

ALPHA STRIKE

MechCommander Rating Circuit

The following is the Battle Scoring system used by the M.R.C. for its global ranking system. This scoring system is a way to measure the relative success of a Commander, taking into account the relative strength of each side's forces during play. It is important to note that simply inflicting damage on the opponents' forces will not necessarily result in a higher score. Points scored for achieving mission objectives, crippling or destroying enemy units, and claiming victory by seizing the battlefield for your side. These are your goals, and should be kept in mind during play to achieve the highest score.

These rules are used with M.R.C. Tournament play to score gameplay. These rules can also be used for non-tournament play, but the point totals will be at a reduced rate.

It should be noted that these rules are provided here for your reference only, so don't worry if they appear to be complicated. The actual calculations of the score is handled by M.R.C. Operations. Simply follow the rules, then fill out the Battle Report, and the rest of the work will be done for you.

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.

If there are any question you can reach us at the following:

Email:

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On Discord:

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We look forward to seeing you out on the battlefield!

Books Used

The M.R.C. primary uses the **Alpha Strike: Commander's Edition**(Also abbreviated as AS:CE) The rule set presented in this book forms the core rule.

Point Value

M.R.C. requires a specific Point Value (referred as PV) to be used in all games to provide an even measure for all players. In the 2022 year M.R.C. is requiring all players to have no more than 500PV for each game. A player may never exceed 500PV for the forces they bring in a game.

Era Of Play

The Era of Play is determined by either the players of the game in a standard game, or by the tournament organizer in a tournament. The 2022 year of M.R.C. is requiring an Era of Play for each game. M.R.C. recommends using the Jihad Era for play in the 2022 year.

Units Allowed

M.R.C. has unit restrictions in place to promote diverse play and prevent the repeated use of a single unit. In 2022 of M.R.C. AS has the following restrictions:

- 2 to 5 Formations per army. Formations can be a Lance/Star/Level II depending on Faction selected.
- Only 2 units of the same model can be used per Lance/Star/Level II for Battlemechs, Omnimechs, Vehicles.
- **No Unique, Solaris 7 or Extinct** (*for the era of play*) mechs can be used.
- Units must be drawn from the players chosen faction for the Era of play, as found on the **MUL** (Master Unit List) (<http://www.masterunitlist.info/>)
- Aerospace, Protomechs, Drones, and off-board and on-board Artillery are **NOT** allowed.
- Only 1 Formation of Vehicle/VTOL allowed per army max. **NOTE: Vehicle Star formations are restricted to 5 units, not 10!**
- Only 1 Formation of Infantry/Battle Armor allowed per army max.
- SPA gained from formations are allowed. SCA (Special Command Abilities) are **NOT** allowed.
- All unit special abilities are to be used during play, this **DOES** include all optional special abilities found starting at page 82 of AS:CE.

Pilot Skill

M.R.C. AS requires the following:

- No more than one (1) unit in your force may be Skill: 0, and no more than two (2) units in your force may be Skill: 1.

-No more than 25% of your total number of units may be assigned a Special Pilot Ability (SPA) not associated with a formation. (SPA outside of formations are tied to the unit's skill level. This can be found on page 92 of AS:CE)

Maps Used

- 4'x4' minimum

Time Limits

Many games will have a pre-set time limit for each game. It is possible that the victory conditions will not have been reached by the end of the allotted time limit. In this case, the winner is determined by the combat points. It is important to note that when the time expires, the battle is over. The Armies involved stop fighting and begin to make their way back to base. This is important because it points out the way units that have taken significant damage but are not crippled or destroyed are not worth points to the other side. M.R.C. recommends a **3 hour limit max** to the game.

Battlefield Support

Battlefield support is an option when playing, but does not have to be used. M.R.C games for Match/Ranked games can only use a max of 5 BSP per game. Tournament organizers may have their own amounts they assign for their tournaments.

Optional Rules

These optional rules found in the AS:CE are **required** to be used for M.R.C. gameplay:

- Lance / Star Movement (p33 AS)
- Forced Withdrawal (p126 AS)
- 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)
- Optional Special Abilities (p82 AS:CE)
- ECM/ECCM (p161 AS:CE)

Roster Creation

A Roster consist of the follow:

- Name of Participant

- Type of Game(Ranked/Match/Tournament)
- Name of Tournament if applicable
- Faction Choice and Era
- List of Mechs (Including variants, pilot information,SPAs, and PV totals)
- Formations (If used)

EXAMPLE:

Billy McWinagain
Tournament

Radically Awesome Bot Battle 2021

Federated Commonwealth: Clan Invasion

Shadow Hawk SHD-2H	Skill:4	PV:30
Wolverine WVR-6R	Skill:4	PV:30
Griffin GRF-1N	Skill:4	PV:31
Commando COM-1B	Skill:4	PV:17
Total PV		108

No Formation

Match Play/Ranked Game Scoring

The standard scoring system is designed to be used for the majority of games, and can be used even outside of tournaments. As such, players gain more points slower, and suffer losses resulting in equal penalties.

Combat Points

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 Combat Points 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 10, and round normally.

This amount is your positive Combat Points. 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 10, and round normally.

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

Objective Points

When playing with objectives, a player can gain or lose points depending on if they complete the objective. The following is the point totals for Objective play in a Standard Game.

- Add 10 points if you completed the objective of the match
- Subtract 5 Points if you did NOT complete the objective of the match
- If the match was a tie, both players receive 2 points.

