

MRBC League

Each drop is a simulated contract, payment is made for victory. Losses will be covered, however the employer will keep full salvage rights.

Teams will compete over the course of a series of 4 matches. Each match is worth C-Bills, Accumulative C-Bills will add to their MRB Rating, and their ranking in their respective bracket.

Reconnaissance (company level) 250,000 C-Bills

Required force composition 1 medium lance: 2 light lances,

Mission specific criteria: 6 ECM mechs required in the recon company

Asset availability: 3 mechs of any variant. No Air support, No Artillery.

8 lights, 4 mediums

Example: 3 spiders, 3 jenners, 2 ravens, 1 cicada, 3 kintaros

Recon in force (company level) 250,000 C-Bills

Required force composition: 1 light, 1 medium, 1 heavy

Mission specific criteria: No Base Capping for first 6 minutes

Asset availability: Mission priority allows full chassis availability. Air Support Only.

4 lights, 4 mediums, 4 heavies

Example: 4 commandos, 2 centurions, 2 hunchbacks, 4 quickdraws

Flank Engagement (company level) 250,000 C-Bills

Required force composition: Recon pair, 1 medium lance, 1 reinforced heavy lance +(2 assault)

Mission specific criteria: +50,000 C-bills for destruction of entire enemy force

Asset availability: 2 mechs of any chassis due to shortage of repair parts. Air and Artillery Available.

2 lights, 4 mediums, 4 heavies, 2 assaults

Example: 2 ravens, 2 cicadas, 2 shadowhawks, 2 cataphracts, 2 orions, 2 D-DCs

Center of Battle Engagement (company level) 250,000 C-Bills

Required force composition: Recon pair (2 lights), 1 Heavy lances, 1 reinforced assault lance (6 assault)

Mission specific criteria: +50,000 C-Bills for destruction of entire enemy force

Asset availability: Logistics allow 4 mechs of any chassis. Air and Artillery available.

2 lights, 4 heavies, 6 assaults

Example: 2 spiders, 4 jagermechs, 4 victors, 1 highlander, 1 D-DC

4-0 : Decisive Victory +300,000 C-Bills
3-1: Tactical Victory +200,000
2-2: Draw +100,000
1-3: Tactical Defeat +50,000
0-4: Decisive Defeat 0

MRB Ratings will cycle for 6 weeks, at the end of 6 weeks the bottom contender of each bracket will drop to the rating below, the Top contender of each bracket will advance to the bracket above.

Regionals:

NA

EURO

RUSSIAN

LEVELS:

A+

A

B

C

D

E

A level: Starting in the A bracket is likely for Units who have won tournament championships and/or have a reputation of being a top tier unit. Examples would be SWK or VRGD

B level: likely starting point for units who have a competitive history, but may struggle against A rated units. Examples would be AS or QQ

C level: occasionally beat B level units, possess some tournament experience. Examples would be SMC or RDL

D level: Units that have completed a tournament season and finished toward the bottom. Examples would be BWC or Red Shadows.

E level: New units with raw players who have little to no experience in competition.

SCHEDULING

Scheduling will be conducted by Unit leaders or representatives in compliance with the schedule provided by the MRBC. Units will be given windows of opportunity to play their matches. If units fail to be able to meet for a common scheduling time in the first week, then they are allowed an additional week to complete their match, however both teams are highly encouraged not to drag out the process. If teams cannot find a common match time, there will be absolute time set for them, on the last Sunday of the cycle, in their regions prime-time. For NA, primetime will be considered 1900 CST. For EU it will be 1900 GMT. For Russia it will be 1900 Moscow.

MRBC understands that scheduling is a negotiating practice, and some teams can incur a disadvantage if they attempt to schedule matches in off times, this is why teams are encouraged to group within their regions, so that we can keep the game as honest as possible.

Once both teams have agreed on a time, the units will be held to their obligations. Teams will have 15 minutes, after the agreed upon meeting time, to finalize all preparations and attempt their first sync. Units that delay 30 minutes past the agreed upon time will not forfeit, they will incur a 250,000 C-bill lateness penalty. Units will play their matches, mercenaries are expected to honor their contracts, the inner sphere does not revolve around them.

