

# Peterborough Crown Tourney

Provisional rules pack v1.1 7 Apr 2026

These rules are based (with modifications) on the Southern Assault 2025 player pack - my thanks to everyone involved with these. They are potentially subject to (hopefully only minor) change up until 20th April 2026: we will notify all registered players of any changes (and post on Tales From The Periphery).

If you have any questions please ping **FleetfootMike** on Discord or email [crown@talesfromtheperiphery.org.uk](mailto:crown@talesfromtheperiphery.org.uk).

## The Tournament

The overall aim is to have fun, and play BattleTech in a friendly but competitive environment. This is not a "win at all costs" event, and some of the awards at the end will reflect that. Our request of you as players is to be the kind of opponent you'd like to face.

## Pairings

Round 1 pairings will be selected at random (while trying to avoid pairing people who regularly play together), after which we will use a Swiss pairs system to pair players with similar records (and avoid repeat matchups).

## Submission

Lists must be submitted by email (as a PDF from one of the list builder apps) to [crown@talesfromtheperiphery.org.uk](mailto:crown@talesfromtheperiphery.org.uk) by Tuesday 28th April 2026. Please also note which faction list you have built your force from and any lore or other info you think we should know.

If you fail to submit in time, you will be penalised on your tournament score.

## Force Building

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### Basic Summary

Cost: 8000 BV  
Era: Civil War  
Faction: any

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### Limitations

- ▶ BattleMechs only, restricted to Canon variants on the MUL.
- ▶ Only 1 of any chassis type, as determined by the MUL. To clarify, if one 'Mech variant appears in the list of "Other Models" on another variant's page+, they are both the same chassis.
- ▶ A minimum of 3 and a maximum of 6 units.
- ▶ Only equipment from the BattleMech Manual is allowed. (See BMM pg 120-127).
  - ▶ Units equipped with A-pods and B-pods are allowed but the pods will be considered non-functional.
- ▶ You may replace a force-wide total of one (1) ton of ammo with Special Munitions (BMM pg 106-108) (which may not be split between multiple units). Your list must note which 'Mech has it. You may also take any normal ammo listed as standard on the Record Sheet (e.g. LB-20X slug and cluster).
- ▶ Gunnery and Piloting for a unit must be within 1 of each other, in the range 0-5.
- ▶ No Quirks, SPAs, SCAs or Force Abilities.

- ▶ No Arrow IV or Arrow IV Homing.
  - ▶ No more than 2 units with Jump MP of 7 or more
  - ▶ No more than 40 pts total Pulse damage (counting the highest value per 'Mech at any range)
  - ▶ The tournament will include objective-based scenarios: please bear this in mind when constructing a force.
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## Optional Rules

- ▶ Backwards Level Change (p.15, BMM)
  - ▶ Careful Stand (p.19, BMM)
  - ▶ One-Armed Prone Fire (p.30, BMM)
  - ▶ Floating Critical (p.45, BMM)
  - ▶ Enhanced Flamers (p.99, BMM)
  - ▶ Piercing Retractable Blade (p.108 BMM)
  - ▶ Targeting Active Probe (p.110 BMM)
  - ▶ Front-loaded initiative
  - ▶ Fire Declaration as per BMM p10-11 with the restriction that you only need to declare the target(s) you are firing at, not which weapons, ammo etc.
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## Miniatures

- ▶ We would prefer and encourage you to paint your force to tabletop standard. It just looks better when we come to photograph them!
- ▶ We would again encourage you to use CGL and IWL official miniatures where you can, representing at least the correct chassis. However, we're not going to go over your force and check!
- ▶ If you need to use a proxy, it should be of the same weight class as the 'Mech it's proxying and NOT be the same chassis as any other 'Mech in your force.

## Timings

The event timings are subject to change, but will be provisionally as follows.

Round 1	9:30- 11:45
Lunch	11:45-12:30 (please order at the bar before 10:30 and ideally before you start round 1).
Round 2	12:30-14:45
Round 3	15:00-17:15

The TO will call out time every 30 mins. At 15 mins to go, the announcement will be "15 mins, this is your last turn." Once you have completed the turn you are on, please end the game, total up scores and deliver your form to the TO.

## Player conduct

To reiterate, please try and be the kind of opponent you would enjoy playing against. Other than that, Wheaton's Law applies.