

# OPERATION JUNO: D-DAY CHARITY EVENT

v.1.3 - Public

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Thank you for registering for our narrative Classic Battletech tournament. We are opening this series of "*What if*" historical scenario events with a recreation of Operation Neptune, or D-Day, specifically on Juno Beach.

A portion of today's proceeds will go to support the veterans of Canadian Legion Hall 60 in Burlington, Ontario. Additional donations are welcome. If today proves to be a success, we have plans for events based on Operation Market Garden, Battle of Kursk, and Battle of the Bulge to name a few.

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The event is based on a single elimination model, played in three rounds. The first two rounds will be fought on the beach maps while the final round is based on D-Day objectives further inland. All maps have key objectives that need to be captured or defended.

In the first round players will face off against each other in pairs and play one of the beach maps as Attacker and Defender.

**Please NOTE:** The Attacking Player, representing the Allied Invasion force, for Round 1 and Round 2 will start in Depth 1 water. The Defenders, representing the Axis forces, will be dug-in and defending the objectives and sea wall.

In the second round, players will switch roles and play against a different opponent on a different beach map. The winners of Rounds 1 & 2 will be determined according to BV points scored, ties being resolved with BV remaining on the field, surviving Unit Commanders and who has captured the objectives of each map.

In the third round, the winners move on to face off against each other on one of the two final maps - Carpiquet Airport or Bretteville-L'Orgueilleuse Railway. The final results will determine the 1st, 2nd and 3rd place winners. Players who have been eliminated are welcome to stay, play recreationally on other maps and scenarios and stay for the prize awards.

## Packing list:

- Tools, tokens/counters, markers, pencils
- Dice
- Printed copies of record sheets needed to play your force (sheet protectors optional)
- Your copy of the Battletech Mech Manual and/or Total Warfare

Final edits and changes of Force Table of Organization & Equipment (TO&E) due by: **May 24th** to [classicbt.whatif.events@gmail.com](mailto:classicbt.whatif.events@gmail.com)

All questions and inquiries can be sent to Rolo at [ClassicBT.WhatifEvents@gmail.com](mailto:ClassicBT.WhatifEvents@gmail.com)  
Tournament Official Rolo at @manigaska (Discord) via the Torchlight Discord  
Rule specific questions or day-of official: GM Neil Marchant, Discord: @Darknessnam  
Map specific questions or day-of help: J, Discord: @JMak

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## Tournament Rules:

1. All participants must purchase a ticket to participate in the battles. Purchasing a ticket automatically means the participant consents to these rules and GM decisions and will abide by them.
2. Young bloods (under 16) are welcome but must be accompanied by an adult who will be there to help the youth with the games and be responsible for the youth's conduct at all times.
3. All participants must submit a finalized TO&E following the official BV2 Master Unit List by **May 24<sup>th</sup>, 2024**. Late submissions are at the discretion of the Event Organizers and GM. Record sheets that do not match up with submitted TO&E sheets will be disqualified. Don't let that be you
4. Min-Max or exploitative submissions will be moderated, penalized or disqualified as needed, on a case by case basis. GM and Event Organizer rulings are final. Tickets purchased by disqualified players will NOT be refunded if the player is removed from the Tournament in this manner.
5. The games will last a minimum of 6 turns, ending within 10-12 turns. An additional 30 minutes of lee-way will be granted to finish up the scenario. GMs reserve the right to reveal hidden units by T4 to speed game-play.
6. Player Score will be based on BV. The four finalists with the 4 highest scores will go on to the 3rd and Final Round to compete for 1st, 2nd, and 3rd prize. (See [Scoring: Pg. 5](#) and Mission Briefs for more details)
7. Battlefield Support Points: to make things simple, each force will be able to draw on the Battlefield Support rules (BMM. Pg.75) Points must be spent prior to the start of the battle and declared. Unused BSP does not carry over to the next round.
8. Proxies: When possible we love to see official Catalyst/Iron Wind Classic models. 3D prints are acceptable too. If you do not have the appropriate model to represent a unit you would like to bring, you may proxy it as long as it is roughly the same size and silhouette, meaning no Light mechs as Assault mechs. Try for WYSIWYG if possible.
9. Game State: In any game there will always be situations where players forget to do something or skip a step. Mistakes happen, especially in a game as complex as Battletech. If a Game State is missed/overlooked, a player must rectify the situation immediately. (ie. a situation that **MUST** happen, such as a mech Overheating and shutting down, but is active the next turn)

