

## MechCommander Review Circuit



The following is the guide to using the MechCommander Review Circuit (M.R.C.) for playing Battletech. This will cover the three main tracking points that the MRC has, and will help players have a basis for finding more Battletech games.

This is a living document and it will be updated periodically to reflect new rules and updates to the M.R.C. All changes will be announced, and players given time to adjust to these changes.

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## **What is the MRC?**

The MechCommander Review Circuit is a community driven attempt at getting Battletech players together to play games. There are 3 things we track for players that allow them to engage with each other and push themselves to either become better players, or just to play more often.

The three categories we track are:

### **Combat Score**

This is a number given to each player, and represents a general skill level for their play. It will go up and down as they play games and allows players a quick glance at their opponent's skill. This is popular with more competitive players as they gain points and skill. Combat Score is gone over in more detail later in this document.

### **Faction Rank**

This is a point based system that is tied to a specific faction. Each player chooses a faction when they sign up for the MRC, and will gain reputation and ranks with that faction as they participate with other MRC players. This is popular with more narrative driven players. How to gain Reputation Points is gone over in more detail later in this document.

### **Territory Warfare**

This is a game mode that allows players to fight for control of real world areas. Players from the same faction must team up to capture and defend territory from other factions. How to take territory is gone over in more detail later in this document.

## **Signing up with the MRC**

Signing up with the MRC is easy, and only requires you to fill out the google form below.

[MRC Registration](#)

When signing up be sure to carefully pick your call sign, as that is what you will be listed as for all MRC tracking. Also carefully choose your Faction, as this determines who you will earn reputation with, and who you can declare invasions for in Territory Warfare. Both of these can be changed later, but **changing your faction will reset your reputation to zero.**

By signing up with the MRC we can begin tracking your Combat Score and Faction Rank.

## **Core Rules**

The MRC uses some general rules for game play. We refer to these rules as the Core Rules. This is to try and streamline game set up and allow players to get to playing faster. These Core Rules must be followed for games to be tracked by the MRC.

### **Books Used**

MRC uses the core rules books such as but not limited to:  
Alpha Strike Commanders Edition

This book forms the basis for most games in Battletech.

### **Battle Value**

MRC uses PV to balance forces for gameplay. We **require** the PV for a game to be between 250 PV and 500 PV. We **recommend** the following PV levels for play.

|                                 |           |
|---------------------------------|-----------|
| 4th Succession War (Intro Tech) | = ~250 PV |
| Jihad                           | = ~400 PV |
| ilClan                          | = ~500 PV |

**Please note that Event Organizers may have their own PV cap in place for their events.**

### **Special Abilities Rules**

MRC does not ban specific special abilities for reporting. It is **required** that players use appropriate special abilities for the era they are playing in. Special abilities can be found in the Alpha Strike Commander's Edition. MRC **recommends** that players and Event Organizers carefully look over special abilities, as some can be very powerful.

Please note that Event Organizers may ban use of specific special abilities, or alter the effects of special abilities for their events.

## **Era Of Play**

MRC does not require play in a specific Era. It is **required** that an era is used for roster building. Roster building will be gone over in detail later in this document.

## **Units Allowed**

MRC does not allow Extinct, Unique, Solaris or Custom mechs for the Era that a roster is created from. The Master Unit List is used for determining if a Unit is eligible based on the Era of play.

Only units of the following type **are allowed** for use:

- Battlemechs
  - Omnimechs
  - Land-Air Mechs (LAM)
  - IndustrialMechs
  - Protomechs
  - Battle Armor
  - Combat Vehicles
  - Infantry
- 
- Aerospace (Aero vs Aero ONLY)

Please note that Event Organizers may restrict unit allowed in place for their events.

The following restrictions **must be used** when creating a force for use. (This is commonly called list building)

- Max of 2 for any one unit in a formation. (*example: 2 Warhammers. Both can be the same Variant or two different ones.*)
- 2 to 5 formations per force
- Minimum of 8 units, and a Maximum of 30 Units for an entire force.

Please Note that Clan vehicle formations are considered a Star of 5 units, as opposed to a point of 10 units per normal formation.