Additional Points

Additional Points are awarded in standard play for having painted models, and for sportsman-like attitude. Having your models painted with at least 3 colors will award 2 additional points. Players who have good attitudes and are positive players will receive 3 additional points. Please note all Additional Points must be approved by the M.R.C. Operations before they are added to a player's overall standing on the M.R.C. Standing Board.

Final Scoring

Once all the points have been added together, multiply this by 16. This becomes your subtotal score. If both sides had equal PV totals for their forces, this is the Final Score. If each side had different PV point totals (even by a few points), The subtotal 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 subtotal score is a positive number, multiply it by (Total Enemy PV / Total Friendly PV). If the subtotal score is negative, multiply it by (Total Friendly PV / Total Enemy PV). Then multiply this by 16. Round off the results normally and this becomes the players final score.

The player with the higher final score is considered the match winner, even if they technically “lost” the scenario.

The score can then be reported to M.R.C. Operations for review. Upon completion of the review it will be updated to the overall standings.

Tournament Scoring

The tournament scoring system is designed to be used when only a few games can be played before a winner must be determined. As such, players gain more points faster, and suffer losses resulting in less penalties.

Combat Points

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 Combat Points 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 tournament Multiplier), and round normally.

This amount is your positive Combat Points. 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 Tournament Multiplier), and round normally.

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

Objective Points

When playing with objectives, a player can gain or lose points depending on if they complete the objective. The following is the point totals for Objective play in a tournament.

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

Additional Points

Many tournaments give additional points for any number of reasons. A common one is for painted models. Most tournaments will state how many Additional Points a player can expect. M.R.C. Operations 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. Operations before they are added to a player's overall standing on the M.R.C. Standing Board.

Final Scoring

Once all the points have been added together, this becomes your subtotal score. If both sides had equal PV totals for their forces, this is the Final Score.

If each side had different PV point totals (even by a few points), The subtotal 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 subtotal score is a positive number, multiply it by $(\text{Total Enemy PV} / \text{Total Friendly PV})$. If the subtotal score is negative, multiply it by $(\text{total Friendly PV} / \text{Total Enemy PV})$. Multiply this by 16. Round off the results normally, and this becomes the players final score.

The player with the higher final score is considered the match winner, even if they technically “lost” the scenario.

The scores from each round of play in the tournament are added together to determine the overall winner of the tournament.

Tournament Level	Positive Multiplier	Negative Multiplier	Tied score
Major	100	50	25
Minor	50	25	15
Local	25	15	10

Competition Class

M.R.C. members are divided into categories, called competition classes, depending on their M.R.C. standings. The classes correspond to the Battletech unit quality, and are determined by each player’s current standing. Unlike rank, which is a different thing entirely, competition class is always based on current standings, so it can go up and down as the player’s standing changes over time.

The amount listed under score modifier is applied to the final score of each player, 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.

Standing	Class	Score Modifier
0-1249	Green	+10
1250-1399	Regular	+9
1400-1499	8th Class	+8

1500-1599	7th Class	+7
1600-1699	6th Class	+6
1700-1799	5th Class	+5
1800-1899	4th Class	+4
1900-1999	3rd Class	+3
2000-2099	2nd Class	+2
2100-2199	Veteran	+1
2200+	Elite	+0

Multiple Player Games

Unlike tournament games, which have only one player per side, Match Play 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 basic standard scoring is still used for multiple player games. The score applies equally to all players on a particular side. The only difference is when finding out the final score and applying the modification for standings. To determine the modification for standings, you must first find each side’s average standing. This is done by adding the standings of all players on each side, and dividing this total by the number of players on the side. This average standing is used instead of the individual standings as described in **Competition Class**. This modification applies to all players.

M.R.C. Ranks

In addition to the M.R.C. standing that each member has for competition, members can also be awarded a Rank, which is based on active participation. This rank shows other players how much experience you have had, not just playing Battletech, but playing a variety of different players in different situations, as well as recruiting for and supporting the M.R.C. organization. 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 Standings, 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 standing does have an impact on his rank, 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 standing, which can fluctuate depending on success or failure on the battlefield, a player's rank, once obtained, remains the same.

Promotion Points

Promotion rank is obtained through the accumulation of promotion points. These are earned in a variety of ways, summarized but not limited to the following.

Activities	Promotion Points Earned
Raiding Mission: Each Standard Game submitted for review	+1
Front Line Combat: Tournament Participation	+5
Front Line Combat: Third Place in event (if awarded)	+10
Front Line Combat: Second Place in event (if awarded)	+15
Front Line Combat: First Place in event	+25
Special Ops:	+15

Tournament Organizer	
Special Ops: Combat Journalism	+5 Per approved Battle report
Special Ops: Combat Photographer	+5 Per approved fan art/photo
Service Record: 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 standings for that faction.

Aside from the prestige, the holders of the highest ranks in each faction will have the chance to help determine the course of that faction's military actions on the **Territory Map**. (Territory map is still currently a work in progress).

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

Rank Level	Free Worlds League	ComStar / Word of Blake	Cappellan Confederation / St. Ives Compact
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1	Sergeant	Acolyte I	Assistant Force Leader
2	Lieutenant, Junior Grade	Acolyte X	Force Leader
3	Lieutenant, Senior 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-Lojtnant	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 Chief-Sergeant	Command 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 Independents	Bandit Kingdoms/Pirates	Republic of the 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	Bandit-Emperor	Exarch

	Commander		
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