MechWarrior Comprehensive Tournament Rules
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This document is tournament legal on October 11th, 2006. 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/mechwarrior .

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: Age of Destruction Rules of Warfare*; the most recent *MechWarrior: Age of Destruction* 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 exceptions to this rule are the Unrestricted format and Storyline events designated by Wizkids(see section 7.1 for details).

1.4 Battleforce Build Totals
The BattleMaster and Venue may determine the battleforce build total for the tournament, unless specifically specified in the event description. This information should be made available in the event description on the WizKids website. WizKids sanctions build totals of 450, 600, or 750 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 600 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, CEC, and artillery tokens.
- Planetary conditions and/or missions to comprise the 'hand' for the tournament.
- 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/mechwarrior/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: Age of Destruction Rules of Warfare*.

1.5.2.1   Gale Force 9 Terrain

Terrain created by Gale Force 9 for the MechWarrior CMG is tournament-legal. Standard rules for placing terrain apply to this terrain as well.

1.5.3 CECs

Pilot, Special Equipment (Gear), Faction Pride, Mercenary contracts, Situational Allliances, planetary condition, and mission cards are tournament legal for WizKids-sanctioned events.

1.6   **Battleforce Sanctions** (formerly Retirement)

All figures and CEC's produced for the MechWarrior game are legal for play. Certain sanctioned MechWarrior events, as listed by WizKids, will allow for "Battleforce Sanctions." In the event that no Battleforce Sanctions are listed, all figures and CEC's are legal for play. These Battleforce Sanctions grant Battlemasters the ability to restrict certain units, CEC's and/or sets from play at their local venue. Battleforce Sanctions may override sections 2.0 and 3.0 of this document.

It is recommended that Battlemasters start with allowing all figures and then restrict figures based on the local environment. Battlemasters who elect to enforce Battleforce Sanctions during a sanctioned WizKids event MUST:
- Post the rules for the event in the venue no less than one week before the event.
- Post the rules for the event in the event description no less than one week before the event.

Failure to post the event rules before the specified time may result in penalties for the battlemaster in charge of the event.

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. The timekeeping device of the Battlemaster running the event is the only official time. The Battlemaster running the event can require no other timers to be used during the event.

1.8   **Tournament Pairing**

Pairings in the first round of a standard **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.

1.8.1 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. (Note – these tie breakers are only to be used when there is a tie for number of wins. A payers win loss record is used to determine victory first, tie breakers coming in when there is a tie only.)

1.9   Rounds
MechWarrior tournaments use Swiss pairings and are typically 3 or 4 rounds. 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 50-minute rounds unless there are only 2 players participating in the tournament. The tournament must consist of best 2 out of 3 rounds for only 2 participants (see section 5.15 of the *WizKids Approved Play Comprehensive Rules*).

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   Victory
Victory in each round is determined as per "Victory!" on pages 39-40 of the *MechWarrior: Age of Destruction Rules of Warfare*.

1.11.1 Withdrawing and conceding during Championship rounds
Championship rounds, also known as final rounds, are the rounds following standard Swiss pairing rounds. During championship rounds, a player may withdraw or concede from the round. This will end the conceding players competing in the event but they will not be dropped from the event. This will result in a win for the round for their opponent.

1.12   Rating and Ranking
MechWarrior Constructed, Sealed, and Draft 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@envoys.wizkidsgames.com.

