



BATTLETECH

**ALPHA STRIKE
TOURNAMENT RULES**

350

**DOUBLES
EPIC**



WNRP
WOLFNET RADIO PODCAST

3.0

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INTRODUCTION

What follows are the rules around conducting and constructing a 350 point Alpha Strike Force and competing with that Force through a battery of scenarios vying for the top spot among other participants.

What is the 350 Alpha Strike Tournament format?

It is a core set of rules to be used in casual pick-up games or in a tournament setting where winning objectives overrule the simple destruction of the opponents' Forces.

What are 350 point Forces?

This represents the total forces you have brought to compete in the various scenarios listed inside this booklet. This Force should include a variety of BattleMechs, Combat Vehicles, Infantry and Battle Armor. Each scenario could require additional combined Arms Support or has certain strategic advantages to taking and using Combined Arms.

250 vs 350?

Each player brings 350 points worth of units that make up their Force. Each scenario has a 250 point value maximum. So players must choose 250 points out of the 350 points they bring to the tournament to successfully achieve the objectives for each of the 10 scenarios. This is where bringing a well rounded 350 point Force that can handle multiple roles is good practice.

Why do we need an Alpha Strike Tournament Format?

We believe that the Battletech Community would benefit from a standardized rule structure that would not only allow for large Tournaments to take place but also be completed in a timely manner. These rules are also in place to offer a balanced approach to creating a Force that anyone can take to any Game Store and compete in a friendly game that does not require any additional setup time, era or technology discussion or what Point Value (PV) to play with. With these rules every 350 point Force is already balanced and ready to play the minute the terrain is set up. We believe this will bring the community even closer together than it is now, and expand the player base to reach new heights.

We all hope you enjoy this format to competitively play Battletech: Alpha Strike. Be competitive but most importantly, remember to have fun!

Sincerely,
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READ BEFORE CONTINUING!

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OTHER CHANGES

Army = Force

COMMON TERMS related to AS350

FORCE:

A Force refers to all the units you have brought that conforms to the Force construction rules. These units are what you will use during your game or throughout a tournament.

AS:CE:

Abbreviation for the “Alpha Strike: Commanders Edition”. Please check that you are using the most up to date version of the AS:CE.

OBJECTIVE AREA TEMPLATE (OAT):

These templates mark the objectives in the various scenarios. OAT's have different functions outlined in each scenario.

CONTESTED:

If both players have units overlapping any part of an OAT or zone in the End Phase the OAT is considered to be contested.

MARGIN OF VICTORY (MOV):

Margin of Victory is calculated by taking the total Point Value allowed for each game and subtracting your opponent's total point value that is remaining on the battlefield.

Total allowed PV per Scenario Rules - Remaining Opponents Point Value = MOV

CRIPPLING DAMAGE:

When a unit meets any of the following Crippling Damage criteria found on page 127 of the AS:CE, the units PV is counted as half, rounded up, when calculating MOV at the end of the game. AS350 does not enforce Forced Withdrawal.

ERRATA:

These are rules that have been updated or clarified between printings.

AS:CE - bg.battletech.com/errata/

350 Rules - wolfsdragoons.com/alpha-strike-core-tournament-rules-2/

MUL:

Abbreviation for Master Unit List. The Master Unit List is the official repository of all units that are available to the Battletech universe. Website is here: masterunitlist.info

MULTIPLE ATTACK ROLLS (MAR):

Separate attack rolls (2D6) are made for each point of damage the unit would deliver at a given range bracket. See Multiple Attack Rolls in the AS:CE book page 174 for more details on Special Weapon Attacks. All special abilities that deal damage MUST be designated to a pair of dice.

PROXY:

A proxy is something you use to represent a model that you do not have. This proxy should be of the same type (Mech, combat vehicle or battle armor), unit size (SZ), shape and movement type.

INFILTRATION:

During the End Phase of the round you meet the following conditions: (Step 1), when a Conventional Infantry (CI) or Battle Armor (BA) unit that is in base-to-base contact with the yellow “Door” portion of the template and at ground level, that unit may “enter” the bunker and is removed from the board. These Units are considered off-board until they return during the following End Phase (Step 1).

During the End Phase of the round after infiltration (Step 2) CI/BA units are returned to the board in base-to-base contact with the yellow “Door” portion of the template and grounded. CI/BA units are allowed to use their normal movement (no sprinting) to clear the Bunker Template before it is destroyed. Once the infantry have moved or it’s been determined that they can not escape the Bunker, the Bunker Template is destroyed (Step 3) dealing 3 points of damage to any unit on the Bunker Template. If CI/BA weren’t able to exit the bunker, they are destroyed.

G.U.D.

Acronym designating a unit status being Grounded, Uncontested and Dismounted.

FACTION:

All players must choose a single Faction when creating their Force. You cannot choose units outside of your Faction or associated General List.

ERA:

This term refers to the specific timeline within the Battletech Universe in which both players agree to use when creating their Forces. Tournaments will have a predetermined Era in which all players must use when building their Forces.

GENERAL LIST:

Some Factions will have additional units available to them through the use of General Lists. Be sure to check beside your Faction’s name whether or not you can include a General List of units to build your Force from.

SQUAD SIZE (COMBAT GROUP) [Doubles/Epic]:

Most Factions have a predetermined military structure in which they group their units into. This Military Structure is determined by what the Battle Armor Squad Size that is available within its Faction and Era. When creating Combat Groups use the Squad Size to determine your Force’s Combat Group Size. If your Faction has multiple Squad Sizes, a player must choose 1 and follow that Squad Size value for all of its Combat Groups.

EXAMPLE:

TREY (Society) = Unit Count 3 (Sqd3)

LANCE (Inner Sphere) = Unit Count 4 (Sqd4)

STAR (Clans) = Unit Count 5 (Sqd5)

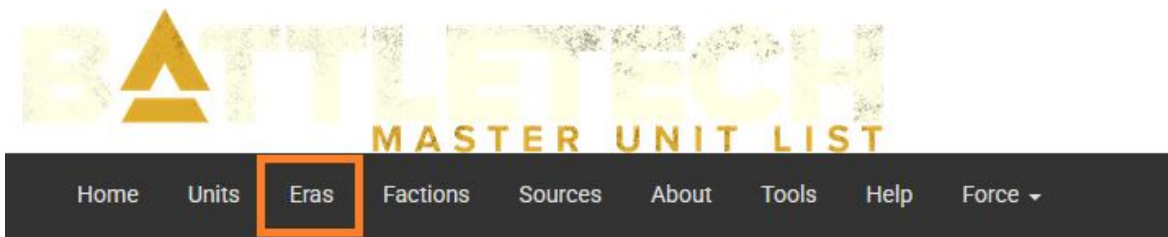
LEVEL II (Comstar/ Word of Blake) = Unit Count 6 (Sqd6)

FACTION and ERA

Players creating a Force must first choose an Availability Era, or in the case of tournament play, the Availability Era will be chosen for all players by the Tournament Organizer. After an Availability Era has been decided a player must then choose a Faction within that Availability Era to create their Force from.

Units selected outside the player's chosen Faction and Era are deemed to be invalid and are removed from that player's Force for the remainder of the tournament.

1. On the Eras tab in the MUL, pick the Era that has been chosen.



2. Once you have selected an Era you must then choose a Faction within that Era.



Clan Invasion (3050-3061)

A mysterious invading force strikes the coreward region of the Inner Sphere. The invaders, called the Clans, are descendants of Kerensky's SLDF troops, forged into a society dedicated to becoming the greatest fighting force in history. With vastly superior technology and warriors, the Clans conquer world after world. Eventually this outside threat will forge a new Star League, something hundreds of years of warfare failed to accomplish. In addition, the Clans will act as a catalyst for a technological renaissance.

Inner Sphere



IS Clan



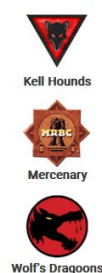
HW Clan



Periphery



Mercenary



Other



3. Once you have selected your Faction be sure to note if that Faction has a General List. If you are using the Units tab on the MUL to build your list in the MUL Force Builder, be sure to include the General List when inputting your Faction in the filters.

Clan Ghost Bear in the Clan Invasion era including IS Clan General



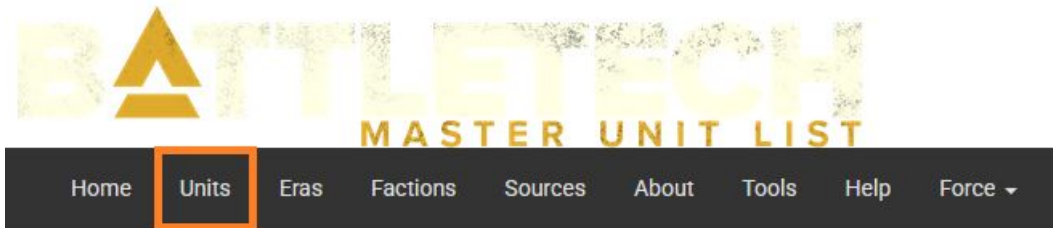
Clan Ghost Bear
(2807 - 3080)



Clan Invasion
(3050-3061)

BUILDING YOUR FORCE

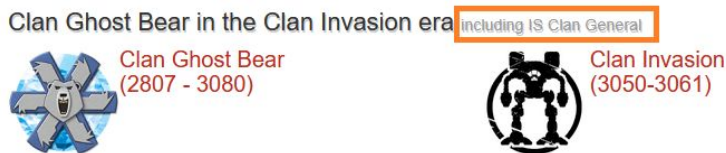
When a player is building their Force a helpful tool on the MUL is the Units tab. This is a function on the MUL that will help filter out which units your Force is allowed access to. With the help of the tab Force -> Alpha Strike Builder on the MUL, players can create their Force with ease.



Fill out the Filter information and players will be able to generate a complete Unit list they can use to create their Force.

Be sure to include your Faction's General List in the Factions tab.

For Factions with a General List it should look like this:



Factions (0)

☒ Clan Ghost Bear

☒ IS Clan General

Sub Types (0)

Production Era (0)

Availability Era (0)

☐ Star League

☐ Early Succession War

☐ Late Succession War - LosTech

☐ Late Succession War - Renaissance

☒ Clan Invasion

☐ Civil War

☐ Jihad

☐ Early Republic

☐ Late Republic

☐ Dark Age

☐ ilClan

*Missing eras do not have unit data available at this time

There are 4 Generic Lists available on the MUL:

- Inner Sphere General
- Periphery General
- Inner Sphere Clan General (IS Clan)
- Home World Clan General (HW Clan)

Some Factions do not have a General List, also known as “including Blank General List”.

In this case you will not have an additional “Factions” filter list to pick units from.



FORCE CONSTRUCTION RULES

Maximum Force Point Value (PV) = 350 points

Types of Units allowed for 350 Force construction:

- BattleMechs
- OmniMechs
- IndustrialMechs
- ProtoMechs
- Combat Vehicles
- Conventional Infantry
- Battle Armor

Units with the following special abilities can be taken but are unable to use that ability:

- ART special ability
- DCC special ability
- MDS special ability
- HPG special ability
- BOMB special ability

Units and Abilities Not Allowed:

- Units with the DRO ability
- Aerospace
- Advanced Aerospace
- Support Vehicles
- Advanced Support Vehicles
- Any unit that is Experimental Tech Level
- Alternate Munitions
- Pilot or Command Special Abilities
- Formation Bonuses
- Any unit that is Extinct in the chosen Era
- Any unit with an "Unknown" rules designation

PV REQUIREMENT:

Each individual Unit must have a PV value of 7 or greater after skill adjustment.

TRAILERED UNITS:

Units with the term "Trailer" or "Carriage" in their unit name must be deployed attached to a unit with HTC special ability.

Example: J-27 Ordnance Transport K-27 "Killjoy".

From the Units tab, these selections will adhere to AS350 Construction Rules.

Basic Filters

Alpha Strike

Technology (0)

Rules (0)

- ☒ Introductory
- ☒ Standard
- ☒ Advanced
- ☐ Experimental
- ☐ Unknown

Types (0)

- ☒ BattleMech
- ☒ Combat Vehicle
- ☐ Aerospace
- ☒ Infantry
- ☒ IndustrialMech
- ☒ Protomech
- ☐ Support Vehicle

Sources (0)

Factions (0)

Sub Types (0)

Production Era (0)

Availability Era (0)

FORCE CONSTRUCTION RULES cont.

Forces may have no more than:

- 16 units total per Force
- 12 of any 'Mech Type (Battle/ Omni/ Industrial)
- 6 Combat Vehicles
- 5 of any Infantry Type (includes Battle Armor)
- 5 ProtoMechs (further rules below)

DEPLOYMENT SIZE:

Out of the 16 total units you are allowed to build your Force with, a maximum of 10 units may be deployed during each scenario.

CHASSIS:

Players may only have up to 2 units that share the same chassis name in their Force.

VARIANT CHASSIS

WHM-6R
WARHAMMER

PV: 32

TP: BM SZ: 3 TMM: 1 MV: 8"
ROLE: Brawler SKILL: 4

DAMAGE S (+0) 3 M (+2) 3 L (+4) 2

OV: 1 | HEAT SCALE 1 2 3 S

A: ○○○○
S: ●●●●

CRITICAL HITS
ENGINE ○ +1 Heat/Firing Weapons
FIRE CONTROL ○○○○ +2 To-Hit Each
MP ○○○○ ½ MV Each
WEAPONS ○○○○ 1 Damage Each

ALPHA STRIKE STATS

BATTLETECH

VARIANT CHASSIS

WHM-6R
WARHAMMER

PV: 40

TP: BM SZ: 3 TMM: 1 MV: 8"
ROLE: Brawler SKILL: 4

DAMAGE S (+0) 4 M (+2) 4 L (+4) 2

OV: 1 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ●●●●●●

CRITICAL HITS
ENGINE ○ +1 Heat/Firing Weapons
FIRE CONTROL ○○○○ +2 To-Hit Each
MP ○○○○ ½ MV Each
WEAPONS ○○○○ 1 Damage Each

ALPHA STRIKE STATS

BATTLETECH

NOTE: There are exceptions to the above like Inner Sphere Omnis. Typically if Sarna (<https://sarna.net>) has two listings for a unit, they are considered different chassis.

VARIANTS:

Most units in a player's Force are not allowed to share the same Variant of any Chassis. The only units allowed to have no more than 2 of the same Variants are listed below.

- Combat Vehicles (CV) with IT3 or more
- Conventional Infantry
- Battle Armor
- ProtoMechs

PROTOMECH RULES:

If deploying ProtoMechs in a given scenario you must deploy the ProtoMechs as a Point (5 units). After deployment each individual ProtoMech moves independently. Each ProtoMech counts as 1 unit.

JUMP STRENGTH ABILITY (JMPS#):

No Force can have a combined JMPS ability higher than 2.

- 2 units with JMPS1
- 1 Unit with JMPS2

FORCE CONSTRUCTION RULES cont.

PILOT SKILLS:

Skill levels may only go as low as 2, and as high as 6.

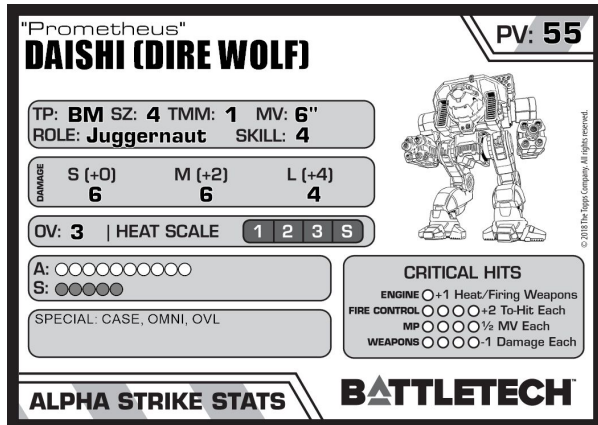
Players are allowed 2 units at the extremes of skill adjustment.

