



MECHWARRIOR: DARK AGE

SEALED BOX TOURNAMENT RULES

Effective Date: November 1, 2002

Introduction

Welcome to *MechWarrior: Dark Age* tournaments! These events are designed to play fast and feature lots of exciting action!

Players should always have a great time at a *MechWarrior: Dark Age* tournament. Players can win prizes and honors at many different types of tournaments and, best of all, share the good fellowship that comes from playing a great game with great people.

Questions about a *MechWarrior* tournament or these rules should be directed to the BattleMaster running the event, or to WizKids.

This document contains rules for running *MechWarrior* tournaments. The most recent version of this document can be found at our web site: www.wizkidsgames.com.

Official Rules

Sanctioned *MechWarrior: Dark Age* tournaments use all of the following rules, except where noted:

- The *MechWarrior: Dark Age* rulebook. A copy of the rulebook comes with every *MechWarrior* starter, and is also available free for download at the WizKids web site.
- The *MechWarrior* Special Equipment Card (SEC). A copy of the SEC comes with every *MechWarrior* starter, and is also available free for download at the WizKids web site.
- Any official rules clarifications; and
- The WizKids General Tournament Rules.

Note that house rules are not permitted. Please be sure that you are using the latest versions of all these official rules! Check the WizKids web site and official forums for the very latest *MechWarrior* information.

Tournament Officials

There are two types of tournament officials: Venues and BattleMasters.

Venue: The host of the tournament and one of the tournament officials. A Venue is almost always a retail store, a game club, or a convention. (For more information about Venues, please see the WizKids web site.)

BattleMaster: A member of the WizKids Volunteer team, and one of the tournament officials. The BattleMaster runs the event and handles all the administration and helps players with any rules questions. (For more information on BattleMasters, please see the WizKids web site.)

Player Registration

WizKids publishes official player ratings and rankings for *MechWarrior: Dark Age*. Players should therefore pre-register online for MechWarrior: Dark Age tournaments, or provide the BattleMaster with their player login name so that their tournament results can be reported to WizKids and included in the official ratings calculations. Please see the WizKids General Tournament policy, or visit the WizKids website, for current information on player registration.

Pairing Players

The Head-to-Head tournament is played with two players opposing each other, so the tournament officials will pair up players into groups of two for each round of the tournament. The Venue or BattleMaster chooses the pairing style for the tournament, and announces it before the tournament begins. WizKids recommends the Swiss-style format, because it guarantees that all players can participate in an equal number of rounds; Swiss-style rounds are generally followed by a number of single-elimination final rounds. For more information on pairing styles, please see the WizKids web site.

Rounds

Tournaments are played in rounds. A round ends when 60 minutes have passed. When time is called to end a round, the active player may finish his current action.

Withdrawing

In the interests of good fellowship, fairness, and honesty, players who withdraw from or concede a battle for any reason must drop from the tournament.

Required Materials

All players must bring the following materials to the tournament:

- A copy of the *MechWarrior: Dark Age* rulebook and Special Equipment Card (SEC).
- A number of terrain pieces appropriate for the build total of the battleforce (see The Battlefield, below), to place in the terrain pool.
- Unit tokens, flexible ruler, and 3 six-sided dice (2 dice should be of the same color, and the remaining die should be a different color).

Normally the Venue provides any sealed product as part of the tournament entry fee. At the discretion of the Venue, players may be required to purchase their sealed boosters and/or starters from the Venue holding the event.

If the tournament uses sealed starters, players may use the rulebook, SEC, flexible ruler, and dice from the starters to satisfy these requirements.

The Battlefield

The default battlefield size for sanctioned *MechWarrior: Dark Age* tournaments is 3' x 3'. The battlefield size may be increased at the discretion of the BattleMaster. WizKids recommends that, the larger the build total of the battleforces used in the tournament, the larger the battlefield size should be. The size of the battlefield affects the number of terrain pieces that each player places. WizKids guidelines for battlefield size and terrain are:

300-500 point battleforce	3' x 3' battlefield (each player places 4 pieces of terrain in the terrain pool, and places 2 pieces on the battlefield)
500-700 point battleforce	3' x 4' battlefield (each player places 5 pieces of terrain in the terrain pool, and places 3 pieces on battlefield)
700-900 point battleforce	3' x 5' battlefield (each player places 6 pieces of terrain in the terrain pool, and places 4 pieces on the battlefield)
900+ battleforce	3' x 6' battlefield (each player places 7 pieces of terrain in the terrain pool, and places 5 pieces on the battlefield)

Terrain Placement

Follow the normal rules for terrain placement as outlined on page 8 of the *MechWarrior: Dark Age* rulebook, however the following rule applies for all tournament play:

Unless directed to do so by a Campaign scenario, players may not use deep water terrain in tournament play.