In between each match, units will have a maximum of 10 minutes to change and prepare for the next drop.

If you must alert a referee to a dispute, please be ready to provide evidence of the other teams misconduct, whether it be a twitch stream, forum posts, etc. Please use the provided forums so that we can monitor scheduling and ensure contracts are running smoothly. We can't verify voice comms, but we can't hold units to verbal obligations.

Rules

League Format:

MRBC league is an ongoing ladder system, divided into 5 brackets. Brackets are designated A-E. The gameplay will be broken into smaller 6 weeks seasons. At the end of each season the top team of each bracket will advance to the bracket above, the lowest scoring team will drop down a bracket. Teams will be assigned to brackets based off of volunteer at first, but will be adjusted based off of a variety of data, including competitive history, the team's roster, and other factors such as TheMagicians ELO score. Final decision rests with MRBC staff. Teams will not be moved or introduced mid-season, or once the schedule has been determined.

Roster Rules:

The intention here is to keep the rules as simple as possible while allowing teams to deal with possible player loss and replacement.

A pilot will count as eligible for a match, as long as he is on the team's roster at least 1 hour before the scheduled start of the match in question (as proof of this only the roster changes posted in the appropriate section of our official league forum count)

Be aware: As seasons are going to be played out rather quickly within the MRBC league system, pilots will not be allowed to switch teams during an ongoing season!

There is no maximum size to a team's roster. Furthermore teams **do not** have to stick with the same 12 pilots for all drops in a match (pilots can be swapped between drops as long as they are eligible).

Rule Updates

The league organisers reserve the right to add or adjust rules for clarity, to address any issues, or to adapt to any changes that may be introduced by a game patch.

Match Scheduling

Matches are to be scheduled and played within the week assigned by the league. The fixtures can be viewed under 'Fixtures' on the 'Pre-Match' menu tab. Matches must be arranged with teams through our scheduling section on the forum. Any extensions need to be agreed upon by both teams and a referee. Non compliance with scheduling rules could result in games being forfeited.

time window for playing matched

waiting time allowance

Sportsmanship

Members must meet MWO's Terms of Use & Code of Conduct. See: mwomercs.com/terms and mwomercs.com/conduct Teams may not disconnect purposefully within the first minute of play (e.g. to force a map change, to restart a game if they feel they've made a mistake, etc.). A team that does so, may lead to forfeiture of games, or removal from the league.

Modification of game files:

Changes permitted--

Draw distance: (e.g. `e_MaxViewDistance = 1990`)

e_MaxViewDistSpecLerp = 1
je_ViewDistRatioCustom = 100)
Time to zoom: (e.g. gp_mech_view_zoom_transitiontime = 0.05)
Keybindings
Field of View
Mouse sensitivity, smooth, accel

Changes not permitted--

Removing trees
Changing thermal or night vision settings
Removal of film grain
Enhanced zoom fidelity (i.e. clarity)
Aimbots

Recommended Procedure:

Have both group leaders on the same voice communications server, and have someone who is not a group leader countdown for launch (example, "Three, two, one, DROP"). On the word "DROP"; both group leaders hit launch.

Confirm in All Chat (or voice coms) that you are facing the correct opposing team.
When the counter ticks down, the game is live.

If a team loses one or more players to disconnection within the first minute of play, and before a mech is destroyed, call a TIME in All Chat and report the situation to your opponent. This drop will not count, and will need to be re-dropped.

If there are disconnects during the live match, that is unfortunate. The match will still count. Teams will report the results using the match reporting function in the league module.

In the case of a re-drop, teams may change their drop deck, but may not take more than 5 minutes to do so. (Note: This is to help address two issues. 1) A team uses a drop deck that they feel works best if the other team doesn't know what they are taking. If a team was forced to use the same drop deck the team might be at a disadvantage. 2) A team player's mech is locked in, so they want to swap to a different mech).

Forfeiting drops:

Drops may be forfeited for the following reasons

- Using an ineligible player
- Showing up more than 15 minutes late to the agreed time
- Taking more than 15 minutes in-between drops

Disputes

Disputes between teams can be brought to the referees attention by team leaders in the Unit Leader section of the forum.