



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 22nd May 2026: we will notify all registered players of any changes (and post on Tales From The Periphery).

If you have any questions please message @FleetfootMike on the UK BattleTech 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, 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 to [crown@talesfromtheperiphery.org.uk](mailto:crown@talesfromtheperiphery.org.uk) by the end of Tuesday 26th May 2026. Please put "UK Crown Tourney" and your name in the subject, and 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.

Ideally, we would prefer if your list came as via sharing a link from MekBay.com. You may use this link as a starting point: <http://bit.ly/4tHXfoC>. Failing that, we'll happily accept a PDF or CSV from any of the popular list builder apps.

## Force Building

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### Basic Summary

Cost: 8000 BV

Era: Civil War

Faction: any (but choose one). IS and Clan factions can also choose from the respective General list.

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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) - you may not change it for each round. 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). Normal ammo includes ATM, Narc-capable and Artemis-capable missiles.
- ▶ 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

Please bring physical printed record sheets (apps are all very well but if it crashes, we can't help you)  
The tournament will include objective-based scenarios: please bear this in mind when building 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 at least a basic tabletop standard. It just looks better when we come to photograph them!
  - ▶ You should use CGL and/or IWL official miniatures, representing at least the correct chassis.
  - ▶ If you need to use a proxy, it must 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.
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## Dice

- ▶ If your dice have logo-ed faces, please make your opponent aware which face is 1 and which is 6.
- ▶ If you wish to use a dice box for multiple rolls, please inform your opponent which order you are taking the rolls in *before you roll*.

## Timings

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

10:00	Registration
10:15-12:30	Round 1
12:30-13:15	Lunch Break
13:15-15:30	Round 2
15:45-18:00	Round 3
18:00	Results and prize giving

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.