EXAMPLES:

- Two Units at Skill 2, none at Skill 6
- Two Units at Skill 6, none at Skill 2
- One Unit at Skill 2 and One Unit at Skill 6

UNIQUE UNIT:

Players may include 1 unit that is designated as "Unique" as long as it follows all other Force Construction rules.



Faction Availability



Clan Invasion (3050 - 3061)



Federated Commonwealth



Lyrans Alliance



Lyrans Commonwealth



Unique

All units must be a valid unit on the Master Unit List (MUL) located at masterunitlist.info

BANNED UNITS:

This section of the construction rules will list the Unit(s) that are not allowed to be included in any 350/DOUBLES/EPIC Tournament List.

A unit will be banned if it is determined to be "unhealthy" for the overall gaming experience, or based on the frequency that is used in Premier Level Tournaments.

FORCE CONSTRUCTION RULES cont.

OFF-BOARD ARTILLERY

Off-Board Artillery Support Rules are found on AS:CE page 56.

Off-Board Artillery attack roll is not modifiable and follow the rules on AS:CE Battlefield Support page 54.

Off-Board Artillery attacks require a spotter for each attack. (This rule is not in AS:CE)

IMPORTANT NOTE: The Unit spotting for an Off-Board Artillery attack will have a +1 Modifier for "spotting" if that unit also performs a standard weapon attack.

Off-Board Artillery Support cards are not counted as a unit in regards to the Force Construction Unit size allowed (16 units per Force and 10 units per game).

Off-Board Artillery Support PV is counted towards a Force's total PV (350 PV per Force and 250 PV per game).

Off-Board Artillery attacks are declared during the controlling players Attack Phase. Off-Board Artillery Attacks resolve in the same turn.

Off-Board Artillery automatically counts towards your opponent's MOV, whether it is used or not.

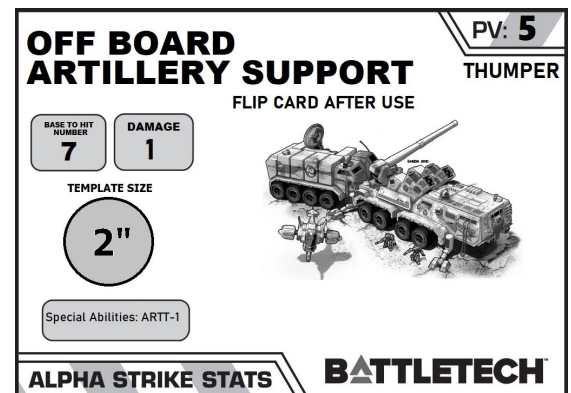
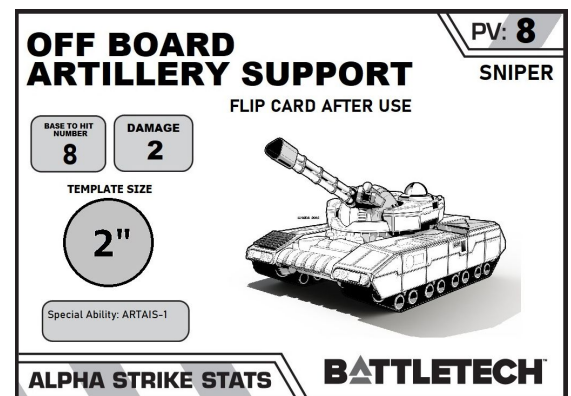
Alpha Strike cards for Off-Board Artillery Support are found on AS350 page 59.

SAMPLE 350 FORCE LIST

Ghost Bear/ Clan Invasion

PV	SKILL	NAME
52	3	Thor (Summoner) Prime
50	4	Sun Bear A
48	4	Stooping Hawk D
33	4	Vulture (Mad Dog) C
32	4	Black Hawk (Nova) B
20	4	Dasher (Fire Moth) A
19	4	Dasher (Fire Moth) C
17	4	Salamander Battle Armor (Sqd5)
17	4	Salamander Battle Armor (Sqd5)
11	4	Scorpion Light Tank
10	4	Scorpion Light Tank C
7	3	Clan Heavy Foot Infantry
7	3	Clan Heavy Foot Infantry
7	2	Heavy Tracked APC
7	2	Heavy Tracked APC
7	4	Skimmer
6	-	Off-Board Artillery Support (Thumper)

350



SCENARIOS

There are 10 official scenarios in the 350 Alpha Strike Tournament Format. Each one is designed to pit one Force vs another in an objective based competitive match. First player to score 4 objectives is considered the winner.

RANDOM SCENARIO ROLL TABLE	
1	BUNKERS
2	CAPTURE THE FLAG
3	DOMINATION
4	KING OF THE HILL
5	STAND UP FIGHT
6	OVERRUN
7	HEAD HUNTER
8	HOLD THE LINE
9	PRESSURE PLATE
10	STRANGLEHOLD

RULES:

Each scenario allows a maximum of 250 points from their 350-point Force to be used during the game. There is no minimum amount of points needed for each scenario. There is a maximum of 10 units allowed per scenario.

Each scenario is played on a 42" x 36" map (Optional Rules for 4'x3' playmats found on page 33). Each player designates their home edge along one of the 36" edges.

Each scenario requires the components listed on the Scenario Page, as well as 10 pieces of terrain as described in detail on the Terrain Rules page 34.

Each scenario uses multiple Objective Area Templates that can be found at the end of AS350 Tournament Rules. Templates start on page 56.

Templates must follow the following size restrictions in order to be valid.

5" diameter template

3" diameter template

3" diameter Bunker template that includes a wedge portion and identifiable "door"

1" diameter template

PRE-GAME TURN ORDER:

1. Once 2 players have been paired together each player exchanges their MUL Force list with the other player.

IMPORTANT NOTE: In Premier Events, only the list of units is exchanged not the AS cards.

2. After players have had time to go over each other's lists players must then decide which units out of their MUL Force they will use. Only during the Deployment Phase will your opponent know which units you have chosen.

*IMPORTANT NOTE: Pre-generated 250 point lists are **highly encouraged**.*

3. Each player then rolls 2D6 to determine the Terrain Phase Initiative winner. The player with the higher total must choose one of the following options with the second player receiving the other option:

OPTION A: Place the first piece of terrain on the board (following the Terrain Placement Rules), or

OPTION B: Automatically win the First Initiative Round 1.

4. Place all the Objective Area Templates that pertain to the current scenario onto the battlefield.

5. Players then take turns placing one piece of terrain at a time until all terrain pieces are set.

IMPORTANT NOTE: If OATs are stacked on top of hill terrain make sure measurements are double-checked before the game starts.

6. Players then roll for Deployment. Players deploy their forces following the Front-loaded Initiative calculation (page 26). The player who lost the roll places their first unit(s) onto the board in the 2" deployment zone along their home edge. Players then alternate deploying their forces until all units are placed.

IMPORTANT NOTE: Make sure when deploying units that you designate the following abilities that must be announced before gameplay begins:

- Stealth (AS:CE page 79)
- Deliberate Overheating (AS:CE page 53)
- ECM / ECCM (AS:CE page 161)

Once units are deployed opponents cards are available to be viewed for the rest of the game.

7. Once all forces are deployed, and any OAT measurements are double-checked, Round 1 begins with the decision made from Terrain Roll in step 3.

PREGAME CHECKLIST:

- 10 Pieces of Terrain
- OAT Placement
- Deployment Abilities

BUNKERS

COMPONENTS:

3 Red Bunker Templates (3"), 3 Blue Bunker Templates (3"), 6 D20's (for damage trackers)

1

OBJECTIVE:

Destroy opponents Bunkers

ADDITIONAL SETUP:

Place a D20 on top of each Bunker Template showing (20) representing the HP value of each bunker.

RULES:

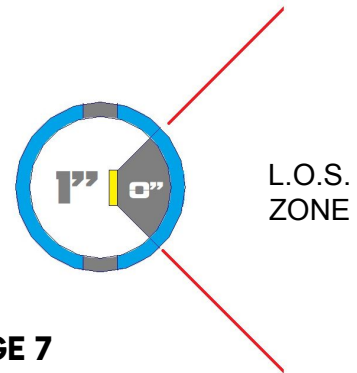
Bunkers are 1" in height, except for the Wedge portion which is 0" in height.

Bunkers are only allowed to take damage from Weapon or Physical attacks that can draw a straight line of fire to the yellow portion of the Bunker Template (Door). See Bunker LOS Zone rule on AS350 page 30 for further information.

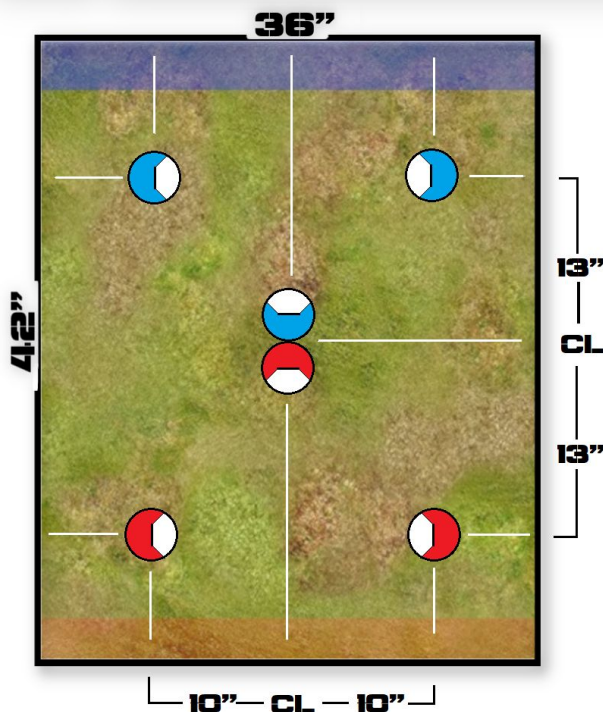
Players cannot Damage or Infiltrate their own bunkers.

Bunker Templates are:

- Immune to HT, IF, ART damage.
- Able to support any size Unit.
- Able to be Infiltrated.
- Buildings and therefore Immobile.



INFILTRATION RULES FOUND ON PAGE 7



HELPFUL TIPS & TRICKS:

You can use your own units to block the entrance to your home edge Bunkers by placing them in the wedge portion of the Bunker.

SCORING:

Each Bunker has its own damage tracker. Damage done collectively to any of the bunkers should be tracked by that player for tie breaker purposes.

OBJECTIVE POINT SCORING:

For every 15 points of total Bunker damage, the Player receives one objective point.

WIN CONDITIONS:

First player to destroy all opponents' bunkers (4 objective points) wins the game.

If the game goes to time, the player who has the most objective points wins the game.

If objective points are tied, the player who destroyed the most bunkers wins the game.

If there are equal amounts of Bunkers destroyed, the player who dealt the most total Bunker damage wins the game.

If points are tied, follow Tie Breaker rules on page 39.

CAPTURE THE FLAG

2

COMPONENTS:

3" OAT - 1 Orange, 1 Purple, 1 Green, 1 Red Base, 1 Blue Base
(3) 1" Flag Tokens

OBJECTIVE:

Retrieve and Deposit 4 flags from the 3 Objective Area Templates in the middle of the map.

ADDITIONAL SETUP:

Place corresponding Flag Tokens on their matching color Objective Area Template

RULES:

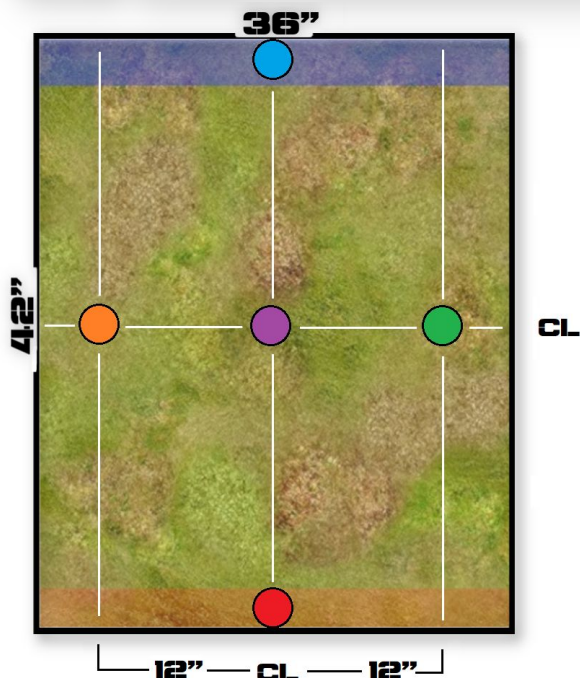
In order to "Pick Up" the flag, any type of unit must have a portion of their base on the OAT or be in base contact with a dropped flag. Unit must be **G.U.D.** During the end phase (Step 1), a unit that has met these conditions is considered to be carrying the flag if they choose to. Units that have "picked up" the flag are to place the token in base contact with that unit.

If the unit carrying the flag is eliminated; during the end phase the flag replaces the unit on the table (Step 2). No units should be in base contact with the dropped flag. During the next round a unit that meets the criteria for picking up a flag may do so in the End phase.

Units may only carry one flag at a time.

Units may "pass" the flag to another friendly unit. In order to pass the flag both friendly units must be in base-to-base contact with each other, grounded, dismounted, and neither unit be in base-to-base contact with an opposing unit. During the End Phase (Step 3) the flag is successfully transferred to the other friendly unit.

Units transporting BA/CI carrying a flag may also carry another flag.



HELPFUL TIPS & TRICKS:

If you do not have fast enough units to reach the center OAT with their normal movement, try sprinting one of your faster units. The opposing player cannot capture a Flag if the OAT is contested.

SCORING:

Whenever a unit carrying a Flag Token is overlapping it's Team Base that is uncontested in the End Phase (Step 2), that Team scores one point, regardless if the unit carrying the Flag Token survives.

Units must be **G.U.D.** in order to deposit the Flag Token inside the Team Base.

Once a Flag is deposited, the Flag Token re-spawns on its corresponding OAT during the End Phase (Step 4).

OBJECTIVE POINT SCORING:

For each flag deposited, a player receives one Object Point.

WIN CONDITIONS:

First player to score 4 points wins the game.

If the game goes to time, the player with the most objective points wins the game.

If points are tied, follow Tie Breaker rules on page 39.

DOMINATION

COMPONENTS:

3" OAT - 5 colorless OAT's
4 Red tokens, 4 Blue tokens

3

OBJECTIVE:

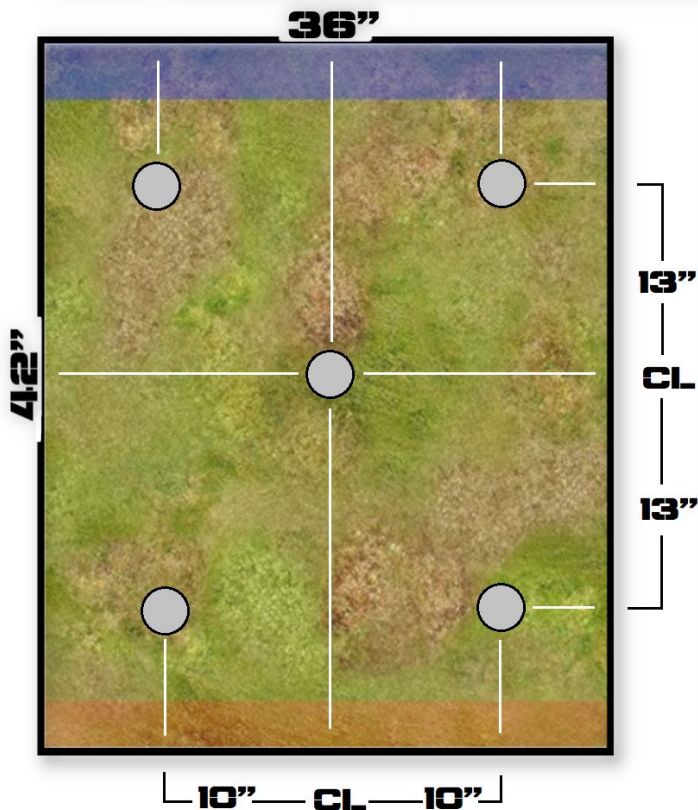
Control 4 out of the 5 Objective Area Templates.

