

SOUTHERN ASSAULT V

Alpha Strike Tournament

2025



**Battletech Alpha Strike 375-point
Tournament**

November 8 & 9, 2025

RULESPACK

GENERAL EVENT INFORMATION

WHAT IS IT?

A six round Battletech Alpha Strike singles event.

WHEN IS IT?

Saturday, November 8th and Sunday, November 9th 2025

WHERE IS IT?

The event will be held at:
Village Inn Hotel and Event Center
6205 Ramada Dr
Clemmons, NC 27012
(336)462-1320

HOW MUCH IS IT?

Registration is \$45 for the tournament. There is a fee for the Convention based on the number of days participating. ***Payment may be made by purchasing your ticket on the Southern Assault*** Convention link. Please email southernassaultcon@gmail.com with any registration questions, +2 to your sportsmanship score for payment received by September 1st, or even +4 if paid by August 1st.

(Please note the cost accounts for venue, liability insurance, shirts, awards, and other associated costs.)

WHAT DO YOU GET FOR YOUR TICKET?

- Six individual games of Battletech Alpha Strike.
- Gaming with a great group of like-minded Battletech gamers on a quest to have a fun, exciting tournament.
- Large gaming space in a convention setting. Located in a hotel with a variety of restaurants for you to enjoy your meals.
- Great player swag and prizes.

Purpose of Southern Assault

Our goal is to grow the Battletech gaming scene in a fun, exciting avenue. To achieve that goal, we need to develop a strong community of players and clubs that participate regularly in fun, well-organized events. Southern Assault is our attempt at contributing toward this goal. After 4 years we have expanded to a full Battletech focused convention with the focus on our annual Alpha Strike tournament. We will work hard to make the event as enjoyable and hassle free as possible. We also hope to present an environment where ***all aspects of the hobby are covered and fairly rewarded.***

We ask that everyone come to our event with an attitude of fun, competitiveness, and community. In order to grow our gaming scene, we need friendly players who enjoy connecting with others about our nerdy hobby just as much as smashing them at the table. We strongly encourage you to provide us with feedback.

Thank you from your tournament and convention organizer Robert "Bobby" Ash.

ACCOMODATIONS

There are several excellent hotels at or near Village Inn Hotel and Event Center. Here are a few of the closest to get you started. Please note there are a ton of others around.

Village Inn Hotel and Event Center

6205 Ramada Dr, Clemmons, NC 27012

(336) 766-9121

Location of the convention.

Super 8 by Wyndham Clemmons

6204 Ramada Dr, Clemmons, NC 27012

(336) 778-0931

Across the street from convention

Rodeway Inn Clemmons

6010 Meadowbrook Mall Ct, Clemmons, NC 27012

(336) 842-3973

.1 Miles from the convention

A variety of other hotels are available within .5 miles.

TOURNAMENT SCHEDULE

Friday

Open Gaming 5:00 PM – 9:00 PM
4th Annual Charity event

Saturday

Doors open at 8:00 AM

Game 1: 9:00 AM – 11:00 AM

Game 2: 12:00 PM – 2:00 PM

Game 3: 3:00 PM – 5:00 PM

Sunday

Doors open at 8:00 AM

Game 4: 8:30 AM – 10:30 AM

Game 5: 11:00 AM – 1:00 PM

Game 6: 2:00 PM – 4:00 PM

Awards Ceremony: 4:45 PM

EVENT INFORMATION

Points Allowance: 375 Points, Alpha Strike

If you have any questions or queries about the event, please contact the Tournament Organizer – Robert “Bobby” Ash – for clarification.

There will be an initial limit of 132 players for the Battletech Alpha Strike Tournament. This may be increased if space is available.

SIGN UP AT:

[???](#)

This event will use the recent rules from Alpha Strike Commander’s Edition (current edition is 7th printing as of the writing of this packet). Errata information can be found at [Alpha Strike Errata 7.01](#)

Email: southernassaultcon@gmail.com

PLAYERS NEED TO BRING:

- Their army with at least 3 copies of your army list. Recommend 7 copies.
- Any templates, tape measure, dice, counters or markers you may need
- A pen, calculator and some superglue
- A movement tray (to move your force between games is recommended)
- A copy of Alpha Strike Commander’s Edition Rulebook

PLAYERS NEED TO SORT

- Somewhere to stay (see accommodation above)
- Transportation to and from the venue

THE ORGANIZERS WILL PROVIDE

- 4’ x 4’ tables for the games to be played on
- Preset terrain for the entire event
- ...and great looking swag and awards of course

LIST SUBMISSION

Army lists must be submitted by 11:59 PM on October 12th, 2025 via email to fortressminiaturesandgames@gmail.com. +4 to your sportsmanship score if the list is received by September 30th.

