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CREDITS

Project Development
Herbert A. Beas II

Writing
Herbert A. Beas II
Joshua Franklin
Jason Schmetzer
Paul Sjardijn
Based on Original BattleForce 2 Rules by
Bryan Nystul
Strategic Operations BattleForce and Miniatures Rules
Kirk Alderfer
Ray Arrastia
Matt Murray
Rick Sardinas
Joel Steverson

Product Editing
Herbert A. Beas II

BattleTech Line Developer
Herbert A. Beas II
Assistant Line Developer
Ben H. Rome

Production Staff
Art Direction
Ray Arrastia
Cover Art
Alex Iglesias
Cover Design
Ray Arrastia
BattleTech Logo Design
Shane Hartley and Steve Walker
Evolved Faction Logos Design
Jason Vargas
Layout
Ray Arrastia
Map Diagrams
Ray Arrastia
Map of the Inner Sphere
Øystein Tvedten
Alpha Strike Data Cards
Ray Arrastia

Miniatures Painting & Photography
CamosSpecs Online: Ray Arrastia, George Bluoin, William Burt, Roy Carl, Chris Dolega, Paul Eckes, Matt Edwards, Dave Fanjoy, Todd Farnholtz, Matt Frederiksen, Joel Hardwick, Phil Hays, Ross Hines, Michael Holzapfel, David Kerber, Frederic Lagoanere, Steve Livingston, Mark Maestas, Steve McCartney, Ryan Peterson, Brian Plunkitt, Mike Raper, Ben Rome, Lance Scarinci, Paul Sjardijn, Edward Smith, Allen Soles, Drew Williams, and Peter Wort.

Additional Design and Development

The following people have been involved in the creation and development of Classic BattleTech rules, either by writing material that was assimilated into the main body of the rules, serving as the BattleTech line developer in the past, or otherwise contributing to the game in a major way.

Samuel B. Baker, Herbert A. Beas II, Randall N. Bills, Forest G. Brown, Chuck Crain, Chris Hartford, Clare Hess, Scott Jenkins, J. Andrew Keith, James R. Kellar, Dale Kemper, L.R. "Butch" Leeper, Bryan LiBrandi, Jim Long, David McCulloch, Jim Musser, Bryan Nystul, Mike Nystul, Blaine Pardoe, Boy F. Peterson Jr., Rick Raisley, Jerry Stenson, Christoffer Trossen, Wm. John Wheeler.

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The BattleTech Review Team

Army List Support: Joel Bancroft-Connors, Brent Ezell, Joshua Franklin, William Gauthier, Keith Hann, Chris Marti, William Pennington, Luke Robertson, Peter Wort.

Playtesters: Peter M. Andrew, Jr., Ray Arrastia, Sam Barnes, Henry "Truegrit" Chen, Nick Connor, "Dropkick", William "MadCapellan" Gauthier, Keith "Xotl" Hann, Térence "Weirdo" Harris, John "Worktroll" Haward, Chris "Alex Knight" Marti, Robert McKittrick, William J. Pennington, Max "Medron Pryde" Prohaska, Sam "Wasp" Snell, Colin "CharlieTango" Toenjes, Jim "Ratboy" Williamson, Peter "wackrabbit" Wort.

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PMB 202 303 91st Ave NE E502
Lake Stevens, WA 98258

FIND US ONLINE:
precentor_martial@catalystgamelabs.com
(e-mail address for any BattleTech questions)
http://bg.battletech.com/
(official BattleTech web pages)
http://www.CatalystGameLabs.com
(Catalyst web pages)
http://www.battlecorps.com/catalog
(online ordering)

INTRODUCTION

Izanagi Warriors are joined in battle by a Second Sword of Light Gunslinger.

It is a universe at war. Even as humankind reached out to command the stars, the human lust for conflict and conquest could not be overcome as easily as the distances of light years. Driven by the dream of one day ruling all of humanity, mighty empires formed, fell, and rose again. From the chaos of war arose the Star League, the pinnacle of human civilization, a Golden Age where a lasting peace and time of prosperity seemed possible at last. But greed, ambition, and treachery combined to tear it all down once more, plunging all the worlds humans called home into centuries of simmering conflict.

Power over billions now rests in the hands of those who can claim noble blood, or the heritage of elite warriors. Generations of warriors have done battle across countless worlds, fighting for a dream long dead, perpetuating the cycle until few could imagine any other way. The most elite among these warriors—like modern-day knights in the neo-feudal realms that now hold sway—are the MechWarriors, those who command the mightiest war machines of the thirty-first century: BattleMechs.

The *BattleTech* universe is a realm of perpetual war between interstellar dynasties and feuding Clans. It is a realm where humankind's greatest enemy is itself, rather than alien invaders. It is a universe where flags and governments change with regularity on the border worlds, and high-minded ideals like "honor", "glory", and "freedom" are the catchphrases of warlords.

It is a universe where life is cheap, but BattleMechs are not.

ALPHA STRIKE BASICS

Alpha Strike is a fast-playing game of armored combat set in the *BattleTech* universe, where ongoing warfare and neo-feudalism are the norm. In this future, the pinnacle of human technology is the BattleMech, a hulking, robotic war machine weighing up to 100 metric tons, and bristling with weapons and armor. Piloting these BattleMechs are MechWarriors, the elite warriors of the Great House and Clan armies alike. While the battlefield is also home to the vast gamut of infantry, combat vehicles, aerospace fighters, the BattleMech reigns supreme.

With the *Alpha Strike* rules, players simulate battles between armies with miniatures representing the various battlefield units, and model terrain representing the battlefield itself. Statistical data for each battlefield element is tracked using unit cards, measuring the element's mobility, armor, firepower, and special abilities. Dice are used to resolve attacks between elements, with successful attacks delivering damage that degrades each unit's performance.

The winner of an *Alpha Strike* scenario is often the player whose army is the last one standing, but—as in real life—tactics and mission objectives can evolve beyond even that simple definition of success.

ALPHA STRIKE VS. TOTAL WARFARE

Players familiar with the *BattleTech* universe through *Total Warfare* will notice some immediate differences between those game rules and the ones found in *Alpha Strike*. For example, where *Total Warfare* relies on the players using map sheets marked with a hexagonal grid to track movement and range, *Alpha Strike* is primarily a terrain-driven game.

In place of hexes, the ideal way to play *Alpha Strike* is to employ three-dimensional terrain. This can range from professional-quality, painted and flocked foam and scale model buildings—all materials one might find in any hobby store that caters to model railroad hobbyists and war gamers—or the most basic improvised approximations, such as various books for hills, and paper stand-ups for trees. Overall, the primary goal of any terrain used for *Alpha Strike* is to achieve a reasonable sense of scale with the miniatures the players are using to represent their forces.

(For players who prefer using hex maps in place of three-dimensional terrain, rules for converting *Alpha Strike* to hex map play are provided later in this book.)

The rules in *Alpha Strike* also reduce the detail level found in the *Total Warfare* style of play, abstracting away the various nuances of each unit's weapons, armor, and structural designs in favor of a faster-playing system. These rules are actually an adaptation of those presented most recently in our *Strategic Operations* advanced core rulebook (known there as Quick-Strike). As a result, they remain fundamentally compatible with the classic *BattleTech* game rules.

WHAT'S NEEDED TO PLAY ALPHA STRIKE

To play *Alpha Strike*, you'll need the following:

Players

Alpha Strike is ideally a "player versus player" wargame (though *Alpha Strike* campaigns can certainly be run with one player acting as a "gamemaster" who merely runs the forces that oppose the players). As a result, it is kind of hard to have a good game of *Alpha Strike* with less than two players, so you'll want to invite your friends in. (It's downright impossible without any players at all.)

Rules

This book contains all the core rules needed to play *Alpha Strike* games ranging in complexity from the basic introductory level through the advanced-level rules suitable for strategic campaigns. Sample company-sized army lists or the Clan Invasion era of play are even provided for players interested in quickly jumping straight into gameplay.

Supplemental Rules: To maintain the focus on the basics, this rulebook does leave out some details, most notably unit conversion from standard, *Total Warfare*-style *BattleTech*, and a more in-depth look at the alternative eras and faction-driven tactics and technologies. For the conversion rules, players will find the rules in *Strategic Operations* (see pp. 355-381, *SO*). Future supplemental books—both in printed and in downloadable formats—will be provided in the future, offering larger army lists, support for alternate eras of play, and even introducing special rules to simulate factional flavor, tactics, and technologies.

Dice

The primary action resolution system in this game involves rolling dice. Like the other rule sets in the *BattleTech* game line, *Alpha Strike* uses six-sided dice (D6s), with most players requiring at least two "six-siders" (2D6) to resolve most actions. Extra dice can be helpful, but are not required.

Miniatures

Alpha Strike uses standard *BattleTech* miniatures to represent units. The *BattleTech Introductory Box Set* comes with a set of plastic miniatures and Iron Wind Metals sells *BattleTech* metal miniatures in both sets and individual packs. Each unit employed in an *Alpha Strike* army is represented by its own miniature.

Miniature Scale: The miniatures described above are roughly sized to the 1:285 scale. For those familiar with railroading modeling and the like, this makes *BattleTech*'s preferred miniatures generally compatible with Z-scale models and terrain. (Although Z-scale is technically 1:220, *BattleTech* miniatures do tend to fluctuate slightly in scale, largely for quality and detail purposes. Because of this, *BattleTech* miniatures can be viewed more as icons that represent specific units, than a truly accurate to-scale representation of a battlefield unit.)

Proxy Miniatures: While having the exact miniature matching the make and model of the players' units is ideal, it may not always be a practical option for those whose resources are limited. Players should therefore feel free to use substitute miniatures to represent their units as "proxies" for any missing units—so long as the substitute miniatures are at least of a size and general shape that appropriately reflects the unit in question. Because likeness can be a subjective thing, however, using proxy figures should only be employed if all other players agree.

Unit Cards

Alpha Strike cards are available for download from Catalyst Game Labs. Cards for all the Introductory Box Set units are available for free download from the bg.battletech.com website, and sets of cards for other units are available for purchase. Players armed with the unit's *Alpha Strike* stats may also fill in blank cards for themselves. The data recorded on an *Alpha Strike* unit card is described in the Introductory Alpha Strike rules (see pp. 10-21).

Tape Measure

You will need at least one measuring device, usually a tape measure. A measuring stick marked with 6", 24" and 42" marks can be useful for determining range, or a laser sight that measures range. A flexible tape measure can be useful for determining movement around obstructions. Players are free to measure at any time.

Measurements: For the purposes of this rulebook, the "Imperial" measuring standard (inches and feet) is used, rather than the metric system. For those comfortable with metric standards wishing to make the conversion, 1 inch (1") is equal to 2.54 centimeters. Because this can lead to some odd fractional centimeter values, however, we would recommend converting from inches to centimeters using a simpler 2.5 multiplier (thus, marking one's metric-only tape measure at the 15cm, 60cm, and 105cm lengths).

Tabletop and Terrain

A tabletop is the bare minimum, typically 6′ x 4′ or larger. Miniature trees, buildings, hills and other terrain are then added to produce a simulated battlefield. The rough "real world" scale for this battlefield is approximately 7.5 meters per inch, making the recommended table sizes generally equivalent to a battlefield size 360 to 540 meters across.

Measurements: Once more, for players who prefer the metric system, 1 inch equals 2.54 centimeters, and 1 foot (1′) equals 30.48cm. The recommended table size mentioned above thus works out to about 183cm x 121cm.

ALPHA STRIKE AT A GLANCE

The cores rules for *Alpha Strike* are divided into four broad sections in this book, as follows:

Introductory Alpha Strike: Following this chapter, the Introductory Rules cover the basics of ground-warfare gameplay, and are best recommended for new players. To keep things simple, the Introductory Rules presume that the players' forces are entirely composed of BattleMechs, the dominant war machine of the *BattleTech* setting.

Standard Alpha Strike: The standard rules are ideal for players who are comfortable and proficient with the introductory-level game. Standard *Alpha Strike* covers the broader range of *BattleTech* ground warfare, introducing infantry, ProtoMechs, combat vehicles, and other ground combat elements into the general experience.

Abstract Aerospace System: This chapter covers the use of aerospace assets that operate above the standard-level *Alpha Strike* (and occasionally interact with it). This system allows players to resolve movement and combat for aerospace and conventional fighters, small craft, and DropShips.

Advanced Alpha Strike Options: The rules in this chapter present more advanced-level options for games played using the standard *Alpha Strike* rules, including advanced terrain types, artillery weapon rules, buildings, exotic environmental conditions, fire and smoke, and even conversion rules from terrain-based play to hex-grids.

Campaign Play: The last of the core rules sections presented in this book presents a rough structure for resolving a campaign using *Alpha Strike* rules. This system employs a series of mission tracks designed to simulate a textbook planetary invasion between neighboring factions, beginning with the landing process and continuing to the ultimate conclusion of either glorious conquest or heroic defense.

ADDITIONAL MATERIAL

After the core rules chapters, *Alpha Strike* features two additional chapters:

Campaign Setting: Clan Invasion: This chapter is short review of one of the most formative eras in *BattleTech* history: the Clan Invasion period, from 3050 to 3062. This chapter quickly summarizes the events and major powers involved in the Clan Invasion, while also providing full, playable stats for sample forces from that era. Players can use these armies, together with the core rules in this book, to play out campaigns set in this historical period.

The BattleTech Universe: This final chapter in this book presents a short sourcebook on the overall *BattleTech* setting, describing the history, major factions, and terminology of *BattleTech* in broad strokes.

Alpha Strike Supplementals: Beyond this book, and over the coming months, players will find downloadable content tailored for use with *Alpha Strike* via the bg.battletech.com website. This not only includes the *Quick-Strike Cards* that translate classic *BattleTech* units into *Alpha Strike*-playable units, but also includes *Alpha Strike Eras*—full-size documents that detail the major periods of warfare in the *BattleTech* universe, complete with larger-size, ready-to-play army lists, and special rules additions to add more flavor and depth to your *Alpha Strike* games.

COMMON GAME TERMS

The following terms are commonly used when playing *Alpha Strike*, and most will appear repeatedly throughout this book:

Area of Effect (AoE) – An area of effect refers to a circle around a center point that may be affected by certain weapons or items. Examples of AoE items include electronic countermeasures (ECM) suites, and attacks from artillery weapons.

Armor and Structure (A and S) – On an *Alpha Strike* unit's card, bubbles are used to indicate the how many points of external (Armor) and internal (Structure) damage the unit can sustain before being destroyed. Damage that strikes Structure bubbles dramatically increases the chances of the unit suffering critical damage.

Base-to-Base Contact – When two miniatures are physically touching each other on the table, they are said to be in base-to-base contact.

Critical Hit (Critical) – In *Alpha Strike*, a critical hit refers to a special form of internal damage that impairs a unit's functions without necessarily destroying it. Critical hits tend to occur as a result of damage to a unit's Structure, and can affect mobility, firepower, and effectiveness in a variety of ways.

D6 – *Alpha Strike* uses six-sided dice for game play, using D6 as shorthand for each die a player needs to roll to resolve attacks and so forth. A number preceding D6 refers to how many dice are required for a given action (usually 2D6), with the outcome of the roll determined by adding the dice together. Thus, when a player rolls 2D6 and gets a 3 result on one die, and a 4 on the other, the roll result is added up to 7 (3 + 4 = 7).

Damage Value (Damage) – A unit's Damage Value defines the number of points of Armor and/or Structure damage it can inflict against a target with a successful attack at each range bracket.

Heat Scale – Some units—notably 'Mechs and aerospace fighters—can potentially overheat as a consequence of combat actions and conditions. The Heat Scale is the part of the unit's card used to keep track of the unit's present heat levels in the event it

does overheat. (See Overheat Value, below; if a unit's heat scale reaches, or exceeds, "S", the unit is shutdown.)

Inch – The distance measurement used most commonly to define range and height in *Alpha Strike* is the imperial inch, which uses a double quotation for shorthand (1 inch = 1"). For players converting to metric, 1 inch is equal to 2.54 centimeters, but a more easily recommended conversion of 2.5 cm to the inch is recommended for ease of play.

Initiative – In *Alpha Strike*, Initiative is the gameplay mechanism used to determine movement and combat resolution order.

Line of Sight (LOS) – The direct line between two units is referred to as the unit's Line of Sight. This will be the straightest, shortest distance between the units. A "clear LOS" refers to a line of sight that is not blocked by intervening obstructions. An "obstructed LOS" may have one or more objects between the two units. When two units cannot see each other at all through the objects and terrain between them via this straightest distance, LOS is may be considered blocked entirely.

Margin of Failure (MoF) – The difference between a target number and a modified roll result that falls below that number is referred to as the roll's Margin of Failure (or MoF, for short).

Margin of Success (MoS) – The difference between a target number and a modified roll result that equals or exceeds that number is referred to as the roll's Margin of Success (or MoS, for short).

Modified Roll – The result of a dice roll after all modifiers are applied is referred to as a Modified Roll.

Modifiers – Any number that is added to (or subtracted from) a dice roll, a target number, damage value, or heat value, is referred to as a modifier. Modifiers that apply to a target number are called TN modifiers or to-hit modifiers. Modifiers that apply to the dice roll result are referred to as roll modifiers. Modifiers that apply to a damage result are referred to as damage modifiers. Modifiers may be added or subtracted as appropriate (positive modifiers are added; negative modifiers are subtracted).

Movement (Move) – *Alpha Strike* units measure the distance they can move in each turn of play in inches. When a letter appears after the number of inches an *Alpha Strike* unit possesses, it indicates the mode of movement the unit employs, which can active special rules and options such as the ability to jump over interceding terrain or use hovercraft movement to cross water features, and so forth.

Multipliers – Multipliers are special modifiers that require the player to *multiply* a roll result, target number, damage value, and so forth, instead of adding or subtracting.

Overheat Value (OV) – A unit's overheat value indicates the number of additional damage points it can deliver in exchange for suffering overheat effects.

Point Value (PV) – A unit's Point Value measures its approximate battlefield strength, based on a combination of its mobility, armor, structure, weaponry, special abilities, and even its pilot or crew's skill.

Point of Impact (POI) – A point of impact is the targeted center of an area-effect attack.

Range – The distance between two units is often referred to as the range between them. Weapons and certain other items tend to have range values, often described as Short, Medium, Long, Extreme and so forth. These "range brackets" are often used to describe a unit's overall ability to deliver damage to a target, with shorter-ranged attacks typically more devastating and easier to deliver.

Round Up – Recurring rules (often involving multipliers) may request that a player "round up," "round down" or "round normally," depending upon the situation. Rounding up means to increase a value to the nearest desired number (usually the nearest whole number), regardless of how small the fraction may be. For example, if a value of 3.1 is achieved and a player is asked to "round up to the nearest whole number," that 3.1 becomes a 4.

Round Down – Rounding down means to decrease the value to the nearest desired number—once again, regardless of the decimal. For example, a value of 3.6 that the player must "round down to the nearest whole number" becomes a 3.

Round Normally – Rounding normally means that when the value to be rounded falls closer to a lower target number than a higher one, the player must round down. Conversely, values from the midpoint between two possible target numbers and up to the higher number must be rounded up. For example, a value of 3.4 that the player must "round normally" becomes 3, but a value of 3.5 or more (the midpoint between 3 and 4) would be rounded up to 4.

Skill Rating (Skill) – In *Alpha Strike*, a unit's Skill Rating refers to the unit's ability to deliver effective attacks and perform certain actions. Better Skill Ratings are generally coupled with lower base target numbers. For this reason, a unit's Skill may even be referred to by a number, which describes the unit's target number to execute attacks before applying any modifiers.

Special Ability (Special) – Many units in *Alpha Strike* feature special abilities. Specials are noted on the unit's data card using simple abbreviations. Each Special represents a unit bonus capability the unit might be able to use in combat.

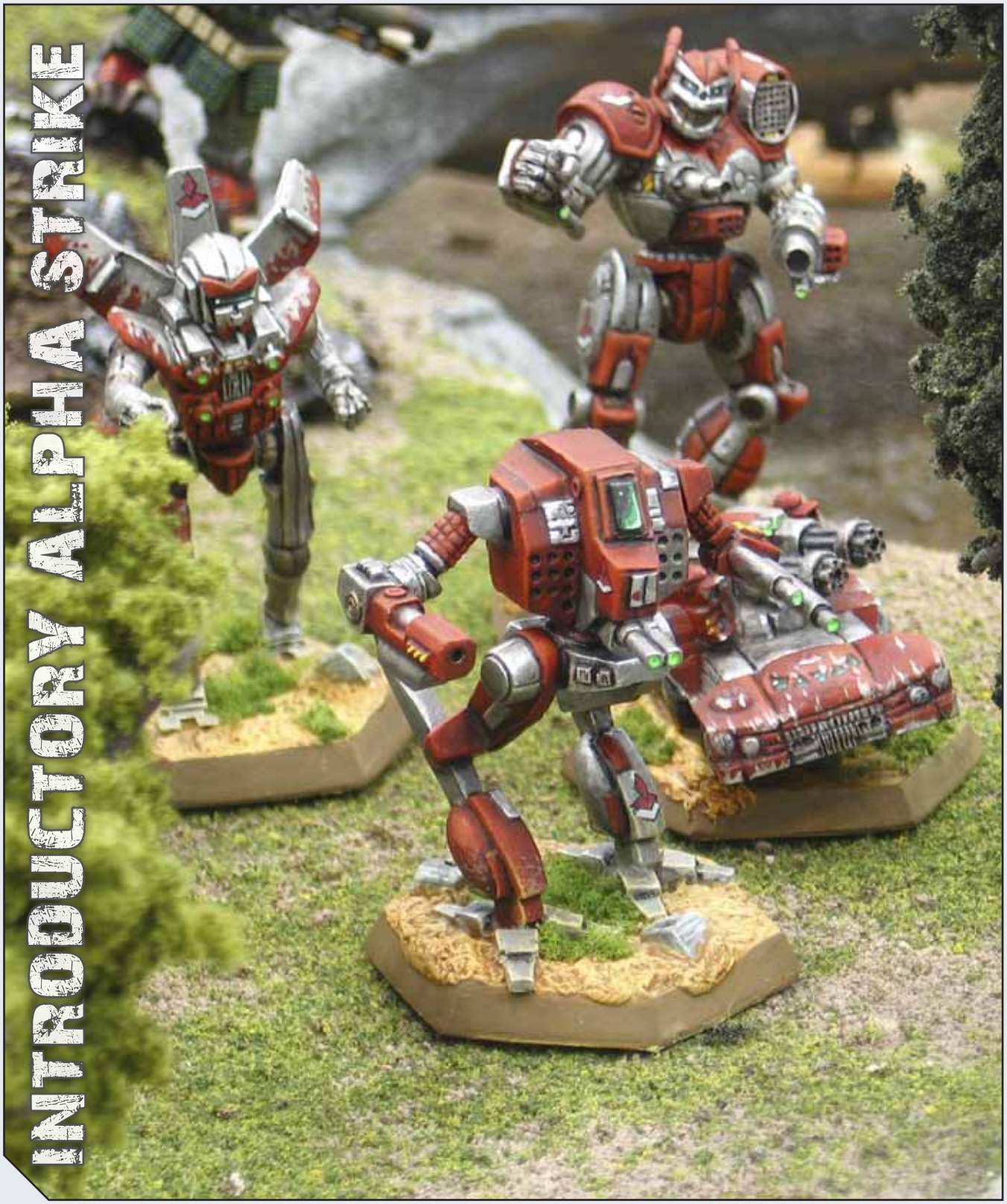
Target Number (TN) – The number that a dice roll must equal or exceed to achieve a successful result. When referring to attack actions specifically, a target number may also be referred to as a to-hit number.

Unit – In these rules, the term "unit" refers to any single unit or group that can be fielded in a *BattleTech* game and moves and attacks as one. When a group is referred to as a "unit" individual group members may be referred to as "Elements".

Unit Size (Size) – In *Alpha Strike* play, a unit's size refers to its weight class. This is generally given in a numerical format, with 1 indicating a Light unit, 2 indicating a Medium unit, and so forth.

Unit Type (Type) – A unit's type is its broad classification, which helps identify basic rules for how it moves and acts in gameplay. In the introductory-level rules, only BattleMech unit types are used. Other types include combat vehicles, infantry, aerospace, and so forth.

INTRODUCTORY ALPHA STRIKE

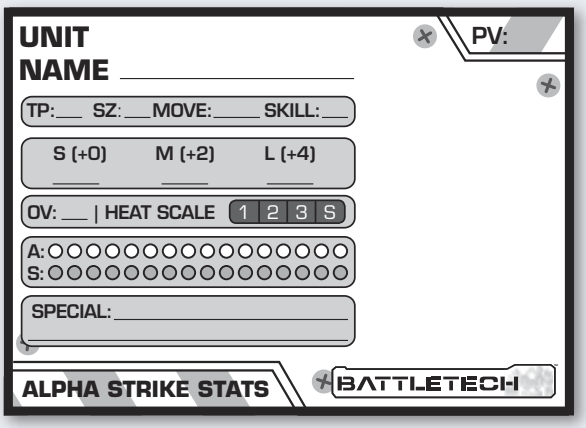


The mercenary unit Ronim *was formed from the Draconis Combine Tenth Ghost Regiment, after refusing orders they deemed a "suicide mission."*

The following introductory-level rules are designed to familiarize new players with the basics of the *Alpha Strike* game system. As such, they focus entirely on ground warfare between BattleMechs ('Mechs), as they are the primary (and most flexible) of BattleTech's combat units.

COMPONENTS

Introductory *Alpha Strike* uses miniatures, six-sided dice (D6s), tape measures and tabletop terrain. These items were described in brief in the previous chapter (see pp. 6-9). Unit cards, which track the vital statistics and conditions of each unit in play, are also required. The data they present is described below.



THE UNIT CARD

The following items appear on the Unit Card for BattleMech units:

Unit: In *Alpha Strike*, the term "unit" refers to any single element or group of elements that can be fielded in a *BattleTech* game. Even when a unit represents multiple elements, the unit moves, attacks, and tracks damage as one.

Type (TP): The Type field on a unit card indicates the general classification of a unit in two-letter codes. The BattleMech (BM) is the only unit type covered in Introductory *Alpha Strike*.

Point Value (PV): A unit's Point Value measures its approximate battlefield strength, based on its combat capabilities.

Size (SZ): On the unit card, the unit's size is a numerical value indicating its weight class. BattleMechs tend to come in four sizes, in increasing weight: 1 (Light), 2 (Medium), 3 (Heavy), and 4 (Assault).

Movement (Move): On the unit card, the Move field indicates the number of inches the unit may move during a turn of gameplay. When a letter appears after this number of inches, it indicates a special mode of movement the unit might possess, such as the ability to jump (see Jumping, p. 15).

Skill: This blank area on the unit card is where the player can indicate the base to-hit number for the unit's attacks. (A regular-rated MechWarrior commonly has a value of 4, while a value of 1—or even 0—indicates an elite-rated MechWarrior.)

Damage Value: The numbers shown in this part of the unit card indicates the amount of damage points the unit can deliver at each range bracket—S (+0), M (+2), and L (+4). These range brackets, respectively, are Short, Medium, and Long. If a unit cannot deliver damage at a range bracket, it may have either a 0 in that bracket, or a dash ("—").

Overheat Value (OV) and Heat Scale: For BattleMech units, the Overheat Value indicates the number of damage points the unit can add to its attack, in exchange for suffering an equal amount of heat. Overheating is tracked in the four boxes under the heat scale, with each point of overheat given its own box. If the unit suffers 4 or more points of overheating, it will shutdown (indicated by the "S" in the fourth box of the Heat Scale).

Armor and Structure (A/S): The white bubbles in this part of the unit card indicate how many points of external armor the unit possesses, while the gray-shaded bubbles track how many points of internal structure it possesses. When a unit is damaged, these bubbles are crossed off. A unit that has had all of its structure bubbles marked off is considered to be destroyed.

Special Abilities: In *Alpha Strike*, units that possess special battlefield abilities beyond movement, damage, armor, and structure, will note these abilities as Special Abilities. These features are described on the unit card using abbreviations, and are further described later in this book.

ID: In the event that multiple units of the same design are used in a given *Alpha Strike* scenario, players may differentiate these units with some form of handy identifying information, recorded on the reverse side of the unit card.

SETUP

To begin setup, the controlling player for each side rolls 2D6. The player with the highest dice result is the initiative winner, and thus may choose his desired army list first (see *Clan Invasion Army Lists*, pp. 135-141). The player with the lowest initiative roll selects his army list last (see p. 115).

CHOOSING ARMY LISTS

This rulebook includes a list of forces appropriate to the various major factions of the Clan Invasion era. For the purposes of these rules, these forces are called army lists. Before starting play, each player should choose one of these army lists to serve as his force. (For quicker games, players may choose to play with a portion of their chosen armies.)

As long the number of units—and the total Point Values of these units—are equal for all players' armies, the battle will be even.

Unit Type Restrictions

For the purposes of Introductory *Alpha Strike*, players must restrict all unit selections to BattleMech-type units only (BM). For your convenience, the sample army lists provided in this book are all of the BattleMech unit type, but on-line supplements and resources will offer a greater range of unit types more suitable for the standard *Alpha Strike* rules.

Preparing Unit Cards

The data presented in each army list provides the full *Alpha Strike* stats for the units in that army list. These statistics must be faithfully copied into the appropriate fields on the players' unit cards.

When translating a unit's Arm/Str values to a unit card, extra armor and structure bubbles (respectively) beyond those of the unit's stats must be blacked out prior to play, leaving the remaining bubbles untouched. (For example, the Arm/Str values for the AWS-9M *Awesome* are given in the Capellan Confederation Army List as 8/4. This means that, when translating the *Awesome*'s stats to a unit card, all but 8 of the Armor bubbles must be blocked out, while all but 4 of its Structure bubbles must be blocked out.)

Alternative Army Lists

Beyond the lists presented in this book, players may purchase downloadable supplements on-line that present larger and more varied army lists appropriate to any desired era of *BattleTech* gameplay. Players comfortable with the rules may even create their own custom army lists by either converting standard BattleTech units to *Alpha Strike* play (using the rules found in our *Strategic Operations* advanced rulebook), or by translating the unit's "Quick-Strike" stats as found on the BattleTech Master Unit List (www.masterunitlist.info).

PLACING TERRAIN

In *Alpha Strike* play, any available terrain is usually selected by the agreement of both players. If the terrain features are modular, the players can even alternate turns adding elements to the terrain table, setting up any hills, water features, woods, and so forth suitable for play.

Once the terrain is placed, the initiative winner gets the first pick in declaring an edge of the table area to serve as his army's "home edge"—the side of the battlefield where his units will enter. The opposite edge then becomes the home edge for the player with the lowest initiative roll.

In most scenario types, a player's units may only exit the map safely through that player's home edge, but some scenarios may allow (or even require) a player's units to escape the map via other map edges—perhaps even the home edge of the opposing force.

Starting Positions

Generally, units begin play off the board, and enter the battlefield area only during the first turn. At the players' option, units may instead begin play already placed on the board within their deployment zones (defined as the whole map area within 10 inches of the units' home edge).

In this latter case, the player who made the higher Initiative roll during set-up may choose whether to begin setting up his units first or second. Once this is decided, each player takes turn placing one of his units on the map within his army's deployment zone until all units have been placed. Units may be placed with any facing direction desired.

If the opposing armies have an unequal number of units, refer to the *Unequal Number of Units* rule (see p. 27), to determine how many units must be placed by each player in turn.

PLAYING THE GAME

This section provides an overview of the *Alpha Strike* gameplay sequence. For simplicity, these rules presume that each game is made up of two sides, controlled either by two players or by two teams of players. Whenever the rules refer to a player, that term can mean a team of players as well as an individual.

SEQUENCE OF PLAY

An *Alpha Strike* game consists of a series of turns. During each turn, all units on the table will have an opportunity to move and fire their weapons or make physical attacks. Each turn consists of several smaller turn segments, called phases. During each phase, players may take one type of action, such as movement or combat. The players execute the phases in a given order. Specific actions, movement, effects of damage and so on are fully explained in separate sections later in these rules.

Each turn includes the following phases, performed in the following order:

Step 1: Initiative Phase

Each player rolls 2D6 and adds the results together to determine Initiative; re-roll ties. The player with the higher result wins the Initiative for that turn.

Because movement and combat are considered to occur simultaneously in the course of an *Alpha Strike* game turn, the Initiative winner actually executes unit movement and combat actions *after* the player(s) with the lower Initiative roll. This simulates a greater awareness of the tactical situation.

Step 2: Movement Phase

The player with the lowest Initiative roll moves one of his units first. Presuming an equal number of units on the two sides, the Initiative winner then moves one of his units, and the players continue alternating their unit movements until all units have been moved.

If the number of units per side is unequal, the player with the higher number of units must move more units in proportion to that of his opponent. See the *Unequal Number of Units* rule (see p. 27) for a helpful guide to handling unequal force numbers.

Step 3: Combat Phase

As with the movement phase, the player with the lowest Initiative roll acts first in the Combat Phase, but—rather than alternating actions—this player declares and resolves *all* of his units' combat actions at this time, followed by the Initiative winner.

In the Combat Phase, each unit may execute one attack. Damage from these attacks is resolved immediately, but the effects do not take place until the turn's End Phase. This means that a destroyed unit will normally have a chance to return fire.

Step 4: End Phase

Both players may complete the End Phase simultaneously.

In this phase, each player executes any miscellaneous actions remaining for the turn, such as removing destroyed units, or restarting units that shut down from overheating in a previous turn. The specific rules for such actions state whether or not they take place during the End Phase.

After resolving all End Phase actions, the turn ends and the players return to Step 1, repeat all these steps until one side meets its victory conditions for the scenario.

VICTORY CONDITIONS

In Introductory *Alpha Strike*, victory is most commonly achieved when one player's army destroys all of the opposing players' units.

Alternative Victory Conditions

Players interested in more variety may assign alternate victory conditions for their *Alpha Strike* games as they wish. Examples of this include "breakthrough" scenarios, where one side's goal is to move a certain number of its units across the map and off the opposing edge with minimal casualties, or a "capture the flag" type of scenario, where a player's force might claim victory by moving its units to a pre-designated point and surviving in that position for a certain number of turns.

MOVEMENT PHASE

Every unit has a base Move listed on its unit card. This value is the maximum number of inches the unit may move during its turn. A unit may move in any direction and—at the end of its movement—may face in any direction. Units need not move their full amount; in place of moving, a unit may simply stand still. A unit may make multiple turns, during the course of its movement, to maneuver around obstacles, so long as the inches traveled are within its maximum Move rating. (Using a flexible tape measure, to correctly measure this indirect distance, is highly recommended.)

Terrain may prohibit or impede a unit's movement, as shown on the Movement Cost Table.

Minimum Movement

As long as a unit is mobile (meaning that its Move has not been reduced to zero through damage or heat effects), it can always move 2 inches in any direction, regardless of the terrain's movement costs (unless the terrain in question is prohibited).

Facing

'Mech units are considered to be facing the same way as the feet of the miniature representing the unit.

A unit's facing affects combat resolution (see *Combat Phase*, below), and can only be voluntarily changed during the Movement Phase.

Stacking

During the Movement Phase, a unit may move through a space occupied by other friendly units, but may not move through unfriendly units at the same elevation. If the units occupy different elevations during a unit's movement (such as when a 'Mech unit with jumping capability uses it to move), the units are considered to be at different elevations and may pass through the same space.

Regardless of how they arrive at their destination, units in *Alpha Strike* may not occupy the same space on the game table, regardless of any differences in elevation.

TERRAIN

Terrain may impede movement, costing an extra number of inches to enter or pass through. These extra costs are shown on the Movement Cost Table. Note that multiple terrain conditions may combine for higher movement costs (such as when changing elevations while moving through water).

Water: 'Mech units entering water must pay the combined cost of the movement, plus the extra movement costs for water terrain and any level change costs.

Level Change: 'Mechs may climb onto and over terrain as steep as 2 inches high (per inch of horizontal travel). Doing so costs 1 extra inch of movement per inch of elevation changed. (For an exception, see *Jumping*, p. 14). Level changes greater than these are considered prohibited terrain in *Alpha Strike*, too sheer for the 'Mech to traverse. If the unit does not have enough Move allowance remaining to climb to the desired level of terrain, it must remain at the previous level, and cannot move any further.

MOVEMENT COST TABLE

Terrain Type	Movement Cost
Clear	1″
Rough/Rubble	+1″
Woods	+1″
Water	+1″
Level Changes (up or down) Per 1″ elevation	+1″ (max 2″ per 1″ travelled)

In the Movement Basics Diagram at right, the Vulture *has 10 inches of Movement. To move to Point A, it spends 6 inches of the its available Move to get to the hill, 2 inches to move up the hill, and then 2 more inches to move across the hill. As it has run out of Move, the* Vulture *stops there, and its controlling player can choose any facing for it to end with.*

The Vulture *cannot move to straight to Point B. The 4″ elevation change is more than the 2″ allowed for elevation changes per 1″ travelled.*

If the player wishes instead to avoid ending up on top of the hill, the 'Mech can move around the hill to reach Point C. In this case, it spends 6 inches to move below the hill, and its remaining 4 inches are spent moving up the gap between the hill and the woods.

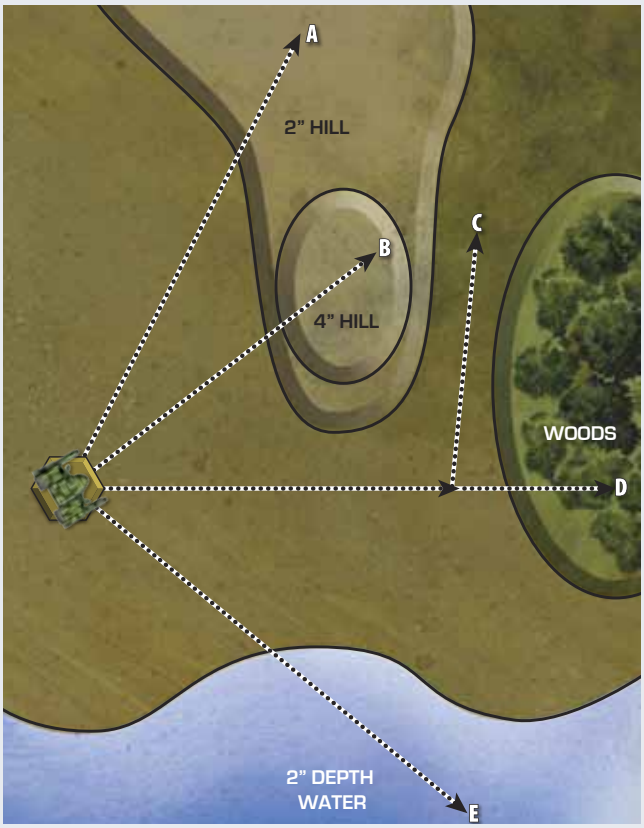
The Vulture *can also move to Point D and end its movement in the Woods. For that, it spends 7 inches of Move to get to the edge of the Woods. Because Woods cost an extra 1 inch per inch traveled through such terrain, the* Vulture *can only move 1.5 inches into the Woods before running out of Move.*

If the player would rather place his Vulture *in the water, he can move the 'Mech 4 inches to the water's edge, spend 2 inches of Move for the elevation change into the water, and then 4 more inches of Move to push through 2 inches of water terrain.*

JUMPING

Any unit with a "j" listed in its Move statistic is a unit that possesses the ability to jump over intervening obstructions. The distance such units can jump is given as the Move value beside the "j". Jumping is an alternative movement type that cannot be combined with normal ground movement by the same unit in the same Movement Phase. Units with jumping ability do not always have to jump, and some may even have a shorter Move while jumping than the same unit can move on land. (For example, the JR7-K *Jenner*, with its Move of 14″/6″j, can use 14 inches of Move on the ground, or jump for 6 inches.)

A jumping unit ignores terrain costs for the purposes of movement, and may jump in any direction, regardless of its original facing. Jumping movement always follows the shortest path possible; the player simply chooses an end point (up to the unit's jumping Move allowance), and the unit lands at that location, with any desired facing direction.



• MOVEMENT BASICS DIAGRAM •

Maximum Jump Height: For a jump to be legal, the jumping unit must also be able to clear any terrain it is attempting to pass over. A jumping unit can jump over any terrain that is lower in height than its jump Move rating, so a unit with 6 inches of jumping Move may jump over any obstructions less than 6 inches tall.

Downward Jumping: When jumping downward (such as off a cliff or building), a jumping unit may safely jump down from any height.

Water: Units with jumping capability may jump into water terrain, but not out of it.

COMBAT PHASE

In the Combat Phase, each unit may deliver one attack against another unit, be it a physical attack or a weapon attack. If a unit is unable or unwilling to make an attack in the current turn, it may be skipped for that turn.

To make an attack, the controlling player declares which unit is attacking, what unit it is attacking, the nature of the attack (weapon or physical), and—if applicable—how much of his unit's Overheat Value the attack will use (see *Overheating*, p. 20). The player then resolves combat for that unit, applies any damage to the target, and then moves on to another available unit to repeat the process until all of his units have made their attacks. If the player wishes a unit not to make an attack, or if a unit is unable to make an attack for any reason, the player may pass for that turn.

Once a player has resolved (or skipped) combat actions for all of his units, the opposing player may then do so for all of his units.

In Introductory *Alpha Strike*, the only valid targets for an attack are other units.

RESOLVING WEAPON ATTACKS

The sequence for resolving weapon attacks is as follows:

Step 1: Verify line of sight (LOS)
Step 2: Verify firing arc
Step 3: Determine range
Step 4: Determine to-hit number
Step 5: Roll to hit
Step 6: Determine and apply damage
Step 7: Roll for critical hits (if applicable)

Step 1: Verify Line of Sight

Line of sight (LOS) in *Alpha Strike* is determined by what a unit can "see" from its vantage point on the table. Units can usually be sighted by simply going to the eye level of the attacking unit and looking at the target miniature. If the target miniature can be seen, then the units have LOS to one another. When this is not possible, players may determine line of sight by running a straight measuring tape or a taut string from miniature to miniature, or perhaps even by using a laser pointer.

If less than one-third of a miniature is visible behind solid terrain (such as hills or buildings), then the line of sight is considered to be blocked.

Non-solid terrain—such as woods—does not automatically block LOS in the same fashion. In the case of such terrain, line of sight is only considered to be blocked when it passes through 6 inches or more of such intervening non-solid obstructions. Woods that intervene, but do not block, LOS will impose a modifier to the attack's to-hit numbers (see the *To-Hit Modifiers Table*, p. 16).

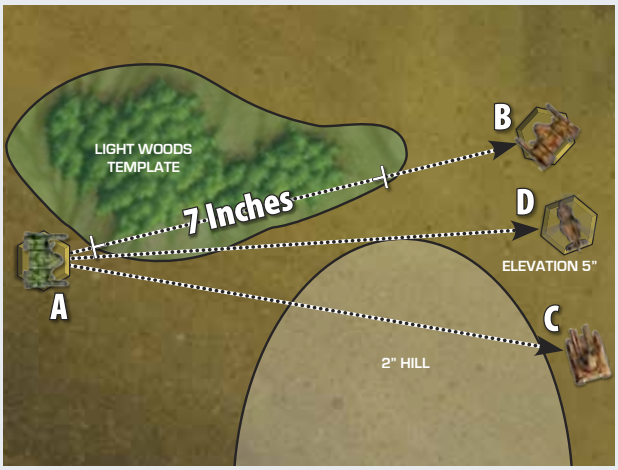
Adjacent Ground Units: Units in base-to-base contact always have line of sight to each other.

Intervening Units: Intervening units are not treated as terrain, and thus have no effect on LOS or attacks.

Partial Cover: If more than one-third (but less than two-thirds) of a target is hidden behind blocking terrain, LOS is not considered blocked. Instead, the target is said to possess partial cover, and the attacker will apply a modifier to his attack to-hit number as a result (see the *To-Hit Modifiers Table*, p. 16).

Woods: Units do not receive partial cover from woods terrain.

Water: 'Mech units that are standing in Water terrain at a depth (negative elevation) level of 1 inch will receive partial cover benefits from the water. Because the water surrounds the 'Mech, this partial cover applies even if the attacker is standing at a higher level than the target and would ordinarily be able to see the target's legs. If a unit is completely submerged within water (such as a 'Mech unit standing in water features 2 or more inches deep), LOS to (and from) the submerged unit is considered to be blocked.



• LINE OF SIGHT DIAGRAMS •

In the Line of Sight diagram, BattleMech A wants to target BattleMech B. From the perspective of BattleMech A, the only thing the controlling player sees between the two units is a woods template. Using a measuring tape drawn between the two units to find how many inches of Woods terrain intervene, the player finds that he is trying to target a unit through 7 inches of light woods intervene. Because this is more than 6 inches, LOS between the two BattleMechs is actually blocked; BattleMech A therefore cannot attack BattleMech B.

The controlling player decides instead to target Ground Vehicle C. Unfortunately, when he leans down to the mini's level to check LOS, he finds that Vehicle C is actually hidden by the low ridge between them. This leaves only Vehicle D, a VTOL currently flying at an elevation level of 5 inches above the table, as the only target that BattleMech A can see from its vantage point. BattleMech A's player notes that even this LOS passes over the woods terrain between them, and verifies with a straight-edge that the attack will pass through some wooded terrain.

• ALPHA STRIKE FIRING ARCS DIAGRAM •

Step 2: Verify Firing Arc

Every unit in *Alpha Strike* has a particular field of fire into which the unit may make attacks. These fields of fire, based on the unit's type and its facing, are known as firing arcs. A 'Mech unit's firing arcs extend to the edge of the battlefield in the directions indicated by the diagram.

If more than half of the target unit's base lies outside the attacker's firing arc, then the attack cannot be made.

Step 3: Determine Range

Alpha Strike uses fixed range brackets for all weapon types. To determine a unit's range, measure the distance from the edge of the attacker's base to the edge of the target's base, and compare this number to the Alpha Strike Range Table, to determine what range bracket the target lies in.

A unit's successful attack will deliver a certain amount of damage to the target at each of the indicated ranges, but not all units can deliver damage at every range bracket. If a unit's damage value in a given range bracket is given as a 0 or a dash ("—") on its unit card, the unit cannot make a weapon attack at that range.

Base-to-Base Contact: Units may not make weapon attacks against targets with which they are in base-to-base contact. Against such units, the attacker may only deliver a physical attack (see *Resolving Physical Attacks*, p. 19).

ALPHA STRIKE RANGE TABLE

Distance	Range
Up to 6″	Short
Over 6″ and up to 24″	Medium
Over 24″ and up to 42″	Long

Step 4: Determine To-Hit Number

Once a player has determined that he has LOS to his target, that the target is within the attacking unit's firing arc, and within a range bracket it can deliver damage to, he must determine the to-hit number. The player's dice roll must equal or exceed this to-hit number in order to score a successful attack against his target.

The base to-hit number for all attacks is the unit's Skill Rating. This number is then modified based on the attack's range bracket, the target's movement capability, terrain features, and other miscellaneous situations. The modifiers applicable to Introductory *Alpha Strike* are shown on the To-Hit Modifiers Table. Unless otherwise stated, all modifiers are cumulative, which means they are added to the unit's base to-hit number to find the final to-hit number.

TO-HIT MODIFIERS TABLE

RANGE MODIFIERS		
Range	**Distance**	**Modifier**
Short	Up to 6″	+0
Medium	>6″ to 24″	+2
Long	>24″ to 42″	+4

TARGET MOVEMENT MODIFIERS[1]	
Target's Available MP	**Modifier**
0-4″	+0
5″-8″	+1
9″-12″	+2
13″-18″	+3
19″-34″	+4
35″+	+5
Jump Capable	+1

TERRAIN MODIFIERS	
Terrain	**Modifier**
Woods	+2[2]
Partial Cover	+2

PHYSICAL ATTACKS MODIFIERS	
Physical Attack Type	**Modifier**
Charge	+2
Death From Above	+3
Melee	+1
Standard	+0

TARGET MODIFIERS	
Target	**Modifier**
Is Shutdown/Immobile	–4

MISCELLANEOUS MODIFIERS	
Attacker	**Modifier**
Fire Control Hit	+2[3]
Overheated	+ Heat Level [1-3][4]

[1]Modifier Modifier is based on the unit's available movement, modified by heat levels and critical hits (if applicable). For units with multiple movement modes, apply the modifier from the mode that has the highest modifier. Inches actually moved by the unit are irrelevant.
[2]Modifier applies if terrain is intervening or occupied by target.
[3]This modifier may apply multiple times, but does not apply to physical attacks.
[4]Heat modifiers do not apply to physical attacks.