## Pilot Skill

MRC requires that pilot skill restrictions be in place for games played. No more than 1 pilot may be skill zero (0), and no more than 2 pilots can be skill one (1).

**Please note that Event Organizers may have other restrictions on pilot skill level for their event.**

## Maps Used

MRC requires a minimum of a 4 foot by 4 foot play area. A Larger play area can be used. MRC **recommends** using 16 terrain pieces on a 4 foot by 4 foot play area, with more terrain added for larger play areas.

## Leaving the Map

Any unit that leaves the map for any reason other than **Forced Withdraw** will be considered destroyed for Combat Score purposes.

This includes but is not limited to:

- Voluntary withdraw

- Pushed off play area edges

- Falling off play area edges

- Skidding off play area edges

Any unit that has left the play area for any reason may not return to the game.

## Time Limits

MRC **requires** that a time and turn limit be used for each game. We **recommend** a 2 hour time limit, and a 15 turn limit for games.

**Please Note: Event organizers may reduce time or turn limits for their events.**

## Battlefield Support Points (BSP)

MRC encourages the use of BSP. We **recommend** a max limit of 10 BSP per player per game.

**Please Note: Event organizers may adjust the BSP limit or ban them for their event.**

## **Cripple Units**

The designation of crippled is used for combat score. A unit is considered crippled when one of the following conditions are met. (These can be found on page 127 of AS:CE).

- The unit has no Armor remaining and has been reduced to half its starting Structure value (rounded up). If the Unit possesses only 1 point of Structure to begin with, it begins retreating as soon as it loses all of its Armor.
- The unit has been reduced to a damage value of 0 for all Medium- and Long-Range attacks. This condition does not apply if the unit began the match with a damage value of 0 at Medium and Long range.
- The unit has been immobilized through damage, critical, and / or motive hit effects.

If a unit meets any of these conditions that unit is considered Crippled. A Crippled unit can still shoot and move (if able), but can not score any objective points, contest objectives, or score in anyway other than Combat Score.

Players/EOs are encouraged to use Forced Withdrawal rules alongside Crippled Status. Forced Withdrawal Rules can be found on page 126 of the AS:CE.

MRC **requires** Crippled Status to be used.

**Please Note: Event organizers may modify forced withdrawal for their events.**

## **Optional Rules**

MRC encourages the use of the following optional rules. Games **do not** have to use these rules for tracking in the MRC.

- Lance / Star Movement (p33 AS)
- Optional Special Abilities (p82 AS:CE)
- Infantry - Digging In (p139 AS)
- Infantry - Hitting the Deck (p139 AS)

- Infantry - Using Non-infantry as Cover (p139 AS)
- Alternate Munitions (P143 AS)
- Zipline Drops (p160 AS)
- ECM/ECCM (p161 AS:CE)

Other optional Rules found in other Battletech rule books or supplements can be used **as long as the Core Rules are still followed.**

## **Force Creation**

MRC **recommends** following the force building found in the AS:CE, starting on page 110. A force must be made using a faction on the Master Unit List (excluding Extinct, Unique, Solaris or Custom units). MRC **recommends** that players and Event Organizers carefully look over S.P.A. and S.C.A., as some can be very powerful.

Even if not using S.P.A or S.C.A. ,MRC still **requires** that units be organized into formations (even if they don't meet the requirements for formation bonuses). This is to enforce the rule of 2 per formation.

**Please Note that Event Organizers may restrict the use of S.P.A. or S.C.A. for their event.**

## **Combat Score**

### **What is Combat Score?**

Combat score is a general rating on a player's skill level for Battletech. It is gained from playing ranked or tournament games and then submitting them to MRC Command. A player's Combat Score will go up and down depending on their performance as they play. The best way to raise your Combat Score is to simply play!

### **How is Combat Score Calculated?**

Combat Score is based on the PV of your force compared against the PV of your opponent's force. There are 3 parts to calculating a Combat Score, starting with force performance, then adding objective points, finally adding in any additional bonus points to get your final score.

The formula used may seem complicated at first, but **most of this calculation is done by MRC command**. You simply have to submit your results from your match for us to calculate. This is listed for reference and transparency.