RULES:

To claim an OAT a unit must be **G.U.D.** on any portion of the OAT in the end phase (Step 4).

If an opposing Team Token exists and you are claiming the OAT, replace it with one of your Tokens.

If the OAT is contested in the End Phase, remove all Team Tokens from the OAT.



HELPFUL TIPS & TRICKS:

Make sure that you dedicate units to protecting your home edge Domination OAT's. If you leave the OAT it can be captured.

SCORING:

Each OAT with a player's Team Token on it at the end of the game represents one objective point for that player.

Objective scoring is not cumulative between turns but is evaluated during the End Phase of each round.

OBJECTIVE POINT SCORING:

Players receive one objective point for each Objective Area Template they control at the end of the game.

WIN CONDITIONS:

The player that controls 4 objectives simultaneously during any End Phase wins the game.

If the game goes to time, the player who controls the most Objective Area Templates wins the game.

If points are tied, follow Tie Breaker rules on page 39.

KING OF THE HILL

COMPONENTS:

5" OAT (1)

4

OBJECTIVE:

Earn an objective point by having a greater combined unit size total within the OAT in the End Phase.

RULES:

Each unit must have its base on a portion of the Objective Area Template (OAT) and have survived the End Phase (Step 4) in order to have its unit size counted towards the Total Unit Size.

Units must be grounded in order to have its unit size counted towards the Total Unit Size.

ProtoMech, Conventional Infantry and Battle Armor do not count for combined unit size.

36"

42"

CL

CL

SCORING:

During the End Phase (Step 4), each player combines the total unit size of their grounded units that are in contact with the King of the Hill Objective Area Template.

OBJECTIVE POINT SCORING:

The player with the most combined size is awarded one objective point. If the Combined Unit Sizes are equal, there are no points awarded to either player for the round.

WIN CONDITIONS:

The first player to score 4 objective points wins the game.

If the game goes to time, the player with the most objective points wins the game.

If objective points are tied, follow Tie Breakers on page 39.

HELPFUL TIPS & TRICKS:

Use fast units to try and score the first Objective point before your opponent can reach the OAT.

STAND UP FIGHT

COMPONENTS:

No components required

OBJECTIVE:

Destroy all your opponents units.

RULES:

Reminder that when scoring PV destroyed, be sure to use the Crippling Damage rules, found in the Common Terms at the beginning of the Rules or on AS:CE page 127.

5

36"

42"



SCORING:

After you destroy an opponent's Unit, add that unit's PV to your score total.

OBJECTIVE POINT SCORING:

65 PV destroyed = 1 objective point

130 PV destroyed = 2 objective points

195 PV destroyed = 3 objective points

All units destroyed = 4 objective points.

WIN CONDITIONS:

If a player has eliminated all of their opponents Units during the end phase (Step 4), they win the game.

If game goes to time, the player with the most objective points scored wins the game.

If objective points are tied, follow the Tie Breaker Rules on page 39.

HELPFUL TIPS & TRICKS:

Throw a lot of dice and destroy a lot of stuff! Even better if you don't lose units while you do!

OVERRUN

6

COMPONENTS:

3 Red Tokens and 3 Blue Tokens to mark zone control.

OBJECTIVE:

Control Zones A, B and the opponent's Home Zone.

RULES:

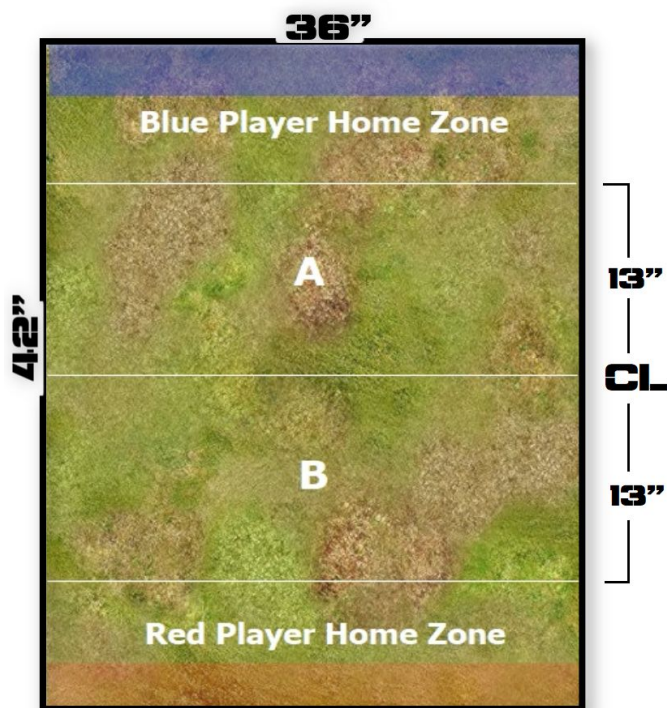
Each player's Home Zone is the nearest 8" of the playing field to their starting edge. The remaining 2 zones are separated at the center line.

During the End Phase (Step 4), the player with the most combined unit size in a zone controls that zone. If size is tied, the zone is contested and each player loses any control they may have had.

A unit's base may overlap the border between 2 zones. If the base overlap is uneven, it will contribute its unit's size to the zone in which the greater portion of its base occupies. If a base is evenly split between 2 zones, the controlling player must declare at the end of the unit's movement which of the 2 zones its unit size is being contributed towards.

Players must have a unit in a zone to retain control of that zone.

Units must be grounded and dismounted for their unit size to be counted towards your total.



HELPFUL TIPS & TRICKS:

Be sure to keep heavier units behind in order to protect your backfield

SCORING:

If during any End Phase a player has seized all their available zones, they win. If the game goes to time the player who has the most objective points wins.

Points are scored at the end of the game.

OBJECTIVE POINT SCORING:

Zones A and B are worth one objective point.

The opposing player's Home Zone is worth 2 objective points.

WIN CONDITIONS:

If during the End Phase (Step 4) a player has control of zones A, B and their opponent's Home Zone, that player wins the game.

If game goes to time, the player who has the highest score wins the game.

If the score is tied, the player who controls their opponent's Home Zone wins the game.

If still tied, follow the Tie Breaker Rules on page 39.

HEADHUNTER

COMPONENTS:

2 Red 1" Tokens, 2 Blue 1" Tokens

7

OBJECTIVE:

Destroy your opponent's Command Units and recover your opponent's Tokens.

RULES:

Each player is required to announce 2 units as a Command Unit when those units are deployed. At least one Command Unit must be the highest PV unit being deployed. If there is a tie, the player must designate one. Command Units cannot be Conventional Infantry (CI) or Battle Armor (BA).

When a designated Command Unit is destroyed, remove that unit and replace it with a 1" Token of the destroyed unit's team color.

In order to capture the Token, a unit must be **G.U.D.** during the End Phase (Step 1).

Friendly units are allowed to contest, but not capture friendly Commander Unit Tokens.

36"

42"



HELPFUL TIPS & TRICKS:

Focus fire on your best possible percentage shots and try to burn down as many units per round as you can.

SCORING:

Players will receive one objective point for each Command Unit destroyed. Receive an additional objective point for each Token that is captured.

WIN CONDITIONS:

The first player to eliminate both of their opponents Commanders and capture their Tokens during the End Phase (Step 4) wins the game.

If game goes to time, the player with the most objective points scored wins the game.

If objective points are tied, follow the Tie Breaker Rules on page 39.

HOLD THE LINE

COMPONENTS:

1" OAT: 3 Blue Tokens and 3 Red Tokens

8

OBJECTIVE:

Capture all of the opponent's Objective Area Templates.

RULES:

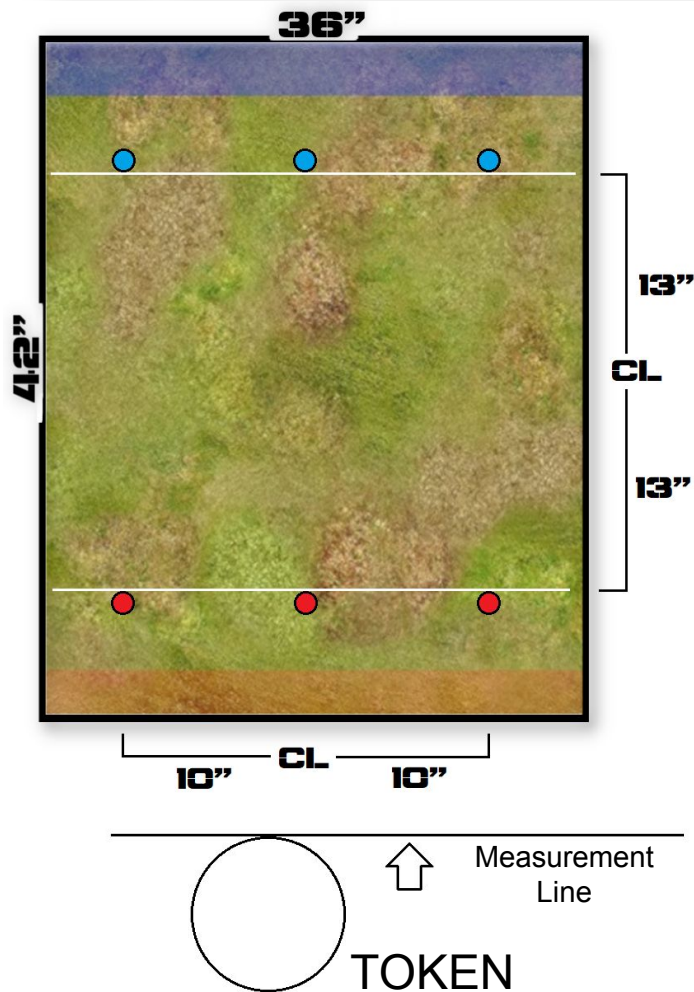
Each player places their corresponding Objective Area Templates according to the diagram below. OAT's are placed on the near side of the 8" line from players Home Edge (not the center).

If a unit is overlapping any part of an opposing player's OAT during the End Phase (Step 4), the OAT is considered captured and removed from the board.

Player's may overlap their own OAT.

OAT's cannot be contested.

Units must be grounded and/or dismounted in order to capture an Objective Area Template.



SCORING:

The Right and Left OAT's are worth one objective point.

The Center OAT is worth 2 objective points.

WIN CONDITIONS:

If during the End Phase (Step 4) a player has captured all 3 of their opponent's OATs, that player wins the game.

If game goes to time, the player who has captured the most OATs wins the game.

If still tied, follow the Tie Breaker Rules on page 39.

HELPFUL TIPS & TRICKS:

Be sure to use units that have long range or Infantry to cover your tokens for protection.

UNDER PRESSURE (BETA)

9

COMPONENTS:

3" OAT - 3 colorless OAT's

3" BUNKER OAT - 2 Red, 2 Blue

OBJECTIVE:

Destroy your opponent's Bunkers by opening the doors using the pressure plates in the middle of the field.

RULES:

Bunker Doors can be opened at the end of the movement phase, if a player has the correct combined unit size for the designated pressure plate.

Left and Right OAT's = Combined Unit size of 1

Center OAT = Combined Unit Size of 4

Left and Right OAT's open the corresponding Bunker doors.

Center OAT opens both Bunker Doors.

Bunker Doors will close during the End Phase (Step 2).

Bunkers are immune to all damage unless the Bunker door is open.

Opponent's Bunkers can be Infiltrated by CI or BA.

Bunker doors need to be open in order to be Infiltrated.

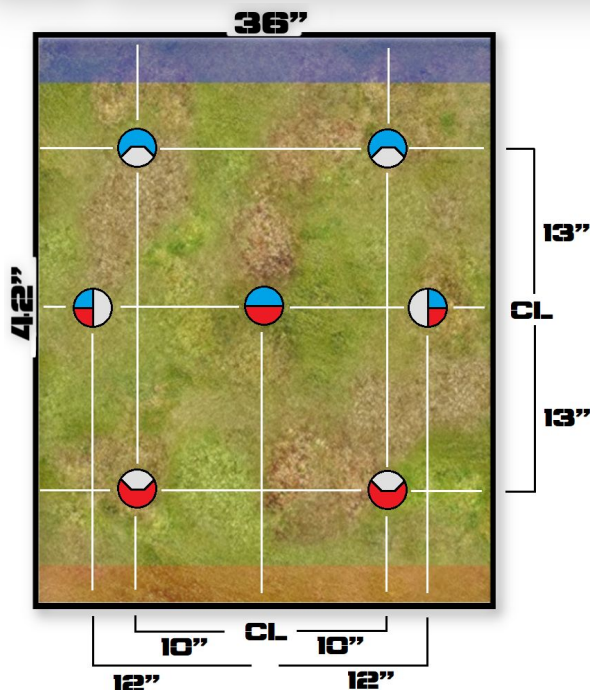
Players cannot open their own Bunker doors.

OAT's are not contestable.

Bunkers are:

- Immobile
- Size 4
- Use Bunker LOS (AS350 page 30)
- Susceptible to all forms of Damage
- 20 HP

INFILTRATION RULES FOUND ON PAGE 7



HELPFUL TIPS & TRICKS:

Include some units with Long Range damage. They will be able to damage Bunkers from a long distance due to the -4 To Hit modifier for firing at an immobile target.

SCORING:

For every 10 points of damage done to a single Bunker, that player will receive 1 objective point.

WIN CONDITIONS:

First player to score 4 objective points wins the game.

If the game goes to time, the player with the most objective points wins the game.

If points are tied the player who destroyed the most amount of Bunkers wins the game.

If each player has destroyed an equal amount of Bunkers, the player who has dealt the most damage to their opponents Bunkers wins the game.

If all conditions are still tied, follow the Tie Breaker rules on page 39.

STRANGLEHOLD (BETA)

COMPONENTS:

3" BUNKER OAT - 2 Red, 2 Blue

10

OBJECTIVE:

Destroy your opponents Encampments and control your opponent's half of the battlefield.

RULES:

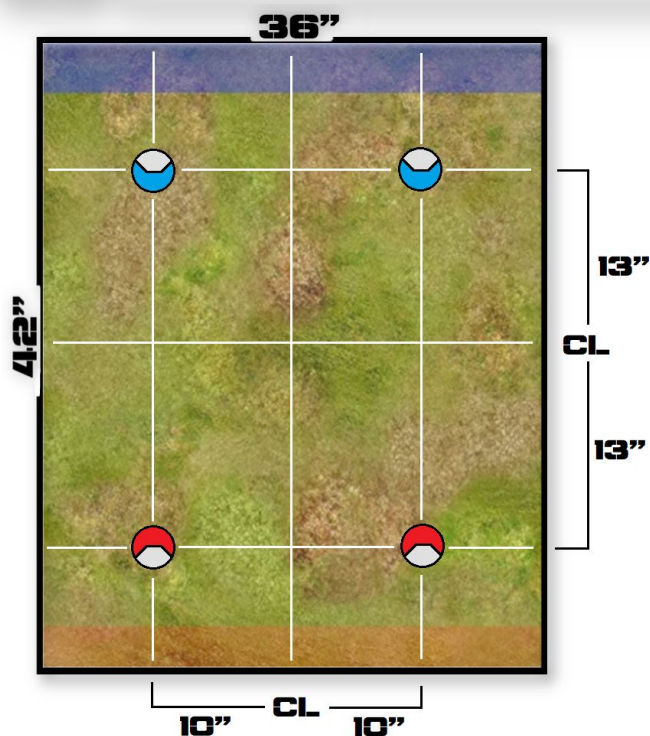
The Battlefield is divided in half representing each players Zone of Control (follow diagram below). Units that have their base on the dividing line must declare which Zone they are in when they end their movement. If this declaration did not occur, then they are considered in their player's Home Zone.

