

# BattleTech Alpha Strike Open Tournament Rules

## EVENT ESSENTIALS:

- **Board Size:** 4' x 4'
  - **Terrain:** Approximately 1/4 to 1/3 of the board should be covered by some sort of terrain. As a rule of thumb, the Alpha Strike box set terrain is an appropriate minimum amount of terrain.
  - **Game Time:** Each game should take no more than 2 hours (120 minutes) to finish.
  - **Game Rules:** The ASO uses the latest version of the Alpha Strike: Commander's Edition rulebook, including all officially issued errata. In addition, the following Special Rules from Alpha Strike: Commander's Edition will be used.
    - Battlefield Support (54-56) - Each player has five (5) BSP to spend as part of creating their army. BSP selections should be noted on the player's Force Registry, with a maximum of 1 per type of Battlefield Support (Strike, Bombing, Strafing, Cover, Artillery, Minefield).
    - Large Units (pg. 64)
    - Special Abilities (pg. 76- 91)
    - Non Infantry Unit Cover (pg 139)\*
    - Zipline Drops (pg. 160-161)
    - ECM/ECCM: (pg. 161)
    - Towing (pg. 165)
    - Multiple Attack Rolls (pg. 174-175)
- \* Destroyed units are removed from the battlefield during the End Phase (step 0).

## MINIATURES AND PAINTING

1. Each player must have models to represent each unit in their force.
2. All models must be on a hex base that is approximately 1.25" from flat end to flat end.
3. The model used must be of the correct chassis, but may represent a different variant (i.e. An AS7-K Atlas model may be used to represent an AS7-RS Atlas.)
4. Any duplicated models must be painted or marked in a distinguishable fashion.
5. All models should represent an honest effort at painting to a three color tabletop standard.

## GLOSSARY/DEFINITIONS

- **Control** – A player **controls** an objective or terrain feature if, counting all units within 3", they have a higher total size (SZ) than their opponent. Units that are shut down or immobilized through damage, critical, and/or motive hit effects do not count towards this total.
- **Scan** – at the end of a unit's movement, its player may declare that it will **scan** a target. **Unless the unit has the LPRB, PRB, or BH special abilities, a unit may not scan and attack (or spot) in the same turn. A unit with one of those special abilities may attack and scan in the same turn but suffers a +1 penalty to its target number.** If the scanning unit survives (i.e. is not removed as a casualty) the target is scanned. A unit that has sprinted or otherwise cannot attack may not **scan**, and a unit may not perform a **scan** if it is inside of an opponent's active ECM bubble. The scan range depends on the unit's special ability:
  - a unit with the LPRB special ability may **scan** a target within **6"**.
  - a unit with the PRB special ability may **scan** a target within **9"**.
  - a unit with the BH special ability may **scan** a target within **13"**.
  - a unit without any of the special abilities listed above may **scan** a target with **3"**.
- **Within** – a unit is *within* range of a designated point (objective marker, center of the table, etc), if any part of its hex base is within the specified range.
- **Wholly Within** - a unit is *wholly within* range of a designated point (objective marker, center of the table, etc), if its entire hex base is within the specified range.

# BattleTech Alpha Strike Open Tournament Rules

## FORCE CONSTRUCTION RULES:

- 1) Force Registries must be generated from the Master Unit List (<http://masterunitlist.info/>).
- 2) Maximum Points Value: 400 PV
- 3) Maximum Number of Units: 16
- 4) Each player must assemble their army out of a single Faction on the Master Unit List (including the corresponding General list, if any) and the designated Availability Era, if any.
- 5) Pilot skill may go as low as 2 and as high as 6.
- 6) Only the following unit types are allowed:
  - a. BattleMechs
  - b. OmniMechs
  - c. IndustrialMechs
  - d. ProtoMechs
  - e. Combat Vehicles
  - f. Conventional Infantry
  - g. Battle Armor
- 7) **Half (rounded up) or more** of a player's total PV must be spent on 'Mechs (Battle/Omni/Industrial).
- 8) Players may use a maximum of 2 of any particular Unit Chassis. **'Mechs variants cannot be duplicated, but non-'Mech units may have 2 of the same variant.**
- 9) **Players may include one Unique unit in their army.**
- 10) Trailer units must be deployed attached to a unit with HTC special ability.
- 11) A force may only have a maximum combined JMPS value of 2 - either 2 units with JMPS1, or 1 unit with JMPS2.
- 12) A force may only have a maximum ART value of 2 – either 2 units with ART\_\_1, or 1 unit with ART\_\_2.
- 13) Units with the following Special Abilities may not be used: **DRO, RBT, SDCS, LAM, BIM**
- 14) **Special piloting abilities, special command abilities, and formation rules will not be used.**

## PRE-GAME, DEPLOYMENT, AND SETUP

- 1) Before any dice are rolled, players should exchange lists, clarify any questions about each others' lists, and discuss and define the terrain on the board.
- 2) Players then roll initiative. High initiative chooses which deployment zone to use.
- 3) Place objectives as directed by the primary mission. If objectives are player-placed, the player that lost initiative places the first objective, and players then alternate.
- 4) Players then choose and reveal secondary objectives. Each player must select one Engage, one Maneuver, and one Action objective, for a total of three secondary objectives. Secondary objective selections should be written down and may not be changed once revealed.
- 5) The player that lost the initiative roll deploys their first unit, and players then alternate placing units. Units may be placed anywhere wholly within the player's deployment zone.
- 6) Players may then begin the first turn by rolling for initiative.

