

# BATTLETECH ALPHA STRIKE OPEN - INDEPENDENT TOURNAMENT RULES

## I. Introduction

Welcome to the Alpha Strike Open, an easy to learn but tactically challenging tournament format. The most important rule in the Alpha Strike Open is this: **Have Fun!**

To use this format, the Tournament Organizer will need to:

- provide sufficient terrain and playing surfaces for the expected number of players
- choose the Availability Era restriction (if any)
- decide what deployment zones and primary missions will be used in each round
- determine what pairing methods and award categories will be used

## II. Event Essentials

1. **Recommended Board Size:** 4' x 4'
  2. **Recommended Terrain:** Approximately 1/4 to 1/3 of the board should be covered by terrain. As a rule of thumb, the Alpha Strike box set terrain is an appropriate minimum amount of terrain.
  3. **Game Time:** Each game should take no more than 2 hours and 15 minutes (135 minutes) to finish.
  4. **Game Rules:** The ASO uses the latest version of the Alpha Strike: Commander's Edition rulebook and all officially issued errata. In addition, the following Special Rules will be used.
    - 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).
5. **Alpha Strike Open Special Tournament Rule – Front Loaded Initiative:** When moving models, for each pair of movements by the players, if the players have an unequal number of units to be moved (ignoring units that cannot move this turn because they are mounted or immobile), the player with more units remaining moves additional units when they move. If a player has up to 2x units, that player moves 2 units, if a player has more than 2x units but not more than 3x, that player moves 3 units, etc.
  6. **Miniatures and Painting:** Each player must have models to represent each unit in their force.
    - Models must be of the correct chassis but may represent a different variant. (i.e. an AS7-K Atlas may represent an AS7-RS Atlas).
    - All models must be on a hex base that is approximately 1.25" from flat end to flat end.
    - Any duplicated models must be painted or marked in a distinguishable fashion.
    - All models should represent an honest effort at painting to a three-color tabletop standard

## III. Glossary/Definitions

1. **Control** – At the end phase, after all damage has taken effect, a player **controls** an objective if, counting all units within 3", they have a higher total size (SZ) than their opponent. Units that are mounted, airborne, shut down, or immobilized through damage, critical, and/or motive hits do not count towards this total.
2. **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 that has sprinted or otherwise cannot attack may not **scan**.
  - 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".

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- a unit without any of the special abilities listed above may **scan** a target with 3”.

The **scan** is complete at the end of the turn (before secondary objectives are scored), so long as neither the **scanning** unit or the target is within an active ECM bubble.

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.
4. **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.

## IV. Force Construction Rules

1. Force Registries must be generated from the Master Unit List (<http://masterunitlist.info/>). 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. If there is no designated Availability Era for the tournament, then a player’s army must come from any single Availability Era.
  2. **Maximum Points Value:** 400 PV
  3. **Maximum Skill:** 6.
  4. **Maximum Number of Units:** 16 – only the following unit types are allowed:
    - BattleMechs
    - OmniMechs
    - IndustrialMechs
    - ProtoMechs
    - Combat Vehicles
    - Conventional Infantry
    - Battle Armor
- Half (rounded up) or more of a player’s total PV must be spent on ‘Mechs (Battle/Omni/Industrial).
5. Players may use a maximum of 2 of any particular Unit Chassis. ‘Mech variants may not be duplicated, but non-‘Mech units may have 2 of the same variant.
  6. Players may include one Unique unit in their army.
  7. Trailer units must be deployed attached to a unit with HTC special ability.
  8. Maximum combined **JMPS\_\_** value: 2 – either 2 units with **JMPS1**, or 1 unit with **JMPS2**.
  9. Maximum combined **ART\_\_** value: 2 – either 2 units with **ART\_\_1**, or 1 unit with **ART\_\_2**. Any unit(s) with the **ART\_\_** special may not have a skill of less than 4.
  10. Units with the following Special Abilities may not be used: **DRO, RBT, SDCS, LAM, BIM**
  11. SPAs and Formation rules will not be used.