Encampments use the 3" Bunker OAT to represent hidden tunnel entrances.

To destroy an Encampment, a player must have a unit with a minimum of 1 damage at short range and be in base contact with the Door portion of the OAT. During the attack phase the unit may make an "Aimed Shot" in place of its standard attack. This consists of a 2d6 roll with the following To-Hit Calculation: Skill + 2 + Attacker Movement Modifier (does not receive immobile target modifier).

If the Aimed Shot is successful, the Encampment is immediately destroyed and the Bunker OAT is removed from the battlefield. Any units on the OAT and not in the wedge portion of the template suffer 3 points of damage.

Encampments cannot be Infiltrated or Physically Attacked.



HELPFUL TIPS & TRICKS:

Your Units can block the entrance to your Encampments forcing your opponent to eliminate that Unit before it can perform an Aimed Shot.

SCORING:

During the End Phase if a Player has a higher Combined Unit Size in their opponent's Zone of Control, they receive 1 objective point.

For each Encampment destroyed, the attacking player receives one objective point.

WIN CONDITIONS:

First player to score 4 objective points wins the game.

If the game goes to time the player with the most objective points wins the game.

If points are tied, the player who destroyed the most amount of Encampments wins the game.

If all conditions are still tied, follow the Tie Breaker rules on page 39.

FORMAT RULES

ALPHA STRIKE BASIC RULES: Found in the AS:CE

- Movement (page 32)
- Combat (page 40)
- Damage (page 48)
- Heat (page 52)

The 350 Format follows all the basic rules found in AS:CE. Due to the scenarios and the fact that this is a competitive format, there are some basic rules that need a little modification. These changes are not done lightly but are based on playtesting and player feedback. These changes are to minimize negative player experiences. The following deviations from the core book are followed in AS350.

FRONT LOADED INITIATIVE

The Movement Phase requires each player to alternate moving their Force’s units. In a turn consisting of an equal number of units on each side, this means that each player takes a turn moving a single unit before their opponent does the same, and so on, until all units are moved. To maintain fairness, unequal numbers of units must be moved in proportion. If prior to any pair of movement turns, one side has more units left to move than the other side, it must move multiple units. If they have more units, they must move 2 units. If they have more than twice as many, they must move 3 units, and so forth.

Units that cannot make a movement this turn do not count toward the unequal number of units.

For example, at the beginning of the Movement Phase, Side A has four units and Side B has nine units. One of Side B's units begins the turn in a transport and cannot move this turn, so Side B only counts eight units.

A simple way of breaking this down is to use two colored sets of dice. Grab 4 dice of one color to represent Side A, grab 8 dice of a different color for Side B. The side with the least amount of units creates a column. This will represent the number of move segments. Now for Side B to determine how many units to move, match up a dice (representing a unit) alongside each move segment. Repeat this process until you run out of dice.

UNEQUAL NUMBER OF UNITS TABLE

Step 1	Step 2	Final Movement Diagram
		Move 1
		Move 2
		Move 3
		Final Move

USING NON-INFANTRY UNITS AS COVER

(THIS RULE IS DIFFERENT THAN AS:CE page 139)

A final defensive option available to infantry units is the ability to take advantage of their relatively smaller size to hide behind non-infantry units, such as vehicles and 'Mechs. If an infantry unit is in base-to-base contact with a friendly non-infantry unit at the end of the Movement Phase, it can declare it is using the non-infantry unit as cover for this turn. This cover does not block LOS, but adds a target number modifier to attacks passing through the cover.

The non-infantry unit is treated like a piece of intervening terrain for attacks made against (and by) the covered infantry unit. If an attacker's line of sight to the covered infantry unit passes through the covering unit's base, a +2 terrain modifier is applied to the attack. If the attack has a Margin of Failure of 2 or less, the attack is successful against the covering non-infantry unit instead.

Attacks by an infantry unit using non-infantry cover will treat the covering non-infantry unit as intervening terrain that adds only a +1 modifier to the infantry unit's Target Number.

OVERKILL

If a MEC/XMEC/MCS/UCS capable unit is being transported externally and the transport is destroyed, any excess non-AOE damage is automatically transferred to the externally mounted unit without rolling 1D6 per page 48 of AS:CE. Further attacks against the transporting unit may be made with all damage going to the MEC/XMEC/MCS/UCS unit.

JUMPING IN PLACE:

A unit starting and ending its movement on the same OAT and using Jump Movement will not receive their full TMM. Instead they receive only a +1 for Jump Movement for any TMM and must also include the +2 for their attacks. This unit is allowed to change facing but does not receive a standstill bonus.

ARTILLERY SCATTER DIRECTION:

If Artillery scatters, always use the forward position of your template pointed towards the closest point on your opponents home edge.

MAXIMUM ELEVATION:

The elevation height of any unit cannot be greater than 20”.

INFANTRY LINE OF SIGHT:

Conventional Infantry (CI) and Battle Armor (BA) use their base for determining line of sight. If a unit can see more than half (50%) of a CI or BA's base: Line of Sight exists.

NO OPPONENT PROTOCOL (No Op):

During the end phase (step 5), when an opponent does not have any remaining units on the board, the game is over. Any player who has destroyed their opponents Force is awarded one additional objective point that is to be added to their total, to a maximum of 4 objective points.

SHUTDOWN UNITS:

Units that are Shutdown for any reason cannot perform actions, contest an Objective Area Template, or have their size count towards Combined Unit Size.

SPRINTING:

A sprinting unit follows all Sprinting rules found in AS:CE in addition to:

A Sprinting unit **CANNOT** perform these additional actions:

- Pick Up a Flag (Capture the Flag).
- Deposit or transfer a Flag (Capture the Flag).
- Enter a Bunker (Bunkers, Under Pressure).

A Sprinting unit **CAN** perform these actions:

- Can contest a space.
- Have its Unit Size count towards Combined Unit Size.

END PHASE ORDER

- | | |
|--------|--|
| Step 0 | Complete End Phase according to AS:CE. |
| Step 1 | CI/BA Enter the Bunker or return to the battlefield from the Bunker, Flags are picked up, Commander Tokens picked up. |
| Step 2 | Flags are deposited or dropped, CI/BA can move from Bunker after returning to the battlefield, Bunker Door closes. |
| Step 3 | Bunker is destroyed and damage (if any) is recorded, Flags are passed. |
| Step 4 | Flags re-spawn
Domination Points are placed, Size total added up and compared, Game winning conditions are checked. |
| Step 5 | No Opposition Rule checked. Points are scored. |

LINE OF SIGHT

Alpha Strike 350 Tournament Format will use True Line of Sight unless otherwise stated. This means that players use the line of sight from their unit to their target to determine if they can see their target. Use rules in AS:CE page 40.

WATER AND DEPTH 1 LOS

Because game boards cannot reflect units that are in depth 1" terrain, players should use the rules outlined below.

1. To determine if LOS exists to units receiving partial cover bonus for being in water; if you can see the closest point to the target's hex base LOS exists.

2. If there are 2 or more instances of partial cover, the target is considered to have no Line of Sight. This pertains to Water LOS only.

EXAMPLE: If a 'Mech is standing in water and the attacker can see the closest point of the hex base, the attacker can see 50% of the target. The target still receives partial cover for the water.

If the target is receiving partial cover from a hill or building, that would constitute 2 partial covers and therefore no Line of Sight.

If the attacker cannot see the closest point of the target's hex base, the attacker has no line of sight to the target.

TABLE TOP VIEW



ATTACKER VIEW

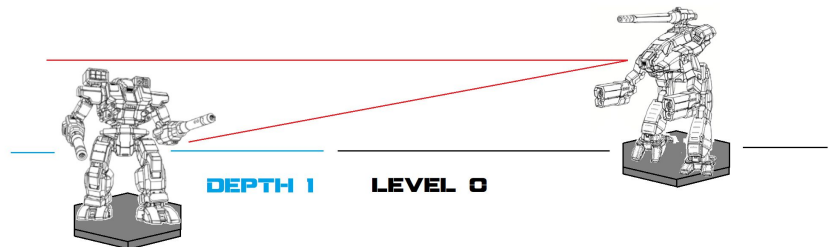
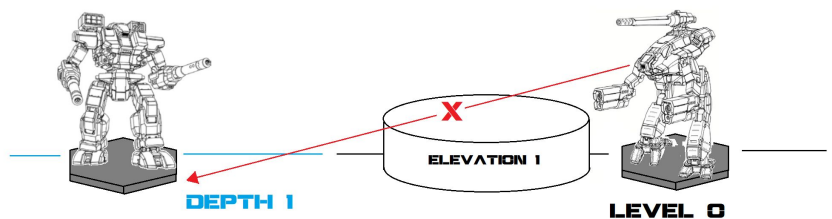
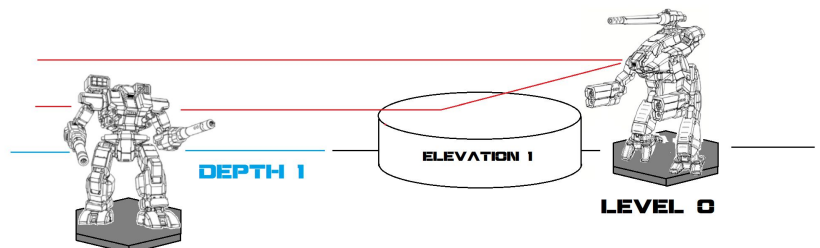


TABLE TOP VIEW



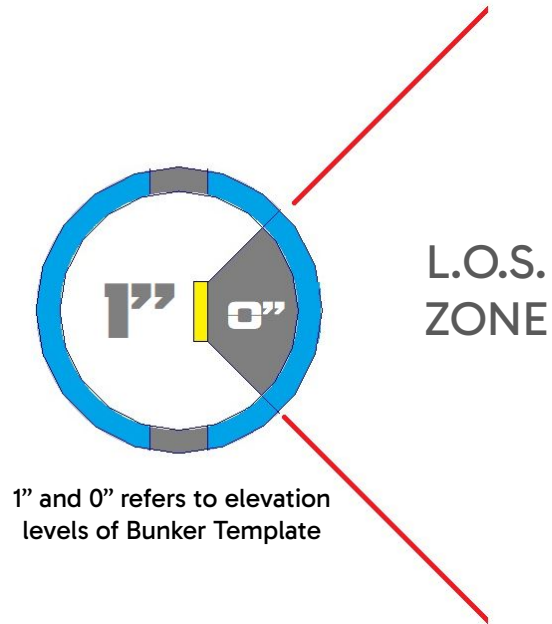
ATTACKER VIEW



BUNKER TEMPLATE LOS

In order for a unit to attack the bunker door, CI, BA or a Combat Vehicle that is in base to base contact with the door, the attacking unit must have at least 50% of their base in the LOS Zone and have valid LOS to the target. See diagram to the right.

Units standing on top of the bunker will have LOS to units in the 0" wedge area and may attack as normal.



GAME STATE & MISSED OPPORTUNITY

Inevitably there are going to be situations where a player has forgotten to do something and may or may not need correcting.

GAME STATE:

These situations are defined as something that must happen. In these situations a player or players have forgotten to do something in the game that the game dictates must happen. These situations must be corrected.

MISSED OPPORTUNITY:

This is when a player or players forget to do something that the game does not dictate must be done. Instead it is an option a player may have done, but forgot. These situations do not get corrected.

EXAMPLES

Game State:

Player A overheated their Marauder by one on the Heat Scale to do extra damage. During the following movement phase, Player A moved the Marauder its full movement forgetting that it has a -2" of movement due to the heat. While shooting, Player A notices that his 'Mech was unable to move the full movement. In this scenario, the 'Mech was not allowed to move that far and therefore should move their 'Mech backwards 2" along the path the 'Mech took.

Missed Opportunity:

Player A has Battle Armor riding into battle on one of their OmniMechs. Player A is able to move into the rear arc of another unit and wants to deploy their BA so they can shoot. They forgot to place the BA movement dice next to the BA (indicating that the BA are on the board and not mounted). Because Player A forgot to place a movement dice down next to the BA or declared a dismount, they are effectively still mounted onto the OmniMech, and therefore are unable to make an attack.

CASUAL vs PREMIER

There are 2 varieties of play in the 350 Format Rules, Casual and Premier. When deciding to run a Tournament please make it known to all players which version and era you plan on running ahead of time.

CASUAL

This version is to reflect a "pick-up" style game format. We recommend players still adhere to many of the Premier game play rules, but with more flexibility in terms of Proxies, Painted Units, rules and additional optional rules listed below. In addition, Tournament Organizers or players can choose to use other optional rules found in the AS:CE, or alter the total Force and Squad Point Values as they wish in order to meet their needs as long as you communicate to your opponent or players what you are adding or subtracting for your event.

PREMIER

This version is specifically for structured and organized events. The rules set in Premier are to make sure that there is a level playing field and make the game visually appealing. This is intended to draw outside attention and grow the game, as many of these Premier events will take place at conventions and game stores.

No additional rules may be used during a Premier Event.

AS:CE OPTIONAL RULES USED FOR PREMIER EVENTS:

(page numbers may change due to newer editions)

Artillery Support. (page 54, 56)

Terrain (page 56-60)

Large Units (page 64)

Special Abilities/Optional Special Abilities (page 76- 91)

Crippling Damage (page 127)

Non Infantry Unit Cover (page 139) *Follow Rule deviation found on page 27 of AS350 Rules.*

Towing (page 165)

ECM/ECCM: (page 161)

Multiple Attack Rolls: (page 175)

Stealth: (page 79)

Deliberate Overheating: (page 53)

PAINT AND MODELS

(PREMIER ONLY)

Players are expected to come to every Premier tournament or event with a painted 350 Force. This is to make sure the game looks amazing and draws in new players to the game.

At the same time we recognize that life happens and that this may not always be achievable for every player.

To strike a fair balance for players participating in Premier Tournaments: All Forces that are not painted to the specifications listed below will not be able to finish in the Top 3 nor will they be able to advance to the Top Cut.

COLORS

In order to be considered to have a valid painted Force, there must be a concerted effort to paint a model with a minimum of 3 colors. Judges will have the final call on whether or not a painted Force meets the requirement to advance on to the Championship Rounds of any Premier level tournament. Remember not everyone is Brushido.

PROXY

Each miniature must be of the same chassis printed on the card used by the player. The miniature is not required to be the same variant. Any publicly sold CGL Plastic Miniature can be used for any variant for that chassis, even if a specific variant metal chassis exists.

The only exception to this rule is if there is not an official miniature made for a legal unit chosen in a Force. In this case, use a legal miniature which closely resembles the unit in type, size and movement mode.

Any miniature including MechWarrior Online, MechWarrior: Dark Age Clix, or any 3D-printed models not sold by or officially licensed by Catalyst Game Labs or Iron Wind Metals is prohibited. SEE PAGE 41 FOR FURTHER EXPLANATION

HEX BASES:

All miniatures and models must be attached to an 1.25" hex base that also has the front of the unit indicated clearly on one side of the hex.

Units that are larger or do not fit on a 1.25" hex base must be modified in order to visually see and measure to the base. Only Super Heavy Units are allowed to use a 2" hex base or the 4 hex base made specifically for Super Heavies.

MINIATURE MODIFICATION:

- All Models must consist of 80% of the original model.
- Models must be in an upright actionable pose.
- Jumping 'Mechs are allowed but will have LOS to the jumping pose at all times.
- Jumping miniature(s) must have j movement type.

UNIT CARDS:

The use of electronic means of recording damage in a Premier event is prohibited. The only acceptable means are cards printed from the MUL.