## GAME LENGTH AND SCORING

- 1) Each game lasts 5 turns and the player who scores the most Battle Points (BPs) wins.
- 2) At the end of each turn, players score up to 5 BPs for each of following conditions achieved:
  - a. **Control** at least one objective (1 BP)
  - b. **Control** more objectives than your opponent (1 BP)

# BattleTech Alpha Strike Open Tournament Rules

- c. Kill at least one enemy unit (1 BP)
  - d. Kill more enemy units than your opponent (1 BP)
  - e. Achieve the mission bonus condition (1 BP)
- 3) Players may also score up to 12 BPs for achieving the secondary objectives .
  - 4) If player's units are eliminated, the eliminated player scores all BPs they earned in that game up to the end of that turn. The surviving player scores the BPs that they have earned up to that point and all Hold and Kill points for every turn remaining. (i.e. if a player loses their last unit on turn 3, and the opposing player has scored 11 primary points at the end of that turn, the remaining player would score a total of 19 primary points (11 earned by turn 3, and 4 points for each of turns 4 and 5.) The surviving player also scores any secondary objectives that they could have accomplished by the end of turn 5.
  - 5) A player who concedes automatically scores zero points for that game.

## DEPLOYMENT ZONES

Deployment Zone 1: Meeting Engagement	Deployment Zone 2: Recon in Force
Deployment Zone 3: Establish Forward Base	Deployment Zone 4: Refuse the Flank

# BattleTech Alpha Strike Open Tournament Rules

## PRIMARY MISSIONS

### 1) Seize Dinju Heights (2 Objectives)

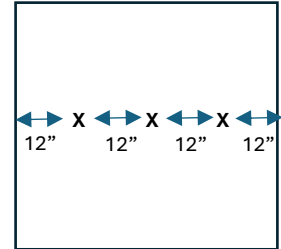
**Objective Placement:** Each player places one objective in your opponent's table half, at least 18" away from any other objective.

**Bonus Condition:** At the end of a turn, if a player holds the objective in their opponent's table half, that player gains one BP.

### 2) Overrun Devil's Bath (3 Objectives)

**Objective Placement:** Place three objectives on the centerline of the board at 12", 24", and 36" from one table edge as shown.

**Bonus Condition:** At the end of a turn, if a player has destroyed an enemy unit in that turn without losing any of their own units, that player gains one BP.



### 3) Secure Robyn's Crossing (3 Objectives)

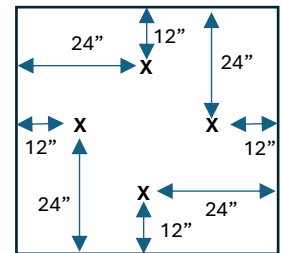
**Objective Placement:** Place one objective in the center of the board, and then each player places one objective in their own table half but outside of their deployment zone.

**Bonus Condition:** At the end of a turn, if a player holds the objective placed by their opponent, that player gains one BP.

### 4) Capture Skupo Outskirts (4 Objectives)

**Objective Placement:** Place objectives 12" in from the midpoint of each table edge. Each player may pick one objective as their "priority" objective and move that objective up to 6."

**Bonus Condition:** At the end of a turn, if a player holds both "priority" objectives, that player gains one BP.



### 5) Assault Kozice Valley (4 Objectives)

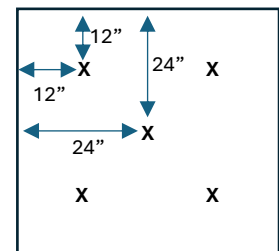
**Objective Placement:** Each player places one objective in their table half and one in their opponent's table half, outside of any deployment zone. All objectives must be at least 12" away from any other objective.

**Bonus Condition:** At the end of a turn, if a player holds both objectives that the player placed, gain one BP.

### 6) Clear Holth Forest (5 Objectives)

**Objective Placement:** Place objectives as shown.

**Bonus Condition:** At the end of the turn, if a player killed an enemy unit that was *controlling* an objective, gain one BP.



## BattleTech Alpha Strike Open Tournament Rules

### SECONDARY MISSIONS

There are three categories of secondary missions: Engage, Maneuver, and Action. Players may score up to 4 BP for each secondary, for a total of 12 BP. These points can be scored at any time unless otherwise specified in the description.