1.14 Penalties
The following actions are not allowed in a MechWarrior tournament. Penalties for these actions are to be determined by the head Battlemaster of the event on a case by case basis. The list below is designed to supplement and highlight the rules presented in section 5 of the WizKids Approved Play Comprehensive Rules.
- Stalling
- Illegal Figures – to include but not limited to the wrong dial, the wrong heat dial, incorrect artillery tokens, etc
- Using weighted/loaded dice
- Use of illegal terrain
- Willfully ignoring any of the official documentation
- Playing at the incorrect table in a paired tournament
- Willful neglect to bring required materials
- Abuse (verbal or physical) toward other players, Battlemasters, venues or bystanders
- Substituting figures into your battleforce in a tournament that doesn't have a sideboard
- Incorrectly filling out an army confirmation list
- Not turning in your army confirmation list
- Playing under a different player's username or userID.
- Excessive arguing with other players or the Battlemaster
- Intentionally breaking a figure during a sealed event in order to receive a new booster
- Replacing the wrong figure in a booster that is about to be replaced in a sealed event
- Using a prohibited device during a tournament – devices that are prohibited by the venue, Battlemaster, or tournament rules and can consist of but should not be limited to: timers and PDAs and other hand-held computers.
- Intentional vandalism of the venue or another players materials
- Aiding and abetting another player in cheating, stalling, etc
- Having prohibited materials on the table – materials that are prohibited by the venue, Battlemaster, or tournament rules
- Cheat sheets
- Playing with an army in excess of the build total for the event
- Deliberately assigning the wrong number of clicks to a figure

1.15 Army Validation

Army validation procedures are to be determined by the head Battlemaster of the event, within the guidelines described in this section.

1.15.1 Army Registration Sheets
Prior to the event, each player fills out an Army Registration Sheet. The player shall retain this sheet for the duration of the event to allow his or her opponents to verify his or her

army each round. This sheet must be made available to the Head Battlemaster for the event upon request.

1.15.2 Figures and CECs

Prior to setup of each round, players paired against each other must verify the legality of their opponent's army by ensuring that the figures and CECs in the army do not exceed the build total. During deployment, players shall verify that their opponent has deployed all figures and CECs legally by checking that all gear and pilots can be used on the Mechs they are listed for. Pilot and gear CECs in your battleforce may be switched between 'Mechs only if their requirements are met and no change in point value total occurs. Both players will be allowed to see all figures and CECs (but not planetary conditions or mission cards) being used by their opponent prior to setup.

2.0   Constructed Format Rules

2.1   Legal Expansions

Units from and CECs from all **MechWarrior** expansions are legal for tournament battleforces in the Constructed format. New expansions are legal 2 weeks (14 days) from their release date. 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.

2.2   Planetary Condition Cards and Mission Cards

Planetary condition cards and mission cards are tournament legal if the expansion they are part of is legal in WizKids-Sanctioned events. Each player must bring at least one planetary condition card. There is no minimum requirement for mission cards. These cards form a part of the player's "hand". A player's hand size may be equal to or less than the number of rounds in the tournament. None of the cards in a player's hand may be a duplicate, and the number of cards of a given card type (planetary condition or mission) in a player's hand must be less than the number of rounds in the tournament.

If the number of cards in a player's hand doesn't already equal the number of rounds in the tournament, the player can add in "dummy" cards. Any CEC that is not a planetary condition or mission card may be used as a dummy card. At the start of a tournament round, if a player's hand contains a dummy card, he or she may elect to discard it instead of playing a planetary condition or mission card. Otherwise, a player must play a planetary condition or mission card. The card a player chooses, whether a planetary condition, mission card, or a dummy, is removed from the player's hand at the end of the tournament round and may not be used again in that tournament.

After terrain is placed, but before the first player deploys their army, each player chooses a card from their hand to use for the duration of the game. If both players have chosen planetary condition cards, both players reveal the cards at the same time. If a player chooses to use a mission card for that round, it is put into play per the MechWarrior®: *Firepower* rules. If a player does not wish to play a planetary condition or mission card during a round he or she may substitute his or her dummy card instead when planetary condition cards are revealed. A player who uses a dummy card in this manner does not return it to his or her hand, and that player no longer has the option of using it in place of a planetary condition or mission card.

Once a planetary condition or mission card has been put into play, it is removed from the Tournament, and cannot be used by that player in successive rounds. After planetary conditions or missions are put in play, each player will note on his or her opponent's army registration sheet which planetary condition or mission card the opponent put in play that round. Future opponents may see the planetary condition(s) or mission(s) which have already been played, but may not see those planetary condition(s) and/or missions that have not yet been played.

