

VIKING FUNERAL



April 25, 2026, 12:00 NOON
Sabre Games and Cards
08 4th St NE, Charlottesville, VA 22902

VIKING FUNERAL

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Paging MechWarriors...

Message received. Display imminent.

Viking Funeral is a casual event held in honor of "Viking" Mike Brindle. Mike was a familiar face to many scenes in the Charlottesville gaming scene, from Battletech to historical fencing. He was always welcoming and inclusive, and we are proud to present this event in his honor.

If you want to prove your mettle as a MechWarrior, make connections with people in the area, or even just learn to play Classic BattleTech in a more structured scene, this event is for you. You only need to bring three mechs, some dice, some record sheets, and a friendly attitude.

This will be an MRC compliant tournament. The MRC is an organization dedicated to clear expectations and communication for tournaments and players. Click [here](#) to learn more and sign up (it's free!).

Send your list to dakotalwrites@gmail.com. We can also help with questions, list validation, and directions.

Parking in downtown Charlottesville can be difficult. There are surrounding streets with limited parking, but plan for a short walk to the game store.

Registration and List Submission Deadline is 4/11/26.

Registration Form: [Click Here](#)

Reactor: Online.

Sensors: Online.

Weapons: Online.

All Systems Nominal.

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Game Rules

Anyone who wishes to participate must [register here](#) in order to have a spot at the tournament. We are limiting to 14 players due to space and staff limitations.

Sportsmanship

Sportsmanship and grace are the most important aspects of a fun game of BattleTech. Any players who discriminate or harass anyone else for any reason including but not limited to race, gender identity, religion, and player skill, will be evicted immediately. If you are uncomfortable with how you are being treated at any point, please reach out to a Tournament Organizer as soon as you feel safe to.

Ejecting your 'mech or forfeiting the match is considered poor sportsmanship.

Missions

Viking Funeral will consist of three matches. Two are short matches, using the two lists you submitted separately. These lists may **not** be reused until the final mission, where they will be fielded together.

Missions will be determined semi-randomly (there will be no repeat missions) on the day of play. Rules for each mission will be given as handouts, and will use short edge deployment. The final mission will be a unique mission where both lists will be used together.

Expect missions to ask your lists to be flexible; Active Probes and ECM may impact objectives.

A game ends when either side's units are all Crippled, Destroyed, or Immobilized as these conditions are described in the BattleMech Manual. It also ends after 1.5 hours for the first two matches, or 3 hours for the latter two. A game does not end just because one side has reached the maximum Objective Score.

Optional Rules

- Backwards Level Change (BM 15)
- Front-Loaded Initiative (Fan Rule)
- Floating Critical (BM 45)
- Careful Stand (BM 19)
- One-Armed Prone Fire (BM 30)
- Enhanced Flamers (BM 99)
- Machine Gun Rapid Fire Mode (BM 101, 'Mechs and Combat Vehicles only)
- Expanded Arm Flipping (BM 25)

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Scoring & Organization

Each match will have a sportsmanship score, a winner and loser, and an objective score. The winner will be the player with the higher objective score, and receive a bonus to their overall score.

Sportsmanship score is a flat bonus that each player grants their opponent. Explaining how rules work before they become an issue instead of as a "gotcha," reminding of mission rules, and helping each other play the game are all examples of good sportsmanship that should earn this point. This is an honor system, so please, be respectful and gracious to your opponent.

Objective score is based on the victory points scored during the mission. Even if you lose, this will be counted towards your overall score. As such, it's worth continuing to play even when defeat seems inevitable.

If any player ejects a mech or forfeits, the opponent is automatically granted max score, and they cannot receive any points. If you feel your case is unique, please reach out to the Tournament Organizer.

The player with the overall highest score will be granted the title of tournament winner. In the event of a tie, the award will go to the player with the highest sportsmanship score.

The winner of this tournament will receive first pick of our prize pool, a collection of signed Battletech novels by Bryan Young and Michael Stackpole.



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List Building

Players are tasked with creating two lists. Each list will be played on its own, and then both will be played together in a final battle. Please use [MekBay](#) and share your Live Battle Report link with the Tournament Organizer at dakotalwrites@gmail.com at least one week before the event. No infringing STL models.

Max Battle Value: 5000

Minimum Battle Value (per unit): 100

Maximum Number of Units: 3

Restrictions:

- 1. No duplicate chassis, Experimental unique mechs, or Solaris MUL.**
IE: You may bring a Wolverine and a Conjurer, but not two Wolverines. This applies to your whole force; if you have a Wolverine in your first list, you cannot have one in your second.
- 2. Two Step Rule.** Pilots may be 3/5, but not 2/5. They could be 4/2, but not 5/2.
- 3. No Artillery, Aerospace, NOVA CEWS, iATM, Mobile HPG, Command Console, Communication Equipment, VTOLs, or units with VTOL movement.** With the exception of VTOL movement and the Mobile HPG, you may bring units that have these items, but they will not be functional. Any crit which hits them will be rerolled or transfer inwards if there is nothing else in the location.
- 4. Pulse damage not to exceed 30 total points. Precision Autocannon ammunition counts towards this limit.** This limit excludes ER Pulse, X-Pulse, and Re-Engineered lasers. Variable Speed Pulse Lasers are counted as their highest damage value. Counts over both lists.
- 5. Jump MP not to exceed 12.** Total count of jump movement points in a list. This includes Battle Armor. Counts over both lists.
- 6. Equipment must be found in the BattleMech Manual or Total Warfare.** Sorry, but I'm not opening Interstellar Ops.
- 7. Lists shall be MRC Season 6 compliant.** In addition to the above restrictions, all units on your list should be found on the same Master Unit List (there is no era limit, but they must all be from the same era). More details can be found on the MRC Discord if needed:
<https://discord.com/channels/889596056550125608/1461013052152352779/1461748188049445031>
- 8. Alternate Ammunition:** No unit may bring Tandem Charge, Smoke, iSwarm, or Thunder/Deadfire ammunition for any weapon. Otherwise, alternate ammunitions are permitted.

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A special thank you to Todd with Sabre Games and Cards for being a gracious and helpful host for this event. Thank you to the MechCommander Review Circuit, or MRC, for creating the guidelines used to generate this packet.

And thank you, the reader, for getting this far. We hope to see you at the event.

Carpe diem, tempes fugit.

[MRC Discord](#)



[Sabre Games and Cards Discord](#)



[Charlottesville BattleTech Chat Discord](#)



[MekBay](#)



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