



Van Zandt Militia Scrapyard Showdown Official Rulebook

Version 1.6.3 - As of 9 April 2025

Definitions	1
Introduction	1
The Season	2
Tournament length	2
Team Logos	2
Staff List	4
Important Links	4
General	4
MWO Comp Common Rules	4
Match and Drop Rules	4
Tournament Format	4

Drop Setting and Objective	5
Authorised 'Mechs	5
Spectators	5
Lobby Match Settings	6
Weapons and Consumables	7
Drop Decks and Duplicate 'Mechs	7
MechPool	7
Map Table	8
Home Server	9
Points, Forfeits & Tiebreakers	9
Points	9
Winner of each division	10
Tie Breaker at Season End:	10
In Game Prizes	10
Useful Resources for Teams	10
VZMSS Specific Resources	10
General MWO Resources	11



Definitions

Introduction

Welcome to the Free State of Van Zandt. The [Militia](#), in coordination with the Department of ExtraSolar Activities and Local Business Association is happy to have you here to participate in the first Scrapyard Showdown. Things here out in the Deep Periphery are a bit different from the Inner Sphere and Clan Space. We like it that way.

Please take some time to meet the people, engage [the local businesses](#), [arms merchants](#), [the culture](#), [the arts](#) and [music scene](#), and enjoy your time here. We also invite you to partake in the [local sports](#) scene. Whatever you do, help us help you by [keeping the postman happy](#).

Van Zandt Militia Scrapyard Showdown is an unofficial (community operated) MechWarrior: Online competitive league, hosted by the MWO Comp organisation. It is open to all players and teams. Teams will drop in groups of 7 with a maximum roster size of 21 players.

The Season

Van Zandt Militia Scrapyard Showdown season will have 5 weeks of competition with a break between weeks 3 and 4.

Team Registration and Tournament Length

Each Van Zandt Militia Scrapyard Showdown round has 5 drops and should take about 90 minutes to complete. The entire competition will run for 6 weeks, with a break in the middle for Easter because the QM basically lives in the church for that week. Registration opens from 1 March 0000 UTC through 17 March 2359 UTC.

Competition Weeks (Monday - Sunday):

Round 1: 24 - 30 March

Round 2: 31 March - 6 April

Round 3: 7 - 13 April

Round 4: 21 - 27 April

Round 5: 28 April - 4 May

*There will be a break between Rounds 3 & 4 due to Easter which will affect a large number of players and the QM in particular.

Team Logos

No copyrighted material that's not MechWarrior/BattleTech

- Appropriate, not offensive
- Professional looking clean and proper, not something slapped together by an AI, we support the arts here on Van Zandt. That and the Post Office are just about the only things we all agree on.
- (256x256px minimum resolution, PNG, Under 1MB)
- Must fit within a square aspect ratio.

If you require a logo created and don't have the ability to do it within your team, I recommend reaching out to one of the many artists on the BPL Auxiliary Discord.

Staff List

Van Zandt Militia Scrapyard Showdown

Discord Username	Role
RalphNoPants	Head Official / Quartermaster
liveish/Krasnopesky	MWO Comp Officials
itsmeian17	Official/Head Detailer for Uncle Bucky's

If you are ever unsure about any rules, reach out on [Discord](#). Admins and Support staff are always willing to help.

If you have a disagreement with another team before, during, or after your match we ask that you try to be good MechWarriors, follow the rules, in letter and spirit, and try to work out any disagreements amongst yourselves first. **Mutually agreed** redrops, 1v1 batchalls, Excel puzzle races, and rap battles are examples of acceptable solutions.

If you cannot come to an agreement, file a ticket and the staff will find a resolution but reserve the right to choose whatever option the Quartermaster finds the most entertaining.

Important Links

Toornament Page - https://play.toornament.com/en_US/tournaments/8603094877672374272/

MWO Comp - General Rules - [MWO Comp - General Rules - Minor Series](#)

[Drop Deck Template](#), compliant with all rules

[Van Zandt Militia Scrapyard Showdown QM's Deck Planner - Public](#)

General

MWO Comp Common Rules

Van Zandt Militia Scrapyard Showdown uses MWO Comp Common rules, please see below. It is strongly recommended to read and ask questions if unsure.

[MWO Comp - General Rules - M...](#)

Match and Drop Rules

Tournament Format

Round-robin format, each team will play the other teams in their division at least once. There are 5 drops in each match. Each drop will have different tonnage and mech eligibility.

Match Scheduling and Reporting

Matches will be scheduled and results reported via [tickets](#) on the [MWO Comp Discord server](#).

Drop Setting and Objective

VZSS drops will be played in the Conquest game mode with all 5 cap points valid.

