

NWA Alpha Strike Tournament

This tournament uses all the main rules in the alpha strike box set and commanders edition where possible. Our focus is to keep games down to 90 minutes with a satisfactory conclusion, keep in mind that for most games this will be 4-6 turns. The tournament will be a four round swiss style tournament with win/loss conditions and tie breakers determined through point scores.

It is our intent that you only need the main **Alpha Strike Box Set** or similar force to be able to play in the tournament (or Battletech AGOAC + lance pack; or Battletech CI + Star Pack).

These rules in the main reflect the Battletech Champion Circuit (BTCC) rules by Catalyst. Any changes are intended to keep play fast through less units and increased pilot skills.

Day Schedule

Start	End	Time	Notes
8:30	9:00	30 minutes	Doors open, final registration and introduction
9:00	9:10	10 Minutes	Setup for first game
9:10	10:40	90 minutes	Scenario 1
10:40	11:00	20 minutes	Mid round scoring, break and setup next game
11:00	12:30	90 minutes	Scenario 2
12:30	1:10	40 minutes	Mid round scoring then lunch and setup next game
1:10	2:40	90 minutes	Scenario 3
2:50	3:00	20 minutes	Mid round scoring, break and setup next game
3:00	4:30	90 minutes	Scenario 4
4:30	4:45	15 minutes	Final score counting, pack up
4:45	5:00	15 minutes	Outcomes and prizes

Rules Used

The following core rules are used from the Alpha Strike Commanders Edition (AS:CE), all page numbers refer to the Corrected Forth Printing currently available in most stores (see [Errata](#)).

- **Battlefield Support (54-56, AS:CE):** Each player has five (5) BSP to use every game.
- **Optional Special Abilities (82-91, AS:CE):** must be in the book or errata to be available.
- **Pilot Special Abilities (92-102, AS:CE):** from both the special pilot and formations.
- **Force building and formations (110-121, AS:CE):** Steps 1-6 as detailed below.
- **Forced Withdrawal (126-127, AS:CE):** This is also factored into scenario scoring.
- **Optional Rules Used:** If not specified below the rule is not in play.
 - **Alternate Munitions (143-150, AS:CE):** Thunder LRMS are not available.
 - **ECM/ECCM (161, AS:CE)**
 - **Multiple Attack Rolls (174-175, AS:CE)** [*one attack roll per damage point*]



Force Registry

The following rules are used to determine your force:

- Each player will create a single Force Registry (Force) to be used in all scenarios. Forces are built using the Force Building rules **Steps 1-6**, beginning on page 100 of AS:CE.
- Under **Step 1**, each Force will have a maximum of **400 Point Value (PV)**.
- Under **Step 2**, all eras and factions are available. Strict MUL faction and era conformance is not required, though players may do so for flavour.
- Under **Step 3 and 5**, based on the selections made in step 2, select units and formations with the following limits:
 - **Unit limit:** Each Force must have (8) to (12) Units in its roster.
 - **Unit type:** At least fifty percent (50%) of a Force PV and unit count must be spent on 'Mech Units.
 - **Duplicate units:** Each Force may use a maximum of two (2) of any Unit Chassis (excluding Infantry and Battle Armor). The two chassis may be the same model.
 - **Pilot skill:** Pilots may have skills rated from 2 to 4.
 - **Formations:** One of each Formation type may be taken. A Formation must have 3-6 units of the same type (eg mech, vehicle/motive type, infantry, battle armour) to be valid regardless of what it is called (Star, Lance, etc). The Support formation differs from this in that it may mix unit types (having a mix of mechs, vehicles, infantry, etc.).
 - **Restricted units:** these units may not be used: Customised Units, Aerospace, Support Vehicles, Industrial Mechs, Advanced Aerospace, Unique(MUL)/Named units, Solaris 7 designation (per MUL faction availability), Off-board Artillery and Units with the LAM/BIM Special Abilities.
- Under **Step 6**, One **Mech** unit is assigned pilot SPAs according to pilot skill (92, AS:CE).
[Reminder: This does not cost PV and SPA cost is separate to Force PV.]

Miniatures and Proxies

Each player must have one (1) model to represent each unit in their force. Players must adhere to the following guidelines for their models:

1. While we prefer official models, with limited availability in Australia we will accept 3D printed units at this tournament. Non-Catalyst units must closely resemble the unit they represent.
2. To maintain a tournament standard, models must be painted to a minimum three colours.
3. All models must be mounted on a hex base that is approximately 1.25" from flat end to flat end and is covered with basing material of some kind (so it is visible for alpha strike arcs).
4. The model used to represent a particular unit or chassis must be of the same chassis for the variant being used. (For Example: An AS7-K Atlas model may represent an AS7-RS)
5. Elementals may be used as a proxy for any battle armour.