Players should note that all lists for the weekend will be OPEN.

Army lists should be submitted from Master Unit List (MUL) (<https://masterunitlist.info>)

ARMY SELECTION

Armies will be built using up to 375 points. (You may use less, but you are not allowed to go over, even by 1 point.)

Armies must be 75% painted to a three-color minimum (by model count) to play in the Southern Assault Battletech Alpha Strike Tournament.

No custom builds in MUL are allowed this year. The only exception is the Percival, Gawain, Garaint and Mechbay Greyhound SA mech by Fortress Miniatures and Games (it is our tournament after all).

An Army list must show the PV cost (after skill adjustment) of each unit listed in a person's army. **Faction and Era specific armies** will be in use. We do expect lists to be part of a Themed army and that players adhere to the spirit of the list and Faction. This can be located at Master Unit List (MUL) under ERAs and FACTIONS tabs (<https://masterunitlist.info>) Players must bring the full Alpha Strike Card Sheet to use as their Army list. Players can print this list from the MUL website listed above.

Percival (ilClan era), Gawain (ilClan era), Garaint (ilClan era) & Greyhound-SA (Dark Age & ilClan era) MUL will be provided at the end of this packet for skill values 2, 3, 4, or 5.

Allowed Units for Army

- Battlemechs
- Omnimechs
- Industrial mechs
- Protomechs
- Combat Vehicles
- Conventional Infantry
- Battle Armor Units (the unit squad size will be dependent on the Faction chosen, adhere to this. (ie, Clans-5, Comstar- 6, IS- 4, etc)
- Units with the DRO, DCC, MDS, BOMB abilities are allowed, just not allowed to use these special abilities.
- Units that have ART-TC, ART-SC, ART-LTC, and ART-LT abilities are allowed, just not allowed to use these special abilities.
- 1 Unique unit will be allowed per army. (Please try to have this fit your theme. Intention was for Snord Frankenmech, or other oddities like that. No Experimentals allowed overrides the Unique allowance)

Not Allowed

- Aerospace
- Advanced Aerospace
- Support Vehicles
- Advanced Support Vehicles
- Alternate Munitions
- No formation Bonuses allowed
- Pilot or Command Special Abilities
- Any unit that is Experimental Tech Level (except the Percival, Gawain, Garaint and Greyhound-SA)
- Any unit with an "Unknown" or named after fictional character rules designation
- Any unit with Drone/Drone Controller special rules
- Any unit with HPG
- LAMs
- Battlefield Support Cards (We are not going to use these this year)

Army Unit Restrictions:

- No more than 16 units per Army
- 14 BattleMechs / OmniMechs / IndustrialMechs (max)
- 8 combat vehicles (max)
- 5 Conventional Infantry / Battle Armor (max)

- 5 ProtoMechs (max)
- Cargo Transport vs Infantry Transport- CT being used as IT is reduced by half (rounded up)
- Armies may have mixed Tech (Clan & Inner Sphere) and up to Advanced Tech Level.
- Skill levels may only go as low as 2 (only 2 units max) and as high as 6 (only 2 units max).
- Minimum unit point value of 6- nothing below that value allowed.
- ART units can have a skill value of 3, 4, 5, or 6 only.

Rule of 2:

- Players may only have up to 2 units that share the same chassis name in their Army.
- BattleMechs, OmniMechs, and IndustrialMechs cannot share the same variant in an Army.
- All other units allowed can have two units of the same chassis and the same variant.
- Players are only allowed two units with a skill 2 value. Any number within these Units may have a skill value of 3-5. Only two units with skill 6.
- Armies can only have an ART up to 2. So, you can have 2 units with a value of 1 or a single unit with value of 2.- Units that have the MDS special ability are allowed but are unable to deploy mines. ART units can have a skill value of 3, 4, 5 or 6.
- Armies can only have a JMPS# up to 2. So, you can have 2 units with a value of 1 or a single unit with value of 2.
- All units must be a valid unit on the Master Unit List (MUL) located at <https://masterunitlist.info>

"Salvage Pass"

Again this year players are allowed to take one (1) unit of Era from outside their chosen Faction and add it to their Force List! This one unit must be noted on the Force List Submission email (to help our List Checker) and must not otherwise violate the other Force Building rules on p.7 of the packet (i.e. not go over unit count, be Experimental per the MUL or otherwise have Extinct tags within the chosen Era), and must reside within reasonable distance from the chosen Faction's neighbors (i.e. no Inner Sphere factions may choose to take units found only in the Home World Clans, and vice versa). The purpose of this new rule is to encourage diversity and socializing with opponents and peers, as well as simulate the "anything is salvageable" mentality normally associated with Battletech gaming and literature.

