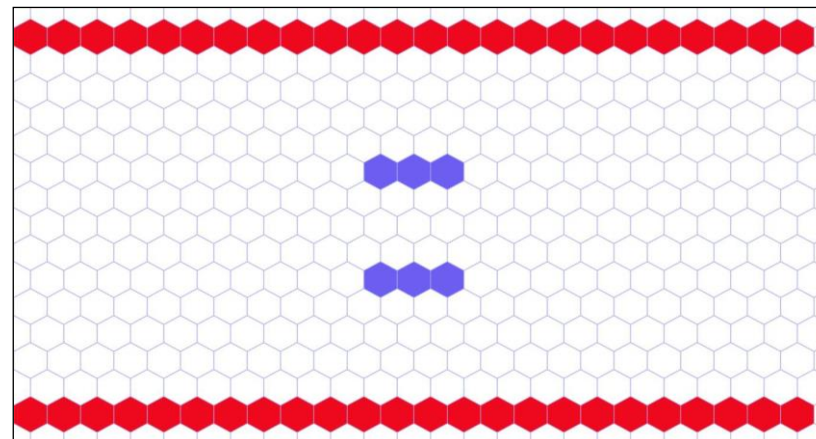
Objective: keep your Commander alive and destroy the opponents.

Each player selects one Battlemech which represents the Commander of their force.

The Commander's unit must be one of the heaviest two in the player's force.

The Commanders are deployed first, with each placed facing the other across the centre of the battlefield (blue hexes).

The remaining units deploy along a player's home edge (red hexes).



Victory Point conditions

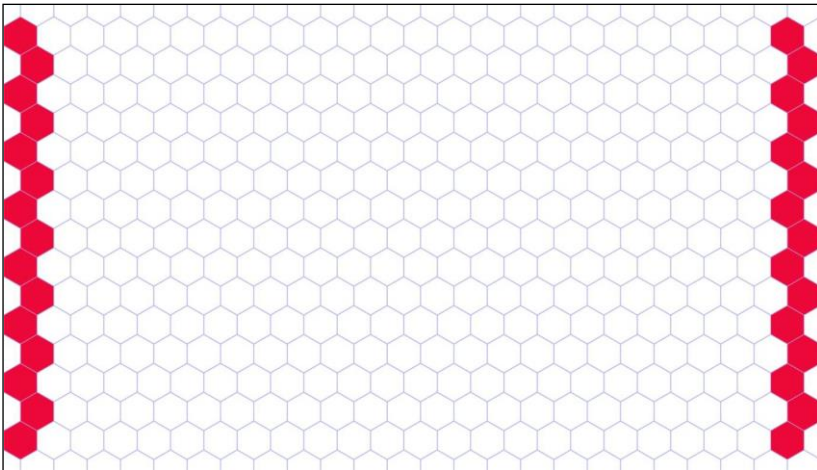
- 1 VP if opponent's Commander is dead or crippled;
- 1 VP if your Commander is active and not crippled.
- 1 VP if your Commander dealt the killing blow to the enemy Commander.

SCENARIO 2

Escort

Objective: escort your supply vehicles off the map through the enemy home edge, whilst stopping the enemy from doing the same.

Units move on from either home edge on their turn (red hexes).



Special Rules

Each player has two supply vehicles (sheets, figures provided).

Each supply vehicle must be accompanied by a unit of the players force. This 'escort' is moved at the same time as the supply vehicle it is protecting and must end its movement within 2 hexes of its allotted supply vehicle. Supply vehicles cannot through water.

Once a supply vehicle has been safely escorted off the table the escort unit is free to assist the rest of the force in the scenario.

Victory Point conditions

- 1 VP for the first player to exit a supply vehicle, without the opponent also exiting a supply vehicle in the same turn.
- 1 VP for exiting more supply vehicles than the opponent.
- 1 VP for the player who has the highest total BV2 in 'escort' units alive and not crippled at the end of the game.