## **Force Performance**

Points are added to your score based on the proportion of the enemy's forces you destroy or cripple. Also, points are subtracted from your score for losses. Follow the steps below to find the Force Performance total.

- Add up the total PV of the enemy units you destroyed.
- Add up the total PV of enemy units crippled, and divide this by 2.
- Add both of these amounts together.
- Divide this total by the total PV of the entire enemy force.
- Finally, multiply this by (positive multiplier), and round normally.

This amount is your positive Force Performance. Now you must find your negative points by following the below steps.

- Add up the total PV of your units that are destroyed
- Add up the total PV of your units that are crippled, then divide by 2.
- Add both of these amounts together
- Divide this total by the total PV of your force.
- Finally, multiply this by (negative multiplier), and round normally.

This amount is your negative Force Performance. Now subtract your negative points from your positive points to get your Force Performance total. This number can be negative if you lost many of your own units but failed to destroy many of your opponent's units.

If both sides had equal PV totals for their forces, this is the Final Force Performance Score.

If each side had different PV point totals (even by a few points), The Force Performance scores are modified by a ratio derived from the total PV points of each side, applied as a simple multiple to both scores.

If your Force Performance score is a positive number, multiply it by (Total Enemy PV / Total Friendly PV). If the Force Performance score is negative, multiply it by (total Friendly PV / Total Enemy PV). Round off the results normally, and this becomes the player's final Force Performance score.

## **Objective Points**

Playing with objectives, a player will gain or lose points depending on if they complete the objective. The following is the point totals for Objective play.

- Add (positive tournament Multiplier) points if you won the objective of the match
- Subtract (negative tournament Multiplier) Points if you did NOT win the objective of the match
- If the match was a tie, both players receive (Tied Score) points.

These points are added to the Force Performance Score.

### **Additional Points**

All players will then receive the Class Level Bonus corresponding to their Class. This is a bonus that helps new players as they start their journey with Combat Score. As a player rises in Combat Score and their Class changes, this bonus will get smaller and smaller until there is no more bonus.

Many events give additional points for any number of reasons. A common one is for painted models. Most events will state how many Additional Points a player can expect. M.R.C. Command recommends 5 additional points for painted models and 5 additional points for Positive play. Please note all Additional Points must be approved by the M.R.C. Command before they are added to a player's overall Combat Score.

All Additional Points are added to the Force Performance score and the Objective Points.

### **Final Scoring**

The final score for a match is the totals of all three scores. This would be the Force Performance score, added to the objective points, added to the Additional Points. Once this is added together, it is then multiplied by the event multiplier and that is the final combat score.

| <b>Tournament Level</b> | <b>Positive Multiplier</b> | <b>Negative Multiplier</b> | <b>Tied score</b> | <b>Minimum Number of Players</b> |
|-------------------------|----------------------------|----------------------------|-------------------|----------------------------------|
| Major                   | 15                         | 7                          | 4                 | 32                               |
| Minor                   | 13                         | 6                          | 3                 | 16                               |
| Local                   | 11                         | 5                          | 2                 | 4                                |
| Ranked                  | 10                         | 5                          | 2                 | 2 Teams                          |

## Skill Class

M.R.C. members are divided Skill Classes, depending on their M.R.C. Combat Score. The classes correspond to the Battletech unit quality, and are determined by each player's current Combat Score. Unlike Faction Rank, which is a different thing entirely, Skill Class is always based on current Combat Score, so it can go up and down as the player's Combat Score changes over time.

The amount listed under Bonus is applied , after all the other adjustments have been made. In this way, new players can enjoy ranked games without worrying about losing too badly. However, as players gain experience, they receive less and less room for error, until Elite players compete in a "zero-sum" arena, where every point gained by one player is lost by another, and vice-versa.

| Combat Score | Class     | Bonus |
|--------------|-----------|-------|
| 0-1099       | Militia   | +15   |
| 1100-1199    | Green 4   | +10   |
| 1200-1299    | Green 3   | +9    |
| 1300-1399    | Green 2   | +8    |
| 1400-1499    | Green 1   | +7    |
| 1500-1599    | Regular 4 | +6    |
| 1600-1699    | Regular 3 | +5    |
| 1700-1799    | Regular 2 | +4    |
| 1800-1899    | Regular 1 | +3    |
| 1900-1999    | Veteran 3 | +2    |
| 2000-2099    | Veteran 2 | +1    |
| 2100-2199    | Veteran 1 | +0    |

|           |         |     |
|-----------|---------|-----|
| 2200-2399 | Elite 3 | -2  |
| 2400-2699 | Elite 2 | -4  |
| 2700-3199 | Elite 1 | -7  |
| 3200+     | Legend  | -10 |