To recap:

- One (1) unit with the chosen Era may be taken from outside the chosen Faction - this unit may not have the Experimental, Named, or Extinct Tags
- This unit must be from an adjacent or overlapping territory
- This unit must be identified in the submission email so as to not disrupt List Checking

OTHER EVENT INFORMATION

Judges' decisions are FINAL. Not everyone is perfect, we can discuss after the game. #1 rule is to have fun!

Handle disputes calmly and fairly. If calls are 50/50 have each player roll 2d6 and the highest outcome wins the disagreement. Note: this is for last resorts.

Rules of Note:

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.

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.

Standard rules for multiple dice critical hits are in effect this year from the ASCE book.

Physical and Artillery 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, will roll an additional single pair of dice to hit. 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.

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 a space.

Sprinting units cannot pick up flags for Capture the Flag. They cannot deposit a flag at their base. They cannot dismount Battle Armor or Infantry, nor attack or perform physical attacks

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.

Line of Sight: Alpha Strike 375 Tournament format will use True 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

Water and Depth 1 LOS: Because game boards cannot reflect units that are in a water terrain feature, players should use the rules outlined below. 1. If you can see the closest point on the Targets Hex Base, then you can see 50% of the target that is standing in water. 2. If there are 2 or more instances of Partial Cover, the Target is considered to have No Line of Sight. Example: If a Mech is standing in water and the Attacker is able to see the hex base, Attacker can see 50% of the target. However, the Target receives partial cover for the water. Additionally, the Target is receiving partial cover from a hill or building, that would constitute 2 partial covers and therefore no Line of Sight.

Mounted Infantry and Activation: Units mounted do not count for unit activations in the movement phase. They are “one” with the unit they are mounted on. They do not count as a separate activation until dismounted. (No initiative sinking).

FIRST ROUND DRAW

This will be a random draw. Subsequent draws will be based on the Swiss System using your gaming battle score. Efforts will be made to keep gaming mates apart during the first three rounds. Grudge Matches are allowed and encouraged!

MISSING A BATTLE

Should a player be over fifteen minutes late or miss a battle for whatever reason, a Referee or Reserve may be appointed to step in as a temporary spare player. If there are no referees or stand-ins available to fill the role of a missing player a bye will be awarded. Players who require a referee or reserve to stand in for them will forfeit their points for the round.

ROUND TIMINGS AND GAME LENGTH

As you have probably noted above, there is a strict timetable we need to adhere to. This will ensure that the event will run smoothly, and people are able to leave in a timely fashion. In addition, Alpha Strike should be a game of quick, nicely flowing turns. Failure to move, shoot, and strategize in a timely fashion can result in the frustration of your opponent, advantages that would not normally have been gained and a general sense of annoyance about the game. Whilst we are aware that most players do finish their games on time occasionally this does not happen.

To this end, Southern Assault has two provisions regarding the round timings and game length;

1. Announcements will be made throughout the round indicating the amount of time remaining, and at 15 minutes to go. At this stage, we would strongly suggest that you complete your game, ensuring that equal opportunities for the turn have been played and to then submit your results. If you fail to hand in the results slip on time, you will be given a warning. If you fail to hand in the results slip a second time, your score (for both players) may be reduced to zero.

When time is nearing the end or called, do not “force or push for” another turn. The game has ended or needs to be wrapped up. Rushing opponents to squeeze in another round to “game for extra points” is inconsiderate and outside the spirit of good faith play.

2. If a referee asks you to speed up playing during the game or stop playing at the

end of the game, and this request is refused, then the refusing player(s) will face having their score for that round being reduced to zero. In addition, at the absolute discretion of the organizers a further point's penalty may apply to your tournament score. NO STALLING.

If rounds run faster than expected, we will adjust game times to end earlier. All adjustments will be clearly communicated to all gamers.

Conceding

Rules for conceding a game and how to score for points are in development.

We understand that at times we may feel a level of futility in continuing to play out a mission, but at times there may be opportunities for Scenario side points to be earned or denied to an opponent. We encourage trying to play out a game. We do not encourage an opponent purposefully avoiding to "eliminate" an opponent in the need to "game the system" for more points. This is not fun for anyone and not in the spirit of good sportsmanship. We encourage games to take place at a level if playing with friends, not Win at all cost.

ARMY COMPOSITION

Part of the joy in a game of Battletech is the variety of armies you battle against. Win or lose, is the army one that you enjoy playing with, yet is it also a pleasure for your opponent to face your army. Whether it is well thought-out, themed, or a hastily designed list this enjoyment can also be critical to the success of a tournament and the hobby. To recognize this, Army Comp will factor into the Best Overall award and will be one of the tiebreakers for other awards. After each round, each player will award their opponent's army list in a rank of 1 through 20 based on the army's composition and how enjoyable that opponent's list was to play. Obviously, your opponent winning or losing should not be a factor in rating the actual army list. We all know the dice gods can be fickle with their favor. Someone completing the Hail Mary at the last dice roll or being outplayed should not sour a wonderfully thought-out army. It is about enjoying a game versus a great army.

