RMO 2025

Battletech Team Championship

Alpha Strike, Classic Battletech, Hinterlands

EVENT SUMMARY

Welcome Mechwarriors to the Classic Battletech event at the fantastic Atlantic City Open 2025! I am excited to bring you 3 days of glorious Battletech combat, for players of all skill levels and ages!

But unlike last year, this year the challenge is to be the best team, defending your holdings and attacking enemy teammates on other fronts!

You **must** have a ticket to participate in games. This also grants entry into the gaming hall during the entire event.

Wave your team flag this year at our largest east-coast event held at the Harrah's Atlantic City Resort and Casino! The resort features an impressive pool, multiple bars, restaurants and a short drive to the famous Atlantic City Beach. Stay on-site at the resort using the highly discounted FLG room block available this year!

Harrah's Atlantic City Resort and Casino located on 777 Harrah's Blvd, Atlantic City, NJ 08401

Tickets for this event can be purchased HERE

Find everything you need to know including discounted room block, schedule, etc:

ORGANIZERS CONTACT

FLG Event Admin: Jake Jacobson | **FLG Event Logistics:** Mike "The Road Warrior"
Stay up to Date: Frontline Gaming Community Facebook Group

Tournament Organizer Names	Contact Information
Bradley Nichols/DevianID	BradleyN@comcast.net
MRC Discord	https://discord.gg/UnwFRV4xha

EVENT SCHEDULE

Event Room: Wildwood Ballroom 1st Floor

Schedule Day 1 - Friday June 13, Alpha Strike Team Event

Rounds	Start Time	End Time
Q&A/Muster for Missions	9am	10am
Round 1	10am	1pm
Lunch/Paint Judging	1pm	1:45pm
Round 2	1:45pm	4:45pm
Round 3	5pm	8pm

Schedule Day 1 - Saturday June 14 Classic Team Event Day 1

Rounds	Start Time	End Time
Q&A/Muster for Missions	9am	10am
Round 1	10am	1pm
Lunch/Paint Judging	1pm	1:45pm
Round 2	1:45pm	4:45pm
Round 3	5pm	8pm

Schedule Day 2 - Sunday June 15 Classic Team Event Day 2

Rounds	Start Time	End Time
Round 4	9am	12pm
Acknowledgements & Accolades	12:15pm	1pm
Open Hinterlands Gaming	1pm	Event Close

AWARDS

Planned Acknowledgments and Accolades

- Best solo* Paint job Friday, judged during Alpha Strike Battalion Team challenge Lunch.

- Best solo* Paint job for Saturday, judged during Classic Company Team challenge.

*Solo meaning 1 model. Individual Players wishing to be paint judged will submit 1 model during lunch Friday and Saturday that they used in games that day. The winning model from Friday cannot be submitted Saturday. This ensures you can mix players, borrow models, or use mercenary players in case you have an incomplete team, and not lose points for mixed models during paint judging.

- Best Team Overall for Alpha Strike Battalion Team challenge

- Best Team Overall for Classic Company Team challenge

Team winners will be for the team with that X factor. Maybe it's a team of 3 Ghost Bears, all in Ghost Bear clothing. Maybe it's a team depicting a battle, with historical units from antagonist factions arrayed against each other across 3 players. It could be 3 players that banded together, meeting for the first time but all individually bringing swag or handouts, and ad-libbing how the unlikely mechwarrior heroes all fit together. Think of this as a combination of all actions in game--best sportsmanship plus best paint plus best game score plus best theme as voted by other players.

- Trueborn Warrior—most Mech kills from Friday, Saturday, Sunday from a single player across all game types.

- Best Team Spirit—Team with the most iconic support to make sure everyone is having fun. Tiebreakers will be how many days the team showed up with high energy and good spirits! Game and Paint scores need not apply to having the most fun/winning Team Spirit! Think of this as 'best sportsman' but for out of game behavior that exemplifies why we love to go to events and meet new people.

