

BATTLETECH™

Brawl In the Bluegrass 2026

Brawl in the Bluegrass will be a weekend long event, March 6-8, 2026 in Lexington, KY. The core tournaments will be a three round Classic Battletech tournament on Saturday, March 7 and a three round Alpha Strike Tournament on Sunday, March 8. There will be side gaming and social events scheduled throughout the weekend.

Entry fee:

General Admission Badge (required to sign up for events) - \$5

Classic Tournament only if paid before January 12 - \$30 **CURRENTLY SOLD OUT**

Alpha Strike Tournament only if paid before January 12 - \$30 **CURRENTLY SOLD OUT**

Classic Tournament only if paid before March 1 - \$40 **CURRENTLY SOLD OUT**

Alpha Strike Tournament only if paid before March 1 - \$40 **CURRENTLY SOLD OUT**

No entries will be accepted after March 1. Each player will receive a swag bag full of goodies and will go home with at least one prize.

Link to buy badges/tickets and secure your spot:

<https://tabletop.events/conventions/brawl-in-the-bluegrass-2026>

The General Admission badge is required to be able to purchase tickets to individual events. You will have to additionally select those tickets to sign up for the tournament. There are additional free tickets to sign up for the Trial of Bloodright and Full Metal Royal Rumble. Finally there is a \$10 paid ticket if you wish to sign up for pizza delivery on Saturday night.

List Submission:

Please send your list submission to mrc.tweezer@gmail.com no later than March 1 for validation (please try for earlier to help your TO!).

Change Log:

This packet is subject to change by the TO should we find issues or inconsistencies. Changes will be highlighted in a different color within the packet and contained in a full change log at the end.

Sponsors

A HUGE thank you to all of our sponsors who are helping to make this event a reality!!!!

First and foremost, this event wouldn't happen without Andy and the Rusty Scabbard team helping with prize support and event coordination.

Bobby from Fortress Miniatures and Games for your always generous support and advice.

The MRC Community for providing feedback on the packet and playtesting - specifically Wolvowl, Clamps, JHansa, Mechwarrior Lincoln, ps359, Denham, and so many more. The Mechbay Podcast, Valhalla Club, DesertDream, Lord Carbon and Jason Hansa for cross promotion, judging assistance and connecting me with others in the industry. And everyone else out there who has seen and shared the packet or simply told a friend.

Mike at Iron Wind Metals for being so generous to allow this motley crew to come see the mecca where metal becomes awesome and your offer of more metal crack for prizes.

Matt from Cross Electric Designs for awesome mission models and prize support.

Dan from Bear Cavalry Paints for great paints for the prize table.

Thunderhead studios for providing great terrain and STLs for prizes.

More to come as we secure additional prize support...

You all are the real MVPs!



Location Details

Friday morning will consist of the annual road trip to Iron Wind Metals, on the north side of Cincinnati.

Iron Wind metals:
10488 Chester Road
Woodlawn, OH 45215

All Tournament events and Lodging will be at:

TownePlace Suites - Lexington Keeneland/Airport
980 Midnight Pass
Lexington, KY 40513

Event space is on the first floor past the elevators. Front desk staff can guide you. We have a block room rate of \$109/night at the hotel if you book by February 1. [Book your group rate for Brawl in the Bluegrass 2026](#) - Last Day to Book for rate : Friday, February 13, 2026

Additional lodging options:

No fewer than 5 other hotels in the Beaumont Center area.

https://www.google.com/maps/search/hotel/@38.0158549,-84.5570814,17.25z/data=!3m1!4b1?entry=ttu&g_ep=EgoyMDI0MDkwMy4wIKXMDSOASAFQAw%3D%3D

Travel:

For those traveling from out of town, you should also check flights into Louisville (SDF) and/or Cincinnati (CVG). Both of these airports are slightly over a 1 hour drive from the venue. We can coordinate carpools or pickup/dropoff.

Food/Social events:

Thursday night early bird dinner - Marikka's Bier Stube: <https://marikkaslex.com/menu/>

Friday night dinner - Bru Burger: <https://www.bruburgerbar.com/location/bru-burger-bar-lexington-ky/>

Saturday night - pizza delivery from Donatos: <http://donatos.com/> or \$10/person (see ticket signups) or dinner on your own. Make sure you get back to the event space for Battletech Pub Trivia starting at 8pm.