Shutdown Units: Shutdown units do not receive a movement modifier for target's available movement.

Occupying and Intervening Terrain: Terrain is occupied if any part of the unit's base is in contact with the terrain. Terrain is intervening if the Line of Sight passes through it before reaching the target (see *Verify Line of Sight*, p. 15).

In the To-Hit Roll diagram, Alice's CTF-3L Cataphract *stands at Point A and is attacking an ANV-3M* Anvil *at Point B. Alice's 'Mech has a Skill rating of 3, establishing her base to-hit at 3. She then applies the following modifiers:*

The Anvil *is 2 inches away, and thus at short range (no modifier).*

The Anvil*'s available Move is 10"/4"j. The 10" ground movement provides a target movement modifier of +2, while the 4"j provides only +1 (+0 for the 4" movement, +1 for jump capability = +1 total). As the ground movement modifier is higher, +2, is used.*

Next, Alice adds 2 because the Anvil *is in water that provides partial cover.*

This makes the final, modified to-hit number 7 (3 [Skill Rating] + 0 [short range] + 2 [target movement] + 2 [partial cover] = 7). Alice will need to roll 7 or higher on 2D6 to successfully hit her target.

Step 5: Roll to Hit

To execute an attack, the controlling player rolls 2D6 for each unit and compares the total to the modified to-hit number identified in the previous step. If the dice roll equals or exceeds the modified to-hit number, the attack succeeds. Otherwise, the attack fails.

Step 6: Determine and Apply Damage

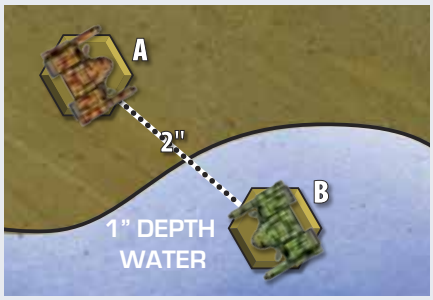
When an attack is successful, its damage is applied immediately, but damage effect will not take place until the End Phase. Before damage can be applied, the attack direction and amount of damage must be determined.

Attack Direction: When an attack hits a unit, it must be determined whether or not it strikes the target's front or rear. To determine this, lay a straightedge from the center of the attacker's base to the center of the target's base. If the attack enters through the rear hex side of the target's base, the attack direction is to the target's rear. Otherwise, the damage applies to the front of the target. If the straightedge crosses at the intersection of two hex sides, the target chooses which side is hit by the attack.

Amount of Damage: The base amount of damage delivered by a successful weapon attack is equal to the attacking unit's damage value at the appropriate range bracket. If the target is at short range, the base damage is that listed in the attacking unit's S value. For a target at medium range, the M value is used. For a target at long range, the L damage value applies.

Add 1 point of damage to any successful attack that strikes its target in the rear.

Units that track heat may inflict additional damage on their targets at the expense of overheating. The decision to overheat for additional damage potential must be made when the attack is declared, but before it is resolved (see *Overheating*, p. 20).

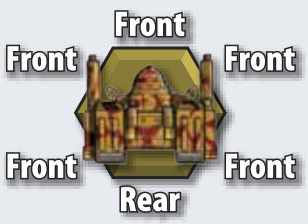


• TO-HIT ROLL DIAGRAM •

Heat Special Ability: Some units have a preponderance of heat-generating weapons. Units with this feature will reflect this in the unit's stats via the Heat special ability (HT#). The Heat special ability will also include a numeric rating (for example, HT1), which will indicate the number of additional heat points that will be applied to the target in the End Phase of the turn when the attack hits. (This heat applies in addition to the indicated amount of the unit's normal weapon attack damage, so a unit that can deliver 3 points of damage and has the HT1 special will deliver 3 points of damage plus 1 point of heat.) A unit may be struck by multiple attacks that deliver heat, but no unit may gain more than 2 points of heat per turn in this fashion.

Applying Damage

The following question-and-answer process covers the recording of damage from a successful attack.



• ATTACK DIRECTION DIAGRAM •

Question 1: Does the target unit have armor (Arm) bubbles remaining on its unit card?

***Yes*:** Check off one armor bubble for every point of damage delivered against the unit, until all damage is applied or all armor is destroyed. Then proceed to Question 2.

***No*:** Proceed to Question 3.

Question 2: Is there attack damage remaining?

***Yes*:** Proceed to Question 3 to allocate remaining damage.

***No*:** The attack is finished.

Question 3: Does the target unit have structure (Str) bubbles remaining?

***Yes*:** Check off one structure bubble for every point of damage delivered, until all damage is applied or all structure is destroyed. Then proceed to Question 4.

***No*:** Proceed to Question 4.

Question 4: Is there damage remaining?

***Yes*:** The target unit is destroyed.

***No*:** Go to Question 5.

Question 5: Does the target unit have structure bubbles remaining?

***Yes*:** Roll once on the Determining Critical Hits Table (see *Step 7: Roll for Critical Hits*, p. 18). The attack is finished.

***No*:** The target unit is destroyed.

Kevin's RFL-3N Rifleman *begins the turn undamaged, and so it has 4 points of armor and 5 points of structure. This Combat Phase, the 'Mech is hit by weapon attacks from a STK-5S* Stalker *and a BSW-X1* Bushwacker. *After checking the attack directions, Kevin's opponents find all shots will strike his* Rifleman *on the front. The* Stalker *is attacking from medium range and will thus deliver 3 points of damage. Kevin marks off 3 armor bubbles, leaving 1 armor and 5 structure circles for his* Rifleman. *Because the damage has not marked off any structure bubbles, there is no Critical Hits roll.*

The Bushwacker, *also attacking from medium range, also delivers 3 points of damage. Kevin marks off the last bubble of armor on his* Rifleman *and 2 points of structure, leaving it with no armor bubbles, and 3 bubbles of structure.*

Kevin informs his opponent that the attack has hit his structure. This means there is a chance for a Critical Hit. His opponent rolls 2D6, getting a 10 result, and consults the Determining Critical Hit Table. This means the Rifleman *has taken a Fire Control Hit. In future turns, the Rifleman will suffer an additional +2 to-hit modifier to its weapon attacks.*

Step 7: Roll for Critical Hits

Any time a hit damages structure, critical damage may occur that further weakens or impairs the target unit. To determine whether a unit suffers a critical hit—and the nature of such damage—the attacker rolls 2D6 and consults the Determining Critical Hits Table. Critical Hits must be clearly marked on the unit's card. The effects of all critical hits are permanent.

If the given critical hit effect does not apply to the unit in question (for example, a weapon hit on a unit that has already had all of its damage values reduced to zero), apply 1 additional point of damage to the unit instead, but do not roll for additional critical hits as a result of this extra damage.

Critical Hit Effects

The following describes the effects of each critical hit type described in the Determining Critical Hits Table.

DETERMINING CRITICAL HITS TABLE

2d6 Roll	Effect
2	Ammo Hit
3	Engine Hit
4	Fire Control Hit
5	No Critical Hit
6	Weapon Hit
7	MP Hit
8	Weapon Hit
9	No Critical Hit
10	Fire Control Hit
11	Engine Hit
12	Unit Destroyed

This Sunder *has clearly taken a Weapon Hit, and likely an MP Hit.*

Ammo Hit: Unless the unit has the CASE, CASEII, or ENE special abilities, the unit is destroyed. If the unit has CASE, it suffers 1 additional point of damage (roll again on the Determining Critical Hits Table if this damages structure). If the unit has the CASEII or ENE special abilities, apply no additional damage and treat the result as No Critical Hit.

Engine Hit: The unit's power system has been damaged. The engine hit will cause the unit to generate 1 heat point any time it fires its weapons without delivering any extra damage from overheating. (The unit may still use overheating to add damage to its attacks, but this heat will add to the 1 point generated by the engine hit.) A second Engine Hit critical will destroy the unit.

Fire Control Hit: Some mechanism for controlling the unit's weapons has been damaged. This could represent anything from arm actuator damage to sensor hits. Each Fire Control Hit adds a cumulative to-hit modifier of +2 for all subsequent weapon attacks by the damaged unit. (This modifier will not apply to physical attacks.)

MP Hit: Something related to the unit's ability to move has been damaged. The affected unit loses half of its current Move, rounding normally (to a minimum Move loss of 2 inches). If a unit is reduced to a Move of 0 inches (or less) in this fashion, the unit may no longer move.

No Critical Hit: The hit causes not critical effect.

Unit Destroyed: The unit has suffered fatal damage and is eliminated from the game.

Weapon Hit: This hit represents the destruction of a number of weapons on the affected unit. All damage values are reduced by 1 (to a minimum of 0). Weapon Hits do not affect a unit's physical attack values.

RESOLVING PHYSICAL ATTACKS

Physical attacks follow a process similar to weapon attacks, but since range is not a factor, several steps are omitted. The process for resolving physical attacks is:

Step 1: Determine physical attack type
Step 2: Determine to-hit number
Step 3: Roll to hit
Step 4: Determine and apply damage
Step 5: Roll for critical hits (if applicable)

Step 1: Determine Physical Attack Type

There are three types of physical attack that 'Mechs may perform: Standard, Melee and Special. A unit may only make one physical attack type per turn. Units cannot make a physical attack in the same turn they have made a weapon attack.

Standard Physical Attacks: Standard physical attacks consist of punches and kicks where the 'Mech uses its limbs to inflict damage on a target. Standard physical attacks can only occur when the attacker is within 1 inch of its target, and the target is within the attacking unit's firing arc (see *Verify Firing Arcs*, p. 16).

Melee Physical Attacks: Only 'Mechs with the Melee (MEL) special ability may make Melee physical attacks. The unit uses a weapon to augment its normal physical attack damage. Units that have a Melee special ability may not choose to make a Standard physical attack instead. Melee physical attacks can only occur when the attacking unit is within 2 inches of its target and the target unit is also within the attacking unit's firing arc (see *Verify Firing Arcs*, p. 16).

Special Physical Attacks: Charge and Death from Above (DFA) attacks are more aggressive and risky physical attacks. Only one of these special physical attacks may be attempted per target, per turn—once a unit has been targeted for a Special physical attack, it cannot be the target of any further Special physical attacks. Charges and Death From Above attacks can only be completed if the attacking unit can move far enough to end its movement in base-to-base contact with its target, and—because of this—these attacks can only be made against targets that have already completed their movement. (In addition, the Death from Above attack may only be attempted by units that have sufficient jumping Move to reach the target.)

Step 2: Determine To-Hit Number

The base to-hit number for all physical attacks is the unit's Skill Rating. This number is modified based on the physical attack type chosen, the target's movement capability, terrain features, and other miscellaneous situations. The modifiers applicable to physical attacks in Introductory *Alpha Strike* are shown on the To-Hit Modifiers Table. Unless otherwise stated, all modifiers are cumulative, which means they are added to the unit's base to-hit number to find the final to-hit number.

Shutdown Units: Shutdown units do not receive a movement modifier for target's available movement.

Occupying and Intervening Terrain: Terrain is occupied by a unit if any part of the unit's base is in contact with the terrain. Terrain is intervening if the attacker's LOS passes through it before reaching the target (see *Verify Line of Sight*, p. 15).

Step 3: Roll to Hit

Roll 2D6 for each unit and compare the total to the modified to-hit number identified in the previous step. If the dice roll equals or exceeds the modified to-hit number, the attack is successful. Otherwise, the attack fails.

Step 4: Determine and Apply Damage

When a physical attack is successful, its damage is applied immediately, but does not take effect until the End Phase. All physical attack damage is applied in the same fashion as weapon attack damage. Standard and Melee physical attack damage is equal to the unit's Size value, though units with the Melee special ability add 1 additional damage point to this number. Special physical attacks use different rules for determining damage, as described below.

Charge Attacks

In a Charge attack, the attacking unit uses its ground movement to ram into its target, using its mass and speed to deliver damage. A successful Charge can thus damage both the attacker and the target. The charging unit's damage is based on its weight and the distance it traveled in the Movement Phase. To find this damage, take the total inches the attacker traveled, divide that by 2, and multiply by the result by the value shown on the Charge Damage Table, rounding normally. The result is the amount of damage inflicted against the target unit.

CHARGE DAMAGE TABLE

Unit Size	Multiply Move by
1	.25
2	.50
3	.75
4	1

Death from Above: Add +1 damage for Death from Above (DFA) attack

Damage to Attacker: If the Charge attack is successful, the attacking unit also suffers 1 point of damage if its target is Size 3 or higher. This damage does not count as an attack by the target unit, which may attack normally during its Combat Phase.

Death from Above Attack

In order to execute a Death from Above (DFA) attack, the attacking unit must have jumping movement. Airborne units may not be targeted by a Death from Above attack. On a successful DFA attack, the attacking unit delivers damage to its target equal to its Charge damage +1 (see the Charge Damage Table).

Damage to Attacker: If the DFA attack succeeds, the attacking unit also suffers damage equal to its own Size. This damage does not count as an attack from the target unit, so the target may attack normally during its own Combat Phase. If the DFA is unsuccessful, the attacking unit suffers 1 point of damage (+1 extra damage point if the attacker's Size is 3 or higher).

Step 5: Roll for Critical Hits

Physical attacks may inflict critical hits just like weapon attacks. Refer to Roll for Critical Hits (see p. 18).

Death from Above: A successful DFA automatically results in 1 roll on the Determining Critical Hits Table against the target unit, even if the target suffered no structure damage as a result of the attack. If the target *did* suffer structure damage as a result of the DFA attack, an additional roll for critical hits must be made.

OVERHEATING

Many 'Mechs have an Overheat Value (OV) shown on the unit card. This number reflects the fact that these units have more weapons than they can safely fire. A warrior piloting such a machine can push his unit beyond its safety limits to inflict extra damage. However, the heat build-up caused by such action will slow the unit down and cause its targeting systems to behave erratically until the 'Mech has a chance to cool off.

Using Overheat Value

An attacking player must announce his use of Overheat Value—and how many points of OV he wishes to use—before resolving the attack's to-hit roll. A unit with OV can apply anywhere from a minimum of 0 OV points to a maximum equal to the unit's OV rating. If the attack succeeds, it deals extra damage at the Short or Medium range brackets equal to the OV points used when the attack was announced.

For each point of Overheat Value a unit uses in this fashion, one point of Heat is added to the unit's Heat Scale (see *Heat*, p. 20). If the overheating unit is in water, it reduces this heat level by 1 point.

Heat Special Ability: Attacks using the Heat (HT#) special ability may not be augmented by overheating.

Physical Attacks: Physical attacks may not be augmented by overheating.

Overheat Long (OVL) Special Ability: If a unit has the OVL special ability, its use of Overheat will also increase its damage value in the Long range bracket in the same manner as it will for Short and Medium range.

Maximum Overheat and Heat Scale Effects

Using Overheat will add to a unit's Heat Value and can cause a unit to move slower and be less accurate in later turns. A unit cannot overheat more than the heat scale will allow (see *Heat*, p. 20).

The STK-3F Stalker *has the following stats on its unit card: Damage (S/M/L) 3/4/2, OV 3, and does not have the OVL special ability. With the OV of 3, it can overheat by up to 3 points in a turn. This mean it can inflict up to 6 points of damage at Short range (3 + 3 = 6), or 7 points at Medium range (4 + 3 = 7), but still delivers only 2 points of damage at Long range because it does not have the OVL special ability.*

In the next turn, this Stalker *can only overheat by 1 additional level, because only one space is left on the heat scale (shutdown). It cannot overheat again by 2 or 3 until it cools down.*

END PHASE

The following describes the rules for the End Phase of an *Alpha Strike* turn. Both players may complete this phase simultaneously.

DAMAGE

Unless overridden by a special ability, all damage inflicted during the Combat Phase takes effect during the End Phase. This includes all Critical Hit effects as well, and all units that are destroyed must be removed from play at this time.

HEAT

The boxed numbers and the letter "S" to the right of the Overheat Value represent the unit's heat scale. When a unit overheats, the amount by which it overheats is added to the unit's heat level, which is then marked on the heat scale.

A unit's current heat level will be added to its weapon attack target numbers, and twice its current heat level (in inches) will be subtracted from the unit's ground movement rating. (Jumping Move is not affected by the heat scale.) Heat scale levels should be marked in pencil, as a unit's heat will rise and fall throughout game play.

Remember that heat levels do not actually change until the End Phase of the turn in which the unit overheated. Thus, modifiers caused by overheating do not impact the attack that causes the overheating to begin with; they will instead affect the unit during its next turn.

Heat (HT#) Special Ability: The Heat special ability (see p. 20) reflects units that are capable of raising a target unit's heat via outside heat sources (such as flamer weapons). In a single turn, no unit may receive more than 2 points of heat from attacks made using this special ability. If a unit capable of building heat has already generated 2 points of heat during the turn from HT# attacks, the unit does not receive any additional heat effects; instead, the extra heat points from these attacks are simply lost.

Shutdown

The maximum heat level of 4 appears on the heat scale as an S, which represents automatic shutdown. A unit reaching this level on the heat scale shuts down, and cannot expend Move or attack in the following turn.

Attacks against a shutdown unit apply a –4 to-hit modifier, and ignore all target movement modifiers during that turn, including any modifiers for the targets jump capability (if applicable).

Cooling Down

Any unit that used Overheating in the current turn will increase its Heat level as mentioned above, and thus will not cool down at all in the End Phase.

If a unit outside of water (or in water terrain of less than 2 inches in depth) made a weapon attack in the current turn—but does not use Overheat—its Heat Level will remain unchanged in the End Phase. A unit in water of 2 inches in depth that used only 1 point of Overheat will also not change its current Heat Level in the current End Phase.

Heat levels will thus decrease during the End Phase only as follows:

A unit that begins the End Phase as a shutdown unit automatically drops to a Heat Level of 0 (and restarts).

A unit does not make a weapon attack in the current turn also reduces its Heat Level to 0.

A unit that enters water of 2 or more inches in depth will reduce its Heat Level by 1 point, as long as it did not use any Overheat in the current turn.

Caleb's Loki *Prime overheats by 2 in the current turn (but could have gone as high as 3). Caleb marks the 2 box on the Heat Scale of his unit's card during the End Phase of the turn. Starting with the following turn, and as long as the* Loki *remains at this heat level, it will lose 4 inches of Move (2 Heat x 2 inches), and suffer a to-hit modifier of +2 to all weapon attacks. Unless the* Loki *forgoes a weapon attack or enters water deep enough to submerge itself, it will remain at a Heat Level of 2.*

If, in the next turn, Caleb uses another 2 points of Overheat, his Loki *will automatically shut down in the End Phase of that turn, and will thus be unable to move or make weapon attacks for another full turn. If the* Loki *is not destroyed during the turn in which it is shutdown, it will return to a Heat Level of 0 and restart in that turn's End Phase.*

Wolverine II *WVR-7H, Mercenary*

SPECIAL ABILITIES

Special abilities reflect extra features of a unit's performance created by its equipment or unit type. While most of these provide units with additional benefits, some special abilities may also reflect handicaps or restrictions. If a special ability contradicts the basic gameplay rules, the ability takes precedence.

Units may have multiple special abilities. If two special abilities contradict each other, refer to the detailed ability description for additional instructions.

The special ability descriptions below describe abilities usable in Introductory *Alpha Strike*. Any special abilities not found in the list below have no effect in the introductory level of play, but may be used in standard or advanced *Alpha Strike*.

SPECIAL ABILITY DESCRIPTIONS

These abilities are listed by name, with their common abbreviation given in parentheses. Special abilities followed by a numeric designator (#) indicate indicates that may have variable effect based on the number used. For example, a unit with HT1 indicates a unit that can deliver 1 heat point in a successful attack against a targeted unit, while a unit with HT2 can deliver 2 heat points.

CASE (CASE)

Units with this ability can minimize the catastrophic effects of an ammunition explosion and thus can survive Ammo Hit critical hits (see *Ammo Hit*, p. 18), but will suffer additional damage.

CASE II (CASEII)

Units with this ability have superior protection against ammunition explosions and can ignore Ammo Hit critical hits (see *Ammo Hit*, p. 18).

Energy (ENE)

A unit with this ability has little to no ammo to explode, and ignores Ammo Hit critical hits (see *Ammo Hit*, p. 18).

Heat (HT#)

Units with this ability apply heat to the target's Heat scale during the End Phase of the turn in which they deliver a successful weapon attack. If the target is a unit type that does not use a Heat Scale, the heat this ability would normally produce is added to the normal attack damage instead (see *Determine and Apply Damage*, p. 17).

Melee (MEL)

This special ability indicates that the 'Mech is equipped with a physical attack weapon, and adds 1 additional point of physical attack damage on a successful Melee-type physical attack (see *Resolving Physical Attacks*, p. 19).

Overheat Long (OVL)

A unit with this special ability may overheat up to its OV value and apply that value to its Long range damage value as well as the unit's Short and Medium range damage values. (A unit without this special ability may only apply the damage benefits of its Overheat capabilities to damage delivered in the Short and Medium range brackets.)

STANDARD ALPHA STRIKE

Clan Wolf forces hold fast the gates of the Kerensky Blood Chapel against all contenders.

The following *Alpha Strike* rules are considered to be suitable for standard-level play. As they cover the broad spectrum of ground units available to armies in the *BattleTech* setting, they are naturally more expansive than those found in Introductory *Alpha Strike* game system.

While these rules are mainly focused on ground-level warfare, they are also designed to work alongside the aerospace component of the game, which will be covered in the next chapter. For this reason, many references between the two chapters may be expected. Players of standard-level *Alpha Strike*, however, need not feel obligated to include all of these unit types in a given force.

COMPONENTS

Standard *Alpha Strike* uses the same basic components found in Introductory *Alpha Strike*, including miniatures, six-sided dice, tape measures and tabletop terrain. These items were described in brief in the previous chapter (see pp. 10-21). The unit cards, which track the vital statistics and conditions of each unit in play, are likewise used in the same basic fashion as those required for the introductory-level game, but the increased range of unit types will add new data are described in the additional game terms below.

ADDITIONAL GAME TERMS FOR STANDARD ALPHA STRIKE

The following terms are commonly used when playing standard-level *Alpha Strike*, and add to those discussed in the introduction of this book:

Unit: Under these rules, the term "unit" still refers to any single element or group of elements that can be fielded in an *Alpha Strike* game, as long as it moves and attacks as one. BattleMechs, IndustrialMech, combat vehicles, support vehicles, conventional fighters, aerospace fighters, small craft, DropShips, and mobile structures all operate as single-element units. ProtoMechs operate in five-element groups often referred to as Points, which also act as one unit in gameplay. Conventional battle armor, meanwhile, treats groups of troopers as single unit called a Point or squad (depending on the faction that uses them). The same goes for conventional infantry units, which are fielded in single units of troopers organized as platoons or Points.

Unit Type: Where Introductory *Alpha Strike* covered only BattleMech (BM) unit types, Standard *Alpha Strike* adds the IndustrialMech (IM), ProtoMech (PM), combat vehicle (CV), support vehicle (SV), aerospace fighter (AF), conventional fighter (CF), spheroid DropShip (DS), aerodyne DropShip (DA), small craft (SC), mobile structure (MS), conventional infantry (CI), and battle armor (BA) unit types. The unit's type not only determines vital

information like restricted terrains and operating conditions, but also determines what critical hit table is used for the unit as it suffers damage in combat.

'Mechs: Under *Alpha Strike*, the term 'Mech (by itself) will generally refer to both BattleMechs and IndustrialMechs. ProtoMechs, which operate in many ways similar to BattleMechs, will nevertheless be referred to separately.

DropShips: Under *Alpha Strike*, the term DropShip (by itself) will generally refer to both spheroid DropShips and aerodyne DropShips.

Ground Units: In *Alpha Strike*, references to ground units includes 'Mechs, ProtoMechs, infantry, battle armor, and ground vehicles.

Ground Vehicles: In *Alpha Strike*, references to ground vehicles includes any combat vehicle or support vehicle that uses tracked (t), hover (h), or wheeled (w) movement. Wing-in-ground effect (WiGE) vehicles, which use the (g) movement type, may often be classified as ground vehicles as well, but also share features with VTOLs and naval vehicles, and thus are not always covered by this term.

Air Vehicles: In *Alpha Strike*, references to air vehicles refer to any combat vehicle or support vehicle that uses VTOL (v) movement, but can also refer to wing-in-ground effect (WiGE) vehicles (g) due to their unique motive system. Air vehicles are not considered true aerospace units in the *BattleTech* setting, and are thus not governed by the same rules.

Naval Vehicles: In *Alpha Strike*, references to naval vehicles cover any combat vehicle or support vehicle that uses naval (n) or submersible (s) movement.

Aerospace Units: In *Alpha Strike*, references to aerospace units cover any units that have Thrust ratings instead of Move ratings. This includes support vehicles built as fixed-wing or airship units, conventional fighters, aerospace fighters, small craft, and DropShips.

Force (or Army): In an *Alpha Strike*, game, a player's army list is also known as his force. Epending on the scale of the game being played, a force can range in size from a single-element unit, to a full regimental combat team or larger. Under these rules, a player's force includes all of the units on his side of the game.

Formation: In an *Alpha Strike* game, a formation refers to the organization of units within a player's force. The most common formations used by the various factions in *BattleTech* typically begin with 4-unit lances, which combine into 3-lance companies, 3-company battalions, and ultimately to 3-battalion regiments. Many factions vary or customize these formations. The Clan factions, for instance, use 5-unit Stars, 2-Star Binaries, 3-Star Trinaries, Clusters comprised of 3 to 5 Binaries or Trinaries, and Galaxies comprised of 3 to 5 Clusters. When the size of a formation is important in the rules, it will be specified.

Thrust: Aerospace units in *Alpha Strike* have a Thrust rating instead of Move. This rating is a point value, rather than a measure in inches, due largely to the more abstract mechanisms that govern aerospace combat in this game.

Vehicles: In *Alpha Strike*, a reference to vehicles without specifying a particular vehicle type includes all combat and support vehicles that use Move ratings (but not Thrust ratings), including Air Vehicles, Ground Vehicles, and Naval Vehicles.

SETUP

To begin setup, the controlling player for each side rolls 2D6. For the duration of the game setup, the player with the highest dice result is the setup initiative winner. The initiative winner chooses the scenario type, gets the first pick when choosing forces, and wins the right to select the home edge of the map for his army during the game. The player with the lowest initiative roll selects his army list last (see p. 115), and gets to place the terrain.

CHOOSING SCENARIO TYPES

In most games of *Alpha Strike*, scenarios need not be any more complicated than straight last-man-standing battles between the opposing forces. Below are just a few suggestions players can try to add more spice to their *Alpha Strike* games. Other possibilities exist, of course, based on the players' imagination.

Planetary Assault Campaign

In the *Campaign Play* chapter (see pp. 114-125), a multi-scenario campaign is sketched out that describes the basics of a planetary assault. The "tracks" presented there are designed to serve as a guide for *Alpha Strike* scenarios that can be used at each key battle point of the campaign.

Players are encouraged to consider those tracks as options for individual *Alpha Strike* scenarios, or simply choose their sides and play out the full assault from start to finish. If playing the full campaign, disregard the standard scenario setup rules presented here. Instead, the setup initiative winner may simply elect to be the attacking force or the defending force for the entire planetary assault campaign, and use the setup rules provided for each track as provided.

Stand-Up Fight Scenario

The basic stand-up fight is a straightforward scenario. Two evenly-matched forces—both in numbers and total Point Value—do battle until one side is destroyed or forced to withdraw.

Hold the Line Scenario

In this scenario, one player serves as defender against at least twice as many attacking units. The defender wins by defeating a number of attacking units equal to the defenders' starting number of units. The attacker wins by defeating all defenders before that occurs.

Breakthrough Scenario

In this scenario, one player is the attacker, and the other is the defender. Both forces start evenly matched—both in numbers and in total Point Value—but the attacker's primary goal is to cross the board, from his starting deployment zone, and escape through the defender's home edge, with at least half of his units surviving to make their escape. The defender wins by preventing this.

Capture the Objective Scenario

In this scenario type, the opposing forces are evenly matched in numbers and in total Point Value. During set-up, one or more objective markers are placed on the board along with the terrain (see *Objective Markers*, p. 25). Depending on player preference, either one side or both sides must then attempt to capture these objective markers during the course of the scenario, while their opponents attempt to prevent this.

CHOOSING FORCES

The small army lists provided in this book are appropriate forces to the various major factions involved in the Clan Invasion era. Designed mainly for quick, introductory-level play, they focus entirely on 'Mech units, but larger, combined-arms armies may be found in our downloadable *Alpha Strike Supplemental* series. Before starting play, each player should choose one of these army lists to serve as his force.

Players interested in shorter games may choose to employ only a portion of these army lists for a given scenario. Alternatively, players may combine two or more army lists per side to create even larger, and more involved forces.

Alternative Army Lists

Beyond the lists presented in this book, players may purchase downloadable supplements on-line that present larger and more varied army lists appropriate to any desired era of *BattleTech* gameplay. Players comfortable with the rules may even create their own custom army lists by either converting standard BattleTech units to *Alpha Strike* play (using the rules found in our *Strategic Operations* advanced rulebook), or by translating the unit's "Quick-Strike" stats as found on the BattleTech Master Unit List (www.masterunitlist.info).

Force Balancing

For the purposes of establishing game balance, every *Alpha Strike* unit has a Point Value (PV) that provides a numerical estimation of its overall combat ability. Forces with roughly the same total PV and the same numbers of units should thus be of similar combat ability, thus offering an even match. If players choose to use partial (or multiple) army lists, the total PV and number of units for each force should be likewise balanced to have an even game.

For greater challenge, of course, players may choose mismatched sides, perhaps trading numbers of units for units that have higher PVs due to greater skill or more powerful units. Total Point Values within 5 percent of each other for such mismatched forces might still suggest a fair fight under these conditions, but the sheer numerical difference will certainly make it a tougher battle for the player whose force is seriously outnumbered. Whatever is decided, players must always remember that the goal is to have fun:

Adjusting for Skill: Each *Alpha Strike* unit's Point Value presumes that its pilot or crew has a default Skill rating of 4. Assigning Skill ratings other than 4 will thus change the unit's capabilities and its Point Value must be adjusted accordingly. To find how much, consult the Point Value Skill Rating Multiplier Table, and multiply the unit's PV by the multiplier corresponding to its pilot's Skill rating. (All adjusted PVs must be rounded normally, to a minimum PV of 1 point.)

POINT VALUE SKILL RATING TABLE

Skill Description	Unit Skill Rating	Point Value Multiplier
Wet Behind the Ears	7	0.68
Really Green	6	0.77
Green	5	0.86
Regular	4	1.00
Veteran	3	1.38
Elite	2	1.82
Heroic	1	2.24
Legendary	0	2.63

Adjusting for C^3: Units with C^3 equipment may be linked in networks for greater effectiveness. This equipment—noted on units with the C^3S, C^3M, or C^3I special abilities—are fully explained under the rules for such special abilities (see pp. 49-51). To reflect the impact of this equipment on a force's total PV amount, the use of C^3 equipment modifies the PV value of all the units that are linked into the network. The first C^3 link a unit makes adds 10 percent the units' base PVs, plus 5 percent for each additional unit in the network, to a maximum of +30 percent per network. This additional percentage is applied to the PVs of *all* units in the network, adding to each unit's base PV, and rounding up to the nearest whole number.

For example, a lance-sized force, with 4 units—one with C^3M and a PV of 20, plus three units worth 15 PV apiece, all with C^3S—are linked together. Per the rules for C^3 equipment, the three C^3S units are linked to the master (C^3M) unit, adding 10 percent for the first link, plus 5 percent each for the other two units linked, for a total of 25 percent. The first unit in the lance thus adds 5 points to its PV (25% x 20 PV = 5 PV) for a modified PV of 25, while each of the other three units adds 4 points (25% x 15 PV = 3.75, round up to 4 PV) for a modified total of 19 PV each. The total PV for the lance is now 82 points.

Preparing Unit Cards

The data presented in each army list provides the full *Alpha Strike* stats for the units in that army list. These statistics must be faithfully copied into the appropriate fields on the players' unit cards.

There are two types of unit cards in standard-rules *Alpha Strike* (see p. 11). Most units ('Mechs, combat vehicles, infantry, aerospace fighters and standard-sized support vehicles) use a basic unit card that provides for only one firing arc. Buildings, large support vehicles, DropShips, and mobile structures, however, can have multiple firing arcs, and thus use the unit card type that facilitates this ability.

When translating a unit's Arm/Str values to a unit card, extra armor and structure bubbles (respectively) beyond those of the unit's stats must be blacked out prior to play, leaving the remaining bubbles untouched. (For example, the Arm/Str values for the AWS-9M *Awesome* are given in the Capellan Confederation Army List as

8/4. This means that, when translating the *Awesome*'s stats to a unit card, all but 8 of the Armor bubbles must be blocked out, while all but 4 of its Structure bubbles must be blocked out.)

PLACING TERRAIN

In *Alpha Strike* play, available terrain is usually selected by the agreement of both players. The player who rolled the lowest for setup initiative places the terrain on the play area, while the initiative winner is the first to select which edge of the table will serve as his force's home edge (see *Starting Positions*, below).

Objective Markers (Optional)

Battles are always fought for something. To reflect this, players may opt to place four (or more) objectives on the map—two within each side's deployment zones. These objectives reflect some tangible asset to be captured or destroyed by one side, and defended by the other—perhaps important VIPs, rare fuel or ammunition canisters, a building, a disabled unit, and so forth. The exact nature of an objective is limited only by the players' imaginations; it will not move or attack in game play, and will not count against stacking limits.

For a game played using objectives, the player with the lower set-up initiative roll places his opponents' objectives first. As indicated above, these must be within his own deployment zone, which lies within 10 inches of the table edge opposite of the initiative winner's home edge. Once the initiative winner's objectives are placed, the initiative winner places any objectives for his opponent within his own deployment zone.

Starting Positions

Generally, units begin play off the board and enter the battlefield on the first turn. However, should players agree, units may begin play deployed on the battlefield. In this case, the player with the higher setup Initiative roll may choose whether to begin placing his units first or second.

Once that is decided, the players will alternate placing their units on the map. Each unit placed must begin within its controlling player's deployment zone, defined as the area on the map within 10 inches of that player's home edge. Players must continue alternating unit placement until all of their units have been placed, giving each placed unit any facing direction desired.

If the force sizes are unequal, refer to the *Unequal Number of Units* rule (see p. 27).

Once the nature of the game is decided, all terrain and objectives (if any) are set, and all units are placed in their starting positions, the game can now begin.

PLAYING THE GAME

This section provides an overview of the *Alpha Strike* gameplay sequence. For simplicity, these rules presume that each game is made up of two sides, controlled either by two players or by two teams of players. Whenever the rules refer to a player, that term can mean a team of players as well as an individual.

SEQUENCE OF PLAY

An *Alpha Strike* game consists of a series of turns. During each turn, all units on the table will have an opportunity to move and fire their weapons or make physical attacks. Each turn consists of several smaller turn segments, called phases. During each phase, players may take one type of action, such as movement or combat. The players execute the phases in a given order. Specific actions, movement, effects of damage and so on are fully explained in separate sections later in these rules.

Each turn includes the following phases, performed in the following order:

Step 1: Initiative Phase

Each player rolls 2D6 and adds the results together to determine Initiative; re-roll ties. The player with the higher result wins the Initiative for that turn.

Because movement and combat are considered to occur simultaneously in the course of an *Alpha Strike* game turn, the Initiative winner actually executes unit movement and combat actions *after* the player(s) with the lower Initiative roll. This simulates a greater awareness of the tactical situation.

Step 2: Movement Phase

The player with the lowest Initiative roll moves one of his units first. Presuming an equal number of units on the two sides, the Initiative winner then moves one of his units, and the players continue alternating their unit movements until all units have been moved.

If the number of units per side is unequal, the player with the higher number of units must move more units in proportion to that of his opponent. See the *Unequal Number of Units* rule (see p. 27) for a helpful guide to handling unequal force numbers.

Step 3: Combat Phase

As with the movement phase, the player with the lowest Initiative roll acts first in the Combat Phase, but—rather than

alternating actions—this player declares and resolves *all* of his units' combat actions at this time, followed by the Initiative winner.

In the Combat Phase, each unit may execute one attack. Damage from these attacks is resolved immediately, but the effects do not take place until the turn's End Phase. This means that a destroyed unit will normally have a chance to return fire.

Step 4: End Phase

Both players may complete the End Phase simultaneously.

In this phase, each player executes any miscellaneous actions remaining for the turn, such as removing destroyed units, or restarting units that shut down from overheating in a previous turn. The specific rules for such actions state whether or not they take place during the End Phase.

After resolving all End Phase actions, the turn ends and the players return to Step 1, repeat all these steps until one side meets its victory conditions for the scenario.

VICTORY CONDITIONS

In Standard *Alpha Strike*, victory is most commonly achieved when one player's army destroys or defeats all of the opposing players' units. If the last units on each side are simultaneously destroyed, or are rendered immobile and unable to damage each another further, the game becomes a draw.

If the Forced Withdrawal rules are in play (see *Forced Withdrawal*, p. 27), a unit that is forced to withdraw is counted as defeated (but not necessarily destroyed). In an *Alpha Strike* game, defeated and destroyed units both count toward victory conditions.

Alternative Victory Conditions

Off course, kill counts alone may not actually be the defining measure of victory in a given scenario. Scenarios where objective markers are in play, for example, will place equal or greater importance on the capture of one or more designated objectives (see *Capturing Objectives*, below). Alternately, a mixture of victory conditions may be in play, making a scoring system necessary to measure success (see *Victory Points*, below). Other scenario-specific victory conditions may also be in play, based on the nature of the campaign, and might include objectives like breaking through the enemy's line and evacuating as many friendly units through the enemy's home edge as possible. The ultimate goal of the scenario can be anything the players agree upon.

Capturing Objectives

In Capture the Objective-style scenarios, a defining goal the players must attain is to reach and secure a designated objective, which is usually noted on the playing area by one or more objective markers (see *Objective Markers*, p. 25). To capture an objective, a unit must move to within 2 inches of the objective marker, and remain within 2 inches of the objective for two consecutive End Phases. At the end of the second End Phase, the objective is considered successfully captured, and removed from the field.

Alternatively, an objective may not be an item to be captured, but instead a designated point the players must merely occupy for a period of time (measured in successive End Phases). In this case, the objective is never removed from play, but is considered occupied so long as an attacking unit remains within 2 inches of the objective marker without any defending units also positioned inside the same radius. The number of turns an objective is occupied in such a fashion must be defined at the start of the scenario.

Objective Point Value: For purposes of measuring Victory Points in an objective-based scenario, assign a point value to the objective itself based on the total Point Value of the forces defending them. A recommended Objective Point Value is equal to 0.66 times the defending units' total Point Value, divided by the number of objectives in play (rounded normally). For example, if the defender fields a force whose total Point Value is 330, with two objectives for his opponent to capture, the point values for capturing each objective would be 109 points (330 x 0.66 = 217.8 ÷ 2 = 108.9, round up to 109).

Victory Points

As each unit in *Alpha Strike* is assigned a Point Value, these points can be used as a method to determine the winner in a scenario and the quality of his victory. While there are a great many ways to score a win, based on the scenarios being played, these rules provide a suggested framework for working a scoring system into a scenario.

Under this system, players start the scenario with no victory points, and only accrue (or lose) them based on the events described in the Victory Points Table. The player with the most points at the end of the game wins. If the difference between the two players' scores is greater than the number of points used to purchase forces for the winning side, the victory is Decisive. Otherwise, the victory is Marginal. If both players' scores are tied, the game is considered a draw.

VICTORY POINTS TABLE

Event	Points Awarded
Enemy Unit Destroyed	+(Destroyed Unit's PV x 2)
Friendly Unit Destroyed	–(Destroyed Unit's PV x 1)
Enemy Unit Withdrawn*	+(Withdrawn Unit's PV x 1)
Friendly Unit Withdrawn*	–(Destroyed Unit's PV x 0.5)
Objective Occupied**	+(Objective's Point Value x 0.25)
Objective Captured**	+(Objective Point Value x 1)
Other Event	Varies (Players' Choice)

*To count toward Victory Points, the unit must have withdrawn under the Forced Withdrawal rules.

**Points are not awarded for occupying the same objective multiple times; do not award points for occupying an objective if it is captured.

FORCED WITHDRAWAL (OPTIONAL)

Under the Forced Withdrawal rule, crippled units must retreat from the battlefield once they have sustained enough damage to render them useless or in imminent danger of being destroyed (see *Crippling Damage*, below). A unit making a forced withdrawal must move toward its home map edge at its best possible speed. Once it reaches the home map edge, the unit retreats from battle and is removed from the game. If the withdrawing unit is immobilized before it can reach the map edge, its crew will abandon the unit, and it is considered destroyed for game purposes. Withdrawing units may still attack an enemy unit that is within range of a weapon or physical attack.

Forced Withdrawal is an optional rule, so all players should agree to its use in a given scenario before play begins.

Crippling Damage

For the purposes of the Forced Withdrawal rule, a unit that meets any of the following conditions is considered crippled and will be forced to withdraw:

- The unit has no Armor remaining and been reduced to half its original Structure (round up). If the unit only possessed 1 Structure to start with, it is crippled as soon as it loses all its armor.
- The unit has been reduced to 0 for all Medium and Long range damage values. This condition does not apply to unit whose initial damage values at Medium and Long started at 0.
- The unit has been immobilized through Critical Hit effects.

MOVEMENT PHASE

Every unit has a base Move listed on its unit card. This value is the maximum number of inches the unit may move during its turn. A unit may move in any direction and—at the end of its movement—may face in any direction. Units need not move their full amount; in place of moving, a unit may simply stand still. A unit may make multiple turns, during the course of its movement, to maneuver around obstacles, so long as the inches traveled are within its maximum Move rating. (Using a flexible tape measure, to correctly measure this indirect distance, is highly recommended.)

Terrain may prohibit or impede a unit's movement, as shown on the Movement Cost Table.

Minimum Movement

As long as a unit is mobile (meaning that its Move has not been reduced to zero through damage or heat effects), it can always move 2 inches in any direction, regardless of the terrain's movement costs (unless the terrain in question is prohibited).

Facing

'Mech and ProtoMech units are considered to be facing the same way as the feet of the miniature representing the unit. Vehicle and fighter units are considered to be facing in the direction the front side of their miniatures face. Infantry units (including conventional infantry and battle armor) have no distinct facing.

A unit's facing affects combat resolution (see *Combat Phase*, below), and can only be voluntarily changed during the Movement Phase.

Stacking

During the Movement Phase, a unit may move through a space occupied by other friendly units, but may not move through unfriendly units at the same elevation. If the units occupy different elevations during a unit's movement (such as when a 'Mech unit with jumping capability uses it to move), the units are considered to be at different elevations and may pass through the same space.

Regardless of how they arrive at their destination, units in *Alpha Strike* may not occupy the same space on the game table, regardless of any differences in elevation.

ProtoMech Movement

ProtoMech units are a unique battlefield unit type. Though they are organized and tracked on unit cards in five-member Points like some battle armor, they actually operate as a squad of individual, miniature BattleMechs. For the purposes of standard *Alpha Strike*, ProtoMechs must always be organized and tracked in Points made up of the same model and variant, but each member of the ProtoMech Point must be represented on the board by its own miniature. During the Movement Phase, each of these ProtoMechs moves independently of each other, in accordance with standard movement rules, and need not stay together while doing so. However, because ProtoMech Points collectively count as a single unit, *all* active members of the same Point must always move at the same time.

UNEQUAL NUMBER OF UNITS

The Movement Phase requires each player to alternate moving his army's units. In a turn consisting of an equal number of units on each side, this simple means that each player takes a turn moving a single unit before his opponent does the same, and so on, until all units are moved. But if the numbers of units per side are not equal, this procedure must be altered accordingly.

To maintain fairness, unequal numbers of units must be moved in proportion. This means that if, prior to any pair of unit movements, one side has twice as many units left to move as the other side, the player with twice as many units must move two units on his side, rather than one. If a side has three times as many units as its opponent, it must move three units at a time to every one of its opponent's units moved, and so forth.

For example, at the beginning of the Movement Phase, Side A has eight units and Side B has five units. Side A wins the Initiative. Before the first pair of movements, Side A does not have double or more the number of units Side B has remaining to move, so Side B moves one BattleMech, then Side A moves one BattleMech. Now, Side A has even units left to move while Side B has four units left to move. Since Side A still does not have twice as many units left to move, each side again moves one BattleMech. Before the third pair of movements, Side A has six units left to move—twice as many as Side B has left to move. This means Side A must now move two units for every one unit that Side B moves.

Here is a breakdown of how many units each player would move in this example turn.

Move Number	Units Left to Move		Moves	
	Side B	Side A	Side B	Side A
1	5	8	1	1
2	4	7	1	1
3	3	6	1	2
4	2	4	1	2
5	1	2	1	2

TERRAIN

Terrain can impede the movement of any unit that is incapable of flying over it (such as VTOLs and WiGE units, or units using jumping movement to travel). This difficulty is demonstrated in the form of an extra Move cost per inch of travel through such terrain. These extra costs are shown on the Movement Cost Table. Note that multiple terrain conditions may combine for higher movement costs (such as when changing elevations while moving through water or woods).

Prohibited Terrain: Certain unit types (or units lacking in specific equipment) may not enter certain terrain types. These prohibited terrain types and movement restrictions are defined in the Movement Cost Table. Once again, these prohibitions apply only if the unit attempts to move *through* the terrain. Units that can rise above the underlying terrain (such as VTOLs in flight) will ignore these prohibitions.

Water: Units entering water must pay the combined cost of the movement, plus the extra movement costs for water terrain and any level change costs. Water levels are measured as "depth" levels, which count as negative levels of elevation, so higher depth levels indicate deeper water features. Ground units with the amphibious special ability, or units with the hover, WiGE, or naval movement modes, may move across the surface of water terrain as noted in the *Movement Cost Table*. Submerged units use the Underwater Movement rules below.

Level Change: 'Mechs may climb onto and over terrain as steep as 2 inches high (per inch of horizontal travel), while ground vehicles, infantry, and ProtoMechs may only climb onto and over terrain as steep as 1 inch high (per inch of horizontal travel). Changing levels costs 1 extra inch of movement per inch of elevation changed. (For exceptions, see *Jumping*, p. 32, and *VTOL Movement*, p. 31). Level changes greater than these are considered prohibited terrain in *Alpha Strike*, too sheer for these ground units to traverse. If the unit does not have enough Move allowance remaining to climb to the desired level of terrain, it must remain at the previous level, and cannot move any further.

Underwater Movement: Moving across the bottom of a water area—as opposed to moving through the water itself—is rare but does occur, though few units without the submersible movement mode can operate while completely submerged.

To be considered underwater, a unit must be completely submerged. For 'Mechs, that means the unit must be in water at least 2 inches in depth, while submersible vehicles must be in water at least 1 inch in depth, and submersible infantry units (including battle armor) must be in water of at least 1 inch in depth. If an underwater unit has the UMU special ability (see p. 48) or has the submarine movement type, it may move as a submarine unit (see *Submersible Movement*, p. 31). Otherwise, for depths of up to 30 inches, the unit must move along the bottom of the water feature via underwater ground movement, spending 4 inches of Move per inch traveled, plus all standard Move costs for changing levels from one depth to another.

Movement on Pavement: In *Alpha Strike*, moving on a road or paved terrain is identical to moving through clear terrain, but with a few advantages that apply primarily to ground units. For starters, all ground units that travel exclusively on roads for the entire movement pay only 1 inch of Move per inch traveled, plus the terrain costs of any level changes. This means that, even if the road passes through wooded terrain, the woods are not counted as long as the ground unit remains on the paved surface the entire time.

In addition, ground vehicles with the wheeled or tracked movement mode (including both combat vehicles and support vehicles) that spend the entire Movement Phase on pavement receive an additional 2 inches of Move to spend.

Unit Type Movement

As noted in Movement Costs Table, the effects of terrain can vary with the unit's particular mode of movement. The base costs, as shown on the Movement Cost Table, primarily apply to 'Mechs (and ProtoMechs), but the sheer range of unit types and sizes in *BattleTech* presents a number of effects on tactical movement. These variations are identified in the Unit Movement Type Table.