## Types Of Games

There are 2 main types of games that can be sent to MRC Command for Combat Score. They are:

### **Ranked Games:**

Ranked games are any game that follows the Core Rules. This could be a pick-up game at your local game store, or games played online on programs like MegaMek or Tabletop Simulator. These games are usually between registered MRC members.

### **Tournament Games:**

These games are typically played at an event between registered MRC opponents, usually when several games are played on the same day, or over a set period of time. Event Organizers will typically set these up.

## Other ways to earn:

While Combat Score focuses on gameplay with the Core Rules boundary, there are countless ways to play. If your games fall outside the Core Rules boundary, yet you are a registered MRC member, you can earn Faction Reputation Points for participating in all that BT has to offer.

### **Match Play:**

This could be a pick-up game at your local game store, or games played online on programs like MegaMek or Tabletop Simulator.

### **Narrative Games:**

These games typically follow a story that is set in place by an event organizer. These can be one off games or several games in a series.

## **Multiple Player Games**

Most games typically only have one player per side. Though games can have several players on each side, each controlling a portion of the forces. The battle can only have two sides, however, regardless of the actual number of players.

When playing with other players on your side, teamwork is important, since each person on your side will score essentially the same thing regardless of individual “kills” or other performance. In a multiplayer game, grandstanding should be avoided in favor of working together to achieve victory.

### **Multiple Player Scoring**

The Combat Scoring is still used for multiple player games. The score applies equally to all players on a particular side. This is done by adding the PV of all players on each side, and using this as the total PV for a team. Combat Scoring is done as normal. The only difference is in Additional Points. The team uses the player with the highest Classification, and gains the bonus from that Classification.

## **Faction Ranks**

In addition to the Combat Score that each member has, members can also be awarded a Faction Reputation, which is based on active participation. Gaining Faction Reputation will eventually award a Rank with the player's faction. This rank shows other players how much experience you have had, not just playing Battletech, but also with painting minis, or doing art work, or even writing after action reports.. Additionally, the rank a person obtains is unique with every affiliation, giving each member the opportunity to feel he is a part of his House, Clan, Periphery Realm, or Bandit Kingdom!

Unlike the Combat Score, which correlates directly to how good of a MechCommander is and how many battles they have won, the Rank demonstrates the varied experiences a player has accumulated. Although members' Combat Score does have an impact on their rank from participating in tournaments and conventions games, Painting competitions, Art contest, Sportsmanship, Battle-reports, and participation within the community, will have a greater impact on Rank than simply playing games in your local game group.

Unlike a member's Combat Score, which can fluctuate depending on success or failure on the battlefield, a player's rank, once obtained, remains the same.

### **Faction Reputation Points**

Faction Reputation Points are obtained through the accumulation of the following actions, summarized but not limited to the following.

| <b>Activities</b>                                                                   | <b>Promotion Points Earned</b>                  |
|-------------------------------------------------------------------------------------|-------------------------------------------------|
| Raiding Mission:<br>Each game submitted for review                                  | +1<br>(Max of 5 per month for non Ranked games) |
| Garrison Duty:<br>Each Territory Warfare Game participated in                       | +1                                              |
| Spearhead Missions:<br>Games that contribute to your faction invasions or defenses. | +1                                              |
| Front Line Combat:<br>Tournament Participation                                      | +5                                              |
| Front Line Combat:<br>Third Place in Tournament (if awarded)                        | +10                                             |
| Front Line Combat:<br>Second Place Tournament (if awarded)                          | +15                                             |
| Front Line Combat:<br>First Place in Tournament                                     | +25                                             |
| Special Ops:<br>Tournament Organizer                                                | +15                                             |
| Special Ops:<br>Combat Journalism                                                   | +5<br>Per approved Battle report                |
| Special Ops:<br>Combat Photographer                                                 | +5<br>Per approved fan art/photo                |

|                                             |                                 |
|---------------------------------------------|---------------------------------|
| Special Ops:<br>Propaganda                  | +5<br>Per approved video/stream |
| Service Record:<br>Time active in community | +10 x years                     |

## The Ranks

Each faction has nine different ranks. Each of those nine ranks is equivalent in every faction. The ranks are numbered with the higher number signifying higher ranks. The actual names assigned to the ranks vary depending on your chosen faction.

