LXG SLUGFEST 2019

Welcome to LXG SLUGFEST 2019, a battletech competition. The competition will run as a series of melee games with 4 or 6 individual players. Each player will score points based on the number of turns damage is inflicted on opponents and kills made. Hopefully if enough people participate and enjoy it we can make this an annual event.

RULES SET TO BE USED

As most of those who will be playing have either not played battletech or haven't played it in a long time we will keep it simple. The default rules will be Classic Battletech Introductory Rulebook. The following will be standard for all games played.

1. All mechs will have auto eject activated and it cannot be deactivated during the game.
2. All mechs will start the first turn with a full load of ammunition.
3. Dumping Ammunition: During the End Phase of a turn, a player can announce that their mech will dump ammunition in the next turn. The unit may dump any or all of the ammunition it carries, but ammunition must be dumped by slot; if any ammo in a slot is dumped, all of it must be dumped. Dumping is carried out during the following turn. When a player announces that his mech will dump ammunition, that ammunition is immediately unavailable for use, and so that weapon may not be fired from this point on (unless there is another ammo slot of the same type of ammo available). However, the ammunition is not actually gone from the unit until the End Phase of the following turn. For that one turn, the ammunition remains onboard in its normal location and critical slot, and can suffer critical hits or heat build-up for. A mech dumping ammunition cannot run or jump in that turn. Any hit against the dumping mech on any rear torso location during the Weapon Attack or Physical Attack phases inflicts normal damage, but it also causes all dumping ammunition that can explode to do so. Ammunition can be stored in many different 'Mech locations, but it is loaded and unloaded through the rear torso. Ammunition dumped in a hex cannot be exploded or used for any type of attack.
4. Partial hexes on maps cannot be used any mech entering a partial hex will be considered out of play.
5. Mechs will stay in play until destroyed by one of the following.
   a. Pilot is killed or ejects.
   b. Three engine hits.
   c. Centre torso destruction.
   d. Leaves the field of play.
6. Anytime a mech is destroyed by any means including fall damage all players that damaged that mech the turn that is was destroyed will share the points for the kill.
7. After a mech is destroyed during combat phases all players that targeted that mech but have yet to attack will be allowed to make their attack rolls. As long as they hit once they will be allowed to share in the kill.
8. All players still in the game when a mech is forced to leave the field of play will share in the kill.

9. If a mech is destroyed by damage during the movement phase no kill will be recorded.
10. If a pilot voluntarily ejects or their mech voluntarily leaves the field of play the player will forfeit points for the game. All other players who started the game will share the kill points.
11. If a player leaves the game before their mech is destroyed the mech will stay in play with an unconscious pilot.

WHO CAN PLAY

LXG SLUGFEST 2019 will be open to all those interested you do not have to be a member of the LXG club to register.

REGISTRATION

Players can register by sending an email indicating their preferred contact details, ie email address, phone number or both and if they have their own battletech gear, to the organizer, Malcolm Owen at chealkey@hotmail.com. Games may be played with unregistered players but no scores for any players involved will count until those unregistered players have registered. New players may register up until the end of the October LXG club meeting.

COST

There will be an entry fee of $5 for LXG members and $10 for non-members. Non-members that wish to play at the club will need to pay a door charge $7 this is waived if it is your first time at the club. Fees can be paid at the club or directly to the organizer Malcolm Owen.

WHEN & WHERE CAN GAMES BE PLAYED

Competition will start on the January LXG club meeting. Games can be played anytime and anywhere you can organize 4 or 6 people to play. All games will need to be completed by the end of the November LXG club meeting.

EQUIPMENT

Game maps, printed mech sheets, miniatures, scoresheets, pencils, erasers and dice will be available to play with at the club. Arrangements can be made to borrow equipment for games outside the club. A PDF of game rules, scoresheet, and all mech sheets will be available on the LXG website.

AWARDS

- Pilots of the year for each mech type. Player with best individual score for that mech. (17 Awards)
- Best class Mechwarrior. Player with best total score of the best individual scores for all mechs in a class. (4 Awards)
- Most Kills. Player with the most kills for the entire competition. (1 Award)
- LXG SLUGFEST 2019 Champions. Players must play at least 5 games to qualify for the campions trophies. Players with the three highest competition scores, which is the total of a players best score in each class plus the next best score in any class and a bonus of 10 points for each other player they have played at least one game with in the competition. Ties will be broken by highest bonus points then the player with the lowest standard deviation of their 5 game scores. (3 Awards, 2nd Runner Up, 1st Runner Up and Grand Champion)

LEAGUE TABLES AND CONTACT LIST

Tables will be posted on the LXG website showing which mech each player has piloted and their scores. There will also be a table showing who everyone has played and what their bonus points are. When players qualify for the Champions Award they will be listed on the leader board. There will also be a contact list.

RUNNING A GAME

1. **Number of players:** You must have exactly 4 or 6 players to play a legal SLUGFEST game.
2. **Maps:** Before selecting mechs players will agree what maps will be available for the game. There will be no pavement, roads or buildings used in games. Maps with pavement and roads may be used all pavement and roads will be ignored and considered clear. 3D terrain may be used but all players must agree to it.
3. **Mech selection:** Each player will choose in secret 1 mech from the 17 on the list (See Attachment A). All 17 mechs on the list must be played once before a mech can be played for a second time. You can play each mech twice only. Mechs will not be revealed until placement. **If you play a mech in a game that you could not legally play, your previous score for that mech will be reduced to 0 and your score for the game will not be recorded.**
4. **Placement:** Each player will roll 2d6, ties roll off. The payer with the lowest roll will select the map/s or if using 3D terrain set up the board, a 4 player game will be played on one map sheet and a 6 player game on 2 map sheets, placed so that long sides are touching. Once the map/s are in place players will place their mechs on the board starting with the highest roller and ending with the lowest. Mechs must be placed in one of the starting hexes. Starting hexes will be the outside corners of the play area and the outside hexes on the join of the two maps. Mech choice is revealed on placement. Players may look at any revealed sheets before placing their mech.
5. **Play game:** Once all mechs are placed the game starts as per the normal sequence of play in the rulebook. **Make sure to fill out score sheet (Annex B) after each turn.**
6. **Game Length:** Games will be a maximum of 10 turns or until only 1 mech or less is left in play.
7. **Report Game:** Send an image of completed game scoresheet to chealkey@hotmail.com or 0434528467.

ANNEX A

MECH LIST

MECH	TONNAGE	CLASS	GUNNERY	PILOTING
Locust LCT-1E	20	Light	0	0
Commando COM-2D	25	Light	0	0
Spider SDR-5V	30	Light	1	0
Jenner JR7-D	35	Light	2	3
Whitworth WTH-1	40	Medium	3	3
Phoenix Hawk PXH-1	45	Medium	4	1
Hunchback HBK-4G	50	Medium	1	7
Griffin GRF-1N	55	Medium	3	5
Ostsol OTL4D	60	Heavy	3	5
Thunderbolt TDR-5S	65	Heavy	4	4
Warhammer WHM-6K	70	Heavy	3	5
Marauder MAD-3R	75	Heavy	4	4
Awesome AWS-8Q	80	Assault	4	6
Stalker STK-3F	85	Assault	4	5
Cyclops CP-10-Z	90	Assault	3	5
Banshee BNC-3M	95	Assault	4	5
Atlas AS7-D	100	Assault	6	6