



MechWarrior Comprehensive Tournament Rules **Last Updated May 11, 2004**

This document is tournament legal on May 23, 2004. Future changes will be noted in **red**.

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Introduction

Welcome to **MechWarrior** tournaments! **MechWarrior** events are designed to play fast and feature lots of fun, exciting action. Players should always have a great time at a sanctioned **MechWarrior** tournament. Whether they win or lose, their efforts never go unnoticed. Players can win prizes and honors at many different types of tournaments and share the good fellowship that comes with playing a great game with great people. Questions about a sanctioned tournament should be directed to the BattleMaster running the event, or to WizKids (the WizKids online support database is accessible at www.wizkidsgames.com/kb/u_default.asp). This document contains the rules for playing and running sanctioned **MechWarrior** tournaments. It is designed to compliment the WizKids Approved Play Comprehensive Rules. In the event of any conflict between this document and the Comprehensive Rules, this document takes precedence. WizKids requires that all sanctioned tournaments be run in compliance with these rules. The most recent version of this document is posted on our web site: www.wizkidsgames.com/mwdarkage.

Registered players can earn exciting prizes for participating in **MechWarrior** events, aside from prizes issued at the tournament (please see the WizKids Approved Play Comprehensive Rules for more information on the Player Rewards program). WizKids provides, free of charge, a Personal Player Web Page that allows players to locate sanctioned events near them. Players can register by visiting the WizKids website at www.wizkidsgames.com/register.asp and creating an account. Registered players are encouraged to sign up in advance for sanctioned WizKids events, using the tools on their Personal Player Pages. This helps tournament officials plan to

accommodate all players. Players who sign up for sanctioned events online should bring their User Name and Player ID Number to the event. Players who are not registered may still participate in the event and receive prizes for participating, but may not participate in promotional specials WizKids runs through its Player Network. If a player wishes to register or sign up after the tournament, he or she should contact the BattleMaster running the event for details.

1.0 General Tournament Rules

1.1 Sanctioned Events

A sanctioned event is any tournament or demonstration registered through the WizKids website. In order for a **MechWarrior** event to be sanctioned, it must be created by the deadline for the event creation, be run at a WizKids-Approved Venue, and have a BattleMaster associated with the event before the deadline. For more details, refer to the WizKids Approved Play Comprehensive Rules.

1.2 Rules

Sanctioned **MechWarrior** events use the following official rules, except as noted herein: the most recent version of the *MechWarrior: Dark Age Rules of Warfare*; the most recent *MechWarrior: Dark Age* Special Equipment Card; the most recent FAQ / Clarifications document after its effective date; the most recent rules documents for expansions; the WizKids General Tournament Rules (contained in the WizKids Approved Play Comprehensive Rules); and the **MechWarrior** Tournament Rules (this document).

1.3 House Rules

"House Rules" are not permitted during sanctioned **MechWarrior** events. The only exception to this rule is the Unrestricted format (see section 7.1 for details).

1.4 Battleforce Build Totals

The BattleMaster and Venue determine the battleforce build total for the tournament, unless otherwise specified in the event description. This information should be made available in the event description on the WizKids website. WizKids sanctions build totals of 300, 450, or 600 points. Other build totals are considered house rules and such events may only be run under the Unrestricted format unless otherwise specified by WizKids. The default build total is 450 points.

1.5 Required Materials

Except where noted otherwise in this document, all players are responsible for bringing the following materials to sanctioned **MechWarrior** events:

- a tournament-legal **MechWarrior** battleforce with the appropriate build total. This includes any additional game materials that the units comprising the battleforce require, including but not limited to: transport shells, VTOL stands and artillery tokens.
- 3 six-sided dice (2 dice of any one color and 1 die of a different color or a set of official **MechWarrior** faction dice)
- a flexible ruler at least 28" long marked in 1" increments
- current version of the Rules of Warfare (strongly recommended)
- current version of the Special Equipment card (strongly recommended)

- 4 pieces of **MechWarrior** terrain (official terrain templates can be found at http://www.wizkidsgames.com/mwdarkage/mw_article.asp?cid=37088&frame=gameresources)
- tokens, coins, or other objects to use as action tokens.