As part of the scoring for Army Comp we will have the following:

- Each player will score their own army comp between 1 and 20.
- The tournament judges will give each army a score between 1 & 20.
- Each opponent will score your army comp between 1 and 20.
- From your total of 8 scores, the lowest and highest will be dropped. The remaining 6 will then be averaged out producing your initial score. This will then be multiplied times 2 for your final score ranging from 2 to 40 points.

Please note...low scoring an opponent because you lose will not be tolerated. You will be required to give your reason for any perceived low-balling of your opponent's list. We have our own judges scoring of the list and all previous opponents that have played that list. If you purposefully low ball an opponent, you may receive a penalty from your sportsmanship points at the judges' discretion.

Scale from 1 to 20 with (1) being Mega Nasty 'Arse Crap and (20) being a Fluffy Bunny Roll Over and Pet My Belly list:

2-4 points Mega hardcore list. Within the rules but feel it is over the top.

Not built for fun, but to win at all costs.

7-9 points Hard list, but not unbeatable. This would not be a favored list to play against most games.

12-14 points Average list built for multiple types of opponents. Fun most of the time. I would willingly play every time.

17-19 points Wow why would anyone play this list. This was the easiest army ever to play. All about the theme and fun more than winning.

- This year we may provide at Judges discretions bonus points for THEMED armies. This is a specific well thought out and intended theme. Examples include but not limited to the Somerset Strikers force, museum raid running the Proliferation Forcepack, the Black Widow Company from the back of the original sourcebook, etc. Saying I'm taking a Hell's Horse predominately vehicle list, or ilClan Jade Falcon jumpy/fast list is not themed, that is anticipated and expected of their force. Write us an explanation when you submit your force when submitting and we will determine if it is legitimate. Up to 10 additional bonus points may be awarded to Army Composition for this. Disclaimer: Just because "you" feel it is a theme does not mean everyone else may. See examples above for very specific ideas.

BATTLETECH KNOWLEDGE QUIZ

The organizers of Southern Assault value the rounded "hobbyist". As such, all aspects of our great hobby will be tested, including your knowledge of the Battletech rules and background.

During the course of the tournament, we will "sneak" a pop quiz on you! This may consist of multiple choice and/or non-multiple-choice questions about the game rules, background, and history. You will have 15 minutes to complete the quiz and it is OPEN BOOK. (No consulting friends however, this is competition after all!). You can collect up to 15 **Knowledge Points** for answering questions correctly. These points will factor into the Best Overall and Best Hobbyist scoring.

BATTLE POINTS

Victory points: Points are calculated using the method below. These victory points will determine your Battle Points per the chart below. Every round presents the ability to earn additional Objective Points and Battle Point Modifiers after each game based on completing mission scenario specifics. Battle Points from the victory point's margin are earned per the following schedule:

<i>Victory Points Margin</i>	<i>Battle Points Winner</i>	<i>Battle Points Loser</i>
0-75	10	10
76-150	12	10
151-200	14	8
201-250	16	7
251-300	18	5
301-350	20	3
351-375	20	0

- With Battle Points, Objective Points and Battle Point Modifiers there is the potential to earn 30 points per game. This multiplied by the 6 games is potentially 0 through 180 Battle Points.
- Victory points are calculated as follows:
 - Each unit destroyed is worth its full points value
 - Each unit with 0 Armor Points remaining and not destroyed is worth half points value
 - Undamaged units are worth zero points

SPORTSMANSHIP

The ability to make a game of Battletech enjoyable for your opponent, win or lose is a key component of the hobby. It is also critical to the success of a tournament. To recognize this, Sportsmanship will factor into the Best Overall and Best Sportsmanship awards and will be one of the tiebreakers for other awards.

After the round, each player will award their opponents in a rank of 1 through 10 based on their experience playing their opponents and how enjoyable those opponents were to play. Obviously, your opponent's list design or the fact you won or lost should not factor into your sportsmanship score. It is about enjoying a game versus a great opponent.

The total of the scores received by each player from all six games will be granted points based on their opponent's score of them plus a player can earn additional bonus points. At the end of the tournament each player will identify their favorite opponent played from the tournament. Each time your name is listed as a favorite tournament opponent you will receive +2 points. For each 1st place ranking (up to a max of +10 bonus). This score will be factored into the Best Overall and Best Sportsmanship Awards.