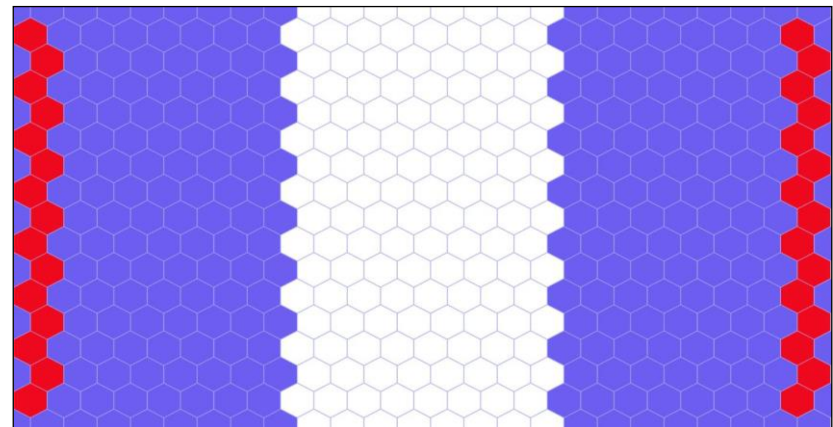
SCENARIO 3

Take the position

Objective: to control the most sections of the game map. The battlefield is comprised of 3 sections (blue and white hexes).

To control a section, you must have more BV2 of units in the section than your opponent. Mechs which are crippled do not count towards BV2.

An Initiative roll is made to determine order of deployment and units move on from their home edge on their first turn (red hexes).



Victory Point conditions

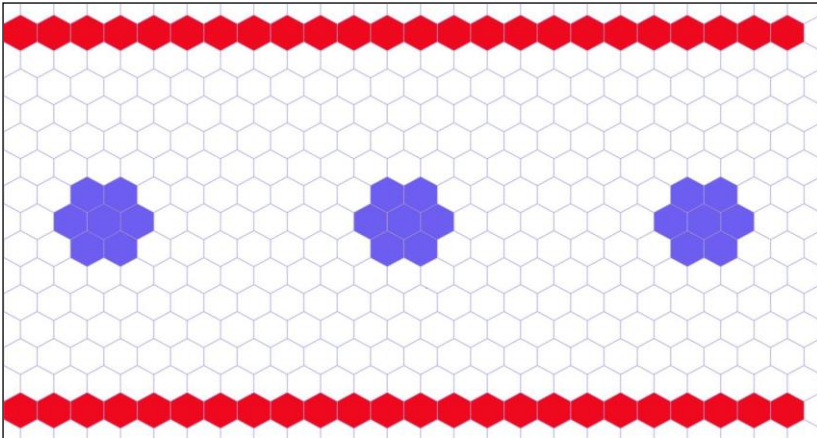
- 1 VP for each section a player controls.

SCENARIO 4

Supply drop

Objective: control the most supply drop points by having more units within the drop point area than your opponent at the end of the game (blue hexes). Mechs which are crippled are not counted when calculating control of a drop point.

An Initiative roll is made to determine order of deployment and units are deployed along the player's home edge, (red hexes).



Victory Point conditions

- 1 VP for each area a player controls.

SCENARIO 5

Recon

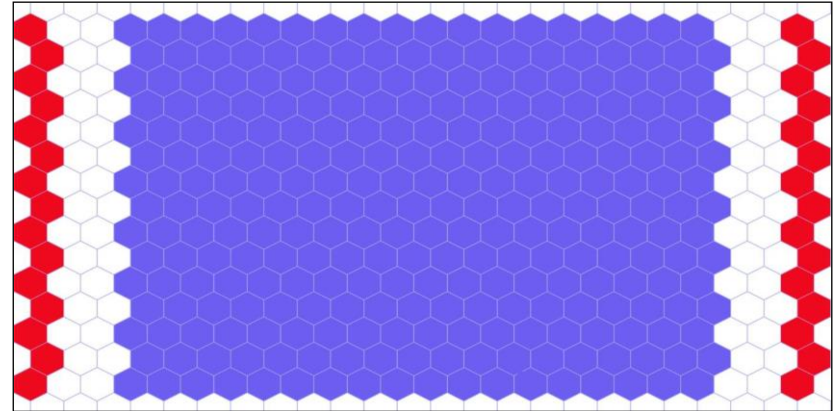
Objective: scan as many of the enemies markers as possible, whilst keeping your own safe from enemy prying eyes.