There IS a Waffle House in walking distance from the hotel for super late night shenanigans.

Overall Weekend Schedule: (subject to change)

Thursday/Friday:

Travel for those coming in from out of town.

Friday, we have a lot of stuff happening simultaneously. You may not be able to attend everything.

9am Friday morning - meet up at the hotel lobby and road trip to the Iron Wind Metals factory in Cincinnati! Approximately a 1.5 hour drive from the event space.

Throughout the day, drop in for game and hobby time at the hotel - meet new people and talk Battletech.

Trial of Bloodright:

3pm - 8pm

Single elimination 1v1 Classic Battletech event - battle it out for GLORY and the right to claim your spot in the annals of Battletech! All units, record sheets and maps provided.

This year, you are fighting for the right to be named McKenna of Clan Snow Raven! (added 11/21)

FULL METAL ROYAL RUMBLE:

12pm - 8pm

Start building a mech or unit brought back from the IWM trip in the morning. Set up a BFM map and players randomly hot drop into the game. Record sheets can be printed by the TO. At the start of each turn, players have 3 minutes to glue their models together. You are REQUIRED to select a unit which comes in at least 4 pieces for construction - no single cast models. Players can continue building their models while the event is running which may enable additional equipment and functionality from turn to turn. Can only use weaponry on the mech which is located on a part that has been put together. Don't have your right arm attached yet? Can't use that PPC. Don't have your legs on - immobile. Any limb which is missing from the unit while in play is effectively gone from the record sheet, damage passes through like it was already destroyed. If a piece falls off during play, it's considered to be missing and destroyed. Get blown out of your mech or crippled? Start over with a new one. Show up late? Grab a mech and join in. Didn't go to IWM? Make a friend to build one of theirs or the TO will have some you can choose from.

The player who obtains the most eliminations throughout the event wins a prize.

MRC hobby time:

12pm - 8pm: Bring your own units and hang out with your fellow mech commanders while making hobby progress. Cheap brushes and an Army Painter mega paint set provided or bring your own gear.

Open Gaming

12pm - 8pm: Classic tables will be set up across the event space and players can feel free to use them for pick up games, Hinterlands games, etc. Once the Trial of Bloodright starts, tables in the main room will be reserved for that use. Tables in the annex room will still be available.

8pm - ??? Group Dinner and drinks

Saturday:

8:30 - 9:00 Arrival and Registration

9:00 - 12:00 Classic tournament round one

12:00 - 1:00 Lunch and Painting competition judging

1:00 - 7:00 Classic tournament rounds two and three

7:00 - Awards

7:30 - Pizza delivery for those who signed up

8:00 - ?? Battletech Pub Trivia

Battletech Team Trivia details:

The return of the team trivia contest started at Nashcon 2024. Grab several of your close friends or recent opponents to join forces answering obscure questions based on this game we know and love, pub trivia style.

Sunday:

8:30 - 9:00 Arrival and Registration

9:00 - 11:30 Alpha Strike tournament round one

11:30 - 12:30 Lunch and painting competition judging

12:30 - 5:30 Alpha Strike rounds two and three

5:30 - 6:00 Awards and weekend wrap up

Player Responsibilities:

The most important responsibility is don't be a dick.

The goal of this tournament is NOT to bring the most broken thing you can find and win because your list is permanently set to easy mode and you are simply clubbing seals. If you create a list that you or one of your friends would want to walk away from when sitting down across from it, please re-think it. That being said, I do expect this to be a competitive event (it is a tournament after all) so prepare accordingly for optimized lists.

During the event:

Have fun! Meet new people! See new things!

If you don't know your opponent, introduce yourself! Then spend a couple of minutes with your opponent at the beginning of the round confirming you both understand the mission objective and any special rules.

Bring at least 3 copies of your list and record sheet print outs, one for each round for scoring.

Bring dice that are readable at normal table top distances.

Update the score sheet together - record any objective point scores or tiebreaker points when they happen.

Try to keep up the pace of play. Games have a maximum time limit so we want to ensure people are able to have an opportunity for full scoring.

If you are going to bring a big LBX autocannon with cluster ammo or lots of SRMs, make sure you have lots of dice or a box of doom.

Lastly, if you feel a personal need to maliciously cheat in order to win or to have a good time, this event probably isn't for you and you will be required to leave.

