



NWA Alpha Strike Tournament Pack

Victorius, Saturday 17 August 2024

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 3-6 turns. The tournament will be a three round swiss style tournament with win/loss conditions and tie breakers determined through match 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 with revised scoring based off the experience of our first tournament. Our force building tournament rules have been slightly revised to clarify and build from our previous tournament based on current international tournament rules.

Day Schedule

Start	End	Time	Notes
9:00 am	9:10 am	10 Minutes	Setup for first game
9:10 am	10:40 am	90 minutes	Scenario 1 (call "last turn" at end time)
10:40 am	11:10 am	30 minutes	Mid round scoring and setup game
11:10 am	12:40 pm	90 minutes	Scenario 2 (call "last turn" at end time)
12:40 pm	1:30 pm	50 minutes	Mid round scoring, lunch and setup next game
1:30 pm	3:00 pm	90 minutes	Scenario 3 (call "last turn" at end time)
3:00 pm	3:20 pm	20 minutes	Final score counting, pack up.
3:20 pm	3:50 pm	30 minutes	Outcomes and prizes.

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.
- Optionally bring some extra dice for scoring 4d10 or 2d20 are good for tracking match points.
- 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.

Rules Used

The following core rules are used from the Alpha Strike Commanders Edition (AS:CE), all page numbers refer to the Corrected Sixth Printing. We will use the latest edition and [Errata](#).

- **Battlefield Support (54-56, AS:CE 6ed):** Each player has five (5) BSP to use every round. This may be changed between rounds and only one may be used per turn. Only the *Offensive Aerospace Support* and *Artillery Support* may be taken (alpha strike box set cards are recommended). Note these do not cost Point Value (PV).
- **Optional Special Abilities (82-91, AS:CE 6ed):** must be in the book or errata to be available.
- **Special Pilot Abilities (92-101, AS:CE 6ed):** from both the special pilot and formations. Note these do not cost Point Value (PV).
- **Force building and formations (110-121, AS:CE 6ed):** Steps 1-6 as detailed below.
- **Forced Withdrawal (126-127, AS:CE 6ed):** This is used and is also factored into scenario scoring where units that are crippled cannot claim location based objectives.
- **Optional Rules Used (p136-179, AS:CE 6ed):** If an optional rule is not specified below the rule is not in play. Note special abilities that use optional rules not in play have no effect (eg MHQ and RCN for battlefield intelligence initiative bonus). Rules **used** include:
 - ◆ **Alternate Munitions (143-150, AS:CE 6ed):** Thunder LRMS are not available. Smoke rounds not available. Listen-Kill munitions are not available.
 - ◆ **ECM/ECCM (161, AS:CE 6ed)**
 - ◆ **Multiple Attack Rolls (174-175, AS:CE 6ed)** [one attack roll per damage point]

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.

Force Registry

When building your force using the rules on pages 110-121, use the following tournament rules 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 110 of AS:CE 6ed.
- Under **Step 1**, each Force will have a maximum of **400 Point Value (PV)**.
- Under **Step 2**, This tournament is open to all eras and factions. Strict Master Unit List (MUL) faction and era conformance is not required, though players may do so for flavour.
- Under **Step 3 and 5**, select units and formations with the following limits:
 - ◆ **Unit limit:** Each Force must have eight (8) to twelve (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, excluding Infantry and Battle Armor. The two units may be identical classification/models.
 - ◆ **Pilot skill:** Pilots may have skills rated from 2 to 5.
 - ◆ **Formations:**
 - One of each formation type may be taken.
 - Multiple formation variants of the same type may not be taken (e.g. Only one type of battle line regardless of variant).
 - All units must be in a formation.
 - Formations must have 3-6 units of the same type (mech, combat vehicle, infantry).
 - Note the support formation differs from the above in that it may mix unit types.
 - ◆ **Restricted units:** these units may not be used: Customised Units, Aerospace, Support Vehicles, Industrial Mechs, Advanced Aerospace, Unique(MUL)/Named units, Off-board Artillery and Units with the LAM/BIM Special Abilities.
 - ◆ **Restricted special abilities:** the force may have a maximum of 4 damage from ART specials. ART specials that do more than 2 damage per special may not be taken.
- Under **Step 6**, One **Mech** unit is assigned pilot SPAs according to pilot skill (92, AS:CE). Note this does not cost PV and SPA cost is separate to Force PV.

Please submit your force to the organisers prior to the event for review to ensure conformance with the tournament force building rules. The printout from the [Master Unit List](#) plus formations and special pilots will be sufficient, you can also use the template provided at the end.

Scenarios and Setup

There will be three matches on the day and three 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: DROP ZONE
- Scenario 2: SALVAGE OPERATION
- Scenario 3: ESCORT

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

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 unless the scenario dictates otherwise.

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 Objectives and Heavy Metal Mayhem. The combined total of which is the overall **Match Points**.