An Initiative roll is made and players alternately deploy 3 markers, which the enemy needs to scan.

Markers must be deployed within the blue hexed area of the map and at least 6 hexes apart.

Markers are considered to be 1 level high, cannot be destroyed and may not be deployed in wooded or water hexes.

After marker deployment, reroll initiative and move on from their home edge (red hexes).



Special rules

1. Scanning is carried out in the end phase of a turn and cannot be performed by a unit which is crippled.
2. Scanning requires a roll against a base target number of 7, modified as follows:
 - +1 per hex between the scanning unit and the marker;
 - -1 if Mech is equipped with TAG;
 - -2 if Mech is equipped with an Active Probe;
 - +1 For each hex which under an enemy's ECM;
 - +1 per hex of intervening Woods.

Victory Point conditions

- 1 VP for the first player to scan an enemy marker, without the opponent scanning a marker in the same end phase.
- 1 VP for scanning all the enemy markers.
- 1 VP for scanning more markers than your opponent.

SUNDAY: II-CLAN OF SUMMER

1. BATTLE VALUE 2 LIMIT

The force must be 3 to 5 units, totalling no more than **10,000 BV2**, with warrior and ammunition adjustments included.

One mech is to be assigned as the Command mech for the event. It must be one of the two most expensive in BV2 in the player's force.

2. UNIT SELECTION

Players will design a force, using Clan technology only.

All units must be strictly canon, published units.

The official guide for canon, authorised units is the Master Unit List (MUL), created by Catalyst Game Labs, which can be found here:

- <http://www.masterunitlist.info> (for electronic readers) -

A player may select any unit from the MUL list, with the three following limiters:

d) Year limit: 3085: Players may select any unit listed as available up to and including the year 3085. No units beyond the year 3085 are to be used.

e) Tech limits and banned units: Only mechs designated as or introductory (**INTRO**) or standard (**STND**) or may be used.

To be clear:

Advanced (**ADVD**), experimental (**EXP**) or 'named' units are **not** permitted in this event.

See **Annexure, Table 1.6** for examples in the MUL.

This is a Battlemech only event. All other units are banned. Finally, no artillery units or artillery ammunition types allowed.

To be clear:

The following units **are banned** from this event:

- LAMs;
- Aerospace units, including warships and dropships;
- Vehicles, including VTOLs and conventional aircraft;
- ProtoMechs;
- Infantry or battle armour;
- Any artillery type unit or ammunition.

f) Chassis: Players may field only one type of chassis per force.

Example: You cannot have two *Vulture* chassis', with different Omni pods and you cannot have a *Shadow Hawk IIC 2* and a *Shadow Hawk IIC 3*.

3. AMMUNITION

There is a range of ammunition available for this event.

Selected ammunition, covered in **Total Warfare** [p140-142] and **Tactical Operations** [p371], are included in this event.

See **Annexure, Table 1.2** for the complete list of allowed ammunitions.

Ammo BV must be included in the BV calculation. Refer to page 386 of *Tactical Operations* for ammo BV values.

4. IMPROVING WARRIOR SKILLS

The base pilot for each unit is Gunnery 3 and Piloting 4.

There are three rules guiding the upgrade process:

1. No greater difference of 2 between gunnery and piloting.
2. Pilots may NOT be “downgraded” to gain BV2 for your force.

Example: A player may upgrade the pilot of their *Vulture* to 2 in gunnery. The player would not be able to increase the gunnery to 1 and ignoring a piloting increase, as this would lead to a 1/4 pilot – more than 2 difference (Rule 1).

The player may not lower piloting to 5 for a 3/5 pilot (Rule 2).

3. No unit can have a value greater than half the total BV2 of the force (5,000 of the 10,000 BV2).

Please submit all force selections to the referee for validation as soon as possible: danmeehan@hotmail.com.

5. OMNIMECH UNITS

Players wishing to use multiple Omni pods may do so but with the following restriction.

