NORTHERN ASSAULT 2025

Battletech Alpha Strike Event

250(100) point - Casual Tournament

Hosted by Justin "Cloud" Hall from Death Ray Designs and sponsored by Fortress Miniatures and Games

WAR CALLS, MECH COMMANDER, WILL YOU ANSWER?

Army Composition and Restrictions:

- Paint Requirement: 3 color minimum + basing
- 250 Point **Primary** Force / 100 Point **Reserve** Force
  - o Your two lists are independent of each other and should be constructed in the MUL separately. Your overall force, both lists combined, must follow the rules below. If you are short points on one of your forces the remaining may **NOT** be used for the other.
- Force Size: 20 units max
- Era: *Civil War* **3061 - 3067**
- Nominate one Mech to be your *force commander*
- Must Include at least (4) mechs.
- Rule of Two (Mechs): May not include more than 2 copies of any one Mech Chassis (*may include two of the same variant*)
- Rule of Two (NON-VTOL Units): There is no cap on the total number of vehicle/infantry/battle armor you may have (so long as your list does not exceed 20 units in total) however you may not include more than 2 copies of any one vehicle/infantry/battle armor variant. *IE: If you wanted to field a star (five stands) of Elementals, you'd have to bring 2(variant a), 2(variant b), 1(variant c).*
- Rule of Two (VTOLS): May not include more than 2 VTOL units total
- VTOL units May not have the ART special
- May include up to **one** non-VTOL unit with the ART special rule
- May **not** include units with BOMB.
- All units must be from Master Unit List (MUL) and be valid:
  - http://www.masterunitlist.info/Era/Index
- MUL Faction-Locked requirements are in play bonus style points for trying to theme your forces! (*IE: Your forces should include only units allowed for a specific faction with the following exception below*)
  - o **Battlefield Salvage:** *To assist with list building and to add some fluff you may have ONE mech unit in your force that is not explicitly shown as available in the MUL to your faction. All other list building requirements still apply, however! Your selection must still exist during the era.*
- Pilot Skills:
  - o Minimum Skill of 2 (max 2 units)

- o   Maximum Skill of 6 (max 2 units)
- o   Skills 3 - 5 no quantity restrictions
- Email Unit Lists Ahead of time to: Justin@deathraydesigns.com
    - o   Include the name and email you've registered with at the NOVA event along.

Not Allowed:

- Aerospace, Advanced Aerospace. Support Vehicles, Advanced Support Vehicles, Any unit that is Experimental Tech Level, Units with the DRO special ability, Protomechs and no custom units.
- No Specialty Ammo
- No Pilot or Command Special abilities
- No formation Bonuses allowed
- No Legendary Mech Warrior pilot cards or abilities from the Force Pack
- **We encourage official Catalyst / Iron Winds Metals miniatures but third-party miniatures are acceptable.** *ALL third party/3D printed miniatures must clearly, within reason and without confusion, resemble the unit they are meant to represent.*

Special Rules:

- **Mission Briefing:** Before each round players will be given a Mission Briefing envelope which will determine deployment type, secret missions, and various other factors for the match.

- **Reserves:** Before the first turn of the game player B will roll a d3 (d6 1-2=1 3-4=2 5-6=3). Reserve units will arrive based on the result: Turn 3 (1-2), Turn 4 (3-4), Turn 5 (5-6). Units will move onto the table via their controlling players table edge during their respective activations.

- **Objectives:** you must have at least one unit within 2 inches of an objective token, if both players have units within range of the token the player with the highest total combined Size (as listed on each unit card) within range has control.

- **Dice Attacks**: All games will be played using the Multiple Attack Rolls Optional Rule (page 175). Players will need a different pair of dice for every possible point of damage their unit may produce in one round of combat.
    - o   *Physical attacks do not use the Multiple Attack Roll option rule.*
    - o   *Ranged Attacks on the Rear gain an extra pair of dice.*

- **Critical Dice Pair:** Players will nominate a single pair of dice from their attack pool every time they attack to count as your 'critical dice.' These are the only dice that will cause a critical with a roll of a 12. Internal damage will still cause critical rolls as per the normal rules.