Terrain

All tables (Both Classic and Alpha Strike) will be 100% 3D terrain for this event.

Classic and Alpha Strike event Scoring:

The Classic and Alpha Strike tournaments are self contained but each will follow the same game and tournament scoring standards.

Game score:

For each game, players will receive a score sheet to fill out and turn in. The only things a player will need to fill out are the units destroyed/crippled and objective scoring. **THE T.O. WILL DO ALL MATH FOR YOU!**

But, we realize people want to know how the sausage is made for scoring so here you go, you overachievers.

Scoring:

Up to 100 points per game for combat score

Up to 100 points per game for Primary objective score

Up to 30 points per game for Secondary objectives

20 points per game for a victory

Pretty simple - whomever has the highest combat score + objective score wins the game. It is possible to achieve a maximum "perfect" score of 250 points in a game. 100 combat points + 100 Primary objective points + 30 secondary objective points + 20 game win points.

These individual scores will contribute to the player's overall event standing.

Combat Score (how the math will work):

- List out original BV/PV of all units destroyed and divide by 100 (or 4 in AS)
- List out original BV/PV of all units crippled and divide by 200 (or 8 in AS)
- Round to 2 decimal places
- Add these two numbers together to get your combat score for the game.
- Completely destroying your opponent's force grants a 100 combat score.

Units which **flee, eject** or are **pushed off the board** count as destroyed.

What is a crippled unit?:

- Crippling damage is described on page 81 of the Battlemech Manual or page 127 of the Alpha Strike Commander's edition.

Objective score:

Objective score is calculated by the successful completion of the mission briefing set forth in each round. Each mission will reward objective points for specific actions. Whichever player has the higher objective score at the end of the game wins the objective part of the mission.

Once a player achieves 100 primary objective points, **no further primary objective points can be scored for that game by either player.** Secondary objectives may still be scored.

If neither player is successful in achieving **any** objective score by the end of the game, both players receive 0 objective points for the mission.

Secondary Objectives:

Each mission will feature secondary objectives which are bonus goals that can be achieved at ANY time during the course of the game, even if you have completed or been locked out of the primary objective . Players will keep track of these on their score sheets. Individual secondary objectives may only be achieved once in a game.

Tabling your opponent:

In the event a player completely destroys their opponent's force, they have 1 additional turn after destroying their opponent to score any available primary objective points. No secondary objective points are allowed to be scored after completely destroying your opponent's force.

Conceding:

We do not encourage people to concede, particularly early in the match. It creates an unequal play experience for everyone in the event. However, we have to acknowledge there are extenuating circumstances where a player needs to concede to their opponent or feels a level of futility in continuing to play a round. A player who concedes any match **MUST** report to the judges they are conceding and which round of the match it is. Conceding before turn four causes the conceding player to earn a score of 0 for that match. Conceding during or after turn 4 will cause the conceding player to keep any objective and combat score points they have earned in the match.

Players who have an opponent concede to them earn:

- The match win
- If the concession happens turn 1 or 2:
 - 100% of achieved combat score PLUS the average combat score of all **WINNING** players for that match
 - 100% of achieved objective score PLUS the average **primary** objective score of all **WINNING** players for that match

- If the concession happens turn 3 or 4:
 - 100% of achieved combat score PLUS 50% of the remaining opponent's BV/PV is considered to be destroyed for combat calculations.
 - 100% of achieved objective score PLUS 50% of the average **primary** objective score of all WINNING players for that match.
- If the concession happens after turn 4:
 - 100% of achieved combat score PLUS 25% of the remaining opponent's BV/PV is considered to be destroyed for combat calculations.
 - 100% of the achieved objective score plus 1 additional turn (in cooperation with opponent) to score any remaining **primary** objective scoring opportunities.

** these scores **cannot** take a player **OVER** the maximum combat or objective score ability for a round.

Overall Scoring / Winning the event:

Each individual will have their total points tallied at the end of the event and will be ranked by overall score. The TO will sum the scores of each game, early submission bonuses, painting score, sportsmanship average and judge bonus scores. A "perfect" score for each day's tournament is 900 points. Trophies will be awarded based on standing within the event.

In the event of a tie, the tiebreaker points will be the player with a highest sportsmanship score then the highest painting score.