1. The player will nominate which variants they wish to have access to for the event and ensure these variants are listed on the registration form.
2. The player will then design their force around the most expensive Omni variant of those selected to ensure the force does not breach the total BV2 allowance.

The players may then select the variant they wish to take in each game, after viewing the map on which the game is to be played.

Example: A player chooses to take a Viper Omni and chooses to take the C (1344 BV2), D (1779 BV2) and E (1561 BV2) variants for their force.

The D variant costs the most BV so the player’s force will be calculated on this variant for total BV2 costs.

STARTING A GAME

The game map

Each player will be informed of which battlefield they will take a short time before the game commences, to allow for force adjustments (Omni pods, ammunition, etc.).

Maps and terrain will be set by the organisers prior to games commencing.

Deployment areas may change dependant on the scenario.

- Note:**
- All wooded hexes are light woods.
 - All water hexes are depth level 1

Ammunition

Players select the types of ammunition to be fielded at the start of the game.

Players must ensure the unit sheet is accurately marked with the locations and types of ammunition carried by the unit, before play commences.

Ammunition can be reduced, or even removed, per slot before play begins, however this does not affect the BV2 cost of the chosen unit, which must be calculated on the full load out of ammunition.

The available ammunition types for this event are outlined in ***Annexure, Table 1.3.***

Starting map edge

Once all pre-setup arrangements have been made, both players roll 2D6 for the privilege of choosing which map-edge they get to start on, with the highest result having the choice.

Ending the game

A game ends at the end of the allotted time or when the opponent's entire force is destroyed or crippled.

At the end of the game the players are to complete their score cards and hand them to the tournament organiser.

VICTORY CONDITIONS

The goal of each match is to earn Victory Points, which will be totalled at the end of the event to determine the il-Clan.

Each match is structures the same, outlined under 'Match Victory Points'.

A count back approach will be used to determine the winner in case of ties, as per the explanation under 'Tied VP', below.

Shutdown mechs or unconscious pilots at the end of a game do not affect their count toward victory points, unless they meet the certain conditions (crippled, etc.).

Match Victory Points

Each match is designed to earn Victory Points, going towards determining the il-Clan.

Victory Points are earned, each game, as follows:

- 1 VP for destroying/crippling the opponents Command mech;
- 1 VP if your Commander is not destroyed or crippled, while destroying/crippling your opponents;
- 1 VP for the highest BV2 unit destroyed or crippled during the match;
- 1 VP for completely destroying/crippling the opponents force.

Crippling a unit is discussed in the ***Annexures, Table 1.1***, under 'Crippling and forced withdrawal'.

Tied VP

If there are a number of players on equal highest VP, a calculation will occur, the same method for determining the BV win/loss ratio, called the BV Ration (BVR), as used in the Inner Sphere Summer Olympiad will be used (see page 6).

ANNEXURES

Table 1.1 – Tournament specific rules

'Edge' point

Each player has one 'Edge' point to use, if required, in each match. This point does not carry over into subsequent matches if not used.

'Edge' represents a bit of extra luck during a game. 'Edge' is used to reroll a single d6 - such as for to-hit rolls, piloting skill rolls and locations rolls. 'Edge' may also be used to cause an opponent to reroll one d6. An enemy can only be forced to reroll where their roll directly affects the player expending the 'Edge' point.

The rerolled result, whether the same or different, is the final result.

Floating critical: *Tactical Operations* [pg 77]

When a player rolls a 2 for the hit location, immediately reroll the location, to determine where the shot hits. If another 2 is rolled, that result indicates the shot struck the original location (CT), otherwise, the shot struck the newly rolled location.

A second roll of 2 does not indicate a second possible critical hit.

Mark off armour for the newly determined location from the reroll. Then roll once to determine whether a critical hit occurred, regardless of whether there is armour still protecting the location.

If a critical hit is rolled (8+), apply critical hits as appropriate.

If the location struck had no armour or subsequently damaged the internal structure, two chances to roll a critical hit occur.

ECCM/ECM: *Tactical Operations* [pg. 100]

The ECM/ECCM optional rule is to be used during this event, to allow for the use of countermeasures for C3/C3i. No other ECM related rules will be used (i.e. Ghost target, etc.).

