

BattleTech: Alpha Strike – 1400 PV

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1 PLAYTEST INTRODUCTION

This guide requires the use of the Alpha Strike: Commanders Edition and assumes players are highly knowledgeable on the rules and lore. This set of rules is intended to support advanced players seeking large-scale Alpha Strike tournaments and games and provide for a standard set of rules that can be used at conventions or for casual play.

2 RULES IN PLAY

In addition to all standard rules (page 1-53), the following optional and advanced rules are in play. Special restrictions or rules clarifications are provided in the sections below.

- Standard Rules, p1-53.
- Lance/Star Movement, p33
- Battlefield Support, p54.
- Buildings, p72.
- Special Pilot Abilities, p92.
- Special Command Abilities, p102.
- Formations, p116.
- Alternate Munitions, p153.
- Battlefield Intelligence, p154.
- Concealing Unit Data, p157.
- ECM/ECCM, p161.
- Fire and Smoke, p166.
- Variable Damage, Multiple Attack Rolls, p174.

2.1 STANDARD RULES. P1-53

These rules assume a 4x6 foot playing area. All measurements are in inches or feet.

2.2 BUILDINGS, P72

All buildings on the battlefield must be assigned a Building Type at the beginning of play. For standardization, use the following CV for all buildings:

- Light 3 CV
- Medium 4 CV
- Heavy 12 CV
- Hardened 20 CV

3 FORCE BUILDING

For the purposes of playtesting, the following rules are in place. This is to ensure standardization and attempt to balance the use of optional rules.

3.1 POINT VALUE & UNITS

PV: The total force's PV may not exceed ~~1400 PV~~. 1000 PV

Total Units: No force may have more than 48 units and no fewer than 24 units.

Battlefield Support: Players may purchase Battlefield Support. See below for special rules.

Mechs: No more than 4 mechs can be of the same chassis and no more than two may be the identical model. For example: Atlas AS7-C (x2), AS7-CM, AS7-D, and Marauder MAD-3R (x2), and MAD-5R (x2).

Vehicles: A maximum of 4 of the same type of unit regardless of the variant. For example: 4x LRM Carrier (standard) or Savannah Master (standard), Interdictor, Reflective, and SL. No more than 50% of the force can be made up of Combat Vehicles. No more than 25% of the force may be from the same motive type (Tracked, Wheeled, Hover, VTOL).

Infantry: No more than 25% of the force may be made up of infantry units. But there is no restriction on the number of identical infantry units. Battle Armor must follow the squad size for their chosen faction (4, 5, or 6).

Special Units: Units with MHQ7 or higher and a skill of 3 or lower allow a player to use Battlefield Support and Special Command Abilities. **Note:** The "Mobile Headquarters" unit is available to all factions regardless of the faction list.

Prohibited Units: No Aerospace, Artillery, LAM, or BIM.

3.2 ERA & FACTION

For the purposes of this playtest, only units available in the Clan Invasion era are allowed. Each player must choose a faction and the associated "General" list. For the purposes of this playtest, only Inner Sphere factions are allowed. Include "Inner Sphere General" in the MUL unit filter.

3.3 FORMATIONS

All forces must be organized into Formations (Lance 4 units, Star 5 units, or Level II 6 units). All formations may use bonus abilities as described under Formations, ASCE page 116. Players may use Formation Abilities from official Catalyst manuals (Davion Force Manual, Combat Manual: Mercenaries, Kurita Force Manual)

Additionally, formations must be grouped into Companies (12), Comstar Level II (12), or Clan Binaries (10).

3.4 SKILLS & COMMANDERS

Players must designate one commander for each Formation (4, 5, or 6 units). Additionally, sub-commanders must be designated at the Company, Binary, or Level II scale (12 or 10 units). One commander may have a skill of 0 or 1 and is the commander for the entire force. All other Formation commanders (one in 4, 5, or 6) must have a skill of 2 or higher. All other units must have a skill of 3 or 4. No unit may have a skill higher than 4.

If a commander of a formation is not designated, the unit with the lowest skill is the commander. If there is more than one unit with the same skill, use the unit with the highest PV. If there is still a tie, the first unit at the top of the formation's list is the commander.

3.5 SPECIAL PILOT ABILITIES, P92

Per standard rules, one in 12 units may have SPAs following the limitations on ASCE page 92. Players may use SPAs from official Catalyst manuals (Davion Force Manual, Combat Manual: Mercenaries, Kurita Force Manual).

3.6 SPECIAL COMMAND ABILITIES, P102

In order to use SCAs, the force must include a unit with MHQ7+ with a skill of 3 or lower. Each force follows the limitations for Assigning Special Command Abilities, ASCE p102. No more than 2 SCAs can be chosen for any force.