Early List Submission:

Submitting your final list to the TO *before* February 1 2026 will result in a **BONUS** 20 points to your overall event score (this is >2% of the total points available).

Paying your entry fee *before* January 12 2026 will result in a **BONUS** 20 points to your overall event score (this is also >2% of the total points available). Plus it will help your TO pay for the prizes and rental.

Painting Score:

A well painted force adds to the depth and immersion of the event. After round 1 (during lunch), all armies should be left on display to be judged for painting. Players can earn up to 50 points to their overall event score for painting. Rubric - how complete the paint job is. Use of color, blending, shadows, edge highlighting, metals and weapon ports, Canopy effects, weathering effects, decals, freehand, kitbashing, basing and overall presentation. There will be a separate award for Best Painted.

Sportsmanship:

We all want to have a good time and enjoy ourselves, but sometimes there needs to be action taken if people create a negative overall experience through rude behavior, intentional slow play and others.

Players will give their opponent a sportsmanship score between 0-10 at the end of each round which will average into your overall score. It is expected that an average player will receive a score of 5. This indicates you had a perfectly fine time playing your opponent and would be content sitting down across from them again. (reworded 12/22)

Judging Bonuses:

Judges reserve the right to award up to **20** points to a player for bringing “less optimized” lists. Examples of some of the items judges may consider:

- Being substantially below the pulse or jump limits
- Units with exploitable critical hit flaws - See the Crusader 3R with only ammo in the side torsos
- Having no units with jump capability 6+ in Classic
- Units featuring sub-optimal weapons such as AC/2 and variants
- No units capable of TMM 4 or higher in AS
- Few or no units with advanced tech keywords (specialty armors, etc.)
- Good mix of units across weight classes

Judging bonus points may also be granted throughout the day to players observed to be doing things like helping to teach or guide newer players, celebrating their opponents’ cool feats, and generally making the atmosphere around them a positive place. (added 12/22)

Player’s Choice:

When turning in scoresheets for Round 3, each player must nominate one other player at the event to be their selection for Player’s Choice. This is subjective to the individual but may be awarded for things like your favorite opponent, who has the best painted army at the event, who just seemed to bring joy to everyone around them, etc. There will be a separate award for Player’s Choice.

Comp Score:

This is a score that will determine your first round opponent and subsequent rounds for players at similar scoring levels. A panel of independent judges will blindly grade all lists to determine the level of “sweat” or difficulty a given list will present to the average player. While these are subjective, the judging panel will be made up of a cross-selection of players who have placed on the podium in major events in the past.

Pairings:

The first round will be paired based on a similar list comp score, although the TO reserves the right to recognize batchalls or grudge fights in round 1. Subsequent rounds will be swiss paired based on cumulative score and similar scorers will be matched based on list comp. The TO will do everything possible to ensure players do not face off against friends they traveled with or regularly play against and make all attempts to ensure players do not play on the same map twice.

Prizes:

We are working with a number of companies and vendors for prize support. Every player will take home at least one prize. One tidbit for prizes - the Grand Champion (Best score across both days) of the weekend will be granted a **pre-paid** entry into Southern Assault VI later in 2026. **The overall winner of the Classic event will be granted a pre-paid entry into Brawl in the Bluegrass 2027. The overall winner of the Alpha Strike Event will be granted a pre-paid entry into Motor City Mayhem 2026. These individual prizes are in addition to other physical prizes awarded. (added 12/5)**

Judging Overview:

No one is perfect but judges will make the best on the spot decision based on interpretation of the rules and game state at the time. Players are expected to handle disputes fairly and calmly. Ideally, an agreeable compromise can be reached by the players without necessitating a judge ruling. However, if a judge is called to weigh in, judging decisions are final. (added 12/22)

Game State and Missed Opportunity:

Inevitably there are going to be situations where a player has forgotten to do something and may or may not need correcting.

Game State: These situations are defined as something that must happen. In these situations, a player or players have forgotten to do something in the game that the game dictates must happen. These situations must be corrected.

Missed Opportunity: This is when a player or players forget to do something that the game does not dictate must be done. Instead, it is an option a player may have done, but forgotten. These situations do not get corrected.

The MRC (Mechcommander Review Circuit)

Both tournaments will be MRC compliant events (yay fake internet points!). Including your unit name at list submission and the phrase I actually read for the MRC will add 10 points to your tournament score. The MRC is a global community dedicated to encourage more people to play games of Battletech through connecting people and streamlining the set up and list building process. Additional information can be found on the MRC Discord and various podcasts - The Coolant Pod and The MechBay both have covered the MRC in past episodes.