- Best Alpha Strike Team Tactics—Judged by total team win/losses

- Best Classic Battletech Team Tactics—Judged by total team win/losses

Mercenaries Box/Hinterlands gaming: In addition to playing whatever mission campaign players might be on in their personal campaign book, 3 special missions for an ACO themed contract will be available. Completing all 3 ACO missions (win or lose) will receive a prize, and playing OPFOR for other Hinterlands players will earn bonus prize salvage. So even if you can't play Alpha Strike teams on Friday, come hang out and play the new Hinterlands-style narrative missions! Don't know what Hinterlands is? No problem! It's the new Kickstarter-box set compatible campaign book, from the Mercenaries Battletech Kickstarter, where you track your unit's progress as they tackle missions and train up a fighting force.

FORMAT & FAQ'S

List Building Rules

List building is all MRC compliant this year. http://mrc-battletech.ddns.net/about.html

In addition to the limit of 2 of a chassis per player, for the Team event the following additional restriction is in place:

      Alpha Strike Lists are 300 PV, and can take no more than 12 units for the Battalion team event. (minimum 4 units per MRC)

      Classic Battletech lists are 7000 BV, and must take exactly 4 units per player for the Company team event.

      No team member can take a unit used by any other member of a team. So, if Player A takes a Marauder, Player A can have up to 2 Marauders, and Player B cannot take a Marauder even if Player A takes only 1 Marauder. This means Clan players on the same team wishing to both use Battle Armor will need to use more than just Elemental Battle Armor, as only one player can take Elementals. The others will need to take Salamanders, Gnomes, Elemental 2s, etc.

      All Team lists will be made using the JIHAD MUL for a chosen faction. Teams need not be the same faction, so a Team could have one player with Clan Wolf and 2 players with Clan Jade Falcon.

http://masterunitlist.info/

      Team players lists are limited to Introductory and Standard rules levels. This means Artillery units, using 'Advanced rules', are automatically not allowed. If I go to 'Master unit list', select the Jihad Era, and select Capellan Confederation, I can sort by rules level. The advanced rules 'Firebee 1E' (uses primitive tech) and 'Shadow Hawk 8L' (uses a VSPL) is thus not allowed, and the Experimental 'Raven 3X' (prototype TSM) or 'Pillager 4X Anvil' (LT Cannons) are not allowed. The year 3080 Scorpion 10M is Standard rules by contrast using a HPPC, so would be allowed, as would the Introductory rules Wasp 1A.

Skills must be within 2 on each unit. Skill 4/8 infantry is not allowed (skill gap of 4), but skill 3/5 units are fine (skill gap of 2). Skills are paid with BV per normal.

Standard Rule Alternate Ammo for Classic is found in the Battlemech Manual, such as Precision AC ammo or Inferno SRMs, or Frag LRMs. Ammo is set in list construction, so if you are afraid of infantry, you should take Infernos or Frag Missiles as part of building a balanced list.

Advanced rule+ Alternate ammo, which is ALL Alpha Strike ammo as well as some TACOPS Classic ammo like Tandem Charge, is not allowed during list construction. Alpha Strike players can agree to use alternate ammo, it being an optional rule players can agree to like anything else.

The pertinent excerpts from MRC that apply is below, the full list link is:

[Classic Battletech](#)

[Alpha Strike](#)

Only units of the following type are allowed for use:

- Battlemechs

- Omnimechs

- Industrial Mechs

- Protomechs

- Battle Armor

- Combat Vehicles (including VTOLs)

- Infantry

- Units from the Solaris (SOL) MUL are not allowed

- Players may take a single Unique unit in their list. This unit must be available to the faction/era they have selected and cannot have the rules level of Experimental on the MUL.

- For example, a player could take the GRF-1E "Sparky" Griffin as part of a Lyran Commonwealth list in the Late Succession War era.

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

- All units must be found in the same single Faction MUL for the Era of Play.

- Max of 2 for any one unit in a force. (Example:2 Warhammers. Both can be the same Variant or two different ones.)

- **Pilot Skill (Classic Battletech):** MRC requires that pilot skill restrictions be in place for games played. Pilots must have their gunnery and piloting skills kept with-in 2 of each other, also known as the 2-step rule.

   Example:

   A pilot skill of 3 gunnery and 5 piloting is acceptable

   A pilot skill of 2 gunnery and 8 pilot is not acceptable

   Special Pilot Abilities are not allowed to be taken for any events.

- **Pilot Skill (Alpha Strike)**: 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).