Players may use SCAs from official Catalyst manuals (Davion Force Manual, Combat Manual: Mercenaries, Kurita Force Manual).

Number of Special Command Abilities	
Skill Average	SCAs
3.5 to 4	1
2.5 to 3.49	2

Rule Clarification/Change:

All Special Command Abilities must be assigned to a commander or unit with MHQ7+. If that unit removed from play, the SCA is lost. Additionally, if an SCA affects the entire battlefield, (Rapid Strike, Strategic Planning, etc), the SCA is treated as 2 SCAs.

Command abilities that affect units must be assigned to a Company (12 units) or Binary (10 units). If the SCA designates a portion of the units (all units, 25%, 1/3rd) it is applied to the Company, not the entire force. If the SCA does not specify a number of units or portion but suggests limiting them (like Ground Attack Specialist), the SCA affects up to half of one Company (6), Level II (6), or Binary (5).

3.7 ALTERNATE MUNITIONS, P153

In order to use Alternate Munitions, the player must spend 1 PV per unit per type of Alternate Munitions. No more than 2 alternate munitions may be assigned per unit. Only one type of Alternate Ammunition may be used per round of combat per unit. For Example, an LRM Carrier may be assigned Semi-Guided and Smoke. An Archer ARC-5W has LRM, SRM, and SNARC but may only choose two alternate munitions regardless of the number of systems it has.

3.8 BATTLEFIELD SUPPORT, P54

In order to use Battlefield Support, the force must include a unit with MHQ7 or higher with a skill of 3 or lower. A player may purchase BSP at a value of 1 BSP per 1 PV. Players may not purchase more than 2 of any type of BSP (32 PV maximum). For example, 2x Offensive Aerospace Support, and 2x Defensive Aerospace Support.

4 RULES IN PLAY

The following rules are modified from the standard Alpha Strike rules.

4.1 REVEAL FORCES

Each player must provide the Mast Unit List cover page/summary sheet to their opponent for review. Additionally, the player must provide the following:

- Battlefield Intelligence score
- Inventory of Battlefield Support elements
- Total number of PV spent on Alternate Munitions

4.2 INITIATIVE

Regardless of how the initiative modifiers are generated, initiative bonuses may not exceed +3 bonus per initiative roll.

4.3 LANCE/STAR MOVEMENT (ASCE P33)

All deployment and movement must be performed by formation: Inner Sphere Lance (4), Clan Star (5), or Comstar Level 2 (6). Formations are declared during deployment and may not change during a match. Players must deploy complete formations first and may only have one incomplete formation. Units cannot be transferred between or absorbed by other formations.

For Example: A Clan player has 13 units in their force. On the first round of deployment, the player must deploy a full star (5) of units. The second round of deployment, the player must deploy a second full star (5) of units. On the third and final round of deployment, the player may deploy their final partial star of 3 units.

At the beginning of Round 3, the command star has lost two units, so the player moves the remaining three units in the formation.

4.4 UNEQUAL NUMBER OF FORMATIONS (ASCE P32*)

*These rules have been changed from the standard rules in the Alpha Strike Commanders Edition.

Before the movement phase, each player must declare the number of formations they have remaining. If a player has more formations than their opponent, they must move additional formations during their movement phase.

First, determine which player has more formations and divide their formation count by their opponent's formation count. If the result is greater than 1, then the player with a larger formation count must move two formations until the number of formations remaining to move is even. If the result is greater than 2, then the player must move three formations for each of their opponent's formations until the number of formations is even.

For Example: The Kurita player begins the round with 12 complete lances (48 units) and the Davion player begins with 33 units deployed as 9 lances (8 complete lances and 1 partial lance). Dividing 12 by 9 results in a result greater than 1 so the Kurita player must move two lances until they have an equal number of formations.

- **Round 1:** Kurita has 12 formations and Davion has 9, so Kurita moves 2 and Davion moves 1.
- **Round 2:** Kurita has 10 remaining and Davion has 8 remaining, so Kurita moves 2 and Davion moves 1.
- **Round 3:** Kurita has 8 remaining and Davion has 7 remaining, so Kurita moves 2 and Davion moves 1.
- **Round 4:** Kurita has 6 remaining and Davion has 6 remaining, so both players move 1.

4.5 BATTLEFIELD SUPPORT

Players may not use more than 2 Battlefield Support elements per round. Immediately after rolling initiative, players must declare which elements will be used in initiative order. All Battlefield Support attacks must be resolved during the player's Combat Phase.