Refer to the diagram in ***Annexure, table 1.4*** for a visual diagram.

Active Probes: *Tactical Operations* [pg. 99]

If a target is within the probe's range and line of sight exists to the target, reduce the to-hit modifier for firing through and into woods/jungles by 1 (that is, reduce the total woods/jungles modifier by 1, regardless of the number of woods/jungle hexes involved).

Swinging initiative

When players roll initiative, the losing player will immediately gain a +1 bonus for the following initiative round. This bonus is cumulative, until the player wins initiative, at which time the opposing player gains the +1 bonus for the next round.

Crippling and forced withdrawal: *Total Warfare* [pg 258]

A crippled unit, as below, must withdraw from the board or eject and be removed from play, if unable to move towards its escape:

- a side torso location destroyed;
- has two engine critical hits;
- has one gyro and one engine critical hit;
- has two sensor hits;
- has internal structure damage in three or more limbs;
- has internal damage in two or more torso locations (internal damage does not count if the location still has front armour);
- four or more pilot hits;
- lost all weapons (whether damaged or ammunition depleted).

If a unit cannot withdraw (i.e. has two hip critical hits, lost leg) the warrior must eject and the unit is considered destroyed.

Table 1.2 – Inner Sphere allowable ammunition

(Total Warfare [p140-142])

1. Armour-Piercing Ammunition (Standard & Light Auto-cannons)
 2. Precision Ammunition (Standard & Light Auto-cannons)
 3. Cluster Ammunition (LB-X Auto-cannons)
 4. Artemis IV equipped Missiles (LRM, SRM, MML)
 5. Inferno (SRM only)
 6. Semi-Guided Missile (LRM, MML)
 7. Narc-Equipped Missile (LRM, MML)
 8. All i/Narc pods: (ECM, Explosive, Haywire, Homing, Nemesis)
- and**
9. Swarm & i-Swarm Missiles (LRM, MML)

[Note: this ammunition is from *Tactical Operations*, p371]

Table 1.3 – Clan allowable ammunition

(Total Warfare [p140-142])

1. Cluster Ammunition (LB-X Auto-cannons)
 2. Artemis IV equipped Missiles (LRM, SRM)
 3. Inferno (SRM only)
 4. Narc-Equipped Missile (LRM, SRM);
- and**
5. Swarm Missiles (LRM)

[Note: this ammunition is from *Tactical Operations*, p371]

Table 1.4 – ECM/ECCM effects diagram (*Tactical Operations*[p101])


















An ECM suite can be tuned to act as electronic counter-countermeasures (ECCM) in order to negate enemy ECM systems. The ECM loses its normal functions when used in this way. The player must announce the switch to ECCM in the End Phase of any turn, or may set the suite for ECCM at the start of the scenario. In either case, note the change on the record sheet of the unit in question.

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 (see ECCM diagram, p. 101). One ECCM suite can counter one ECM suite.

If the amount of friendly ECCM in a hex is equal to or greater than the enemy ECM in that hex, ECM does not function in that hex. For this purpose, the Angel ECM suite (see p. 279) counts as two ECM or ECCM suites, or the player can choose to run the Angel at 1 ECM and 1 ECCM.

Table 1.5 – examples of allowed and banned units listed in MUL (Inner Sphere)