3.0 Storyline Special Format Rules

3.1 WizKids-Provided Scenarios
Some Storyline 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 Storyline Special format tournaments do not have a WizKids required scenario. These will be noted by Wizkids in the online event description or in the MechWarrior: General forum on the Wizkids Website. 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 events must be of the default build total otherwise these scenarios may use house rules and Battleforce Sanctions per sections 1.6 and 7.1 of this document. BattleMaster provided scenarios must be posted in the venue at least one week in advance of the event. WizKids strongly suggests that BattleMaster-provided scenarios should give each player an equal battleforce build total and should not provide one side with an overwhelming advantage.

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 two or three boosters, determined by the boosters used. Build totals should equal 150 points per booster for boosters from up to and including the Vanguard release, and 300 points per starter and boosters from Wolf Strike and beyond releases. For example, an event using 3 boosters from Vanguard and previous would have a 450 point build total, and an event using 1 starter and 1 booster from Vanguard and previous would also have a 450 point build total. An event using 2 boosters from Wolf Strike and releases after would be 600 points.

5.1.1 CECs

Planetary conditions and mission cards are tournament legal. If a player pulls a planetary condition or mission cards, he or she may use it. Players cannot use planetary conditions or mission cards that were not pulled from the sealed boxes provided for the tournament. Planetary conditions and mission cards in sealed tournaments are not subject to the requirements that govern the use of planetary conditions and mission cards in constructed events—a player may use any pulled planetary conditions or mission cards as often or little as desired, and may use a different planetary condition or mission card each round, if multiple planetary conditions or mission cards are pulled. Only one planetary condition or mission card may be played each round.

Pilots and gear are tournament legal. If a player pulls a pilot or gear card, he or she may use it provided that doing so obeys the rules for either listed in the **MechWarrior** Rules of Warfare. Players cannot use pilots or gear cards that were not pulled from the sealed boxes provided for the tournament.

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 two to three boosters.

6.1.1 CECs
Planetary conditions and mission cards are tournament legal. If a player drafts a planetary condition or mission card, he or she may use it. Players cannot use undrafted planetary conditions or mission cards. Planetary conditions and mission cards in draft tournaments are not subject to the requirements that govern the use of planetary conditions in constructed events.

6.1.4 Mechs, Pilots, and Special Equipment Cards
For the purposes of drafting figures, the Mech, pilot, and gear card combination pulled together from a booster are considered one 'unit'. Mechs may not be drafted separately from the pilot or special equipment card. The same is true for the pilot card and gear card.

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, use build totals that are different than those that WizKids sanctions, and use formats that differ from the standard Swiss Pairing. 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. Battlemasters are also encouraged to run age restricted formats for younger players if your populace supports it.

7.1.1 What House Rules Cannot Do
House rules cannot override Section 1.13, 1.3, 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.

8.0 Call to Arms Special Format Rules

8.1 Call to Arms Rules
WizKids periodically runs Call to Arms tournaments to celebrate new releases in the **MechWarrior** line. The format for these events is typically a Sealed format with the exception that all boosters must be from the specified expansion.

- Each Call to Arms tournament must be scheduled as a venue supported event, but may be scheduled at any time. This is handled through WizKids' online registration system using the instruction sheet that came with the Call To Arms kit.
- The event can be run in accordance with any special rules or scenarios provided by WizKids for the specific Call to Arms event.
- In the event that not enough boosters from the specified expansion are available at the venue, each participant must be given the same mixture of boosters from what is available.

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

10.1 Complete "Path to Destruction" Rules
Complete rules for the "Path to Destruction" Premiere Approved Play program are online at http://www.wizkidsgames.com/mechwarrior/mw_article.asp?cid=40562&frame=gameresources

10.2 WizKids-Hosted "Path to Destruction" 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 coming soon. For details check the convention tournament information at www.wizkidsgames.com.