

Kindrael's Ladder Rules

Overview:

This ladder provides a way for groups of Battletech Players to Determine their ranking within the group. It is a system that determines position based upon points. The point structure is designed so that more points can be gained by challenging players higher up in the ladder. This ladder can be modified to fit any situation fairly easily.

Record Keeping and Arbitration:

For this ladder it is necessary to maintain a record of two items for each player: Wins and Points. The number of wins does not affect a player's standing in the ladder, this is determined by number of Points. This method is used so that players are rewarded for challenging harder foes.

It will be beneficial if a group chooses someone to act as arbitrator for tough decisions, or items not covered in these rules.

Challenging:

Each player is given a "challenge chip" which is used to challenge another player. Only the Challenger supplies a chip. Our group divvies out chips once a month. Note this does not have to be a real chip if someone can remember, or decides to keep records on this. A player may challenge anyone on the same rung or higher on the ladder. Since there is no one on the same level or above the Top Dog, he can not challenge anyone, but may only accept challenges. The Top Dog does not get a challenge chip like everyone else. If he is knocked out of his position, or tied. He does get to offer an immediate challenge.

All challenges must be accepted, unless there are circumstances making the challenge impossible in a decent time frame.

Determining Winner:

There are two ways to determine the winner.

- 1) The first person to die loses. This is the preferred method because it encourages pilots to take care of their mech and changes configurations in mid battle, instead of simply dying and returning fresh.
- 2) The least amount of deaths in the allotted time. In the event of a tie here, it is suggested that the first person that died is the loser.

Points are not valid for determining winner because a lot of damage with no kill means bad aim. On the other hand one player could have impeccable aim, but be reduced to just a small laser and not be able to do enough damage to make a kill. If your opponent knows he's beat and starts running. It's your job to chase him down and kill him. Not sit back and go there's only two minutes and I did more damage.

Determining Loser/winner based upon death instead of kill allows for Ammo Bay fires and suicides, etc. If both mechs go up at the same time due to splash damage, or there was not a kill. It is a tie. No one won. No one receives any points.

Many people in our group like to use method "1" and then continue dueling for the rest of the game since we paid for it.

Determining Conditions:

Now for the fun part. This is my suggestion and the way I like to run things. Your group can opt any way you choose. Players may choose time of day, fog, map and method of determining winners. They may also choose each others mech provided that they both know what all of the conditions are. I've heard the "everyone will choose Owens" argument and have dared people to try it on me because I don't think it is valid.

For players on the same ladder rung:

I like to use the old "Mutual Consent" rule. Let them do what ever they want. If they can't agree arbitrate.

For players on different rungs:

The low man out can choose conditions. If the higher man truly is the better pilot, he can overcome the conditions. The low man may also choose the high man's mech, but only if the high man is informed of all the conditions, including the mech and THEN the high man is allowed to choose the low man's mech.

Determining score:

Remember where you had to keep track of points and wins for each player. Here's where it all factors in. The winner gets to add the amount of wins the loser has had to his points and an additional win tacked on his record. The number of wins does not determine ladder rung, but is kept so that you know the number to add to someone's points if he gets beaten. There is no penalty for losing, except for not receiving any points.

Ex: Player A has 4 wins and 6 points. Player B has 3 wins and 5 points. Player B beats Player A. Player B adds 4 points to his score to total 9 since player A has won 4 rounds. Player B also gets one win added. Player B now has 4 wins and 9 points. Player A still has 4 wins and 6 points.

If two players on the ladder have the same amount of points, they are tied. Wins do not factor in. If one player has more wins than the other it means he has been fighting easier opponents on the ladder where as the second player has been pushing himself to fight better players. Some would argue that the person with more kills is ahead. Some would say the person with fewer wins because he fought harder opponents. To allow for all strategies of challenging, points will be the only determining factor. If you are tied with someone and don't like it, challenge him. Settle it in the pods. That's what this ladder is for.

Technicality note: A player always receives at least one 1 point for a win. This covers getting the ladder started when everyone has zero wins. It also allows the Top Dog to get some sort of compensation if he is challenge by the low man on the totem pole.

Extra Stuff:

I recommend providing little bonuses for people ahead of you on the rung. Pay for their game. Buy them lunch if you lose the challenge. Anything to make it fun and show them you respect their playing abilities.

Challenges may be run in any difficulty level: Standard, Veteran, or Expert. This allows for even the new players to take part. Both players will run in the same difficulty level.

There are many strategies that can be used to maximize your points. Think carefully, and I'm sure you'll find some.