Authorised 'Mechs

Almost all Inner Sphere mechs, Clan mechs, and clan omnipods available for c-bills or MC can be used. Mech types including heroes, specials, loyalty, etc. can be used, with the exception of the Legendary Mechs and their MC counterparts, with two exceptions.

The only legends allowed are the Urbanmechs, the Hashke (UM-IIC) and the Abaddon (UM-IIC-2). As these two do not use the Clan Coyote Space Magic known as omnipods, no Legend Mech omnipods will be allowed.

Spectators

In-game drop spectators may only be admins, referees, or shoutcasters. Shoutcasters may not cast the match for a team they are or were on the roster for in this tournament without affirmative consent from both team leads in the match ticket.

Number of Players

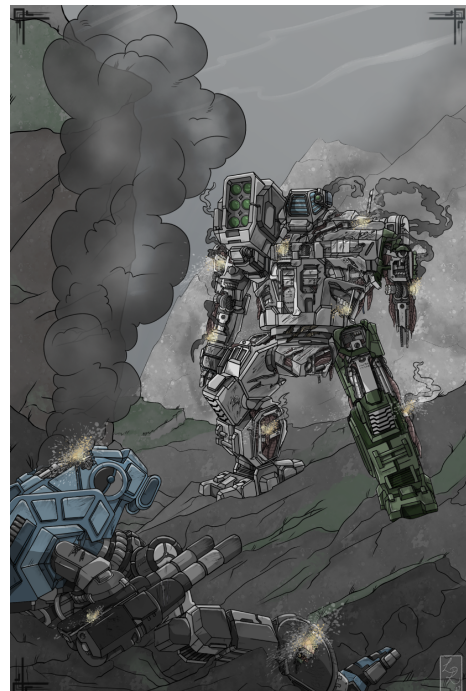
Each drop will consist of 7 players on each team. Teams may play with fewer than 7 players if they do not have a sufficient number of players available. There will be no change to tonnage requirements if a team drops short.

Match Lobby Settings

Gamemode: Conquest
Region: Home for the team in the Team 1 position in the Lobby, unless otherwise agreed.
Match Time: 15 minutes
Time of Day: Day (if applicable)
View-mode: First Person Only
Max Tons: N/A
Full Teams: No
Stock Only Mode: No
No Efficiencies Mode: No

Weapons and Consumables

All weapons are allowed in all drops as are all consumables.



Drop Decks and Duplicate 'Mechs

Drop	Tonnage Minimum	Tonnage Maximum
A	175	210
B	250	315
C	250	315
D	335	420
E	335	420



MechPool

Each chassis, with one exception, may only be used 3 times across all 5 drops, but only one of each variant can be used in a drop.

- For example a drop with three HBK-4G would be invalid but a drop with an HBK-4G, HBK-4P, and an HBK-4SP would be valid.
- That same hunchback 4G could be brought in 3 separate drops and also be valid.
- All special/loyalty/founders/platinum/etc variants count as the base variant for this rule.

The [Roland](#) Rule: An unlimited number UrbanMechs chassis are allowed in any drop as long as they are of different variants. NB: There are 10 Urbie variants in the game allowed as of this writing.

Omni-Mech Limitations

Only one of each omnimech chassis will be allowed in a drop. Meaning you can have an Adder and a Viper but you cannot have two adders or two vipers in one drop. There is only one person on the planet who has half an idea on how to work on OmniMech space magic and, due to a giggle fit accident at [Bubba J's](#) during the [MechroGolf Tournament](#), 90% of their staff are now on medical leave. Arctic Wolves, only one omni allowed in a drop, you may bring a standard as well.

If the game treats the mechs as different chassis, so will the tournament.

- Wolfhound and Wolfhound Clan are separate mechs, same with Bullshark and Bullshark Clan.

Legendary mechs are permitted with the following limitations

- Legends: The only legends allowed are the UrbanMech IICs, and their MC counterparts. [Uncle Bucky](#) has secured hundreds of these and I know better than to ask how.



Map Table

Drop	Min Ton	Max Ton	Top Seed Lobby Position	Maps for Week 1	Maps for Week 2	Maps for Week 3	Maps for Week 4	Maps for Week 5
A	175	210	Team 1	Ceres Scrapyard	Alpine Peaks	River City	Luthien	Forest Colony Snow
B	250	315	Team 1	Forest Colony Snow	Ceres Scrapyard	Alpine Peaks	River City	Luthien
C	250	315	Team 2	Forest Colony Snow	Ceres Scrapyard	Alpine Peaks	River City	Luthien
D	335	420	Team 2	Luthien	Forest Colony Snow	Ceres Scrapyard	Alpine Peaks	River City
E	335	420	Team 1	Luthien	Forest Colony Snow	Ceres Scrapyard	Alpine Peaks	River City

Top Seed and Servers

The top seed in the team listed on top for the match on the Toornament Website.

