

# The Grand Melee

Maximum players: 30

Player level: all levels.

## **Type of Mechs:**

Only mechs of the 3060 Tech readout and below are allowed. No Clan tech or any omni mechs of either type. Proto mechs, vehicles, dropships and planes, trains and elementals are not allowed. You must have a figurine that represents the actual mech you will be fielding. I.e.: an Atlas represents an Atlas and not a Flea. It must have, at least, a 3-color paint scheme.

No Arrow 4 systems, NARC pods, Targeting Computers, Extra cockpits and C3 computers. Guardian ECM's will be shut down. All non-standard missile ammo is not allowed. LB 10-X cluster munitions are allowed.

## **Additional Rules:**

The basement, clearing woods, dumping of ammunition, fires, four-legged battlemechs, reversing arms and underwater ops rules all apply.

## **Regular Rules Changed:**

When a center torso possible critical hit (snake eyes for location) is rolled, we will use the floating critical rule. For every 20 points of damage taken you add +1 to your piloting skill roll.

Firing when down requires one valid undamaged arm to prop up. You can fire, with both arms, into the hex beside you without having to prop. All penalties to your roll, for being

prone, still apply.

Maximum Tech rules for structures and line of site will be used. A calculation sheet for line of site will be provided.

Smoke will not cause difficulty to target. Thermal imagery takes care of that.

If you actually dare to exit your cockpit, death will be automatic if anyone is firing in your direction.

All heat and damage will be recorded on an additional sheet that will be provided to everyone. Before the start of each phase and turns, you will have your sheet verified by your chosen target at the end of that turn.

You can make alliances but everyone is considered as an opponent. Remember, it is not ending until only one mech remains. **There can be only one.**

The turn will be broken down into its appropriate phases. I.e.: initiative, movement (one person at a time) reaction and declaration of fire and physicals, weapon fire, physical attacks, heat, end.

All mech pilots are 4 gunners and 5 pilots. All pilot damage taken is permanent.

If at any time a player is not present, when a phase or complete turn goes by, he does not get it back. The mech will not be considered as immobile, if he did not get to move. Yes this applies to you guys who had to go to the head. If you do

feel confident in someone else controlling it so be it. If in the end you did not agree with the actions taken during your absence, then you can talk it over with your surrogate out of the play area. Once these actions are done there is no turning back. Only consciousness rolls will wait till you get back.

A ten-minute break after every 2 complete turns will be taken.

All battle umpires will be announced at the start and yes they will be playing also. If a disagreement occurs involving a Battle Umpire's battlemech action, another Battle Umpire will make the ruling.

If things go as planned, a random initiative generator will be used.

Initial placement will be determined by placing numbered tokens on the board. All players will draw one token from a hat and place their mech on the matching token.

In case of confusion I should mention that this is not a battle fest where your figurine gets crushed. As we all know FASA has gone under... :{

## **Tips and tricks:**

From having experienced three Anvils, I can say that it will be a very enjoyable experience if you do not take this to heart. Alliances are easier to break than make. If you do come up with a grand scheme of creating a team before the Grand Melee begins **do not** paint your mechs the same color scheme... Watch the one who is firing at you and remember what his declarations are. Don't get tied up with only your immediate surroundings and opponents. Expect the unexpected. And shut up and take it and put the cap back on...:}

Enjoy the game...

**Dan Charette**

P.S. Rules may change or be added to from now until the morning of the game. I will read out all the rulings the morning of the battle.

If you have any questions or concerns you can reach me at [elgatoloco\\_ca@yahoo.ca](mailto:elgatoloco_ca@yahoo.ca) or you can go to the group site at: (joining is required) <http://ca.groups.yahoo.com/group/battletechforyou>