All MechCommanders begin as Recruits, effectively Rank zero, until they perform some action that earns them 1 promotion point. From there, the promotion points required to attain each rank are shown below. The points listed are the minimum required to reach each rank.

| Rank Number | Total Promotion Points |
|-------------|------------------------|
| Rank 1      | 1                      |
| Rank 2      | 75                     |
| Rank 3      | 250                    |
| Rank 4      | 500                    |
| Rank 5      | 750                    |
| Rank 6      | 1125                   |
| Rank 7      | 1500                   |
| Rank 8      | 2000                   |
| Rank 9      | Special                |

## Reaching The Top

The ultimate goal of an ambitious M.R.C. Commander is to reach the top of his House, Clan, or other unit and lead their destiny. The highest rank (rank 9) can only be held by

one member per faction. That member must first have attained the sufficient promotion points to reach rank 8. Each faction's rank 9 position is awarded to a rank 8 member that has the highest Combat Score for that faction.

| <b>Rank Level</b> | <b>Lyrans Alliance /<br/>Lyrans Commonwealth</b> | <b>Federated<br/>Commonwealth /<br/>Federated Suns</b> | <b>Draconis Combine</b> |
|-------------------|--------------------------------------------------|--------------------------------------------------------|-------------------------|
| 1                 | Lieutenant                                       | Sergeant                                               | Chu-i                   |
| 2                 | First Lieutenant                                 | Leftenant                                              | Tai-i                   |
| 3                 | Hauptmann                                        | Hauptmann                                              | Sho-sa                  |
| 4                 | Kommandant                                       | Kommandant                                             | Chu-sa                  |
| 5                 | Hauptmann-<br>Kommandant                         | Leftenant General                                      | Tai-sa                  |
| 6                 | Lieutenant-Colonel                               | Hauptmann<br>General                                   | Sho-sho                 |
| 7                 | Colonel                                          | Marshal                                                | Tai-sho                 |
| 8                 | General                                          | Field Marshal                                          | Tai-shu                 |
| 9                 | General of the<br>Armies                         | Marshal of the<br>Armies                               | Gunji-no-Kanrei         |

| <b>Rank Level</b> | <b>Free Worlds<br/>League</b> | <b>ComStar /<br/>Word of Blake</b> | <b>Cappellan<br/>Confederation /<br/>St. Ives Compact</b> |
|-------------------|-------------------------------|------------------------------------|-----------------------------------------------------------|
| 1                 | Sergeant                      | Acolyte I                          | Assistant Force<br>Leader                                 |
| 2                 | Lieutenant, Junior<br>Grade   | Acolyte X                          | Force Leader                                              |
| 3                 | Lieutenant, Senior<br>Grade   | Adept I                            | Subcommander                                              |

|   |                    |                   |                             |
|---|--------------------|-------------------|-----------------------------|
| 4 | Captain            | Adept X           | Commander                   |
| 5 | Force Commander    | Demi-Precentor I  | Captain                     |
| 6 | Lieutenant Colonel | Demi-Precentor X  | Major                       |
| 7 | Colonel            | Precentor I       | Regimental Colonel          |
| 8 | General            | Precentor X       | Senior Colonel              |
| 9 | Marshal            | Precentor Martial | Senior Military Coordinator |

| Rank Level | Rasalhague Republic | Clans            | Mercenaries        |
|------------|---------------------|------------------|--------------------|
| 1          | Kavellrist          | MechWarrior      | MechWarrior        |
| 2          | Fanjunkare          | Star Commander   | Corporal           |
| 3          | Lojtnant            | Nova Commander   | Sergeant           |
| 4          | Kapten              | Star Captain     | Lieutenant         |
| 5          | Major               | Nova Captain     | Captain            |
| 6          | Overste-Lojtant     | Star Colonel     | Major              |
| 7          | Overste             | Nova Colonel     | Lieutenant Colonel |
| 8          | Generalmajor        | Galaxy Commander | Colonel            |
| 9          | General             | Khan             | Mercenary Lord     |