- **Battlefield Intelligence:** Not in play

- **Forced Withdrawa**l: will not be in effect, your forces will fight until they fall or the mission ends.

- **Buildings:** Units cannot enter or exit them.

- **Special Attacks:** These attacks consist of Special Ability attacks found in the lower left-hand box of the Alpha Strike Card. Example (HT, SRM, LRM, AC) Players are allowed to mix standard and special attacks into one roll. To use a special attack with your normal attack roll, players must declare which set of dice represent their "special attack" value. ***Note this rule is slightly different than what is published in AS:CE page 175

- **Sprinting:** A sprinting unit cannot do anything but move. Therefore, a unit sprinting is unable to take actions or fulfill any Scenario Objectives that involve more than simply moving. A sprinting unit can contest or control objectives as these only require the unit to be in proximity. If a unit is carrying an objective they may not sprint.

- **Game State and 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 to. These situations do not get corrected.

- *(At the discretion of the 2 players involved you may omit this and allow for corrections so long as both players are in agreement. If one player does not want to play that casually then missed opportunities are missed opportunities and that is final. This option is in place for seasoned players who want to help newer players during their games or for players who want to approach the game very casually).*

- **Line of Sight:** 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 Alpha Strike: Commanders Edition page 40. Sometimes LOS can be a little tricky, use your best judgment and talk with your opponent throughout the process, if both parties cannot agree on LOS to a unit in extreme cases you may call a judge.

- **Water:** Any water features will be treated as depth one and provide cover for the unit standing in them (+1 difficulty to hit). Movement through water features is handled as outlined in the rule book.

- **Disagreements:** First and foremost, players should try to solve disputes between themselves whenever possible. If an amicable agreement can be made (often a dice role to settle a dispute) it is advised to do so. The goal of the event is to have **fun**, don't get bogged down looking for the win so much that you lose sight of the experience, not only that but calling a judge over takes time away from both players in terms of advancing the game due to having to wait. If players cannot come to an agreement that is satisfactory for both parties, you may call a judge and a ruling will be made. This ruling will be final. If there is a correction or a discussion to be had a polite conversation can be had after the round.

SCENARIOS

Mission One – Fog of War:

- The object for this mission is to score more victory points than your opponent.

- **Mission Briefing**
- No units will be deployed for this scenario, ignore the deployment card. They will arrive using their movement starting from their controlling player's table edge when their activation card is revealed.
- There will be NO initiative rolls, instead players will begin the game by assigning a card to each unit from their list, including their **Reserve Units**. At the beginning of each turn players will shuffle ALL cards (excluding **Reserve Units**) into one single stack and reveal the top card, one at a time, to determine which unit activates.
- **Reserves:** *Before the first turn of the game one of the players will roll a d3 (d6 1-2=1 3-4=2 5-6=3). Reserve units will have their cards added to the initiative deck based on the result: Turn 3 (1-2), Turn 4 (3-4), Turn 5 (5-6)*
- The combat phase is handled as normal with the player who activated a unit first for the round firing first.
- As units are destroyed remove their cards from the stack (don't shuffle them back in). Yes, this means that as units are removed the player with more units left available has a higher chance of their units being drawn but there is also a chance the player with less units may get unlucky and have their units drawn. Given the scenario, Fog of War, this simulates the uncertainty of the mission and the battlefield, lopsided force sizes may happen.
- Some players may have brought infantry transports (or Battle Armor utilizing the OMNI special rule). If these units are being carried (or are riding on a mech) they will activate with their respective transport. However, once they have disembarked (or jumped off) their respective card(s) will now be added to the stack for future turns. This makes re-embarking difficult, but given the disrupted communication lines, *thems the breaks commander!*

Commander Specials:

- The battlefield conditions may not be ideal, communication lines may often be coming back with nought but static however this is where the tactical prowess of your commander will truly shine! Each player will have the following specials so long as their commander is alive and has uses remaining:

Command Orders: your commander will start the game with 12 order tokens (using a token or dice to keep track).