The calculated Sportsmanship score is then between 60 and 6. This will give a maximum calculated Sportsmanship score that is then a 70 while the minimum is a 6. In addition, you can earn the following additional sportsmanship points:

- Entry Fee Payments received by 8/1/25 will receive **+4 bonus Sportsmanship points**
- Entry Fee Payments received by 9/1/25 will receive **+2 bonus Sportsmanship points**
- Army Lists received by 9/30/25 will receive **+4 bonus Sportsmanship points**

PAINTING

Playing with and against well-painted armies adds another level of enjoyment to the hobby. Seeing a table full of painted models is what draws most people into the game in the first place. It is an important part of being a complete player. To acknowledge this, painting will factor into the Best Overall, Best Hobbyist, and Best Painting awards, and it will also be a tiebreaker for other awards.

Armies must be 75% painted to a three-color minimum (by model count) to play in the Southern Assault Battletech Alpha Strike Tournament.

Each player will receive a **Total Painting Score** that is the sum of their **General Painting Score** multiplied by 2 and their **Bonus Painting Score**. The maximum Total Painting Score is 80 points.

In addition, players can score additional points based on:

Judges Choice: Players will receive +5 points for each of the judges that chooses that player's army as their favorite. Top 2 & 3 choices will receive +3 and +2 points respectively.

PAINTING RUBRIC

Painting Scores will be determined using the Painting Rubric below. Just because you feel you may meet every line item does not mean it is noticeable, seamless, at the top tier, etc. Most armies will be in the average range. This is a guide to assist scoring. Feel free to have an information card with your army.

Initial Overall Impression (0-20 points)	Points
• There is at least one model in the army unfinished. If something is unfinished choose this one.	0-5
• The army is fully painted, but only to the most basic of tournament requirements. There is still the possibility of impressive basing or conversion work.	6-15
• Army is fully painted and there has obviously been effort put into detailing the army beyond the minimum tournament standard. Give benefit toward this choice unless unfinished models.	16-20

Model Basing (0-5 points)	Points
• Bare plastic/metal bases. 0 Basic one flock, no paint.	0-1
• Multiple flock or painted highlights on flock.	2-3
• Diorama like bases with high attention to detail.	4-5

Conversions (0-5 points)	Points
• No conversions.	0-1
• Minor: The army has some elementary conversions (head/weapon swaps, arm rotations)	

or a couple interesting swaps. 2-3

- Major: Units have multi-kit conversions, poses, weapon effects, etc. This is for more than a few models such as a unit. 4-5

Advanced Skills: ONLY judge this section if 12 points were awarded on Initial

Overall Impression (0-5 points)

Points

- No advanced techniques. 0
- The models have a base coat with a shade and highlight color. 1-2
- The models have been shaded using layering with highlights or blending (but the blending is not seamless.) 3-4
- The models have been shaded using seamless blending. 5

Exceptional Extras: ONLY judge this section if 12 points were awarded on Initial

Overall Impression (0-5 points)

Points

- No extras 0
- Army has rough freehand work, simple unit/army markings, basic weathering. 1-2
- Army has quality transfer work and clean unit/army markings and/or weathering. 3-4
- The army has stellar freehand detail work (banners, army/unit symbols, squad markings, etc.) and/or realistic weathering. 5

Total Points

(x2) for Score!

In addition, players can score additional points based on the following, **Judges Choice:**

Players will receive 5 points for each of the judges that chooses that player's army as their favorite. Can also receive either 3 or 2 points per vote of 2nd or 3rd place by judges.

SCENARIO PACK

Missions are released at the tournament- a new scenario for this year's tournament round 4 is 100% happening.

WINNING THE TOURNAMENT

Prizes will be awarded for:

First through Third Place Best Overall

Overall = Total Battle Points + Sportsmanship Points + Painting Points+ Comp Points+ Quiz

(Primary Tiebreaker- Battle Points, Second Tiebreaker Sportsmanship, Third Tiebreaker- Painting, Fourth Tiebreaker- Comp)

First through Third Place Best General

General = Total Battle Points

(Primary Tiebreaker- Comp, Second Tiebreaker- Sportsmanship, Third Tiebreaker- Painting)

First through Third Place Best Painted Army (must be painted by award winners)

Painted = Total Painting Points

(Primary Tiebreaker- Sportsmanship, Second Tiebreaker- Comp, Third Tiebreaker- Battle Points)

First through Third Place Best Sportsman

Sportsman = Total Sportsmanship Points

(Primary Tiebreaker- Comp, Second Tiebreaker- Painting, Third Tiebreaker Battle Points)

Best Hobbyist (army must be painted by the award winner)

Hobbyist = Total Sportsmanship + Total Painting + Total Comp + Quiz

Player's Choice

The Army that receives the most player votes for Best Army (this can be based by the players on paint, theme, or anything the individual players deem Best)