Anyone not familiar with the MRC is highly encouraged to check it out on Discord here: [MRC Discord invite](#)

Missions Overview:

Specifics of each mission and objectives will be given to players at the start of each round. It is recommended you build and bring a balanced list to achieve a variety of objectives. The missions will require a mix of mobility, durability and firepower to be successful at all three.

Classic Tournament specific rules

This event will feature three rounds of Battletech with Swiss pairings. Each round will be fought with a symmetrical objective and the rounds will be different enough to force a balanced list building design.

Game rules:

- Battlemech Manual is the core rule set for this tournament. Battle Armor will be allowed from Total Warfare and several specific optional rules listed below.
- Games will last a maximum of 15 turns or 2.5 hours.
- Front Loaded Initiative optional rule will be used to handle uneven unit counts.
- Smoke will not be allowed or tracked in any form.
- Terrain (woods and buildings) are indestructible.
- Buildings will have a map key at the table describing CF and CAN collapse if a mech that weighs more than the building stands on top of it (BMM pg 73)
- Forced withdrawal is not enforced - stay in there and fight!
- Lists are OPEN, meaning they should be shared with your opponent before and during the match as requested.
- Battle Armor rules can be found on pg 213-229 of Total Warfare
- Optional rules allowed:
 - Backwards Level Changes (pg 15) is allowed.
 - Careful Stand (pg 19).
 - One Armed Prone Fire (pg 30).
 - Battlemech Manual Enhanced flamers optional rule (pg 99) is allowed. This only applies for Mech weapons, not Battle Armor
 - Floating critical rule is in effect (pg 45).
- ANY other optional rule is **not** allowed.

Classic Tournament List building specifications:

Again, all lists should be sent to mrc.tweezer@gmail.com no later than March 1 for validation (please try for earlier to help your TO!).

- Each player will submit a **10K (10000)** Battle Value list featuring a maximum of 6 units.
- At list submission please identify your unit commander. The commander may be any unit in the list. This is **NOT** required to be disclosed to your opponent. **(added 10/24)**
- All units in the list must be chosen from one Master Unit List (MUL) faction and its associated general list in the ilClan Era.
 - Master Unit list: <https://www.masterunitlist.info/Era/Details/257/ilclan>
- Unit types allowed: Battlemechs, Omnimechs, or Battle Armor.
 - Each unit chassis can be taken a maximum of two times, this includes Battle Armor. For example, you can take 2 Warhammers. Both can be the same variant or different.
- **Ultra lights and Super Heavies are not allowed to be taken. (added 11/21)**
- One Unique unit allowed in your list, but the Unique unit CANNOT be listed as Experimental in the MUL
- The tech level in the MUL for this event is Experimental
- No Extinct units allowed.
- **Battle Armor will be allowed using the rules on pg 213-229 in Total Warfare as well as any weapons and equipment found in the table on pg 305. With the EXCEPTION of bomb racks, mortars and mines. BA units with this disallowed equipment may still be taken, but the equipment will not function. Any BA unit which comes with weapons or equipment NOT listed in these pages may not be taken. (added 12/14)**
- Area of Effect weapons (including all forms of artillery) are not allowed in any fashion.

- Skills will be a no worse than 4 / 5 **OR** 5 / 4 and use the **two**-step rule (2 / 4 is ok, 1 / 4 is not)
- C3 systems (BMM pg 110-112) are legal to be connected but you must correctly pay the BV in your list building and ensure you have the appropriate rules readily available for your opponent to understand.
- MUL Legal Mech units which carry equipment NOT listed in the BattleMech Manual may be taken, however none of that equipment will function and any critical hit slots this equipment occupies are treated as "Roll Again". Unit BV is unchanged.
- Alternate munitions allowed - anything listed in the Battlemech Manual (p106-108) **except** for smoke and Precision ammo for AC/20 autocannons.
- For any alternate munitions which cost additional BV like semi-guided LRMs (TacOps pg198), you are required to adjust your base BV accordingly and use a tool such as Megamek.
- Battlefield Support Points (BSPs) are not allowed to be taken in list building but may be granted as part of specific missions.
- Unit Quirks are NOT allowed.
- Special Pilot Abilities (SPAs) are NOT allowed.
- Maximum 2 units with Specialty armor as listed on Pg 114-115 in the Battlemech Manual
- No units with more than 8 jump capability.
- Maximum 13 jump capability across the entire list (BA do not count)
- Maximum 29 points of damage from front-facing pulse weapons (IS or Clan)
 - VSP pulse lasers count for their maximum damage value.
 - ER Pulse lasers and Re-Engineered lasers do not count against the pulse limit
- **EVENT RULE** - targeting computers or AES (Actuator Enhancement Systems) will NOT provide any additional bonus for standard, **ER, Re-Engineered lasers, XPulse**, or VSP pulse laser weapons.
Nor will this work for Re-Engineered lasers. (added 11/16)