What to Bring on the Day

- Your miniatures, dice, rulebooks and game aids.
- Action markers conforming to AS colours (Black, White, Yellow, Red).
- Pencils, markers as appropriate for record sheets. Pens for score cards.
- Your force list and alpha strike cards (cards from Force Packs or the [MUL](#))
- A **positive attitude** to have some good games and some fun.

Scenarios and Setup

There will be four matches on the day and four known scenarios that are played in order. All scenarios are symmetrical fights with no attacker or defender. The scenarios are presented on the following pages and will be printed out on the tables on the day, they are:

- Scenario 1: BOUNTY HUNTING
- Scenario 2: BASE ASSAULT
- Scenario 3: INTERCEPTION
- Scenario 4: DOMINATION

Play Surface

All matches are played on a 3 foot by 4 foot play surface. Deployment occurs along the 3 foot surface facings. Terrain is set up prior to the tournament to a standardised layout to ensure consistency and speed of play. Unless specified by the scenario, all buildings are Medium buildings with a CF of 8. If destroyed they should be replaced by a rough template of similar size.

Deployment Edge

For all scenarios on the first turn, after rolling for initiative and before deployment, the player winning initiative selects a 3 foot board edge to deploy from, the opponent deploys from the other side.

Deployment

Before rolling initiative and commencing deployment, any unit “states” must be declared that may effect deployment. This includes but is not limited to units being mounted/transported, heat level (for TSM), ECM/ECCM/STL status, etc.

For all scenarios on the first turn, after rolling for initiative, a player’s units enter the battlefield from their home edge during the Movement Phase.

Scoring

Each player will be given a score card to keep track of their points during a scenario and to be submitted at the end. **During the match** they will need to record points towards achieving the Objective and Heavy Metal Mayhem. The combined total of which is the overall Mission Score.

After the match they will need to record the PV of surviving and crippled units that were not destroyed (Survival points). They then confirm the score card results and win/loss result with their opponent who initials the verified line before submitting the scorecard to the event coordinator.

Battlefield Support

Each player receives 5 BSP at the start of the Event Round, prior to deployment, and is recorded on the players score card. Maximum of one (1) selection per type of Battlefield Support (Strike, Bombing, Strafing, Cover, Artillery, Minefield). The card from the Alpha Strike box are highly recommended for tracking this during play. [*Recommended selection Heavy Strike, Thumper*]



SCENARIO 1

BOUNTY HUNTING

Situation

Some of your opponents have a bounty on their head, find them, take them out, and claim the reward.

Game Setup

Wanted dead or alive: Prior to deployment, each player secretly assigns four (4) of their own mech units as having a bounty on their head. Players do not reveal these units to their opponent, keeping a hidden record written on the back of their score card.

Match Points

Primary Objective - Claim the bounty: If an opponent cripples or destroys (see Forced Withdrawal 126-127, AS:CE) a unit marked with a bounty they are awarded 25 points. [0-100 Objective Points]

Heavy Metal Mayhem: A player earns match points equal to a unit's PV/5 (round up), for each unit they cripple, plus the same in addition if the unit is destroyed. If the target is marked for a bounty they claim both the Bounty Objective Points and the Heavy Metal Mayhem points. A player may earn a maximum of 50 points for this objective. [0-50 HMM Points]

Special Rules

Revealing the bounty (scanning action): A unit may perform a Scanning action prior to attacking to detect a bounty in range. Standard sensors have a scanning range of 6" and units with advanced sensors use the ranges of their sensors (LPRB & RCN 12", PRB 18", BH 26"). When activated a unit designates a target in its scanning range, if a bounty is present it is revealed and recorded on the unit card. The target need not be the same target as the following attack action. ECM or STL disrupts the Scanning action but any player may forfeit all regular and bonus attack actions during the Combat phase to cut through the interference and perform the Scanning action. If a unit has Sprinted during the Movement phase, it may not perform a Scanning action.

Match End

This game ends:

1. When one player has achieved 100 or more points at the end of a phase.
2. After the end phase of turn 6 or the round time has ended.

Determining winner: The winner is the player with the highest total Match Points (Objective Points plus Heavy Metal Mayhem). If it is still a draw the player with the most Survival Points Wins.



SCENARIO 2

BASE ASSAULT

Situation

The Player must destroy their Opponent's forward bases to punch a hole in their continental defence network.

Game Setup

Objective Marker Placement: The two buildings 6" from a player's deployment edge become the objectives for this scenario. Each building becomes a Hardened Building (measuring 2"x3" wide and 1" high) with a CF of 30.