| Rank Level | Taurian Concordat | Magistracy of Canopus | Outworlds Alliance |
|------------|-------------------|-----------------------|--------------------|
| 1          | Force Sergeant    | Lance Corporal        | MechWarrior        |

|   |                             |                     |                |
|---|-----------------------------|---------------------|----------------|
| 2 | Lance Sergeant              | Star Corporal       | Defender       |
| 3 | Battalion<br>Chief-Sergeant | Command<br>Sergeant | Protector      |
| 4 | Cornet                      | Banner Sergeant     | Guardian       |
| 5 | Subaltern                   | Ensign              | Preceptor      |
| 6 | Brigadier                   | Commander           | Supervisor     |
| 7 | Colonel                     | Major               | Section Leader |
| 8 | Comptroller                 | Colonel             | Director       |
| 9 | Marshal                     | Senior Colonel      | Chairman       |

| Rank Level | Periphery<br>Independents | Bandit<br>Kingdoms/Pirates | Republic of the<br>Sphere |
|------------|---------------------------|----------------------------|---------------------------|
| 1          | MechWarrior               | Underling                  | Triarii Protector         |
| 2          | Private                   | Soldier                    | Principes Guard           |
| 3          | Corporal                  | Lieutenant                 | Hastati Sentinel          |
| 4          | Sergeant                  | Captain                    | Legate                    |
| 5          | Lieutenant                | Underboss                  | Prefect                   |
| 6          | Captain                   | Boss                       | Knight-Errant             |
| 7          | Major                     | Bandit-Prince              | Knight                    |
| 8          | Colonel                   | Bandit-King                | Paladin                   |
| 9          | Supreme<br>Commander      | Bandit-Emperor             | Exarch                    |

## Territory Warfare

Territory Warfare is a game within the framework of the MRC network. It allows for players to capture and hold real world territory for a Faction.

Territory Warfare follows a basic frame with 3 conditions:

**Secured** - If a territory is secured, it can not be contested or taken by another faction till the cool down time has finished.

**Contested** - If a territory is contested, then games can be played to change the ownership of the territory.

**Held** - A territory that is Held can be contested. This is the default condition for most territories.

## **Territory Conditions**

### **Secured**

A territory with the Secured condition is owned by a faction. This territory is protected from the Contested condition for one (1) month after it has been captured. This protected period the territory is known to be on cool down. After the cool down period, a territory can become contested.

### **Contested**

A territory with the Contested condition is currently being fought over for ownership. To move a territory into a Contested condition, an email must be sent to [overrideengaged@gmail.com](mailto:overrideengaged@gmail.com) declaring the territory that is being contested, and which faction is contesting it. We also encourage a public declaration, so that everyone can get into the battle and have fun with faction rivalries. After this, there will be a one (1) month timer where any ranked game can be counted toward defending, or attacking the Contested territory. At the end of this timer, the side with the most combined combat score from the ranked games, will Capture the territory.

### **Held**

A territory that is Held is not Secured or contested. This is the standard condition for most territories.

## **How to Claim Territory**

To start claiming territory the **faction member** must email [overrideengaged@gmail.com](mailto:overrideengaged@gmail.com) with what territory they are contesting. The time that MRC Command posts the contested condition on social media, the one month timer for the contested territory will start. At the end of the

month, all ranked games that have been counted toward this territory will be added together. The faction with the higher combat score will take or retain ownership of the territory.

A faction can only attack one territory at a time, but may defend any number of territories that they own. Once a player has declared that they are helping attack, or defend, all ranked games will count toward that outcome. A player can not both attack and defend the same territory during the same contested period.

Any ranked game can count toward a contested territory. They do not have to use the same map, or have the same objective.

## **Territory Rush**

A Territory Rush is an event when all territories in a region are up for grabs, and all of the territories will be captured by the end of the event. This is typically done when new regions open up, but can also happen at larger events. A Territory Rush will always be announced in advance.