After the match players record the HMM points of surviving and crippled units that were not destroyed (Survival points). The winner is the player with the highest total Match Points. If this is tied the most Survival Points Wins, if all are tied a draw is declared. Players 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. Record the selections on the players score card. This may be changed between rounds and only one may be used per turn. Only the *Offensive Aerospace Support* and *Artillery Support* may be taken. The cards from the Alpha Strike box are highly recommended for tracking this during play.

[Recommended selection Heavy Strike, Thumper]

SCENARIO 1

Drop Zone

Situation

Enemy Air Defence has scattered the deployment of your forces and one of your formations is about to drop behind enemy lines. Regroup your formations and assist your scattered units in returning to base.

Game Setup

Scattered Deployment: Players select one of their formations to deploy during the end phase of the first turn, the rest of your forces deploy as normal. The units in the selected formation become objectives for this mission. During the end phase of the first turn, in initiative order (loser first), players deploy the reserved formation using **Drop Pod Deployment** as below.

Match Points

Primary Objective - Recover your formation: Each unit marked as an objective may exit the battlefield from your starting deployment side to claim objective points up to the limit. Eligible units may claim this even if crippled. This objective may be claimed a number of times each turn equal to the turn count minus one. Each time this is claimed score 10 objective points per unit that exits (1 on turn 2, 2 on turn 3, 3 on turn 4 etc.).

Secondary objective - Eliminate enemy formation: Destroying one of the enemy units marked as an objective grants 5 points.

Heavy Metal Mayhem: A player earns points when they cripple a unit equal to the **tens digit** of its PV to a minimum of 1. (As PV/10 round down, minimum 1; eg 37 gives 3 points).

Special Rules

Drop pod deployment: To deploy your formations, your **opponent** places a Long Tom template (6" diameter) on the board that does not touch any units and whose edge is at least 12" from their deployment zone. The deploying player places the selected formation units in clear terrain inside this area, these units cannot enter the battlefield with a state (mounted, ECCM, Overheated, etc.).

Match End

This game ends:

1. When one player has achieved 40 or more **match 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.

Record survival points: when the round ends each player totals the HMM points for their units not destroyed (include those crippled and off board).

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

Salvage Operation

Situation

A recent battle has left damaged units and supply convey wreckage scattered over the battlefield. Locate viable supplies and call in your recovery teams before your opponent does.

Game Setup

Objective Marker Placement: Each player places a pair (2) of objective markers upside down on the opponent's side of the board a maximum of 18" from the opposing deploy zone, within 6" of each other. They note one of the pair on the back of their scorecard as a known objective (do not inform your opponent). They repeat this in initiative order on the map midline, recording a known objective from the second pair. The markers are circles with a 2" diameter and 0" height.

Match Points

Primary Objective - Support Recovery Crew: Provide covering fire as your recovery vehicles swoop in and evacuate the salvage. To complete this objective a player must have the only active grounded unit within 2" of a **revealed or known** objective (show proof) during the end phase (after all destroyed units removed). Score 10 points on achieving this objective, remove the marker pair.

Secondary objective - Add To The Wreckage: Destroying the opponents unit that started the turn at the highest PV scores 5 points. The loosing placer places a revealed objective marker as close as possible to the location the destroyed unit occupied.

Heavy Metal Mayhem: A player earns points when they cripple a unit equal to the **tens digit** of its PV to a minimum of 1. (As PV/10 round down, minimum 1; eg 37 gives 3 points).

Special Rules

Revealing supplies: A unit that did not sprint may perform a Scanning action to reveal salvage prior to its attack phase. Standard sensors have a scanning range of 6" and units with advanced sensors use the ranges LPRB & RCN 12", PRB 18", BH 26". ECM reduces the range of an active scan by half. The unit designates an objective in range, reveal the known objective from the pair and remove the other.

Match End

This game ends:

1. When one player has achieved 40 or more **match 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.

Record survival points: when the round ends each player totals the HMM points for their units not destroyed (include those crippled and off board).

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

Escort

Situation

Having regrouped and resupplied your forces you need to rendezvous at your field base. Escort your supply vehicle through the battlefield to safety while also hampering your opponents efforts.

Game Setup

Objective Marker Placement: each player places an objective marker 12" from the left side of their deployment zone with its edge touching the edge of the board. The objective counts as a unit on the owner's side being subject to stacking and moving restrictions but taking no damage.

Match Points

Primary Objective - Escort the objective: To complete this objective a player must move their objective across the board from their deployment zone to the opposing side of the board (see move rule below). A player scores 10 points when their objective crosses the halfway mark and the three quarter mark. Players score 20 points if they move their objective off the opposite side.

Secondary objective - Hijack: Take control of your opponents objective scoring 5 points that turn.

Heavy Metal Mayhem: A player earns points when they cripple a unit equal to the **tens digit** of its PV to a minimum of 1. (As PV/10 round down, minimum 1; eg 37 gives 3 points).

Special Rules

Move the objective: A player can move an objective if they control it. To Control the objective they need to have the only grounded unit within 2" of an objective (see below) during the end phase (after all destroyed units are removed). Battle Armor and infantry must be dismounted in order to claim the objective. The player controlling the objective moves it during the end phase of the round as a wheeled vehicle with a move rate equal to the fastest unit within 2" to a max of 15" (cannot sprint).