1.5.1 Battlefield

Sanctioned **MechWarrior** tournaments are played on a standard 3-foot-by-3-foot playing surface. Any level, flat surface area that meets these exact measurements may be used as the battlefield in a MechWarrior tournament.

1.5.2 Terrain

All Standard **MechWarrior** Terrain Templates (available for download at www.wizkidsgames.com) are tournament-legal. Deep Water and Elevated Terrain may not be used. All players are required to bring 4 pieces of terrain. Each player must place 2 pieces of terrain in accordance with the rules in the *MechWarrior: Dark Age Rules of Warfare*.

1.6 Retired Figures

No **MechWarrior** expansions are currently retired.

1.7 Timekeeping

The BattleMaster running the event must announce the time remaining in the round twice during the game: once with between 20 and 30 minutes remaining in the round, and once with between 3 and 7 minutes remaining in the round. Once time is called, the game ends as soon as the current player finishes his or her current declared order.

1.8 Victory

Victory in each round is determined as per "Victory!" on pages 25-26 of the *MechWarrior: Dark Age Rules of Warfare*.

1.9 Rounds

MechWarrior tournaments typically use 3 or 4 rounds of Swiss pairings. See the "How to Run Swiss Rounds" document on the WizKids website for more details. Each **MechWarrior** tournament must consist of a minimum of 3 full 60 minute rounds.

1.10 Byes

A bye is issued when there are an odd number of players in a Swiss-style event. A bye is considered to be a win with the worst possible victory conditions; therefore, each bye is scored as a win with 0 victory conditions. First round byes are assigned randomly unless a player volunteers to take the bye. BattleMasters are encouraged to take such volunteers into consideration for the Fellowship Prize. If more than one player volunteers to take the bye, the BattleMaster assigns the bye randomly among the volunteers. In subsequent rounds, the bye is assigned to the player with the worst win-loss record. The BattleMaster should take care to ensure that no player receives the bye more than once in a tournament.

1.11 Tournament Pairing

Pairings in the first round of a standard Swiss-style **MechWarrior** tournament are determined randomly. After the first round, the BattleMaster

determines pairings by win-loss record (i.e. the player with the best record faces the player with the second best record, the player with the third best record faces the player with the fourth best record, and so on), taking care to avoid rematches during Swiss rounds. Rematches are acceptable only once Swiss rounds have ended and championship rounds begun.

1.11.1 Tournament Record Tie-Breakers

Tournament win-loss record ties are resolved by the following criteria in the order below:

- 1) Opponent's win-loss record
- 2) Total victory conditions
- 3) Opponent's total victory conditions
- 4) Total points toward victory condition 2

Tie-breakers 1 and 2 may be switched at the BattleMaster's discretion. If the BattleMaster chooses to do this, he must announce this to all players before any pairings have been made.

1.12 Rating and Ranking

MechWarrior Constructed, Sealed, Draft, and Junior tournaments are rated and ranked using the ELO system. Registered players can check their rankings by logging into their personal home page at www.wizkidsgames.com.

1.13 Rules Questions

All rules questions that come up during a sanctioned **MechWarrior** tournament are to be directed to the head BattleMaster of the event, who is the final authority on rules disputes for that event. Rules questions that come up outside of a tournament should be directed to the **MechWarrior**: Rules forum at www.wizkidsgames.com or to the **MechWarrior** Rules Arbitrator at battlemaster@wizkidsgames.com.