- **Hinterlands force construction**: Hinterlands uses a different set of rules, and Hinterlands/Merc box set games are not MRC compliant. 3k BV (pilot upgrades don't count), 1-2 units, SPAs allowed to be purchased, Formation rules can be trained. 2 battle armor/infantry count as 1 unit, and vehicles count as 1 unit. No faction selection restrictions, but the Era is ilClan.

Game Play Rules

No special rules are in play at either Team event by default. As usual for all my events, if both players enthusiastically want to play with a special/advanced rule, I encourage them to agree to do that at the start of the game. **The only additional rule I strongly endorse is Multiple Attack Rolls in Alpha Strike.** If the game has started, it's too late to incorporate special rules, so make sure you talk about rules instead of making assumptions, just to find out that no, ECCM was not agreed or even talked about 1 hour ago.

If I ask my opponent to use floating crits, and they say no thanks, there will be no badgering or coercing—just use the normal rules. The Battlemech Manual has a checklist of common advanced rules players can agree to in the back of the book. All players will be provided a copy, then they can just reveal their checklist and use any rule both commonly checked off already. If your opponent loves the floating crits and engine explosion stackpole rules, and you checked them off as well, then of course you can play your game using those rules. Just keep in mind you are still part of a Team, and finishing your games is more important to me as a TO.

If you don't know what a rule is, you shouldn't agree to use it if you can't look it up/have the book. For example, if you agree to use backwards movement, but you don't know what the PSR penalty is or when it is triggered, it may be better to skip that rule then spend time finding a rulebook to borrow in the middle of a game.

How does Team Battletech work?

Each team is assigned tables set in groups of 3 maps.

> Each set of maps will roughly have
>
> Maps A - Desert/open layout
>
> Maps B - Grasslands/gentle hill layout
>
> Maps C - Light urban layout.

Teams will exchange lists, and after review will select 1 player to be the defender on each side by putting a list face down. The 2 remaining players become attackers, and reveal the enemy defender list. The team will then select which list to attack the defender with. The leftover players then play each other.

Example: Team **ABC A**bby, **B**rad, and **C**hris are facing off against team **XYZ X**ander, **Y**elana and **Z**ach. After review, **A**bby is secretly chosen by team **ABC** and **X**ander is secretly chosen by team **XYZ** as defenders. Then, **B**rad and **C**hris must secretly choose who is going to attack **X**ander, while **Y**elana and **Z**ach must decide who will attack **A**bby. Brad is selected to attack Xander, while Yelana decides to attack Abby. **C**hris and **Z**ach, not selected as defender or attacker, then play.

Teams roll off, with the winner's Defender selecting the first map. Team **ABC** wins the roll, and **A**bby decides to pick the light urban map. When picking first, first Defender must select a map theme the player has not played on as a Defender already. So, if Abby played on light urban in game 1 as a Defender, **A**bby could not pick light urban game 2, 3, or 4 if Defending and winning the table roll.

If a player has defended on all 3 table types they cannot be selected as Defender in round 4.

After the First team selects their maps, the other Team then choose who defends on the 2 remaining maps. So, Xandar and Zach select who will go on which table, and Zach becomes the defender in the Zach/Chris game. These players may play on maps they have already played on.

Turn 1, the defender automatically loses initiative and moves onto the table, which sets the defenders home edge and opposite attacker edge. Play resolves normally from here.

Each mission will have an objective to complete. The missions will be revealed at the start of each day, for players to ask questions and clear up any confusion during the 1-hour General Muster/mission Q&A. The missions will all have unique conditions that force players to bring well rounded lists or be less effective during a mission.

An example from last year is a laser-inhibiting ECM fog that made targeting computers and pulse lasers less effective in one game, or high gravity that made jumping worse in another. Objective examples include king of the hill, deathmatch kill streak scoring, and sticky conquest objectives.

At the end of the round, the team that wins 2 out of 3 objectives in each game is the winner. Tiebreakers will be total wins, and then solo mech kills. So, if a team goes 2-1 in 4 games, they have a 4-0 winning record as a team. This will put them ahead of a team that does 3-0 in 3 games and 1-2 in game 4, with a team record of 3-1. Among the 3-1 teams, though, they will have 10 points for tiebreakers for winning 10 of 12 matches.