Match End

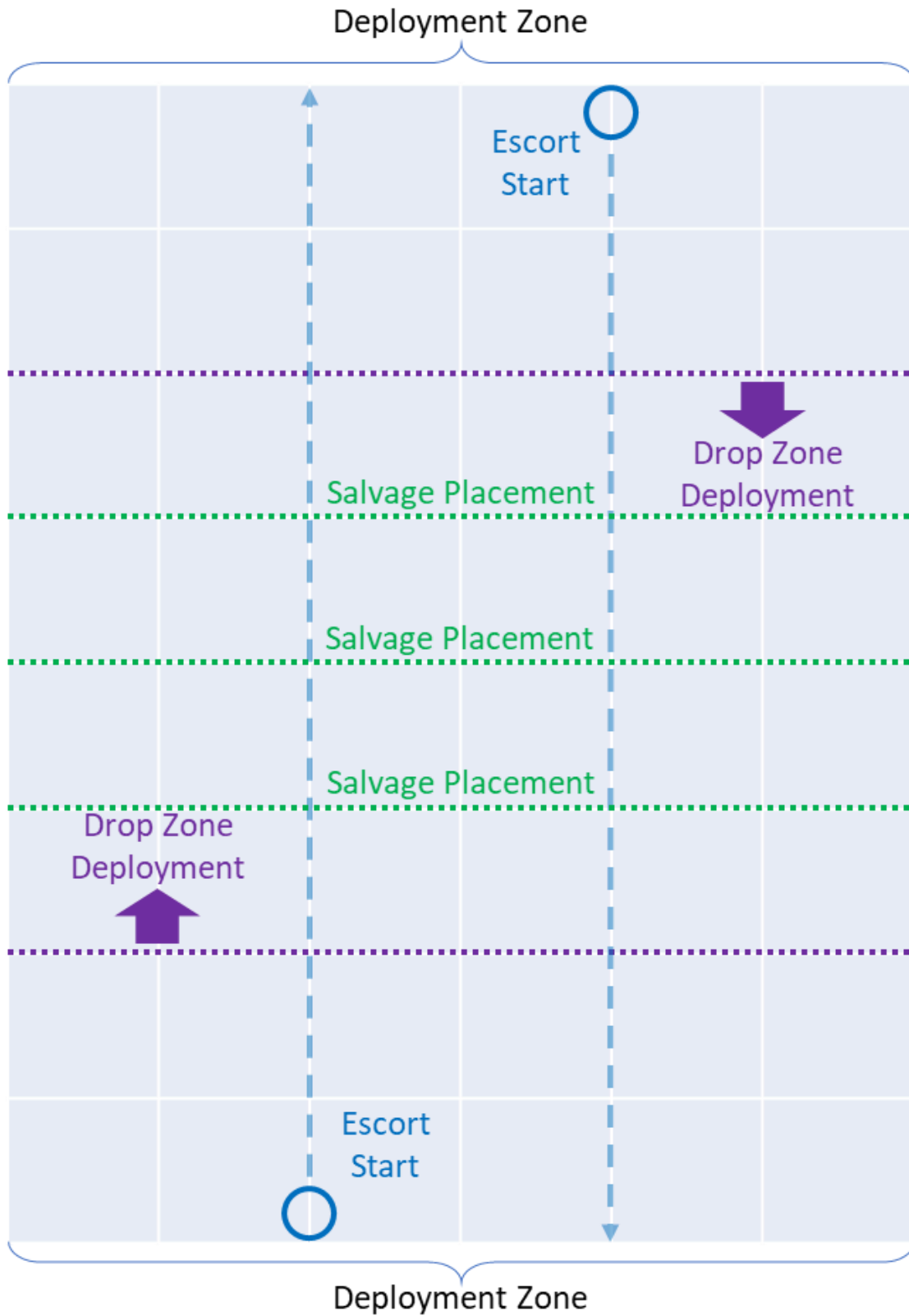
This game ends:

1. When one player has achieved 40 or more **match 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.

Record survival points: when the round ends each player totals the HMM points for their units not destroyed (include those crippled and off board).

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/10
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 Taken (5 BSP):
Player name:	
Opponent name:	

Match Details:

Objective points	Heavy Metal Mayhem	Match Points	Survival Points	Win/Loss

Highlight of the round (Optional):

Opponent verify initials: _____

NWA ALPHA STRIKE TOURNAMENT SCORE CARD

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

Match Details:

Objective points	Heavy Metal Mayhem	Match Points	Survival Points	Win/Loss

Highlight of the round (Optional):

Opponent verify initials: _____

NWA ALPHA STRIKE TOURNAMENT SCORE CARD

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

Match Details:

Objective points	Heavy Metal Mayhem	Match Points	Survival Points	Win/Loss

Highlight of the round (Optional):

Opponent verify initials: _____