Engage	Headhunter	Gain 1 BP for every skill 3 unit destroyed, or gain 2 BP for every skill 2 unit destroyed.
Engage	Flyswatter	Gain 1 BP for every 20PV or lower enemy unit destroyed.
Engage	Zombicide	Gain 1 BP for every 6 points of damage inflicted on an enemy unit that started the game with 12 or more combined armor and structure.
Engage	Cherry-picker	Before the 1 <sup>st</sup> turn, you and your opponent pick two units from your opponent's force that cost 25 or more PV (may not duplicate selections). Gain 1 BP for each such unit destroyed.
Maneuver	Battlespace Control	In the end phase, gain 1BP if you have units that began and ended the turn wholly within 3 different table quarters and at least 6" from the board center, or gain 2 BP instead if you have units that began and ended the turn within all four table quarters and at least 6" from the board center.
Maneuver	Center Position	In the end phase of each turn, gain 1BP if you have at least 2 units that began and ended the turn wholly within 6" of the center of the board. Gain 2 BP instead if you have at least 4 units that began and ended the turn wholly within 6" of the center of the board.
Maneuver	Penetrate Enemy Lines	In the end phase of each turn, gain 1 BP if you have at least 1 unit that began and ended the turn wholly within your opponent's deployment zone. Gain 2 BP instead if you have at least 3 units that began and ended the turn wholly within your opponent's deployment zone.
Maneuver	Capture Critical Terrain	Before the 1 <sup>st</sup> turn, you and your opponent each pick two terrain pieces in no-man's land. Each player must pick one piece in each half of the table. In the end phase of each turn, gain 1 BP if you control more of the selected terrain pieces, or gain 2 BP if you control all four selected terrain pieces.
Action	Relay Encrypted Signals	At the start of each turn, roll a d6 to randomly select one objective. A unit may scan that objective if it is within range - if the scanning unit survives the turn, score 1 BP.
Action	Long Range Sensor Sweep	One unit may scan a board corner in range. If the scanning unit survives the turn, score 1 BP. Each corner may only be scanned once.
Action	Gather Battlefield Intelligence	One unit may scan an enemy unit in range. If the scanning unit survives the turn, score 1 BP. Each enemy unit may only be scanned once.
Action	Deploy Salvage Beacon	A unit that destroyed an enemy unit in the previous turn (i.e. inflicted damage that removed the last structure point) may elect to stand still and deploy a salvage beacon. If that unit survives the turn, score 1 BP.

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## APPEARANCE

The use of this (optional) appearance scoring rubric will allow a tournament organizer to quickly score a force's appearance.

- (3 pts) Is every model painted to a 3-color, tabletop standard?
- (2 pts) Is every model highlighted and/or shaded?
- (1 pt) Does every model have some sort of unit/faction markings and/or identifiers?
- (1 pt) Does every model have details such as cockpits and weapons painted?
- (1 pt) Is every model based with some sort of basing material?
- (1 pt) Is every model based with a multi-material or multi-feature base?
- (1 pt) Are advanced techniques such as conversions/kitbashes, OSL, NMM, or freehanding on any of the force's models?
- (1 pt) Are advanced techniques such as conversions, OSL, NMM, or freehanding included on the majority of the force's models?
- (1 pt) Are advanced techniques such as conversions, OSL, NMM, or freehanding included on every model?
- (1 pt) Does the force appear cohesive when displayed in its entirety?
- (1 pt) Does the force include a display board?
- (1 pt) Is the display board a detailed, diorama-like display?
- (0-5 pts) Bonus points for exceptional artistry and skill.
- (0-5 pts) Bonus points for especially thematic forces.

<b>Player 1 Name:</b>							<b>Player 2 Name:</b>								
<b>Primary Objectives</b>															
TURN	HOLD 1	HOLD MORE	KILL 1	KILL MORE	BONUS	TOTAL									
1															
2															
3															
4															
5															
<b>Primary BPs:</b>							<b>Primary BPs:</b>								
<b>Secondary Objectives</b>															
SELECT ONE IN EACH CATEGORY			1	2	3	4	TOTAL	SELECT ONE IN EACH CATEGORY			1	2	3	4	TOTAL
<b>E</b>	Headhunter							Headhunter							
	Flyswatter							Flyswatter							
	Zombicide							Zombicide							
	Cherry-picker							Cherry-picker							
<b>M</b>	Battlespace Control							Battlespace Control							
	Center Position							Center Position							
	Penetrate Enemy Lines							Penetrate Enemy Lines							
	Capture Critical Terrain							Capture Critical Terrain							
<b>A</b>	Relay Encrypted Signals							Relay Encrypted Signals							
	Long Range Sensor Sweep							Long Range Sensor Sweep							
	Gather Battlefield Intel							Gather Battlefield Intel							
	Deploy Salvage Beacon							Deploy Salvage Beacon							
<b>Secondary BPs:</b>							<b>Secondary BPs:</b>								
<b>Total (Primary + Secondary) BPs:</b>							<b>Total (Primary + Secondary) BPs:</b>								