BATTLETECH ALPHA STRIKE

250 - Casual Tournament

Hosted by Justin "Cloud" Hall from Death Ray Designs

WAR CALLS, MECH COMMANDER, WILL YOU ANSWER?

Army Composition and Restrictions:

- 3 color minimum paint requirement
- 250 Points
- Force Size: 16 units max
- Nominate one Mech to be your force commander
- Era: 2781 - 3061
- Must Include at least 1 star (5) or 1 lance (4) of mechs
- May not include more than 2 copies of any one Mech/Vehicle chassis.
- May include up to 5 infantry units (they may be the same type).
- May not include more than two VTOL units max.
- Faction requirements are not in play but bonus style points for trying to theme your forces!
- Pilot Skills:
    - o Minimum Skill of 2 (max 2 units)
    - o Maximum Skill of 7 (max 2 units)
    - o Skills 3 - 6 no unit restrictions
- Email Unit Lists Ahead of time to: Justin@deathraydesigns.com
    - o Include the name you've registered with at the NOVA event along with your email address.

Units Not Allowed:

- Aerospace, Advanced Aerospace. Support Vehicles, Advanced Support Vehicles, Units that have ART- abilities, Any unit variant named after fictional character variants, Any unit that is Experimental Tech Level, Units with the DRO special ability, and no Protomechs. No custom units.
- No Specialty Ammo allowed
- No Pilot or Command Special abilities
- No formation Bonuses allowed
- All units must be from Master Unit List (MUL) and be valid:
  -http://www.masterunitlist.info/Era/Index
- We encourage official Catalyst / Iron Winds Metals miniatures but third party miniatures are acceptable. That said however, *any third part miniatures must clearly, within reason and without confusion, resemble the unit they are meant to be.*

Special Rules:

- **Dice Attacks**: All games will be played using the Multiple Attack Rolls Option 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.
- **Forced Withdrawal**: will not be in effect, your forces will fight until they fall or the mission ends.

- **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 Physical attacks do not use the Multiple Attack Roll option rule.

- **Damage Modifying Effects:** Effects which would incrementally increase the damage output of a unit, or the damage taken by a unit, such as rear attacks or NARC, are applied to the first point of damage that hits. Similarly, effects which incrementally decrease damage taken by a unit (such as AMS or certain Armor types) are applied to the first point of damage taken from an attack. If these effects counteract each other, such as AMS and NARC, the initial point of damage is canceled but the bonus point is applied.

- *IE: If a unit is making an attack worth 2-damage inside of another unit's rear arc they would receive a bonus to damage versus their target. The attacking unit would fire as normal, in this case rolling their two pairs of dice, should they hit with either of them, the damage would be (1 per successful dice roll) + (1 for the rear bonus). In this example offering a maximum of 3 damage. If all attacks miss the extra damage for the rear shot is lost.*

- **Sprinting:** A sprinting unit cannot do anything but move. Therefore, it 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 forgotten. 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 - Convoy Escort:

- The object for this mission is to eliminate your opponent's Convoy Trucks while simultaneously trying to escort your trucks off of your opponent's table edge.
- Number of Turns: <u>8</u> (or when time limited is called)

<u>Scoring:</u>

- For each truck you destroy you will earn 2 victory points
- For each truck you get off the table you will earn 4 victory points
- 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 table side, the other player (b) will pick their deployment corner.

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

Deployment zones are detonated as the red and blue areas on the map diagram.

Special Rules:

Bodyguard: When a convoy truck is targeted by an enemy ranged attack, after attack rolls have been made, if there is a friendly mech within 2 inches roll a d6 for each point of damage. For each 5 or 6 rolled the damage is applied to the allied mech instead.

Mission Two - Seize Intel:

- The object for this mission is to prevent your opponent from securing your intel while simultaneously trying to secure both the neutral and opposing intel objective.
- Number of Turns: <u>8 </u>(or when time limited is called)

<u>Special Rules:</u>

- Intel objectives may only be picked up by mech units
- To secure an objective a mech unit must end it's 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 mech is now in possession of the intel.
- While carrying the intel you may perform all actions as normal with the exception of sprinting, if you sprint you immediately drop the intel before moving.
- You may only pick up your friendly objective if it has been moved outside of your deployment zone by the opponent and then dropped. If you pick up the intel you must move it into your deployment zone with the most efficient movement as possible and as soon as that mech ends it's activation it drops the intel in your zone. *This is to prevent a player from running and hiding with their own intel.*

<u>Scoring:</u>

- If at the end of the game your friendly objective is in your deployment zone earn 1 point
- If at the end of the game the neutral objective is in your deployment zone earn 2 points
- If at the end of the game the opposing objective is in your deployment zone earn 3 points
- In the event of a tie the tie breaker will be determined as follows:
  o Which side is the neutral objective closer to?
  o If the neutral objective is equal distance to both sides then check to see if either player's commander has been taken down.
 o If both commanders are still alive then the game is a draw.