Army lists should be written out including model, variant, G/P skills, and total BV along with the faction selected. Please use Megamek v50.0 or higher, Jeff's Battletech tools, Mech Factory or another tool to ensure any specialized ammo is calculated correctly for BV. If you are an MRC member, please include your discord handles and faction (check with Sam/DesertDream if you have forgotten) so we credit you with those tasty fake internet points. [MRC Discord invite if needed](#)

Classic Tournament FAQs: (to be updated as more come in)

1. Are Command consoles allowed - You can take units with them but the special rules affecting initiative and pilots will not be in effect
2. How do I calculate the Battle Value of alternate ammo? - Use a program like Megamek v50.0 or higher or Mech Factory to build your list. They will automatically calculate your BV correctly.

3. How will the TO validate the list? - First we will recreate your list in Megamek/Mekbay to ensure BV matches. Then we will validate against the Master Unit List (MUL) for the faction you chose here: <https://www.masterunitlist.info/>
4. Can specialized ammunition such as Armor Piercing or Precision ammunition be used by Ultra autocannons? - No, per the BMM book, page 98-99, available weapon types are Standard and Light ACs.
5. Is the prize list finalized? No, not yet. We are still working with several companies to secure additional prize support. All prizes will go on a table and be selected by participants in the order they place. The specialty events (Trial of Bloodright) have specific prizes already allocated to them.
6. Can I set woods hexes on fire? Yes, but the woods themselves will take no damage. This can be used to generate external heat on a target.
7. Are minefields allowed? No. BSPs are not allowed and Thunder munitions are not in the BMM.
8. How will players interact with buildings on the maps? Buildings are indestructible and cannot be entered by any units for simplicity sake.
9. Can I take an Ultra-light mech? No, even though there are no differences in how they function, Ultra-lights do NOT exist in the BMM and are not legal for the classic event. **(added 11/4)**
10. Can I take a tripod mech? No, the rules for them do not exist in the BMM so they are not legal for the classic event **(added 11/4)**
11. Will any of the playtest rules be allowed in the tournament? No, they are not part of the printed BMM so we will not be using any of the playtest rules that have been released. **(added 11/4)**
12. Can I dump ammo or start hot in the deployment phase? No, these must be declared turn 1 and take effect at the end of turn 1, through turn 2. **(added 11/16)**
- 13.

Alpha Strike Tournament specific rules

This event will feature three rounds of Alpha Strike with Swiss pairings. Each round will be fought with a symmetrical objective and the rounds will be different enough to force a balanced list building design.

Game rules:

- Alpha Strike Commander's Edition (AS:CE), 7th edition is the core rule set for this tournament.
- Games will last a maximum of 15 turns or 2 hours.
- Multiple Attack Roles (see AS:CE pg 174-175) will be used.

- Crit Dice - each player will select one pair of dice to be capable of rolling critical hits. Any 12's rolled with this pair of dice using Multiple Attack Rolls will generate a critical hit. Any 12's rolled with other dice are treated as normal hits.
- Front Loaded Initiative optional rule will be used to handle uneven unit counts
- Terrain (i.e woods and buildings) are indestructible.
- Forced withdrawal is not enforced - losing units does not affect your tournament standing so stay in there and fight!
- Lists are OPEN, meaning they should be shared with your opponent before and during the match as requested
- The tournament will use True Line of Sight as described in AS:CE pg 40
- Sprinting units may contest areas or spaces but cannot interact with objects like flags or signal scans in the turn they sprinted.
- Buildings are indestructible but treated as Medium buildings for damage absorption (See chart on AS: CE, page 73)
- Optional rules (AS:CE pg 136-179) allowed:
 - Advanced Infantry Digging In (AS:CE pg 139)
 - All options for dropping troops, including zipline drops (AS:CE pg 160)
 - ECCM rules (AS:CE pg 161)
 - Multiple Attack Rolls (AS:CE pg 174)
 - No other optional rules allowed unless the mission explicitly includes something.
- EVENT RULE - Offensive Battlefield Support Points (BSPs) will be granted to players in EACH one of the missions. Exactly which BSPs will be revealed upon mission briefing.

