

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.

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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) SPAs and Formation rules will not be used.
- 7) Only the following unit types are allowed:
 - a. BattleMechs
 - b. OmniMechs
 - c. IndustrialMechs
 - d. ProtoMechs
 - e. Combat Vehicles
 - f. Conventional Infantry
 - g. Battle Armor
- 8) Half (rounded up) or more of a player's total PV must be spent on 'Mechs (Battle/Omni/Industrial).
- 9) 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.
- 10) Players may include one Unique unit in their army.
- 11) Trailer units must be deployed attached to a unit with HTC special ability.
- 12) A force may only have a maximum combined JMPS value of 2 - either 2 units with JMPS1, or 1 unit with JMPS2.
- 13) A force may only have a maximum ART value of 2 – either 2 units with ART__1, or 1 unit with ART__2.
- 14) Units with the following Special Abilities may not be used: **DRO, RBT, SDCS, LAM, BIM**

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. 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 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)
 - c. Kill at least one enemy unit (1 BP)
 - d. Kill more enemy units than your opponent (1 BP)

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- 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 |
| | |

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PRIMARY MISSIONS

1) Seize Dinju Heights (2 Objectives)

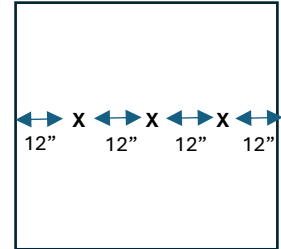
Objective Placement: Each player places one objective in your opponent's table half, at least 18" away from any other objective.

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)

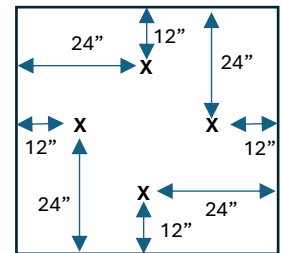
Objective Placement: Place one objective in the center of the board, and then each player places one objective in their own table half but outside of their deployment zone.

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)

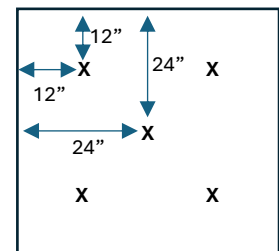
Objective Placement: Each player places one objective in their table half and one in their opponent's table half, outside of any deployment zone. All objectives must be at least 12" away from any other objective.

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.



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SECONDARY MISSIONS

Players pick two secondary objectives from those shown below. A player's secondary objectives must come from different categories. Players may score up to 6 BP for each secondary objective, for a total of 12 BP. These points can be scored at any time unless otherwise specified in the description.

HEADHUNTER (ENGAGE)

Gain 1 BP for every skill 3 enemy unit destroyed, or gain 2 BP for every skill 2 enemy unit destroyed.

FLYSWATTER (ENGAGE)

Gain 1 BP for every enemy unit destroyed that costs 20PV or lower.

CHERRY-PICKER (ENGAGE)

Before the 1st turn, pick two units from your opponent's force that cost 25 PV or more. Your opponent then picks one additional unit (may not duplicate selections). Gain 2 BP for each such unit destroyed.

BATTLESPACE CONTROL (MANEUVER)

In the end phase, gain 2 BP if you have units that began and ended the turn wholly within 3 different table quarters and at least 6" from the center, or gain 3 BP instead if you have units that began and ended the turn within all 4 table quarters and at least 6" from the center.

CENTER POSITION (MANEUVER)

In the end phase, gain 2 BP if you have at least 2 units that began and ended the turn wholly within 6" of the center of the board. Gain 3 BP instead if you have at least 4 units that began and ended the turn wholly within 6" of the center of the board.

PENETRATE ENEMY LINES (MANEUVER)

In the end phase, gain 2 BP if you have at least 1 unit that began and ended the turn wholly within your opponent's deployment zone. Gain 3 BP instead if you have at least 3 units that began and ended the turn wholly within your opponent's deployment zone.

RELAY ENCRYPTED SIGNALS (ACTION)

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 dies, score 1 BP. If the scanning unit survives the turn, score 2 BP.

DEEP SENSOR SWEEP (ACTION)

One unit may **scan** a board corner in range. If the scanning unit dies, score 1 BP. If the scanning unit survives the turn, score 2 BP. Each corner may only be scanned once.

GATHER BATTLEFIELD INTEL (ACTION)

One unit may **scan** an enemy unit in range. If the scanning unit dies, score 1 BP. If the scanning unit survives the turn, score 2 BP. Each enemy unit may only be scanned once.

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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.

| Player 1 Name: | | | | | | | Player 2 Name: | | | | | | | | | | | | | | | | | |
|---|--------------------------|-----------|--------|-----------|-------|-------|-----------------------|---|-------|---|--|--|--|--------|-----------|--------|-----------|-------|-------|---|---|---|-------|--|
| Primary Objectives | | | | | | | | | | | | | | | | | | | | | | | | |
| TURN | HOLD 1 | HOLD MORE | KILL 1 | KILL MORE | BONUS | TOTAL | | | | | | | | HOLD 1 | HOLD MORE | KILL 1 | KILL MORE | BONUS | TOTAL | | | | | |
| 1 | | | | | | | | | | | | | | | | | | | | | | | | |
| 2 | | | | | | | | | | | | | | | | | | | | | | | | |
| 3 | | | | | | | | | | | | | | | | | | | | | | | | |
| 4 | | | | | | | | | | | | | | | | | | | | | | | | |
| 5 | | | | | | | | | | | | | | | | | | | | | | | | |
| Primary BPs: | | | | | | | Primary BPs: | | | | | | | | | | | | | | | | | |
| Secondary Objectives | | | | | | | | | | | | | | | | | | | | | | | | |
| | | | 1 | 2 | 3 | 4 | 5 | 6 | TOTAL | | | | | | | | 1 | 2 | 3 | 4 | 5 | 6 | TOTAL | |
| E | Headhunter | | | | | | | | | | | | | | | | | | | | | | | |
| | Flyswatter | | | | | | | | | | | | | | | | | | | | | | | |
| | Cherry-picker | | | | | | | | | | | | | | | | | | | | | | | |
| M | Battlespace Control | | | | | | | | | | | | | | | | | | | | | | | |
| | Center Position | | | | | | | | | | | | | | | | | | | | | | | |
| | Penetrate Enemy Lines | | | | | | | | | | | | | | | | | | | | | | | |
| A | Relay Encrypted Signals | | | | | | | | | | | | | | | | | | | | | | | |
| | Deep Sensor Sweep | | | | | | | | | | | | | | | | | | | | | | | |
| | Gather Battlefield Intel | | | | | | | | | | | | | | | | | | | | | | | |
| Secondary BPs (MAX 12): | | | | | | | | | | Secondary BPs (MAX 12): | | | | | | | | | | | | | | |
| Total (Primary + Secondary) BPs: | | | | | | | | | | Total (Primary + Secondary) BPs: | | | | | | | | | | | | | | |