TOURNAMENT RULES EXAMPLES

Special Attacks:

#1 Player A is attempting to shoot at the opponent with a Crusader 8L. The Crusader has an attack bar of (3/3/1), with a Heat special attack ability of HT (1/1/-). The Target is at medium range. Player A will pick up 3 sets of 2d6 and indicate one set that will be the HT special attack as well as damage. If the indicated HT dice roll is a successful hit, HT will apply as well as the damage. Tournament Rules Examples Special Attacks: Player A also has a Centurion 9D (2/2/2) with a Flak special ability attack of FLK(1/1/1). The opponent is using a Donar Assault Helicopter. Because FLK makes it easier to hit airborne targets, Player A must indicate while making attack rolls against the Donar which dice of their 2 sets of 2d6 will indicate the FLK special attack. Player A will then have 2 separate To Hit Numbers against the Donar, with the FLK set of dice having a lower To Hit Number.

#2 Sprinting: Player A has an Epona Pursuit Tank E, which being an OMNI vehicle, can mount Battle Armor on the exterior of the vehicle. Player A needs to get their BA out of the fight quickly so Player A elects to use the Sprint Movement. Due to the unit having sprinted, they are not allowed to perform the dismount infantry action and must wait until the next turn when the Epona has not sprinted to dismount it's BA.

#3 Sprinting: Player A is playing Capture the Flag and has used a Dasher to sprint to the nearest Objective Area Template in order to beat their Opponent there. Because Player A used the sprinting movement, they are unable to pick up the flag, because it requires the ability to do an action. Once the Dasher has picked up the Flag, the unit is then able to Sprint with the Flag, but again is unable to deposit the Flag, because depositing the Flag is again an action.

#4 Game State: Player A Overheated their Marauder by 1 on the Heat Scale to do extra damage. During the following movement phase, Player A moved the Marauder its full movement forgetting that it has a -2" of movement due to the Heat. While Shooting, Player A notices that the mech was unable to move the full movement. In this scenario, the mech was not allowed to move that far and therefore should move his mech backwards 2" along the path the mech took to get to the position it was in. Missed Opportunity: Player A has Battle Armor riding into battle on one of their OmniMechs. Player A is able to move into the rear arc of another unit and wants to deploy their BA so they can shoot. They forgot to place the BA movement dice next to the BA (indicating that the BA are on the board and not mounted). Because Player A forgot to place a movement dice down next to the BA, they are effectively still mounted onto the OmniMech, and therefore are unable to make an attack.

Code of Conduct

All organizers, judges, players, and spectators are expected to conduct themselves in a way that ensures everyone has fun. Remember we are playing this game to ***HAVE FUN.***

The following are not tolerated:

Foul or Abusive Language: No one should be subjected to foul or abusive language, bullying and other forms of harassment, and has the right to a clean, enjoyable gaming experience. There are acceptable substitutions such as FRAK or Fudge that are family friendly.

Bullying/Harassment: This includes hazing, discriminatory or derogatory language, comments or activities will not be tolerated at any level.

Theft: All individuals participating in events should feel safe, and feel their property is safe. Please ask before touching anyone's miniatures. If you are caught stealing, you will forfeit your right to play.

Improper Attire: Wearing of obscene, demeaning, or overly revealing attire is not allowed. You may be asked to leave if you are wearing anything that we believe to be inappropriate. This is at the organizer's discretion.

Poor Personal Hygiene: Body odor, and general "unkempt" appearance that can offend others around you is distracting and unnecessary. We can and will ask you to leave and "freshen up" before continuing your game. Showering during events like these is our friend.

Drugs or Alcohol: Illegal drugs are a hard no. New this year will be the availability of a bar on grounds. If you choose to partake of the drink, please do so appropriately so everyone can enjoy their games.

Tobacco and Vaping: These are allowed outside. They will not be allowed in the convention building setting. This applies even if the venue allows it in the gaming and hallway spaces. Convention organizers discretion applies.

Weapons: No firearms or blades over pocket knife size are allowed.

All individuals should be respectful of our venue and clean up after their games. Pictures may be taken during the event and encouraged posting on social media that helps promote the event. If you do not want to be photographed, please let your TO know.

Please keep the following in mind while playing:

Respect: Players, spectators, organizers, and property should be treated with the same respect that players would expect for themselves and their property. Distracting an opponent or a judge to gain advantage shows disrespect to everyone involved in an event.

Fairness: Games cease to be fun when players break the rules to achieve victory. A player should prefer to lose a game than to win by cheating. All decisions of the judge are final. Remember things can be interpreted differently. If there is a disagreement. A 2D6 will be rolled. The winner of the roll decides the outcome.