Match Points

Primary Objective - Destroy the Base: The player must destroy their opponents buildings. Half damage (CF 15 damage) to a building awards 25 points, add an additional 25 points for destruction of a building (50 total per destroyed building). [0-100 Objective Points]

Heavy Metal Mayhem: A player earns match points equal to a unit's PV/5 (round up), for each unit they cripple., plus the same in addition if the unit is destroyed. A player may earn a maximum of 50 match points for this objective. [0-50 HMM points]

Special Rules

No special rules are in effect for this scenario.

Match End

This game ends:

1. When one player has achieved 100 or more points at the end of a phase.
2. When a round ends and a player has no units on the board (no further points scored).
3. After the end phase of turn 6 or the round time has ended.

Determining winner: The winner is the player with the highest total Match Points (Objective Points plus Heavy Metal Mayhem). If it is still a draw the player with the most Survival Points Wins.



SCENARIO 3

INTERCEPTION

Situation

Each force is attempting to intercept transmission that activate across the battlefield.

Game Setup

Objective Marker Placement: Six markers are placed at the red locations as per the map below. The markers are circles with a 2" diameter and 0" height.

Match Points

Primary Objective - Intercept the transmission: To complete this objective a player must be the only grounded unit within 2" of an activated objective (see below) during the end phase (after all destroyed units removed). Battle Armor and infantry must be dismounted in order to claim the objective. A player scores 20 points when they complete this objective and they remove the marker. [0-100 Objective Points]

Heavy Metal Mayhem: A player earns match points equal to a unit's PV/5 (round up), for each unit they cripple, plus the same in addition if the unit is destroyed. A player may earn a maximum of 50 match points for this objective. [0-50 HMM points]

Special Rules

Objective Transmitting: Starting at turn two, the two objectives 24" from the deployment zones activate and can be claimed. On round three each player selects and activates an Objective Markers within 12" of their deployment zone. On round four the remaining two objective markers activate. Once activated an objective marker remains in play until it is claimed, after which it is removed.

Match End

This game ends:

1. When one player has achieved 100 or more points at the end of a phase.
2. When a round ends and a player has no units on the board (no further points scored).
3. After the end phase of turn 6 or the round time has ended.

Determining winner: The winner is the player with the highest total Match Points (Objective Points plus Heavy Metal Mayhem). If it is still a draw the player with the most Survival Points Wins.



SCENARIO 4

DOMINATION

Situation

Players are attempting to secure the zone by having more of their units in the given area designated than their opponent.

Game Setup

Objective Marker Placement: The building in the centre of the field marks the objective zone for this scenario.

Match Points

Primary Objective - dominate the field: To complete this objective a player must control the zone at the end phase (after all destroyed units removed) from round two onwards. To determine control, count the SIZE (SZ) value of each players grounded units within 4" of the objective marker (10" diameter zone). A player controls the zone if they have more size in the zone than the opponent (none for equal size). Battle Armor and infantry must be dismounted in order to count as a controlling unit. A player scores 20 points each time they complete this objective (with a maximum of five claims by turn 6). [0-100 Objective Points]

Heavy Metal Mayhem: A player earns match points equal to a unit's PV/5 (round up), for each unit they cripple, plus the same in addition if the unit is destroyed. A player may earn a maximum of 50 match points for this objective. [0-50 HMM points]

Special Rules

No special rules are in effect for this scenario.