## V. Pre-Game, Deployment, and Setup

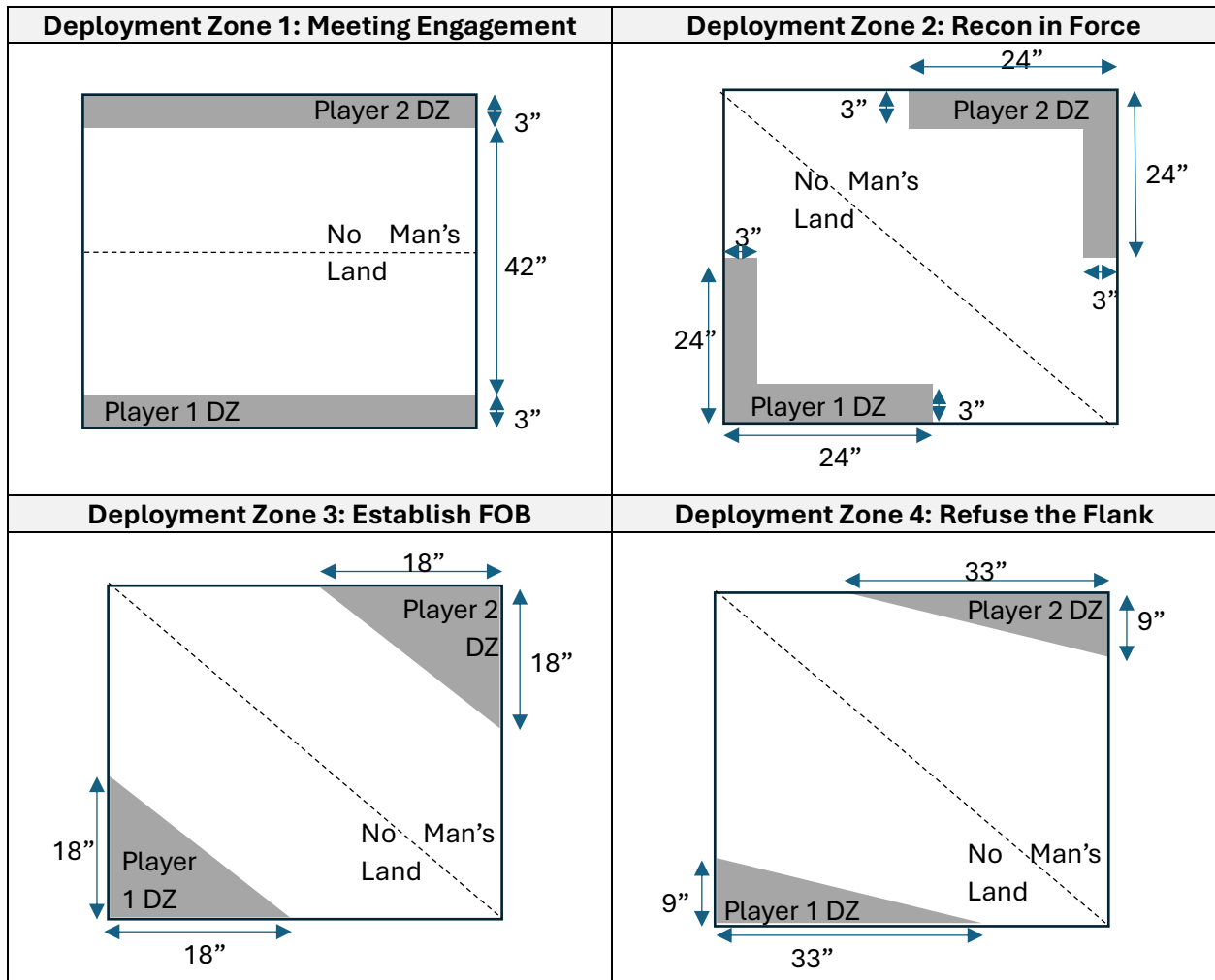
1. Before any dice are rolled, players should exchange lists, clarify any questions about each other’s lists, and mutually agree on the effects of the terrain on the board.
2. Players roll initiative, and high initiative chooses which deployment zone to use.
3. Place objectives as directed by the primary mission. If objectives are player-placed, the player that lost initiative places the first objective, and players then alternate placing objectives.
4. Players then choose and reveal secondary objectives, which may not be changed once revealed. Each of a player’s secondary objective must come from a different category (i.e. a player may not pick two *Engage* secondaries).
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.