5 TIPS & RECOMMENDATIONS

5.1 FORMATIONS & MOVEMENT

To speed play, group units into formations with similar movement rates. If they move as a uniform group, it will reduce the amount of time needed to move the formation.

5.2 TARGETS & MODIFIERS

Add up the modifier common to all units in a formation needed to hit a target and place a die on the map with a value equal to the modifiers from the lead unit. All units with a similar LOS and range can add the skill to the modifier and adjust based on changes from the original calculation.

For Example: A lance has LOS to a Marauder in the woods at Medium Range. We add Range, TMM, Cover, and other modifiers together. Range +2, TMM +1, Cover +1 = 4. Two of the units in the Lance have the same LOS and range so just add their skill to the modifier. The third unit is overheated so adds an additional +1. The fourth unit is at Long Range so adds an additional +2 to the modifier due to the difference in range.

6 MISSIONS

OPEN BETA RULES

Preset Terrain

Some organizers prefer the speed of having terrain preset for their events. This prevents players from being able to stack the terrain in their favor but developing a terrain scheme that is balanced and in line with all the AS350 rules can be difficult. This is a map with all the objective markers for all scenarios superimposed. On the map are colored squares to help organizers visualize where terrain can be placed to not interfere with the objectives and provide a roughly balance map layout.

Red: Large/ Medium Primary up to 2"

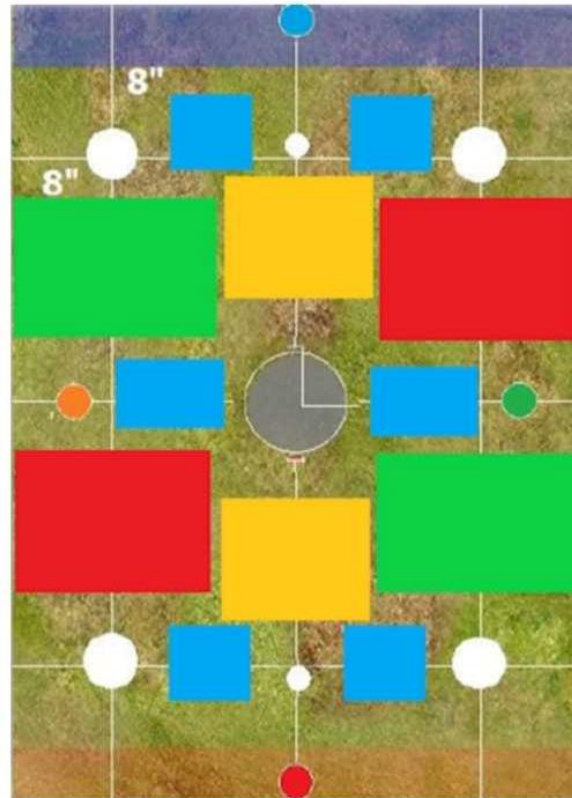
Green: Large/ Medium Secondary

Gold: Medium/ Small Primary up to 2 w/ Small Secondary

Blue: Medium/ Small Secondary

Deliberate Overheating (pg. 53 AS:CE)

Stealth On/Off (pg. 79 AS:CE)



6.1 CAPTURE & COMMAND

1st game mode I have come up with is capture and command.

Played on a 6 by 4 table. Each player will have a command bunker that you have to bring data package back from a central bunker. Only way to get data is to be 3 inches away have LOSs, or 6 inches away with units having probe does not need LOS, or BA or infantry in base to base with it. You can try and steal data from the others players command bunker also center of players deployment zone. If you do get that data and get it back to your command bunker it will give them a -2 on objective while giving you a + 2 center data points captured is worth 1

6.2 ASSET CAPTURE

2nd game mode is asset capture 6 objective points will be on table if you capture that point roll 1d6 and look at chart to see what you have gained. 1 artillery that can be used every other turn, 2 Coolant truck your mechs can bleed a extra heat, 3 , J 27 your returning damaged mechs may still use alt ammo, 4 mhq initiative bonus +1, 5 areo fighter can be used every other turn, 6 re pair vehicle returning units have full armor

6.3 POWER TRANSFER

For a 3rd mode I was thinking like connect the dots need to connect 4 points together of control and also a escorts idea that the Vip would have a set movement it have to follow but would bot advance if enemy forces with in so many inches again don't have to focus on that but ideas kicking around

1) Escort cargo/Ammo train . Each nav point reach gains a victory point.

2) King of Hill ...

3) overrun enemy deployment zone by having 4 or more unit in your enemy DZ .

4) Mudstomp.....the mission is simple....find them and kill them. Victory goes to who ever last standing . If time runs out add total PV lost and who ever lost less wins.