Honesty: Players of any game should strive to act honestly while playing that game. If a player inadvertently breaks a rule during a game and becomes aware of the error before his or her opponent or a judge, that player should make the opponent and the judge aware of the misplay.

Please arrive on time for events. Keeping an entire tournament waiting for you is disrespectful. If you are going to be late or unable to attend, please contact us.

Sportsmanship: Winning or losing with grace is vital to the enjoyment of any game. The desire to continue playing a game can be soured by players that berate their opponents after winning or losing a match. Demeaning, disrespectful comments, or actions before, during or after a game indicate poor sportsmanship and will not be tolerated.

Children under the age of 14 and younger MUST be always accompanied by an adult. We have a tournament gaming age of 12 and up.

Please tidy up table spaces after your scheduled events accounting for all sheets, miniatures, terrain, etc so the next round can fully enjoy their experience as well.

Above all, have FUN!

As we continue to evolve and grow and are now in Year 5 we wish to thank all of you players and sponsors for your belief in Southern Assault. Let's continue to make this the number one tournament for BattleTech in the Western Hemisphere. Also a special shout out to our partner tournaments- NOVA (Northern Assault), Western Assault, and Motor City Mayhem. We are in the expansion works for Eastern Assault and creating a tournament circuit as well as a site to link them all to Fortress Battlegrounds. We would also like to thank all the other players, Podcasters, Youtubers and tournament organizers for their continuing efforts to promote and encourage BT play. We strive to promote, grow, and encourage the play of Alpha Strike and welcome comments.

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PRC-M1

PERCIVAL

PV: 58

TP: **BM** SZ: **2** TMM: **2** MV: **12"** j
ROLE: **Skirmisher** SKILL: **2**

DAMAGE	S (+0)	M (+2)	L (+4)
	4	4	2

OV: **1** | HEAT SCALE **1 2 3 S**

A: ○○○○○○
S: ●●●●

SPECIAL: CASE II, TSM, MEL, Turret
(2/2/0)



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CRITICAL HITS

ENGINE ○ +1 Heat/Firing Weapons
FIRE CONTROL ○○○○ +2 To-Hit Each
MP ○○○○ ½ MV Each
WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE STATS

BATTLETECH™

PRC-M1

PERCIVAL

PV: 50

TP: **BM** SZ: **2** TMM: **2** MV: **12"** j
ROLE: **Skirmisher** SKILL: **3**

DAMAGE	S (+0)	M (+2)	L (+4)
	4	4	2

OV: **1** | HEAT SCALE **1 2 3 S**

A: ○○○○○○
S: ●●●●

SPECIAL: CASE II, TSM, MEL, Turret
(2/2/0)



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CRITICAL HITS

ENGINE ○ +1 Heat/Firing Weapons
FIRE CONTROL ○○○○ +2 To-Hit Each
MP ○○○○ ½ MV Each
WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE STATS

BATTLETECH™

PRC-M1

PERCIVAL

PV: 42

TP: **BM** SZ: **2** TMM: **2** MV: **12"** j
ROLE: **Skirmisher** SKILL: **4**

DAMAGE S (+0) M (+2) L (+4)
4 **4** **2**

OV: **1** | HEAT SCALE **1 2 3 S**

A: ○○○○○○
S: ●●●

SPECIAL: CASE II, TSM, MEL, Turret
(2/2/0)



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CRITICAL HITS

ENGINE ○ +1 Heat/Firing Weapons
FIRE CONTROL ○○○○ +2 To-Hit Each
MP ○○○○ ½ MV Each
WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE STATS

BATTLETECH™

PRC-M1

PERCIVAL

PV: 38

TP: **BM** SZ: **2** TMM: **2** MV: **12"** j
ROLE: **Skirmisher** SKILL: **5**

DAMAGE S (+0) M (+2) L (+4)
4 **4** **2**

OV: **1** | HEAT SCALE **1 2 3 S**

A: ○○○○○○
S: ●●●

SPECIAL: CASE II, TSM, MEL, Turret
(2/2/0)



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CRITICAL HITS

ENGINE ○ +1 Heat/Firing Weapons
FIRE CONTROL ○○○○ +2 To-Hit Each
MP ○○○○ ½ MV Each
WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE STATS

BATTLETECH™

GWN- M2
GAWAIN

PV: 65

TP: **BM** SZ: **4** TMM: **1** MV: **8"**
ROLE: **Sniper** SKILL: **2**

DAMAGE S (+0) M (+2) L (+4)
5 5 5

OV: **2** | HEAT SCALE **1 2 3 S**

A: ○○○○○○○○
S: ●●●●

SPECIAL: CASE II, TUR (2/2/2)