- **Stay on Target:** At any time during the attack phase your commander may use **ONE** of their command orders to allow a friendly unit to re-roll their 'whole' attack roll (it's all or nothing). Your commander must have LOS to the friendly unit wishing to make a re-roll as well as the target they were firing upon.
- **Look Out!:** At any time during the attack phase your commander may use **TWO** of their command orders to force an enemy unit to re-roll their 'whole' attack roll (it's all or nothing). Your commander must have LOS to the enemy unit they wish to make re-roll as well as the target they were firing upon.
- **High Value Targets (Once Per Game):** At the end of the movement phase, before any attacks have been made, your commander may spend **TWO** of their command orders to target up to **TWO** enemy non-infantry unit they can see. If these units are destroyed by the end of the game score +3 VP per. If either of these units is destroyed by your commander, score an additional +2 VP per targeted unit.
- **Battlefield Promotion:** Once per game. When your commander falls in battle, they may spend **TWO** of their remaining command orders to nominate another mech from your force to replace them as the battlefield commander. This unit counts as your new commander starting on the next turn and treats their skill as 1 better for the remainder of the game (cannot make their skill a 2). This is in place so that, if you're unlucky and your commander goes down early, you have a chance to use some of your **Command Orders.**

- Destroyed Units are worth the following: Starting Commander (6) Mechs (3) Vehicles (2) Infantry/Battle Armor (2)
- At the end of the game if you and your opponent are tied for victory points determine the tie breaker as follows:
- Is either player's commander destroyed while the other commander is still alive? If so, the player with a commander still standing is the winner, by a slim margin!
- If both commanders remain then the game is a draw.
- If both commanders were destroyed, did either player issue a **Battlefield Promotion**? If both players did, is only one of the new commanders still standing? If so, the player with a commander still standing is the winner, by a slim margin!
- If both promoted commanders remain or were destroyed, then the game is a draw.

## Mission Two – Capture The Supply Drops:

- The object for this mission is to capture the supply drop objective markers at the end of each turn.
- To hold an objective, you must have at least one unit within 2 inches of the objective token, if both players have units within range of the token the player with the highest total combined Size (as listed on each unit card) within range has control.
- Number of Turns: 10 (or when time limited is called)
- Starting on turn 2 at the beginning of the turn each objective that was controlled will move away from the player controlling it. Roll a d3 to determine direction (as noted on the marker) then move d6+3 inches in the direction rolled. If the objective would go off the table or land in a spot it could not realistically be placed reduce the movement the minimum amount to ensure it can be placed.

Special Rules:

- **Reserves**
- **Mission Briefing**

Scoring:

- Starting on turn 1 at the end of each turn score 2 points for each objective you control
- At the end of the game if you and your opponent are tied for victory points determine the tie breaker as follows:
- Is either player's commander destroyed while the other commander is still alive?
- If both commanders remain or are both destroyed, then the game is a draw.
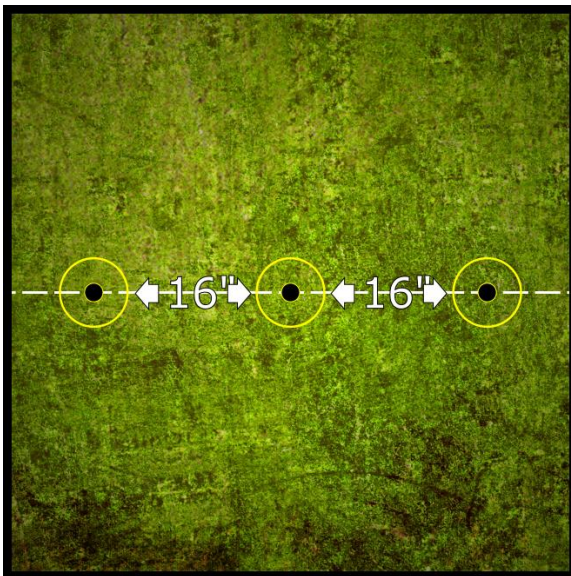
Place three objectives across the middle line of the table based on the deployment map.

Players will roll off at the start of the round. The winner of the roll player (a) will select the table side, player (b) will have the opposite side.

Open **Mission Briefing**

Player (a) will begin by deploying a unit first alternating deploying units as normal.