'Mechs, ProtoMechs, and battle armored infantry will generally have no movement type noted on their Move stat, which means they use the standard movement rules, with exceptions and modifications as noted in the Movement Cost Table.

Hover Movement: Any unit with the hover movement mode is treated as a ground vehicle for purposes of movement rules, but operate under special movement restrictions as shown on the Movement Cost Table. Hover movement mode is noted by a movement code of "h" on the unit's Move stat. Hover units typically cannot enter woods features, but treat water features as clear terrain for movement purposes, spending 1 inch of Move per inch traveled on the water surface.

The bloody Battle of Cairo pitted the Word of Blake's Light of Mankind against Devlin Stone's allied forces.

MOVEMENT COST TABLE

Terrain Type	Move Cost per Inch	Prohibited Movement Mode/Unit Type
Base Move	1″	—
Clear	+0″[1]	Naval
Paved/Road/Bridge	+0″[2]	Naval
Rough	+1″	Naval, Wheeled
Rubble	+1″	Naval
Woods	+1″[3]	Air, Hover, Naval, Rail, Wheeled[4]
Water		
Surface Only	+0″	All except Hover, Naval, WiGE[5]
Depth 0″-1″	+0″	Ground, Infantry[6]
Depth 2″-3″	+1″[7]	Ground, InfantryF, IndustrialMechs[8]
Depth 4+″	+6″[7]	Ground, InfantryF, IndustrialMechs[8]
Level Changes (up or down)[9]		
Per 1″ elevation	+1″ ('Mechs, ProtoMechs)	
Per 1″ elevation	+1″ (VTOLs in Air)	
Per 1″ depth	+1″ (Submarines in Water)	
Per 1″ elevation	+2″ (Infantry, Ground Vehicles)	

Note: Airborne units (including Air vehicles and Aerospace units) ignore all terrain conditions until they attempt to occupy the same space and level of them (including attempts to land or liftoff). If airborne units attempt to enter terrain prohibited to them, treat the result as a crash.

[1]+1″ Move cost for wheeled support vehicles without Off-Road (ORO) special ability.

[2]All Tracked or Wheeled units gain an extra 2″ of Move on any turn where the unit spends its entire Move on this terrain.

[3]Infantry units reduce Move cost to enter this terrain by 1″ (to minimum of +0″).

[4]Wheeled units with the bicycle (b) or monocycle (m) movement modes may move through this terrain.

[5]Wheeled or Tracked vehicles with the Amphibious (AMP) special ability can move on water surfaces at a Move cost of +1″.

[6]Infantry units can move through water of any Depth only if they have the UMU special ability.

[7]This is the cost to move along the bottom of a water area. No additional cost applies if using submarine movement.

[8]IndustrialMechs can only enter water of 2″ depth or greater if they have the environmental sealing (SEAL) special ability.

[9]Infantry, ground vehicles, ProtoMechs, and WiGEs may not perform elevation changes greater than 1″ per 1″ travelled. 'Mechs may not make elevation changes over 2″ per 1″ travelled

Unit Types Key	
'Mechs	Includes BattleMechs and IndustrialMechs
ProtoMechs	ProtoMech units only
Infantry	Includes conventional infantry and battle armor
Vehicles	Includes all motive types covered by Air, Ground, and Naval
Air	Combat or support vehicles with VTOL or WiGE movement types
Ground	Combat or support vehicles with wheeled, tracked, hover, WiGE, or rail movement types
Naval	Combat or support vehicles with naval or submarine movement types
Hover	Combat or support vehicles with hover movement type only
Sub	Combat or support vehicles with submarine movement type only
Tracked	Combat or support vehicles with tracked movement type only
VTOL	Combat or support vehicles with VTOL movement type only
Wheeled	Combat or support vehicles with wheeled movement type only
WiGE	Combat or support vehicles with WiGE movement type only
Aerospace	Includes conventional fighters, aerospace fighters, small craft, and DropShips

Naval Movement: Any unit with the naval movement mode is considered a surface-operating waterborne unit for purposes of movement rules. Naval movement mode is usually noted by a movement code of "n" on the unit's Move stat, but some other vehicle units—those noted as having the AMP special ability—can also operate as surface naval vessels by entering water terrain. Naval movement is limited to water features of any depth, and spend 1 inch of Move per inch traveled on the water surface.

ProtoMechs: As noted above, ProtoMech are tracked in a player's army list as five-member groups called Points. All surviving members in a Point of ProtoMechs must always be moved at the same time during the controlling player's movement turn, but the individual ProtoMechs need not remain close together. Beyond that, ProtoMechs largely follow the same ground movement rules as BattleMechs do, except as noted in the Movement Cost Table.

Submersible Movement: Any unit with submarine movement mode is considered a submarine for purposes of movement rules, as long as it is in water of sufficient depth. Submarine movement mode is usually noted by a movement code of "s" on the unit's Move stat, but some ground units—those noted as having the UMU special ability—can also use submarine movement while submerged.

Submersible units are capable of moving three-dimensionally in water, spending 1 inch of Move for every 1-inch increase or decrease in depth levels below the surface of the water. For this reason, the player controlling a submersible unit must keep track of the unit's level of depth after each Movement Phase.

Submersibles cannot move above the surface of the water, but may "surface" by ascending to a depth of 0 inches. Surfaced submersibles are considered to be operating on the surface of the water feature. The maximum depth a submersible unit may descend to is that of the water terrain itself.

Tracked and Wheeled Movement: Tracked and wheeled units follow the same basic rules outlined in Movement Basics, with restrictions as noted on the Movement Costs Table. Units that operate using Tracked movement are noted with a movement code of "t", while units that used Wheeled movement are noted with a "w". Wheeled vehicles that also have a bicycle "(b)" or monocycle "(m)" notation on their movement codes are wheeled units that may enter Woods.

Vertical Take-Off and Landing (VTOL) Movement: Any unit with VTOL movement mode is considered a VTOL for purposes of movement rules. VTOL movement mode is noted by a movement code of "v" on the unit's Move stat.

Though they are not technically considered aerospace units in *BattleTech* (but instead are classified as air vehicles), VTOLs are capable of moving three-dimensionally through the air, spending 1 inch of Move for every 1-inch increase or decrease in elevation levels above the map. For this reason, the player controlling a VTOL unit must keep track of the unit's level of elevation after each Movement Phase.

VTOLs cannot move through any terrain that rises higher than their current elevation level. Any VTOL that deliberately descends to the level of the underlying terrain is considered to be attempting a landing, but automatically crashes if the terrain type is prohibited (such as wooded terrain). VTOLs with the amphibious (AMP) special ability may land on water features, but VTOLs without such abilities will crash if they attempt to "land" in water.

Crashing VTOLs suffer 1 damage point, roll for critical damage as per normal combat rules, and are considered immobilized for the remainder of the game.

Wheeled Support Vehicles: If a wheeled support vehicle lacks the ORO (Off-Road) special ability, then it must pay an additional 1 inch of Move foe every inch traveled on unpaved terrain.

Wing-in-Ground Effect (WiGE) Movement: A unit with Wing-in-Ground Effect (WiGE) movement is noted by a movement code of "g" on its Move stat. WiGE units have a ground movement allowance of 2 inches per turn (even if they have a higher Move stat), and are treated as hover units for purposes of terrain restrictions—until they take off. A WiGE's takeoff costs 4 inches of movement, which must be spent in a single turn, and places the vehicle at 1 inch of elevation above the level of the underlying terrain. While airborne in this fashion, WiGE vehicles fly one inch of elevation above the underlying terrain, and so are unaffected by water, rubble or rough terrain—but must maneuver around woods or any other terrain types that rise 2 inches or more above the surface.

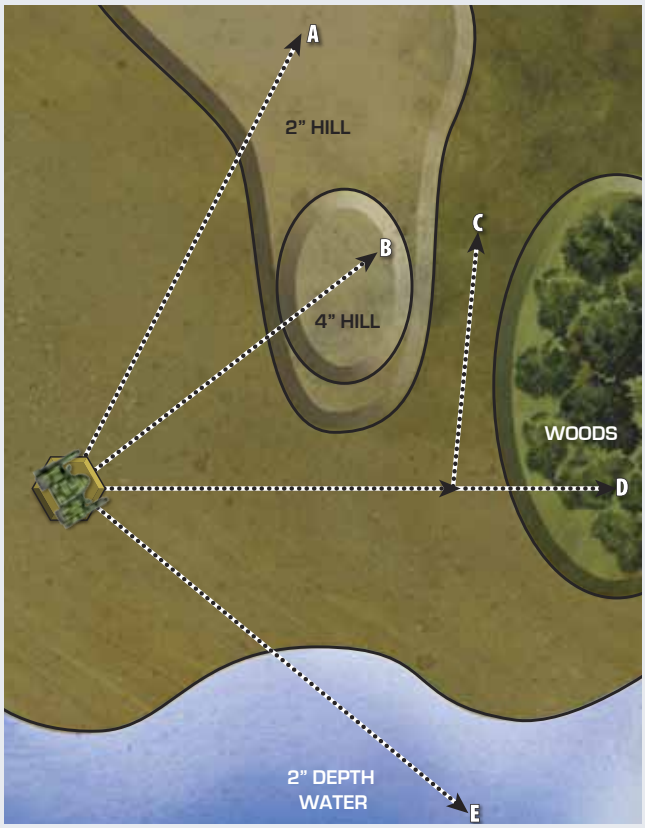
To remain airborne after the turn of takeoff, a WiGE vehicle must move at least 4 inches per turn; otherwise it must land at the end of its movement. (Landing does not cost a WiGE any Move.) WiGE vehicles may only land in clear or paved terrain. Attempt to land a WiGE in any other terrain results in a crash. A WiGE that crashes suffers 1 point of damage, rolls for critical damage as per normal combat rules, and is considered immobilized for the remainder of the game.

Aerospace Movement

Aerospace units in *Alpha Strike* use the Abstract Aerospace System (see p. 52) for movement and combat.

UNIT MOVEMENT MODE TABLE

Movement Mode	Movement Code
Vehicles	
Hover	h
Naval	n
Submersible	s
Tracked	t
VTOL	v
Wheeled	w
Wheeled (bicycle)	w(b)
Wheeled (monocycle)	w(m)
WiGE	g
Infantry	
Foot	f
Jump	j
Motorized	m



• MOVEMENT BASICS DIAGRAM •

In the Movement Basics Diagram at right, the Vulture *has 10 inches of Movement. To move to Point A, it spends 6 inches of the its available Move to get to the hill, 2 inches to move up the hill, and then 2 more inches to move across the hill. As it has run out of Move, the* Vulture *stops there, and its controlling player can choose any facing for it to end with.*

The Vulture *cannot move to straight to Point B. The 4" elevation change is more than the 2" allowed for elevation changes per 1" travelled.*

If the player wishes instead to avoid ending up on top of the hill, the 'Mech can move around the hill to reach Point C. In this case, it spends 6 inches to move below the hill, and its remaining 4 inches are spent moving up the gap between the hill and the woods.

The Vulture *can also move to Point D and end its movement in the Woods. For that, it spends 7 inches of Move to get to the edge of the Woods. Because Woods cost an extra 1 inch per inch traveled through such terrain, the* Vulture *can only move 1.5 inches into the Woods before running out of Move.*

If the player would rather place his Vulture *in the water, he can move the 'Mech 4 inches to the water's edge, spend 2 inches of Move for the elevation change into the water, and then 4 more inches of Move to push through 2 inches of water terrain.*

ADDITIONAL MOVEMENT RULES

The following additional rules cover movement not already discussed above.

Jumping

Any unit with a "j" listed in its Move statistic is a unit that possesses the ability to jump over intervening obstructions. The distance such units can jump is given as the Move value beside the "j". Jumping is an alternative movement type that cannot be combined with normal ground movement by the same unit in the same Movement Phase. Units with jumping ability do not always have to jump, and some may even have a shorter Move while jumping than the same unit can move on land. (For example, the JR7-K *Jenner*, with its Move of 14"/6"j, can use 14 inches of Move on the ground, or jump for 6 inches.)

A jumping unit ignores terrain costs for the purposes of movement, and may jump in any direction, regardless of its original facing. Jumping movement always follows the shortest path possible; the player simply chooses an end point (up to the unit's jumping Move allowance), and the unit lands at that location, with any desired facing direction.

Maximum Jump Height: For a jump to be legal, the jumping unit must also be able to clear any terrain it is attempting to pass over. A jumping unit can jump over any terrain that is lower in height than its jump Move rating, so a unit with 6 inches of jumping Move may jump over any obstructions less than 6 inches tall.

Downward Jumping: When jumping downward (such as off a cliff or building), a jumping unit may safely jump down from any height.

Water: Units with jumping capability may jump into water terrain, but not out of it.

Transporting Infantry

Some units have the ability to transport conventional and/or battle armored infantry, either in internal compartments (as in the case of units with the IT# special ability), or externally (as in the case of battle armor units with the MEC or XMEC special abilities). The following movement rules apply when transporting infantry units.

Infantry Transports: Units with the Infantry Transport (IT#) special ability have transport compartments designed to accommodate infantry and battle armor units. The transport unit may carry any number of infantry or battle armor units as long as the total amount of these units (noted on infantry unit's card by the CAR# special ability) does not exceed the transporting unit's IT rating. (For example, the Maxim Heavy Hover Transport has the IT12 special ability. This means it may transport up to 12 units worth of infantry, such as three 4-trooper squads of Cavalier battle armor, each of which has the CAR4 special.)

It costs an infantry transport unit 2 inches of Move to mount (pick up) or dismount (drop off) battle armor or infantry. Mounting infantry must be done at the beginning of the transporting unit's movement, and airborne transport units must be landed to take on any infantry or battle armor units for transport. (For aerospace units, landing is covered in the advanced options chapter; see *Aerospace Units on the Ground Map*, pp. 70-73.)

Dismounting must be done at the end of the transport's movement. Airborne vehicle transports (such as VTOLs or WiGEs) may dismount jump-capable infantry (including battle armor or

infantry that have the advanced paratroopers (PAR) special) while airborne, but must use land to dismount all other infantry unit types. Other aerospace units with IT specials may also dismount jump-capable infantry and battle armor as well. Infantry deployed from airborne units must use the *Dropping Troops* advanced rules (see pp. 90-91).

Regardless of the infantry unit's type, it may not use any Move in the turn it dismounts from its transport, but it may execute attacks during the Combat Phase. It is, however, permissible to mount an infantry unit, move its transport, dismount the infantry, and make attacks with the infantry unit all in the same turn.

Mechanized Battle Armor: Battle armor units with the Mechanized (MEC) or Extended Mechanized (XMEC) special abilities may mount OmniMechs and OmniVehicles (units with the OMNI special ability), even if such units lack the Infantry Transport special ability. This allows the battle armor to be quickly transported across the battlefield as a kind of external cargo, but only one battle armor unit may be carried by one Omni unit at a time.

Mounting and dismounting battle armor from an Omni unit follows all the same movement rules as does mounting and dismounting infantry from a dedicated infantry transport, requiring any mounting to occur at the start of the transporting Omni's Movement Phase, at a cost of 2 inches of Move to the Omni, and requiring any dismounting to occur at the end of the Omni's Movement Phase. As above, battle armor infantry may attack in the turn it dismounts, but it may not use Move.

Even though mechanized battle armor mounts up externally on an Omni unit, battle armor units may not attack or be directly attacked while mounted in this fashion—but they *can* be struck accidentally (see *Determine and Apply Damage*, p. 38)

Extended Mechanized Special Ability: Units with the Extended Mechanized (XMEC) special ability are equipped to mount *any* type of 'Mech or vehicle (but not fixed-wing support vehicles or aerospace units) in the same manner as mechanized battle armor do. However, the transport mounted by these units will not only have to spend 2 inches of Move to pick up such units, it will lose 2 inches of Move per turn as long as the XMEC unit remains on board. All other rules for mechanized battle armor apply to XMEC units (and their transports) as well.

Lara's force includes two conventional foot infantry platoons and 1 Maxim (infantry variant) hovercraft. Lara's infantry are not mounted, with a Move of 2f. Each foot infantry platoon has the CAR3 special ability, meaning each requires a transport space of IT3 or more. If both were to travel together, they would need a unit that had a special ability of IT6 or higher.

During her Ground Movement Phase, Lara decides to have the infantry mount the Maxim for a short hop across the battlefield. The Maxim has the IT12 special ability, so it can easily transport up to 12 "points" of infantry. It'll have plenty of space for the foot platoons. The Maxim has a Move of 16 inches. It spends 4 inches to mount both infantry platoons. The Maxim has 12 inches of Move left available.

Lara moves the Maxim 8 inches straight ahead. She then spends 4 inches of additional Move to dismount both infantry platoons. Both platoons may make weapons attacks during the upcoming Combat Phase.

Brian's Star consists of a Grendel *B,* Night Gyr *Prime,* Hellion *C and two Points of Elemental battle armor. He wants to quickly transport the two battle armor units in his Star.*

First, Brian looks at the Move available in his Star. The Grendel *B has a Move of 14"j. The* Night Gyr *Prime has 8"j and the* Hellion *C has a Move of 14". All three are OmniMechs. Brian decides to have the* Grendel *and* Hellion *carry the battle armor. It costs each 'Mech 2 inches of Move to mount the battle armor, reducing both to 12 inches' Move for this Movement Phase.*

COMBAT PHASE

In the Combat Phase, each unit may deliver one attack against another unit, be it a physical attack, a weapon attack, or an aerospace attack. Very large units—such as DropShips, some large support vehicles, and mobile structures—may make multiple weapon attacks, based on the number of firing arcs they possess. ProtoMech Points—which operate as multiple units at the same time—may also make multiple attacks, with each individual ProtoMech making one attack apiece. BattleMechs, IndustrialMechs, combat vehicles, infantry, battle armor, conventional fighters and aerospace fighters always only have one attack per turn.

A speeding Falcon Hawk *is blindsided by a* Commando IIC.

If a unit is unable or unwilling to make an attack in the current turn, it may be skipped for that turn.

To make an attack, the controlling player declares which unit is attacking, what the target of its attack will be, the nature of the attack (weapon, physical, or aerospace), and—if applicable—how much of his unit's Overheat Value the attack will use (see *Overheating*, p. 44). The player then resolves combat for that unit, applies any damage to the target, and then moves on to another available unit to repeat the process until all of his units have made their attacks. If the player wishes a unit not to make an attack, or if a unit is unable to make an attack for any reason, the player may pass for that turn.

Once a player has resolved (or skipped) combat actions for all of his units, the opposing player may then do so for all of his units.

In standard *Alpha Strike*, valid targets for an attack include other units, buildings, other structures (such as bridges), and terrain.

The following rules cover weapon and physical attacks, respectively. Aerospace attacks are covered in detail in the Abstract Aerospace System chapter (see *Abstract Aerospace Combat*, p. 55).

RESOLVING WEAPON ATTACKS

The sequence for resolving weapon attacks is as follows:

Step 1: Verify line of sight (LOS)
Step 2: Verify firing arc
Step 3: Determine range
Step 4: Determine to-hit number
Step 5: Roll to hit
Step 6: Determine and apply damage
Step 7: Roll for critical hits (if applicable)

Step 1: Verify Line of Sight

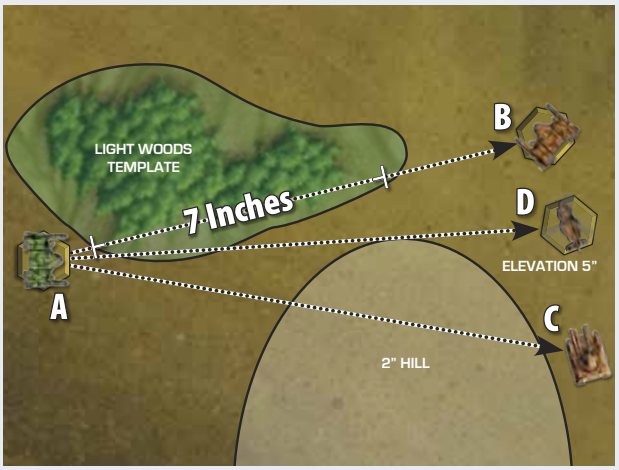
Line of sight (LOS) in *Alpha Strike* is determined by what a unit can "see" from its vantage point on the table. Units can usually be sighted by simply going to the eye level of the attacking unit and looking at the target miniature. If the target miniature can be seen, then the units have LOS to one another. When this is not possible, players may determine line of sight by running a straight measuring tape or a taut string from miniature to miniature, or perhaps even by using a laser pointer.

If less than one-third of a miniature is visible behind solid terrain (such as hills or buildings), then the line of sight is considered to be blocked.

Non-solid terrain—such as woods—does not automatically block LOS in the same fashion. In the case of such terrain, line of sight is only considered to be blocked when it passes through 6 inches or more of such intervening non-solid obstructions. Woods that intervene, but do not block, LOS will impose a modifier to the attack's to-hit numbers (see the *To-Hit Modifiers Table*, p. 37).

Adjacent Ground Units: Ground units in base-to-base contact always have line of sight to each other, unless one unit is completely submerged in water and the unit it is in base-to-base contact with is not (see *Terrain Modifiers*, p. 37), or the units occupy different levels inside adjacent buildings (see *Attacking Units inside Buildings*, p. 85).

Intervening Units: Except for grounded DropShips, buildings, and mobile structures, intervening units have no effect on LOS or attacks. Grounded DropShips, buildings, and mobile structures work like blocking terrain for LOS purposes, and thus can provide full or partial cover.



• LINE OF SIGHT DIAGRAMS •

Partial Cover ('Mechs only): If more than one-third (but less than two-thirds) of a 'Mech target is hidden behind blocking terrain, LOS is not considered blocked. Instead, the 'Mech is said to have partial cover, and will apply a modifier to his attacker's to-hit number as a result (see the *To-Hit Modifiers Table*, p. 37). Only 'Mechs can receive partial cover.

Woods: Units do not receive partial cover from woods terrain.

Water: 'Mech units that are standing in Water terrain at a depth (negative elevation) level of 1 inch will receive partial cover benefits from the water. Because the water surrounds the 'Mech, this partial cover applies even if the attacker is standing at a higher level than the target and would ordinarily be able to see the target's legs.

If a unit is completely submerged within water (such as a 'Mech unit standing in water features of 2 or more inches in depth), LOS to (and from) the submerged unit is considered to be blocked, even from units operating on the water surface (such as hover, WiGE, or naval vehicles).

Vehicles capable of traversing water on its surface (such as hover, WiGE, naval, and surfaced submarine vehicles) are considered to be at ground level and receive no terrain modifiers.

Underwater and Torpedo Attacks: Attacks against submerged units can only be made between units that are also submerged (see the *To-Hit Modifiers Table*, p. 37), or by between submerged units and units operating on the surface of the same water feature using torpedoes (see *TOR#* special ability, p. 48).

Indirect Fire: If a unit has the Indirect Fire (IF) special ability, it may still attack targets within its range (and firing arc) even without a direct LOS. To use indirect fire, the attacking unit must not have a valid LOS to its target *and* there must be a unit friendly to the attacker that does a valid LOS to the target. (This friendly unit is the spotter.)

Indirect fire attacks use the range modifier of the attacking unit, the movement modifiers of the target, and terrain modifiers based on the spotter's LOS. An additional +1 to-hit modifier applies to the attack itself, and another +1 applies if the spotter also makes an attack of its own in the same turn.

A unit used as a spotter for an indirect fire attack may be used to spot for more than one IF attack in a turn, but cannot choose more than one target to spot in that same turn.

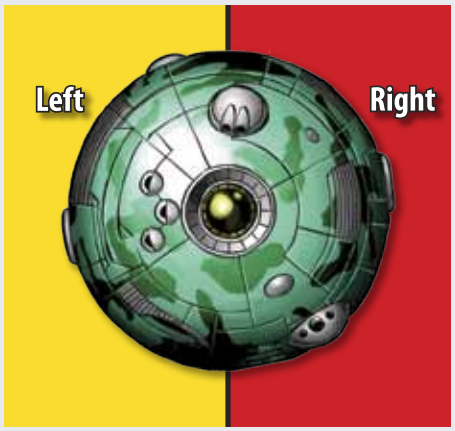
In the Line of Sight diagram, BattleMech A wants to target BattleMech B. From the perspective of BattleMech A, the only thing the controlling player sees between the two units is a woods template. Using a measuring tape drawn between the two units to find how many inches of Woods terrain intervene, the player finds that he is trying to target a unit through 7 inches of light woods intervene. Because this is more than 6 inches, LOS between the two 'Mechs is actually blocked; BattleMech A therefore cannot attack BattleMech B.

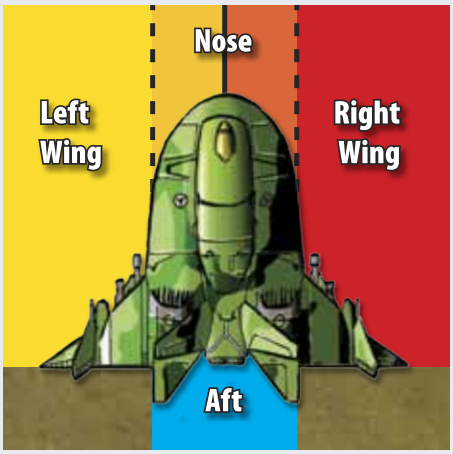
The controlling player decides instead to target Ground Vehicle C. Unfortunately, when he leans down to the mini's level to check LOS, he finds that Vehicle C is actually hidden by the low ridge between them. This leaves only Vehicle D, a VTOL currently flying at an elevation level of 5 inches above the table, as the only target that BattleMech A can see from its vantage point. BattleMech A's player notes that even this LOS passes over the woods terrain between them, and verifies with a straight-edge that the attack will pass through some wooded terrain.

Step 2: Verify Firing Arc

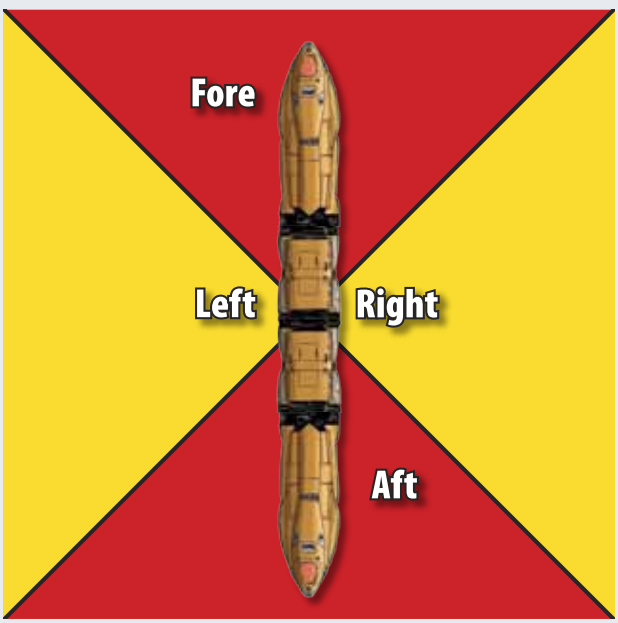
Every unit in *Alpha Strike* has a particular field of fire into which the unit may make attacks. These fields of fire, based on the unit's type and its facing, are known as firing arcs. Firing arcs extend to the edge of the battlefield in the directions indicated by the Firing Arcs Diagram shown here. Note that infantry units, units with

• ALPHA STRIKE FIRING ARCS DIAGRAM •





• GROUNDED DROPSHIPS FIRING ARCS DIAGRAMS •



• LARGE SUPPORT VEHICLE FIRING ARCS DIAGRAMS •

multiple firing arcs, and turrets are further discussed below. For all other *Alpha Strike* units, the Standard Firing Arc applies.

If more than half of the target unit's base lies outside the attacker's firing arc, then the attack cannot be made.

Infantry: Infantry units (including battle armor) have a 360-degree firing arc, and so may always attack in any direction.

Multi-Firing Arc Units: Some units—typically DropShips, large support vehicles, and mobile structures—use different firing arcs than the standard ground unit firing arcs. Units with multiple firing arcs may only attack targets with the weapons that lie within a given arc (so, a spheroid DropShip, which only presents a left side and right side firing arc while on the ground, can only employ weapons in its left side firing arcs against targets on its left side).

Turrets: Units with a Turret (TUR) special ability have some (or all) of their weapons mounted in a turret that has a 360-degree field of fire. A unit using its turret-mounted weapons to deliver an attack can only deliver damage using those weapons. (For more information, see TUR special ability, p. 48).

Step 3: Determine Range

Alpha Strike uses fixed range brackets for all weapon types. To determine a unit's range, measure the distance from the edge of the attacker's base to the edge of the target's base, and compare this number to the Alpha Strike Range Table, to determine what range bracket the target lies in.

A unit's successful attack will deliver a certain amount of damage to the target at each of the indicated ranges, but not all units can deliver damage at every range bracket. If a unit's damage value in a given range bracket is given as a 0 or a dash ("—") on its unit card, the unit cannot make an effective weapon attack at that range.

Underwater Ranges: All range brackets for underwater combat are halved. Thus, underwater Short range ends at 3 inches, underwater Medium range ends at 12 inches, and underwater Long range ends at 21 inches.

Base-to-Base Contact: Units may not make weapon attacks against targets with which they are in base-to-base contact. Against such units, the attacker may only deliver a physical attack (see *Resolving Physical Attacks*, p. 42).

Step 4: Determine To-Hit Number

Once a player has determined that he has LOS to his target, that the target is within the attacking unit's firing arc, and within a range bracket it can deliver damage to, he must determine the to-hit number. The player's dice roll must equal or exceed this to-hit number in order to score a successful attack against his target.

The base to-hit number for all attacks is the unit's Skill Rating. This number is then modified based on the attack's range bracket, the target's movement capability, terrain features, and other miscellaneous situations. The modifiers applicable to standard *Alpha Strike* are shown on the To-Hit Modifiers Table. Unless otherwise stated, all modifiers are cumulative, which means they are added to the unit's base to-hit number to find the final to-hit number.

ALPHA STRIKE RANGE TABLE

Distance	Range
Up to 6"	Short
Over 6" and up to 24"	Medium
Over 24" and up to 42"	Long

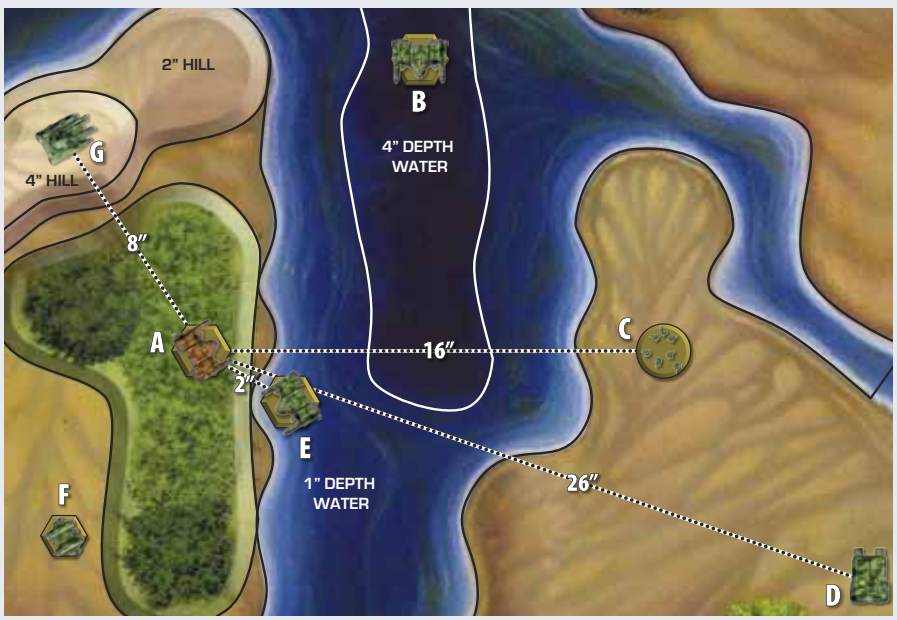
Shutdown Units: Shutdown units do not receive a movement modifier for target's available movement.

Occupying and Intervening Terrain: Terrain is occupied if any part of the unit's base is in contact with the terrain. Terrain is intervening if the Line of Sight passes through it before reaching the target (see *Verify Line of Sight*, p. 34).

In the To-Hit Roll diagram, Alice's 'Mech is at point A. The 'Mech she is attacking with has a Skill Rating of 3. It cannot see Aaron's 'Mech (at point B), since that unit is completely submerged. It can see the conventional infantry unit (at C), the large support vehicle (at D), the 'Mech unit at point E, the ProtoMech at point F, and the vehicle at point G. Alice starts with her Skill Rating of 3 and applies the rest of the modifiers.

Here are her to-hit numbers:

The infantry unit at point C is 16" away, putting it at Medium range, which adds a +2 modifier. They have 2"f Move, giving them a target modifier of +0. The Modified To-Hit Number is 5 [3 (Skill Rating) + 2 (medium range) = 5].



• TO-HIT ROLL DIAGRAM •

TO-HIT MODIFIERS TABLE

RANGE MODIFIERS		
Range	**Distance**	**Modifier**
Short	Up to 6″	+0
Medium	>6″ to 24″	+2
Long	>24″ to 42″	+4

TARGET MOVEMENT MODIFIERS[1]	
Target's Available MP	**Modifier**
0-4″	+0
5″-8″	+1
9″-12″	+2
13″-18″	+3
19″-34″	+4
35″+	+5
Jump Capable	+1

TARGET MODIFIERS	
Target	**Modifier**
Has Stealth Armor	Varies[2]
Is Shutdown/Immobile	–4
Is Dropping Unit	+3

TARGET TYPE MODIFIERS	
Target Element Type	**Modifier**
Airborne Aerospace	+2[3]
Airborne VTOL or WiGE	+1
Battle Armor	+1
DropShip	–2
Large (LG, VLG, or SLG special)	–1
ProtoMech	+1

TERRAIN MODIFIERS	
Terrain	**Modifier**
Underwater	+1[4]
Woods	+2[5]
Partial Cover	+2

PHYSICAL ATTACKS MODIFIERS	
Physical Attack Type	**Modifier**
Standard	+0
Melee	+1
Charge	+2
Death From Above	+3
Anti-'Mech Infantry	+1

MISCELLANEOUS MODIFIERS	
Attacker	**Modifier**
Attacking Indirectly	+1[6]
Attacker is a Drone	+1
Attacker is IndustrialMech with:	
No AFC special	+1[7]
Advanced Fire Control (AFC)	+0[7]
Attacker is Support Vehicle with:	
Advanced Fire Control (AFC)	+0[7]
Basic Fire Control (BFC)	+1[7]
No AFC or BFC special	+2[7]
Fire Control Hit (per hit)	+2[7]
Overheating	+Heat Level (1-3)[8]
Spotting for Indirect Fire	+1[9]
Anti-'Mech Infantry	
Attacker is Conventional Infantry	+3
Target transporting battle armor	+3[10]

[1]Modifier is based on available movement modified by heat level and critical hits, if applicable. Inches movement is irrelevant. This modifier does not apply to aerospace units.
[2]For battle armor targets, Stealth adds +1 at Short and Medium ranges, and +2 at Long range. For all other units, Stealth adds +0 at Short range, +1 at Medium range, and +2 at Long range.
[3]Includes fixed-wing support vehicles, conventional fighters, small craft and DropShips. Only applies when target is airborne. Do not apply if attacker is also an airborne aerospace unit.
[4]Only if attacker is also underwater (or is on the water surface and using TOR special); all underwater ranges are halved.
[5]Target has intervening or occupied Woods terrain.
[6]If the spotting unit makes a weapon attack in the same turn as it spots, apply a +2 modifier instead.
[7]Fire Control hit effects may apply multiple times. Does not apply to Physical attacks.
[9]Not cumulative with the Attacking Indirectly modifier.
[10]Applies if target is transporting battle armor as cargo, or using mechanized/extended mechanized infantry specials

The large support vehicle at D is 26" away—Long range, which adds 4. It has 5 Move, giving it a target modifier of +2. It is a large support vehicle, which subtracts 1. The Modified To-Hit Number is 8 [3 (Skill Rating) + 4 (long range) + 2 (target movement) –1 (Large) = 8].

The target 'Mech at E is 2" away, making it Short range, which doesn't add a modifier. It has a Move of 10"/2"j. The 10" has a target movement modifier of +2, the 2"j has a target movement modifier of +0 and +1 jump for a +1 total. The highest target movement modifier of +2 is used. Next, Alice adds 2 because it is in water that provides partial cover. The Modified To-Hit Number is 7 [3 (Skill Rating) + 0 (short range) + 2 (target movement) + 2 (partial cover) = 7].

Though Alice's unit has LOS to ProtoMech at F, that unit is outside of her firing arc, so no shots at it are possible.

The vehicle unit at point G is 8" away, putting it at medium range for a +2 modifier. It has an 8" Move, giving it a target modifier of +1. There are 2" of woods between the attacker and target, for another +2 modifier. The Modified To-Hit Number is 8 [3 (Skill Rating) + 2 (medium range) + 1 (target movement) + 2 (intervening woods) = 8].

Step 5: Roll to Hit

To execute an attack, the controlling player rolls 2D6 for each unit and compares the total to the modified to-hit number identified in the previous step. If the dice roll equals or exceeds the modified to-hit number, the attack succeeds. Otherwise, the attack fails.

Partial Cover Effects: If the target's partial cover is a building or grounded DropShip, an attack that fails by 1 or 2 points will damage the intervening building or DropShip instead (see *Buildings* and *Attacks against Grounded Aerospace Units*, p. 83 and p. 60, respectively).

Step 6: Determine and Apply Damage

When an attack is successful, its damage is applied immediately, but damage effect will not take place until the End Phase. Before damage can be applied, the attack direction and amount of damage must be determined.

Attack Direction: When an attack hits a unit, it must be determined whether or not it strikes the target's front or rear. To determine this, lay a straightedge from the center of the attacker's base to the center of the target's base. If the attack enters through the rear hex side of the target's base, the attack direction is to the target's rear. Otherwise, the damage applies to the front of the target. If the straightedge crosses at the intersection of two hex sides, the target chooses which side is hit by the attack.

In the case of damage delivered to infantry (including battle armor) and Spheroid DropShips on the ground, damage is always determined as if the unit is being hit in the front.

Mechanized Battle Armor: If a unit carrying mechanized battle armor (see *Transporting Infantry*, p. 32) is hit, roll 1D6. On a result of 1–4, the carrying unit suffers the damage normally. On a result of 5–6, the mechanized battle armor takes the damage instead. If this destroys the battle armor unit, any excess damage will be transferred to the carrying unit.

Amount of Damage: The base amount of damage delivered by a successful weapon attack is equal to the attacking unit's damage value at the appropriate range bracket. If the target is at short range, the base damage is that listed in the attacking unit's S value. For a target at medium range, the M value is used. For a target at long range, the L damage value applies.

Damage to Rear: Add 1 point of damage to any successful attack that strikes its target in the rear.

Overheat Damage: Units that track heat may inflict additional damage on their targets at the expense of overheating. The decision to overheat for additional damage potential must be made when the attack is declared, but before it is resolved (see *Overheating*, p. 44).

Special Ability Damage: When using special ability rules (such as Indirect Fire, Torpedoes, and Turret-mounted weapons), use the damage values given for the special ability in place of the normal damage values. The damage values of such special abilities (including those noted as AC, ARTX, FLK, IF, LRM, SRM, TOR, and TUR) follow the same range-bracket format as normal damage (see *Special Abilities,* pp. 45-51) and are counted in the unit's normal attack damage unless otherwise specified. The Heat special ability (HT#) is a special case, as noted below.

Heat Special Ability: Some units have a preponderance of heat-generating weapons. Units with this feature will reflect this in the unit's stats via the Heat special ability. The Heat special ability will also include a numeric rating (for example, HT1), which indicates the number of heat points that will apply to the target during the End Phase of the turn when the attack hits. (This heat applies in addition to the standard damage points applied during the attacker's normal weapon attack, so a unit that can deliver 3 points of damage and has the HT1 special will deliver 3 points of damage in the attack, and 1 point of heat in the same turn's End Phase.) A unit may be struck by multiple attacks that deliver heat, but no unit may gain more than 2 points of heat per turn in this fashion.

If the target of a Heat special does not track heat with a Heat Scale, the Heat special delivers its heat points as damage points instead.

Underwater Damage: With the exception of damage from torpedo weapons (units that have the TOR special ability), all damage from underwater weapon attacks that hit a submerged unit is reduced by half (round down, to a minimum of 1). However, to reflect the danger of flooding due to hull breaches, every successful attack against a submerged unit generates a Critical Hit chance, even if there is no structure damage (see *Step 7: Roll for Critical Hits*, p. 40). If a submerged unit loses all of its armor, it automatically sinks and is considered destroyed.

Area of Effect (AOE) Damage: Some weapons and effects are described as Area of Effect (AOE), which can affect all units within a given radius from the point of impact (POI). If a unit is at a different elevation than the POI, the difference in elevation is added to the distance from impact. Thus, a tank on a hill 2 inches away and 2 inches above the POI is treated as if it lies 4 inches from the POI, and would not be affected by an AOE weapon with a 2-inch radius.

ProtoMechs: Because they count as one unit in a player's army list, the damage values for ProtoMech Points are given for the entire five-ProtoMech group. But, since individual ProtoMechs move separately from one another in *Alpha Strike*, the attacks and damage delivered by each ProtoMech may inflict must be resolved individually.

To determine the amount of damage an Individual ProtoMech can deliver based on its five-member Point data, simply cross reference the damage value the entire Point can deliver at each range bracket against the individual ProtoMech's value in the Individual ProtoMech Values Table (see below). (For example, a Point of five *Hydra* ProtoMechs can deliver 5 points of damage at Short range, and 3 at Medium. Because the values for both range brackets fall in the 1 to 7 range, the individual *Hydra*s will deliver only 1 point of damage at each range bracket.)

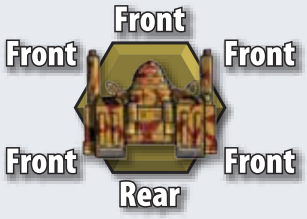
This same division is also applied to any special ability features ProtoMechs may have as part of their unit card data (such as IF#, HT#, and so forth).

INDIVIDUAL PROTOMECH VALUES TABLE

Value (Point)	Value (Individual)
0	0
1 to 7	1
8 to 12	2
13 to 17	3
18 to 22	4
23+	5

Applying Damage

The following question-and-answer process covers the recording of damage from a successful attack. If the target of the attack is an individual ProtoMech, consult the *Damage to ProtoMechs* rule (see p. 40) to determine the number of points of armor and structure each ProtoMech may sustain.



• ATTACK DIRECTION DIAGRAM •

Question 1: Does the target unit have armor (Arm) bubbles remaining on its unit card?

***Yes*:** Check off one armor bubble for every point of damage delivered against the unit, until all damage is applied or all armor is destroyed. Then proceed to Question 2.

***No*:** Proceed to Question 3.

Question 2: Is there attack damage remaining?

***Yes*:** Proceed to Question 3 to allocate remaining damage.

***No*:** Proceed to Question 6.

Question 3: Does the target unit have structure (Str) bubbles remaining?

***Yes*:** Check off one structure bubble for every point of damage delivered, until all damage is applied or all structure is destroyed. Then proceed to Question 4.

***No*:** Proceed to Question 4.

Question 4: Is there damage remaining?

***Yes*:** The target unit is destroyed. If the unit is transporting other units (such as infantry), all transported units are destroyed as well.

***No*:** Go to Question 5.

Question 5: Does the target unit have structure bubbles remaining?

***Yes*:** Roll once on the Determining Critical Hits Table (see *Step 7: Roll for Critical Hits*, p. 40). The attack is finished.

***No*:** The target unit is destroyed. If the unit is transporting other units (such as infantry), all transported units are destroyed as well.

Question 6: Does the target unit have the BAR special ability, or is it an aerospace unit and the damage delivered from a single attack has exceeded its threshold value?

***Yes*:** Roll once on the Determining Critical Hits Table (see *Step 7: Roll for Critical Hits*, p. 40). The attack is finished.

***No*:** Proceed to Question 7.

Question 7: Is the target unit a vehicle?

***Yes*:** Roll once on the Determining Motive System Hits Table (see *Step 7A: Roll for Motive System Damage*, p. 42). The attack is finished.

***No*:** The attack is finished.

Damage to ProtoMechs

Once again, the fact that ProtoMechs are tracked in five-member units, but operate as individual elements, means that the damage they can sustain is different when attacking ProtoMech units individually. To determine the number of armor bubbles each ProtoMech individually has based on its armor value as a Point, use the Individual ProtoMech Values Table. (For example, a point of *Hydra* ProtoMechs has 7 armor bubbles; because this falls in the 1 to 7 range, this means that each *Hydra* can individually sustain only 1 armor bubble before excess damage hits the structure.)

Damage cannot transfer between members of a ProtoMech Point. If the damage delivered to an individual ProtoMech exceeds the number of armor bubbles it can sustain, the excess damage hits the ProtoMech's structure. Because all ProtoMechs—regardless of size—receive only 1 point of structure in *Alpha Strike* gameplay, this means that any damage that exceeds the individual ProtoMech's number of armor bubbles will also destroy the ProtoMech's structure.

The destruction of each ProtoMech's Structure point counts as destruction of the individual ProtoMech itself and finishes the attack. If all 5 structure bubbles in a given ProtoMech Point are marked off, the entire Point is considered to be destroyed (even if it has armor bubbles remaining).

Note: In some cases, this approach of dividing armor and structure points across a group of ProtoMechs may leave the Point without any remaining armor before it actually runs out of ProtoMechs. If this occurs, treat each remaining ProtoMech in the group as if it has 1 armor point.

Kevin's RFL-3N Rifleman *begins the turn undamaged, and so it has 4 points of armor and 5 points of structure. This Combat Phase, the 'Mech is hit by weapon attacks from a STK-5S* Stalker *and a BSW-X1* Bushwacker. *After checking the attack directions, Kevin's opponents find all shots will strike his* Rifleman *on the front. The* Stalker *is attacking from medium range and will thus deliver 3 points of damage. Kevin marks off 3 armor bubbles, leaving 1 armor and 5 structure circles for his* Rifleman. *Because the damage has not marked off any structure bubbles, there is no Critical Hits roll.*

The Bushwacker, *also attacking from medium range, also delivers 3 points of damage. Kevin marks off the last bubble of armor on his* Rifleman *and 2 points of structure, leaving it with no armor bubbles, and 3 bubbles of structure.*

Kevin informs his opponent that the attack has hit his structure. This means there is a chance for a Critical Hit. His opponent rolls 2D6, getting a 10 result, and consults the Determining Critical Hit Table. This means the Rifleman *has taken a Fire Control Hit. In future turns, the Rifleman will suffer an additional +2 to-hit modifier to its weapon attacks.*

John has a Point of five Centaur *ProtoMechs in his force, of which one is presently under attack. As a Point, the* Centaurs *have 3 points of armor and 5 points of structure. They can deliver 3 points of damage at Short range, 2 at Medium, and 1 at Long (and also possess the IF1 special ability). As all of these values fall within the 1 to 7 range, it means that the individual* Centaurs *can sustain 1 point of armor damage, 1 point of structure damage, and deliver 1 point of damage at Short, Medium, and Long range.*

The attack against John's lone Centaur *delivers 4 points. As the* Centaur *can only withstand 2 points (1 for armor, and 1 for structure), it is destroyed. John marks off one armor bubble and one structure bubble from his* Centaur *Point's unit card. Since the Point is operating as individual units, the remaining damage does not affect the other four ProtoMechs.*

Step 7: Roll for Critical Hits

All units (except infantry and battle armor) can suffer critical hits in standard *Alpha Strike*.

When the conditions for a critical hit check are met (as described below), the attacker rolls 2D6 and consults the Determining Critical Hits Table for the appropriate unit type. The target's controlling player must then note any Critical Hits clearly on the unit's card. All critical hit effects will persist for the remainder of the scenario.

If a given critical hit effect does not apply to the unit in question (for example, a weapon hit on a unit that has already had all of its damage values reduced to zero), apply 1 additional point of damage to the unit instead, but do not roll for additional critical hits as a result of this extra damage.

The following conditions will result in a critical hit check:

All Non-Infantry Units: Any time a hit damages structure, the unit may suffer a critical hit. (If the unit is an IndustrialMech, two critical hits rolls must be made.)