During a Territory Rush, a standard map will be used for each new Territory in the region. They will not change from game to game during the event. Once a territory has been played on, the winner's faction will gain a point to ownership of that territory. At the end of the event, the faction with the most points on a territory will become the owner of the territory.

During a Territory Rush, players must pick a faction and fight directly against other factions. It is encouraged to work with the other members of your faction for maximum results.

## **Regions**

A region is a grouping of territories grouped together to form a larger group. New territories will be added in when new regions become available. If you want to add a region to territory warfare, you must have a group of at least 4 players in that region.

## **F.A.Q.**

Q. Does my MRC faction have to match my Territory Warfare faction?

A. The initial challenge to contest a territory must come from someone with-in the faction that is issuing the challenge. After the challenge has been issued, anyone can then fight for either side, regardless of MRC faction.

Q. What games count toward Territory Warfare?

A. Any MRC Game can count toward any contested territory (this includes event games). When you submit your ranked game, you must declare which territory and faction you want it to count towards. If you want to include event games, please inform the Event Organizer at the end of the event.

Q. Can I fight for games outside my region?

A. Yes, anyone can have their Games count toward any Contested Territory.

Q. Can I participate in a Territory Rush Event remotely?

A. No, all Territory Rush must be done at an event.

Q. Can I get my region added to Territory Warfare?

A. Yes, if enough players in your region agree to join, then your region will be added to Territory Warfare.

spotting.

### **Secondary Objective Missions (BETA)**

The following is a player's resource, It is not required to use in any shape or form. If you like to adjust and fine tune the following, please do. If you have suggestions for better forms of the following, send your feedback to our feedback channel on the Discord.

#### **Secondary Objectives:**

Secondary Objectives can be scored in addition to the main mission objective during a game. A player may choose up to 3 secondary objectives at the start of each game for use with-in that game. The Objectives list how many points they are worth on completion, and how many times

they can be scored during a game. The players must note the secondary they are using before the start of deployment. Secondarys objectives must be shared with your opponent.

The following are the MRC secondary objectives.

**The Bigger They Are:** Destroy an Assault class Mech with a light Mech. Worth 2 VP, Can be scored up to 2 times.

**Need More Training:** Cause an enemy mech to fall over from a piloting check you caused. Enemy pilot must fail a PSR that you caused. Worth 1 VP, can be scored up to 3 times.

**Everyone Gets A Turn:** Deal 20+ points of damage to each enemy unit. Deal 20 points of damage to each enemy unit over the course of a game. Worth 3 VP, Can be scored up to 1 time.

**Target Rich:** Have a single unit deal damage to two separate units in the same turn. A single friendly unit must deal damage to 2 or more enemy targets in a single turn. Worth 1 VP, can be scored up to 3 times.

**Rapid Reaping:** Destroy 2 enemy units in a single turn. Worth 1 VP, can be scored up to 3 times.

**That All You Got!:** Have a single unit take 40+ damage in a single turn, and not fail any piloting checks. Worth 1 VP, can be scored up to 3 times.

**Heating Up:** Cause an enemy mech to shut down, have an ammo explosion, or have the pilot pass out / die from a failed heat roll on a turn you applied heat to that unit. Worth 2 VP, can be scored up to 2 times

**Don't Need Guns:** Destroy an enemy unit with a melee attack. Worth 1 VP , can be scored up to 3 times.

**Feet Meet Face:** Successfully complete a DFA Attack, without failing any PSR. Worth 3 VP, can be scored up to 3 times.

**Surround Them:** Have a unit within 10 hexes of each map corner at the end of your turn. Worth 1 VP, can be scored up to 3 times

**Break Though:** Have a unit within 2 hexes of your enemy's home edge at the start of your turn. Worth 1 VP, can be scored up to 3 times.

**I Have The High Ground:** Have a unit on the highest level hex at the start of your turn. Worth 1 VP, can be scored up to 3 times.

## **Event Organizers**

If you are interested in becoming an Event Organizer in the M.R.C., Message Warning or Carbon on the M.R.C. discord for more information. We welcome anyone who wants to run events in their local area.