LIST SUBMISSIONS:

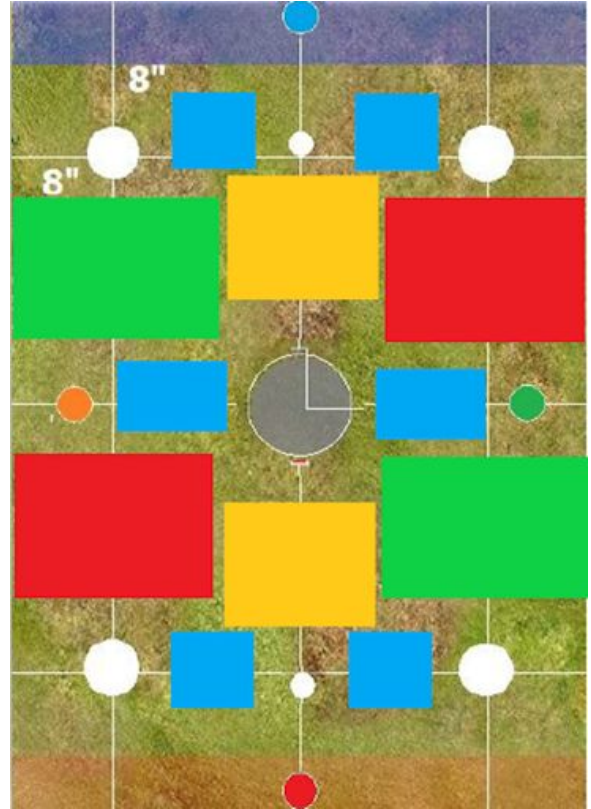
Players must submit their list a minimum of 3 days prior to the event starting in order to have their list verified. Only the TO can extend this time frame. If a player does not submit their list before the event, that player will not be able to place in the top rankings. List submission is for your benefit. If you are found to have an illegal list at the tournament, consequences are dealt with game day.

SEE PAGE 41 FOR MINIATURE, KIT-BASH AND PROXY RULES FOR PREMIER LEVEL EVENTS

OPEN BETA RULES

PRESET TERRAIN:

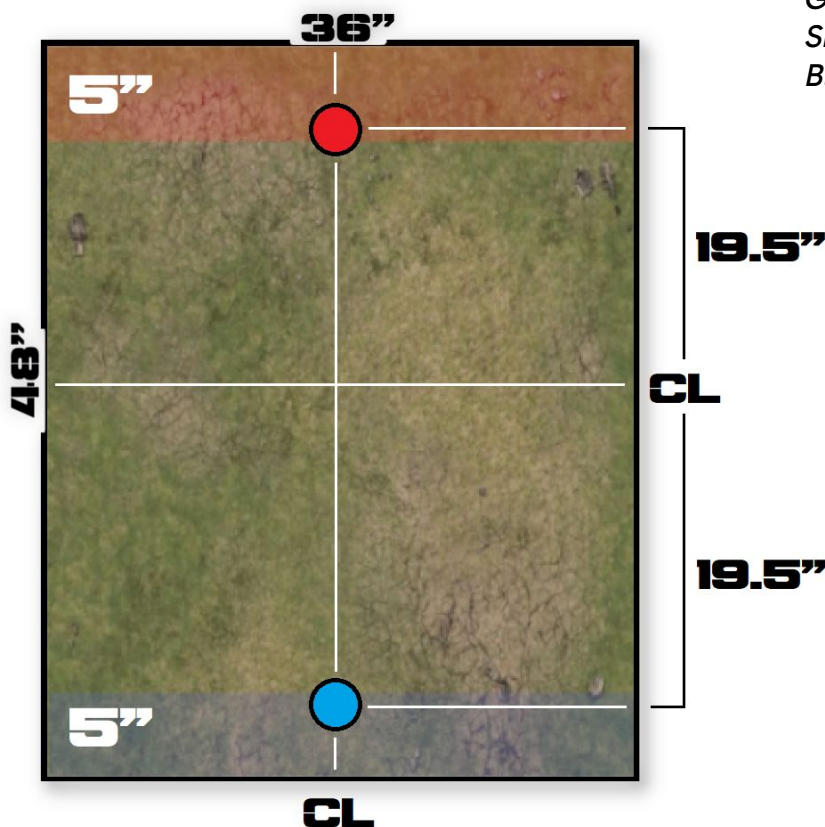
Some organizers prefer the speed of having terrain preset for their events. This prevents players from being able to stack the terrain in their favor but developing a terrain scheme that is balanced and in line with all the AS350 rules can be difficult. This is a map with all the objective markers for 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

4'x 3' PLAYMAT BETA RULES

- 5" Deployment Zone
- CtF Home is 3" from edge
- Everything measured from centerline



TERRAIN RULES

AS350 requires 10 pieces of terrain be present on the game board. Terrain can be broken up into 2 categories, Primary and Secondary. Primary Terrain consists of mostly hills, buildings, and other large obstructions. Secondary mainly consists of trees, rough terrain, hills, buildings, and other smaller obstructions.

When it comes to building terrain for a game we recommend the following sizes and quantity of Primary and Secondary terrain. It should be noted that these terrain sizes are a guideline for being able to fit everything on the board.

Primary Terrain	Secondary Terrain
(1) Large = 15"	(1) Large = 10"
(2) Medium = 10"	(2) Medium = 7"
(2) Small = 5"	(2) Small = 5"
(5) Total Primary	(5) Total Secondary

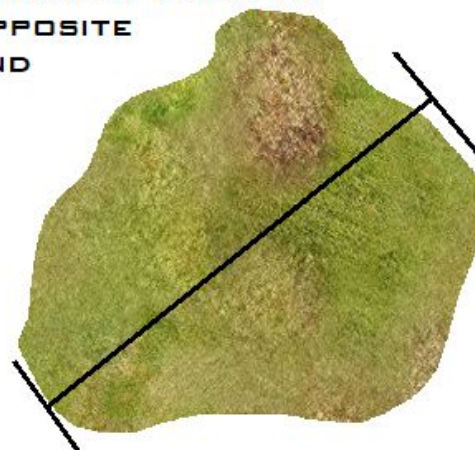
Primary Terrain Types Recommended

- Hills
- Buildings *
- Dropships **
- Boulders

* Buildings cannot be attacked, destroyed or entered. They cannot do anything other than block LOS

** Dropships serve as buildings only and cannot attack or do anything other than block LOS

MEASURE FROM
FURTHEST POINT TO
OPPOSITE
END



Secondary Terrain Types Recommended

- | | |
|-----------------------|--|
| • Hills | • Mud |
| • Buildings | • Lava |
| • Trees (woods) | • Boulders |
| • Water (max depth 1) | • Rough Terrain |
| • Deep Snow | • Rubble |
| • Jungle | • Craters: Use Water rules for determining |
| • Swamp | LOS |

TERRAIN PLACEMENT RULES:

Each piece of terrain must be 2" away from any other piece of terrain and/or Objective Area Templates (OAT) regardless of elevation.

The map edge is not considered a terrain piece, therefore terrain may touch the edge of the map. However you may not place any terrain piece in the deployment zones.

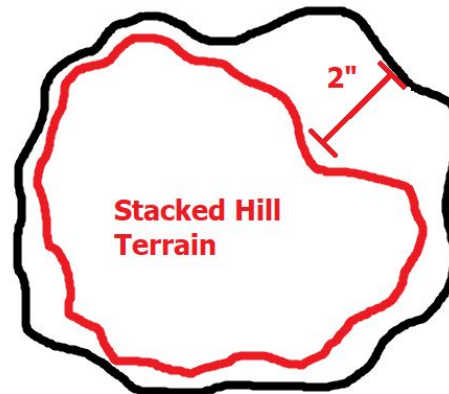
STACKING:

- All terrain and Objective Area Templates are allowed to be stacked on top of Hill Terrain only.
- Objective Area Templates that are stacked must have the full template situated on the hill (no hanging over or overlapping).
- All Terrain Height is rounded normally.

STAIRCASE RULE:

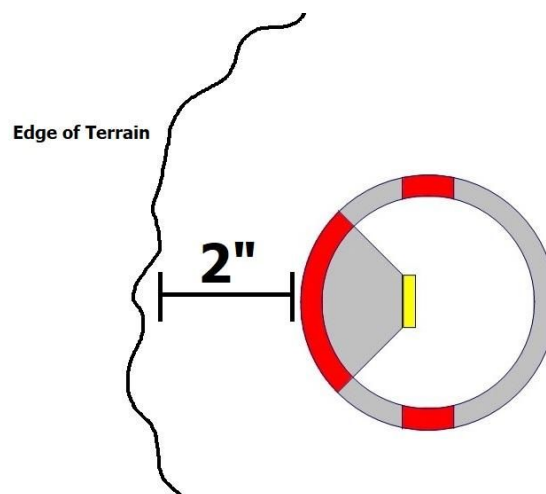
All stacked terrain must have a 2" clearance or "step" on at least one side to allow all ground units to be able to reach the next level.

Staircase Rule



BUNKER TEMPLATE:

Objective Area Templates for the Bunkers Scenario must have a 2" clearance in front of the Wedge Portion of the Bunker Template.



MULTI FEATURE TERRAIN:

Within any Terrain there may be rocks, buildings, boulders, etc. These components are considered apart of the Terrain Template and therefore do not follow the 2" clearance from other terrain pieces rule.

It is recommended that you do not have more than 1 terrain type stacked within a Multi Terrain Feature. For instance do not have buildings nested inside a tree template.

EXAMPLE: A Large Primary Terrain piece has several buildings inside the template that are 1.5" away from each other. As long as the Large Primary Terrain Template is 2" from another Terrain piece or OAT, it is considered legal.

TERRAIN PHASE ORDER:

1. Make sure OATs are placed in correct positions before setting terrain.
2. Each player then rolls 2D6 to determine the Terrain Phase Initiative winner. The player with the higher total must choose one of the following options with the second player receiving the other option:
 - OPTION A: Place the first piece of terrain on the board (following the Terrain Placement Rules), or
 - OPTION B: Automatically win the First Initiative Round 1.
3. Players then alternate turns placing terrain until all terrain pieces have been placed.
4. Double-check that all Objective Area Templates are in their correct positions before ending the Terrain Phase Order.
5. All terrain must be placed on the map before the game can begin.

TOURNAMENT ORGANIZATION

FORCE LIST RULES

Each player must bring 2 copies of their Force list to a Premier Event. One for yourself for record keeping and to show your opponent at the beginning of the match. The second for the Tournament Organizer for their records.

INVALID LIST

If a list is discovered to be invalid during tournament play the offending player will forfeit any previous/current games. All opponents receive a modified win or earned score, whichever is greater.

IMPORTANT NOTE: To avoid this happening, please send your Force List to the Tournament Organizer before the tournament to be validated or send it to wnrp@wolfsdragons.com with the subject line of "Check This List" and someone will review your list. Please always include the Era and Faction you are playing with your submission.

If a player brings a Force to a Tournament that violates the 350 Force Construction Rules, that player must eliminate any unit that either does not meet the guidelines of the construction rules or must eliminate unit(s) to meet the 350 point threshold before play begins.

TAMPERING AND MODIFYING

If a player has been found to have knowingly tampered or modified any cards, dice, rulers, or any other aspect of the game, they will be disqualified from the tournament, all of their wins from previous rounds will be voided, and their opponents will receive modified wins.

MATERIALS REQUIRED FOR TOURNAMENT

Players:

1. 350 PV list complete with Alpha Strike Cards. (2 copies)
2. All the models that are indicated on your 350 point list.
3. 6 sided dice for TMM indication (AS:CE page 37)
4. (Recommended: Red/Yellow/Black/White)
5. Enough identifiable pairs of D6 to roll 2D6 for the highest possible damage of any unit in the Force.
6. 20 sided dice for height indication for any VTOL units.
7. Tape measure
8. Pen/pencil/marker for record keeping
9. Good attitude (required) <<<<<<<

Tournament Organizers:

1. Enough terrain to cover the amount of tables you have for the tournament
2. Play mats
3. Match slips
4. Time clock (any type of clock that is visible by players will be adequate)
5. Extra dice
6. Cryodex or some other tournament keeping software
7. All tokens and templates required for game play
8. TOs are responsible for providing a competent judge who knows the rules.
9. Safe environment to host a tournament
10. Extra pens/pencils/markers
11. Extra copies of this rulebook
12. AS:CE Current Edition
13. D10 (for rolling scenarios)
14. Patience <<<<<<<<<<

GENERAL TOURNAMENT RULES:

Each player is required to bring a 350 point list that adheres to the Force Construction Rules.

All scenarios are maximum 250 point games.

Max number of units deployed per scenarios is 10.

Each game is 80 minutes in length.

The number of games played in a Tournament is determined by the number of players.

All tournaments will be played in a Swiss Format.

Map sizes are either 42x36" or 48x36". All OAT measurements are from the center of the board.

Each map will be played with

- 5 Primary Terrain pieces (1 Large, 2 Medium and 2 Small)
- 5 Secondary Terrain pieces (1 Large, 2 Medium and 2 Small).
- All 10 pieces of terrain must be placed on the table.

All scenarios are randomly rolled on the Scenario Roll Table. Do not repeat scenarios unless specified.

TIMELINE PER GAME:

T.O. Rolls for Scenario

Pre Game Clock starts (15 min)

- Players Find Table.
- Players exchange lists.
- Players determine their 250 Force.
- Roll for Terrain.
- Set terrain.
- Deploy Forces.

Game Clock starts (80 Min)

- Players start the game.
- T.O. announces time remaining every 20 min.

End of Game

- Players finish the round they are on.
- Put back terrain in the middle of the table.
- Turn in Match Slips to T.O.

T.O.s are encouraged to allow a 10 min break in between rounds before posting new table assignments and rankings.

RANDOM SCENARIO ROLL TABLE

- | | |
|----|------------------|
| 1 | BUNKERS |
| 2 | CAPTURE THE FLAG |
| 3 | DOMINATION |
| 4 | KING OF THE HILL |
| 5 | STAND UP FIGHT |
| 6 | OVERRUN |
| 7 | HEAD HUNTER |
| 8 | HOLD THE LINE |
| 9 | PRESSURE PLATE |
| 10 | STRANGLEHOLD |

SWISS ROUND RECOMMENDATION

# of Players	# of Rounds
4-8	3
9-18	4
19-32	5
33-64	5

SCORING

When scoring matches for a 350 tournament there are 3 categories players are expected to fill out on their match slip.

WIN/LOSS:

Each match slip will contain a box under the player's name. The winner of the match should indicate with an "X" in the box.

OBJECTIVE POINTS:

Each player is responsible for writing down how many objective points they have scored for each Scenario.

Each Scenario has an objective points score explained on the Scenarios page.

MARGIN OF VICTORY (MOV):

Each player subtracts their opponent's remaining Point Value that is left on the board from 250.

- *Crippling Damage is used to calculate the Points Destroyed (rounded up) score for units that are crippled on the battlefield. AS:CE page 127

There is no Forced Withdrawal rule in this rule set.

Match Slip Example

PLAYER #1 NAME _____			WINNER ☐	PLAYER #2 NAME _____			WINNER ☐
OBJECTIVES	MOV	DROP		OBJECTIVES	MOV	DROP	
_____	_____	_____		_____	_____	_____	
MOV Calculator : 250 - (Enemy Force Remaining including Crippled Units) = Player's MOV							
Bunkers ☐	Domination ☐	Head Hunter ☐	Stand Up Fight ☐				
Capture the Flag ☐	King of the Hill ☐	Hold the Line ☐	Overrun ☐	TABLE # _____ ROUND # _____			

DROPPED PLAYERS & BYES:

If during the course of a tournament a player decides to drop out from the tournament after it has begun, or there is an odd number of players, then a bye must occur. A player receiving a bye is rewarded a Modified Win.