Mission Three – Munitions Caches:

- The object for this mission is to secure the munitions caches.
- Number of Turns: 10 (or when time limited is called)

Special Rules:

- **Mission Briefing**
- **Reserves**
- To hold an objective, you must have at least one unit within 2 inches of the objective token, if both players have units within range of the token the player with the highest total combined Size (as listed on each unit card) within range has control.
- **Hasty Refit:** Non infantry/non VTOL/non ART units are subject to the following special rules if in control of a munitions cache at the start of the combat phase:
  - Experimental Capacitors: Units with an OV value or the ENE special ability *may* treat their OV value as +1 and *may* use the OVL special ability. If they do *ANY* dice pairs that result in double 1's *(Possibly more than one!)* during the attack will result in a critical damage roll levied against the attacking unit.
  - Volatile Munitions: Units with LRM/SRM/IF/AC *May* inflict critical hits on *ANY* roll of an 11 or 12 *(Possibly more than one!)* but if they do *ANY* dice pairs that result in double 1's *(Possibly more than one!)* will result in a critical damage roll levied against the attacking unit. ***You must declare if you are using this prior to rolling attacks.***

Scoring:

- Starting on turn 1 at the end of each turn score 2 points for each objective you control
  - Go For Glory: any time you use the Hasty Refit bonus and destroy an enemy unit with an attack, get 1VP.
- At the end of the game if you and your opponent are tied for victory points determine the tie breaker as follows:
- Is either player's commander destroyed while the other commander is still alive?
- If both commanders remain or are both destroyed, then the game is a draw.
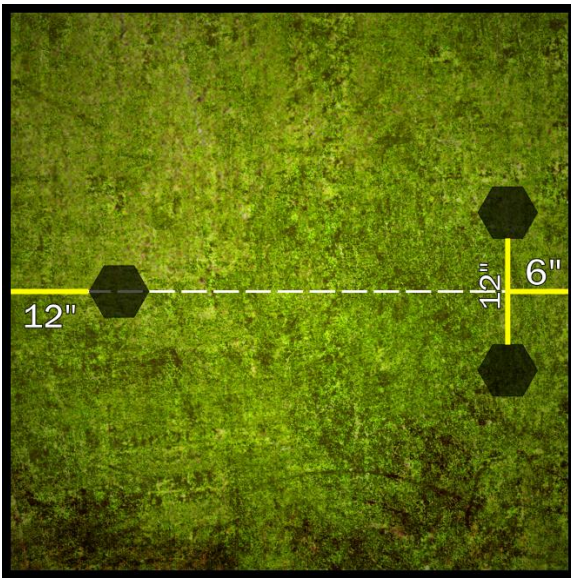
Place objectives based on the diagram to the left.

Players will roll off at the start of the round. The winner of the roll player (a) will select the table side, player (b) will have the opposite side.

*Open **Mission Briefing***

Player (a) will begin by deploying a unit first alternating deploying units as normal.

## Mission Four – Battle Royale:

- The object for this mission is to eliminate your opponent's forces while simultaneously trying to have the most mechs left standing in the center circle by the end of the game.
- 10 turns max or time is called, whichever comes first.

Special Rules:

- **Mission Briefing**
- **Reserves**

Scoring:

- Starting at the end of turn 2 players gain 1 VP for each mech they have within 5 inches of the center of the table at the end of each turn.
- Starting at the end of turn 5 both players roll a d6. If the combined total of both dice results in a 6 or better all units NOT WHOLLY within 12 inches of the center take 1 point of damage. Roll for this at the end of every turn until the game ends. (If all units are wholly within you can skip rolling)
- King of The Hill: If at the end of the final turn (turn 10) only one player has mechs standing within 3 inches of the center, this player gets a bonus 5 VP.
- ACE: Keep track of the number of kills each of your units has attained.
    - Any unit with at least 3 kills is considered an ACE and awards 3 VP
- In the event of a tie the tie breaker will be determined by which player has their commander still alive. If victory points are tied and both commanders are still on the table, the game will result in a draw.
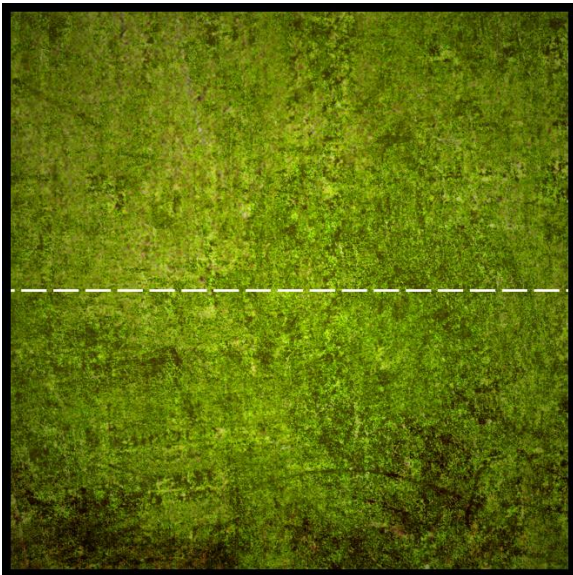
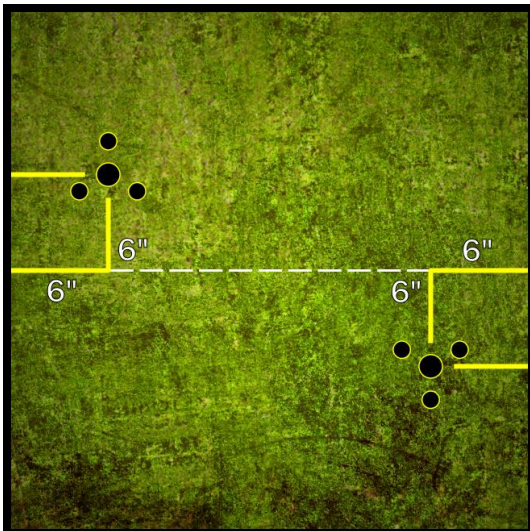|	
	Players will roll off at the start of the round. The winner of the roll player (a) will select the table side, player (b) will have the opposite side. *Open* **Mission Briefing** Player (a) will begin by deploying a unit first alternating deploying units as normal.

Mission Five – Karnovs Down:

- The two objectives for this mission are:
  - ○ Hold the objective markers in the middle of the table represented by downed VTOLs.
  - ○ Rescue/Detain Infantry Markers.

Special Rules:

- **Mission Briefing**
- **Reserves**
- *Any* unit may hold the downed VTOL objective
- *Any* non-infantry unit may detain/rescue the infantry.
- To detain/secure the infantry objective a unit must end its movement (no sprinting) in base-to-base contact with the objective and forgo all other actions for the turn (no shooting, or spotting). If at the end of the turn no contesting units are also in base-to-base contact with the objective, the unit is now in possession of the infantry.
- A unit may carry a maximum of **TWO** infantry objectives at one time, however, if a *Mech Unit* chooses to carry more than one treat *their TMM as (-1) and their MV value as (-2)*.
- While carrying the infantry you may perform all actions as normal with the exception of sprinting, if you sprint you immediately drop the infantry before moving.
- If the carrying unit is destroyed the infantry objective is placed in base-to-base contact with the destroyed unit before it is removed from play.
- To hold the VTOL objective, you must have a unit within 2 inches of the objective. if both players have units within range of the token the player with the highest total combined Size (as listed on each unit card) within range has control.
- Number of Turns: 10 (or when time limited is called)

Scoring:

- At the end of each turn score 3 points if you control one the downed VTOLs
- At the end of the game score 1 point for each infantry objective your units are carrying.
- At the end of the game score 2 points (rather than 1) for each infantry objective your units are carrying that have made it back inside your deployment zone.
- Immediately score 4 (rather than 1 / 2) points if one of your units exits the battlefield from your deployment edge while carrying the infantry. This must be done BEFORE the last turn of the game (so as to give both players a chance). Once a unit exits the battlefield they cannot come back. A unit may exit the battlefield ONLY if it is carrying infantry objective.
- At the end of the game if you and your opponent are tied for victory points determine the tie breaker as follows:
- Is either player's commander destroyed while the other commander is still alive?
- If both commanders remain or are both destroyed, then the game is a draw.