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CRITICAL HITS

ENGINE ○ +1 Heat/Firing Weapons
FIRE CONTROL ○○○○ +2 To-Hit Each
MP ○○○○ ½ MV Each
WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE STATS

BATTLETECH

GWN- M2
GAWAIN

PV: 56

TP: **BM** SZ: **4** TMM: **1** MV: **8"**
ROLE: **Sniper** SKILL: **3**

DAMAGE S (+0) M (+2) L (+4)
5 5 5

OV: **2** | HEAT SCALE **1 2 3 S**

A: ○○○○○○○○
S: ●●●●

SPECIAL: CASE II, TUR (2/2/2)



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CRITICAL HITS

ENGINE ○ +1 Heat/Firing Weapons
FIRE CONTROL ○○○○ +2 To-Hit Each
MP ○○○○ ½ MV Each
WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE STATS

BATTLETECH

GWN- M2
GAWAIN

PV: 47

TP: **BM** SZ: **4** TMM: **1** MV: **8"**
ROLE: **Sniper** SKILL: **4**

DAMAGE S (+0) M (+2) L (+4)
5 5 5

OV: **2** | HEAT SCALE **1 2 3 S**

A: ○○○○○○○○
S: ●●●●

SPECIAL: CASE II, TUR (2/2/2)



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CRITICAL HITS

ENGINE ○ +1 Heat/Firing Weapons
FIRE CONTROL ○○○○ +2 To-Hit Each
MP ○○○○ ½ MV Each
WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE STATS

BATTLETECH™

GWN- M2
GAWAIN

PV: 42

TP: **BM** SZ: **4** TMM: **1** MV: **8"**
ROLE: **Sniper** SKILL: **5**

DAMAGE S (+0) M (+2) L (+4)
5 5 5

OV: **2** | HEAT SCALE **1 2 3 S**

A: ○○○○○○○○
S: ●●●●

SPECIAL: CASE II, TUR (2/2/2)



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CRITICAL HITS

ENGINE ○ +1 Heat/Firing Weapons
FIRE CONTROL ○○○○ +2 To-Hit Each
MP ○○○○ ½ MV Each
WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE STATS

BATTLETECH™

GRY-SAIV
GREYHOUND

PV: 69

TP: **BM** SZ: **3** TMM: **3** MV: **16"**
ROLE: **Skirmisher** SKILL: **2**

DAMAGE S (+0) M (+2) L (+4)
5 **4** **0***

OV: **0** | HEAT SCALE **1 2 3 S**

A: ○○○○○
S: ●●●

SPECIAL: FR, MEL



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CRITICAL HITS

ENGINE ○ +1 Heat/Firing Weapons
FIRE CONTROL ○○○○ +2 To-Hit Each
MP ○○○○ ½ MV Each
WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE STATS

BATTLETECH™

GRY-SAIV
GREYHOUND

PV: 59

TP: **BM** SZ: **3** TMM: **3** MV: **16"**
ROLE: **Skirmisher** SKILL: **3**

DAMAGE S (+0) M (+2) L (+4)
5 **4** **0***

OV: **0** | HEAT SCALE **1 2 3 S**

A: ○○○○○
S: ●●●

SPECIAL: FR, MEL



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CRITICAL HITS

ENGINE ○ +1 Heat/Firing Weapons
FIRE CONTROL ○○○○ +2 To-Hit Each
MP ○○○○ ½ MV Each
WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE STATS

BATTLETECH™

GRY-SAIV
GREYHOUND

PV: 49

TP: **BM** SZ: **3** TMM: **3** MV: **16"**
ROLE: **Skirmisher** SKILL: **4**

DAMAGE S (+0) M (+2) L (+4)
5 **4** **0***

OV: **0** | HEAT SCALE **1 2 3 S**

A: ○○○○○
S: ●●●

SPECIAL: FR, MEL



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CRITICAL HITS

ENGINE ○+1 Heat/Firing Weapons
FIRE CONTROL ○○○○+2 To-Hit Each
MP ○○○○½ MV Each
WEAPONS ○○○○-1 Damage Each

ALPHA STRIKE STATS

BATTLETECH™

GRY-SAIV
GREYHOUND

PV: 44

TP: **BM** SZ: **3** TMM: **3** MV: **16"**
ROLE: **Skirmisher** SKILL: **5**

DAMAGE S (+0) M (+2) L (+4)
5 **4** **0***

OV: **0** | HEAT SCALE **1 2 3 S**

A: ○○○○○
S: ●●●

SPECIAL: FR, MEL



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CRITICAL HITS

ENGINE ○+1 Heat/Firing Weapons
FIRE CONTROL ○○○○+2 To-Hit Each
MP ○○○○½ MV Each
WEAPONS ○○○○-1 Damage Each

ALPHA STRIKE STATS

BATTLETECH™