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## VI. Game Length & 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)
  - e. Achieve the mission bonus condition (1 BP)
3. Players may also score up to 25 BPs for Primary Objectives and 12 BPs for their Secondary Objectives.
4. If a player's force is completely eliminated, the eliminated player scores all BPs earned up to the end of that turn in which they are eliminated. The surviving player scores the BPs earned up to that point and all Hold and Kill points for every turn remaining. 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.

## VII. Deployment Zones



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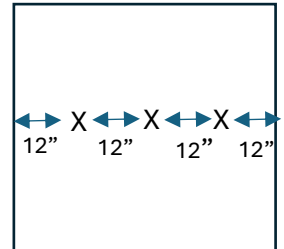
## VIII. Primary Missions

1) **Seize Dinju Heights (2 Objectives)** – *The Smoke Jaguars’ failure to move through the Dinju Heights doomed their campaign.*

- **Objective Placement:** Each player places one objective in your opponent’s table half, at least 18” away from any other objective and 6” away from any table edge.
- **Bonus Condition – *The Harder They Fall:*** Kill your opponent’s highest-PV unit alive that was alive at the start of the turn. If 2+ units are tied, destroying any of those units satisfies this condition.

2) **Overrun Devil’s Bath (3 Objectives)** – *The Steel Vipers took crippling damage after being lured into the quagmire of the Devil’s Bath.*

- **Objective Placement:** Place three objectives on the centerline of the board at 12”, 24”, and 36” from one table edge as shown.
- **Bonus Condition – *That New ‘Mech Smell:*** Kill an enemy unit that was undamaged at the beginning of the turn.

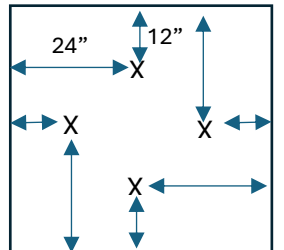


3) **Secure Robyn’s Crossing (3 Objectives)** – *Robyn’s Crossing played a critical role in establishing the legend of Aidan Pryde during the advance and retreat of the Jade Falcons.*

- **Objective Placement:** Place one objective in the center of the board, and each player places one objective in their table half, outside their DZ, and 6” away from any table edge.
- **Bonus Condition – *Hold the Line:*** Have no enemy units in your table half at the end of a turn.

4) **Capture Skupo Outskirts (4 Objectives)** – *Capturing Skupo’s outskirts was the first step in the Wolves encirclement of their initial target.*

- **Objective Placement:** Place objectives as shown. Each player picks 1 “priority” objective and moves that objective up to 6” in any direction.
- **Bonus Condition – *At All Costs: Control*** both “priority” objectives at the end of the turn.

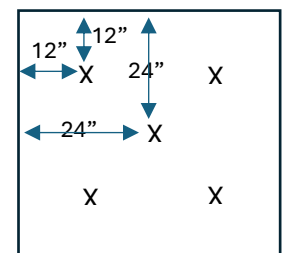


5) **Assault Kozice Valley (4 Objectives)** – *The Diamond Shark offensive into the Kozice Valley was stopped cold by determined Com Guard defenders.*

- **Objective Placement:** Each player places 1 objective in each table half, outside of any deployment zone, 12” away from any other objective, and 6” away from any table edge.
- **Bonus Condition – *Blocking Maneuver: Control*** both objectives placed by your opponent.

6) **Clear Holth Forest (5 Objectives)** – *The Ghost Bears charged through the burned out Holth Forest to reach Luc, their second target.*

- **Objective Placement:** Place objectives as shown.
- **Bonus Condition – *Reach Out and Touch Someone:*** Successfully perform a physical attack or hit a target at long range that turn.



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## IX. Secondary Missions

Players must pick two secondary objectives, each from different categories (Engage, Maneuver, Action). Players may score up to 6 BP for each secondary objective, to a maximum total of 12 BP.

### HEADHUNTER (ENGAGE)

Gain 2 BP for every skill 3 or lower enemy unit you destroyed – **or** – gain 1 BP for any skill 3 or lower unit that has taken at least one point of structure damage.