Alpha Strike List building specifications:

Again, all lists should be sent to mrc.tweezer@gmail.com no later than March 1 for validation (please try for earlier to help your TO!).

- Each player will submit a **400** maximum Point Value list featuring a minimum of 4 and a maximum of 16 units.
- At list submission please identify your unit commander. The commander may be any unit in the list. This is NOT required to be disclosed to your opponent. **(added 10/24)**
- All units in the list must be chosen from one Master Unit List (MUL) faction and its associated general list in the ilClan Era.
 - Master Unit list: <https://www.masterunitlist.info/Era/Details/257/ilclan>
- Each unit chassis can be taken a maximum of two times, this includes Battle Armor. For example, you can take 2 Warhammers. Both can be the same variant or different.
- One Unique unit allowed in your list, but the Unique unit CANNOT be listed as Experimental in the MUL
- The tech level in the MUL for this event is Experimental
- No Extinct units allowed.
- Cargo Transport vs Infantry Transport -CT being used as IT is reduced by half (rounded up)
- Unit skill cannot be reduced beyond 6
- Minimum BASE unit PV: 8
- Minimum unit PV (after skill modifications): 8

- Players are only allowed 1 unit of skill 2 or better
- Players are only allowed 1 unit of skill 6
- **Lists are allowed to have a maximum of 4 HT at short range across all sources combined. (added 12/14)**
- Special Command Abilities (SCAs) and Special Pilot Abilities (SPAs) are unable to be purchased.
- Alternate ammo is not allowed
- BSP points are not allowed for purchase
- Allowed Units for the List:
 - Battlemechs
 - Omnimechs
 - Super-heavyies
 - Ultra-lights **(added 11/4)**
 - Protomechs **(must be taken in a full point of 5) (added 12/14)**
 - Combat Vehicles (max 12)
 - Conventional Infantry (max 5)
 - Battle Armor Units (the unit squad size will be dependent on the Faction chosen, adhere to this. (ie, Clans-5, Comstar- 6, IS- 4, etc) (max 5)
 - No area of effect damage abilities may be used during the event.
 - Units with the DRO, DCC, MDS, BOMB or any ART abilities are allowed, just not allowed to use these special abilities.

Army lists should be written out including model, variant, skill level, and total PV along with the faction selected. Please use the MUL, Jeff's Battletech tools, or another online tool to submit your list. Screenshots are valid for submission. If you are an MRC member, please include your discord handles and faction so we credit you with those tasty fake internet points. [MRC Discord invite if needed](#)

Alpha Strike Tournament FAQs: (to be updated as more come in)

1. Can I start hot in the deployment phase? No, this must be declared turn 1 and take effect at the end of turn 1. **(added 11/16)**

Change log:

10/24 - Added list building requirements for both Classic and Alpha Strike to select a unit commander upon list submission.

11/4 - added ultra-lights as valid unit types for Alpha Strike

11/4 - added several new FAQs

11/16 - added ER pulse and Re-engineered lasers to the list of things in classic which will not receive bonuses from Targeting computers or AES.

11/21 - added the Bloodname McKenna for the Trial of Bloodright prize

11/21 - added X-pulse to the pulse limits in classic

11/21 - confirmed ultra lights and super heavies are NOT allowed to be taken for the classic event

12/5 - added individual prizes of pre-paid entry to future tournaments to the winners of the individual classic and Alpha Strike events.

12/14 - clarified requirements for including BA in Classic and available weapons and equipment.

12/14 - required protomechs to be taken in a full point of 5 units for Alpha Strike. No partial points.

12/14 - set maximum HT cap = 4 combined HT potential in short range across the entire list.

12/22 - reworded and added a couple of clarifications around sportsmanship and judging responsibilities