All Units with BAR Special: Any time a unit with the Barrier Armor Rating (BAR) special ability suffers damage, a critical hit may occur—even if there is armor remaining. (If a unit with the BAR special suffers structure damage, two critical hit checks must be made.)

Submerged Units: Units submerged in water must check for critical hits every time they suffer damage of any kind, to check for potential hull breaches. (If a submerged unit also has a BAR special, two critical hit checks must be made.)

Aerospace Units: When rolling for critical hits against an aerospace unit, use the Determining Aerospace Critical Hits Table in the next chapter (see p. 58). In addition to the above rules, aerospace units will also face a critical hit check if the damage from a single attack exceeds the aerospace unit's damage threshold. The damage threshold for an aerospace unit is equal to one-tenth of the unit's starting armor value, rounded up.

Critical Hit Effects

The following describes the effects of each critical hit type described in the Determining Critical Hits Table.

Ammo Hit: Unless the unit has the CASE, CASEII, or ENE special abilities, the unit is destroyed. If the unit has CASE, it suffers 1 additional point of damage (roll again on the Determining Critical Hits Table if this damages structure). If the unit has the CASEII or ENE special abilities, apply no additional damage and treat the result as No Critical Hit.

Crew Killed: The unit's crew is killed. The unit is treated as destroyed.

Crew Stunned: The unit's crew is stunned, and the unit may not move or make attacks during the next turn. A unit with a stunned crew is treated as an immobile target.

Engine Hit ('Mechs): The unit's power system is damaged. For 'Mechs units, an engine hit will cause the unit to generate 1 heat point any time it fires its weapons without delivering any extra damage from overheating. (The unit may still use overheating to add damage to its attacks, but this heat will add to the 1 point generated by the engine hit.) A second Engine Hit critical will destroy the unit.

Engine Hit (Vehicles): For Vehicle units, the first engine hit will reduce the unit's Move and damage values at all range brackets by 50 percent (round down, to a minimum of 0 on all values). A second Engine Hit critical will destroy the unit.

Fire Control Hit: Some mechanism for controlling the unit's weapons has been damaged. This could represent anything from arm actuator damage to sensor hits. Each Fire Control Hit adds a cumulative to-hit modifier of +2 for all subsequent weapon attacks by the damaged unit. (This modifier will not apply to physical attacks.)

MP Hit: Something related to the unit's ability to move has been damaged. The affected unit loses half of its current Move, rounding normally (to a minimum Move loss of 2 inches). If a unit is reduced to a Move of 0 inches (or less) in this fashion, the unit may no longer move.

No Critical Hit: The hit causes no critical effect.

Unit Destroyed: The unit has suffered fatal damage and is eliminated from the game.

Weapon Hit: This hit represents the destruction of a number of weapons on the affected unit. All damage values—including those of special abilities that have damage values (such as AC, ARTX, FLK, HT, IF, LRM, SRM, TOR, and TUR) are reduced by 1 (to a minimum of 0). For units with multiple attacks (such as DropShips and mobile structures), a Weapon Hit critical will reduce the damage values at all ranges in a randomly-determined arc by 50 percent (round down, to a minimum of 0). Weapon Hit criticals do not affect a unit's physical attack values.

The Otomo standard-bearer, a Cyclops, *struggles to right itself as Sword of Light and Izanagi Warrior forces push on.*

DETERMINING CRITICAL HITS TABLE

2d6	'Mech*	ProtoMech**	Vehicle
2	Ammo Hit	Weapon Hit	Ammo Hit
3	Engine Hit	Weapon Hit	Crew Stunned
4	Fire Control Hit	Fire Control Hit	Fire Control Hit
5	No Critical Hit	MP Hit	Fire Control Hit
6	Weapon Hit	No Critical Hit	No Critical Hit
7	MP Hit	MP Hit	No Critical Hit
8	Weapon Hit	No Critical Hit	No Critical Hit
9	No Critical Hit	MP Hit	Weapon Hit
10	Fire Control Hit	Unit Destroyed	Weapon Hit
11	Engine Hit	Weapon Hit	Crew Killed
12	Unit Destroyed	Weapon Hit	Engine Hit

*Roll twice for critical hits on IndustrialMechs, and apply both critical hits.

**ProtoMech critical hit effects must be tracked separately for individual ProtoMechs.

MOTIVE SYSTEMS DAMAGE TABLE

Unit Motive Type	2D6 Roll Modifier
Tracked/Naval	+0
Wheeled/Hovercraft	+1
VTOL/WiGE	+2

2D6 Roll	Motive Effects
2-8	No Effect
9-10	–2" Move*
11	–50% Move*
12+	Unit Immobilized

*To a minimum of 0" Move; round fractions down

Step 7A: Roll for Motive Systems Damage

Vehicles are inherently more vulnerable to disabling hits than BattleMechs. Whenever a vehicle unit (including combat vehicles and support vehicles) is damaged by an attack, roll 1D6. On a result of 1 through 4, there is no motive system damage.

If the 1D6 roll is 5 or 6, roll 2D6 and consult the Motive Systems Damage Table, applying the modifiers indicated by the vehicle's motive type. A result of "No Effect" means that the vehicle's motive systems suffer no additional damage this time. All other results indicate that the vehicle has suffered damage that will impair its movement for the rest of the game.

Airborne Vehicles: If a VTOL or WiGE unit is reduced to 0 inches of Move as a result of motive systems damage, and the unit is at least 1 inch of elevation above its underlying terrain at the time, the unit will crash into the terrain directly below it. A crashing unit suffers 1 point of damage (rolling for critical hits normally, if applicable) and is immobilized.

Submerged Units: If a submerged unit is reduced to 0 inches of Move as a result of motive systems damage, it will immediately sink to the bottom depth of the water terrain directly below it. The sinking unit will suffer 1 point of damage (roll for critical hits normally, if applicable) and is immobilized.

RESOLVING PHYSICAL ATTACKS

Physical attacks follow a process similar to weapon attacks, but since range is not a factor, several steps are omitted. The process for resolving physical attacks is:

Step 1: Determine physical attack type
Step 2: Determine to-hit number
Step 3: Roll to hit
Step 4: Determine and apply damage
Step 5: Roll for critical hits (if applicable)

Step 1: Determine Physical Attack Type

There are four types of physical attack that units may perform in *Alpha Strike*: Standard, Melee, Special, and Anti-'Mech Infantry. 'Mechs may attempt all three of these physical attack types. ProtoMechs may attempt Standard-type physical attacks only. Vehicle units may only attempt the Charging Special physical attack. Only infantry units (including battle armor) with the Anti-'Mech (AM) special ability may attempt an Anti-'Mech Infantry attack.

A unit may only make one physical attack type per turn. Units cannot make a physical attack in the same turn they have made a weapon attack.

Standard Physical Attacks: Standard physical attacks consist of punches and kicks where the 'Mech (or ProtoMech) uses its limbs to inflict damage on a target. Standard physical attacks can only occur when the attacker is within 1 inch of its target, and the target is within the attacking unit's firing arc (see *Verify Firing Arcs*, p. 35).

Melee Physical Attacks: Only 'Mechs with the Melee (MEL) special ability may make Melee physical attacks. The unit uses a weapon to augment its normal physical attack damage. Units that have a Melee special ability may not choose to make a Standard physical attack instead. Melee physical attacks can only occur when the attacking unit is within 2 inches of its target and the target unit is also within the attacking unit's firing arc (see *Verify Firing Arcs*, p. 35).

Atlas *"Big Ben" delivers a brutal punch to the* Masakari.

Special Physical Attacks: Charge and Death from Above (DFA) attacks are more aggressive and risky physical attacks. Only one of these special physical attacks may be attempted per target, per turn—once a unit has been targeted for a Special physical attack, it cannot be the target of any further Special physical attacks. Charges and Death From Above attacks can only be completed if the attacking unit can move far enough to end its movement in base-to-base contact with its target, and—because of this—these attacks can only be made against targets that have already completed their movement. (In addition, the Death from Above attack may only be attempted by units that have sufficient jumping Move to reach the target.)

Anti-'Mech Infantry Attacks: Units with the Anti-'Mech (AM) special ability can make a special attack against ground units and grounded aerospace units with which they are in base-to-base contact. Although this is called an anti-'Mech attack, any unit on the ground may be targeted in this manner. (VTOLs and WiGEs can only be attacked if landed.)

Step 2: Determine To-Hit Number

The base to-hit number for all physical attacks is the unit's Skill Rating. This number is modified based on the physical attack type chosen, the target's movement capability, terrain features, and other miscellaneous situations. The modifiers applicable to physical attacks in standard *Alpha Strike* are shown on the To-Hit Modifiers Table. Unless otherwise stated, all modifiers are cumulative, which means they are added to the unit's base to-hit number to find the final to-hit number.

Shutdown Units: Shutdown units do not receive a movement modifier for target's available movement.

Occupying and Intervening Terrain: Terrain is occupied by a unit if any part of the unit's base is in contact with the terrain. Terrain is intervening if the attacker's LOS passes through it before reaching the target (see *Verify Line of Sight*, p. 34).

Step 3: Roll to Hit

Roll 2D6 for each unit and compare the total to the modified to-hit number identified in the previous step. If the dice roll equals or exceeds the modified to-hit number, the attack is successful. Otherwise, the attack fails.

Step 4: Determine and Apply Damage

When a physical attack is successful, its damage is applied immediately, but does not take effect until the End Phase. All physical attack damage is applied in the same fashion as weapon attack damage. Standard and Melee physical attack damage is equal to the unit's Size value, though units with the Melee special ability add 1 additional damage point to this number. Special physical attacks use different rules for determining damage, as described below.

ProtoMechs: ProtoMechs operating individually will only deliver 1 point of damage from a successful physical attack, regardless of the ProtoMechs' other damage values.

Anti-'Mech Infantry: On a successful attack, the infantry unit delivers its normal damage to the target *and* rolls once for a critical hit on the target unit, even if there is armor remaining. (See *Step 5: Roll for Critical Hits*, p. 40.)

Charge Attacks

In a Charge attack, the attacking unit ('Mech or vehicle) uses its ground movement to ram into its target, using its mass and speed to deliver damage. A successful Charge can thus damage both the attacker and the target. The charging unit's damage is based on its weight and the distance it traveled in the Movement Phase. To find this damage, take the total inches the attacker traveled, divide that by 2, and multiply by the result by the value shown on the Charge Damage Table, rounding normally. The result is the amount of damage inflicted against the target unit.

CHARGE DAMAGE TABLE

Unit Size	Multiply Move by
1 (Light)	.25
2 (Medium)	.50
3 (Heavy)	.75
4 (Assault)	1

Death from Above: Add +1 damage for Death from Above (DFA) attack

Damage to Attacker: If the Charge attack is successful, the attacking unit also suffers 1 point of damage if its target is Size 3 or higher. This damage does not count as an attack by the target unit, which may attack normally during its Combat Phase.

Death from Above Attack

In order to execute a Death from Above (DFA) attack, the attacking unit must have jumping movement. Airborne units may not be targeted by a Death from Above attack. On a successful DFA attack, the attacking unit delivers damage to its target equal to its Charge damage +1 (see the Charge Damage Table). A successful DFA attack will give the attacker the chance to deliver a critical hit, even if the target's armor is not destroyed (see *Step 5: Roll for Critical Hits*, p. 40).

Damage to Attacker: If the DFA attack succeeds, the attacking unit also suffers damage equal to its own Size. This damage does not count as an attack from the target unit, so the target may attack normally during its own Combat Phase. If the DFA fails, the attacking unit suffers damage equal to 1 plus its own Size value.

Brian's is debating whether his VND-3L Vindicator *medium 'Mech (Size 2, with a Move of 8"j) will Charge or DFA an enemy CES-3R* Caesar *(a heavy Size 3 'Mech). The distance between the two units is 7 inches.*

If the Vindicator *charges, Brian calculates that it will deliver 2 points of damage (7 inches ÷ 2 = 3.5; 3.5 x 0.5 = 1.75, rounding normally to 2) on a successful attack, and will suffer 1 point of damage, because the* Caesar *is Size 3 or higher.*

If the Vindicator *attempts a DFA instead, it will deliver 3 points of damage on a successful attack (the charge damage calculated above +1), but will suffer 2 points of damage (the* Vindicator*'s Size value). If the Vindicator misses, it will suffer 3 points of damage for its trouble (the* Vindicator*'s Size + 1).*

Knowing that the to-hit modifier for a DFA is 1 point higher than a charge attack, Brian must now choose between a DFA that will inflict more damage to both 'Mechs, or the less damaging—but slightly easier to pull off—charge.

Step 5: Roll for Critical Hits

Physical attacks may inflict critical hits just like weapon attacks. Refer to *Roll for Critical Hits* (see p. 40).

Death from Above: A successful DFA automatically results in 1 roll on the Determining Critical Hits Table against the target unit, even if the target suffered no structure damage as a result of the attack. If the target *did* suffer structure damage as a result of the DFA attack, an additional roll for critical hits must be made.

Anti-'Mech Infantry: A successful Anti-'Mech Infantry attack automatically results in 1 roll on the Determining Critical Hits Table against the target unit, even if the target suffered no structure damage as a result of the attack. If the target *did* suffer structure damage as a result of the Anti-'Mech Infantry attack, an additional roll for critical hits must be made.

OVERHEATING

Many 'Mechs and some aerospace units have an Overheat Value (OV) shown on the unit card. This number reflects the fact that these units have more weapons than they can safely fire. A warrior piloting such a unit can push it beyond its safety limits to inflict extra damage. However, the heat build-up caused by such action will slow the unit down and cause its targeting systems to behave erratically until the 'Mech has a chance to cool off.

Using Overheat Value

An attacking player must announce his use of Overheat Value—and how many points of OV he wishes to use—before resolving the attack's to-hit roll. A unit with OV can apply anywhere from a minimum of 0 OV points to a maximum equal to the unit's OV rating. If the attack succeeds, it deals extra damage at the Short or Medium range brackets equal to the OV points used when the attack was announced.

For each point of Overheat Value a unit uses in this fashion, one point of Heat is added to the unit's Heat Scale (see *Heat*, p. 44). If the overheating unit is in water, it reduces this heat level by 1 point.

Special Ability Damage: Special abilities that deliver damage (or heat) effects (such as ARTX, FLK, HT, IF, LRM, SRM, TOR, and TUR) may not be augmented by overheating.

Physical Attacks: Physical attacks may not be augmented by overheating.

Overheat Long (OVL) Special Ability: If a unit has the OVL special ability, its use of Overheat will also increase its damage value in the Long range bracket in the same manner as it will for Short and Medium range.

Maximum Overheat and Heat Scale Effects

Using Overheat will add to a unit's Heat Value and can cause a unit to move slower and be less accurate in later turns. A unit cannot overheat more than the heat scale will allow (see *Heat*, p. 44).

The Mad Cat *(*Timber Wolf*) Prime has the following stats on its unit card: Damage (S/M/L) 5/5/4, OV 1, and has the LRM 1/1/2 and IF2 special abilities, but not the OVL special ability. With the OV of 1, it can overheat by 1 point in a turn. This mean it can inflict up to 6 points of damage at Short and Medium range (5 + 1 = 6), but still delivers only 4 points of damage at Long range due to the lack of the OVL special ability. Its IF and LRM special abilities, however, cannot be improved by using OV points.*

In the next turn, the Mad Cat *can overheat by 1 additional level to maintain its augmented damage, raising its heat scale to 2 points. If the Mad Cat does this again for two more consecutive turns, its heat scale will continue to rise until hitting its maximum level (shutdown).*

END PHASE

The following describes the rules for the End Phase of an *Alpha Strike* turn. Both players may complete this phase simultaneously.

DAMAGE

Unless overridden by a special ability, all damage inflicted during the Combat Phase takes effect during the End Phase. This includes all Critical Hit effects as well, and all units that are destroyed must be removed from play at this time.

Aerospace Units: Any airborne aerospace unit that suffered damage from ground units during the current turn must make a Control Roll during the turn's End Phase or lose altitude. See the *Aerospace End Phase* rules in the Abstract Aerospace System chapter (see pp. 52-61).

HEAT

The boxed numbers and the letter "S" to the right of the Overheat Value represent the unit's heat scale. When a unit overheats, the amount by which it overheats is added to the unit's heat level, which is then marked on the heat scale.

A unit's current heat level will be added to its weapon attack target numbers, and twice its current heat level (in inches) will be subtracted from the unit's ground movement rating. (Jumping Move is not affected by the heat scale.) Heat scale levels should be marked in pencil, as a unit's heat will rise and fall throughout game play.

Remember that heat levels do not actually change until the End Phase of the turn in which the unit overheated. Thus, modifiers caused by overheating do not impact the attack that causes the overheating to begin with; they will instead affect the unit during its next turn.

Heat (HT#) Special Ability: The Heat special ability (see p. 47) reflects units that are capable of raising a target unit's heat via outside heat sources (such as flamer weapons). In a single turn, no unit may receive more than 2 points of heat from attacks made using this special ability. If a unit capable of building heat has already generated 2 points of heat during the turn from HT# attacks, the unit does not receive any additional heat effects; instead, the extra heat points from these attacks are simply lost.

Shutdown

The maximum heat level of 4 appears on the heat scale as an S, which represents automatic shutdown. A unit reaching this level on the heat scale shuts down, and cannot expend Move or Thrust, or execute any attacks in the following turn. If the unit contains any special electronics (such as ECM), that equipment will also stop working wile the unit is shutdown.

Attacks against a shutdown unit apply a –4 to-hit modifier, and ignore all target movement modifiers during that turn, including any modifiers for the targets jump capability (if applicable).

Aerospace Units: Aerospace units that suffer shutdown must consult the *Aerospace End Phase* rules in the Abstract Aerospace System chapter (see pp. 52-61).

Cooling Down

Any unit that used Overheating in the current turn will increase its Heat level as mentioned above, and thus will not cool down at all in the End Phase.

If a unit outside of water (or in water terrain of less than 2 inches in depth) made a weapon attack in the current turn—but does not use Overheat—its Heat Level will remain unchanged in the End Phase. A unit in water of 2 inches in depth that used only 1 point of Overheat will also not change its current Heat Level in the current End Phase.

Heat levels will thus decrease during the End Phase only as follows:

A unit that begins the End Phase as a shutdown unit automatically drops to a Heat Level of 0 (and restarts).

A unit does not make a weapon attack in the current turn also reduces its Heat Level to 0.

A unit that enters water of 2 or more inches in depth will reduce its Heat Level by 1 point, as long as it did not use any Overheat in the current turn.

Logan's Vulture *Prime overheats by 2 in the current turn, so he marks the 2 box on the unit's Heat Scale during the End Phase of the turn. Starting with the following turn, and as long as the* Vulture *remains at this heat level, it will lose 4 inches of Move (2 Heat x 2 inches), and suffer a to-hit modifier of +2 to all weapon attacks. Unless the* Vulture *forgoes a weapon attack or enters water deep enough to submerge itself, it will remain at a Heat Level of 2.*

If, in the next turn, Logan uses another 1 point of Overheat, the Vulture *will rise to a level of 3 on its Heat Scale. At that heat level, it will lose 6 inches of Move (3 Heat x 2 inches), and suffer a to-hit modifier of +3 to all weapon attacks.*

SPECIAL ABILITIES

Special abilities reflect extra features of a unit's performance created by its equipment or unit type. While most of these provide units with additional benefits, some special abilities may also reflect handicaps or restrictions. If a special ability contradicts the basic gameplay rules, the ability takes precedence.

Units may have multiple special abilities. If two special abilities contradict each other, refer to the detailed ability description for additional instructions.

The special ability descriptions below describe abilities usable in Standard *Alpha Strike*. Any special abilities not found in the list below have no effect in the standard level of play, but may be used in advanced *Alpha Strike* games.

SPECIAL ABILITY DESCRIPTIONS

These abilities are listed by name, with their common abbreviation given in parentheses. Special abilities followed by a numeric designator (#) indicate indicates that may have variable effect based on the number used. (For example, a unit with HT1 indicates a unit that can deliver 1 heat point in a successful attack against a targeted unit, while a unit with HT2 can deliver 2 heat points.) If multiple numbers, separated by slashes, appear by a special ability's abbreviation, those values indicate an ability that delivers damage in the Short, Medium, and Long range brackets.

Advanced Fire Control (AFC)

IndustrialMechs and support vehicles equipped with Advanced Fire Control do not suffer to-hit modifiers for their unit type.

Amphibious (AMP)

This ability makes a non-naval unit capable of water movement. Amphibious units pay a total of 4" per inch of water traversed and move as a surface naval unit in water, except that they freely move in and out of water areas.

Angel ECM (AECM)

An Angel ECM suite has all the advantages of a standard ECM suite. Angel ECM is treated as two standard ECM suites.

Anti-'Mech (AM)

Infantry units with the Anti-'Mech (AM) special ability can make a special attack against any ground units, landed VTOLs and WiGEs, or grounded aerospace units with which they are in base-to-base contact. Anti-'Mech Infantry attacks are treated as a physical attack (see p. 42).

Anti-Missile System (AMS)

A unit with an AMS reduces the damage from any attack specifically delivered by the IF, SRM, or LRM special abilities by 1 point (to a minimum of 1) as long as the attack comes from the front.

Armored Components (ARM)

A unit with this ability ignores the first critical hit chance rolled against it during a single *Alpha Strike* scenario. The first time circumstances arise that would normally generate an opportunity for a critical hit (such as structure damage), the unit's controlling player must strike off this ability as "spent" for the remainder of the scenario, and the attacker loses his first opportunity to roll for a critical hit.

Armored Motive Systems (ARS)

A unit with this special ability applies a –1 modifier on the Determining Motive Systems Damage roll (see *Determining Motive Systems Damage Table*, p. 42).

Barrier Armor Rating (BAR)

The BAR special indicates a unit that is protected by substandard armor (or commercial-grade armor). Successful attacks against such units always trigger a roll for critical hits, regardless of whether or not the structure is damaged.

Basic Fire Control (BFC)

A support vehicle or IndustrialMech with this ability has an inferior targeting and tracking system, which adds a to-hit modifier of +1 for its attack. (This modifier is listed in the To-Hit Modifiers Table, see p. 37.)

BattleMech HarJel (BHJ)

A 'Mech protected by HarJel ignores the special "hull breach" critical hit checks required for being attacked while underwater (or in a vacuum). All other causes for critical hit rolls (such as those caused by structure damage and successful DFA attacks) still apply as normal.

BattleMech Shield (SHLD)

Shield-bearing 'Mechs gain some protection against weapon and physical attacks at the expense of their own attack accuracy. To reflect this, shield-equipped units reduce the damage from most weapons and physical attacks by 1 point (to a minimum of 0). Indirect attacks, heat-causing attacks, and area-effect attacks (such as artillery and bombs) are not dampened by the shield and thus deliver full damage. All weapon attacks made by a 'Mech with this ability incur an additional +2 to-hit modifier.

Bomb (BOMB#)

Conventional and aerospace fighters, fixed-wing support vehicles, and some battle armor can carry bombs. The number of bombs these units can carry are equal to the number in the ability's notation (so a unit with BOMB4 carries up to 4 bombs). For most units, these bombs may be of any type, though battle armor units with this ability may only use cluster bombs (see p. 57). (As a special exception, Arrow IV missiles of all types may be carried as bombs, but a unit that uses Arrow IV bombs must count the first Arrow IV missile carried this way as 2 bombs. All remaining bombs are then counted normally.)

Each bomb a unit carries reduces its Thrust value by 1. (Battle armor units with bombs suffer no effects on their Move ratings.) A bomb-carrying unit's card should list how many bombs the unit is carrying in the scenario, which must be equal to or less than the number this ability enables it to carry.

Cargo (CAR#)

An infantry unit with the Cargo special ability can be carried by a unit with infantry transport space (noted by the IT# special ability). For these units, the number in the ability notation indicates the amount of cargo space it needs to be transported. For example, a squad of Elemental battle armor has a CAR5 special ability, and so would need a unit with IT5 (or higher) to transport it.

Cellular Ammunition Storage Equipment (CASE)

Units with this ability can minimize the catastrophic effects of an ammunition explosion and thus can survive Ammo Hit critical hits (see *Ammo Hit*, p. 40), but will suffer additional damage.

Cellular Ammunition Storage Equipment II (CASEII)

Units with this ability have superior protection against ammunition explosions and can ignore Ammo Hit critical hits (see *Ammo Hit*, p. 40).

Electronic Countermeasures (ECM)

In *Alpha Strike*, an ECM suite's area of effect covers a 12-inch radius from the unit that has this special ability. Electronics (including active probes and C^3 computers) used by units friendly to the ECM-equipped unit will not be affected by this item, nor will an ECM suite affect other scanning and targeting devices (such as basic or advanced fire control, or TAG).

Against hostile electronics, ECM has the following effects:

ECM vs. Active Probes, Drones, Narc and iNarc Systems: Active probes, drones, and the Narc/iNarc systems are all covered in the *Advanced Options* chapter (see p. 62), and will detail the effects of ECM against those systems.

ECM vs. C^3 **Networks:** ECM disrupts most enemy C^3 networks, preventing their function depending upon the type of C^3 network. If a C^3 master unit is isolated from the network because it ventures inside the ECM bubble, the C^3 master's entire network is effectively shut off and loses C^3 abilities. If the LOS between the C^3 master unit and one or more of the units in its network passes through a hostile

ECM radius, only those networked units "cut off" from the C³ master will lose the benefits of C³. (See C³ *Networks*, pp. 49-51).

If a C³i-equipped unit is caught within the ECM bubble, or draws its LOS to all partner C³i units through an ECM bubble, that unit is isolated from the network and loses all C³i abilities.

Elementary Engine or Fuel Cell Engine (EE or FC)

Units with EE or FC specials use non-fusion engines for power and must have the SEAL special to operate underwater. Units with elementary engines (EE) may not operate in a vacuum, but units that have both fuel cell engines (FC) and the SEAL special may operate normally in a vacuum.

Heat-tracking units that use either of these engine types will suffer no heat buildup from an Engine Hit critical effect. Instead, for every turn after receiving an Engine Hit critical, if the unit makes a weapon attack, its controlling player must roll 2D6 in the End Phase of that game turn On a roll of 12, the unit explodes and is destroyed.

Energy (ENE)

A unit with this ability has little to no ammo to explode, and ignores Ammo Hit critical hits (see *Ammo Hit*, p. 40).

Extended Mechanized (XMEC)

Battle armor with this special ability may function as mechanized battle armor, and can ride on any type of ground unit (see *Transporting Infantry*, p. 32).

Fire Resistant (FR)

Units with this ability are not affected by infernos or other weapons that generate heat (HT#). If the heat-causing weapon deals damage in addition to causing heat, that damage still applies.

Flak (FLK#/#/#/#)

If a unit with this ability misses its to-hit roll by 2 points or less when attacking an airborne aerospace unit, VTOL or WiGE target, the unit will deal damage to its target equal to its FLK rating at the appropriate range bracket.

Heat (HT#)

Units with this ability apply heat to the target's Heat scale during the End Phase of the turn in which they deliver a successful weapon attack. If the target is a unit type that does not use a Heat Scale, the heat this ability would normally produce is added to the normal attack damage instead (see *Determine and Apply Damage*, p. 38).

Indirect Fire (IF#)

The Indirect Fire special ability allows a unit to attack a target without having a valid LOS to it via arcing missiles over the intervening obstacles, similar to how mortars and artillery work. This attack requires a friendly unit with a valid LOS to act as a spotter. The numerical rating for this ability indicates the amount of damage a successful indirect attack will deliver. Because they attack when other weapons cannot, damage from an indirect attack applies in place of the unit's normal weapon attack (*see Indirect Fire*, p. 35).

Industrial Triple-Strength Myomers (I-TSM)

'Mechs with Industrial TSM have enhanced musculature that delivers 1 point of additional damage on a successful standard- or melee-type physical attack, but these units also suffer a +2 to-hit modifier for all physical attacks due to the loss of fine motor control. (Industrial TSM also provides a movement boost, but this is already calculated in the unit's *Alpha Strike* stats.)

Infantry Transport (IT#)

The numerical rating associated with this special ability indicates the amount of infantry transport space available. The unit may carry any number of infantry or battle armor units as long as these units' total cargo requirement does not exceed the transporting unit's infantry transport rating.

Light ECM (LECM)

Light ECM functions identically to ECM, but with a reduced radius. Light ECM only creates an ECM bubble with a 2" radius.

Mechanized (MEC)

Battle armor with this special ability may function as mechanized battle armor, and can ride on any ground unit type that has the Omni special ability (see *Transporting Infantry*, p. 32).

Melee (MEL)

This special ability indicates that the 'Mech is equipped with a physical attack weapon, and add 1 additional point of physical attack damage on a successful Melee-type physical attack (see *Resolving Physical Attacks*, p. 42).

Pirate in Victor *wielding a* Banshee*'s head as a makeshift meelee weapon.*

Mimetic Armor System/
Light Mimetic Armor System (MAS/LMAS)

Mimetic armors are similar to Stealth systems (see *Stealth (STL)*, p. 48), in that they make a target more difficult to hit with weapon attacks. Unlike Stealth, the modifiers for mimetic armor are based not on the unit's type and its range, but by the unit's type and how far it moved in the current turn's Movement Phase. (Once again, these modifiers do not affect physical attacks against such units.)

For attacks made against non-infantry targets with the MAS special, apply an additional +3 to-hit modifier if the unit moved 0 inches in the Movement Phase, dropping to +2 to-hit if the unit moved up to 5 inches, +1 if the unit moved from 5 to 12 inches, and losing the modifier entirely if the unit moved more than 12 inches.

For attacks made against battle armor targets with the MAS special, apply an additional +3 to-hit modifier if the unit moved 0 inches in the Movement Phase, dropping to +2 to-hit if the unit moved up to 2 inches, +1 if the unit moved from 2 to 5 inches, and losing the modifier entirely if the unit moved more than 5 inches.

A unit equipped with the LMAS special applies only a +2 to-hit modifier if it moved 0 inches, and +1 if it moved up to 2 inches.

Off-Road (ORO)

Lacking the rugged suspension of combat vehicles, ground-based support vehicles that use the wheeled (w) movement type must pay 2 inches of additional Move for every non-paved inch they move *unless* they possess the Off-Road special. This ability is not required for any other unit types, including support vehicles that use movement modes other than wheeled.

Omni (OMNI)

In standard *Alpha Strike* play, ground-based Omni units ('Mechs or vehicles) may transport a single battle armor unit using the mechanized battle armor rules (see *Transporting Infantry*, p. 32).

Overheat Long (OVL)

A unit with this special ability may overheat up to its OV value and apply that value to its Long range damage value as well as the unit's Short and Medium range damage values. (A unit without this special ability may only apply the damage benefits of its Overheat capabilities to damage delivered in the Short and Medium range brackets.)

Stealth (STL)

Though various stealth systems exist in the BattleTech universe, the majority are similar enough in function that *Alpha Strike* does not distinguish between them. These systems make a target more difficult to hit with weapon attacks (but not physical attacks), based on the range and unit type being targeted.

For attacks made against non-infantry targets with the STL special, apply an additional +1 to-hit modifier to attacks at Medium range, and an additional +2 to-hit modifier at Long range (or greater).

For attacks made against battle armor targets with the STL special, apply an additional +1 to-hit modifier at Short and Medium range, and an additional +2 to-hit modifier at Long range (or greater).

Torpedo (TOR#)

Torpedo launchers may only be launched by units in water (or on the surface of a water feature), against targets that are also on or in water (this includes units like hovercraft and airborne WiGEs operating just above the surface of water). Torpedo special ability damage is given in range brackets like a standard weapon attack, and may be fired separately or combined with the standard weapon damage that a submerged unit may deliver in combat.

Torpedo attacks ignore underwater range and damage modifiers that affect other weapons. For example, if a submerged unit, with damage values of 2/2/2 and a TOR 3/3 special, fires at a target that is in its underwater Short range bracket, it will deliver 4 points of total damage on a successful attack. (The base damage of 2 for its normal weapons is halved to 1, but the full TOR damage of 3 applies without reduction.)

Triple-Strength Myomer (TSM)

'Mechs with the Triple-Strength Myomer special ability can move faster and deliver additional damage in standard- and melee-type physical attacks, but only when running hot. Once a unit with TSM overheats, the following rules apply only to its movement and physical attack capabilities. All other rules for overheating and gameplay apply normally.

Movement: When a 'Mech with TSM has a heat scale level of 1 or higher, it gains 2 inches of additional ground Move. If the heat scale is 1, the unit also ignores the loss of 2 inches from overheating, but the overheating effects on Move for heat levels of 2+ remain in effect. (Unlike units with Industrial TSM, units with this ability do not include its movement effects in their normal stats, because the ability is activated only by overheating.)

Physical Attacks: When an overheating unit delivers a successful standard- or melee-type physical attack, it adds 1 point to the damage delivered by the attack. Unlike Industrial TSM, this heat-activated version imposes no additional to-hit modifiers.

Turret (TUR#)

A unit with a turret has some (or all) of its weapons mounted with a 360-degree field of fire. Damage for all turret-mounted weapons are included in the base damage values for the unit, and then separately for the TUR special ability. Thus, when a unit with a turret wishes to make an attack outside of its normal forward field of fire, it *must* use the damage values for its TUR special ability in place of the unit's standard damage values.

Weapon attacks made using the turret cannot be combined with any other special attack ability (such as IF, FLK, and so on).

Some particularly large units—such as mobile structures and very large or super large vehicles—may feature multiple turrets. A unit with multiple turrets may use each turret individually to deliver its attacks (see *Exceptionally Large Units*, pp. 96-99).

Underwater Maneuvering Units (UMU)

A unit with the UMU special ability uses the submersible movement rules when it is submerged in water instead of the normal underwater movement rules (see *Submersible Movement*, p. 31).

Watchdog (WAT)

A unit with this special ability possesses the Watchdog Composite Electronic Warfare System. For purposes of *Alpha Strike*, it is treated as if it has both the Light ECM (LECM) special ability, and the Light Active Probe (LPRB). (Active probes are covered in greater detail in the *Advanced Options* chapter, see pp. 62-113.)

• C³ DIAGRAM •

C³ NETWORKS

The following special abilities cover the various systems available to establish a Command, Control, and Communications (C³) network, as used in standard *Alpha Strike* play. While each has special features (as noted in the various descriptions below), the basic rules of a C³ network are as follows.

Notation and Tracking of C³ Networks

C³ networks only receive a numerical notation if the carrying unit has more than one C³ "master" system (C³M, C³BSM, or C³EM) on board. Improved C³ systems (C³I), and C³ "slave" systems (C³S, C³BS, C³RS) do not use numerical notations. C³ networks have limited sizes, based on the special ability involved, so the members of a network should be clearly identified in the event that multiple C³ networks are in use. (Colored markings, symbols on a unit's card, or even special tokens placed by the units' miniatures may be helpful in doing this.)

Benefits of C³ Networks

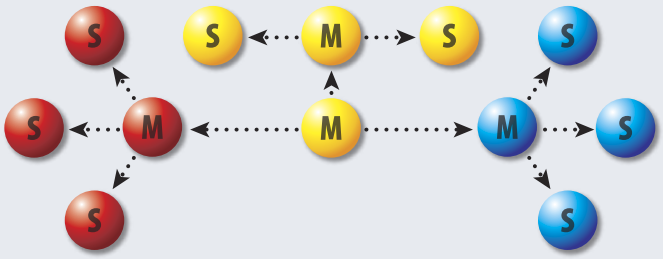
The members of any given C³ network function as a team, sharing targeting data that enables all members of the network to attack a selected target as if all of them are in the same range bracket as the network's closest active member with a valid LOS to it. (Even with this benefit, the actual attacker must also have its own valid LOS to the target, and be able to deliver damage against it at its actual range.) Additional benefits of the various C³ systems are defined in their specific special ability descriptions.

For example, four BattleMechs (A, B, C, and D) are part of the same C³ network. BattleMechs B and C are at Long range to a target they can see through an inch of woods; B has a damage value at Long range, but C's weapons only reach out to Medium range. Meanwhile, 'Mech D is at Short range to the same target, but cannot see it through a hill that stands between them. BattleMech A, however, has an unobstructed view of the target from Medium range.

Although they stand at Long range, BattleMechs B and C can attack the target as if it were at Medium range, thanks to 'Mech A's proximity and LOS to the same unit, but only 'Mech B can deliver damage at Long range. 'Mech A can also attack the target, because it has both LOS and range. 'Mech D cannot make an attack because its LOS to the target is blocked, while 'Mech C is left out only because it has no weapons that can reach that far from its position.

If 'Mech D had line of sight to the target instead of 'Mech A, BattleMech's B and C would enjoy the benefits of the Short range attack modifier, instead of Long range. 'Mech C would remain unable to attack because its own weapons were out of range, but the chances for hits from its companions would be greatly improved.

CONFIGURATION 1



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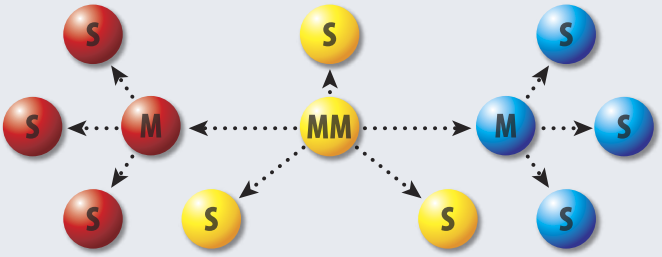

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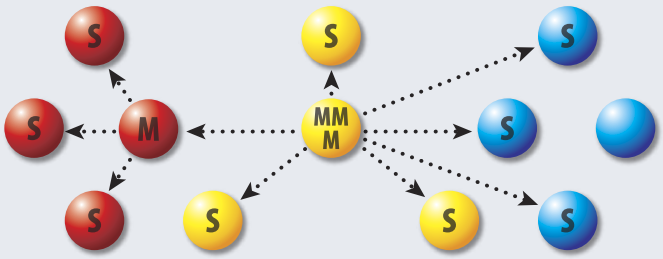
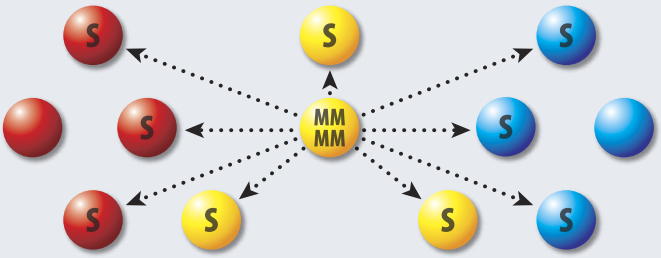


CONFIGURATION 4



• C³ CONFIGURATION DIAGRAM •

Losing a C³ Network

For standard C³ networks (those with C³M, C³EM, C³RS, and C³S specials), a network member will lose its connection to the network if a hostile ECM bubble covers that member, or blocks its line of sight to the network's "master" unit.

The destruction or shutdown of any C³ unit also removes that unit from its network, but will not affect the entire network unless the destroyed/shutdown unit is the network's "master". If the unit destroyed or shutdown *is* the network's "master" unit, the entire network—and all active members of it—will lose the benefits of C³.

C³ Boosted Systems (C³BSM# or C³BSS)

The C³ boosted system works identically to a standard C³ system, and links one master unit (noted by C³BSM) with up to four slaves (noted by C³BSS). These boosted C³ units are unaffected by most ECM effects. Only a hostile Angel ECM will affect a boosted C³ network in the same way as other ECMs affect standard C³ systems.

C³ Emergency Master Computer (C³EM#)

A C³EM system is an emergency backup for a standard C³ Master system, and activates only during the End Phase of any turn in which the network's normal C³ master cannot be contacted (either due to destruction or ECM interference). The emergency master runs for 2 consecutive turns (not counting the turn in which it activates), shutting down in the End Phase of the second turn. While running, the C³EM system duplicates all functions of a C³ master computer.

C³ Master Computer (C³M#)

The C³ master computer enables up to four units to share targeting information and receive the benefits of the C³ network. One unit in a four-member C³ network *must* have the C³M system to act as the "master". The other three units in the network must have C³ equipment of their own to be part of that "master's" network. These member units can use either their own master computers, or C³ slaves to accomplish this.

If a C³ network has multiple "masters", each "master" needs to designate three other units as part of its network. Units with multiple C³Ms can even use them to coordinate multiple networks via the same "master", as demonstrated in the C³ configuration Diagrams shown on p. 50.

C³ Remote Sensor (C³RS)

A unit with this ability can deploy up to 4 remote sensors per game that will act as a stationary C³ Slave Computer (C³S) for one turn. Deploying the remote sensor requires a successful "attack" against a point on the map within the deploying unit's Short range bracket (this attack receives a –4 to-hit modifier, cannot be made against another unit, and delivers no damage; if the attack misses, the remote sensor will fail to activate).

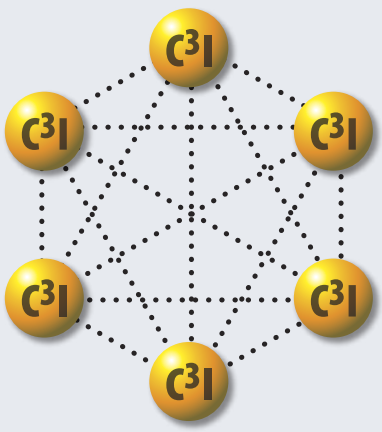
C³ remote sensors must be set to a specific network, require a "master" unit to coordinate with, and cannot exceed the network's maximum number of four active units. The remote sensor will only operate until the End Phase of the turn after its deployment. For this reason, they are often used as "backups" for destroyed or shutdown members of an active network, or as a temporary substitution for a shorthanded network.

C³ Slave Computer (C³S)

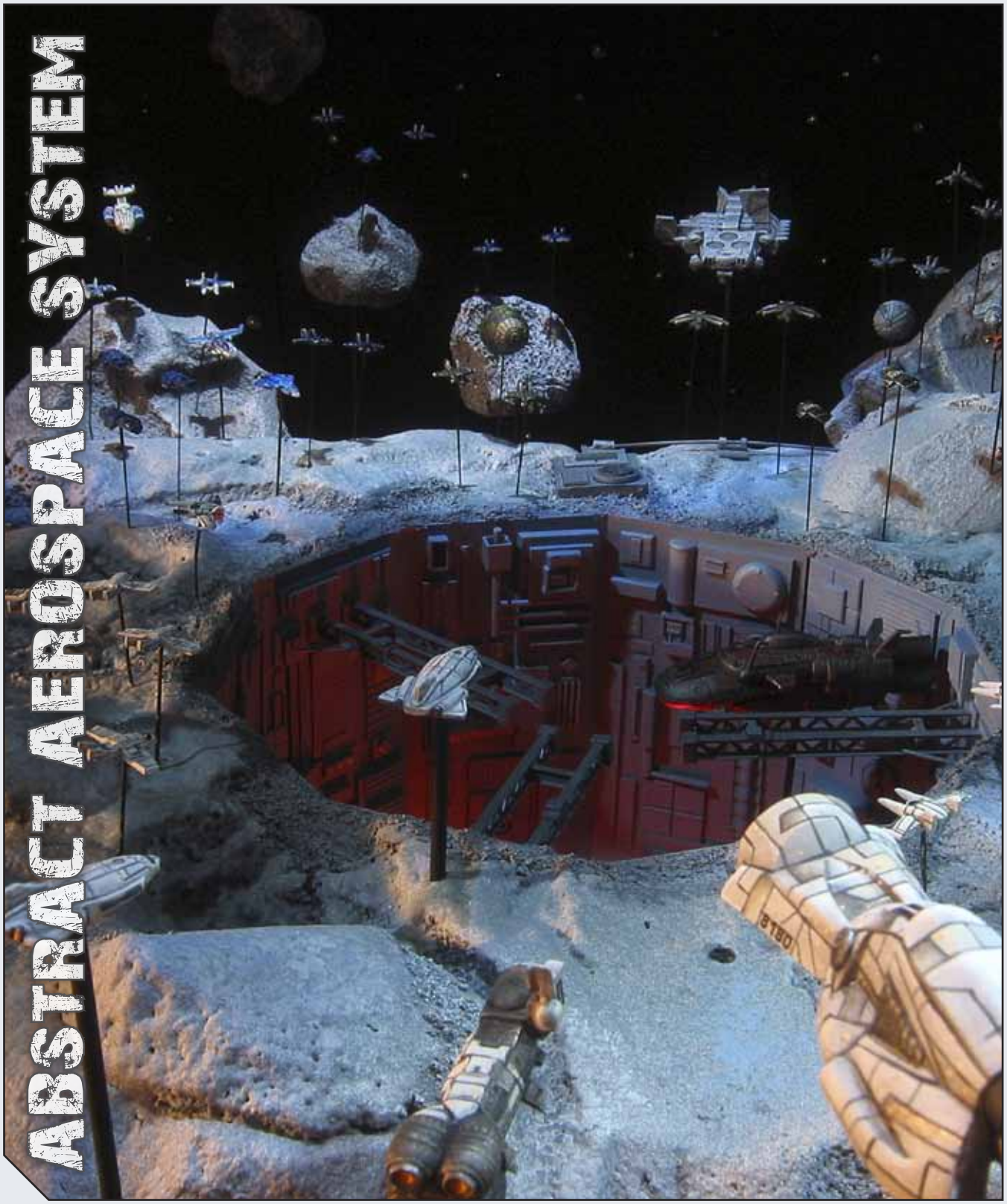
A unit equipped with a C³ slave can link into a C³ network as described under the C³ Master Computer rules (see p. 51). To be part of a network, C³ slaves must connect to a "master" unit (either a C³M or C³BSM).

C³ Improved Computer (C³i)

The C³i computer enables up to six units to be part of a C³ network, rather than 4, and requires no C³ master computer to function. Because they have no master, C³i networks cannot be shut down by the loss or ECM interference over one network member. This also means the C³i network cannot branch off to other networks, and works more like a closed system unto itself.



• C³I DIAGRAM •



The hidden asteroid-base codenamed GABRIEL *served the Word of Blake throughout the Jihad.*

Aerospace warfare is a significant part of many BattleTech scenarios, although it is often peripheral to the ground war. Because *Alpha Strike* is mainly a miniatures-driven war game focused on ground-based combat, the abstract rules presented here reflect the use of BattleTech aerospace units as supporting elements to the fighting below. For this reason, this system uses a simplified playing field (called the Radar Map) to represent the airspace above and around the terrain table where the rest of the action is taking place.

Abstract Aerospace is considered part of the Standard *Alpha Strike* rules. For the purposes of these rules, all aerospace covered by these rules are considered "airborne" unless specifically noted otherwise.

CONTROL ROLLS

The great speeds and the persistent threat of crashing makes aerospace maneuvering and combat a deadly proposition. As a result, these rules will periodically request a Control Roll on the part of aerospace units, either to avoid collisions or outmaneuver opposing units in air-to-air engagements.

This Control Roll—effectively a skill check for piloting—uses the aerospace unit's Skill Rating for its base to-hit (so an aerospace unit with a Skill of 4 not only has a base to-hit of 4 for weapon attacks, it is also presumed to have a base to-hit of 4 for its Control Rolls as well).

As with weapon or physical attacks between ground units, making a Control Roll simply requires the controlling player to roll 2D6, with success measured by meeting or exceeding the base to-hit, plus any modifiers imposed by the situation. If the roll is less than the Control Roll's modified base to-hit number, it fails.

AEROSPACE SETUP

The abstract aerospace game is set up alongside that of the rest of the standard *Alpha Strike* game setup (see pp. 23-25). Because these rules presume that the players are conducting the aerospace battle as part of a larger action on the ground, the order of setup is the same as that of the ground scenario. For the sake of simplicity, it is recommended that the players set up all of their terrain and ground forces for a scenario, before setting up all of their aerospace forces.

In place of terrain, the abstract aerospace system uses a special and separate board called the Radar Map, upon which the players will place the miniatures representing their aerospace units. The details of this map are described below.

THE RADAR MAP

The Radar Map sheet, located at the back of the book, represents the airspace around a playing area. It is divided into a series of concentric rings, each of which reflects areas of increasing distance from the ground battle. Each ring is further divided into one or more zones to regulate movement. A copy of the Radar Map (either photocopied from this book, or hand-drawn on a sheet of paper or poster board of suitable size), should be kept near the table where the ground battle is being played, so that players can easily move between the two maps.