### FLYSWATTER (ENGAGE)

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

### CHERRY-PICKER (ENGAGE)

Before the first turn, your opponent chooses two units and you choose one unit from your opponent's force.

Gain 2 BP for each chosen unit destroyed – **or** – gain 1 BP if the chosen unit has at least one point of structure damage

### CONTROL BATTLESPACE (MANEUVER)

In the end phase, gain 1 BP if you have units wholly within 3 different table quarters and 6+” from the table center – **or** – gain 2 BP if you have units wholly within all 4 table quarters and 6+” from the table center (**not including units that are mounted**).

### CENTER POSITION (MANEUVER)

In the end phase, gain 1 BP if you have at least 2 units wholly within 6” of the center of the table – **or** – gain 2 BP if you have at least 4 units wholly within 6” of the table center (**not including units that are mounted**).

### OVERRUN (MANEUVER)

In the end phase, gain 1 BP if you have at least 1 unit wholly within your opponent's deployment zone – **or** – gain 2 BP if you have at least 3 units wholly within your opponent's deployment zone (**not including units that are mounted**).

### INTERCEPT SIGNALS (ACTION)

A unit may **scan** an objective that has not already been scanned. If the scanning unit dies, score 1 BP. If the scanning unit survives, score 2 BP.

### SENSOR SWEEP (ACTION)

One unit may **scan** a board corner that has not already been scanned. If the scanning unit dies, score 1 BP. If the scanning unit survives, score 2 BP.

### UPDATE TRO (ACTION)

One unit may **scan** an enemy unit that has not already been scanned. If the scanning unit dies, score 1 BP. If the scanning unit survives, score 2 BP.

# ALPHA STRIKE OPEN - SCORING SHEET

<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		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>																				
			1	2	3	4	5	6	Total					1	2	3	4	5	6	Total
<b>Engage</b>	Headhunter										Headhunter									
	Flyswatter										Flyswatter									
	Cherry-picker										Cherry-picker									
<b>Maneuver</b>	Control Battlespace										Control Battlespace									
	Center Position										Center Position									
	Overrun										Overrun									
<b>Action</b>	Intercept Signals										Intercept Signals									
	Sensor Sweep										Sensor Sweep									
	Update TRO										Update TRO									
<b>Secondary BPs (MAX 12):</b>											<b>Secondary BPs (MAX 12):</b>									
<b>Total (Primary + Secondary) BPs:</b>											<b>Total (Primary + Secondary) BPs:</b>									

## THEME AND APPEARANCE SCORING RUBRIC (OPTIONAL)

This (optional) appearance scoring rubric allow a Tournament Organizer to quickly score theme and appearance for all participants.

Player Name:		Score
<b>Basic Techniques</b> <i>(score all categories)</i>	Is every model in the force painted to a 3-color, tabletop standard? (3 pts)	
	Does every model in the force have details such as cockpits and weapons painted in a distinguishable fashion? (1 pt)	
	Is every model in the force based with some sort of basing material? (1 pt)	
<b>Intermediate Techniques</b> <i>(score all categories)</i>	Are the majority of the force's models highlighted and/or shaded? (3 pts)	
	Does the majority of the force's models have some sort of unit/faction markings and/or identifiers? (1 pt)	
	Are the majority of the force's models based with a multi-material or multi-feature base? (1 pt)	
<b>ADVANCED TECHNIQUES</b> <i>(score only the highest category)</i>	Are advanced techniques such as conversions, OSL, NMM, or freehanding on any of the force's models? (1-2 pt)	
	Are advanced techniques such as conversions, OSL, NMM, or freehanding included on the majority of the force's models? (3-4 pts)	
	Are advanced techniques such as conversions, OSL, NMM, or freehanding included on every model? (5-6 pts)	
<b>Theme</b> <i>(score all categories)</i>	Does the force appear cohesive when displayed in its entirety? (1 pt)	
	Does the force include a display board? (1 pt)	
	Does the force explore and/or expand the lore of the BattleTech universe? i.e. organized into lances/stars/etc; connected to specific factions, events or units; or otherwise "fits in" to the lore (1-3 pts)	
<b>Total:</b>		