2.0 Constructed Format Rules

2.1 Legal Expansions

Units from the following **MechWarrior** expansions are legal for tournament battleforces in the Constructed format: Dark Age, Fire For Effect, Death from Above, Liao Incursion, and Counterassault. The Aurora Class DropShip is also legal for play in tournaments with sufficient build totals. Other figures may be legal, provided they meet the standards set in section 5.9 and associated subsections of the WizKids Approved Play Comprehensive Rules. [note: the next update of this document will include the appropriate set icons for reference]

3.0 Scenario Special Format Rules

3.1 WizKids-Provided Scenarios

Some Scenario Special format tournaments have a specific required scenario. This scenario will be included in the prize kit or posted online at www.wizkidsgames.com. In the event that the online scenario differs from

the printed scenario provided in the prize kit, the online scenario takes precedence unless specified otherwise by WizKids.

3.1.1 MechWarrior Fiction and the Interactive Map

After event reporting has been completed on a WizKids-Provided Scenario event, WizKids tallies the event results to determine the winning faction. The outcome of this battle has a lasting effect on the **MechWarrior** fictional world and decides factional control over the disputed area of the **MechWarrior** Interactive Map.

3.2 BattleMaster-Provided Scenarios

Some Scenario Special format tournaments do not have a specific required scenario. In these cases, WizKids will post the combatant factions for the month and BattleMasters are permitted to design their own scenario to fit the conflict. These scenarios may use house rules per section 7.1 of this document with the additional restriction that BattleMaster-provided scenarios cannot override section 1.6 of this document. WizKids strongly suggests that BattleMaster-provided scenarios should give each player equal an equal battleforce build total and should not provide one side with an overwhelming advantage.

4.0 Junior Format Rules

4.1 Age Limitation

Junior **MechWarrior** tournaments use the Constructed format rules with the exception that only players aged 14 and under may participate in a Junior event.

5.0 Sealed Format Rules

5.1 Sealed Box and Sealed Booster Events

A Sealed event uses units pulled from a predetermined number of **MechWarrior** starters and/or boosters. Each player should receive the same number and type of starters and boosters; for example, if using three boosters from three different expansions, make sure that all players have one booster from each of the three expansions. Unless specified otherwise by WizKids, all sealed events require three boosters. Build totals should equal 150 points per booster, and 300 points per starter. For example, an event using 3 boosters would have a 450 point build total, and an event using 1 starter and 1 booster would also have a 450 point build total.

5.2 Buying Product at Sealed Events

The venue sells all of the boosters and starters at a sealed event. Players cannot bring sealed boosters or starters from other venues or stores. Gaming clubs and military venues are exceptions to this rule, and players can provide boosters or starters, if necessary.

5.3 Battleforce Construction

When instructed to do so by the BattleMaster running the event, each player should open their boosters and/or starter and count the units in each to confirm they are tournament legal (see the WizKids Approved Play Comprehensive Rules). If a player receives an incorrect number of units or

an illegal unit, he or she must immediately notify the BattleMaster, who will replace the entire booster or starter.

5.3.1 Construction Period

After the above procedure is concluded, players have 15 minutes to create a tournament-legal battleforce using only the units pulled. Players may not trade units or boxes.

5.4 Defective Figures

If a player receives a defective unit in a sealed event, the player may choose to continue without the defective unit or to replace the entire booster or starter. Partial replacements cannot be made.

6.0 Draft Format Rules

6.1 Rules for Drafting Battleforces

Drafting occurs in pods of eight or fewer players. Each pod should contain a number of players similar to any other pod. Each player in the pod rolls three six-sided dice; the player with the highest roll chooses who drafts first (re-roll ties). That person opens his or her box at the direction of the BattleMaster, and he or she places all units from that box in the center of the pod. The person to the left of the player opening the box turns all units to their starting positions, if necessary, and places them in the center of the pod. This process continues clockwise around the pod until everyone in the pod has opened one booster and placed all of the units into the pool in the center of the table. All of the players then have one minute to review all of the figures in the pool. Until the end of the draft, no units may be clicked off of their starting positions. At this point, the player who started the draft opens their second booster and places all of the units into the pool. This player then has 10 seconds to choose a single unit from the pool. This process continues clockwise around the table, until the last player to draft is reached. At this point, the last player completes the process for the second booster, but then opens their 3rd booster, places all of the units in the pool, and has 10 seconds to pick another unit. Once 10 seconds have elapsed, the player must either select a unit immediately or forfeit his draft pick. This process continues counterclockwise around the table until the first player is reached. After the first player completes the process with their 3rd booster, they draft an additional unit. Drafting then continues clockwise around the table and "bounces" on the last player who will draft 2 units, at which point the drafting continues counterclockwise and will "bounce" on the first player. Continue drafting in this manner until all of the units have been drafted. Unless specified otherwise in the event description, all draft events require three boosters.