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10. Missed Opportunity: When a player forgets to do something during their turn that the game does not require be done. Rectifying these situations are at the discretion of the opposing player. (ie. You forget to shoot a weapon you declared at a target's back)
11. Disagreements and Best Judgment: All players should try to resolve disputes between themselves whenever possible in the spirit of good sportsmanship. Whether it be by amicable agreement, D6 roll off, rock-paper-scissors, the spirit and fun of the game is key for this event and for growing Battletech Community as a whole. GMs and Event Officials will be on hand to handle any dispute. GM or Event Official's call is final. Even if later found to be wrong, or to contravene game rules. If you don't want us to be wrong, resolve it among yourselves
12. Battletech is for Everyone: This and ALL CBT What If Events are considered a Safe and Inclusive space. GMs Neil M., the Event Official (Rolo), all event helpers and Torchlight reserve the right to eject any player who displays aggressive, threatening, discriminatory, harassing, hateful speech or behaviour or ANY conduct that doesn't embody good sportsmanship. Tickets purchased by said player will NOT be refunded if the player is removed from the Tournament in this manner nor will the player be eligible for the prize draw.
13. Big Stompy Robots: Battletech has always been relaxed fun and despite this being a tournament with prizes, it is our hope that you have fun and help make it fun for others. This is especially important for those new to our Community.

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## Prizes:

A portion of event entry ticket goes towards prizes for the event as well as production costs, pizza and drinks. Prizes will be awarded for the top 3 players followed by raffle prizes for random visitor door prizes, Achievements, MVP etc.

## Raffles Tickets will be awarded for:

- Showing up (+1)
- Majority Painted Force (+1) (75% or more)
- Majority Based Force (+1) (75% or more)
- Finished Display Board (+1)
- TO&E List Submitted On Time (+1) (**May 24<sup>th</sup>**)
- Early Bird Sign-up (+1) (Before **May 3rd**)
- Donation to Legion Hall 60 of more than \$5.00 (+1)

## Additional In-game Tickets: (Ie. Steam Awards given by Players)

- +1 Ticket for displaying sportsmanlike conduct, role-playing to the hilt
- +1 Horrible Roll/Death
- +1 Awesome Luck/MVP
- *It's only a flesh wound* " - Losing Limbs (12 on crit roll) and still going, taking and dealing damage, survive the scenarios
- *"Everything is fine"* - Overheat your mech to avoid shutdown, and still survive the scenarios
- (Royal Canadian) Highlander Burial - Successfully do a Death From Above and survive to tell the tale

## Event Prize Rewards:

1st Place : \$60.00 Torchlight Gift Certificate  
2nd Place : \$40.00 Torchlight Gift Certificate  
3rd Place: \$20.00 Torchlight Gift Certificate  
4th to 12th: \$10.00 Gift Certificate

## Raffle Prize Choices:

- Mercenaries Battletech Boxed set
- Battletech Puzzles
- HexTech Wave 3 Terrain set
- HexTech Wave 1 & 2 Terrain set
- Fortress Minis Prize Donation

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- CGL Prize Support Donation
- Digital copy of Juno Beach Map set (All six maps)

In addition, should the event budget allow, a random door prize for visitors will be given as well as rewards for Best painted and MVP of the Tournament, voted on by the players.

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## **Event Format:**

This Event will be 3 rounds based on the actual events that occurred on June 6th, 1944, converted to Classic Battletech Rules and maps. For the first 2 rounds players will be placed in a random pool, first come/first served, from which they will be assigned to one of the 4 different sectors of Juno Beach. These will be:

**Mike Green:** Graye sur Mer

**Mike Red/Nan Green:** Courseulles sur Mer

**Nan White:** Bernières sur Mer

**Nan Red:** St. Aubin sur Mer



Following the completion of the first round, Attackers and Defenders will switch. All players will move to a new map to reverse their role.