As an abstraction of the local airspace, the Radar Map does not have a fixed scale; aerospace movement on this map is thus not measured in inches, as it is in the ground-level game. Instead, movement is between zones in each of the map's four main areas, which are described below.

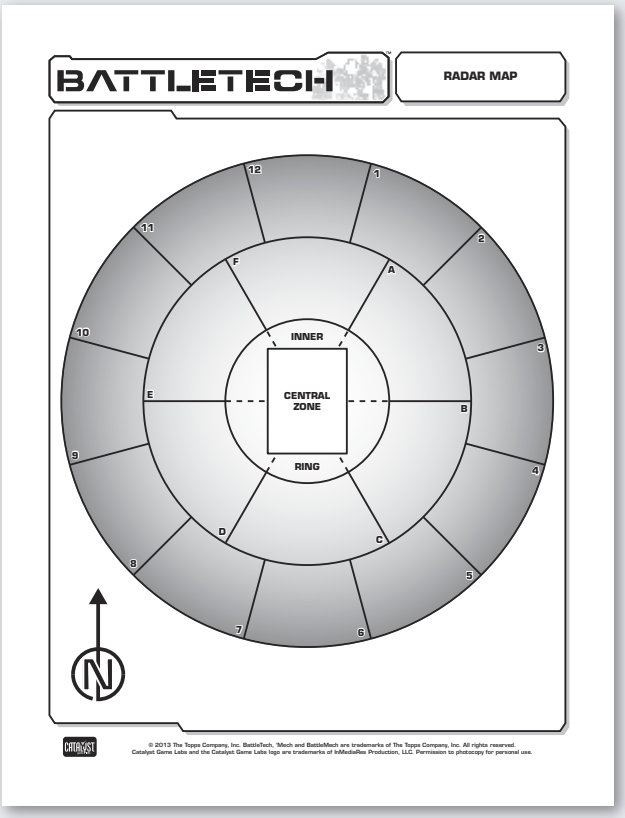
The Central Zone

The Central Zone corresponds to the ground map playing area. Players should designate the direction on both maps that represents "north" for the purposes of the scenario. The Radar Map should then be oriented so that both it and the ground table use the same direction for "north".

The Inner Ring

The Inner Ring reflects the airspace immediately near the ground battle area, but just outside of the immediate reach of ground units. Aerospace units in this area can quickly react to events on the ground battlefield.

The Inner Ring is divided (by dotted lines) into six parts. This is solely to aid players in determining each aerospace unit's direction of approach into and through the Central Zone; for all other intents and purposes, the Inner Ring is treated a single game zone, unlike the Middle and Outer Rings.



• RADAR MAP DIAGRAM •

The Middle Ring

The Middle Ring represents an intermediate distance from the ground playing area. Aerospace units in this ring are a considerable distance from the battlefield, but fast enough elements can still react to events on the ground. This ring is divided into six zones, lettered A through F.

The Outer Ring

The Outer Ring represents the farthest distance from the ground playing area at which aerospace units may still be considered part of the fight. This ring is divided into twelve zones, numbered 1 to 12. These zones correspond to the face of a clock, with the 12 o'clock zone located at "due north".

PLACING AEROSPACE FORCES ON THE RADAR MAP

Unless a scenario's rules dictate otherwise (by calling for aerospace units to be placed in specific zones), aerospace forces should begin play in the Outer Ring, directly opposite each other and on the edges of the Radar Map. Their starting positions should be in the Outer Ring zone best corresponding to their side's ground force deployment on the ground playing area.

For example, if one player's force is entering the ground battle on the south edge of the map, his aerospace units would be placed in Outer Ring zone number 6; his opponent's force, entering the ground map on the north edge of the map, would thus start its aerospace forces in Outer Ring zone 12.

As with ground setup, if the aerospace force sizes are unequal, refer to the *Unequal Number of Units* rule in the Standard *Alpha Strike* rules to place the aerospace units (see p. 28).

ABSTRACT AEROSPACE GAMEPLAY

This abstract aerospace system uses the standard *Alpha Strike* gameplay sequence, with aerospace units for any given side receiving the same Initiative and Movement sequence as their ground forces.

Players on each side may move their aerospace units at any time during an *Alpha Strike* turn sequence, but for the most balanced gameplay, it is recommended that players alternate the movement of aerospace and ground units evenly. For example, when alternating between each other's moves, if the Initiative winner opts to move a ground unit, his opponent would then move a ground unit in response; if the Initiative winner moves n aerospace unit instead, his opponent would move an aerospace unit as well.

ABSTRACT AEROSPACE MOVEMENT

Aerospace movement on the Radar Map is greatly abstracted, and represents the collective effects of air flow, maneuvering, gravity, and thrust during an aerial battle over large swaths of three-dimensional space. Aerospace units on the Radar Map thus have a limited amount of movement between regions, based on their current Thrust ratings. Units with a less than 10 points of Thrust at the start of a turn can move only one zone in that turn. Units with a current Thrust of 10 or higher can move two zones per turn.

AEROSPACE UNIT MOVEMENT MODE TABLE

Movement Mode	Movement Code
Aerodyne	a
Airship	i
Spheroid	p

If a unit has the Bomb (BOMB#) special, and is carrying bombs in the current scenario, it must reduce its current Thrust by 1 point for every bomb carried (to a minimum of 1 Thrust). If a bomb-capable aerospace unit does not specify that it is carrying bombs at the start of a scenario, it is presumed to be carrying no bombs at all.

Unless an aerospace unit is capable of hovering in place or engaged in air-to-air combat (see below), it must move at least one zone per turn, and each move must be between adjacent zones. The Inner Ring is considered adjacent to all Middle Ring zones, and vice versa.

Unlike ground combat, where a miniature can only occupy its own space, the abstract aerospace zones are large enough to accommodate an unlimited number of aerospace units, even if they are on opposing sides. Facing is not tracked in abstract aerospace combat.

Hovering in Place

Any aerospace unit with the Airship (i) or Spheroid (m) movement mode codes beside its Thrust rating may hover in place during the Movement Phase. Hovering allows the unit to remain in its current zone, rather than move out of its current region.

Entering and Leaving the Central Zone

Any aerospace unit that ends its movement in the Central Zone is assumed to be making a ground attack or attempting to land, unless the unit is lifting off from the ground map in the current turn (see *Landing and Liftoff*, below). Units that are executing ground attacks or attempting to land must be assigned a flight line across the ground battle table, representing the terrain that the unit will pass over as it flies over the field. This flight line must always follow a straight path.

Assigning the flight line is as simple as placing the aerospace unit's miniature on any edge of the ground table desired, with its front side facing any direction that crosses over at least 24 inches of the ground map. If miniatures are in short supply and are already being used to track the unit's place on the Radar Map, the mini can be removed from the Radar Map and represented by a token for the turn (or turns) in which it is in the Central Zone.

Aerospace units leaving the ground playing area are placed in the Central Zone of the Radar Map at the start of their movement.

Exiting the Radar Map

Aerospace units moving outward from the Outer Ring are treated as though they have retreated from battle. Such elements are removed from play and cannot reenter the game for the remainder of the scenario.

If the *Advanced Aerospace Units on the Ground Map* rules are in play, units attempting a landing via the Central Zone also exit the Radar Map, but are not considered to have left the battle (see *Landing and Liftoff*, below).

Landing and Liftoff

Under standard *Alpha Strike* rules, aerospace units are treated as airborne or grounded through the entire game scenario, so landing and liftoff rules do not appear in this chapter. Players wishing to incorporate aerospace landing and liftoff rules in their *Alpha Strike* games must consult the *Aerospace Units on the Ground Map* rules, in the Advanced Options chapter (see pp. 70-73).

Air-to-Air Engagements

If aerospace units from opposing sides end their turn in the same zone, they may engage in air-to-air combat. Aerospace units still engaged in air-to-air combat from the previous turn cannot move out of the zone they are in until the engagement is over. An aerospace unit must be free of all engagements before it can move to a new zone (see *Air-to-Air Combat*, p. 58).

ABSTRACT AEROSPACE COMBAT

Unless an aerospace unit is large enough to feature multiple firing arcs, each aerospace unit in the abstract aerospace system may deliver only one attack per turn. Aerospace units in the Central Zone can declare air-to-ground attacks, while aerospace units occupying the same Radar Map zone can declare air-to-air attacks against opposing aerospace units.

Aerospace units declaring air-to-ground attacks may choose between four types of attacks: strafing, striking, altitude bombing, or dive-bombing—but bombing attacks may only be made by aerospace units that possess the Bomb (BOMB#) special ability.

As with ground units that have such abilities, aerospace units that have Overheat Values (OV) must announce their intention to use OV points to increase their attack damage. Using overheat for aerospace units follows the same rules as presented for ground units in standard *Alpha Strike* (see *Overheating*, p. 44). Overheat damage cannot be combined with air-to-ground bombing attacks.

RESOLVING AEROSPACE AIR-TO-GROUND ATTACKS

The sequence for resolving air-to-ground attacks—regardless of type—follows the same process as weapon attacks in standard *Alpha Strike*:

Step 1: Verify line of sight (LOS)
Step 2: Verify firing arc
Step 3: Determine range
Step 4: Determine to-hit number
Step 5: Roll to hit
Step 6: Determine and apply damage
Step 7: Roll for critical hits (if applicable)

Step 1: Verify Line of Sight

An airborne aerospace unit always has LOS to a ground unit, unless the ground unit is not completely submerged, underground, or inside a structure. While submerged units and units concealed by structures may not be targeted directly, the spot they occupy may be chosen for a bombing attack.

Step 2: Verify Firing Arc

For all intents and purposes, an air-to-ground attack is always within an aerospace unit's firing arc, but because an aerospace unit overflying the ground map must designate a linear flight path over the terrain, any targets chosen by the aerospace unit must lie within an inch of the unit's path (to either side). The specifics of each air-to-ground attack type are further explained below.

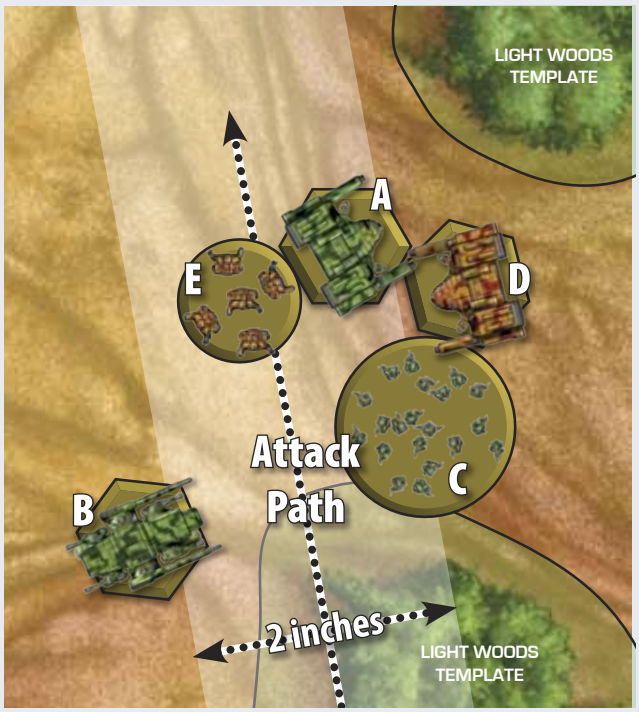
For convenience, templates are provided at the back of this book to aid in plotting air-to-ground strafing and bombing attacks. This includes Area of Effect (AOE) templates for bombs, and a 2-inch wide strafing guide template. These templates may be photocopied for use in planning and resolving air-to-ground attacks.

Strafing Attacks: In a strafing run, the attacking aerospace unit identifies a 10-inch long stretch along its flight path over the ground map that will be subject to its strafing run. This stretch is 2 inches wide (centered on the unit's flight path, and all ground units or landed aerospace units in that stretch—friend or foe—will be subject to this attack. All strafing attacks use the aerospace unit's forward arc weapons (even if the unit has multiple firing arcs).

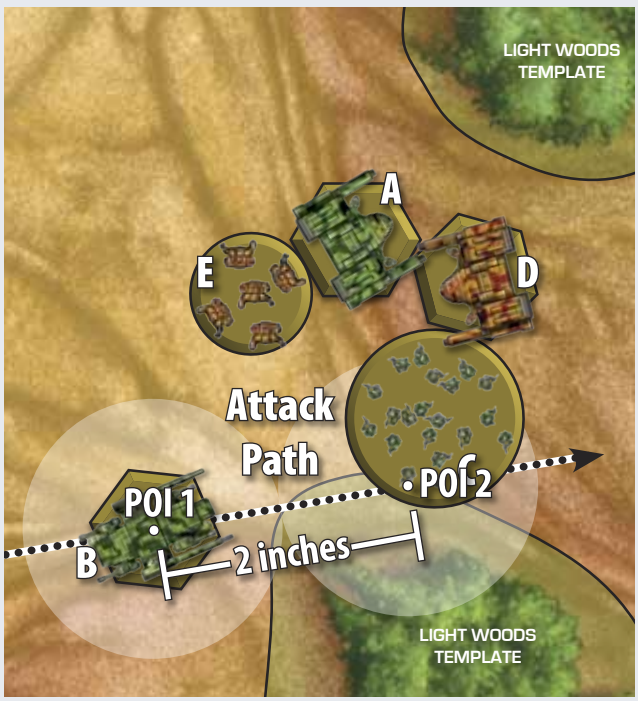
Striking Attacks: In the striking attack, the aerospace unit targets a specific unit within its flight path. Aerodyne DropShips, small craft, and fighter units, will attack this target using their forward weapons; spheroid DropShips must use their aft arc weapons for the strike attack.

Altitude Bombing: Similar to a strafe attack—but with bombs—altitude bombing allows an aerospace unit with the BOMB special ability to select 2 or more points of impact (POIs) along its flight path, attacking each point with a minimum of 1 bomb point per 2 inches along the path. Each successful bomb attack delivered when altitude bombing will use its designated point for the center of impact, affecting any targets within a radius determined by the type of bomb used. If the aerospace unit carries multiple bomb types, it may determine which bombs target which points of impact. (Battle armor with BOMB special abilities may *not* attempt altitude bombing attacks.)

Dive Bombing: An aerospace unit with the BOMB special ability may perform a dive bomb attack against a single point of impact (POI) along its flight path, using one, some, or all of its bomb points to attack. A successful bombing attack will use this point as the center of impact, affecting any targets within a radius determined by the type of bomb used. (Dive bombing is also available to battle armor units that possess the BOMB special ability and which are hovering over the target hex using VTOL movement.)



• STRAFING DIAGRAM •



• BOMBING DIAGRAM •

In the Strafing Diagram (at left), the attacking player decides to perform a strafing run and chooses his attack path to maximize damage to his opponent. His strafing attack targets 'Mechs A and B, and infantry C, of his opponents' forces. While the attacker is careful to keep his attack path away from his 'Mech D, he will be forced to make a strafing attack on his Battle Armor E because it lies within the strafing attack path.

The bombing diagram shows the previous example, but instead the attacker has decided to perform an altitude bombing. He chooses a path clear of his 'Mech D and Battle Armor E, and sets the first POI directly over 'Mech B. He decides to continue to a second POI, which must be 2 inches away along the attack path, landing on the edge of a light woods template. The diagram shows the area of effect if HE bombs are used; the bombs dropped on POI 1 affect 'Mech B, and the bombs dropped on POI 2 affect infantry C.

Step 3: Determine Range

Regardless of the type of attack used, air-to-ground attacks always occur at Short range.

Step 4: Determine To-Hit Number

The Aerospace To-Hit Modifiers Table provides additional to-hit modifiers that are used in abstract aerospace combat.

When delivering an air-to-ground attack, aerospace units use the attacking unit's Skill rating as its base to-hit number, as well as any modifiers for damage done to the attacking aerospace unit (such as previous Crew Hit of Fire Control Hit critical hits). Bombing attacks do not apply modifiers for the target's movement, type, or terrain, but all other air-to-ground attacks must apply these modifiers.

Step 5: Roll to Hit

Roll 2D6 for each unit and compare the total to the modified to-hit number identified in the previous step. If the dice roll equals or exceeds the modified to-hit number, the attack is successful. Otherwise, the attack fails.

Strafing: Unlike most *Alpha Strike* attacks, strafing (and bombing) requires multiple attack rolls to resolve. For strafing, an attack roll is made for all of the targets within the strafing attack area. Successful attacks will deliver strafing damage to the targets, while failed attacks miss them entirely.

Striking: Striking attacks require only one attack roll to resolve. Successful striking attacks will deliver the unit's standard attack damage to the target, while failed attacks miss entirely.

Bombing: As with strafing attacks, multiple attack rolls must be made, with one made for every bomb dropped, rather than as a single attack roll. If For every bomb attack that fails, the attacker must roll 1D6 to determine the direction the individual bomb will "scatter". Using the Area of Effect Template, with the "1" location indicating the direction of the aerospace unit's flight, the numbers in parentheses indicate the 3 possible directions bombs will scatter from a failed altitude-bombing attack, while the numbers outside of the parentheses indicate the 6 possible directions a failed dive bombing attack will scatter.

Once direction is determined, a second 1D6 roll result—multiplied by 2—will then determine how many inches away from the original POI the missed bomb will actually land.

Step 6: Determine and Apply Damage

When determining and applying damage from an air-to-ground attack, damage is always delivered to the target's front arc, regardless of the unit's actual facing relative to the aerospace unit's line of attack.

DropShip Attacks: The damage from a DropShip air-to-ground attack is based on the firing arc used to deliver the attack. Strafing attacks by DropShips always use the unit's front arc weapons, while striking attacks by DropShips use the unit's rear weapon arc if the unit is a spheroid DropShip. Grounded DropShips will have multiple firing arcs—grounded spheroid DropShips use their side-arc weapons against other ground units, and their front-arc weapons against airborne targets; grounded aerodyne DropShips may fire into front, side, and aft arcs against ground targets, and use their forward-arc weapons against airborne targets.

Strafing Damage: The damage from a successful strafing attack is equal to half of the aerospace unit's Short range damage value (rounded normally, to a minimum of 1 point), with any overheat damage added after halving the base damage.

Striking Damage: The damage from a successful striking attack is equal to the aerospace unit's Short range damage value, plus any overheat damage effects.

Bombing Damage: The exact damage or effects of a bombing attack is based on the type of bomb used (see *Bomb Types*, below), but will affect any ground targets within the area of effect radiating from the point of impact where the bomb landed. If the bomb strikes a water feature, it will deliver this damage to the surface of the water in the same fashion, but may also affect targets submerged beneath the water feature. To determine if a submerged unit is within the radius of a bomb hit on the water, add its depth (in inches) to its distance from the point of impact. Remember that underwater damage is halved (round normally, to a minimum of 1), but will also trigger an automatic critical hit check, even if the unit still has armor points.

Bomb Types

The three most common types of bombs are as noted below. Additional bomb types are detailed in the *Advanced Options* chapter (see *Alternate Bomb Munitions*, pp. 78-79). The types of bombs an aerospace unit carries (if any) must be identified at the start of play. If no bombs are identified at the start of play, the aerospace unit will be presumed to carry no bombs at all.

AEROSPACE TO-HIT MODIFIERS TABLE

RANGE MODIFIERS	
Range	**Modifier**
Short	+0
Medium	+2
Long	+4
Extreme	+6

AEROSPACE ATTACK MODIFIERS	
Attacker	**Modifier**
Altitude Bombing	+3
Dive Bombing	+2
Strafing	+4
Striking	+2

TARGET TYPE MODIFIERS	
Target Element Type	**Modifier**
Airborne Aerospace	+2*
Airborne DropShip	–2
Airborne VTOL or WiGE	+1
Small Craft	–1

*Apply only if attacker is not an airborne aerospace unit. Airborne aerospace also includes fixed-wing support vehicles, conventional fighters, small craft, and DropShips.

**Fire Control critical hits may apply multiple times.

MISCELLANEOUS MODIFIERS	
Condition	**Modifier**
Attacker is a Drone	+1
Attacker is Grounded DropShip	–2
Attacker is Tailing the Target	–2
Attacker is Support Vehicle with:	
Advanced Fire Control (AFC)	+0
Basic Fire Control (BFC)	+1
No AFC or BFC special	+2
Fire Control Hit (per hit)	+2**
Overheating	+Heat Level (1-3)

Each bomb carried (up to the unit's maximum BOMB special ability value), will reduce the aerospace unit's current Thrust by 1, to a minimum Thrust rating of 1. Thus, for each bomb the unit drops in combat, it reclaims 1 Thrust point.

High Explosive (HE) Bombs: HE bombs deliver 2 points of damage to all ground targets within an AOE of 2 inches from the point of impact.

Cluster Bombs: Cluster bombs deliver 1 point of damage to all ground targets within an AOE of 6 inches from the point of impact.

Inferno Bombs: Inferno bombs deliver 2 points of Heat effects to all targets within an AOE of 2 inches from the point of impact. Against units that do not use a Heat Scale, deliver this effect as 2 points of damage instead.

Step 7: Roll for Critical Hits

Critical hits from air-to-ground attacks are resolved in the same manner under the abstract aerospace system as they are in standard *Alpha Strike* weapon attacks. As in standard *Alpha Strike*, all units (except infantry and battle armor) can suffer critical hits.

When the conditions for a critical hit check are met (as described below), the attacker rolls 2D6 and consults the Determining Critical Hits Table for the appropriate unit type (see p. 40). If the target is an aerospace unit, use the Determining Aerospace Critical Hit Table (see p. 58). The target's controlling player must then note any Critical Hits clearly on the unit's card. All critical hit effects will persist for the remainder of the scenario.

If a given critical hit effect does not apply to the unit in question (for example, a weapon hit on a unit that has already had all of its damage values reduced to zero), apply 1 additional point of damage to the unit instead, but do not roll for additional critical hits as a result of this extra damage.

The following conditions will result in a critical hit check:

All Non-Infantry Units: Any time a hit damages structure, the unit may suffer a critical hit. (If the unit is an IndustrialMech, two critical hits rolls must be made.)

All Units with BAR Special: Any time a unit with the Barrier Armor Rating (BAR) special ability suffers damage, a critical hit may occur—even if there is armor remaining. (If a unit with the BAR special suffers structure damage, two critical hit checks must be made.)

Submerged Units: Units submerged in water must also check for critical hits every time they suffer damage, to check for potential hull breaches. (If the submerged unit also has a BAR special, two critical hit checks must be made.)

Aerospace Armor Thresholds: In addition to the above, aerospace units must also roll on the Determine Aerospace Critical Hits Table if the damage from a single attack exceeds the unit's damage threshold, even if the damage does not strike off any structure bubbles. If an aerospace unit's "armor threshold" does not appear on its unit card, its value is equal to the aerospace unit's starting armor value, divided by 10, and rounded up. Damage delivered to an aerospace unit throughout the scenario will not reduce the unit's armor threshold.

Aerospace Critical Hit Effects

The following describes the effects of each critical hit type described in the Determining Critical Hits Table.

Crew Hit: The first Crew Hit critical adds a +2 to-hit modifier to all weapon attacks and Control Rolls required of the aerospace unit for the remainder of the scenario. The second Crew Hit critical kills the crew, and the unit is treated as destroyed.

Crew Killed: The unit's crew is killed. The unit is treated as destroyed.

Docking Collar Hit: This unit cannot dock with a JumpShip. This critical hit has no effect in standard *Alpha Strike* play.

Door Hit: All doors on one randomly determined cargo bay are damaged and no longer function. Units may no longer enter or exit this cargo bay.

Engine Hit (Aerospace Fighters, Conventional Fighters, and Fixed-Wing Support Vehicles): The unit's power system is damaged. For fighters and fixed-wing support vehicles, the first engine hit reduces the unit to half its Thrust rating (round down, to a minimum of 1 Thrust lost). A second Engine Hit critical will reduce the unit's Thrust to 0 and cause it to crash. Aerospace units already on the ground will shut down and are considered destroyed.

Engine Hit (DropShips/Small Craft): For small craft and DropShip units, the first Engine Hit critical will reduce the unit's Thrust by 25 percent (round normally, with a minimum of 1 Thrust lost). The second hit will reduce the unit's Thrust by 50 percent of its original Thrust rating (once more, round normally, to a minimum of 1 Thrust lost). A third Engine Hit critical will reduce the unit's Thrust to 0 and cause it to crash. Aerospace units already on the ground will shut down and are considered destroyed.

Fire Control Hit: Some mechanism for controlling the unit's weapons has been damaged. This could represent anything from arm actuator damage to sensor hits. Each Fire Control Hit adds a cumulative to-hit modifier of +2 for all subsequent weapon attacks by the damaged unit. (This modifier will not apply to physical attacks.)

Fuel Hit: The unit's fuel tank is hit. The unit crashes and is treated as destroyed.

KF Boom Hit: This unit cannot be transported to another system by a JumpShip. This critical hit has no effect on standard *Alpha Strike* play.

Thruster Hit: The unit loses 1 Thrust. If the unit is reduced to 0 Thrust, it crashes and is destroyed. A Thruster Hit critical may only occur once to an aerospace unit; future critical hits to the same unit are treated as a No Critical Hit result.

No Critical Hit: The hit causes no critical effect.

Weapon Hit: This hit represents the destruction of a number of weapons on the affected unit. All damage values—including those of special abilities that have damage values (such as AC, ARTX, FLK, HT, IF, LRM, SRM, TOR, and TUR) are reduced by 1 (to a minimum of 0). For units with multiple attacks (such as DropShips and mobile structures), a Weapon Hit critical will reduce the damage values at all ranges in a randomly-determined arc by 50 percent (round down, to a minimum of 0). Weapon Hit criticals do not affect a unit's physical attack values.

RESOLVING AEROSPACE AIR-TO-AIR ATTACKS

If two opposing aerospace units end their Movement Phase in the same region on the Radar Map, they may engage in combat if one or both choose to do so. When one aerospace unit declares an attack against another aerospace unit, it creates an engagement. (Aerospace units that have Overheat Values, like some ground units, must announce their intention to use OV points to increase their attack damage as well.)

Because an engagement automatically will force both units to maneuver for advantage, if the defending unit in an air-to-air attack has not yet declared its own attack yet, it may decide immediately whether it will return the attack, or save its action for its own attack against a different target (such as another opposing aerospace unit in the same zone, or an air-to-ground attack (if the engagement happened in the Central Zone). If the defender chooses not to return the attack when an engagement is initiated, it cannot choose to engage its attacker later in the same turn.

Air-to-air engagements automatically end when one of the engaged units is destroyed and has no other opposing units engaging it. For another way to end an engagement, consult the *Ending Air-to-Air Engagements* rules (see pp. 61).

DETERMINING CRITICAL HITS TABLE

2d6	Aerospace*	DropShip**
2	Fuel Hit	KF Boom Hit
3	Fire Control Hit	Docking Collar Hit
4	Engine Hit	No Critical Hit
5	Weapon Hit	Fire Control Hit
6	No Critical Hit	Weapon Hit
7	No Critical Hit	Thruster Hit
8	No Critical Hit	Weapon Hit
9	Weapon Hit	Door Hit
10	Engine Hit	No Critical Hit
11	Fire Control Hit	Engine Hit
12	Crew Killed	Crew Hit

*Includes fixed-wing support vehicles, airships and conventional fighters.
**Includes small craft.

The sequence for resolving air-to-air attacks follows roughly the same process as weapon attacks in standard *Alpha Strike*:

Step 1: Verify line of sight (LOS)
Step 2: Establish Engagement Control
Step 3: Determine range
Step 4: Determine to-hit number
Step 5: Roll to hit
Step 6: Determine and apply damage
Step 7: Roll for critical hits (if applicable)

Step 1: Verify Line of Sight

Airborne aerospace units in the same zone on the Radar Map always have LOS to each other.

Step 2: Establish Engagement Control

When two aerospace units engage in aerial combat, the pilots and crews of both units must make Control Rolls to determine their levels of control over the engagement. In abstract aerospace combat, this Control Roll uses the pilots' Skill ratings as the base to-hit, and applies a +2 modifier to each unit for being in the atmosphere (see *Control Rolls*, p. 53).

If one unit succeeds at its Control Roll, while its opponent fails, the unit with the successful roll has successfully outmaneuvered its opponent and is now tailing it. An aerospace unit that is being tailed cannot deliver an effective attack against its opponent, while the tailing unit will receive a –2 to-hit modifier on its attacks against the unit it is now tailing.

If both units fail their Control Rolls, or both units succeed, neither unit may tail the other.

Side A has three aerospace fighters, A1, A2 and A3. Side B has three aerospace fighters, B1, B2 and B3. All units are Skill 4, and each has a Thrust rating of 6.

Side A won Initiative for this turn, and both sides moved all their fighters into the same zone.

Side A starts the Combat Phase as the Initiative winner. A1 makes an attack on B1. B1 chooses to return fire.

Both A1 and B1 make Control Rolls. Both have a target of the Skill rating 4, plus 2 for being in atmosphere, for a final target of 6. A1 rolls 2D6 and succeeds with a 7 result. A1 adds half its Thurst rating of 6 for a modified Control Roll of 10 (7 + [6 ÷ 2] = 7 + 3 = 10). B1 rolls 2D6 and fails its Control Roll with a 5. B1 thus adds only a quarter of its Thrust rating of 6 for a modified Control Roll of 7 (5 + [6 ÷ 4] = 5 + 1.5 = 6.5, round up to 7).

Because A1 succeeded and B1 failed, A1 is now tailing B1. Because A1's modified Control Roll is higher than B1's modified Control Roll, A1 chooses the range of the attack and selects Short range. A1 receives a –2 to-hit modifier for tailing B1. B1 cannot fire in its rear arc and so is unable to hit A1.

A2 then makes an attack on B1. B1 has already declared its attack on A1, even though it ended up unable to fire. A2 rolls a 6, succeeding by 0, but that is enough to add half its Thrust rating of 6 for a modified Control Roll of 9 (6 + [6 ÷ 2] = 6 + 3 = 9). B1 rolls an 11, which succeeds, so B1 also adds half its Thrust Rating of 6 for a modified Control Roll of 14 (11 + [6 ÷ 2] = 11 + 3 = 14). Because B1's modified Control Roll is higher than A2's, B1 chooses the combat range and selects Long range. (Since B1 cannot attack A2, after all, its pilot uses the successful roll to keep A2 far away.)

A3 makes an attack on B1. Once again, B1 is unable to fire back because it declared its attempt to do so against A1. A3 rolls a 4 and fails its Control Check. B1 rolls an 8 and succeeds. Because B1 succeeded and A3 failed, B1 is now tailing A3 and declares that it is doing so at Short range. A3 is unable to attack B1 because it is now being tailed by B1.

Now it is Side B's turn for the Combat Phase. Side A has already declared all its attacks, so only the unresolved Side B units will be acting now.

B1 already declared its attack during Side A's attacks, and is thus skipped.

B2 makes an attack on A1. B2 rolls a 7 and adds half its Thrust for a total of 10. A1 also rolls a 7 and adds half its Thrust for a total of 10. Because of the ties, B2's attack on A1 will happen at Medium range. (B2 is already committed to attacking A1.)

B3 makes its attack on A2. B3 rolls a 10 and adds half Thrust for a total of 13. A2 rolls a 6 and adds half Thrust for a total of 9. B3 chooses Short range.

Step 3: Determine Range

If *both* units failed at their Control Rolls when establishing engagement control in the previous step, the engagement takes place using the Long range bracket during this turn, and combat proceeds to Step 4.

If either unit succeeded at its Control Roll in Step 2, add half of each successful unit's current Thrust rating (rounded down) to its own roll result. (If one unit succeeded and the other failed, the unit that failed its Control Roll may only add one-quarter of its current Thrust to its Control Roll result instead—once again, rounding down.)

The unit with the higher of these two Thrust-modified roll results may decide the range bracket at which combat takes place. If both Thrust-modified results are identical, then the aerospace unit with the highest margin of success (MoS) from Step 2 decides the range bracket. If both the Thrust-modified die roll results *and* both unmodified MoS are the same, combat takes place using the Medium range bracket.

Step 4: Determine To-Hit Number

The Aerospace To-Hit Modifiers Table (see p. 57) provides the to-hit modifiers that are used in abstract aerospace combat. When delivering an air-to-air attack, aerospace units use the attacking unit's Skill rating as its base to-hit number, as well as any modifiers for range and damage done to the attacking aerospace unit (such as previous Crew Hit of Fire Control Hit critical hits). Air-to-air attacks do not apply modifiers for the target's movement or terrain, but all other applicable modifiers shown in the Aerospace To-Hit Modifiers Table apply.

Step 5: Roll to Hit

Roll 2D6 for each unit and compare the total to the modified to-hit number identified in the previous step. If the dice roll equals or exceeds the modified to-hit number, the attack is successful. Otherwise, the attack fails.

Step 6: Determine and Apply Damage

When an attack is successful, its damage is applied immediately, but damage effect will not take place until the End Phase. Before damage can be applied, the attack direction and amount of damage must be determined.

Attack Direction: In air-to-air combat, an aerospace unit is always treated as though it is being attacked through its forward arc, unless its attacker is tailing it. If the attacker is tailing the target, the damage is resolved as though the attack hits the unit in its rear arc.

Amount of Damage: As with ground units, the base amount of damage delivered by a successful air-to-air weapon attack is equal to the attacking unit's damage value at the appropriate range bracket. Unlike ground units, aerospace units in standard *Alpha Strike* have four range values, rather than three. For targets at short range, the base damage is that listed in the attacking unit's S value. For a target at medium range, the M value is used. For a target at long range, the L damage value applies. For targets at extreme range, the E damage value is used.

Damage to Rear: Add 1 point of damage to any successful attack that strikes its target in the rear.

Overheat Damage: Aerospace units that track heat may inflict additional damage on their targets at the expense of overheating, in the same manner as 'Mechs can. The decision to overheat for additional damage potential must be made when the attack is declared, but before it is resolved (see *Overheating*, p. 44).

Special Ability Damage: Aerospace units do not use special abilities in abstract aerospace combat.

Heat Special Ability: Aerospace units may not use Heat special abilities in abstract aerospace combat.

Step 7: Roll for Critical Hits

As with standard *Alpha Strike*, any damage to an aerospace unit that marks off structure bubbles will require a roll on the Determine Aerospace Critical Hits Table, using the column appropriate for the aerospace unit type that suffered the damage (see p. 58).

Armor Thresholds: In addition, aerospace units must also roll on the Determine Aerospace Critical Hits Table if the damage from a single attack exceeds the unit's damage threshold, even if the damage does not strike off any structure bubbles. If an aerospace unit's "armor threshold" does not appear on its unit card, its value is equal to the aerospace unit's starting armor value, divided by 10, and rounded up. Damage delivered to an aerospace unit throughout the scenario will not reduce the unit's armor threshold.

RESOLVING GROUND-TO-AIR COMBAT

Any time an aerospace unit enters the Central Zone on the Radar Map, it must pass over some part of the ground battlefield, and thus may be subject to ground-to-air weapons fire. Ground-to-Air fire is resolved using the standard weapon attack rules in standard *Alpha Strike*, but with the following modifications.

Verify Line of Sight

For ground-to-air combat purposes, all non-aerospace units (including grounded aerospace units) not submerged in water, underground, or within a structure always have line of sight to airborne aerospace units.

Verify Firing Arc

All non-aerospace units (including grounded aerospace units) may consider an airborne aerospace target within its firing arc if any part of the airborne aerospace unit's flight path crosses into or through its forward firing arc.

Grounded Spheroid DropShips: Grounded spheroid DropShips always consider airborne aerospace units to fall within their front firing arc.

Determine Range

To determine the range between a non-aerospace unit to an airborne aerospace unit, measure from the edge of the attacker's base to the nearest point along the airborne aerospace unit's flight path that also lies within the attacker's forward arc, then add 12 inches to that distance.

If the attacking unit is standing within 2 inches of the aerospace unit's flight path, disregard the above measurement rules and treat the range to the target as Short.

Determine To-Hit

Aerospace units do not receive a target movement modifier when in flight, but instead apply a +2 to-hit modifier for being an airborne aerospace unit (plus an additional –2 modifier if the unit is a DropShip).

Grounded Aerospace Units: Treat any attack against an aerospace unit that is grounded as an attack against another ground unit, but disregard the target movement modifier and instead apply a –4 immobile target to-hit modifier.

Determine and Apply Damage

In *Alpha Strike* games, all damage against airborne aerospace units is resolved as if the aerospace unit is being hit in its front arc, regardless of the direction the attack comes from.

All other damage rules for attacking airborne aerospace units apply as indicated in the rules for determining and applying damage in air-to-air combat (see p. 60).

Roll for Critical Hits

All rules for resolving critical hit effects against airborne aerospace units apply as indicated in the rules for determining critical hits on aerospace units in air-to-air combat (see p.60).

END PHASE

The aerospace aspect of an *Alpha Strike* End Phase adds a number of actions unique to aerospace movement and combat. Aside from Ending Air-to-Air Engagements (see below), these actions—like others in the End Phase—may be completed simultaneously.

After resolving all End Phase actions for the ground and aerospace parts of the battle, the turn ends and the players return to the Initiative Phase.

ENDING AIR-TO-AIR ENGAGEMENTS

During the End Phase of a turn, the players controlling units involved in an air-to-air engagement can choose to continue the battle into the next turn or break off the engagement. Each ending of an air-to-air engagement must be resolved separately, with the turn's Initiative winner choosing the order of engagements to resolve for his aerospace units.

If both players choose to continue the engagement, the engaged aerospace units must remain in the same region during the next turn's Movement Phase.

If both players choose to end the engagement, the units disengage.

If one player chooses to continue the engagement and the other wishes to end it, both players must repeat the engagement control roll in Step 2 of the air-to-air combat rules (see p. 59) to determine if the engagement continues. In the event of a tie this time, the unit with the higher unmodified MoS decides if the engagement continues. If the unmodified MoS is also a tie, the decision lies with the player controlling whichever unit has the higher current Thrust (if that too is tied, the Control Roll must be repeated until there is a winner). If both sides fail their Control Rolls, the engagement automatically breaks off.

Only if a unit has no engagements remaining can it move to another region during the next Movement Phase and then it must move out of the region (see *Abstract Aerospace Movement*, p. 54).

In the air-to-air battle described earlier, after all weapons fire is resolved, none of the units are destroyed, now have they suffered any damage to change their Thrust values. At this point, the units are in the following positions:

A1: *Tailing B1 at Short range and at Medium range from B2.*

A2: *Engaged with B1 at Long range and B3 at Short range.*

A3: *Tailed by B1 at Short range.*

B1: *Tailed at Short range by A1, at Long range from A2 and tailing A3 at Short range.*

B2: *Engaged with A1 at Medium range.*

B3: *Engaged with A2 at Short range.*

During the End Phase, each unit can attempt to break engagements.

Side A decides A1 want to break its engagements on it and starts with B1. B1 chooses to break, so that engagement is automatically broken.

Next, A1 tries to break from B2. Both have the same target number of Skill 4, plus 2 for being in an atmosphere. A1 rolls an 8 and B2 rolls a 12. A1 is still engaged by B2 and so must remain in the region next turn.

A2, seeing A1 fail to break, decides to stay engaged with B1. B1 chooses to break. Both have the same target number of Skill 4 plus 2 for being in an atmosphere. A2 rolls a 4 and B1 rolls a 7. B1 breaks its engagement with A2.

With B1 now escaping, A2 chooses to try and keep its engagement with B3. A2 succeeds and B3 fails, so both remain engaged for next turn.

A3 is engaged with B1. It chooses to try and keep engaged with B1. B1 wants to continue its engagement with A3. Because A3 is being tailed by B1, A3's target number is Skill 4 plus 2 for atmosphere and 2 for being tailed. He rolls a 6 and fails. B1 has a target number of Skill 4 plus 2 for atmosphere minus 2 for tailing. B1 rolls a 3 and fails. Because both units failed, the engagement automatically breaks.

A1 is still engaged by B2, and so must stay in the region next turn.

A2 is still engaged by B3, and so they must both stay in the region next turn.

A3 and B1 are no longer engaged with anyone. Both must move next Movement Phase.

AEROSPACE DAMAGE

Unless overridden by a special ability, all damage inflicted during the Combat Phase takes effect during the End Phase. This includes all Critical Hit effects as well, and all units that are destroyed must be removed from play at this time.

Any airborne aerospace unit that suffered damage during the current turn must make a Control Roll during the turn's End Phase or lose altitude, applying a +2 to-hit modifier for atmospheric flight, and another +4 to-hit modifier if the unit has suffered a Thruster Hit critical. If the roll result succeeds, the aerospace unit remains in its current zone. If the roll fails, the unit automatically falls one zone "inward" on the Radar Map. This new zone must be adjacent to the zone the aerospace unit was operating in at the time it suffered the damage, with the controlling player choosing the new zone if there is more than one option.

Falling out of a zone due to a failed roll automatically ends all air-to-air engagements the unit is involved in at the time, leaving all of its opponents in the original zone.

If an airborne aerospace unit is in the Central Zone when it fails its Control Roll, it crashes at the end of its flight path over the ground map and is considered destroyed.

Thrust Loss and Aerospace Shutdown

Under these abstract rules, any airborne aerospace unit that is reduced to a Thrust of 0 as a result of damage or critical hits, or which shuts down from excess heat, will fall one zone "inward" on the Radar Map per turn as above. This fall will continue until the aerospace unit regains is Thrust, restarts from shutdown, or crashes by falling past the Central Zone. An aerospace unit that falls from the Central Zone crashes at the edge of the ground map (at an unoccupied location of the player's choice). Crashed aerospace units are treated as destroyed, along with all units they are transporting at the time (if any).

As with the aerospace damage rules above, an aerospace unit that falls due to Thrust loss automatically ends all engagements it is involved in.

If the advanced *Aerospace Units on the Ground Map* rules are in play, an aerospace unit experiencing Thrust Loss or shutdown effects may attempt a forced landing instead, using the landing rules established under those rules (see pp. 71-73).

The dread Opacus Venatori, the Word of Blake's elite strike unit, stalk their latest prey. Precenter Beirth leads them into battle with his read and white Archangel.

This section has an assortment of optional rules that can be added to *Alpha Strike* to represent unusual circumstances or unit types in the game. Because they are optional, and introduce greater complexity than found in standard *Alpha Strike*, these rules are considered advanced, and should only be used if the players agree.

ADVANCED MOVEMENT MODES

Several expanded movement modes may be used in *Alpha Strike* as advanced options.

CLIMBING

'Mechs, ProtoMechs, infantry, and battle armor with the Anti-'Mech (AM) special ability may use Climbing movement. Climbing allows a unit to ascend or descend terrain up that rises more steeply than they can normally handle in standard *Alpha Strike*. (For 'Mechs, that normal maximum is 2 inches of height per inch of ground travel; for ProtoMechs and infantry, the normal maximum is 1 inch of height per inch of ground travel.) Ground vehicles cannot use Climbing movement.

Climbing movement costs a unit 2 inches of movement per inch of height climbed. The unit need not complete its climb during a single turn, but any unit that has not completed its climb may not deliver attacks of any kind during the current turn. If attacked, units using Climbing movement are treated as though they have only half their Move (rounded down) when finding their Target Movement Modifiers, and lose any Target Movement Modifiers for jump capability.

Alice's Assassin *has a Move of 14"j, but is faced with a cliff face that is 16 inches high, so she cannot get to the top using jump jets alone. She chooses to use Climbing movement to ascend the cliff face. At the beginning of Turn 1, her 'Mech begins its ascent. At 2 inches of Move per inch of climbing, the* Assassin *expends all of its available Move to climb 7". As the 'Mech has not completed its climb this turn, it may not attack. If attacked this turn, the target movement modifier for the* Assassin *will be treated as if the Assassin has a Move of 7" (14" ÷ 2 = 7", with no jumping).*

In the Ground Movement Phase of Turn 2, the Assassin *ascends another 7". It is still not high enough to reach the summit, so the 'Mech will need to climb for one more turn, and once again cannot make any attacks this turn. In the third turn, the* Assassin *will complete its climb after spending another 4 inches of Move on the final 2 inches of height climbed. Its remaining 10 inches of Move can be spent on the surface of the terrain is has just ascended, and it once more enjoys the target movement modifier of a unit that has a 14"j Move.*

EVADING

All units may choose to use Evasive movement during the Movement Phase. Evading does not change the unit's normal Move (or Thrust) rates or terrain restrictions, but an evading unit cannot execute attacks of any kind. In exchange, all attacks against the evading unit will apply an additional to-hit modifier based on the unit's Skill rating, as shown in the Advanced Target Movement Modifiers Table (at right).

LEAPING

Only 'Mech and ProtoMech units may use Leaping movement. Leaping enables a 'Mech (or ProtoMech) without jump jets to rapidly descend any number of levels, even though this action always damages the unit. A leap costs 4" of Move, and places the unit at the lowest height in any desired terrain within an inch of the unit's starting location. (The Move cost for Leaping is regardless of the destination terrain, or the difference in heights between the starting and ending points.)

A Leaping unit automatically suffers 1 point of damage for every 6" of elevation it leaps downward, checking for Critical Hits as normal. 'Mechs or ProtoMechs leaping down a distance of more than 12" will also suffer an automatic MP Critical Hit.

INTENTIONAL FALLS FROM ABOVE

Any 'Mech, ProtoMech, or ground vehicle may intentionally move off of a higher terrain feature to drop onto a lower one at a cost of 2" of Move. The unit that intentionally falls in this manner automatically ends its Move immediately upon falling and suffers 1 point of damage for every 6" of elevation (or fraction thereof) difference between the starting level of its fall and its destination, resolving critical hits per normal rules. Unlike leaping, units do not suffer an automatic MP critical for falls over 12" in height, but vehicle units will require a check for motive systems damage, as per normal.

If the intentional fall places the unit in terrain that is prohibited to the unit's type, the unit is destroyed.

If another unit occupies the location where a unit is deliberately falling, treat the result as a Death From Above attack (see p. 43), even if the falling unit is not a 'Mech, applying a +2 to-hit modifier to this "attack". Regardless of the outcome, the falling unit must be placed as close to its starting point as possible, in a base-to-base contact with the unit it has just fallen upon.

SPRINTING

Any ground unit may use Sprint movement. To find a unit's Sprint speed, multiply its current ground Move by 1.5 and round up. (Sprinting may not be applied to jumping Move.) Thus, a unit with a current Move of 12" would have a Move of 18" when sprinting (12" x 1.5 = 18").

A sprinting unit may not make attacks. Attacks against Sprinting units use the unit's modified Move rate, but also receive an additional –1 to-hit modifier.

TRANSPORTING NON-INFANTRY UNITS

The following rules apply to transport units, DropShips and Small Craft. They do not apply to the transport of infantry units by units with the Infantry Transport (IT#) special ability (see *Transporting Infantry*, p. 32).

Ground Unit Transport: All non-aerospace units are considered ground units for purposes of entering or exiting a transport unit. This process is called embarking (for entering) and disembarking (for exiting). Units may not disembark into prohibited terrain. Embarking and disembarking must be performed during the Ground Movement Phase.

Mounting/Embarking: Units may only mount from base-to-base contact with a transport unit. It costs the mounting unit 2" to enter the transport unit.

Dismounting/Disembarking: It costs the dismounting unit 2" of Move to exit the transport unit and is placed in base-to-base contact with the transport unit.

ADVANCED MOVEMENT MODE COSTS TABLE

Terrain Type	Move Cost per Inch	Prohibited Movement Mode/Unit Type
Climbing (per inch climbed)	+2"	Vehicles, Aerospace Units, Battle Armor*
Evading	+0"	—
Leaping	4"†	All except 'Mechs and ProtoMechs
Intentional Fall	2"†	All except 'Mechs, ProtoMechs, and Ground Vehicles
Sprinting	+0"‡	Aerospace Units, Naval, VTOL

*Battle armor with the AM special ability may also use Climbing movement.
†Unit suffers 1 damage per 6" fallen (or fraction thereof) (see Leaping and Intentional Falls, p. 63).
‡Multiply unit's current ground Move by 1.5, rounding up (see Sprinting, p. 63).

ADVANCED TARGET MOVEMENT MODIFIERS TABLE

Advanced Movement Type	To-Hit Modifier
Climbing	*
Sprinting	–1**
Evading (Evading Unit's Skill)	
Skill 6-8	+1
Skill 5	+2
Skill 4-3	+3
Skill 2-1	+4

*Treat Climbing unit as if it has half its normal Ground Move, with no jump.
**Use the unit's Sprinting Move for the base target movement modifier.