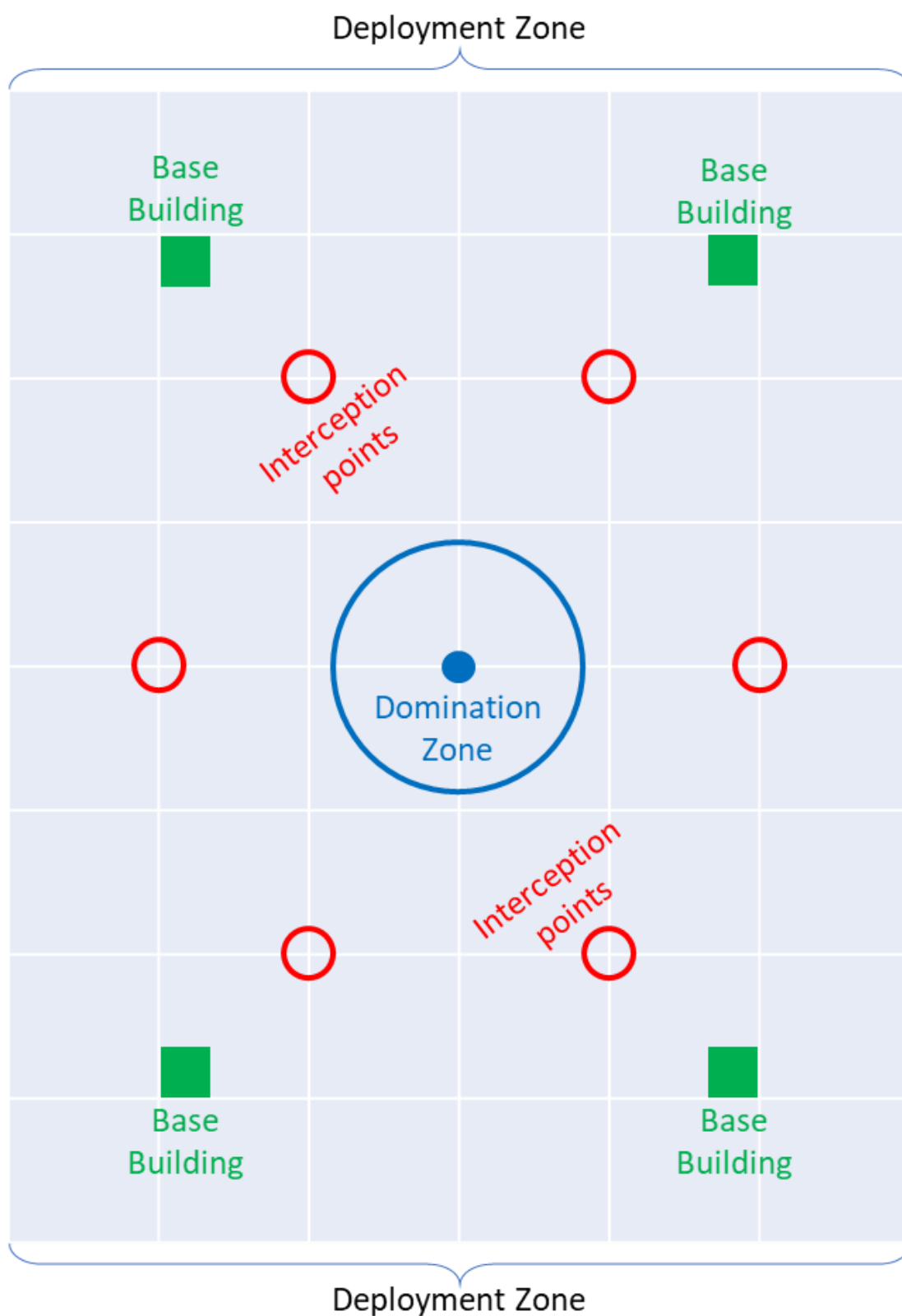
Match End

This game ends:

1. When one player has achieved 100 or more points at the end of a phase.
2. When a round ends and a player has no units on the board (no further points scored).
3. After the end phase of turn 6 or the round time has ended.

Determining winner: The winner is the player with the highest total Match Points (Objective Points plus Heavy Metal Mayhem). If it is still a draw the player with the most Survival Points Wins.

Map Objective Layout





NWA ALPHA STRIKE TOURNAMENT PLAYER REGISTRY

Please bring two copies. One for submitting your force and the second for showing your opponent.

Entry Details

Player name:
Call sign/Force designation/Team name for leader boards:
Club Name (for reduced likelihood of playing same club):
Force Description (tell us about your forces story or composition):

Force

Unit No.	Unit & Model	Type eg mech	Role	Formation No.	Ammo	Base PV	Pilot Skill	Final PV	HMM f.PV/5
1									
2									
3									
4									
5									
6									
7									
8									
9									
10									
11									
12									
Total PV/HMM:									

Formations

Formation Number	Formation Type	Notes
1		
2		
3		
4		

Special Pilot

Unit	Pilot Skill	SPA 1	SPA 2
		(SPA Cost: __)	(SPA Cost: __)



NWA ALPHA STRIKE TOURNAMENT SCORE CARD

Round:	Battlefield Support (5 BSP):
Player name:	
Opponent name:	

Match Details:

Objective points	Heavy Metal Mayhem	Mission Score	PV surviving	Win/Loss

Highlight of the round (Optional):

Opponent verify: _____

NWA ALPHA STRIKE TOURNAMENT SCORE CARD

Round:	Battlefield Support (5 BSP):
Player name:	
Opponent name:	

Match Details:

Objective points	Heavy Metal Mayhem	Mission Score	PV surviving	Win/Loss

Highlight of the round (Optional):

Opponent verify: _____

NWA ALPHA STRIKE TOURNAMENT SCORE CARD

Round:	Battlefield Support (5 BSP):
Player name:	
Opponent name:	

Match Details:

Objective points	Heavy Metal Mayhem	Mission Score	PV surviving	Win/Loss

Highlight of the round (Optional):

Opponent verify: _____