Place the downed VTOL objectives as shown. Place the 3 infantry markers 2 inches away from the downed VTOL mirroring the map diagram.

Players will roll off at the start of the round. The winner of the roll player (a) will select the table side, player (b) will have the opposite side.

Open **Mission Briefing**

Player (a) will begin by deploying a unit first alternating deploying units as normal.

## Mission Six – Dynamic Battlefield:

- The object for this mission is to capture the objective markers at the end of each turn with a focus applied to a random priority objective.
- *Any* unit (not just mechs) may hold and contain objectives.
- To hold an objective, you must have at least one unit within 2 inches of the objective token, if both players have units within range of the token the player with the highest total combined Size (as listed on each unit card) within range has control.
- Number of Turns: 10 (or when time limited is called)

Special Rules:

- **Reserves**
- **Mission Briefing**

Scoring:

- At the start of each turn each player will roll a d6, the number rolled corresponds with one of the 6 objectives on the table. This will represent a priority objective for each player respectively with that objective granting them +2 points this turn if they control it that turn. (Bonus applied only for controlling your own priority objective, your opponent's priority is still only worth 1 to you)
- Starting on turn 1 at the end of each turn score 1 point for each objective you control
- At the end of the game if you and your opponent are tied for victory points determine the tie breaker as follows:
- Is either player's commander destroyed while the other commander is still alive?
- If both commanders remain or are both destroyed, then the game is a draw.
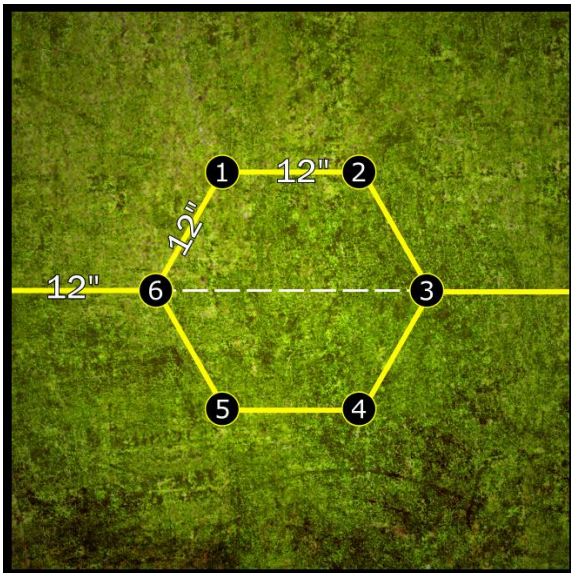
Place six objectives based on the diagram.

Players will roll off at the start of the round. The winner of the roll (player a) will select table side, player (b) will have the opposite side.

Open **Mission Briefing**

Player A will begin by deploying a unit first alternating deploying units as normal.

Preparation for The Event:

- It will be your responsibility as a participant to bring with you copies of your army list. We as the event organizers may not have access to printers. We recommend bringing one list for each round along with a copy for the judges and an extra copy should your opponent want to review your units before a match begins (as a courtesy).
- You will want to bring with you any dice, widgets, or measuring tools you wish to use. These will not be provided. If you are concerned about people touching your 'lucky dice' we ask that you bring dice, you aren't concerned about. It is a policy of the TO that if you aren't willing to let someone roll your dice (because they are lucky, roll well, are hot etc) that you aren't allowed to roll them either. While there is a little bit of superstition at play sometimes dice weight is, in actuality, an issue and dice that consistently roll hot have an impact on gameplay as it skews the statistics. This hasn't come up often in my years of running local events but it's best to have this state ahead of time.
- We will do our best to verify lists at the show but we request that you submit please submit your list ahead of time. That being said, the resources for vetting Alpha Strike materials is not as advanced as something like Warhammer 40k, so we ask that you be patient with the event staff and understand we will do our best to vette each list to the best of our abilities.
- If you have any questions please don't hesitate to ask, you can email us at: Justin@deathraydesigns.com

The One Rule To Rule Them ALL:

Be kind, always. Treat your opponents with respect and kindness, the way you would like to be treated. Humble in victory and gracious in defeat. Battletech is having a major resurgence right now, let's show the gaming world we are a welcoming and cool community that players should **WANT** to be a part of.