Units as Cargo: Many of the larger civilian DropShips have thousands of tons of cargo space available. While designed for consumer goods, this space may be converted to carry units as cargo. Each unit transported in this fashion takes 110 percent of its weight in cargo space. The extra weight represents extra materials used to protect the unit during transport. To be transported, a unit's weight must not exceed the capacity of the cargo bay.

Units transported in this fashion are not combat ready and may not embark or disembark, or launch or recover. Instead, they must be unloaded as regular cargo. As cargo bay doors are not designed with military machines in mind, only one unit (regardless of size) may be loaded or unloaded per turn. Units unloaded in this fashion are combat ready after 30 turns.

ADVANCED TERRAIN

The introductory and standard rules presume the scenario takes place in mild weather and average terrain conditions. The following rules provide additional terrain types and conditions can be added to any *Alpha Strike* game for even more dramatic effect. Used in conjunction with the environmental conditions rules that cover atmospheric, lighting, and gravitational factors later in this chapter (see pp. 92-95), these advanced rules can create exotic conditions for any battle.

Prohibited Terrains: Certain unit types—or units lacking in specific equipment—may be prohibited from entering certain terrain types. These prohibited terrain types and movement restrictions are defined in the Advanced Terrain Movement Costs Table. Unless stated otherwise, these prohibitions apply only if the unit in question attempts to move *through* the terrain. Units that can rise above such terrain (such as aerospace units and VTOLs in flight, or units that can employ jumping movement) will ignore these prohibitions as long as they remain above the terrain's height.

BRIDGES

Although bridges are technically elevated roads crossing gaps or water, and can thus be represented by standard rules for road/paved terrain, the reality is that many bridges in the BatleTech universe are not built with modern war machines in mind. Combined with the fact that bridges may be targeted and damaged, the following rules reflect these particular features.

Bridges, like buildings, receive a Construction Factor (CF) that reflects their overall strength and stability. This can be any value from 1 to 50. If a bridge suffers damage from attacks or other conditions, the damage points are subtracted from its CF value. A bridge reduced to a CF of 0 is destroyed.

Weight Limits: As the bridge's current CF value also represents its weight capacity, the CF value of the bridge corresponds to the maximum size class of units that may safely cross that bridge (in addition, of course, to being of a physical size wide enough for the miniature to stand upon). A bridge with a CF of 21 or more may support units of Size 4. Bridges with a CF of 20 or less may only support units up to Size 3. A bridge that has a CF of 10 points or less may only support units up to Size 2. Bridges of 5 CF or fewer may only support Size 1 units.

If a unit that exceeds a bridge's Size limit attempts to use it, the bridge immediately collapses once the unit moves onto it. All units on a bridge when it collapses will fall and suffer 1 point of damage per 3 inches (or fraction thereof) of difference between the starting level and destination level, rolling for critical hits as normal. If the unit falls into prohibited terrain as a result of a bridge collapse, it is destroyed.

BUILDINGS

The rules for buildings are covered later in this chapter. See *Buildings* (pp. 83-86).

DEEP SNOW

Though it can be a boon to a BattleMech's heat levels, deep snow is nearly impossible for wheeled vehicles to traverse, and can slow down or even mire most other ground unit types (though hovercraft, WiGE vehicles, and airborne VTOLs ignore these effects, as do any units employing jumping movement).

Any ground unit moving into or through deep snow may become stuck in such terrain per the rules for *Bogging Down* (see p. 70). Any heat-tracking unit in deep snow may subtract 1 extra heat level during the End Phase of a turn when overheating (see p. 44).

GRAVEL PILES

Gravel piles represent any type of rock or dirt piles that are not compacted. Gravel piles must be assigned an elevation, but this elevation cannot be more than 2 inches higher than the lowest terrain adjacent to the pile. Units moving through a gravel pile must apply elevation change costs in addition to the added +1 inch per inch of movement into and through gravel pile terrain.

Units passing through gravel piles may become stuck in the loose material (see *Bogging Down*, p. 70).

HAZARDOUS LIQUID POOLS

Hazardous liquid pools are pools of corrosive fluids or otherwise destructive liquid chemicals that can damage any unit that comes into contact with them. Hazardous liquid pools follow all the rules for water terrain with the following additional effects.

Any unit that that begins its turn in, enters, or becomes even partially submerged in, a hazardous liquid pool suffers 1 point of damage, plus an additional 1 point of damage for each full 2 inches of Move spent travelling through this terrain feature. This damage is doubled for any unit that is not a BattleMech and does not have the SEAL special ability.

HEAVY INDUSTRIAL

Heavy industrial terrain describes a convoluted and relatively high-density mix of power lines, generators, cooling ponds, water towers, and other elements. This terrain type can only be defined on clear or paved underlying terrain areas, within 6 inches of any number of buildings in the playing area.

Heavy industrial terrain affects line of sight and to-hit rolls in the same manner as light woods (see *Woods*, p. 69).

Unintended Explosions: Due to the volatile mix of equipment common to heavy industrial zones, the potential for an unintentional explosion exists any time an attack made into heavy industrial terrain misses its intended target or delivers damage to the terrain (be it from an area-effect attack or deliberate targeting of the terrain). When one of these situations occurs, the attacker rolls 2D6. On a result of 5 or higher, an unintended explosion takes place, inflicting 1 point of damage to all units within a 2 inch radius of the target point (in the event of a missed attack, the center point is considered to be the unit that was targeted to start with). In addition, all terrain within 2 inches of the target point bursts into flame (see *Fire and Smoke*, pp. 100-101).

ICE

As it represents where water surfaces have frozen over, ice transforms the surface of all water terrain in an *Alpha Strike* scenario into the equivalent of clear terrain for movement purposes—but not without a risk. With the exception of those units using hover or WiGE movement modes, all ground units traversing ice must spend additional Move per inch of travel when doing so, to reflect the extra care used to control or avoid falls and slides.

In addition, as long as the ice is not frozen solid (see below), there is a chance it may break beneath a ground unit. For every 2 full inches of ice terrain a 'Mech, ProtoMech, or ground vehicle using the tracked or wheeled movement types attempts to cross, the controlling player must roll 2D6. (Units that use jumping movement, or which simply remained stationary on this terrain for a full turn, require this roll only if they end their Movement Phase on the ice.) On a result of 6 or higher, the ice breaks in a 2-inch radius around the unit. The unit that breaks through the ice in this fashion falls through the water beneath, and lands at the bottom of the water feature, suffering 1 point of damage and checking for hull breach as per standard *Alpha Strike* underwater damage rules (see p. 39). For the remainder of the scenario, any broken areas of ice are treated as water.

Mobile structures automatically break any ice they traverse (even if it is frozen solid).

Due to their thrusters and great mass, any spheroid-type small craft, and all DropShip units, automatically break any ice features they attempt to land upon (even if it is frozen solid). All other aerospace units—including aerodyne small craft, fighters, and airship or fixed-wing support vehicles—and VTOL or WiGE vehicles that attempt to land on ice use the same rules for ground vehicles as noted above.

Naval units cannot move on ice, but submersible naval units may operate in the water below ice that has not been frozen solid. Submerged units that attempt to surface under ice will automatically cause the ice to break for a 2-inch radius around the surfacing unit.

Frozen Solid

Ice can alternatively be designated as frozen solid. Ground units moving across frozen solid ice do not roll to break the ice unless they are a mobile structure, a crashing aerospace unit, or a DropShip that is landing (or lifting off) from an icy surface.

JUNGLE

As with the advanced woods terrain (see *Woods*, p. 69), jungle terrain comes in light, heavy, and ultra-heavy densities. Jungle terrain affects Line of Sight in the same manner as woods, but is more restrictive to move through, costs more Move per inch of travel, and is more resistant to being destroyed rules (see *Terrain Conversion*, p. 104).

Light Jungle: Light jungle should stand 4 inches above the underlying terrain. A total of 6 inches of light jungle terrain blocks line of sight.

Heavy Jungle: Like light jungle, heavy jungle should also stand 4 inches above the underlying terrain. Heavy jungle is harder to see through than light jungle and costs more Move per inch of travel. A total of 4 inches of heavy jungle terrain blocks line of sight.

Ultra-Heavy Jungle: Ultra-heavy jungle should rise 6 inches above the underlying terrain. This is the most restrictive of the jungle terrain types to see and pass through. Just 2 inches of ultra-heavy jungle will block line of sight.

MAGMA

The runoff from volcanic activity in various forms, magma represents liquefied rock. Magma comes in two broad forms in *Alpha Strike*: liquid, or partially-solidified crust.

Liquid Magma

Liquid magma should be assigned a depth level, like water terrain. If a liquid magma terrain feature has no specified depth, presume it has a depth of 2 inches.

Any unit other than a BattleMech (or an IndustrialMech that does not have the SEAL special) is destroyed if it enters liquid magma. Airborne units can fly over liquid magma, but if they attempt to land in it or lower themselves to the level of the terrain, such units are immediately destroyed. If a 'Mech begins its turn in, enters, or becomes even partially submerged in liquid magma, it will suffer an additional point of Heat on its Heat Scale in the End Phase to that turn. In addition, if the unit has no armor remaining, it suffers 1 point of damage, plus an additional 1 point of damage for each full 2 inches of Move spent travelling through this terrain feature after losing its armor. (IndustrialMechs that come into contact with liquid magma with no armor points remaining are automatically destroyed.)

Units in liquid magma can also become stuck (see *Bogging Down*, p. 70).

Calvin Magdaleno treads carefully around the active volcanos of Rigil Kentaurus.

Magma Crust

Ground units may traverse magma crust as if it is clear terrain, but—much as when crossing ice—do so at a risk of falling through.

For every 2 full inches of magma crust terrain a 'Mech, ProtoMech, or ground vehicle using the tracked or wheeled movement types attempts to cross, the controlling player must roll 1D6. (Units that use jumping movement require this roll only if they end their Movement Phase on the magma crust, but must apply a +2 modifier to the roll.) On a result of 6 or more, the crust breaks in a 2-inch radius around the unit, and becomes liquid magma. The unit that breaks through magma crust in this fashion falls into the liquid magma and suffers the effects of that terrain type immediately. For the remainder of the scenario, any broken areas of magma crust are treated as liquid magma.

If a heat-tracking unit (BattleMech or grounded aerospace fighter) is still on a magma crust during the End Phase, it adds 1 Heat to its Heat Scale.

A spheroid aerospace unit (small craft or DropShip) automatically turns a magma crust area into liquid magma if it attempts to land on it. If the landing unit is larger than 2 inches, then an area of effect equal to the landing unit's size is converted to liquid magma. If the entire area covered by the landing unit is now liquid magma, the unit is destroyed. If only part of the landing area is now in liquid magma, the unit suffers 1 point of damage to its aft location.

MUD

In *Alpha Strike*, terrain classified as mud reflects terrain where the soil is soft and wet enough to bog down vehicular and 'Mech units. All ground units moving through mud terrain (unless they employ hover or WiGE movement types) may become stuck. See *Bogging Down* (p. 70).

A spheroid-type aerospace unit (small craft or DropShip) that attempts to land in mud terrain automatically converts the mud in its landing area into rough terrain.

PLANTED FIELDS

Planted fields have no effect on movement. However, they rise 2 inches above the underlying terrain and impart a +1 to-hit modifier for every 4 full inches of planted fields intervening between the attacker and target. A total of 12 inches of planted fields blocks Line of Sight. Attacks against infantry (including battle armor) that are in planted fields receive an additional +1 to-hit modifier.

A landing spheroid aerospace unit (small craft or DropShip) automatically converts all planted fields in its landing area to rough terrain. In addition, any planted fields within 2 inches of such landing units may catch fire from the exhaust on a 2D6 roll result of 6 or higher (see *Fire and Smoke*, p. 100).

RAILS

In *Alpha Strike*, rails refer to anything from old-style train tracks to the high-tech monorails used by advanced magnetic levitation (maglev) vehicles. Rails provide the fixed route followed by vehicles that use the special rail motive type, but are also treated as roads for movement purposes (in that moving along a rail ignores most other underlying terrain conditions for movement

Black Hawk A *accompanied by Slyph Battle Armor, Beta Galaxy, Clan Snow Raven.*

costs). Aside from this, all 'Mechs, ProtoMechs, and ground vehicles that do not use the rail motive type, treated rails as rough terrain.

Unless a scenario specifically states otherwise, every 2-inch long section of rail terrain may be attacked as a building with a CF of 5 (see *Buildings*, pp. 83-86). If a section of rail is destroyed and a rail vehicle proceeds to come along, the rail vehicle will crash at the broken section, suffering its Move in damage to the first car that collides with the broken segment, while all cars in the train behind it (if any) suffer half the unit's Move. Any cars that survive this damage are immobilized for the remainder of the scenario.

ROUGH, ULTRA

Ultra-rough terrain represents a variety of truly shattered landscapes, including ultra woods/jungles that have been reduced to rough ground.

RUBBLE, ULTRA

Ultra-rubble terrain represents destroyed buildings made of the hardest, military-spec materials, making such an area exceptionally difficult to navigate. Destroyed Castles Brian structures and similar fortresses are examples of ultra-rubble.

SAND

Sand terrain has no effect on 'Mech or ProtoMech units, and most vehicle motive types, but will affect any infantry (including battle armor) that uses ground movement, and wheeled vehicles that lack the Dune Buggy (DUN) special ability.

In addition to the above, wheeled vehicles without the Dune Buggy (DUN) special may also get stuck (see *Bogging Down*, p. 70).

SWAMP

All units moving into or through swamp terrain that use ground movement (not including hover or WiGE movement types) other than may get stuck (see *Bogging Down*, p. 70). If a unit becomes stuck in Swamp, roll 2D6 again. On a result of 12, a 2-inch radius area of swamp becomes quicksand (see below). Swamp terrain that becomes quicksand remains so for the rest of the scenario.

Units that use VTOL, WiGE, or aerospace movement (other than DropShips) automatically become stuck in swamp terrain if they attempt to land in it. DropShips that land in swamp terrain check transform all non-swamp terrain beneath them into swamp terrain, and check for bog down as a ground vehicle.

Quicksand: Any unit entering quicksand, or within an area when quicksand is created as described above, will automatically become stuck (see *Bogging Down*, p. 70). Any unit beginning its movement in quicksand may attempt to escape using the rules for escaping a bog down. If an attempt to escape quicksand fails, any unit still mired in such terrain after starting its turn in it will sink 2 inches during that turn's End Phase. If the unit sinks deeper into the quicksand than its own height, the unit is destroyed.

TUNDRA

In *Alpha Strike*, tundra terrain represents arctic tundra, which includes a mix of shallow soils, low-growing vegetation, and permafrost that can present a treacherous environment for heavy units, especially once the battle starts. To reflect this, all ground units except for those using hover and WiGE movement types may become stuck in tundra terrain (see *Bogging Down*, p. 70).

WATER (EXPANDED)

The standard-level *Alpha Strike* rules convey the basic features of water terrain that is largely placid and relatively shallow. The following additions, appropriate for advanced-level *Alpha Strike* games, offers players more variety in water terrain by introducing the effects of extreme depths and rapid currents (rapids).

Extreme Depth: Any water terrain of 11 inches in depth or more is considered to be of extreme depth. In extreme depths, any unit that is not specifically a submarine—including BattleMechs,

ADVANCED TERRAIN MOVEMENT COST TABLE

Terrain Type	Move Cost per Inch	Prohibited Movement Mode/Unit Type
Base Move	1″	—
Clear	+0″[1]	Naval, Rail
Paved/Road/Bridge	+0″[2]	Naval, Rail
Woods		
Light	+1″[3]	Air, Hover, Naval, Rail, Wheeled[4]
Heavy	+2″[3]	Vehicles
Ultra-Heavy	+3″	All except Infantry
Water		
Surface Only	+0″	All except Hover, Naval, WiGE[5]
Depth 0″-1″	+0″	Ground, Infantry[6],
Depth 2″-3″	+1″[7]	Ground, Infantry[6], IndustrialMechs[8]
Depth 4″-10″	+6″[7]	Ground, Infantry[6], IndustrialMechs[8]
Depth 11+″	+8″[7, 9]	Ground, Infantry[6], IndustrialMechs[8]
Rapids	+1″	As Water of appropriate Depth
Level Changes (up or down)[10]		
Per 1″ elevation	+1″ ('Mechs, ProtoMechs)	
Per 1″ elevation	+1″ (VTOLs in Air)	
Per 1″ depth	+1″ (Submarines in Water)	
Per 1″ elevation	+2″ (Infantry, Ground Vehicles)	
Buildings		
Light	+1″[11]	Air, Naval, Rail
Medium	+2″[11]	Air, Naval, Rail
Heavy	+3″[11]	Air, Naval, Rail
Hardened	+4″[11]	Air, Naval, Rail
Deep Snow	+1″[12]	Wheeled
Gravel Piles	+1″[12]	Naval, Rail
Hazardous Liquid Pool	As Water[12]	As Water
Heavy Industrial	+0″/+1″[13]	Naval, Rail
Ice	+1″[12]	Naval
Jungle		
Light	+2″	Vehicles
Heavy	+3″	Vehicles
Ultra-Heavy	+4″	All except Infantry
Magma		
Crust	+0″[12]	Infantry, Naval, Rail, Wheeled
Liquid	+1″[12]	All except 'Mechs
Mud	+1″[12]	Naval, Rail
Planted Fields	+0″	Naval, Rail
Rail	+0″/+1″[14]	Naval
Rough	+1″	Naval, Rail, Wheeled
Ultra Rough	+2″	Naval, Rail, Wheeled
Rubble	+1″	Naval, Rail
Ultra Rubble	+2″	Naval, Rail
Sand	+0″/+1″[12, 15]	Naval, Rail
Swamp	+1″/+2″[12, 16]	Naval, Rail
Tundra	+0″[12]	Naval, Rail

ADVANCED TERRAIN MOVEMENT COST TABLE (CONTINUED)

Note: Airborne units (including Air vehicles and Aerospace units) ignore all terrain conditions until they attempt to occupy the same space and level of them (including attempts to land or liftoff). If airborne units attempt to enter terrain prohibited to them, treat the result as a crash.

[1]+1" Move cost for wheeled support vehicles without Off-Road (ORO) special ability.
[2]All Tracked or Wheeled units gain an extra 2" of Move on any turn where the unit spends its entire Move on this terrain.
[3]Infantry units reduce Move cost to enter this terrain by 1" (to minimum of +0").
[4]Wheeled units with the bicycle (b) or monocycle (m) movement modes may move through this terrain.
[5]Wheeled or Tracked vehicles with the Amphibious (AMP) special ability can move on water surfaces at a Move cost of +1".
[6]Infantry units can move through water of any Depth only if they have the UMU special ability.
[7]This is the cost to move along the bottom of a water area. No additional cost applies if using submarine movement.
[8]IndustrialMechs can only enter water of 2" depth or greater if they have the environmental sealing (SEAL) special ability.
[9]Non-submarine units at this depth (including units with UMU special) may suffer damage. See Water (Expanded) (p. 67).
[10]Infantry, ground vehicles, ProtoMechs, and WiGEs may not perform elevation changes greater than 1" per 1" travelled. 'Mechs may not make elevation changes over 2" per 1" travelled unless using Advanced Movement Modes (see p. 62).
[11]Infantry units do not pay any additional Move cost for Buildings; ProtoMechs pay only +1" Move for all Buildings
[12]Units in this terrain type may bog down and/or suffer damage. See specific terrain rules.
[13]Only 'Mech units apply the +1" Move cost in this terrain; all other units in this terrain apply +0" Move cost.
[14]Rail units in this terrain must move along the rail and pay +0" Move cost. All other units apply the +1" Move cost.
[15]Only infantry units and wheeled units without the Dune Buggy (DUN) special apply the +1" Move cost in this terrain.
[16]Only 'Mech and ProtoMech units apply the +1" Move cost in this terrain; all other units in this terrain apply +2" Move cost.

Unit Types Key	
'Mechs	Includes BattleMechs and IndustrialMechs
ProtoMechs	ProtoMech units only
Infantry	Includes conventional infantry and battle armor
Vehicles	Includes all motive types covered by Air, Ground, and Naval
Air	Combat or support vehicles with VTOL or WiGE movement types
Ground	Combat or support vehicles with wheeled, tracked, hover, WiGE, or rail movement types
Naval	Combat or support vehicles with naval or submarine movement types
Hover	Combat or support vehicles with hover movement type only
Rail	Combat or support vehicles with rail movement type only
Sub	Combat or support vehicles with submarine movement type only
Tracked	Combat or support vehicles with tracked movement type only
VTOL	Combat or support vehicles with VTOL movement type only
Wheeled	Combat or support vehicles with wheeled movement type only
WiGE	Combat or support vehicles with WiGE movement type only
Aerospace	Includes conventional fighters, aerospace fighters, small craft, and DropShips

and other non-submarine units with UMU special abilities—must make a critical hit check at the end of the Movement Phase where it enters or remains at such depths. Apply all critical hit effects immediately, before the Combat Phase. (If a unit entering or operating at extreme depths does not have a critical hit check appropriate for its type—such as infantry units with the UMU special—apply 1 point of damage to the unit instead.)

Rapids: Waters of 1-inch depth or more may be designated as rapids. At the start of a scenario, rapids water terrain must be assigned a direction of flow. During gameplay, any units moving through rapids water terrain, or operating on its surface (with the exception of vehicles using the hover or WiGE movement modes) must make a 2D6 roll at the end of any Movement Phase where the unit is still in or on the water's surface. If the roll result is less than the unit's Skill rating +2, the unit will be moved 2 inches in the direction of the flow.

WOODS (EXPANDED)

Under standard *Alpha Strike*, there is only one "type" of woods terrain. At the advanced level of play, woods come in three levels of density: light, heavy, and ultra-heavy. In addition, advanced-level woods apply terrain modifiers for every 2 full inches of intervening or occupied terrain, rather than a flat amount. A 6-inch stretch of intervening light woods, for example, would apply a +3 to-hit modifier for weapon attacks.

ADVANCED TERRAIN TO-HIT MODIFIERS TABLE

Advanced Terrain Modifiers	
Terrain	**Modifier**
Underwater	+1*
Woods (per 2")	
Light	+1
Heavy	+2
Ultra-Heavy	+3
Buildings	**
Heavy Industrial	+1
Jungle (per 2")	
Light	+1
Heavy	+2
Ultra-Heavy	+3
Planted Fields (per 4")	+1†

Target Movement Modifiers	
Target	**Modifier**
Is Bogged Down	‡

*Only if attacker is also underwater (or is on the water surface and using TOR special); all underwater ranges are halved.

**Buildings block Light of Sight, providing either partial or full cover as a hill of equivalent size.

†Apply an additional +1 to-hit modifier if target is an Infantry unit.

‡Treat bogged down target as if it has a Target Movement Modifier of +0.

Light Woods: Light woods works in the same fashion as standard *Alpha Strike* woods and should stand 4 inches above the underlying terrain. A total of 6 inches of light woods terrain blocks line of sight.

Heavy Woods: Like light woods, heavy woods should also stand 4 inches above the underlying terrain. Heavy woods are harder to see through than light woods and cost more Move per inch of travel. A total of 4 inches of heavy woods terrain blocks line of sight.

Ultra-Heavy Woods: Ultra-heavy woods should rise 6 inches above the underlying terrain. This is the most restrictive of the woods terrain types to see and pass through. Just 2 inches of ultra-heavy woods will block line of sight.

BOGGING DOWN

Some terrain conditions may actually stick a unit in place, as noted in the description of such conditions.

Any time a unit starts its movement in a terrain area or enters a terrain area that may cause it to get stuck and for each full 2" the unit continues through the terrain area, the controlling player must make a 2D6 roll with a target number equal to the unit's Skill rating. If this roll fails, the unit ends its Movement Phase immediately, and is stuck at the point in the terrain it had just traversed when the roll failed.

Escaping once bogged down requires a new bog down check at the start of the unit's next movement phase. If this roll fails, the unit remains bogged down for the turn, and attacks against it will ignore its usual target movement modifier. Otherwise, the unit escapes and may move normally.

Units using jumping movement may be bogged down upon landing, but automatically escape if they use jumping movement to leave the terrain in the next turn. Any unit that uses hover or WiGE movement, and any VTOL or aerospace unit that does not land in the terrain that can bog down ground units, automatically ignore these rules.

Tundra, Magma Crust, Deep Snow and Mud apply a +1 modifier to the target number to avoid bog down.

AEROSPACE UNITS ON THE GROUND MAP

Under the abstract aerospace system designed to work with standard *Alpha Strike* rules, aerospace units are either landed on the ground (grounded), or airborne for the duration of the scenario. The following rules cover additional options for using aerospace units on the ground map, including options for landing and liftoff operations for aerospace units. Unless otherwise specified, these rules apply to all units that expend Thrust instead of Move in inches, which not only covers aerospace units, but also airship and fixed-wing support vehicles.

Unless specified otherwise by scenario rules, aerospace units may begin any scenario landed or in flight.

AERODYNE UNITS

While on the ground, aerodyne-type aerospace units (including conventional and aerospace fighters, aerodyne small craft, and fixed-wing support vehicles) may "taxi", moving as a wheeled vehicle unit with Move rate equal to their Thrust rating, in inches. An aerospace unit may not lift off during a turn in which it expended ground Move.

Aerodyne Liftoff

To lift off from the ground, all aerodyne aerospace units require a continuous runway of clear or paved terrain with no elevation changes, and at least 2 points of current Thrust. The runway area must be at least 14 inches long (8 inches, if the unit possesses the VSTOL special ability). The width of this runway depends on the size of the aerospace unit; standard-sized units such as fighters require only 1 inch in width, while large units (with the LG special) require a 2-inch wide runway, and very large units (with the VLG special) require a runway 4 inches wide.

Under these rules, the unit must begin its turn at one end of this minimum length of runway, facing its opposite end. The unit then spends the entire Movement Phase lifting off. This action requires

A flight of STU-K5 Stukas *trailed by a flight of SYD-21* Seydlitz, *Fifth Alliance Air Wing, Outworlds Alliance.*

no roll, and any units—friendly or otherwise—that occupy the runway are ignored. (For simplicity, these rules presume that all units in the path of an aerospace unit's liftoff avoid the departing unit's launch path.)

At the end of the Movement Phase, an aerodyne unit that performs a liftoff action is removed from the ground map and placed on the Central Zone of the Radar Map (see *Abstract Aerospace Movement*, p. 54). Regardless of the unit's Thrust rating, a liftoff action takes its entire movement, so it cannot expend further Thrust in the same turn it lifts off.

Aerodyne Landing

Aerodyne units require a minimum of 10 inches to land (4 inches, if they feature the VSTOL special), and the same runway width needed for takeoff. In an emergency, these units may attempt to land in any terrain, but doing so will result in damage as described in *Landing Damage*, below.

To attempt a landing, an aerodyne aerospace unit must begin its turn in the Central Zone on the Radar Map, and select a flight path that lines up with the intended runway. The unit is then removed from the Radar Map and ends its movement on the ground map at the end of its landing path on the runway—or, if any terrain feature intervenes along the selected path, placed in base-to-base contact with the intervening terrain feature.

To complete the landing, the controlling must make a Control Roll to assess the landing's success, and resolve any landing damage as described below (see *Landing Rolls*, p. 72). Once more, any ground units within the landing area are ignored for simplicity.

SPHEROID UNITS AND AIRSHIPS

Spheroid aerospace units and airships cannot "taxi", and may not move while grounded. Unlike aerodyne units, airships and spheroid aerospace units may only lift off and land vertically, and thus only require a flat landing area large enough to hold the miniature's base.

Spheroid and Airship Liftoff

As long as it has any Thrust available, a grounded airship can liftoff at the start of any Movement Phase. Grounded spheroid aerospace units require at least 2 Thrust, and may likewise liftoff at the start of any Movement Phase. Under these rules, no roll is required for a spheroid unit or airship to lift off.

At the end of the Movement Phase, an aerospace unit that performs a liftoff action is removed from the ground map and placed on the Central Zone of the Radar Map (see *Abstract Aerospace Movement*, p. 54). Regardless of the unit's Thrust rating, a liftoff action takes its entire movement, so it cannot expend further Thrust in the same turn it lifts off.

Airship and Spheroid Landing

To attempt a landing, airships and spheroid aerospace units must begin their turn in the Central Zone of the Radar Map. The controlling player then nominates one point on the ground map that will serve as the unit's landing zone. As with aerodyne unit landings, any intervening units are presumed to automatically evade the aerospace unit's landing action, though any terrain or structures present may be damaged as described below.

Airships require a landing area that is comprised of either clear or paved terrain, which must be of uniform elevation, and large enough to hold the unit's miniature. All other spheroid aerospace units may land upon virtually any terrain of uniform elevation—including clear, paved, woods, jungle, or even buildings. However, the act of landing in upon any terrain other than paved will cause terrain damage, and may result in damage to the landing unit as well.

Landing airships inflict no damage to the terrain they land in, while spheroid aerospace units will cause terrain damage on any landing area that is not paved. If the landing area for a spheroid unit contains any type of woods, jungle, or buildings, these terrain features are automatically destroyed. Wooded and jungle terrain destroyed in this fashion is automatically converted to rough terrain; buildings in the landing zone of a spheroid unit are converted into rubble. In addition, the elevation level of any non-paved terrain covered by the landing spheroid unit—to a minimum diameter of 4 inches centered on the unit's midpoint—is reduced by one level.

LANDING ROLLS

An aerospace unit attempting a landing must make a successful Control Roll when doing so. The target number for an aerospace unit's Control Roll is equal to the unit's Skill, plus any of the appropriate modifiers as indicated in the Landing Roll Modifiers Table. If the roll succeeds, but the unit's landing area includes obstructing terrain, the unit will suffer landing damage. If the Landing Roll fails, the unit will crash.

LANDING ROLL MODIFIERS TABLE

Condition	Modifier
Operating in Atmosphere	+2
Thruster Hit Damage	+4
No Thrust or Shutdown	+6
Inappropriate Landing Area*	+2
Landing Area is Paved	–2

*This condition applies if the landing area includes any change in elevation, includes any structures or terrains other than clear or paved, or is too short or small for the unit's needs.

Landing Damage

An aerospace unit landing in terrain other than will suffer damage. For aerodyne units, fixed-wing support vehicles, and airships, this means any terrain other than clear or paved within the unit's chosen runway area or landing point, including elevation changes. For spheroid aerospace units, this means only a variation in terrain elevations within the landing site.

A landing unit's movement ends immediately when it encounters such obstructions, with the unit's miniature placed in contact with the offending terrain or structures. The unit will then apply damage equal to its own weight/size class. Spheroid units apply this damage to the unit's rear; all other units apply landing damage to the nose. Roll for critical hits from landing damage normally, as applicable. A unit destroyed by landing damage is treated as if it has crashed (see below).

Crashes

Aerospace units destroyed in the air rain harmless debris on the battlefield, but aerospace units that shut down while in flight may crash. Under these rules, any aerospace unit that crashes is automatically destroyed, as is all of its cargo, including any transported units.

If the crashing aerospace unit is a DropShip attempting a landing, its crash will fill a 4-inch diameter area centered on the intended landing zone with ultra rubble terrain (see *Advanced Terrain*, p. 67). If the rules for fire and smoke are also in effect, the crash area will also burst into flame on a 2D6 roll of 6 or higher (see *Fire and Smoke*, pp. 100-101).

AEROSPACE UNIT TRANSPORTS

When aerospace units are transported by other units, the liftoff and landing operations are respectively referred to as launching and recovery.

Units with the aerospace transport (AT#) or small craft transport (ST#) special abilities are the only units capable of launching or recovering aerospace units and transporting them while airborne. Fixed-wing support vehicles are treated as ground vehicle units for transport purposes—thus requiring the appropriate vehicle transport specials instead (VTM#, VTH#, VTS#)—and may not launch or recover from a transport unit unless that transport unit possesses a flight deck (FD) or helipad (HP) special. Airship support vehicles can be transported as vehicles, but can only launch or recover from a flight deck.

Aerospace units may be launched from grounded transports, but cannot be recovered unless the transport has a flight deck or helipad. Otherwise, they must embark and disembark as cargo. Fixed-wing support vehicles and VTOLs must use flight decks and helipads as appropriate for all launch and recovery operations.

The rules for launching or recovering an aerospace unit are the same as those for liftoff and landing (respectively), but replace the need for prepared runways by launch catapults and arresting gear that also eliminate the Landing Roll modifiers for inappropriate landing areas. Additional changes to the landing and liftoff rules for launching and recovery are as follows:

Airborne Aerospace/Small Craft Launch and Recovery: Aerospace units launching from airborne transports must end their launching movement in the same Radar Map zone as the transporting unit that launches them. Aerospace units cannot be recovered by airborne transports unless they are in the same Radar Map zone and neither aerospace unit is engaged in combat. The maximum number of aerospace units that can be launched by an aerospace transport per turn is equal to the number of doors (D#) associated with the aerospace transport bay.

Flight Deck/Helipad Launch and Recovery: Any weight class aerospace unit (and any size class unit up to 3) may launch or recover on a flight deck or helipad. Only one aerospace unit may launch or recover from a flight deck or helipad at a time, and only one unit may launch or recover each turn.

PARTIAL COVER

While on the ground, DropShip-type aerospace units may provide partial cover for BattleMechs as if they were a building (see *Partial Cover*, p. 34). If a unit receiving partial cover from a grounded DropShip is missed by an attack by a margin of 2, the DropShip absorbs the attack damage instead.

ARTILLERY

Most artillery in *Alpha Strike* are area-effect weapons that only target points of impact (POIs) on the battlefield, delivering damage to all units within a blast radius. Units with an artillery attack capability (indicated by the ART special) can deliver an additional artillery-only attack in the same turn as it also executes a physical or weapon attack. Artillery attacks are made and resolved in the Combat Phase.

The following rules cover the use of artillery in advanced *Alpha Strike* games.

ON-BOARD ARTILLERY VS. OFF-BOARD ARTILLERY

Compared to most weapon attacks, artillery weapons on the ground map have tremendous range—far greater than may even be practical for use on a single game map. Because of this, it is possible to execute artillery attacks by units that are not on the ground map against targets that are on the map—and vice versa.

When a unit equipped with artillery weapons is deployed on the ground map, all of its artillery attacks against other units that are both on the board and within 34 inches of the attacking weapon will be referred to as on-board artillery attacks. On-board artillery attacks deliver the damage in the same turn as the attack is made, and will adhere to on-board artillery rules.

Off-board artillery attacks refer to any artillery attacks made where the attacking unit is more than 34 inches away from the target, or where either the attacking artillery unit or its target lies beyond the end of the ground map. At such distances, artillery attacks will spend time in transit, delivering damage a turn or more after the attack is fired, and will use the off-board artillery attack rules.

ARTILLERY RANGE AND DAMAGE TABLE

Artillery Name	Special	Max Range	Damage	Area of Effect
Arrow IV (IS)	ART-AIS	90″	3(2)	2″ (NA)
Arrow IV (Clan)	ART-AC	100″	3(2)	2″ (NA)
Thumper	ART-T	240″	2	2″
Sniper	ART-S	200″	3	4″
Long Tom	ART-LT	340″	5/2	6″
Cruise Missile/50	ART-CM5	360″	8	2″
Cruise Missile/70	ART-CM7	1000″	11/2	6″
Cruise Missile/90	ART-CM9	1360″	16/6	8″
Cruise Missile/120	ART-CM12	1700″	22/14	6″
Artillery Cannons				
Thumper Cannon	ART-TC	42″	1	2″
Sniper Cannon	ART-SC	42″	2	2″
Long Tom Cannon	ART-LTC	42″	3	2″

RESOLVING ARTILLERY ATTACKS

The sequence for resolving artillery attacks is as follows:

Step 1: Choose a target
Step 2: Determine range and flight time
Step 3: Determine to-hit number
Step 4: Roll to hit
Step 5: Determine and apply damage
Step 6: Roll for critical hits (if applicable)

Step 1: Choose a Target

Unless the artillery weapon is attempting a direct-fire attack, using homing rounds, or is an artillery cannon, declaring an artillery attack requires only that the controlling player chooses a single point of impact (POI) within the artillery weapon's attack range (see the Artillery Range and Damage Table, p. 73).

Artillery attacks may only target specific units if the attacker is using homing rounds, the attack is being made using artillery cannons, or the attacker is attempting a direct-fire on-board artillery attack. Direct-fire artillery attacks can only be made by on-board artillery units.

Step 2: Determine Range and Flight Time

If the artillery-firing unit and its target are both on the board, measure the range between them as normal.

Artillery units located beyond the map's edge must be computed by first determining which map edge the artillery attack is coming from, and how far beyond that edge the attack lies (in inches). Add this number to the shortest number of inches measured between the map's edge and the attack's target point (or unit) on the map. (If the target, rather than the attacker, is the one beyond the map's edge, this same technique applies to find the range.)

Time in Flight: The damage from any on-board artillery attack will be delivered in the same turn it is fired. For any artillery attack made beyond 34 inches in range, consult the Off-Board Artillery Flight Time Table to find the number of turns the attack will take from the turn it is fired to the turn it actually strikes.

Coordinates: In the event that an artillery attack will spend 1 turn or more in flight, the attacking player should record the turn when the attack will strike, as well as the target's X-Y coordinates on a piece of scrap paper. A recommended coordinate system for *Alpha Strike* is discussed later in this chapter (see *Coordinates*, p. 89. Committing this data to writing will aid the attacking player in remembering when the turn arrives to resolve the attack, as well as "proving" the attack's accuracy in the event of any potential disputes that might arise between players when the incoming strike finally hits.

If the target of the artillery attack is a unit rather than a fixed POI, or the target itself lies beyond the edge of the map, the attacking player should note the target unit and/or its computed distance in inches, instead of any coordinates.

Step 3: Determine To-Hit Number

Like a standard weapon attack, the base to-hit number for an artillery attack is the attacking unit's Skill rating. As long as the attack is not aimed at a specific unit, however, none of the modifiers the normal weapon attack modifiers for range bracket, target's movement, terrain features, and other miscellaneous situations are applied. Instead, the attacker must apply the to-hit modifiers shown in the Artillery To-Hit Modifiers Table (see p. 75).

As with weapon attacks, all of these modifiers are cumulative, which means they are added to the unit's base to-hit number to find the final to-hit number. Further explanation of these modifiers and any exceptions are discussed below.

Direct Fire: If an on-board artillery attacker has a valid Line of Sight to its target under all applicable *Alpha Strike* rules, the attacker may attempt to deliver a direct-fire attack against the POI or target unit. Direct-fire attacks may not employ spotters, and apply the Direct-Fire Artillery modifier as shown in the Artillery To-Hit Modifiers Table. In addition, a direct-fire on-board artillery attack must also apply any the standard weapon attack modifiers for intervening terrain and—if the target is a unit—the target's type and movement modifiers. (Immobile target modifiers are never applied to a direct-fire artillery attack.)

If the attacker is executing a direct-fire artillery attack with an artillery cannon (ART-TC, ART-SC, or ART-LTC specials), the standard weapon range bracket modifiers will also apply to the attack's to-hit number. (All other artillery weapons are considered to be at Short range for direct-fire on-board artillery attacks.)

Indirect Fire: Indirect fire is considered to be the standard means of firing an artillery weapon. All off-board artillery attacks and all on-board artillery attacks not using the direct fire rules notes above must apply the indirect-fire artillery attack to-hit modifier. Indirect-fire artillery can use spotters, but does not require them to make the attack (unlike indirect LRM fire). Artillery attacks using indirect fire may not target a unit unless homing rounds are used, or the attacking weapon is an artillery cannon (ART-TC, ART-SC, or ART-LTC specials). Indirect artillery attacks do not apply range band or terrain modifiers.

Artillery Spotters: If a friendly unit has line of sight to the target POI, it can provide the spotter modifiers as shown on the Artillery To-Hit Modifiers Table. Unless an artillery weapon attack is being made against the same POI repeatedly (and requires corrective spotting), artillery spotter modifiers may apply only when the spotting occurs in the same turn that the attacking artillery weapon is fired, not when it hits. Artillery spotting automatically occurs as long as the friendly spotting unit has a valid line of sight to the artillery attack's chosen POI, and requires no roll.

Artillery spotting modifiers may only be applied for artillery attacks made against a point of impact, not when the target is another battlefield unit.

OFF-BOARD ARTILLERY FLIGHT TIME TABLE

Distance	Flight Time (turns)
34"	0
90"	1*
170"	2*
240"	3*
300"	4*
340"	5*

*Cruise Missiles (ART-CM#) compute their flight times as 1 + (Distance/170") turns.

ARTILLERY TO-HIT MODIFIERS TABLE

Situation	To-Hit Modifier
Direct-Fire Artillery	+4
Indirect-Fire Artillery	+7
Each successive shot at the same target POI*	–1
Friendly unit acting as spotter when attack fired	–1
Spotter has LPRB, PRB or BH	–2
Spotter has RCN**	–1
Spotter made an attack during spotting turn	+1

*Applies only if a spotter has LOS to the target POI in the turn in which the attack is resolved.

**Do not apply this modifier if the spotter has LPRB, PRB or BH.

Subsequent Attacks on the Same Point of Impact: Once an artillery attack successfully hits its chosen POI, the coordinates become "locked in", and the artillery weapon may continue to attack that same POI without requiring to-hit roll until it changes targets. Artillery attacks do not "lock on" when the target is a unit.

Pre-plotted Points of Impact: If the scenario permits, players with artillery units may start an *Alpha Strike* game with a number of pre-plotted points of impact that their artillery units can already hit automatically (as if they successfully "locked on" as above). The number of pre-plotted POIs the players may have can be subject to scenario rules, an agreement between the players, or even the use of the Battlefield Intelligence optional rule described later in this chapter (see p. 82). Pre-plotted POIs must be marked on the board during setup.

Homing Rounds

Artillery-fired homing rounds (including Arrow IV homing missiles and Copperhead artillery munitions) are specifically designed to damage a single target unit, rather than delivering area-effect damage. Unless alternate munitions rules are in effect (see pp. 76-82), only the Arrow IV artillery systems may fire homing rounds.

Like artillery, homing rounds are fired at a targeted POI, with the flight time calculated based on that fixed point. On the turn the homing missile is calculated to arrive at its destination, one target unit within 34" of the homing round's POI must be successfully "painted" by a unit with target acquisition gear (TAG or LTAG specials). To paint a target, the TAG- or LTAG-equipped unit must make a special attack roll, using all the appropriate rules for a standard weapon attack within the unit's TAG equipment range. (LTAG works only at Short range, but TAG works at Short and Medium range brackets.) As with artillery attacks, painting attacks using TAG or LTAG equipment is an additional attack that may be made in addition to any other weapon or physical attacks the unit attempts during the same turn. The target of a painting attack need not be the same target used for the unit's weapon or physical attacks.

If the painting attempt fails, other friendly LTAG- or TAG-equipped units within the same 34" radius of the incoming homing round may attempt to designate a target for it in the same fashion. If no painting attempts succeed by the time the homing round arrives, the homing round automatically misses.

If multiple target-painting attempts succeed in the same turn against multiple targets, the attacker may decide which of these targets are struck by the incoming homing round. Conversely, if multiple homing rounds are set to arrive in the same turn, each round may choose its own target from those that have been successfully painted by friendly units. This applies even if there are more incoming rounds than targets that have been painted, so it is possible to have multiple homing rounds strike the same target in the same turn.

Successful target designation does not guarantee a homing round will hit; for each unit that is successfully designated and targeted by a homing round, the attacker must make a separate 2D6 to-hit roll. Unlike all other artillery attacks, however, this to-hit number is set at 4, and is not modified for any conditions under these rules. If successful, the target is struck by the homing round; on a result of 3 or less, the round misses, and detonates harmlessly without scatter.

Step 4: Roll To-Hit

To resolve an artillery attack, the controlling player rolls 2D6 for each round on the turn it arrives (rather than the turn where the attack is made) and compares the total to the modified to-hit number identified in the previous step. If the dice roll equals or exceeds the modified to-hit number, the attack succeeds. Otherwise, the artillery attack fails, and will scatter as appropriate.

Artillery Scatter: If an artillery attack's to-hit roll fails, its missed shot will scatter much like a failed dive bombing attack, with a new point of impact determined at random. Using the Area of Effect Template, with the "1" location indicating the map's "northern" direction, the attacker rolls 1D6 and uses the numbers outside of the parentheses to find which of the 6 possible directions the missed artillery attack will scatter. Once direction is determined, a second 1D6 roll result—multiplied by 2 (1 for missed shots by artillery cannons)—then determines how many inches from the original POI the missed shot will actually land. The new location becomes the center of the actual impct, and damages targets within the Area of Effect as appropriate to that weapon. Artillery units cannot "lock onto" a scatter location.

Homing Rounds: As noted above, homing rounds can only roll to-hit against a target that has been successfully "painted" by a friendly unit in the turn they arrive. The to-hit for each homing round is set at 4, with no additional modifiers applied. If successful, the target is hit. Unsuccessful homing round attacks detonate harmlessly away from any valid targets and do not scatter.

Step 5: Determine and Apply Damage

The attack damages all units within its listed area of effect. If the damage value on the Artillery Range and Damage Table has a value after a slash, the weapon delivers the damage left of the slash to the inner 2-inch radius area of effect around the impact point, while the damage value right of the slash applies to all targets for the next 4 inches outward from that (to a maximum radius of 6 inches away from the impact point). All units—friend or foe—whose bases are even partially within the area of effect, suffer damage equal the listed amount for that radius. If two damage values from the same artillery attack cover the target's location, use the value for the inner damage radius.

The damage values and radii for each artillery weapon type is shown on the Artillery Table. The damage and radius values shown in parentheses refer to homing rounds, which deliver their damage only to the target unit and have no area of effect in *Alpha Strike*.

Alternate Munitions

In most *Alpha Strike* scenarios, it is assumed that all units are equipped with their default (standard) munitions. For players interested in greater variety, a number of alternative options are available, which may be employed by those units which possess compatible special abilities. Many have damage modifiers as shown on the alternate munitions table. Additional special effects of these munitions are further described in the appropriate section.

Players should agree to the use of specialty munitions during the game setup, and record which of their units are using which types of specialty munitions.

In gameplay, an attacking player who wishes to use specialty munitions need only declare that his attack will make use of its alternative ammunition (and what type of alternate ammunition it is). The player then rolls for a weapons attack as normal, using the base range and damage values for the special ability that works with the unit's alternate munitions. If the attack is successful, adjust the ability's normal damage values and other special effects as appropriate to the rules for the specialty ammo type used.

Note that an attack using specialty munitions replaces the unit's normal attack values for its requisite special ability. Unless otherwise noted, use of alternate munitions does not provide the unit with an extra bonus attack, but will modify the standard weapon attacks of the unit accordingly.

To avoid confusion, each unit that can employ alternate munitions may select only one non-standard munitions type per special weapon attack.

Infantry units (including battle armor) cannot make use specialty ammo under these rules. Aerospace units capable of carrying bombs may employ alternative bomb munitions/aerospace missiles, but may not employ the other alternative munitions types discussed below.

ALTERNATE ARTILLERY MUNITIONS

Various types of artillery munitions are available in *Alpha Strike*, but not all of them are available to all artillery weapon types, while none are available to the artillery cannons (ART-TC, ART-SC, or ART-LTC). The special abilities required to carry these alternative munitions will be indicated in its rules below.

Air-Defense Arrow IV

Air-Defense Arrow IV missiles require the ART-AC or ART-AIS specials.

These missiles may be used to deliver direct-fire ground-to-air attacks against any airborne targets in the Central Zone or Inner Ring on the Radar Map. Unlike standard artillery attacks, air-defense Arrow attacks may not be made in the same turn the firing unit executes a standard weapon or physical attack.

In place of artillery attack rules, air-defense Arrow's are resolved as standard ground-to-air weapon attacks (see *Ground to Air Combat*, p. 60). For targets in the Central Zone that are engaged in air-to-ground actions, treat the air-defense Arrow as if it is attacking at Short range. If the target is in the Central Zone, but is not attempting to land or engaging in air-to-ground combat, the air-defense attack is made at Medium range. If the target is in the Inner Ring, the attack is made using the Long range bracket. An additional –2 to-hit modifier is then applied to represent the improved homing capabilities of the Arrow missiles.

Air-defense Arrow IVs may not target ground units (including grounded aerospace units), nor may they target airborne units beyond the Inner Ring on the Radar Map. Air-defense Arrow IVs will not scatter on a missed attack.