Modified Win: If a Player does not have an opponent that player will receive a Win, 2 objective points, and 125 MOV.

*** If for some reason a player leaves the table and does not return, their opponent receives a Full Win (4 objective points, and 250 MOV).

TIE BREAKERS:

If both players in a match end up with the same objective points, the Tie Breaker Order to determine the winner goes as follows:

1. Any Tie Breaker Rules in the description of the Scenario.
2. Player with the highest Margin of Victory.
3. Player who brought the least amount of PV to the match.
4. Player who brought the least amount of PV in their total 350 force.
5. Circle of Equals = Paper, Rock, Scissors Best of 3.

FLOOR RULES

Movement should be measured from the back of the hex base to the back of the hex base. If you measure front to front that is OK too, just be consistent and don't mix the two.

If a player rolls dice and knocks over a miniature, terrain, objective area template or token, the player who did not roll the dice is responsible for replacing the moved piece back into the original position without changing the unit's original facing or direction.

Good sportsmanship is required and any questions or debates that arise will be resolved by a Judge.

Judge's decisions are final. Not everyone is perfect, arguments can lead to disqualifications. Remember, rule #1 is to have fun.

If die is consider to be cocked, the pair must be re-rolled.

SLOW PLAY

Judges are encouraged to prompt players to speed up if they are not keeping pace with other games. That Judge should then check that game play speed has increased.

If a Judge determines that the table has not picked up play, they are to issue a warning to both players.

After the warning has been issued and pace of play has still not been resolved, player or players will be issued an automatic game loss.

Following a player receiving an automatic game loss due to slow play, any further slow play warnings for that player will result in the player being disqualified from the tournament.

JUDGING

Judges are expected to have full knowledge of the Alpha Strike: Commanders Edition, as well as full knowledge of the rules in this booklet. Handle disputes calmly and fairly.

While we encourage players to try and handle disagreements themselves, players should use the judge in disputes when both players are unable to reach an agreement.

A players job is to roll dice and play the game not be looking in a book. If someone grabs a book, call a Judge over to handle it.

MINIATURE AND PROXY GUIDELINES

The following miniatures are prohibited for use in AS350:

- Reproduction miniatures like those done from non-official molds or on 3D printers.
- Miniatures for other non-CGL competing games (ex: other 'Mech or RPG games).

Examples of this: MechWarrior Online, MechWarrior: Dark Age Clix, Macros Miniatures, or any 3D printed models (Stratos/Steel Warrior Studios).

“Kitbashing” otherwise known as creating a mini, mini variant that is not currently in production by using another miniature's parts or parts meant for kitbashing on a standardly produced mini. Any addition of the following parts must still follow the 80/20% rule. This means that 80% of the mini must be purchasable from a 1st retailer. Custom things cannot represent more than 20% of the mini.

BITS:

1. “Decoration” - paint, flock, etc. (Decals are a separate issue, covered later.)
2. Anything sculpted from raw materials (green stuff, clay).
3. Crafting bits (brush bristles, plasticard, brass tubing, etc.)
4. Bits from the modeling community made for generic use. (This includes bits from IWM that are not specific for CGL games).
5. Bits from other non-CGL games (ex: competing 'Mech or RPG games).
#1-4 are acceptable.
#5 is not acceptable.

3D PRINTING:

1. A player designs, sculpts, and prints a piece (missile pack, gun barrel, etc.) This is essentially hobby sculpting like the bits section 2 but on the computer.
2. The piece (“bit”) is an open-source design either printed by the player or received as a gift that is legally allowed to be given (so no money changes hands & the giver has the right to redistribute).
3. The bit is part of a design owned by another company printed for personal use under Fair Use that does not violate the above mentioned bits rules. (ex: is not for a competing 'Mech or RPG game).
4. The bit is part of a design sold by another company, the player bought it appropriately, and it does not violate the other bits rules. (ex: is not for a competing 'Mech or RPG game).
5. A full miniature that is an open-source design that does not violate the other bits rules (ex: is not for a competing 'Mech or RPG game).
6. A full miniatures sold by another company that does not violate the other bits rules (ex: is not for a competing 'Mech or RPG game).
7. Anything not obtained legally (ex: 3D mini files illegally obtained-- almost all files bought by 1 person do not allow that 1 person to redistribute the file).

#1-4 are acceptable.

#5-7 are not acceptable.

An example of #1/#2 is this *Catapult* K5 made by an player. The majority of the mini is CGL plastic; only the arms are 3D-printed. The agent started with an existing (open-source) missile pack design and altered it in size and shape (so a hybrid between #1 & #2).

Code of Conduct

All organizers, judges, players, and spectators are expected to conduct themselves in a way that ensures everyone has fun. Remember we are playing this game to HAVE FUN.

The following are not tolerated:

Foul or Abusive Language – No one should be subjected to foul or abusive language, bullying and other forms of harassment, and has the right to a clean, enjoyable gaming experience. There are acceptable substitutions such as FRAK or Fudge that are family friendly.

Bullying: This including hazing, discriminatory or derogatory language, comments or activities will not be tolerated at any level.

Theft: All individuals participating in events should feel safe, and feel their property is safe. Please ask before touching anyone's miniatures. If you are caught stealing, you will forfeit your right to play.

Improper Attire – Wearing of obscene, demeaning, or overly revealing attire is not allowed. You may be asked to leave if you are wearing anything that we believe to be inappropriate. This is at the organizers discretion.

Poor Personal Hygiene – Body odor, and general “unkempt” appearance that can offend others around you is distracting and unnecessary. We can and will ask you to leave and “freshen up” before continuing your game.

Drugs or Alcohol – illegal drugs are a hard no. Alcohol will be at the discretion of tournament organizers and venue. Please know your limits and don't exceed them. If it becomes a problem, you will be asked to leave.

All individuals should be respectful of our venue and clean up after their games. Food is to be single-serving only.

Pictures may be taken during the event. If you do not want to be photographed please let your TO know.

Please keep the following in mind while playing:

Respect: Players, spectators, organizers, and property should be treated with the same respect that players would expect for themselves and their property. Distracting an opponent or a judge to gain advantage shows disrespect to everyone involved in an event.

Fairness: Games cease to be fun when players break the rules to achieve victory. A player should prefer to lose a game than to win by cheating.

All decisions of the judge are final. Remember things can be interpreted differently. If there is a disagreement. A 2D6 will be rolled. The winner of the roll decides the outcome.

Honesty: Players of any game should strive to act honestly while playing that game. If a player inadvertently breaks a rule during a game and becomes aware of the error before his or her opponent or a judge, that player should make the opponent and the judge aware of the misplay.

Please arrive on time for events. Keeping an entire tournament waiting for you is disrespectful. If you are going to be late or unable to attend, please contact us.

Sportsmanship: Winning or losing with grace is vital to the enjoyment of any game. The desire to continue playing a game can be soured by players that berate their opponents after winning or losing a match. Demeaning, disrespectful comments, or actions before, during or after a game indicate poor sportsmanship and will not be tolerated.

Children under the age of 13 MUST be accompanied by an adult at all times.

Above all have FUN!

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ALPHA STRIKE DOUBLES FORMAT

Alpha Strike Doubles format is designed to bring together 2 (or more) people to compete together as a team. Each individual player will design and create a Force that will be combined with their teammate's to battle against another team.

Doubles is played on a 4'x6' playmat. Each Team's home edge is one of the two 6' edges of the playmat.

Use standard 350 rules, if a rule is different for doubles it will be explicitly stated below.

FORCE CONSTRUCTION:

Teams must first choose an Availability Era, or in the case of tournament play, the Availability Era will be chosen for all players by the Tournament Organizer.

Each Individual Force must adhere to the AS350 Force Construction Rules found on page 10.

Individual Forces do not need to be from the same Faction.

INDIVIDUAL FORCE CONSTRUCTION:

Each teammate's Force cannot exceed 250 PV and 10 unit maximum.

Each player's Force must designate a Commanding Officer for the entire match and/or tournament. This unit must be Pilot Skill 4 or lower and must be CV or BM unit type.

Off-Board Artillery Support is allowed in Alpha Strike Doubles Format.

TEAM FORCE CONSTRUCTION:

Each player will combine their individual 250 PV Force with that of their teammate's for a maximum total of 500 PV and a max of 20 total units deployed.

Each team will have 2 Commanding Officers (1 from each player) that will be used as Bounty Objectives as well as a Commanding Officers in the Headhunter scenario.

COMAT GROUPS:

Combat Group (CG): Each player must organize their Force into Combat Groups. CG's are based on the Battle Armor squad size of your Faction/Era Force. If a faction has more than 1 BA squad size, a player must choose one and use that group size for all Combat Groups.

EXAMPLE:

TREY (Society) = Unit Count 3 (Sqd3)

LANCE (Inner Sphere) = Unit Count 4 (Sqd4)

STAR (Clans) = Unit Count 5 (Sqd5)

LEVEL II (Comstar/ Word of Blake) = Unit Count 6 (Sqd6)

- All units within a Combat Group move together during the movement phase, regardless of how many units are left in the Combat Group.
- Units are able to be transported by units outside of their Combat Group and outside of their Individual Force.
- If a Unit outside of the Combat Group is being transported, it is able to dismount at the end of the Transport's movement.
- Combat Groups do not need to attack as a group.

Front Load Initiative: The side with the most CG's will move 2 CG's per turn until the balance is 1:1

GAME SETUP:

Playmat size: 4'x6' (home edge = 6')

Time per match: 2 hours (Time starts when units are deployed)

TERRAIN:

Terrain Pieces: 20

Terrain Placement: Follow AS350 Terrain Placement rules with the exception of each side sets 2 pieces of Terrain per turn instead of 1 piece of terrain.

SCORING:

First team to achieve 6 objective points wins the game. Scoring is outlined on each of the Scenarios.

BOUNTY OBJECTIVES:

Each Doubles Team will receive a +1 to all Initiative Rolls for each enemy Commanding Officer that has been destroyed.

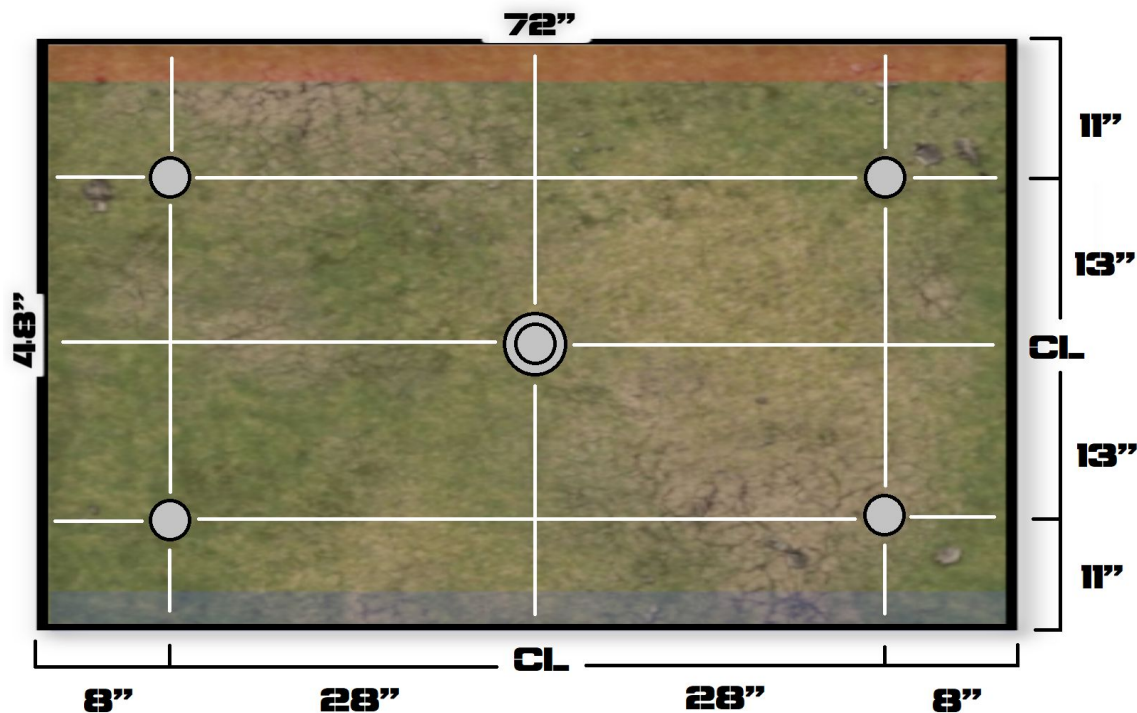
SCENARIO 1: DOMINATE THE HILL

DOMINATION & KING OF THE HILL (AS350 page 18 and 19)

SETUP:

First 4 Domination OATs are set to specifications and dimensions as diagrammed below, with the King of the Hill template in the center of the table.

The fifth Domination OAT (3") is located inside the King of the Hill OAT (5")



SCORING:

DOMINATION

When a team has control of 4 Domination OAT's during the End Phase, that team is rewarded 4 objective points and cannot score Domination points any further.

Otherwise if the game goes to time, each team adds 1 objective point to their total for each Domination OAT they control during the End Phase.

KING OF THE HILL

Each round the Team who has the most combined size in the KotH OAT receives 1 point. This also includes the Domination OAT serving dual purpose.

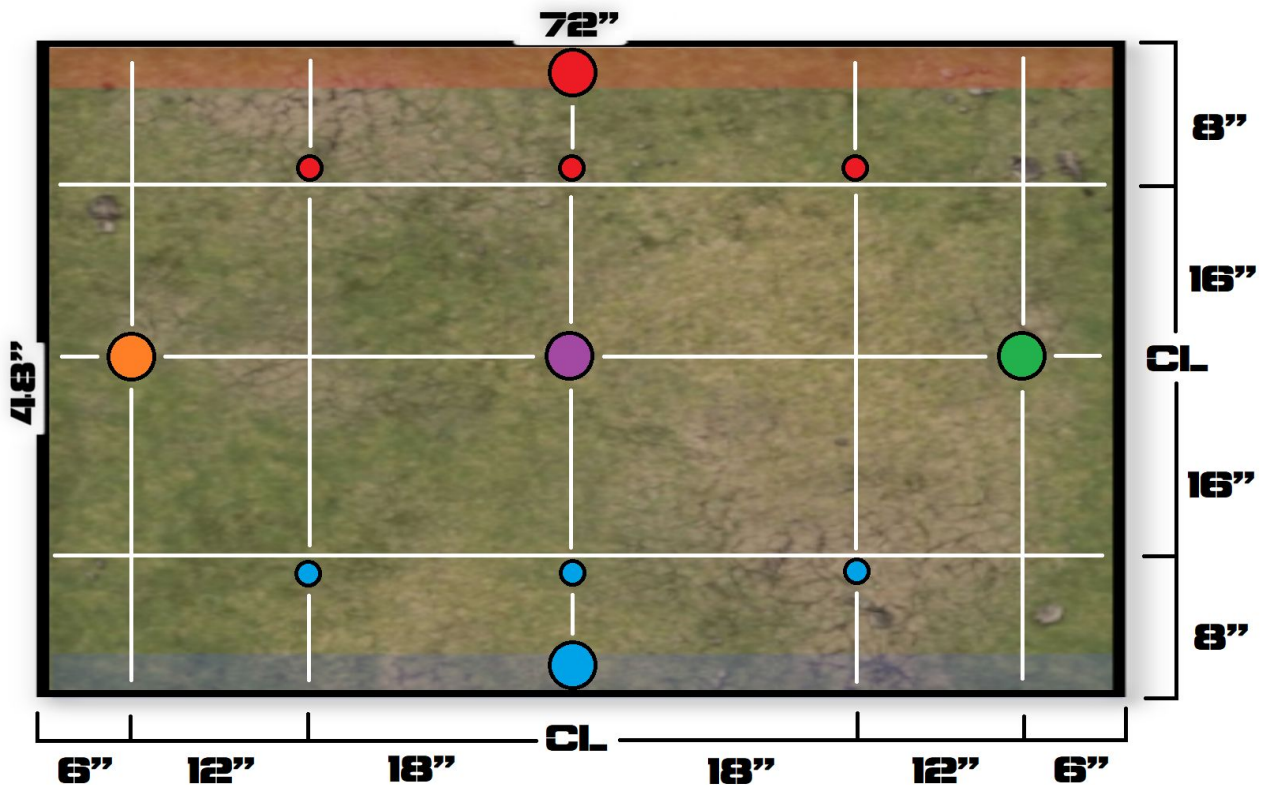
First team to 6 points wins the game.