6.2 Buying Product at Draft Events

The venue sells all of the boosters and starters at a sealed event. Players cannot bring sealed boosters or starters from other venues or stores. Gaming clubs and military venues are exceptions to this rule, and players can provide boosters or starters, if necessary.

6.3 Constructing Battleforces After the Draft

After drafting, players have 15 minutes to create a tournament-legal battleforce using only the units drafted. Players may not trade units or boxes. Following this construction period, players follow the procedures noted under "Preparing the Battlefield" in the official **MechWarrior** Tournament Rules (p. 7).

6.4 Defective Figures

If a player receives a defective unit in a draft event, the player may choose to continue without the defective unit or to replace the entire booster or starter. Partial replacements cannot be made.

7.0 Unrestricted Format Rules

7.1 House Rules

BattleMasters and Venues may use "House Rules" only during **MechWarrior** events that have been scheduled in the Unrestricted format. House Rules allow BattleMasters to run special scenarios, specify build requirements, or use build totals that are different than those that WizKids sanctions. House Rules must be: part of the event description on the WizKids website; and posted in the venue at least one week before the event.

7.1.1 What House Rules Cannot Do

House rules cannot override Section 1.1, 1.3, 1.12, 1.13, 7.1 or this section of this document. House rules cannot alter the format of an event, substantially alter the core mechanics of the game, or alter any program rules as presented in the WizKids Approved Play Comprehensive Rules.

7.2 Figures from Retired Expansions

Figures from retired expansions remain legal for unrestricted tournament play as long as they meet all other conditions outlined in Section 5.9 and related subsections of the WizKids Approved Play Comprehensive Rules.

8.0 Marquee Special Format Rules

8.1 Marquee Rules

WizKids periodically runs Marquee tournaments to celebrate new releases in the **MechWarrior** line. These events follow the rules for Sealed format events with three exceptions:

- All boosters must be from the specified expansion.
- Each Marquee tournament may only be scheduled on a specific weekend. This is handled through WizKids' online registration system.
- The event must be run in accordance with any special rules or scenarios provided by WizKids for the specific Marquee event, and the special tournament format rules in sections 1.6b and 5.14 of the WizKids Approved Play Comprehensive Rules.

9.0 Mech Hunter Quick-play Format Rules

[coming soon]

10.0 MechWarrior "Path to Glory" National and World Championship Tournament Rules

10.1 Complete "Path to Glory" Rules

Complete rules for the "Path to Glory" Premiere Approved Play program are online at http://www.wizkidsgames.com/documents/PathtoGlory_2004.pdf

10.2 WizKids-Hosted "Path to Glory" Tournaments

WizKids hosts **MechWarrior** National Championship events for the United States and Canada and sponsors National Championship events in other countries around the world. The date and location of each of these events is listed below. For details check the convention tournament information at www.wizkidsgames.com.

10.2.1 Championship Season Calendar 2004

2004 "Path to Glory" Event	Date	Convention	Location
US National Championship	June 25-27 (finals only on the 27 th)	Origins	Columbus, Ohio
Canadian National Championship	May 23	Can Games	Ottawa, Ontario
World Championship	August 19-22 (finals only on the 22 nd)	GenCon Indy	Indianapolis, Indiana