The damage value for an air-defense Arrow IV is 2 points. Air-defense Arrow IV missiles do not deliver area of effect damage.

Cluster

Cluster artillery munitions are available to units with the ART-AIS, ART-AC, ART-LT, ART-S, and ART-T specials.

Attacks using cluster munitions are resolved using standard artillery rules,

but increase their area of effect radius over standard rounds from the same artillery weapon type by 2 inches (for a total of 4" for ART-AIS, ART-AC, and ART-T specials; 6" radius for ART-S specials; and 8" for ART-LT specials). Missed shots using cluster munitions will scatter as per normal artillery rules.

The damage from cluster artillery is based on the weapons' standard artillery damage, but is reduced by 1 point. This modified damage applies to all targets within the first 4" radius away from the impact point. For targets beyond 4", and up to the weapon's maximum radius of effect, cluster artillery delivers half its modified damage (rounded down). Thus, a cluster shot from an ART-LT weapon, which ordinarily inflicts 5 points to the point of impact, would be reduced to 4 points of damage to all targets within 4" of impact, and 2 points of damage to all targets from 4" to 8" away.

Copperhead

Copperhead munitions are available only to units with the ART-LT, ART-S, and ART-T specials.

Attacks using Copperhead rounds are resolved using the artillery homing round rules, and as such have no area of effect in *Alpha Strike*. Copperhead munitions will not scatter on a missed attack.

The damage a Copperhead hit delivers is based on the attacker's artillery weapon type. For attacks with the ART-LT special, the damage is 3 points; for attacks made with the ART-S special, the weapon delivers 2 damage points; for the ART-T special, Copperhead ammo delivers 1 point per hit.

Flechette

Flechette artillery munitions are available to ART-LT, ART-S, and ART-T specials.

Attacks using flechette rounds are resolved using standard artillery rules, and deliver damage with the same area of effect radius as standard rounds from the same artillery weapon type (6" radius for ART-LT; 4" radius for ART-S; 2" radius for ART-T). Flechette artillery munitions will scatter on a missed attack, as per normal artillery rules.

Against conventional infantry units and jungle or woods terrain types, flechette ammunition doubles the artillery weapon's normal damage value. Against all other unit types, flechette artillery munitions inflict no damage.

Illumination

Illumination artillery munitions are available to units with the ART-AIS, ART-AC, ART-LT, ART-S, and ART-T specials.

Attacks using illumination rounds are resolved using standard artillery rules. The area of effect radius for illumination rounds fired using the ART-S or ART-T specials is 4"; for ART-AIS, ART-AC, and ART-LT specials, the radius is 6" from the point of impact. Illumination artillery munitions will scatter on a missed attack, as per normal artillery rules.

Illumination artillery inflicts no damage, but instead lights up the area of effect, eliminating all darkness modifiers to and between units within that area (see *Darkness*, p. 92). The light from these rounds lasts for 10 turns, and burn out in the End Phase of the tenth turn.

Inferno IV

Inferno IV artillery missiles are available only to units with the ART-AIS or ART-AC specials.

Attacks using Inferno IV rounds are resolved using standard artillery rules. As with standard Arrow missiles, the area of effect radius for these rounds is 2" from the point of impact. Inferno IV artillery missiles will scatter on a missed attack, as per normal artillery rules.

Instead of damage, Inferno IV artillery missiles automatically ignite all terrain within the area of effects (except for water rapids). Units, terrain, and building within this area will suffer effects from these fires as indicated in the rules for fire (see *Fire and Smoke*, pp. 100-101). The fire delivered by an Inferno IV will follow all of the standard rules for fire, including smoke, fire spread, and so forth.

Treat all units in an area struck by an Inferno IV as if they entered the fire in that turn.

Smoke

Smoke artillery munitions are available to units with the ART-AIS, ART-AC, ART-LT, ART-S, and ART-T specials.

Attacks using Smoke rounds are resolved using standard artillery rules. Regardless of the weapon used, the area of effect radius for Smoke rounds is 4". Smoke artillery shots will scatter on a missed attack, as per normal artillery rules.

Smoke artillery inflicts no damage, but instead fills the area of effect with smoke. Treat this as heavy smoke for the first 2 inches away from the impact point, and light smoke for the radius from 2 inches to 4 inches. This smoke will rise 4 inches above the underlying terrain for line of sight purposes. Once delivered, smoke obeys all relevant rules for drift and dissipation. (See *Fire and Smoke*, pp. 100-101.)

Thunder

Thunder artillery munitions are available only to units with the ART-AIS or ART-AC specials.

Attacks using Thunder munitions are resolved using standard artillery rules. As with standard Arrow missiles, the area of effect radius for these rounds is 2" from the point of impact. Thunder missiles will scatter on a missed attack, as per normal artillery rules.

Instead of damage, Thunder artillery missiles deliver a conventional minefield to the target area. This minefield has a density value of 2, and follows all of the rules for minefields (see pp. 102-103). Units within an area when it is struck by a Thunder missile do not need to check for mines as they move out of the area later, as they can tell where the mines have landed—but they will need to check for mines if they re-enter the mined area later.

Thunder-Active

Thunder-Active artillery munitions are available only to units with the ART-AIS or ART-AC specials.

Attacks using Thunder-Active rounds follow are of the rules for Thunder artillery munitions noted above, except the minefield delivered consists of active mines, rather than conventional mines.

ALTERNATE AUTOCANNON MUNITIONS

Various types of autocannon munitions are available in *Alpha Strike*. All of these alternate munitions require the unit to possess an AC special ability. The rules for these munitions are detailed below. Attack and damage modifiers are also summarized in the Alternative Munitions Table

Armor Piercing

Armor piercing ammunition applies a +1 to-hit modifier to the attack, whether it is made using only the AC special ability, or as part of the unit's standard weapon attack.

When an attacker using armor piercing ammunition delivers a successful attack, reduce the damage value for the AC attack by 1, to a minimum of 1 damage point. The attacker then rolls 2D6. If the result is 10 or better, the attacker rolls once on the target's Critical Hit table, even if it still has armor points remaining. This effect occurs whether or not the unit delivers a standard weapon attack or an attack using only its AC special ability.

If the target is an aerospace or infantry unit (including battle armor), armor piercing ammunition is treated as standard autocannon fire, neither suffering a damage loss nor delivering the extra chance for a critical hit.

Flak

Flak ammunition applies a –2 to-hit modifier to the attack, whether it is made using only the AC special ability, or as part of the unit's standard weapon attack.

Flak ammunition is only effective against airborne units, including aerospace units, airships, VTOLs, and WiGEs. When targeting such units, the autocannons of the unit can make an attack using the rules for the Flak (FLK) special ability, with the same damage values as its AC special. Because of this, if the attack misses by 2 points or less, the flak ammo will still score a hit.

For example, if a unit using Flak ammunition has standard attack values of 4/4/1 and an AC2/2/0 special, it could attack airborne units with its normal weapon attack and—thanks to the Flak ammo—still deliver 2/2/0 damage to the target on a shot that misses by 2 or less.

Flechette

When an attacker using flechette ammunition attacks any conventional (non-battle armor) infantry or wooded/jungle terrain, it adds the appropriate damage values of its AC special for the range against such targets. Against all other targets, the attacker must *subtract* half of its AC special damage values (rounded down) from the unit's normal attack values.

If a unit with flechette ammo attempts to use only its AC special ability to make the attack, ignore the rules above and instead deliver twice the AC ability's damage to conventional infantry and word or jungle terrain targets, but halve the AC ability's damage (rounded down, to a minimum of 0) to all other targets.

Precision

When an attacker using precision ammo delivers a standard weapon attack, apply no to-hit modifier to the attack, but add 1 point of damage to a successful weapon attack if the target has a Move of 10" or more.

If a unit using precision ammunition chooses to attack with only its AC special ability, it applies a –2 to-hit modifier to the attack instead of receiving the damage bonus indicated above.

Tracer

A unit using tracer ammunition eliminates any to-hit modifiers for dusk or dawn conditions, and reduces all other darkness modifiers by 1 point. This effect occurs whether or not the unit delivers a standard weapon attack or an attack using only its AC special ability.

ALTERNATE BOMB MUNITIONS (BOMBS/AEROSPACE MISSILES)

Standard *Alpha Strike* rules already cover the use of standard (high-explosive) bombs, cluster bombs, and Inferno bombs. The following additional bomb types may be carried by any aerospace unit, VTOL, or airship with the BOMB special, and may be employed as indicated.

An aerospace unit can generally carry as many bombs as its BOMB# special indicates. Unless otherwise stated, each of the bombs described below occupy 1 bomb "slot", and is expended whether or not its attack is successful.

Arrow IV Missiles: A special exception to the above, standard, homing, and air-to-air Arrow IV missiles reduce the total number of bomb slots an airborne unit has by 1. Additional Arrow IV missiles, and all other bomb types (including the light air-to-air Arrow IV) occupy 1 slot each. Thus, an aerospace unit with the BOMB8 special may carry up to 7 Arrow IV missiles, or 1 Arrow IV missile and 6 bombs of other types, or 8 non-Arrow IV missile bombs.

Air-to-Air Arrow IV

The air-to-air Arrow IV is a special weapon that enhances the unit's air-to-air attacks, and does not behave as a bomb at all. Instead of making a bombing attack, an airborne unit may use its air-to-air Arrow IV as an extra weapons attack in air-to-air combat. This attack may be attempted against targets in the Medium range bracket or closer, and is resolved as a normal air-to-air attack (see pp. 58-60). A successful hit by an air-to-air Arrow IV delivers 2 points of damage to the target.

Air-to-air Arrow IV missiles may not be used against ground targets.

Arrow IV (Homing or Standard)

The standard Arrow IV bomb is an air-to-ground weapon, and may not be used against airborne units. Unlike standard bombs, standard and homing Arrow IV bombs are resolved using the appropriate artillery attack rules, with non-homing Arrow IVs treated as standard artillery attacks, and homing Arrow IVs treated as homing rounds. (See *Artillery*, pp. 73-76.)

If the attack is made while the airborne unit is over the ground map, this attack is resolved using the on-board artillery rules. If the attack is made from the Central Zone or Inner Ring without the airborne unit on the ground map, the attack is resolved as off-board artillery. Beyond the Inner Ring, Arrow IV bombs may not attack ground targets.

Inferno (Advanced Rules)

Inferno bombs may not be used against airborne units.

In addition to delivering Heat as described in the standard rules, Inferno bombs using advanced rules will also create a fire that covers the area of effect (unless the terrain is water rapids). This fire will burn for 10 turns, following the rules presented later in this chapter (see *Fire and Smoke*, pp. 100-101).

Laser-Guided

Laser-guided bombs are identical to standard high-explosive bombs in damage and gameplay, but if a friendly unit successfully paints the bomb's target area with a TAG system in the same turn as the bombing attack is made, the bombing attack receives an additional –2 to-hit modifier.

Light Air-to-Air Arrow

The light version of the air-to-air Arrow IV has the same attack range and follows all the rules of the standard air-to-air Arrow IV (see p. 78), except that a successful attack by a light air-to-air Arrow delivers only 1 point of damage to the target.

Furthermore, unlike all other Arrow IV missiles, the light air-to-air Arrow does not reduce the maximum number of bomb slots the aerospace unit may carry.

Rocket Launcher

The rocket launcher is a special, one-shot weapon pod that enhances the unit's air-to-ground attacks, but does not behave as a bomb at all. Instead of making a bombing attack, an airborne unit may use its rocket launcher to augment air-to-ground strike attacks. A successful strike attack by a unit that declares it is using its rocket launchers will deliver an additional 1 point of damage per rocket launcher committed to the strike.

If the rocket launcher bombs are used independently, all launchers committed to the attack must be combined and resolved as a single air-to-ground strike attack, with damage for a successful attack equal to 1 point per launcher.

Rocket launchers may not be used against airborne targets, or as part of a strafing attack.

TAG

TAG may be carried as a special bomb pod that enables an airborne unit to designate targets in the same manner as ground-based units. TAG thus does not use the bomb rules, but instead requires the unit make a separate air-to-ground attack against the target of its choosing along its flight path over the ground map.

The rules to resolve TAG attacks in this manner are the same as an air-to-ground strike attack (see pp. 55-58). This TAG action may be combined with the unit's other air-to-ground strafing or striking attacks, or it may be resolved against targets that lie beyond these attack areas, as long as the target is still under the airborne unit's flight path. TAG used by airborne units may not be used to designate other airborne units.

Unlike the other bomb types indicated under these rules, TAG "bombs" are reusable, and not expended when the airborne unit them on an attack.

Thunder

Thunder bombs are deployed in the same manner as conventional high-explosive bombs, and will scatter as per those rules on a missed bombing attack (see p. 56). Instead of delivering damage, Thunder bombs seed a 2-inch diameter area with conventional mines. This minefield will have a density of 4. (See *Minefields*, pp. 102-103.)

Torpedo

Torpedo bombs target individual units that must be in (or under) water. Because of this, unlike standard bombs, torpedoes must also apply the target's movement modifier when making their to-hit roll. A successful hit from a torpedo bomb inflicts 1 point of damage to the target, and generates an automatic Critical Hit check, even if the unit still has armor points remaining.

ALTERNATE NARC/INARC PODS

Instead of firing a standard homing pod, a iNarc launcher may fire the following specialty pods. These alternative pods will require one of the following special abilities to use, as specified in their rules: CNARC, SNARC, or iNARC.

ECM (iNarc only)

ECM pods are available only with units that possess the iNARC special. When a unit with ECM pods delivers a successful iNarc attack to the target, the target will be treated as if it is operating within a hostile standard ECM field for the entire following turn (from Initiative to End Phase).

Explosive (Compact Narc, Standard Narc, iNarc)

Regardless of whether the pod is fired from a CNARC, SNARC, or iNARC special, the damage for explosive pods is equal to 1 point for every 2 pods that hit the target (round down).

Haywire (iNarc only)

Haywire pods are available only with units that possess the iNARC special. When a unit with haywire pods delivers a successful iNarc attack to the target, the target will suffer a +1 to-hit modifier on all its weapons attacks and may not spot for indirect attacks for the entire following turn (from Initiative to End Phase).

ALTERNATE LRM/SRM MUNITIONS

Instead of firing standard missiles, most SRM or LRM launchers may fire the following specialty pods. These alternative missiles will require one of the following special abilities to use, as specified in their rules: SRM or LRM.

Heat-Seeker

Heat-seeker missiles are available to units with the LRM or SRM specials.

If targeting a heat-tracking unit that is currently overheating, apply 1 additional point of damage to the target on a successful hit from the unit's standard weapon attack.

If the attacker chooses to attack with just its LRM or SRM special, heat-seeker missiles apply a –2 to-hit modifier for attacks against the overheating target, instead of the damage modifier.

If the target is not overheating, or is a unit that does not have a Heat scale, heat-seekers have no special effect.

Inferno

Inferno missiles are available only to units with the SRM special.

A unit firing Inferno missiles converts its SRM damage value to HT damage, applying a maximum of 2 Heat points to any target that tracks Heat. Heat in excess of 2 is lost, even in the event of multiple Inferno missile hits. For example, a unit with SRM: 1/1 would make an HT1 attack. The normal SRM special damage is then subtracted from the normal weapon attack damage when attacking a unit that tracks Heat.

Against units that do not track Heat, Inferno missiles deliver standard damage instead.

DropShips ignore Inferno effects.

Magnetic Pulse

Magnetic pulse missions are available to units that possess the LRM or SRM specials.

When a unit with magnetic pulse weapons delivers a successful attack to any target other than conventional infantry—either as a standard weapon attack or an attack just using the unit's magnetic pulse-equipped LRM or SRM special—the target will suffer a +1 to-hit modifier on all its weapons attacks for the entire following turn (from Initiative to End Phase). Multiple hits from magnetic pulse missiles will not increase this effect.

Magnetic pulse missiles deliver no physical damage to a target, so attacks using just the LRM or SRM special that is equipped with magnetic pulse missiles will deliver no damage. If a unit using magnetic pulse missiles delivers a standard weapon attack, subtract the damage from the LRM or SRM special that is using the magnetic pulse missiles from the total damage value of the unit's normal weapon attack.

Mine Clearance

Mine clearance missiles are available to units with the LRM or SRM special.

Attacks using mine clearance missiles must be aimed at a point of interest on the map, rather than another unit. Mine clearance missile attacks must then be resolved as an attack using the unit's LRM or SRM special by itself.

Instead of delivering damage, mine clearance missiles reduce the density of any minefields in the target area by an amount equal to the unit's LRM or SRM special at that range—whichever is using the mine clearance missiles. If this reduces the minefield's density to or below 0, the minefield has been cleared entirely. (See *Minefields*, pp. 102-103.)

Mine clearance missiles inflict minimal damage on a target unit. If an attacker using mine clearance munitions executes a standard weapon attack against a target, subtract three-quarters of the unit's mine clearance-using LRM or SRM special appropriate for that range (rounded down, to a minimum of 0) from the total attack damage.

The area of effect radius for these rounds is 2" from the point of impact. If the attacker misses its target, the mines will scatter 2 inches in a random direction and produce a minefield of half its normal density (rounded down to a minimum of 0).

If a mine-clearance attack misses its target or hits terrain where there is no minefield, there is no further effect.

Semi-Guided

Semi-guided missiles are available only to units with the LRM special.

If targeting a unit that has been successfully designated by a friendly TAG in the same turn, apply 1 additional point of damage to the target on a successful hit from the unit's standard weapon attack.

If the attacker using semi-guided missiles chooses to attack with just its LRM special, apply a –2 to-hit modifier for attacks against a target that has been successfully designated by a friendly TAG in the same turn, instead of the damage modifier.

Smoke

Smoke missiles are available to units with the LRM or SRM specials.

Attacks using smoke missiles must be aimed at a point of interest on the map, rather than another unit. Smoke missile attacks must then be resolved as an attack using the unit's LRM special by itself.

Instead of delivering damage, Thunder missiles deliver a conventional minefield to the target area. This minefield has a density equal to the damage value of the unit's LRM special at that range (to a minimum of 1 and a maximum of 5) and follows all of the rules for minefields (see pp. 102-103). Multiple minefields delivered to the same area will not stack or change this density value.

ALTERNATE MUNITIONS TABLE

Weapon	To-Hit Modifier	Damage	Required Special Ability
Artillery			
Air-Defense Arrow IV	*	See Rules	ART-AIS, ART-AC
Cluster	+0	See Rules	ART-AIS, ART-AC, ART-T, ART-S, ART-LT
Copperhead	*	See Rules	ART-T, ART-S, ART-LT
Flechette	+0	See Rules	ART-T, ART-S, ART-LT
Illumination	+0	See Rules	ART-AIS, ART-AC, ART-T, ART-S, ART-LT
Inferno IV	+0	See Rules	ART-AIS, ART-AC
Smoke	+0	See Rules	ART-AIS, ART-AC, ART-T, ART-S, ART-LT
Thunder or Thunder-Active	+0	See Rules	ART-AIS, ART-AC
Autocannon			
Armor Piercing	+1	+0*	AC
Flak	–2	+0*	AC
Flechette	+0	+0*	AC
Precision	+0/–2*	+1/0*	AC
Tracer	*	+0	AC
Bombs			
Air-to-Air Arrow IV	+0*	2	BOMB
Arrow IV	+0	+0	BOMB
Inferno (Advanced Rules)	+0	+0	BOMB
Laser-Guided	–2*	2	BOMB
Light Air-to-Air Arrow	+0*	1	BOMB
Rocket Launcher	+0*	+1	BOMB
TAG	+2	NA	BOMB
Thunder	+0	Mines	BOMB
Torpedo	+0*	+0	BOMB
Narc/iNarc			
ECM	+0	+0*	INARC
Explosive	+0	*	CNARC, SNARC, INARC
Haywire	+0	+0*	INARC
LRM/SRM			
Heat-Seeking	+0/–2*	+1/+0*	LRM, SRM
Inferno	+0	*	SRM
Magnetic Pulse	+0	+0*	LRM, SRM
Mine Clearance	+0	+0*	LRM, SRM
Semi-Guided	+0/–2*	+1/+0*	LRM
Smoke	+0	+0*	LRM, SRM
Swarm/Swarm-I	+0	+0*	LRM
Tandem Charge	+0	+0*	SRM
Thunder	+0	*	LRM

*See Item rules.

Instead of delivering damage, smoke missiles fill a 2-inch radius of effect from the target area with smoke that rises 4 inches above the underlying terrain. If the normal LRM or SRM damage for the launcher is less than 3, this is treated as light smoke. LRMs and SRMs using smoke munitions deliver heavy smoke if their normal damage values are 3 or more. Once delivered, smoke obeys all relevant rules for drift and dissipation. (See *Fire and Smoke*, pp. 100-101.)

Smoke missiles inflict no damage on a target unit. If an attacker using smoke missiles executes a standard weapon attack against a target, subtract the damage values of the unit's LRM or SRM special—whichever is using the smoke rounds—as appropriate for that range.

The area of effect radius for smoke missiles is 2" from the point of impact. If the attacker misses its target, the missiles will scatter 2 inches in a random direction and produce light smoke with a radius of 1 inch and a height of 2 inches.

Swarm/Swarm-I

Swarm and Swarm-I missiles are available only to units with the LRM special.

If a standard weapon attack, or one using just the LRM special, misses its intended target, and other units—friend or foe—are within 2" of the target at the time, the attacker must randomly determine one of these alternate targets to attack, and make a new attack roll to hit that unit. If this subsequent attack hits, it will deliver damage equal to the attacker's LRM special only.

If multiple units are within the 2-inch radius around the missed primary target, continue randomly picking targets from the remaining units until the Swam attack either succeeds, or until there are no more units to try to attack within 2 inches of the original target.

Swarm-I LRMs: Attacks using improved Swarm (Swarm-I) missiles work the same as the standard Swarm attacks described above, except that Swarm-I missiles ignore units friendly to the attacker.

Tandem Charge

Tandem charge missiles are available only to units with the SRM special.

As long as the target of a tandem charge missile attack is a 'Mech, ProtoMech, or vehicle, these missiles apply no special to-hit modifiers or damage modifiers. Upon a successful attack against these units, in addition to the damage delivered, the attacker rolls 2D6. If the result is 10 or better, the attacker then rolls once on the target's Critical Hit table, even if the target still has armor points remaining. This effect occurs whether or not the unit delivers a standard weapon attack or an attack using only its AC special ability.

If the target is an aerospace or battle armor unit, tandem charge missiles are treated as standard SRM fire, with no bonus chances for a critical hit.

If the target of a tandem charge missile attack is conventional infantry, reduce the attack's damage by 1 point (to a minimum of 0).

Thunder

Thunder missiles are available only to units with the LRM special.

Attacks using Thunder missiles must be aimed at a point of interest on the map, rather than another unit. Thunder missile attacks must then be resolved as an attack using the unit's LRM special by itself.

Instead of delivering damage, Thunder missiles deliver a conventional minefield to the target area. This minefield has a density equal to the damage value of the unit's LRM special at that range (to a minimum of 1 and a maximum of 5) and follows all of the rules for minefields (see pp.102-103). Multiple minefields delivered to the same area will not stack or change this density value.

Units within an area when it is struck by Thunder mines do not need to check for mines as they move out of the mined area, as they can tell where the explosives landed—but they will need to check for mines if they re-enter the mined area later.

Thunder missiles inflict no damage on a target unit. If an attacker using Thunder munitions executes a standard weapon attack against a target, subtract the damage values of the unit's LRM special appropriate for that range.

The area of effect radius for these rounds is 2" from the point of impact. If the attacker misses its target, the mines will scatter 2 inches in a random direction and produce a minefield of half its normal density (rounded down to a minimum of 0).

BATTLEFIELD INTELLIGENCE

Battlefield intelligence, in *Alpha Strike*, refers to the net effectiveness of a force's reconnaissance assets, communications specialists, and technical analysts in putting together data that a military force can put to practical use in combat. This rule attempts to reflect this factor by establishing the opposing sides' Battlefield Intelligence Ratio (BIR), and using it in conjunction with other special rule effects that can occur in advanced *Alpha Strike* games, such as artillery, use of hidden units, and initiative modifiers.

BATTLEFIELD INTELLIGENCE RATIO

The effectiveness of battlefield intelligence depends on the relative capabilities of each force's intel and communications assets, with the ratio of the difference in those ratings. To determine the battlefield intelligence rating (BI rating) for a force, add up the appropriate point values for the intelligence-capable units each force has, as shown on the Battlefield Intelligence Rating Table. To then determine the two sides' battlefield intelligence ratio (BI ratio), divide the larger rating by the smaller, and round normally to the next whole number. The result is the ratio of the smaller BI rating to the larger one. If either force has a BI rating of zero, treat its opponent as having a rating of 1, with a BI ratio of 1:0.

If the BI ratio at the start of an *Alpha Strike* scenario is 1:1, no special bonuses are granted to either side. For any other result, the number on the left represents the force with the lower BI rating, and the number on the right represent the force with the higher BI rating. The force with the higher rating gains multiple benefits, as described below.

BATTLEFIELD INTELLIGENCE RATING TABLE

Item in Player's Force	BI Rating Points
Each ground unit with the Recon (RCN) special ability	2
Each non-DropShip aerospace unit	1
Each non-DropShip aerospace unit with the Recon special ability	2
Each DropShip	2
Each point of MHQ special ability	1

BATTLEFIELD INTELLIGENCE BENEFITS

Most of these benefits are based on the number on the higher-rated force's side of the BI ratio, and can change through the course of the scenario as intelligence assets are gained or lost. Thus, players must recomputed the BI ratio again during the End Phase of any turn in which either force loses (or gains) a unit that can affect its BI rating. A changed ratio may alter the benefits applied in the following turn.

Each player must reveal his force's BI rating to use this rule, but they are not required to provide a detailed breakdown of points until the end of the game.

Area Knowledge

If the Hidden Units rules are in play (see p. 102), the force with the larger BI rating may start play with a number of units hidden anywhere except in their opponent's deployment zone. To determine the number of units that may begin play hidden, divide the total number of units the force has by the number of those units that possess the Recon (RCN) special ability (see p. 108), rounding normally to the nearest whole number. The result is the number of units that may be hidden—up to a maximum number equal to half of the player's force.

Initiative Bonus

Changing intelligence assets are most felt in the forces' ability to react to developments in the course of the battle. This ability is reflect by modifiers that apply to the rolls each force makes in its the Initiative Phase. The force with the higher value in the battlefield intelligence ratio adds that number to its Initiative roll, while the force with the lower value in the ratio applies the lower number as his Initiative bonus. Thus, if the BI ratio between the two forces at the start of a game is 2:1, the player whose force has the higher BI rating receives a +2 modifier to his Initiative roll, while his opponent adds +1 to his Initiative roll.

Pre-Plotted Artillery

If the player with the higher value in the BI ratio has artillery in his force, he may choose to designate a number of pre-plotted points of impact for his artillery equal to his BI ratio value, minus 1. His opponent receives no such advantage, even if he has a BI ratio value above 0. Thus, in the instance of a game where the BI ratio is 2:1, the player with the higher BI ratio value would receive 1 pre-plotted artillery impact point (2 – 1 = 1), while his opponent receives none. (For rules on pre-plotted artillery POIs, see *Artillery*, pp. 73-76.)

Jackson Davion directs Mechwarriors in prototype Legionnaires *from the cockpit of his* Battlemaster.

BUILDINGS

In standard *Alpha Strike*, any buildings present on the battle map are, at best, a piece of terrain that the combat units can use for cover. Objective-driven scenarios may add to their value slightly by establishing one or more buildings as key to one side's victory over another.

The following advanced rules add greater depth to the use of buildings in *Alpha Strike* play.

BUILDING TYPES

Buildings are divided into four broad categories that define both their structural strength and overall size in *Alpha Strike*. These categories are Light, Medium, Heavy and Hardened. Each of these building types is further described by its construction factor (CF)—a value that approximates how much damage the building can sustain before it is reduced to rubble.

ALPHA STRIKE BUILDINGS TABLE

Building Type	Move Cost per Inch*	CF Range (Default)	Weight Capacity (per 1" height)	Damage Absorption*		Collapse Damage (per each 4" height)
				Infantry	Non-Infantry	
Light	+1"	1-5 (5)	1	2	1	1
Medium	+2"	6-15 (12)	2	4	2	2
Heavy	+3"	16-30 (25)	3	6	3	3
Hardened	+4"	31-50 (40)	4	8	4	4

*No additional Move cost for Infantry (including battle armor); ProtoMechs Move cost in buildings is +1", regardless of type

**See Attacking Units inside Buildings (p. 85)

Light Buildings: Light buildings in *Alpha Strike* run the gamut from small tents, huts, and sheet metal hangars to small family homes, convenience stores, and shops. The maximum CF for a Light building in *Alpha Strike* is 5. This is also its typical CF, if no other CF value is specified.

Medium Buildings: Medium buildings are sturdier, moderate-sized structures, such as warehouses, office buildings, apartment complexes and the like. These buildings comprise the bulk of most residential settlements and commercial complexes in the BattleTech setting. Medium buildings have a maximum CF of 15, and a default CF of 12.

Heavy Buildings: Heavy buildings are large, reinforced structures, including factories, hospitals, government buildings, and permanent command centers. Heavy buildings can have a CF as high as 30 in *Alpha Strike*, with a default CF of 25.

Hardened Buildings: Hardened buildings are armored or otherwise battle-reinforced fortifications, built specifically to withstand siege warfare and perhaps any explosives shy of a nuclear blast. Hardened buildings in *Alpha Strike* can have a maximum CF of 50, with a default of 40.

MOVEMENT EFFECTS

The Movement Cost per Inch column on the Alpha Strike Buildings Table defines the additional Move cost for most units to maneuver around (or through) buildings. In addition, unless noted otherwise below, any unit that moves through a building will deliver 1 point of incidental damage to that building for every inch of travel within the structure.

Infantry: Infantry units (including conventional and battle armored units) do not apply additional Move costs when moving through buildings, regardless of the building type. Infantry units also inflict no damage to buildings by moving through them. For building weight capacity purposes (see *Climbing and Standing on Buildings*, below), all non-battle armor infantry units are treated as if they have a size class of 0.

ProtoMechs: ProtoMech units move through buildings at an additional Move cost of +1" per inch of movement, regardless of the building's type.

Climbing and Standing on Buildings

A 'Mech, ProtoMech, or infantry unit can move to the roof of building rather than staying on the ground in order to gain a better vantage point over the battlefield.

Infantry and ProtoMechs: Infantry and ProtoMechs may move between levels only while inside a building. Each inch of building height changed in this fashion costs the unit 1 inch of Move.

'Mechs Outside of Buildings: Along the outside of buildings, 'Mechs can climb up and down the structures' face in the same manner as they can ascend or descend the changes in ground levels, with a maximum level change of 2 inches in height per inch of forward movement. Jump-capable 'Mechs may alternatively jump onto a building's rooftop, as long as they have sufficient jumping Move to reach that height.

'Mechs Inside Buildings: 'Mech units may not change levels once they are inside a building.

Building Weight Capacity: Each 1-inch level of a building has a weight capacity limit listed in the Alpha Strike Buildings Table. This value is an abstraction of the tonnage limits for buildings in that class, and is the maximum total of the size classes of all units attempting to occupy the same 1-inch level—but only applies to ground units that do not possess the Large, Very Large, or Super Large special abilities. (Non-battle armor infantry units are treated as if they have a size class of 0 for the purposes of building weight capacity.) If the total number of all size class values for all ground units on a single level exceeds this capacity, the entire structure will collapse (see *Building Collapse*, p. 85).

For example, a medium building—weight capacity 2—can support up to 2 light 'Mechs on any given 1-inch level, including the rooftop, because the combined size classes for the two 'Mechs would be 1 + 1 = 2. If the building were 2 inches tall, a medium 'Mech—with its size class of 2—would be able to occupy the first 1-inch level on its own as well, but the building would collapse if so much as one battle armor squad—size class 1—joined it, because the two units together would total 3 points (2 for the medium 'Mech, plus 1 for the battle armor).

Aerospace Units, Large Units, and Buildings: If an aerospace unit, or a unit with the Large, Very Large, or Super Large specials, attempts to enter or land upon a building, the structure will automatically collapse (see *Building Collapse*, p. 85). If the building is specifically identified as a hangar, this rule may be ignored, but the unit can only enter and remain at ground level.

ATTACKING BUILDINGS

Under these rules, buildings may be attacked in the same manner as any other unit type. Attacks against buildings are resolved as if the buildings have 0" Move, with an additional –4 to-hit modifier applied, because of their immobile nature.

Damage to a building is applied to the building's CF. A building's type will remain unchanged, regardless of its current CF. Thus, a heavy building reduced to only 3 points of CF will still be treated as a heavy building for movement, weight capacity, and damage absorption purposes.

Attacking Units Inside Buildings

Units inside buildings can still be attacked, either by other units within the same structures, or by units attacking from the outside. Either way, the buildings themselves provide substantial cover that affords a level of protection to those units being attacked. This is represented by the building's Damage Absorption values, which indicate how many points of damage from each attack against a unit inside the building is instead delivered by the building itself. This amount of damage varies with the nature of the building type, the nature of the units being targeted, and whether the attack comes from units outside of the same building or inside.

Infantry Units: Infantry units inside buildings may not be attacked directly. Instead, the attacker must fire on the building itself, relying on the collateral damage to injure the infantry within. This attack thus uses the to-hit modifiers for attacking the building, rather than the infantry inside. The damage delivered to the infantry unit will be equal to the Damage Value of the successful attack, minus the Damage Absorption value for the building type shown in the Infantry column of the Alpha Strike Buildings Table (to a minimum of 0 points of damage delivered to the infantry unit).

For example, if a unit capable of delivering 5 points of damage attempts to attack an infantry unit inside a medium building, the building suffers 4 points of that damage to its CF, while the infantry unit takes the remaining 1 point.

Non-Infantry Units: Non-infantry units inside buildings may be attacked directly, but the building will absorb damage as shown on the non-infantry Damage Absorption column. In this case, no additional to-hit modifiers for cover from the building apply while making the attack, but the building's Damage Absorption effect must be subtracted from the damage delivered, to a minimum of 0 points of damage delivered to the target. Once again, the damage absorbed by the building counts against its current CF.

Attacks from Within the Same Building: If attacker and its target are inside the same building, reduce the building's Damage Absorption values by half (round down).

Building Collapse

All damage delivered to a building is applied to the building's construction factor, reducing its integrity. If the building's CF is reduced to 0, it will collapse. Likewise, if a building's weight capacity is exceeded at any level, it will collapse.

Any infantry units within a collapsing building—including battle armor—are automatically destroyed in a collapse. Non-infantry units inside or on top of a collapsing building will suffer damage based on the height of the building and the building's type. This collapse damage is shown in the Alpha Strike Buildings Table, with the collapse damage value multiplied by every 4 full inches of building height (round down, to a minimum of 1). Add 1 more point of damage to any units that are standing on the building's rooftop when it collapses. Collapse damage is not reduced by the building's damage absorption factor.

If the collapse is caused by damage from a unit's movement while exiting the building, the exiting unit is treated as if it is outside the building when it collapses, and thus suffers no collapse damage to itself.

Eric's 'Mech has taken shelter in an 8" tall medium building that had already been reduced to 10 CF by previous damage. The building automatically sustains 1 point of damage as Eric's unit enters, and now has a CF of 9.

Eric's opponent, Tom, has heavy 'Mech 8 inches away from the building which attacks Eric's 'Mech for 4 points of damage. Looking at the Damage Absorption value for non-infantry unit in a medium building, Tom sees the building will absorb 2 of those 4 points, while the other 2 points hit Eric's unit. The building is now down to 7 CF.

Tom's next unit then opens up. It also delivered 4 points of damage, which distributes in the same way: placing 2 points on the building and striking Eric's unit with the other 2. The building's CF is now 5.

Tom's third unit is a heavy bruiser that can deliver a staggering 6 points of damage to Eric's 'Mech on a direct attack, but instead he chooses to hit the building itself. The building is reduced to 0 CF by the attack. This time, Eric's 'Mech takes no damage from the attack, because it was not aimed specifically at him—but the building is now collapsing.

As the medium building is 8 inches high, its collapse will deliver 4 points to Eric's 'Mech (2 inches per each 4 inches of building height). Having already sustained 4 points of the damage from the previous attacks, Eric's 'Mech is in sorry shape indeed.

WALLS

Walls have the same types and CF ratings as buildings, and units must pay the same Move penalties for any wall they cross. Walls may be attacked and take damage just like buildings. However, because they cannot be occupied in the same fashion as buildings, walls cannot provide the protection of a building's damage absorption factor unless the target is within 2 inches of the wall, the line of sight between the attacker and target crosses the wall, and the wall does not completely block line of sight.

CAPITAL AND SUB-CAPITAL WEAPONS

Capital and sub-capital weapons are large weapons that are seen only on truly massive installations, mobile structures, and WarShips. Because these weapons are designed to fire at escape velocity, their use is almost exclusively limited to combat between units in orbital space and beyond. Much of this is beyond the general scope of the ground war game presented in this book, but advanced level players may yet encounter units with these items in their games, and wish to demonstrate their effectiveness.

The following basic *Alpha Strike* rules reflect the use of capital and sub-capital weapons in advanced *Alpha Strike* gameplay. They presume all units involved are making use of the standard *Alpha Strike* game rules as a base, plus the Abstract Aerospace System.

Capital and sub-capital weapons are represented by multiple special abilities, each of which includes damage values at the Short, Medium, Long, and Extreme range values. CAP and SCAP specials indicate direct-firing capital and sub-capital weapons found on aerospace units, while SDS-C and SDS-SC specials correspond to direct-firing capital and sub-capital weapons found on non-aerospace units and structures. MSL and SDS-CM specials indicate missile-type capital and sub-capital weapons, as fired by aerospace and non-aerospace units, respectively. In the rules below, these special ability abbreviations will be used to indicate which classes of weapons are being referenced.

AIRBORNE TARGETS

When used against airborne aerospace units, capital and sub-capital weapons are resolved as a separate weapon attack against the target, which can be made in addition to normal air-to-air or ground-to-air weapon attacks. The effectiveness of the attack will vary with the type of weapon and the nature of the target.

The following rules generally presume combat is occurring between airborne units. Additional rules covering ground-to-air fire are specified when needed.

Effective Range

The effective range of an attack using capital or sub-capital weapons is treated as 1 range bracket shorter than the engagement range between air-to-air combatants (to a minimum of Short range). This reflects the much longer reach of these weapons. For example, if an aerospace unit engaged in air-to-air combat is using the Medium or Short range brackets for attacks against its opponent, its capital missiles (MSL) will attack as if it the units are at Short range; if the aerospace units are fighting at Long range, the MSL ability attacks as if it is at Medium range.

Extreme Range: Units with capital or sub-capital weapons that possess an Extreme range damage value may use them to attack targets in adjacent zones on the Radar Map, even if they are not involved in an air-to-air engagement. As above, this is resolved as if the target is at Long range, with all appropriate modifiers.

Ground-to-Air: Capital and sub-capital weapons fired from the ground can automatically engage any unit in the immediate airspace of the ground map as if it is at Short range. Airborne units in the Inner Ring can be targeted from the ground as if they are at Medium range. Airborne units in the Middle Ring can be targeted from the ground as if they are at Long range. Airborne units in the Outer Ring can be targeted from the ground as if they are at Extreme range.

Modifiers

All attacks made using any capital or sub-capital weapons in air combat apply a +2 to-hit modifier as long as combat takes place within an atmosphere. (If using advanced environments rules, thin, trace, and vacuum atmospheric densities eliminate this modifier.)

In addition to this, all attacks using the CAP or SDS-C special abilities suffer a +5 to-hit modifier when attacking a unit that does not have the LG, VLG, or SLG special. Attacks made using the SCAP or SDS-SC specials apply a +3 to-hit modifier against targets

that do not have the LG, VLG, or SLG specials. Attacks against airborne units made using the MSL or SDS-CM specials do not apply modifiers based on the target's size, but may apply to-hit modifiers if the target possesses the point defense (PNT) special ability (see p. 108).

Damage

The damage delivered by a successful attack using CAP, SDS-C, SCAP, or SDS-SC specials deliver its full damage to the target unit as indicated by the attack's effective range bracket.

Attacks delivered using the MSL or SDS-CM specials deliver damage as indicated in their effective range brackets as well, unless the target has a point defense (PNT) special ability that can reduce the damage or eliminate the attack (see *Point Defense*, p. 108).

GROUND TARGETS

When used against the ground map, capital and sub-capital weapons are resolved as a special artillery attack against a selected point of impact (see *Artillery*, pp. 73-76). This attack, as in the case of airborne targets, may be made in addition to normal weapon attacks.

Under these rules, capital and sub-capital weapons may all be fired from any airborne unit that possesses the relevant special (CAP, SCAP, or MSL), but ground-based units—included landed aerospace units, mobile structures, and fixed installations (buildings)—may only deliver surface attacks using missiles, represented by the MSL or SDS-CM special abilities.

Air-to-Ground Attacks

Air-to-ground attacks using capital or sub-capital weapons resolve in the same turn that they are fired.

If delivered from directly above the ground target (the Central Zone on the Radar Map), such attacks are treated as a direct-fire artillery strike, but reduces the to-hit modifier by –4 (to a final attack modifier of +0). If delivered from any other zone on the Radar Map, treat air-to-ground attacks from capital and sub-capital weapons as an indirect-fire artillery attack with the same –4 modifier applied (for a final attack modifier of +3).

Adjusting Fire: If a friendly unit with TAG is on the map and successfully designates the targeted POI, apply an additional –2 to-hit modifier (see *TAG*, pp. 109).

Missed air-to-ground attacks will scatter as per the artillery rules.

Surface-to-Surface Attacks

Of all capital and sub-capital weapons, only capital and sub-capital missiles may attempt surface-to-surface attacks under these rules. When fired from a ground position to another ground position, capital and sub-capital attacks are resolved using the artillery attack rules, but applying the atmospheric modifier to-hit as appropriate. If the attack is made by a unit capable of movement, an additional +2 to-hit modifier applies (even if the unit has not moved).

When attacking surface-to-surface, all capital and sub-capital missiles use the range and flight times of a Cruise Missile/120 (see *Artillery*, pp. 73-76).

CAPITAL AND SUB-CAPITAL WEAPON TO-HIT MODIFIERS

Situation	Modifier
Attacking in Atmosphere*	+2
Airborne Attack Modifiers	
CAP or SDS-C vs. Small Target**	+5
SCAP or SDS-SC vs. Small Target**	+3
MSL or SDS-CM vs. Small Target**	+0
Point Defense (1 damage)†	+1
Point Defense (2+ damage)†	Auto-Fail
Ground Attack Modifiers	
Air-to-Ground Attack (from Central Zone)	+0
Air-to-Ground Attack (from any other zone)	+3
Surface-to-Surface Attack (Non-Stationary)	+2
Ground Target designated by friendly TAG	–2

*If Atmospheric Pressure rules are used, +0 for Thin, Trace, or Vacuum
**Small Targets include all units that do not possess LG, VLG, or SLG specials
†Point defense only affects MSL or SDS-CM attacks

Missed surface-to-surface attacks will scatter as per the artillery rules.

Ground Attack Damage

The area of effect of a MSL or SDS-CM attack against ground targets is a 6-inch radius from the point of impact. All units, terrain, and buildings within 4 inches of the impact point will suffer full damage from the attack. All units, terrain, and buildings from 4 to 6 inches away will suffer half that damage (rounding down).

CONCEALING UNIT DATA

Often, the fog of war and successful use of strategy means that military forces will clash without full and comprehensive knowledge of each others' abilities. To reflect this more realistic element of warfare, players may attempt to conceal their force compositions and unit capabilities until the units themselves can actually see one another.

Warning: Use of these rules may require a gamemaster or other neutral third party, as they present numerous options for cheating. Players should thus carefully consider whether or not this set of rules is appropriate for their style of game play.

BLIP COUNTERS

Blip Counters introduces a fog-of-war concept that conceals information by keeping even most telling visual representation of a player's unit—its own miniature—from revealing itself too soon. With this rule, players begin setup

using tokens instead of actual miniatures. These tokens—referred to as "blip counters"—will thus indicate each unit's position on the battlefield until it gets close enough to be seen or otherwise identified by sensor systems, leaving the opponent guessing until that time. Prior to beginning play, each of these blip counter tokens must be assigned a unique number or letter corresponding to a ground unit in the controlling player's force. (Airborne aerospace units cannot be represented by blip counters.)

Even when a unit is represented by a simple token, it must obey all of its normal movement restrictions. For example, a blip counter representing a unit with a hover movement type may not enter wooded terrain. While this might enable a particularly observant opponent to speculate about the unit's nature based on its actions, a cagey player can add greater uncertainty to such guesses by moving his blip counters in a manner more consistent with a different unit type, such as having his 'Mechs also avoid woods as if they cannot pass through them.

A unit continues to be represented by a blip counter under these rules until it is identified, at which point the token must be replaced by a representative miniature. Additional data about the unit—including its variant model and overall battle conditions—may then be determined using the Concealing Unit Data rules that follow these.

A blip is identified when any of the following conditions are met:

Visual Spotting: At the end of the Movement Phase, if an opposing unit has LOS to a blip counter and is within the visual range appropriate for the atmospheric condition (see Visual Spotting Range Tables, p. 89), the unit is identified. Remember to account for the difference in both units' heights when determining LOS between blip counters and units, using the Unit Heights Table.

Sensor Spotting: At the end of the Movement Phase, if an opposing non-infantry unit—regardless of LOS—is within 10" of a blip-counter, its electronic sensors will identify it. This sensor range is extended to 12" if the sensing unit has a Light Active Probe (LPRB), 18" if it has an Active Probe (PRB), or 26" if it has the Bloodhound probe (BH) special abilities. If the unit represented by the blip counter has the Electronic Countermeasures (ECM) special ability, it will negate the LPRB and PRB range boosts, but not the BH. If the unit has an Angel ECM (AECM) special, it will also negate the BH ability.

Remote Sensor Spotting: At the end of the Movement Phase, remote sensors will reveal any opposing blip counters within 20", if the sensor has LOS to the blip counter. If the remote sensor has no LOS, it will still reveal the blip counter's nature once it comes within 10", unless the unit represented by the blip counter has either the Stealth (STL) or is using/under the radius of an ECM effect friendly to the unit. Remote sensors will automatically reveal the nature of any blip counters they come into base contact with, unless the units have the Stealth (STL) or Mimetic Armor System (MAS) abilities.

Aerospace Spotting: If an opposing aerospace fighter is in the Central Zone of the Radar Map, during daylight, all blip counters on that side are revealed.

Self-Revelation: Any time a unit represented by a blip counter conducts a direct weapon attack, a physical attack, or an anti-'Mech attack, its nature as a unit must be revealed. Indirect-fire attacks from a unit represented by blip-counter, and area-effect attacks delivered by such units, will not reveal the attacker's identity.

Hidden Units and Blip Counters

If the *Hidden Units* rules are in play (see p. 102), the hidden units do not receive blip counters until they move, and can only be revealed up until that point under the conditions outlined in the *Hidden Units* rules. A hidden unit that moves while no opposing unit has LOS to it may use a blip counter in place of the unit's miniature, but must follow all of the remaining rules for blip counters as above.

Stealth Technology and Blip Counters

Blips that represent units that possess ECM capabilities, stealth armor (STL), or the mimetic armor system (MAS), may only be identified by visual spotting. If the blip is covered by the ECM bubble of a friendly unit, it also may only be identified by visual spotting.

VISUAL SPOTTING RANGE TABLE

Atmospheric Condition	Maximum Range
Pitch Black	2″
Night, Moonless Night, Blizzard	4″
Fog, Blowing Sand	6″
Dusk, Dawn, Rain (Torrential)	10″
Rain, Snow	14″
Normal Daylight	40″

UNIT HEIGHTS TABLE

Unit Type	Height
BattleMechs/IndustrialMechs	2″
Superheavy 'Mechs	3″
ProtoMechs, Vehicles, Infantry, Fighters	1″
Submarines	1″
Large (LG) Support Vehicles, Small Craft	2″
Very Large (VLG) Support Vehicles	3″
Super Large (SLG) Support Vehicles	4″
Aerodyne DropShips	5″
Spheroid DropShips	10″
Mobile Structures	Variable

Note: Airborne units, including VTOLs, are automatically revealed if a LOS can be traced to their current altitude

CONCEALING RECORD SHEETS

Under these data-concealment rules, players may not view their opponents' record sheets before announcing attacks against their targets. The attacking player is entitled to know what units he can see by name (but not its specific variant or configuration—for example "*BattleMaster*" but not "BLR-1G *BattleMaster*"). In this way, players are forced to rely more on memory and instinct. This rule simulates the difficultly in telling each enemy unit's precise condition in the middle of a fluid battle.