For example, if the match below were to be played, The 69th Falcon Irregulars would be Team 1 for Drops A, B, and E, while the Sweaty Sabers would be Team 1 for drops C and D.

 69th Falcon Irregulars...

 Sweaty Sabers NA

Server

The Server selected shall be the server of the team in the Team 1 position unless:

- One team is based in the EU and the other in OC, those games will be played on the NA Server.
- Team leaders agree to play every drop on the same server.

Points, Forfeits & Tiebreakers

Points

Total points are what determines a team's position in their division.

Drop Win - 2 point

Drop Tie - 1 points

Drop Loss - 0 points

Winner of each division

The winner of each division shall be the team with the highest cumulative points at the end of the tournament.

Tie Breakers at Season End:

VZMSS placement is based on a points system. If the lead teams are tied in points, the tiebreakers are as follows:

1st Tie Breaker: Team with the highest amount of mech kills. - Overall

2nd Tie Breaker: Team with the highest amount of mech kills. - Head to Head

3rd Tie Breaker: Team with the highest amount of conquest tickets - overall

4th Tie Breaker: Team with most Urbanmechs played overall

5th Tie Breaker: ???

In Game Prizes

In game prizes, both for participation and winning a particular division, will be supplied by PGI. These rewards will be injected directly into the pilot's account that was played in the tournament.

All teams in the competition who complete the tournament will receive:

- A sense of pride and accomplishment
- The final MC count will depend on players active during VZMSS, but to set some expectations -
 - Approximately 60% of the available prize pool (TBD) will be evenly distributed across all teams as a baseline pool, irrespective of placement and division
 - An additional [TBD] MC (subject to change depending on prize pool) will be awarded per point accumulated by each team
 - Bonus MC (TBD) will be awarded to each division winner

There may be additional prizes for winning teams and high performing players that will be announced at a later date.

Useful Resources for Teams

VZMSS Specific Resources

- [Team and drop planning spreadsheet](#)

General MWO Resources

- Map Tool:
<https://maps.mwocomp.com/>
- Statistics Websites:
<https://mwo.k8s.t3m4.net/>
<https://mwostats.com/>
- Mechlabs:
<https://mwo.nav-alpha.com/>
- Build Database/Guide:
<https://grimmechs.isengrim.org/>
- QP Leaderboards:
<https://leaderboard.isengrim.org/>
- MWO Comp YouTube and Twitch Channels:
 - <https://www.youtube.com/mwoleagues>
 - [Twitch - Mwoleagues](#)
 - [Twitch - Mwoleagues2](#)
 - [Twitch - Mwoleagues3](#)
 - [Youtube - MwoLeagues4](#)
- Match Shoutcast/streaming Schedule:

 Caster Log MWO Van Zandt Militia Scrapyard Showdown 2025
- MWO Comp Discord Bot Invite
https://discord.com/api/oauth2/authorize?client_id=764316015294152775&permissions=388288&scope=bot
- Jarl's List Player Leaderboard
<https://leaderboard.isengrim.org/>



Change Log

- 11 Feb 2025
 - Bearclaw II struck from map pools due to documented side advantage 40/60 split
 - Max Clan Mechs rule struck
 - Tonnage Increment Explanations added
 - Art
- 13 Feb 2025
 - Alpine added to map list as test of new placements
 - Points for wins and ties adjusted from 1 and 0.5 to 2 and 1

- 18 Feb 2025
 - Updated links to MWO General rules for Minor Tournaments
- 23 Feb 2025
 - Tonnages changed to be more consistent
 - Art added from Lady Red (<https://ladyredweb.com/>) at top and bottom, formatting
 - Map pool adjustments
- 24 Feb 2025
 - Corrected mismatch between chart and text regarding team lobby position.
 - Clarifications, grammar, formatting, and art
 - Filled official slot details adding itsmeian17 (Tetatae Exchange Student in-game)
- 28 Feb 2025: Version 1
 - Updated last day to sign up
 - Cleaned links to reflect new tournament architecture
 - Match scheduling through MWO Comp discord tickets
- 3 March 2025
 - OmniMech limits added
- 6 March 2025
 - [Drop deck sheet](#) added. This sheet is compliant with all rules, handles the Arctic Wolf omni/battlemech mix correctly.
 - Updates to clarify about Arctic Wolves with them having both omni and standard variants.
- 3 April 2025
 - Added link to [caster scheduling sheet](#)
- 7 April 2025
 - Clarity on requirements for casters to cast a match their team is playing.
- 9 April 2025
 - [Pedantry updates](#)