Once Round 2 is complete, the finalists will be able to play the 3rd and final rounds. They will be randomly assigned with the lowest scoring player getting a balancing advantage against the highest scoring player. The finalists will play one of two maps:

**Caen/Bayeux Crossroads:** Night Attack

**Carpiquet Airfield:** Assault and Defend

The player in 4th place will have their choice of map and be given the spot of Attacker with 8k BV, the 3rd place player will be the Attacker with 8k BV of the 2nd remaining map. 1st and 2nd place players will be Defenders with 6k BV.

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## Scoring:

Scoring will be finalized upon the completion of each round. Destroyed units award their total BV to the player who destroyed them. Units that are under Forced Withdrawal and successfully retreat off the board edge will have their BV split between the Attacker and Defender.

Capturing an objective awards 3 Victory Points, or 3 000 BV. If, by Turn 6, an objective is contested, meaning both Attacker and Defender have units on or within 2 hexes of the objective, the player with the most active units shall win the objective. If there is an equal number of active units, the tie shall be broken by total BV, specifically, whoever has the greater amount of BV on the Objective will break the tie. In case that there is NO clear winner by total number of units, or higher total BV, no Victory Points are awarded for a Contested result. GM's decision is final.

## General Unit List Building:

- 6,000 BV Defender and 8,000 BV Attacker, participants must submit both TO&E Force Lists to [classiabt.whatif.events@gmail.com](mailto:classiabt.whatif.events@gmail.com)
- All finalized, corrected or late TO&E Lists must be submitted no later than final date of **May 24th**
- Clan Invasion era (Master unit list ONLY) 3050 to 3060 only
- One faction force construction per list (ie. Only units from Jade Falcon or ComStar, etc.) Attacker and Defender lists may be chosen from different factions.
- Nominate one unit to be force commander
- Minimum skill 2 (max 2 units) and Maximum skill 7 (max 2 units)
- No quirks, special unit/faction abilities or unique mechwarrrior skills

## Available/Banned Units:

- Minimum of 4 units (bases) for the entire force
- One-half of your force MUST be Battlemechs
- Maximum 2 VTOL units
- No WiGE allowed, no Aerospace units, only Conventional Aircraft
- No Conventional Infantry (CI) allowed
- May not include more than 2 copies of any one Battlemech/Vehicle Chassis
- May not include more than 5 units of Battle Armour. Maximum two types of Battle Armour. These cannot be more than of 1/4 your total BV.
- Protomechs are allowed, up to 1/4 of your force's BV.
- C3 and C3i allowed but must be paid for in BV, equal to 5% BV of the ENTIRE network to each units BV cost

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## Round Rules:

- Tie Breakers: VPs scored/MoV/Force Commanders Killed/Total BV Destroyed
- 3 Rounds, 120 Minutes OR 6 Turns, with Forced Withdrawal (Defender ONLY), revealed hidden units after Turn 4+ or at GM's discretion.
- Forced Withdrawal Rules do NOT apply for Attackers for Round 1 & 2
- Forced Withdrawal rules are in effect for both Attacker and Defender for Round 3
- Rounds and Timer may fluctuate based on attendance
- First round pairing will follow a Carpool system - you will not be paired first round with the people who arrive with you, limit: 4 persons
- Defender deploys first, hidden units must be allocated and hexes recorded
- Attacking player starts in deployment zone on-map. For Round 1 & 2 this is in Depth 1 water hexes along map edge
- Game play follows standard Classic Battletech rules as laid out in Battletech Mech Manual (BMM) and supplemented by Total Warfare (TW). Exceptions are laid out in each specific mission brief. Please read your Mission Brief carefully.
- Airborne Units and Objectives: VTOLS cannot contest or capture Objectives unless they are landed and expend MP to be at Level 0 by Turn 6 or whenever the game ends.
- Artillery Rules in Water /AE effect:
- Partial Cover, Hardened Positions/Dug-in:



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## Itinerary:

10:30am	Registration opens, check-in
11:00am	Round 1 start
1 – 1:30pm	Round 1 wrap-up and scoring, game results posted
1:30 – 2:00pm	30 minute break
2:00pm	Round 2 start
4 – 4:30pm	Round 2 wrap-up and scoring, game results posted
4:30pm	Pizza and beverages table opens, 30 minute break
5:00pm	Round 3 start
7 – 7:30pm	Round 3 wrap-up and final results posted
7:30pm	Prize draw