SCENARIO 2: CAPTURE THE LINE

CAPTURE THE FLAG & HOLD THE LINE (AS350 page 17 and 23)

SETUP:

All OATs are placed according to diagram below. Hold the Line uses 1" OATs, Capture the Flag uses 3" OATs.



SCORING:

CAPTURE THE FLAG

Teams can score as many flags as they can before the end of the game. Each Flag scored is 1 objective point for that Team.

HOLD THE LINE

Each outer 1" OAT's are worth 1 objective point, while the Center 1" OAT is worth 2 objective points.

First team to 6 points wins the game.

SCENARIO 3: STAND UP AND HUNT

STAND UP FIGHT & HEADHUNTER (AS350 page 20 and 22)



SCORING:

STAND UP FIGHT

For each 100 PV of an opponent's Force that is destroyed, that Team receives 1 objective point.

HEADHUNTER

For Each Commanding Officer (2 total) that is destroyed the opposing Team receives 1 objective point.

Each Commander that is destroyed drops a 1" OAT. If a player's unit is **G.U.D.** on an opponent's 1" OAT during the End Phase, that Team receives 1 objective point.

First team to 6 points wins the game.

ALPHA STRIKE EPIC FORMAT (BETA)

FORCE CONSTRUCTION

All Epic Format Forces must adhere to the AS350 Construction Rules except for the following changes:

- Point Value Maximum: 600 PV
- BattleMech Count Restrictions: None
- Combat Vehicle Count Restrictions: 8 max
- Infantry & Battle Armor Count Restrictions: 6 max
- ProtoMech Count Restrictions: 5 Max
- Players are allowed 1 LEGENDARY WARRIOR (see rules below).
- Units allowed on the table: See COMBAT GROUPS below.

LEGENDARY WARRIOR:

Each player may include 1 unit with a Pilot Skill of 1. Forces are still allowed to have two units at skill 2 as long as they follow the AS350 Pilot Skill Rule and do not have any Pilot Skill 6's in their Force.

Legendary Pilot Restrictions:

- Unit type must be a BM or CV.
- Must be size 2 or higher.

FORCE COMMANDERS:

Force Commanders must be BattleMechs (any size) or Combat Vehicles (size 2 or higher).

Force Commanders cannot have a skill value of 5 or higher.

Force Commanders cannot leave the field in the Breakthrough Mission.

COMBAT GROUPS:

Combat Group size is based on
Factions Battle Armor Squad Size.

Unit limit size based on Combat Groups:
Combat Group Size (3) = 15 unit max
Combat Group Size (4) = 16 unit max
Combat Group Size (5) = 15 unit max
Combat Group Size (6) = 18 unit max

If a Faction does not have Battle Armor in a certain Era use the Combat Group list below in relation to your Factions location in the Battletech Universe.

- *Example: Federated Suns in the Succession Wars Era do not have Battle Armor but they are in the Inner Sphere therefore they use the Lance (4) Combat Group.*

Inner Sphere = Lance (4)

Clans = Star (5)

ComStar/Word of Blake = Level II (6)

Society = Trey (3)

COMBAT GROUP MOVEMENT:

- When it is a player's turn to move, they will move an entire Combat Group instead of a single Unit.
- Combat Groups are only eliminated when the last unit of the group is destroyed.
- Transported units do not need to be transported by units in their Combat Group.
- Combat Groups do not need to attack as a group, individual units can attack anytime during that player's Attack Phase.

SETUP:

Table Size: 4' x 6' map size (6' = player edge).

Time Limit: 2.5 hours per game.

Terrain: 20 pieces of terrain. Follow rules as described below.

Deployment Zone: 2" from each player's home edge.

OBJECTIVES:

Alpha Strike Epic format has 2 decks of objectives: 4 Main Objective Cards and 4 Secondary Objective Cards.

Before play begins and terrain is set, players must draw 1 Main Objective and 1 Secondary Objective randomly.

Each Player rolls 2d6. The person with the higher roll chooses at random 1 of the 4 Main Objective Mission Cards and reveals it. The second Player then draws at random 1 of the remaining 3 Main Objective Mission Cards and reveals it.

Follow this process for drawing Secondary Objective Mission Cards starting with the Player who won the roll.

Main Objectives = 2 objective points.

Secondary Objectives = 1 objective point.

Some Objective Cards have buildings or Objective Area Templates (OATs) that need to be used during the game. A description of the location where these buildings or OATs must be placed can be found at the bottom of the card.

Place these OATs or buildings before the Terrain Roll.

Both players make a Terrain Roll following the rules found in AS350.

Add terrain in addition to the Buildings and OATs designated by Objective Cards until you have 20.

Proceed to Deployment Roll and start the game after these steps have been completed.

GAME REQUIREMENTS:

- (4) Buildings: Must be at least 1" tall (Search and Destroy).
- (2) Towers: Must be at least 3" tall (Black Out).
- (2) Bunkers OATs: Same template as AS350 Bunkers scenario (Infiltrate).
- (1) 5" OAT: Same template as AS350 King of the Hill (Hold your Ground).
- (4) 1" Tokens: One of these tokens must be marked on the bottom (Search and Destroy).
- (3) 1" Tokens: One of these tokens must be marked on the bottom (Cut off the Head).

MAIN OBJECTIVE MISSIONS: 2 OBJECTIVE POINTS

SEARCH AND DESTROY: The enemy has marked a hidden supply depot with UV paint. Use the SRCH ability on all 'Mechs, most vehicles and infantry to detect which of the 4 buildings is housing the supplies and destroy the building.

Units must be within 2" for Detection.

Detect Building = 1 objective point.

Destroy Building = 1 objective point.

Opponent secretly places 4 Tokens (1 marked) on top of the 4 buildings.

Building HP = 20

Building Placement
-- Center Line --
28" / 14" <- Center -> 14" / 28"

HOLD YOUR GROUND: Take control of the battlefield. Control the center objective template for 2 rounds (do not need to be consecutive).

If your forces have the highest combined unit size during the End Phase, your forces control the center objective. Each Round you control the OAT = 1 objective point (max of 2 points).

All units can count their size towards total Combined Unit Size.

5" Objective Template Placement.
--- Center Line ---
36" -> X <- 36"

INFILTRATE: Destroy or Capture the Enemy supply depots (2).

Destroy the Bunkers with direct weapons fire or use Conventional Infantry/Battle Armor to Infiltrate the enemy depots using the AS350 Infiltration rules.

Bunker HP = 15

Each Bunker destroyed = 1 objective point.

Each Bunker faces towards the center line.

Bunker Placement
Opponents Edge + 10"
20" <- Center -> 20"

BLACK OUT: Destroy or Jam an opposing players Communication Towers (2).

Building HP = 20

To destroy or attack a Tower, a Unit must make an attack roll using the following modifiers
Skill + Range + Terrain in LOS + Attacker Modifiers (Ignore Building Immobile Modifier)
**ECM rules in effect.

Jamming Range

Unit without PRB abilities = 2"

LPRB = 12"

PRB = 18"

BH (Bloodhound) = 26"

Each Tower destroyed or jammed = 1 objective point.

Tower Placement
Opponents Home Edge +8"
28" <- Center -> 28"

SECONDARY OBJECTIVES: 1 OBJECTIVE POINT

CUT OFF THE HEAD: Destroy the Unit's Commander. At the start of the game the opposing Player places 3 markers on 3 of its units with one of the markers indicating the Commander.

Commanders must follow the rules stated in Force Construction.

In order to identify the Commander, during the End of the Movement Phase, the player's units must be within 6" of the unit or use a PRB. If a Commander is destroyed without being Identified, the opposing player must reveal that their commander has been destroyed.

LPRB = 12"

PRB = 18"

BH (Bloodhound) = 26"

No Jam or Scan roll is necessary for Identification.

Destroying the Commander = 1 objective point.

BREAKTHROUGH: Breakthrough the enemy lines and get 4 units across your opponents Home Edge during the End Phase.

Units being transported count as .5 units.

Units can use sprint movement while exiting the map.

If 4 units have broken through = 1 objective point.

DEMORALIZE: Crush your opponents morale by destroying 50% of their forces.

Calculate PV lost during the End Phase. Destroyed PV subtracted from Total PV
If a player destroys 50% of the opposing players PV value = 1 objective point.

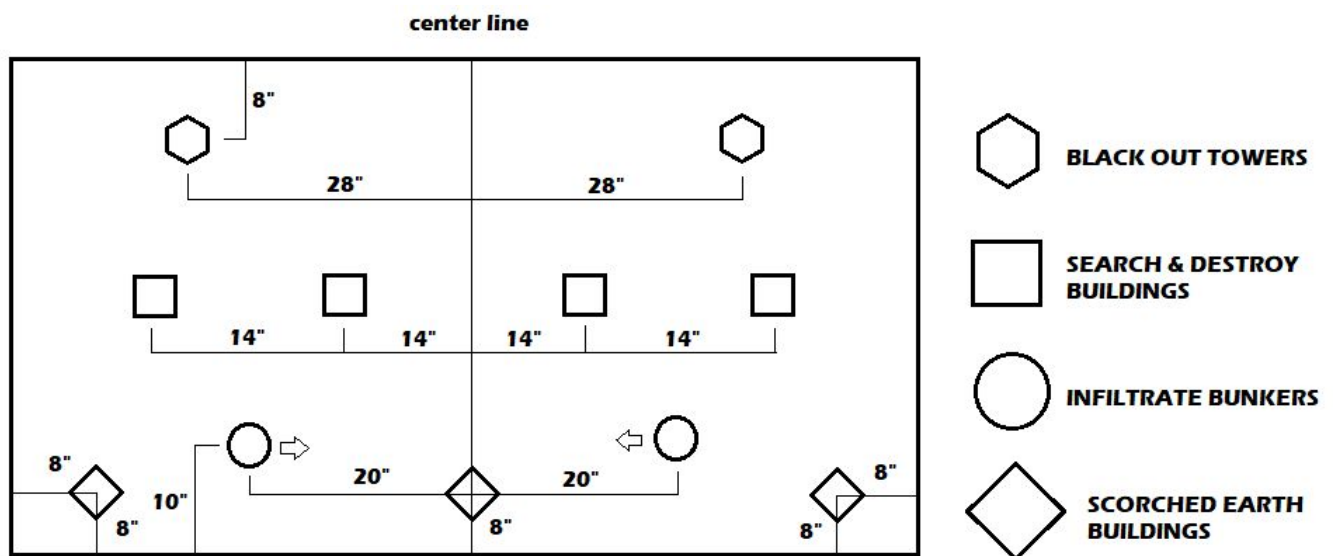
SCORCHED EARTH: Leave no building behind to aid in your opponents supply chain.

Destroy all three buildings located on your opponents home edge.

Each building has Hit Point of 10.

Destroy all 3 buildings = 1 objective point.

Building Placement
Opponents Edge + 8"
28" <- X -> 28"



SEARCH & DESTROY Main Objective - 2 Pts The enemy has marked a hidden supply depot with UV paint. Use the SRCH ability on all mechs and most vehicles and infantry to detect which of the 4 buildings is housing the supplies and destroy the building. Units must be within 2" for Detection Detect Building = 1pt Destroy Building = 1pt Opponent places 4 Tokens (1 marked) on top of the 4 buildings. Building HP = 20 Building Placement -- Center Line -- 14" / 14" <- Center -> 14" / 14"	INFILTRATION Main Objective - 2 Pts Destroy or Capture the Enemy supply depots (2). Destroy the Bunkers with direct weapons fire or use Infantry/ Battle Armor to Infiltrate the enemy depots use the AS350 Bunkers rules. Bunker HP = 15 Each Bunker destroyed or captured = 1pt Each Bunker faces towards the center line. Bunker Placement Opponents Edge + 10" 20" <- Center -> 20"	BLACK OUT Main Objective - 2 Pts Destroy or Jam an opposing players Communications network. Building HP = 20 To Destroy or Attack a Tower, a Unit must make an attack roll using the following modifiers Skill + Range + Terrain in LOS + Attacker Modifiers (<u>Ignore Building Immobile Modifier</u>) **ECM rules in effect. <u>Jamming Range</u> Unit without PRB abilities = 2" LPRB = 12" PRB = 18" BH (Bloodhound) = 26" Tower Placement Opponents Home Edge +8" 28" <- Center -> 28"
HOLD YOUR GROUND Main Objective - 2 Pts Take control of the Battlefield. Control the center objective template for 2 rounds (not consecutively) If your forces have the highest combined unit size during the End Phase, your forces control the center objective. Each round you successfully control the OAT = 1 objective point (2 pts max) All units can count their size towards total combined size. 5 " Objective Template Placement --- Center Line --- 36" -> X <- 36"	CUT OFF THE HEAD Secondary Objective - 1 Pt Destroy the Units Commander. At the start of the game the opposing Player places 3 markers on 3 of its units with one of the markers indicating the Commander. (Additional Rules on pg. 5) In order to Identify the Commander, the player's units must be within 6" of the unit or use a PRB at the End of the Movement Phase. LPRB = 12" PRB = 18" BH (Bloodhound) = 26 No Jam or Scan roll is necessary for Identification. Destroying the Commander = 1 Objective point.	
SCORCHED EARTH Secondary Objective - 1 Pt Make sure your enemies remember you were here. Destroy all three buildings located on your opponents home edge. Each building has a HP of 10 Destroy all 3 buildings = 1 objective point Building placement Opponents Edge + 8" L Edge --> 8" --> 36" <- 8" <- R Edge	DEMORALIZE Secondary Objective - 1 Pt Crush your opponents morale by destroying 50% of their forces. Calculate PV lost during the End Phase. Destroyed PV divided by Total PV (Rounded down) If a player destroys 50% of the opposing players PV value = 1 objective point	BREAKTHROUGH Secondary Objective - 1 Pt Breakthrough the enemy lines and get 4 units across your opponents Home Edge during the End Phase. Units being Transported count as .5 units. Units can use sprint movement while exiting the map. If 4 units have broken through = 1 Objective point.