Place one objective in each player's deployment zone as well as a single neutral objective in the center of the table based on the map image.

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.

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

Deployment zones are detonated as the red and blue areas on the map diagram.

Mission Three - Hold The Zones:
- The object for this mission is to hold the objective markers at the end of each turn.
- *Any* unit (not just mechs) may hold and contain objectives.
- To hold an objective you must have more units within 2 inches of the objective token than your opponent.
- Number of Turns: <u>8</u> (or when time limited is called)

<u>Scoring:</u>

- 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:
  - o Is either player's commander destroyed while the other commander is still alive?
  - o If both commanders remain or are both destroyed then the game is a draw.
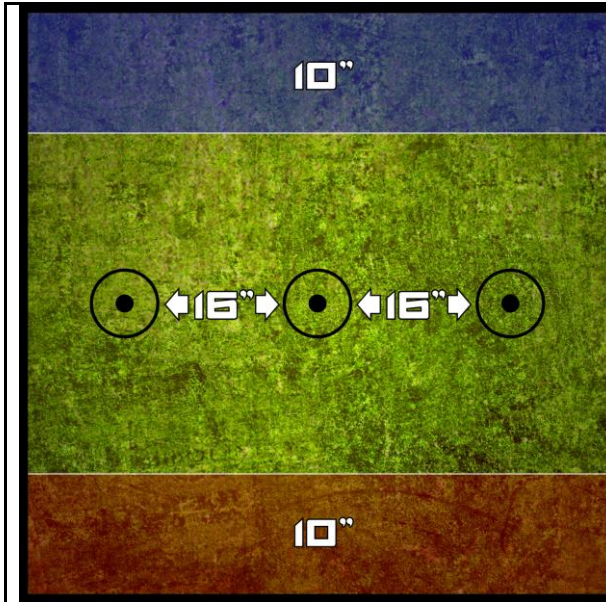
Place three objectives across the middle line of the table based on the deployment map.

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

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

Deployment zones are detonated as the red and blue areas on the map diagram.

Mission Four - Karnov Down:

- The two objectives for this mission are to:
    - ○ Hold the objective marker at the center of the table represented by a VTOL.
    - ○ Rescue/Detain Infantry Markers.

Special Rules:

- *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 it's 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.
- 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 more units within 2 inches of the objective token than your opponent.
- Number of Turns: <u>8 </u> (or when time limited is called)

Scoring:

- At the end of each turn score 3 point if you control the downed VTOL
- At the end of the game score 1 point for each infantry objective your units are carrying.
- At the end of the game score 3 points (rather than 1) for each infantry objective your units are carrying that have made it back inside your deployment zone.
- Immediately score 5 (rather than 1 / 3) points if one of your units exits the battlefield from your deployment edge while carrying the infantry.
- 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 objective in the center of the table. Place the 4 infantry stands 1 inch away mirroring the map 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.

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

Deployment zones are detonated as the red and blue areas on the map diagram.

Mission Five - Experimental BATCHAL:

- The object for this mission is to move the experimental objective marker into your deployment zone as well as to eliminate the opposing commander and their forces.

Special Rules:

- The experimental objective may only be picked up by mech units
- To secure an objective a mech unit must end it's 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 mech is now in possession of the objective.
- While carrying the objectivel you may perform all actions as normal with the exception of sprinting, if you sprint you immediately drop the intel before moving.

Commander Specials:

- To represent your commander's tactical prowess during this final mission you will have the following special ability so long as your commander is alive and has uses remaining:
  - **Target Reroll Orders:** your commander will start the game with 6 (using a token or a d6 to keep track) target re-roll orders.
  - At any time during the attack phase your commander may use one of their command orders to allow a unit to re-roll the 'whole' attack roll (it's all or nothing) so long as your commander has LOS to the friendly unit wishing to make a re-roll as well as the target they were firing upon.

Scoring:

- If at the end of the game the experimental objective is in your deployment zone, either held by a mech or dropped with no enemy units within 2 inches you gain 8 points.
- During each turn your commander mech may nominate a unit they have fired upon as the threat focus for the turn. If this unit is destroyed during this turn by any means you earn 1 point.
- BATCHAL: if your commander mech deals the final blow to the opposing commander resulting in that unit being destroyed gain 5 points.
- 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 experimental objective in the center of the table.

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.

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

Deployment zones are detonated as the red and blue areas on the map diagram.

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.