Gauntlet GTL-10A	55	1,420		TR3145LC TR3145LC	Standard		3128	
Gauntlet GTL-10B	55	2,076		TR3145LC TR3145LC	Standard		3128	
Gauntlet GTL-10C	55	2,048		TR3145LC TR3145LC	Advanced		3128	
Gladiator (Keller)	55	1,517	13,976,040	TR3075 RS3075u-AW	Experimental		3071	
Gladiator GLD-2R	55	1,184	4,420,807	TR3075 RS3075u-AW	Introductory		2487	
Gladiator GLD-3R	55	1,282	4,833,107	TR3075 RS3075u-AW	Introductory		2490	
Gladiator GLD-4R	☆	55	1,291	4,960,207	TR3075 RS3075u-AW	Introductory		2495
Gladiator GLD-5R	55	1,425	9,786,390	TR3075 RS3075u-AW	Standard		3075	
Griffin GRF-1DS	55	1,285	9,948,106	TR3050 RS3085u-PP	Standard		3049	
Griffin GRF-1E "Sparky"	55	1,449	5,037,707	TR3039 RS3039u	Introductory		3035	
Griffin GRF-1E2 "Sparky 2.0"	55	1,862	8,819,190	JTPNewAvalon JTPNewAvalon	Standard		3074	
Griffin GRF-1N	☆	55	1,272	4,864,107	TR3039 RS3039u	Introductory		2492
Griffin GRF-1S	55	1,253	4,737,007	TR3039 RS3039u	Introductory		2857	
Griffin GRF-2N	55	1,606	5,860,757	HistOK RSOK	Standard		2751	
Griffin GRF-3M	55	1,521	10,157,744	TR3050 RS3085u-PP	Standard		3049	

The **green** circled units are units a player may use.

The **red** circled units are units the player may not use.

Table 1.6 – examples of allowed and banned units listed in MUL (Clan)

Mad Cat (Timber Wolf) (Bounty Hunter)	☆	75	2,829	18,989,249	BD:BH BD:BH	Standard		3060
Mad Cat (Timber Wolf) (Pryde)		75	2,900	24,483,046	TR3050U RS3050Uu-C	Standard		3052
Mad Cat (Timber Wolf) A		75	2,854	23,534,766	TR3050U RS3050Uu-C	Standard		2945
Mad Cat (Timber Wolf) B		75	2,224	23,564,297	TR3050U RS3050Uu-C	Standard		2945
Mad Cat (Timber Wolf) C		75	2,500	24,174,610	TR3050U RS3050Uu-C	Standard		2945
Mad Cat (Timber Wolf) D		75	2,682	23,972,266	TR3050U RS3050Uu-C	Standard		2945
Mad Cat (Timber Wolf) E		75	2,444	23,587,813	TR3050U RS3050Uu-C	Standard		3054
Mad Cat (Timber Wolf) F		75	2,764	24,296,563	TR3050U RS3050Uu-C	Standard		3069
Mad Cat (Timber Wolf) H		75	2,627	24,290,547	TR3050U RS3050Uu-C	Standard		3059
Mad Cat (Timber Wolf) Prime	☆	75	2,737	24,099,688	TR3050U RS3050Uu-C	Standard		2945
Mad Cat (Timber Wolf) S		75	2,462	23,936,172	TR3050U RS3050Uu-C	Standard		3050
Mad Cat (Timber Wolf) U		75	2,627	25,049,063	TR3085 RS3085u-ON	Experimental		3077
Mad Cat (Timber Wolf) Z		75	3,003	27,507,813	TR3050U WoRS	Experimental		3072
Mad Cat Mk IV (Savage Wolf) A		75	2,413		TR3145ME TR3145ME	Advanced		3136
Mad Cat Mk IV (Savage Wolf) B		75	2,606		TR3145ME TR3145ME	Advanced		3136

The **green** circled units are units a player may use.

The **red** circled units are units the player may not use.

REGISTRATION SUMMER OF ANARCHY 2015

Please print out, complete and return this registration document

Name:	
Contact Phone:	
Contact email:	

I wish to register for:	Inner Sphere Event (Saturday)	Clan Event (Sunday)
Method of payment (please circle):		
Cash	PayPal	Bank Transfer

Inner Sphere force:				Clan force:			
Chassis	Model	Gun/Pilot	BV2	Chassis	Model	Gun/Pilot	BV2
1.				1.			
2.				2.			
3.				3.			
4.				4.			
5.				5.			
6.				Faction:			
Faction:				<ul style="list-style-type: none"> Email registration to: danmeehan@hotmail.com marked 'ATT: Summer of Anarchy 2015 Registration'. Bank details will be provided by return email once registration is received. 			

I have read and understood the conditions of entry for the competition 'Summer of Anarchy 2015', outlined in the attached document:

Name (print): _____ Signed: _____ Dated: _____