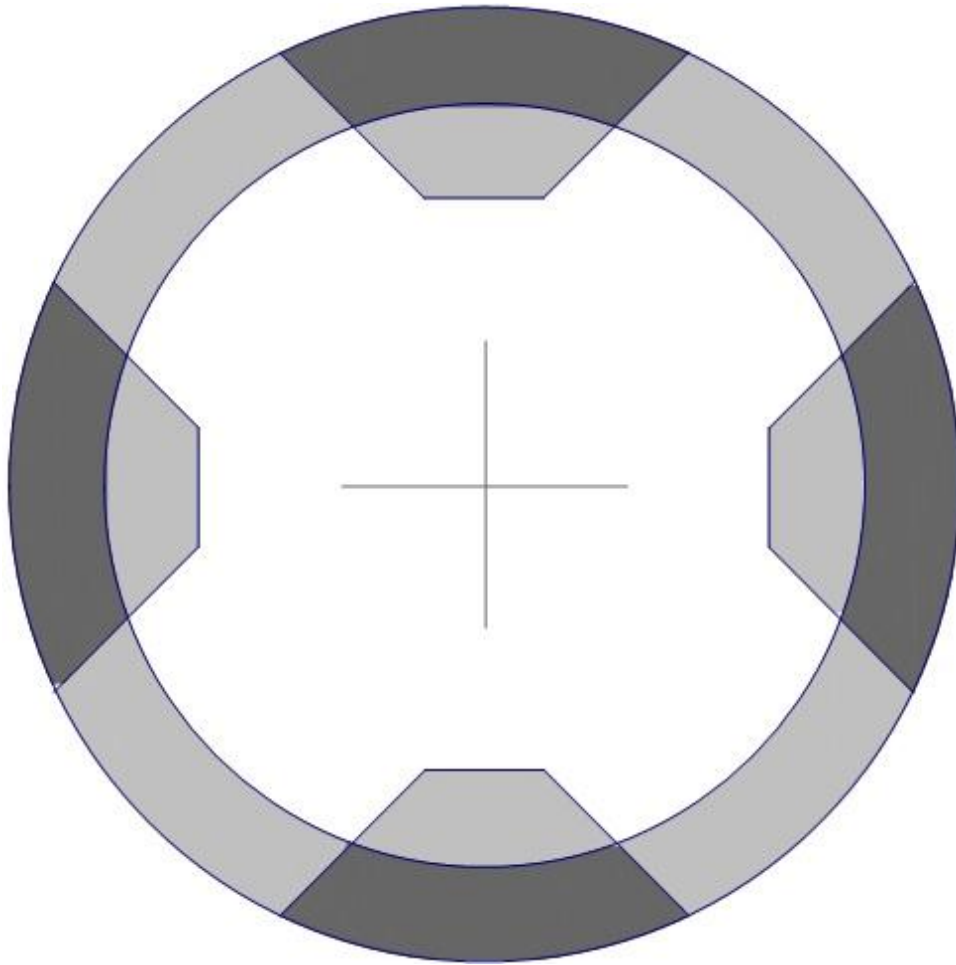
PLAYER #1 NAME _____			PLAYER #2 NAME _____		
WINNER			WINNER		
OBJECTIVES	MOV	DROP	OBJECTIVES	MOV	DROP
_____	_____	_____	_____	_____	_____
Bunkers ☐	Domination ☐	Head Hunter ☐	Stand Up Fight ☐	ROUND # _____	
Capture the Flag ☐	King of the Hill ☐	Hold the Line ☐	Overrun ☐		

PLAYER #1 NAME _____			PLAYER #2 NAME _____		
WINNER			WINNER		
OBJECTIVES	MOV	DROP	OBJECTIVES	MOV	DROP
_____	_____	_____	_____	_____	_____
Bunkers ☐	Domination ☐	Head Hunter ☐	Stand Up Fight ☐	ROUND # _____	
Capture the Flag ☐	King of the Hill ☐	Hold the Line ☐	Overrun ☐		

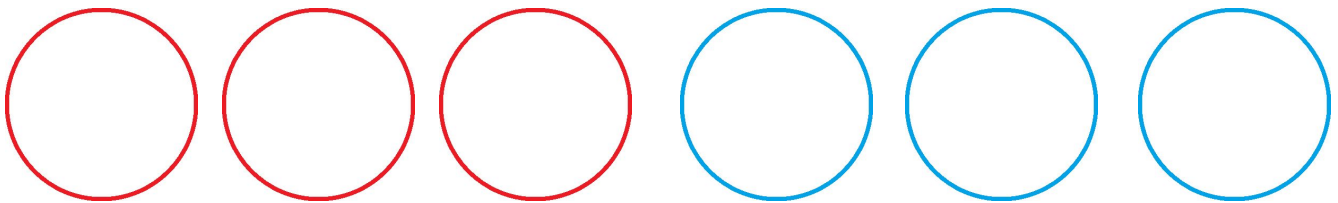
PLAYER #1 NAME _____			PLAYER #2 NAME _____		
WINNER			WINNER		
OBJECTIVES	MOV	DROP	OBJECTIVES	MOV	DROP
_____	_____	_____	_____	_____	_____
Bunkers ☐	Domination ☐	Head Hunter ☐	Stand Up Fight ☐	ROUND # _____	
Capture the Flag ☐	King of the Hill ☐	Hold the Line ☐	Overrun ☐		

PLAYER #1 NAME _____			PLAYER #2 NAME _____		
WINNER			WINNER		
OBJECTIVES	MOV	DROP	OBJECTIVES	MOV	DROP
_____	_____	_____	_____	_____	_____
Bunkers ☐	Domination ☐	Head Hunter ☐	Stand Up Fight ☐	ROUND # _____	
Capture the Flag ☐	King of the Hill ☐	Hold the Line ☐	Overrun ☐		

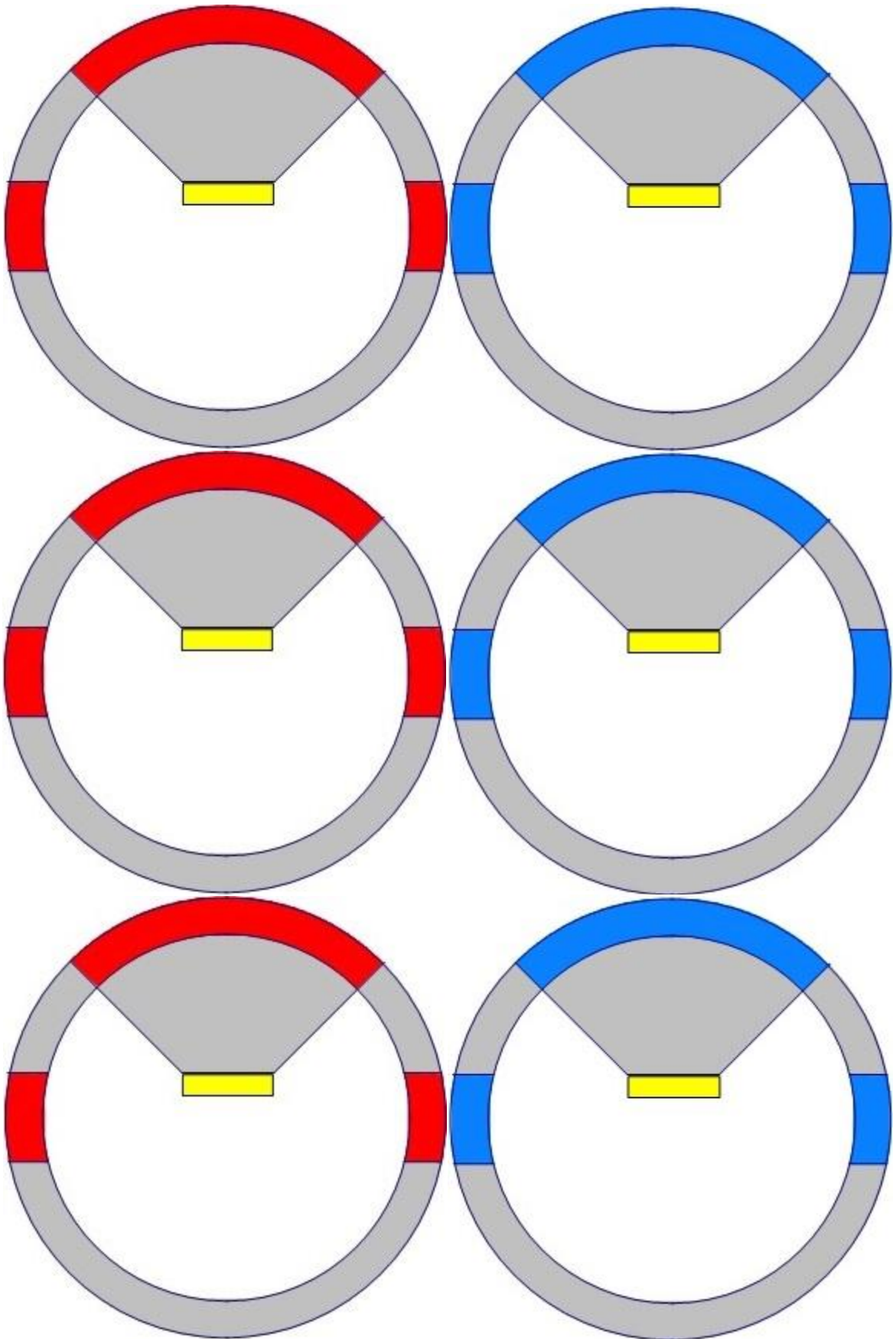
5" KING OF THE HILL TEMPLATE



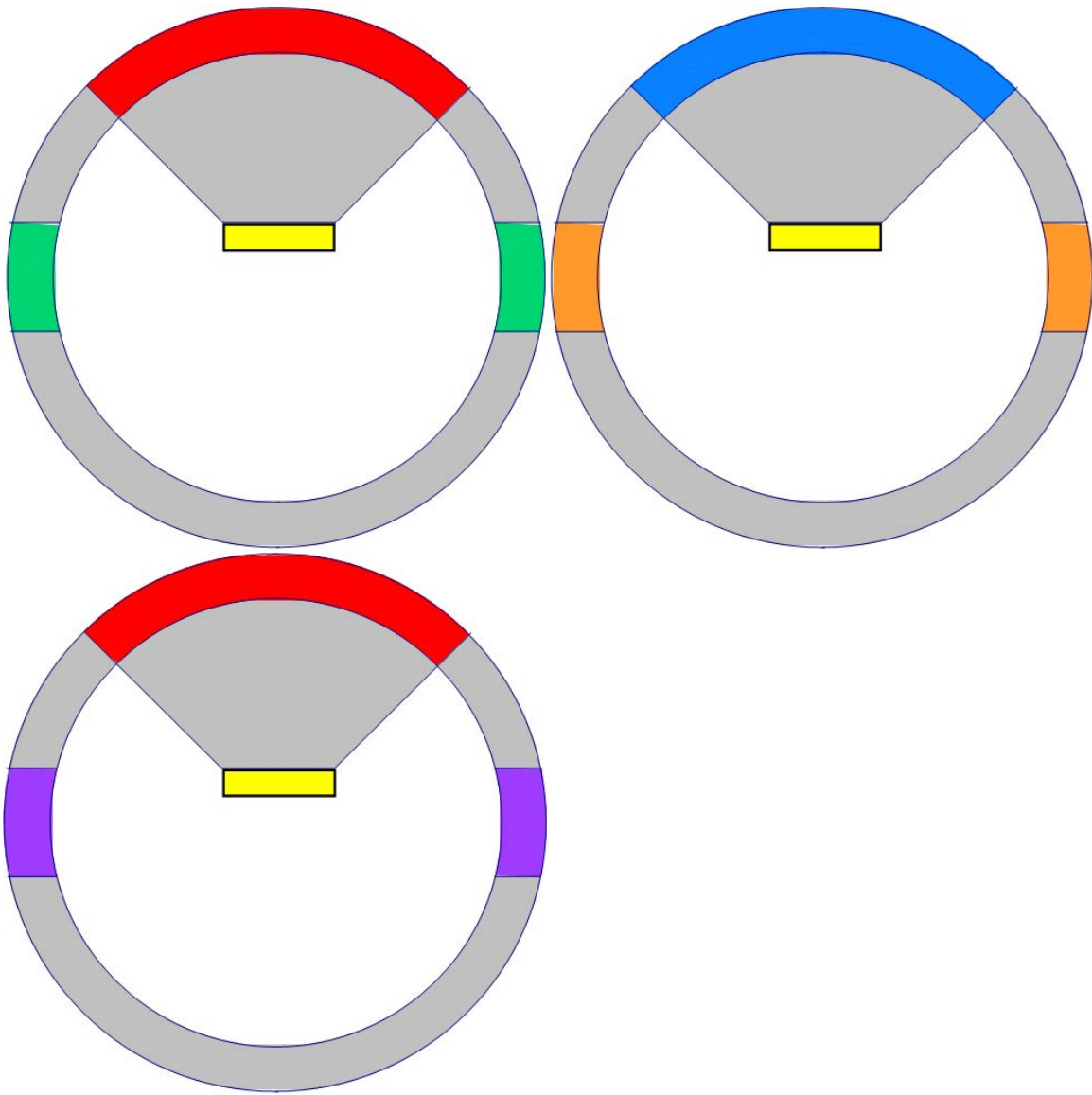
1" FLAG & HEADHUNTER TOKENS



3" BUNKER TEMPLATES



3" CAPTURE THE FLAG & MISC TEMPLATES



OFF BOARD ARTILLERY SUPPORT

PV: 8

SNIPER

FLIP CARD AFTER USE

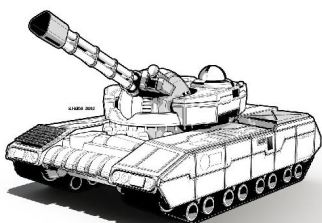
BASE TO HIT
NUMBER
8

DAMAGE
2

TEMPLATE SIZE

2"

Special Ability: ARTAIS-1



ALPHA STRIKE STATS

BATTLETECH

OFF BOARD ARTILLERY SUPPORT

PV: 8

SNIPER

FLIP CARD AFTER USE

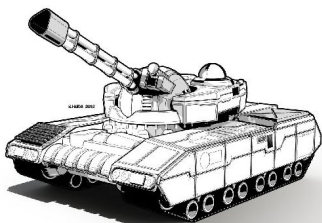
BASE TO HIT
NUMBER
8

DAMAGE
2

TEMPLATE SIZE

2"

Special Ability: ARTAIS-1



ALPHA STRIKE STATS

BATTLETECH

OFF BOARD ARTILLERY SUPPORT

PV: 8

SNIPER

FLIP CARD AFTER USE

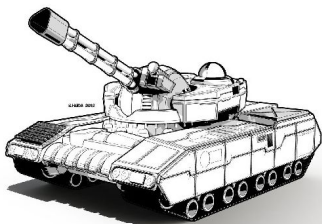
BASE TO HIT
NUMBER
8

DAMAGE
2

TEMPLATE SIZE

2"

Special Ability: ARTAIS-1



ALPHA STRIKE STATS

BATTLETECH

OFF BOARD ARTILLERY SUPPORT

PV: 8

SNIPER

FLIP CARD AFTER USE

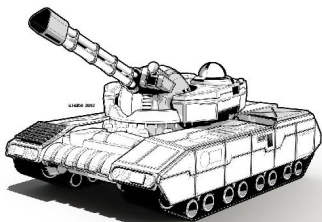
BASE TO HIT
NUMBER
8

DAMAGE
2

TEMPLATE SIZE

2"

Special Ability: ARTAIS-1



ALPHA STRIKE STATS

BATTLETECH

OFF BOARD ARTILLERY SUPPORT

PV: 5

THUMPER

FLIP CARD AFTER USE

BASE TO HIT
NUMBER
7

DAMAGE
1

TEMPLATE SIZE

2"

Special Abilities: ARTT-1



ALPHA STRIKE STATS

BATTLETECH

OFF BOARD ARTILLERY SUPPORT

PV: 5

THUMPER

FLIP CARD AFTER USE

BASE TO HIT
NUMBER
7

DAMAGE
1

TEMPLATE SIZE

2"

Special Abilities: ARTT-1



ALPHA STRIKE STATS

BATTLETECH

OFF BOARD ARTILLERY SUPPORT

PV: 5

THUMPER

FLIP CARD AFTER USE

BASE TO HIT
NUMBER
7

DAMAGE
1

TEMPLATE SIZE

2"

Special Abilities: ARTT-1



ALPHA STRIKE STATS

BATTLETECH

OFF BOARD ARTILLERY SUPPORT

PV: 5

THUMPER

FLIP CARD AFTER USE

BASE TO HIT
NUMBER
7

DAMAGE
1

TEMPLATE SIZE

2"

Special Abilities: ARTT-1



ALPHA STRIKE STATS

BATTLETECH

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