In the current environment, deep water terrain does not offer compelling game play and is subject to abuse. Removing deep water terrain as an option when players assemble the terrain pile removes the opportunity for abusive situations without limiting the overall game experience.

Battleforce Construction

Each player creates a battleforce using only figures chosen from his or her sealed *MechWarrior: Dark Age* boosters and/or starters. The default values for sealed tournaments are:

Sealed Booster Tournament: 2 sealed boosters, 200 point battleforce

Sealed Starter Tournament: 1 sealed starter, 300 point battleforce

The default build total is 100 points per booster, and 300 points per starter. However, the tournament officials may choose to run tournaments with any number and combination of boosters and/or starters, and declare battleforce build totals of 200, 300, 400, 500, or even more points. Check with the Venue or BattleMaster before the tournament to ask about the correct number of boosters and/or starters, and the build total for the event. Players use the same battleforce for the entire event.

The BattleMaster provides each player with the same number of unopened *MechWarrior: Dark Age* boosters and/or starters. Players may not open their sealed boxes until directed to do so by the BattleMaster. The Sealed boxes may be from any *MechWarrior: Dark Age* set or expansion provided that each player receives the same combination.

When instructed to do so by the BattleMaster, the players may open their sealed boxes. Players should count the units and confirm that each box contains the right number of units, and that each unit is tournament-legal. Players who receive the wrong number of units or an illegal unit must immediately notify the BattleMaster, who will replace either the unit or the entire box at the discretion of the tournament officials.

Players have a period of time determined by the BattleMaster (normally 5-10 minutes) to open their sealed boxes, verify the contents, and create a battleforce using only the units their sealed boosters and/or starters. Players may not trade units or sealed boxes.

Reserves

Players may use the same battleforce for the entire tournament, or they may “bring in the reserves” and create a new battleforce from the contents of their sealed boxes before the start of every round.

Getting Ready to Play

After players are paired up for each round, the BattleMaster announces a short preparation period (usually 2 to 4 minutes). During this time, players should get ready to play the game, as described on page 8 of the rulebook. This period includes determining the first player, placing terrain, and then placing battleforces, in that order. When the preparation period ends, the BattleMaster announces the start of the round.

Tournament Legal Units

Forces may contain only *MechWarrior: Dark Age* units produced by WizKids. All units must be correct for their base, and the collector’s number on the unit’s base must match the collector’s number on the combat dial. Units may be painted or altered as the player

chooses, but the unit base and combat dial must not be altered or painted in any way. Units that are marked on the base as “Promotional” or “Demo” units, or that are designated by WizKids as Promotional or Demo units, are not tournament-legal.

The BattleMaster may wish to verify that all the units are tournament legal before the start of the tournament. At the BattleMaster’s discretion, all players must record the units in their battleforces before the start of the tournament. If an illegal unit is discovered in a player’s force, the BattleMaster may allow the player a short period of time to replace the illegal unit, disqualify the player from the round and allow the player to replace the unit before the start of the next round, or disqualify the player from the tournament, at the battlemaster’s discretion.

Terrain

All Standard Terrain Templates are tournament legal. Elevated terrain may not be used. Standard Terrain Templates are available for free download from the WizKids web site. See **The Battlefield**, above, for the correct number of terrain pieces for the tournament.

Scenarios

Whenever an official *MechWarrior: Dark Age* battle scenario is used, the scenario may contain objectives, special rules, or victory conditions—these supercede the official MechWarrior game rules and tournament rules in all cases. An official MechWarrior: Dark Age battle scenario is one that is published and approved by WizKids LLC for the MechWarrior: Dark Age Campaign, or for MechWarrior: Dark Age Marquee Tournaments.

Victory & Tie Breakers

Victory and tie breakers in each round are determined by the “Determining the Winner” rules found on page 31 of the *MechWarrior: Dark Age* rulebook (Victory Condition 3, “Control of Your Opponent’s Deployment Zone,” found on page 31 of the *MechWarrior: Dark Age* rulebook, refers to those units whose center dot is within the opponent’s deployment zone).

Need Some Help?

If you have questions about these rules, WizKids tournaments, or MechWarrior, please contact us. Visit www.wizkidsgames.com and click on “Help” for a list of WizKids departments and contact information, including employee email addresses.