Even with this rule in place, it remains possible to identify a unit's exact variant and conditions, but only through close-quarters observation and the use of active probes. These methods are detailed below, but players should beware that even in these cases, the data obtained will be but a fleeting glimpse of a unit's operational status in one moment in time—lost as soon as the two units break line of sight or sensors become occluded. Furthermore, neither of these methods can ever be used to reveal the Skill level of the unit's crew, nor can it reveal the Point Value of the unit being targeted.

Active Probes: Units equipped with active probes have an extended view of the battlefield, enabling them to gain information about targets without moving into Short range. Each unit with an active probe special can scan a single enemy unit within its probe's range: 12″ for the light active probe (LPRB), 16″ for the standard probe (PRB), and 26″ for the Bloodhound (BH). A probe-equipped unit completes its scan just before it declares its attacks. No die roll is required for this scan; the opponent simply lets the attacking player know the variant or configuration of the selected unit, as well as its current heat level and damage status, Move, and movement modes. The attacking player must request this information; it need not be volunteered.

An active probe's scan is blocked if LOS between the scanning unit and the target passes through or into an opposing unit's ECM bubble, or is blocked by solid terrain (such as walls, buildings, and hills). The Bloodhound active probe can override these ECM effects unless they are being generated by an Angel ECM.

Short Range: If an attacking unit is within short range of its target and has a valid LOS to it, the opposing player must reveal the current damage (if any), heat level (if applicable), Move, movement mode and variant/configuration of each unit in the target unit—but only if the attacking player requests this information. If the attacker fails to do so, his opponent does not have to volunteer it.

Stealth Technologies: In addition to ECM effects, stealth armor (STL) and mimetic armor (MAS) will defy an enemy's ability to determine the details about a unit. If a unit equipped with such abilities is targeted by the sensors a unit using either of the above methods to scan or identify it, the controlling player may still conceal the information, explaining simply that the sensor sweep cannot determine any particular details.

COORDINATE SYSTEM

Several Advanced Options require the use of a coordinate system to identify locations on the playing surface. The following rules present a universal way of doing so.

CREATING A COORDINATE

To plot artillery fire on non-hexed terrain, the players will need to create an X and Y-axis next to the play area edges. As easy way to do this is to first agree on which direction on the map corresponds to "north", and then running strips of masking tape along the edges of the map. On these tape strips, players would then mark the name of each axis, with tick marks at regular intervals (1-inch intervals are recommended), that can be used to indicate a coordinate number starting from 0 at the appropriate end.

It is generally recommended that the X-axis should describe the west-to-east direction, with 0 on the X-axis being the western-most edge of the map; the Y-axis would then run north-to-south, with 0 on the Y axis corresponding to the northern-most edge of the map. This would make an X-Y coordinate of 0, 0 correspond with the north-west corner of the map. Players interested in a more abstract coordinate system need not bind themselves strictly to this system of inches and numbers, of course, so long as the system

agreed upon is fine-tuned enough to allow for reliable tracking of coordinate-based information (such as artillery target points), and create a regular grid.

Recording a Coordinate

When recording an item using the coordinate system, the players should be sure to keep the same recording formats as one another, to eliminate confusion (for example, always recording X-Y coordinates X-first, followed by Y). Additional clarifying data may be required as the situation warrants, such as specifying one set of coordinates holds a hidden unit, while another is the pre-plotted point of impact for an incoming artillery attack.

Dropping Troops

There are several ways to deliver troops to a battlefield from airborne transports. The first method, and the one typically preferred by these troops, is largely covered by previous rules in this book, with transport units landing and forces disembarking under their own power (see *Transporting Infantry*, p. 32, and *Non-Infantry Transports*, p. 63). For a variety of reasons—not least of which being the safety of the transport itself—landing is not always an option, and troops must be dropped in from the air. Below are the three main forms of combat drops, each one described separately: high-altitude drops, low-altitude drops, and zipline drops.

GENERAL DROPPING RULES

All of these drop methods require that the transporting unit be able to carry the unit type being dropped. For the purposes of these rules, an airborne unit is capable of transporting and dropping infantry troops if it possesses the infantry transport (IT#) special. An airborne unit that can carry ProtoMechs will have the ProtoMech transport (PT#) special. Airborne units that can transport vehicles will have the vehicle transport specials (VTM#, VTH#, or VTS#). 'Mech units can only be carried and dropped by airborne units with the 'Mech transport special (MT#). If an airborne unit does not possess an appropriate transport special for the type of unit it is transporting, or is attempting to transport such units via raw cargo capacity (represented by the CT# and CK# specials), it cannot use the dropping troops rules for that unit type.

Units that are delivered to the battlefield under these rules always land at the end of the Movement Phase in the appropriate turn, and may occupy terrain types restricted to their movement mode. Because all of these rules require that the dropping units must roll to hit their selected landing zone, dropped troops may scatter. If a dropped unit scatters or otherwise lands in terrain that is prohibited to its movement type, the dropped unit is automatically destroyed. If a dropped unit lands on top of another unit's position, however, the controlling player may simply move the dropping unit to the nearest unoccupied (and legal) terrain to this landing point.

Dropped units may not move or attack in the same turn that they arrive on the map. Attacks against such units will suffer a +3 target movement modifier, regardless of the unit's actual Move stats.

The scattering rules for any unit that misses its intended drop point are the same as those used for air-to-ground bombing attacks, and will reference those rules as appropriate (see *Resolving Air-to-Ground Attacks*, pp. 55-58).

Aerospace Transports: Some aerospace units may even have aerospace transport (AT#) or small craft transport (ST#) abilities, but these unit types are not "dropped" under these rules. The launching and recovery of aerospace units by their airborne transports is covered earlier in this chapter, under *Aerospace Unit Transports* (see p. 72).

HIGH-ALTITUDE DROPS

The high-altitude drop keeps its transport relatively safe from ground fire. To perform a high-altitude drop, the transporting aerospace unit must begin its Movement Phase on the Inner Ring or Central Zone of the Radar Map, at which point its controlling player declares that the transport is dropping ground units to the map, and which units it will drop. The dropping units are then placed in the Central Zone on the Radar Map, while the transporting unit is free to continue its movement normally.

During the following Movement Phase, each of the dropping units chooses an unoccupied point of impact on the ground map (which may not contain another unit), and rolls 2D6 against a target number of 5. If the roll is successful, the dropping unit lands in the target point with any facing direction desired. If roll is unsuccessful, the unit suffers 1 point of damage for every point by which it missed the roll, and will scatter in the same fashion as a missed dive bombing attack (see p. 56). Scattered units must also determine their facing at random.

Attacks Against Dropping Units: Standard air-to-air attacks (but not ground-to-air attacks) may be made against dropping units during the turn they are on the Radar Map. These attacks apply the normal air-to-air combat rules, but do not apply the airborne aerospace target modifier. In the turn the dropping units arrive on the ground map, they may be attacked as normal ground units, but apply a +3 target to-hit modifier in place of the unit's normal target movement modifier.

Attacks by Dropping Units: Dropping units may not make attacks during the turn they are on the Radar Map, nor may they move or make attacks the turn they land on the ground map.

Attacks Against Transport Units: Regardless of the drop operation itself, airborne transport units may be targeted as normal for air-to-air. Airborne transports that choose to drop troops from the Inner Ring, rather than the Central Zone, may not be targeted by normal ground-to-air attacks.

LOW-ALTITUDE DROPS

The low-altitude drop exposes its transport to additional risks from ground fire, but delivers its payload of troops to the field faster. To perform a low-altitude drop, the transporting aerospace unit must end its Movement Phase on the Central Zone of the Radar Map and declare a flight path over the ground map. The transport's controlling player must declare the unoccupied points along this path that each dropping unit will target for landing.

Before the end of the same Movement Phase, each of these dropping units must roll 2D6 against a target number of 5. If the roll is successful, the dropping unit lands in the target point with any facing direction desired. If roll is unsuccessful, the unit suffers

1 point of damage for every point by which it missed the roll, and will scatter in the same fashion as a missed dive bombing attack (see p. 56). Scattered units must also determine their facing at random.

Attacks Against Dropping Units: Because they are dropped from a lower altitude and land in the current turn, units delivered by low-altitude drops may be attacked as normal ground units, but apply a +3 target to-hit modifier in place of the unit's normal target movement modifier.

Attacks by Dropping Units: Dropping units may not move or make attacks the turn they land on the ground map.

Attacks Against Transport Units: An airborne transport unit operating over the ground map may be targeted as normal by air-to-air attacks, as well as by ground units executing ground-to-air attacks against a strafing unit.

ZIPLINE DROPS

The zipline drop is specific to dropping conventional foot- or jump-based infantry units and battle armor from an airborne VTOL air vehicle. To perform a zipline drop, the VTOL (or airship) unit must simply move to the location on the ground map where it wishes to drop its infantry. As it moves, it can declare multiple landing points for the dropping units it carries. Unlike other vehicle-based infantry deployments, zipline drops do not cost the transporting unit any Move.

Resolve the landing of all dropping infantry is the same manner as a low-altitude drop. If the drop roll fails, however, the scattered infantry unit will suffer only 1 point of damage, regardless of the roll's failure margin.

ECM/ECCM

Alpha Strike units with the ECM, Angel ECM (AECM), and Watchdog (WAT) special abilities may use these items for their usual purpose of defeating enemy probes and C^3 networks, or set these systems to a special mode called ECCM (Electronic Counter-Countermeasures). Switching to ECCM mode and back may be performed during the unit's End Phase in any turn. While in ECCM mode, an ECM suite will completely negate the effects of any hostile ECMs within its range, unless multiple systems are present or overlapping in an area.

When multiple ECM systems are in effect or creating overlapping bubbles, it is necessary to determine the total number of ECM suites covering the affected areas (per side). Whichever side has the higher number of ECMs covering an area "wins" for that area, and the effects that cover the area as based on how many suites were running in standard ECM mode or ECCM mode. If the total effects match, all effects are cancelled out. For example, an area where a side has 1 ECM field in play, it can be countered by 1 enemy ECM in ECCM mode, but if the first side had 2 ECMs in the field, a single enemy ECM in ECCM mode would not be able to overpower the two ECM fields together. (Note that for the purposes of this rule, the Angel ECM count as 2 ECM fields, which may both be set for ECM and ECCM modes separately, so the Angel ECM can create a 2 overlapping ECM effects, 2 overlapping ECCM effects, or a combination of 1 ECM and 1 ECCM effect over a given area.

Mobile Headquarters: Units with a Mobile Headquarters (MHQ) special ability rated 7 or higher (see p. 107) may use their communications equipment to duplicate the effects of a single ECM/ECCM field. However, while doing so, these units lose all other benefits of the MHQ special.

EJECTION/ ABANDONING UNITS

Ejection systems allow MechWarriors and fighter pilots to quickly abandon their machines in time of need. Indeed, many such units feature automatic ejection systems that trigger in the event of a catastrophic explosion, blasting the pilots to safety. Vehicles and IndustrialMechs that lack the Ejection Seat (ES) special do not generally feature ejection systems as such, but their crews can still bail out in much the same fashion.

During the End Phase of any turn, a player may announce that the pilot or crew of a unit is ejecting or abandoning his machine. Regardless of the unit type, the action takes effect immediately. (If the unit is a 'Mech or fighter that is suffering an Ammo Hit critical, the ejection system will automatically engage in the End Phase to save the pilot.)

Ejection and egress systems will not function underwater, nor may any unit other than an aerospace unit employ ejection rules in vacuum. An ejected pilot or crew is treated as a foot infantry platoon with 0 armor points, only 1 point of structure, and a maximum ground Move of 2". If the unit being abandoned is not destroyed, its electronic systems (including C^3 and ECM systems) will continue to function, and its miniature must remain on the field to mark its position until such time as the unit is destroyed or otherwise removed from play.

ENVIRONMENTAL CONDITIONS

Under the standard *Alpha Strike* rules, battlefield conditions are presumed to be favorable—or at least mundane—with all combat resolved in normal gravity, during daylight hours, and with no environmental phenomena to speak of. Of course, between the sheer variety of worlds in the BattleTech universe, and the vast range of climates found on every one, natural forces and strategic considerations often make "favorable battlefield conditions" unlikely.

This section describes a variety of environmental conditions that may be introduced to *Alpha Strike* games to approximate many unusual or extreme planetary conditions and weather effects on the battlefield. Note that these rules reflect abstractions of such conditions, and are hardly all-inclusive; players seeking greater variety, to reflect even more exotic conditions, are encouraged to assign any modifiers and restrictions they feel best reflect whatever unusual situation they unleash upon their battle tables.

ATMOSPHERIC DENSITY

The following details varying degrees of atmospheric density from none (complete vacuum), to very high. Unless otherwise noted, all unit types may be employed in these atmospheric conditions, so long as they have been properly equipped for such conditions. These rules will therefore presuppose such preparations are made.

Vacuum

Non-BattleMech units that lack the SOA or SEAL special abilities, or units that possess the EE special (even if they do have the SEAL special), cannot operate in vacuum, nor can any vehicles using the VTOL, WiGE, hover, or airship motive types. If any of these prohibited units are exposed to vacuum for any reason, they are immediately destroyed. Non-spheroid aerospace units operating in vacuum may land and take-off as if they were spheroid units.

Even units properly prepared for vacuum can be compromised easily by damage. Any non-aerospace and non-infantry unit that suffers damage while operating in vacuum must roll 2D6 to check for a hull breach effect. On a result of 8 or greater, the unit must make an immediate Critical Hit roll appropriate to its type, but may reroll any Ammo Hit critical hits.

Vacuum represents a complete or nearly complete lack of atmosphere, and so may not be combined with any wind conditions or weather, including fire and smoke. Water terrain cannot persist in vacuum, and so units of the naval and submersible motive types cannot function in this condition, and such terrain features must be treated as empty, negative-level indentations in the terrain, such as craters, or ice that has frozen solid.

Trace Atmosphere

Trace atmosphere follows the same basic rules as vacuum, except that the hull breach effect will only occur on a 2D6 roll of 10 or greater.

Some weather conditions may exist in trace atmospheres, but they will be generally far weaker than normal. If random wind conditions are being used, apply a –2 modifier to the rolls for determining wind strength category, to a minimum roll result of 1 (representing no wind; see *Wind*, p. 94). Rainfall, snow, and smoke may not be present at "heavy" levels, and tornadoes will not occur.

Water terrain may exist in trace atmospheres.

Thin Atmospheres

In thin atmospheres, subtract 4" from the Move rating for VTOLs, WiGE and hover movement modes.

Most weather conditions may exist in thin atmospheres, but they will be slightly weaker than normal. If random wind conditions are being used, apply a –1 modifier to the rolls for determining wind strength category, to a minimum roll result of 1 (representing no wind; see *Wind*, p. 94). Tornadoes may not occur above the F3 level in a thin atmosphere.

Water terrain may exist in thin atmospheres.

Thick Atmospheres

In high-pressure atmospheres, add 2" to the Move rating for VTOL, WiGE and hover movement modes.

All weather conditions may exist in thick atmospheres, and can be slightly stronger than normal. If random wind conditions are being used, apply a +1 modifier to the rolls for determining wind strength category, to a maximum roll result of 6 (representing storm winds; see *Wind*, p. 94).

Water terrain may exist in thick atmospheres.

Very Thick Atmospheres

At the highest level of atmospheric pressure, all units move at normal rates.

All weather conditions in very thick atmospheres may be much stronger than normal. If random wind conditions are being used, apply a +2 modifier to the rolls for determining wind strength category, with any modified roll result of 7+ triggering tornado conditions (see *Wind*, p. 94). Water terrain may exist in very thick atmospheres.

DARKNESS

Fighting under the various level of darkness (from dusk and dawn to pitch blackness) imposes to-hit modifiers as shown in the Environmental Conditions To-Hit Modifiers Table (see p. 95). These modifiers are negated if the attacking unit is a BattleMech or has the Searchlight (SRCH) special ability. These units may turn their lights on or off during the End Phase of any turn, illuminating all terrain and units within a 2" radius around the light-bearing unit (including the light-bearing unit itself). All attacks against units in an illuminated area ignore the darkness modifiers.

Aerospace units never apply modifiers for darkness, and may not be illuminated by searchlights.

EARTHQUAKE

Earthquakes affect all units on the battlefield. If a scenario in which earthquakes might occur does not specify a specific turn for the event, players may decide to randomly determine an earthquake event during the End Phase of each turn by rolling 2D6, and declaring the start of an earthquake on a result of 12. Earthquake effects will then begin before the Movement Phase of the following turn.

Khan Phelan Kell leads Clan Wolf's Golden Keshik against the Word of Blake.

If and when an earthquake event occurs, the player who rolled for the earthquake event rolls 2D6 again to determine the strength of the quake. For all quakes, a to-hit modifier for all attacks will be applied equal to this quake strength roll, divided by 2 (and rounding down). In addition, if the roll result is 8 or higher, all ground units will suffer 1 point of damage before the start of the Movement Phase, resolving any critical hits as normal. If the quake strength roll result is 12, in addition to this damage and the attack modifiers, fissures will open up as described below.

Fissures

Roll 2D6 for every ground unit and building on the battlefield. On a result of 2, a fissure opens beneath the unit or structure. The terrain in the 2" area of effect around these units or structures will be reduced by 1D6 inches, and converted to rough terrain, with all units in the fissure radius suffering 1 point of damage (rolling critical as normal).

For buildings in a fissure area, apply 2D6 damage to the building's CF. If the building is not destroyed after this, roll 2D6, adding the building's weight capacity value to the result. If this modified roll is 9 or higher, the building remains standing. If the modified roll is 8 or less, the building will collapse (see *Buildings*, pp. 83-86).

ELECTROMAGNETIC INTERFERENCE (EMI)

In *Alpha Strike*, electromagnetic interference can be either a localized occurrence or something that affects all units on the battlefield. It represents high concentrations of heavy metals, background radiation, intense solar activity, or other conditions that play havoc even on the advanced sensors of *BattleTech* combat units. As a result of these conditions, all weapon attacks made in or through an area affected by EMI suffer a +2 to-hit modifier, all probe special abilities (including BH, LPRB, and PRB) are deactivated, and all ECM special abilities (including AECM, ECM, and LECM) double their effective range in inches.

Conventional infantry making weapon attacks in or through an EMI-affected area ignore the to-hit modifier effects.

GRAVITY

Operating outside of standard gravity may speed up or slow down any battlefield unit, based on the relative difference from the 1.0 G Terran standard. To determine a unit's Move rating in non-standard gravity, divide the unit's normal Move by the planet's G rating and round normally. For example, a unit with a Move of 12", would have a Move of 17" on a world with a G-rating of 0.7 (12 ÷ 0.7 = 17.14, rounded to 17). On a high-gravity world with a G-rating of 1.2, however, the same unit would be reduced to 10" (12 ÷ 1.2 = 10).

Gravity affects all types of Move, including VTOL, WiGE, hover, and jumping. The minimum Move a unit may be reduced due to high gravity effects is 1".

Most units are not prepared for the stress of movement beyond their design specs. To reflect this, if gravity effects provide any non-infantry unit with Move beyond its normal values, it may use that Move for up to 2 consecutive Movement Phases without any detrimental effects. If used for a third consecutive turn, the unit will automatically suffer an MP Hit critical hit (see p. 41) after completing its movement.

Under these rules, only units that use Move experience gravity effects. Aerospace units, which employ Thrust, ignore these rules for simplicity.

TEMPERATURE

Extremes of hot or cold may prevent certain units from operating on the battlefield. For simplicity, advanced *Alpha Strike* breaks these down into three temperature ranges: Cold, Normal and Hot. These rules apply only to ground-level units; aerospace units ignore extreme temperature rules.

Normal temperatures have no effect on game play, beyond any weather conditions added to them. They run the range of seasonal temperatures that a human body can survive, given proper attire and equipment.

Cold: In extreme cold (below –30 degrees Celsius), conventional infantry units will suffer 1 point of damage for every five turns of gameplay. Units in extreme cold, and that are capable of overheating, automatically reduce their heat levels by 1 point during any End Phase in which they are overheated (to a minimum Heat level of 0).

Hot: In extreme heat (above 50 degrees Celsius), conventional infantry units will suffer 1 point of damage for every five turns of gameplay. Units capable of overheating, will automatically add 1 point to the heat effects any time they use Overheat during a weapon attack. (This additional heat will not add to the unit's damage output, but will max out at shutdown). Non-infantry units incapable of overheating reduce their Move by 2" when operating in extreme heat environments.

WIND

Under standard *Alpha Strike* gameplay, wind conditions are presumed to be little more than a gentle breeze at worst, suitable for little more that determining the direction of smoke drifts. Under these rules, wind has five force categories, ranging from 0 (still air to breezy winds) to 4 (storm winds and possible tornadoes).

The effects of each wind force category are detailed below. Wind strength (and direction) may be selected at the start of the scenario, or randomly determined by rolling 1D6 and consulting the Prevailing Winds Table provided here. Wind strength may be steady throughout a scenario, set during the setup phase of the game. But for even more dramatic effects, players may opt for variable winds. With variable winds, the players may take turns randomly determining the wind force categories that will affect each game turn during the End Phase of its preceding turn.

Wind Direction

Wind directions may be randomly determined using the same rules for determining the scatter direction of a missed dive-bombing attack. This involves using the 2-inch diameter template, lining up the direction corresponding to the number 1 with the north direction on the ground map, and then using 1D6 to find the wind direction that corresponds to the result's outcome on the template. If the variable wind option is in effect, wind direction can also be randomly determined from turn to turn.

Atmospheric Density

These rules may be used in conjunction with the *Atmospheric Density* rules (see p. 92), to simulate weather effects in conditions other than Terran-standard. For convenience, the modifiers for atmospheric density are provided in the Prevailing Winds Table.

Wind Force Categories

The following are the wind force categories used under these rules, and their gameplay effects. Note that units which are submerged or otherwise sheltered from the wind may ignore these effects.

Wind Force 0: Negligible to breezy wind imposes no gameplay effects at this wind force category.

Wind Force 1: Light gale force winds slow unarmored infantry forces. Conventional infantry units with the "f" movement mode lose 2" of Move. If this reduces their Move to 0 or less, the unit may either move 2" or deliver an attack, but cannot perform both actions in the same turn.

Wind Force 2: Moderate gale force winds hinder unarmored infantry. Conventional infantry units with the "f" or "j" movement mode lose 2" of Move. If this reduces their Move to zero, these units may either move 2" or deliver an attack, but cannot perform both actions in the same turn.

Wind Force 3: Strong gale force winds impose a +1 to-hit modifier for all attacks made by all units. Airships lose 1 Thrust, and will crash if reduced to 0 Thrust as a result. Battle armor units lose 2" of Move, and conventional infantry units lose 4" of Move. If an infantry or battle armor unit's Move is reduced to 0, it may either move 2" or deliver an attack, but cannot perform both actions in the same turn.

Wind Force 4: Storm winds impose a +2 to-hit modifier for all attacks made by all units. Airships and conventional infantry may not operate effectively in storm wind conditions, while battle armor units will lose 2" of Move. If already deployed in these conditions, apply 1 point of damage every turn until the unit moves into a building or other suitable shelter. Conventional infantry units may move 2" each turn during storm wind conditions, but may execute no attacks. Battle armor units, if reduced to a Move of 0", may either move 2" or attack, but cannot perform both actions in the same turn.

At a wind force category of 4, tornado effects may be possible (see below).

Tornado

Tornados are extremely focused weather phenomena that can affect multiple units, but may only occur when in conjunction with wind forces at level 4 conditions (see *above*). During the End Phase of any turn where the winds are at a force category of 4, roll 2D6. If the result is 12, a tornado forms and touches down on the map immediately in the current End Phase.

Initial Placement: Tornados use the 2" radius area of effect template, and touch down on any randomly-chosen point of the map in the same End Phase they are . (If desired, a different player may determine the tornado's initial point of impact.) If units, buildings, or terrain are caught within the area of a tornado's effect, they will suffer damage appropriate to their type, as outlined below.

Tornado Duration and Force Rating: At the time a tornado's template is placed, a 2D6 roll must be made, the result of which equals the number of turns the tornado will remain on the field. A second 2D6 roll is then needed, to find the tornado's strength rating (F rating), as listed on the Tornado Force Rating Table.

PREVAILING WINDS TABLE

1D6 Roll	Wind Type	Force Category
1-2	None	0
3	Light Gale	1
4	Moderate Gale	2
5	Strong Gale	3
6	Storm	4

ATMOSPHERIC DENSITY ROLL MODIFIERS

Atmospheric Pressure	Modifier
Vacuum	No Wind
Trace Atmosphere	–2*
Thin Atmosphere	–1*
Thick Atmosphere	+1*
Very Thick Atmosphere	+2**

*Minimum modified result = 1; Maximum modified result = 6
**Maximum modified result = 8; On 7+ modified result, treat as Tornado

Tornado Movement: Tornadoes move during the End Phase of every turn after their initial placement, and dissipate during the End Phase of their last turn. To find the direction a tornado will move, roll 1D6 to determine the tornado's direction of travel (using the area effect template to do so), and then roll another 1D6—multiplying he result by 2—to find the number of inches it will move. If a tornado's movement sends it off a hill, it will skip a distance of inches equal to the height of the hill, avoiding all units within that area before touching down again to continue its movement with its remaining inches.

Tornado Damage: Tornadoes immediately damage all battlefield units, buildings, and terrain that they come into contact with, either by being within the tornado's template when it touches down, or be being struck by the moving tornado template. Against battlefield units, the damage from a tornado is equal to its F rating (Large, Very Large, and Super Large units only suffer this damage once per hit.)

Against terrain and buildings, a tornado will deliver 3 times its F rating in damage to the target's Terrain Factor or Construction Factor (as appropriate). Damage done by a tornado takes place immediately in the End Phase. Use the *Terrain Conversion* rules (see p. 104) to find the effects of damage on terrain, and the *Buildings* rules (see pp. 83-86) to find the effects of damage on buildings. If the underlying terrain is paved or water, it will remain unchanged by tornado damage.

Damage from tornadoes takes effect immediately during the End Phase in which the tornado makes contact with the units, buildings, and/or terrain in question. Roll for all critical hits as normal.

TORNADO FORCE RATING TABLE

2D6 Roll	Tornado Rating
2-3	F1
4-6	F2
7-10	F3
11	F4
12	F5

OTHER CONDITIONS

Environmental (planetary) conditions not listed in this section have no additional effects beyond the to-hit modifier they impose (see *Environmental To-Hit Modifiers Table*, below).

ENVIRONMENTAL TO-HIT MODIFIERS TABLE

Environmental Condition	Modifier
Blowing Sand	+2
Earthquake	+1 to +6
Electromagnetic Interference	+2*
Geyser	+2**
Heavy Fog	+1
Darkness	
Dusk or Dawn	+1
Moonless Night	+3
Night	+2
Pitch Black	+4
Rainfall	
Light to Heavy	+1
Torrential Downpour	+2
Smoke	
Light	+1**
Heavy	+2**
Snowfall and Hail	
Light to Heavy	+1
Sleet	+1
Blizzard	+2
Winds	
Wind Force 0 to 2	+0
Wind Force 3	+1
Wind Force 4	+2
Tornado, F1 to F3	+2**
Tornado, F4	+3**
Tornado, F5	+4**

*EMI only affects weapon attacks through an EMI-affected area of any size; does not affect infantry attacks.
**Applies only to attacks that pass through this environmental feature, regardless of attacker type.

EXCEPTIONALLY LARGE UNITS

Occasionally, ground units may share the ground fight with particularly large units that dwarf even the BattleMech, and have a greater distribution of firepower to boot. Among the most common of these units are DropShips, which become veritable fortresses when grounded, but other units—such as large-size support vehicles and mobile structures—may appear from time to time In *Alpha Strike* games that are as equally enormous.

The following rules roughly describe the additional abilities of these large units, which includes not only DropShips by default, but any unit that possesses the Large, Very Large, or Super Large special abilities (LG, VLG, SLG).

LINE OF SIGHT

All exceptionally large units (including grounded DropShips) are considered to block line of sight in the same fashion as a building or hill, and thus can provide partial cover between units. Attacks that miss a targeted unit that has partial cover from an exceptionally large unit will strike the exceptionally large unit instead if the margin of failure (MoF) is 2 or 1.

Attacks by an exceptionally large unit trace line of sight from the unit's uppermost height.

FACING SIDES AND FIRING ARCS

Except for grounded DropShips (shown below), most exceptionally large units have four main facings and firing arcs which can be attacked or make attacks: Fore, Left Side, Right Side, and Aft. Each of these arcs covers a 90-degree area radiating out from the unit's center point, and will not overlap. Units with the TUR special may also make additional 360-degree attacks using each separate turret, but turrets are not facings that can be attacked directly.

A unit with multiple facings and firing arcs will present its firing arc data separately on its unit card, but all damage—regardless of facing—will be delivered to the unit's overall armor and structure values.

DropShip Firing Arcs

Grounded DropShips use different firing arcs than other exceptionally large units.

Spheroid DropShips: Grounded spheroid DropShips can only use their left side and right side weapons against other ground units, with these side arcs treated as having 180-degree fields of fire that do not overlap. The fore-arc weapons of a spheroid DropShip can only engage airborne targets. A grounded spheroid DropShip cannot use its Aft weapons at all in *Alpha Strike*.

Aerodyne DropShips: Grounded aerodyne DropShips may attack ground units using the same standard fore, side, and aft firing arcs as other exceptionally large units. In addition, their fore-arc weapons may also engage airborne targets.

MOBILE STRUCTURES

Mobile structures, as the name implies, are truly massive units that are effectively moving buildings. Extremely rare in combat, these units are actually treated as multiple, conjoined segments—each with its own armor, structure, and firepower—that move as one. On the unit's data card, mobile structures use a structure map, with each segment identified as a numbered hexagonal piece (which, on the ground map, is equivalent to a 2-inch diameter area).

Mobile Structure Facings: Mobile structures are ponderously slow, and so designed to move in any direction desired without turning. For this reason, these units generally have no set "front", but still use fore, side, and aft arcs for gameplay purposes. If a player wishes to change the facing direction of a ground- or water-based mobile structure, however, the unit's facing can only be changed by 60 degrees per Movement Phase. (It thus takes three full turns for a mobile structure on ground or in water to complete a 180-degree turn.)

Attacking Mobile Structures

Mobile structures are attacked in the same manner as buildings (see Buildings, p. 83-86), and apply the –4 Immobile Target modifier in addition to their movement rate modifier (to reflect their gigantic size. Attacks must be resolved against individual mobile structure sections, rather than against the unit as a whole, with damage marked off against the armor and structure values of the individual section.

Mobile Structure Critical Hits: Critical hits to mobile structures are likewise resolved by section, rather than against the whole, and use the Mobile Structure Critical Hits Table. Critical hits that stun or kill a mobile structure's gunners affect only the weapons in the affected section (stunned gunners are unable to fire for 1 full turn after the critical hit; killed gunners renders all weapons in that section inoperative). A critical hit to a mobile structure's weapons will reduce the structure's overall weapon damage values at all ranges by 1 (including those assigned to special abilities, such as LRM, SRM, TUR, and so forth). Critical hits to a structure's ammunition will result in no effect if the structure has no ammunition in that section, or create a building fire in that section (resolved using the *Fire and Smoke* rules, see pp. 100-101).

Destroying a Mobile Structure: Destroying a mobile structure requires the destruction of over half of the unit's sections, or enough sections to break the unit into two parts. Unlike other exceptionally large units, mobile structures cannot fire weapons in any direction that would pass through 2 or more inches of the structure itself. Attacks against a mobile structure cannot target any segments that the attacking unit cannot trace a valid LOS to. (This generally means that central sections typically cannot be targeted at all, except by air units.)

A destroyed mobile structure creates ultra-heavy rubble that fills the terrain covered by all of its sections. If an airborne mobile structure is destroyed over a ground map, it will crash on the ground map, covering an area twice the diameter of its longest section, and destroying all units, buildings, and woods or jungle terrain types within that area.

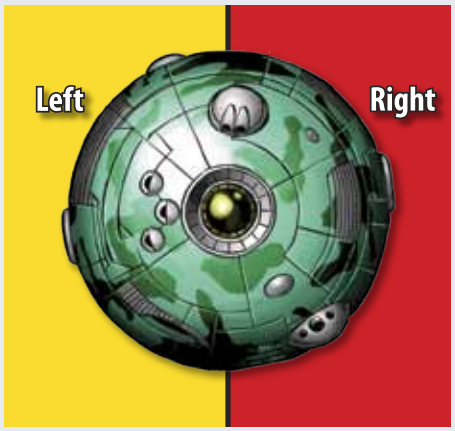
Mobile Structure Movement

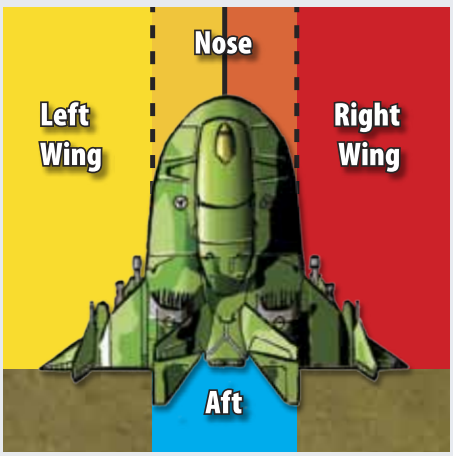
Mobile structures may be designed to travel on land, air, or water, but their sheer size enables them to shrug off terrain conditions that would slow most other units. The Mobile Structure Movement Costs Table defines the base Move costs for ground and naval-based mobile structures. Airborne mobile structures follow the movement rules for airships.

BAY DOORS AND TRANSPORT SPECIAL ABILITIES

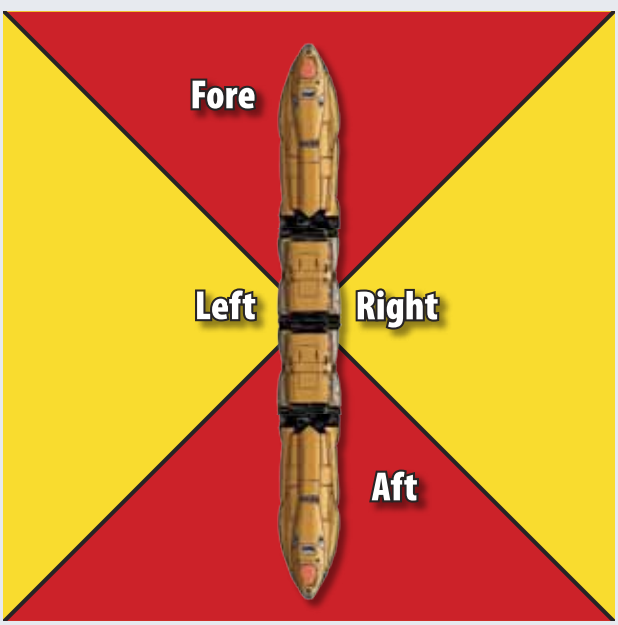
Especially large units tend to feature transport bays and bay doors, expressed as special abilities. These abilities are closely linked, establishing the number and types of units a transport may carry (noted by its transport specials), and how many of each unit type the transport may deploy per turn (noted by the number of doors associated with the bay). Doors are only tracked on DropShips and larger transport units. Combat vehicles with the Infantry Transport (IT#) special ability do not keep track of doors, and may therefore deploy some or all of their infantry units in a single turn.

When doors are tracked on a unit, they appear as numbers preceded by the letter D after the relevant transport bay special. For example, a DropShip with a special of "AT6D2" indicates that is has an aerospace transport bay with a capacity of 6 aerospace units (AT6) that uses 2 doors (D2). A unit entering or exiting a transport unit must use the doors associated with its transport bays; 'Mech units must use the doors associated with the 'Mech transport (MT) bay, vehicles must use the doors for a vehicle transport (VTM#, VTH#, or





• GROUNDED DROPSHIPS FIRING ARCS DIAGRAMS •



• LARGE SUPPORT VEHICLE FIRING ARCS DIAGRAMS •

MOBILE STRUCTURE MOVEMENT TABLE

Terrain	Movement Cost
Clear, Paved, Bridge, Road	1″
Rough, Gravel, Sand, Tundra	+0″
Light or Heavy Woods/Jungles	+0″
Ultra-Heavy Woods/Jungles	+1″
Water	
Depth 0″	+0″
Depth 1″-2″	+1″*
Depth 3″-15″	+2″*
Depth 16″ or more	+0″**
Level Change	
1″	+0″
2″	+2″
3″ or more	+4″†
Building/Walls	
Light, Medium, Heavy	+0″
Hardened	+1″
Heavy Industrial	+1″

*Level change cost not included. To enter water of 3″ depth or deeper, a mobile structure must have the SEAL special ability. Water mobile structures run aground and become immobile in water less than 6″ in depth.

**Only water-based mobile structures can enter this terrain.

†Only submersible water-based mobile structures in water can make level changes this extensive; ground-based mobile structures cannot climb over terrain features 3″ or higher per inch of forward travel.

DETERMINING CRITICAL HITS TABLE

2d6 Roll	Mobile Structure
2	No Critical Hit
3	No Critical Hit
4	No Critical Hit
5	No Critical Hit
6	Weapon Hit
7	Gunners Stunned
8	Weapon Hit
9	Gunners Killed
10	Turret Locked
11	Ammo Hit*
12	Weapon Hit

*If section does not have ammo, no critical effect; otherwise section catches fire as Building (see *Fire and Smoke*, pp. 100-101).

VTS#) bay, and so on. If a door serves a cargo transport (CT# or CK#) bay, any unit type may use the door to enter or exit. Units may not enter or exit a transport unit that does not have either a cargo bay (CT#) of sufficient capacity, or a bay appropriate to the unit's type.

Non-infantry units embark and disembark from transport bays in accordance with the *Transporting Non-Infantry Units* rules in this chapter (see p. 63). Infantry units (including battle armor) use the *Transporting Infantry* rules found in the standard Alpha Strike rules (see p. 32). Up to 2 units can enter or exit from an appropriate bay door per turn.

See the appropriate transport bay (AT#, CK#, CT#, IT#, MT#, PT#, ST#, VTM#, VTH#, VTS#) types in the Special Abilities section (pp. 104-109), for more information about the various unit transport bays and their capabilities.

BOARDING ACTIONS

Exceptionally large units (including DropShips) may be the target of boarding actions by infantry units (including battle armor). The following rules enable players to resolve this process.

Boarding Exceptionally Large Units

The process for boarding an exceptionally large unit begins with a grappling attack, either by an infantry transport unit come to deliver its troops, or by infantry units moving on their own power. While attempting a grapple, the attacking unit may not make any weapon attacks against its target.

Infantry Transport Units: Any non-large infantry transport unit that can reach base-to-base contact with a targeted exceptionally large unit (or hover directly above it, as in the case of VTOLs and airships) may grapple the target to conduct boarding actions. VTOL and airship vehicles may attempt to grapple exceptionally large units from above, but must do so from directly above or in base-to-base contact. All other unit types that can reach the target unit must be in base-to-base contact with it, and at the same elevation level.

Infantry Units: Infantry units can attempt to board and seize control of an exceptionally large unit unless they possess a motive type other than foot, jump, motorized, or VTOL. If the target is a naval vessel, infantry with UMU movement may attempt to board the unit as well, as long as they can reach the unit's present depth level. Grounded DropShip units can only be boarded at ground level, regardless of the infantry unit's motive type.

The Grapple Check: Any unit that fulfills the requirements and ends the Movement Phase in base-to-base contact as defined above, may attempt a grapple in place of an attack during the following Combat Phase. This grappling action is successful on a 2D6 roll of 6 or higher (8 or higher, if the target unit is completely submerged). A successful roll attaches a grapple to the target unit that allows infantry units to board it. If a grappling roll fails, the attacking units can attempt the action again at the end of the following turn's Movement Phase, provided it is still adjacent to the target.

Maintaining and Ending a Grapple: A grappling unit can end its grapple at will during the End Phase of any turn. Unless the target is immobile, the grappling unit must reroll its grapple check every turn to maintain contact with the target. Infantry-only units that succeed on a grapple do not need to maintain it once they have boarded a target unit.

Resolving Boarding Combat

Starting with the same Combat Phase in which the units grapple and board a target unit, boarding combat may begin. Boarding combat does not count as the exceptionally large unit's Combat Phase action, as these units cannot directly target the boarding parties inside of them. Instead, the boarding infantry fights with any defending infantry on board the exceptionally large unit, as well as any crew the unit deploys in its own defense, or friendly reinforcements the unit can obtain via a friendly boarding action (see below).

All infantry defending the exceptionally large unit can engage the boarding party infantry as normal, treating all attacks as if they take place at Short range.

The boarding units may engage either the defending infantry in the same way, or attack the exceptionally large unit itself. In both cases, the damage delivered by the boarding party will be that of its Short range damage value. (Attacks against the exceptionally large unit itself are automatically successful and do not require a roll.) Infantry units fighting in a boarding action may move as normal, but cannot leave the confines of the exceptionally large units except to return to their grappling transports.

If the exceptionally large unit that has been boarded uses Evading movement (see p. 63), lifts off (DropShips only), or crashes into another unit or terrain element while boarding combat is still ongoing, all units engaged in the boarding action (friend and foe alike) will suffer a +2 to-hit modifier for their attacks in that turn. As with normal ground combat, all infantry units involved in boarding combat can deliver only one attack per turn.

If all defending infantry on a boarded unit are destroyed, the unit falls under control of the boarding party. The captured unit may be controlled by the opposing player in the following turn, but will have an effective Skill rating equal to that of the most experienced boarding infantry unit, with a +2 modifier.

If all attacking infantry units in a boarding action are destroyed, the unit resumes normal operation in the following turn.

If an exceptionally large unit that has been boarded is destroyed before boarding combat is resolved, all units on board—friendly, hostile, and cargo alike—are destroyed along with it.

Additional Boarding Action Rules

The following additional rules cover extra options a unit defending against hostile boarders may use to try and resist a boarding action.

Defending Crew: Exceptionally large units that can be boarded will general defend themselves using their own onboard infantry or crew. To do so, a unit with the Crew special (CRW#) may takes a temporary, self-inflicted Crew Stunned (or Crew Hit) critical during the Combat Phase to gain a number of infantry units that will defend against boarding parties. The number of additional infantry mustered in this fashion is equal to the number given with the special ability, and each of these infantry units will possess a Move of 2"f, 2 Armor, 1 Structure, and a damage value of 1 point at Short and Medium range. If a unit takes a second Crew Stunned or Crew Hit critical while its crew is defending against boarders in this fashion, the unit is treated s if it has suffered a Crew Killed critical effect, and the unit may not move, expend Thrust, or execute attacks until its defending crewmen return to duty. To return defending crewmen to duty, the unit must remove a number of defending infantry units equal to its CRW value.

Friendly Reinforcements: Using the same basic rules as hostile boarding units, friendly units may grapple and board an exceptionally large unit to reinforce its defense as well. The key difference is that a boarding action from any friendly unit is automatically successful if the units meet the necessary requirements for grappling and boarding.

EXPANDED GROUND RANGES

For the sake of tabletop play, weapon ranges on the ground map are limited to 42 inches in the Long range band. At the players' option, two additional range bands can be added at which the truly superlative MechWarriors and vehicle crews may attack one another. Only units capable of delivering damage at Long range may use either of these range options, as they are detailed below.

Aerospace units already employ Extreme range as a standard rule, but these units may not employ Horizon range.

EXTREME RANGE

Only units that can deliver damage at the Long range bracket may use this rule. The Extreme range bracket for ground combat measures from 42 inches to 60 inches. The to-hit modifier for this range bracket is +6, and the damage value for any successful attack made in this range bracket is equal to the unit's Long range damage value, minus 1 (to a minimum of 0 damage). All other rules regarding line of sight effects apply at Extreme range.

Units may not employ Overheat for attacks made at Extreme range unless they also possess the OVL special ability. C^3 special abilities may still be used in conjunction with Extreme range, but a +2 range modifier and the damage-reduction effects at Extreme range will still be applied, regardless of how close a friendly C^3 network unit gets to the target of an Extreme range attack.

HORIZON RANGE

Only ground units that can deliver damage at Extreme range (see above) may use this rule. Horizon range (also known as LOS Range) is a range "bracket" that effectively measures from 60 inches to the edge of the ground map itself. To to-hit modifier for this range bracket is +8, and the damage value for any successful attack made at this range is equal to one half of the unit's Long range damage value, rounded down (to a minimum of 0). All other rules regarding line of sight effects apply at Horizon range.

Units may not employ Overheat for attacks made at Horizon range unless they also possess the OVL special ability. C^3 special abilities of all types have no effect in modifying attacks made at Horizon range.

FIRE AND SMOKE

Fire is commonplace in any battlefield, but its use in *Alpha Strike* games can significantly slow down gameplay. Thus the following rules, designed to simulate the creation, effects, spread, and containment of fire and smoke, are reserved as an advanced option like the rest of the rules in this chapter.

Resolving Fire and Smoke Effects

When fire and smoke effects are in use, the following process is added to the End Phase of every turn to resolve fire and smoke actions:

Step 1: Check for smoke dissipation.
Step 2: Drift smoke.
Step 3: Check to see if the fire spreads.
Step 4: Add new smoke from existing fires.
Step 5: Check to see if the fire burns out (including any new fires).

FIRES

There are two types of fires in *Alpha Strike*: those set intentionally, and those started by accident. The creation of both fire types is resolved using a 2D6 roll any time terrain is hit by weapons fire (accidental hits to terrain, under these rules, occur any time a unit standing behind partial cover is missed by a margin of 1 or 2 points—in which case the structure or terrain between the attacker and unit may be set ablaze—or when damage is delivered to the terrain by use of area-effect weapons, missed indirect fire attacks, attacks against units inside buildings, or the detonation of minefields). If the right equipment or munitions are used, fires may be started in virtually any terrain.

The Fire Tables (see right) show the base target numbers for starting fires in all common types of terrain. The number to the left of the slash is the target number for starting an intentional fire, while the number to the right is the target number for starting one accidentally. The target number is modified as per the conditions outlined in the Fire Starting Target Modifiers. (If no modifier is shown for a given condition, presume that the modifier for that condition is 0.) Any base target number or modifier given as "NA" indicates a terrain or condition that cannot be set on fire normally. Attacks using Inferno munitions (see *Alternate Munitions*, pp. 76-82) automatically start fires in all terrain and conditions except for vacuum, underwater, or rapids water.

Once a fire starts, place a 2-inch diameter marker on the point where the attack took place that started the fire.

Fires may not spread unless there is a wind direction to spread them with. Consult the rules for wind to determine the direction and strength of the prevailing wind (see Wind, pp. 94-95.)

Fire Damage and Effects

Under these rules, fires will affect units as well as terrain and buildings. These effects are outlined below.

Fire Damage to Units: Heat-tracking units that enter or move through a burning area build up 1 point of Heat during the End Phase of that turn. This Heat is applied to any heat caused by Overheat attacks and damage to the unit. If a unit that does not track heat enters or passes through a fire area, it will suffer 1 point of damage instead. Large, Very Large, and Super Large units in

FIRE TABLES

Fire Starting Base Target (Intentional/Unintentional)				
Water	**Clear**	**Paved**	**Rough**	**Jungle**
NA	11/11	NA	12/12	7/10
Woods	**Building**	**Industrial**	**Magma**	
6/9	9/10	4/6	4/6	

Condition	Target Modifier
Terrain	
Deep Snow	+3*
Geyser	+3
Ice	+4*
Mud	+5*
Planted Fields	–2
Swamp	+5*
Tundra	+0*
Underwater	NA
Atmospheric Pressure	
Vacuum	NA
Trace	+5**
Thin	+3
Thick	–2
Very Thick	–4
Temperature	
Cold	+1
Hot	–2
Wind	
Wind Force 2	+1
Wind Force 3	+2
Wind Force 4	+4
Tornado (Any)	NA**
Rain	
Light to Heavy	+1
Torrential Downpour	+2
Snowfall and Hail	
Light to Heavy Snow	+1
Sleet	+1
Blizzard	+2
Special Ability/Effect	
Indirect Fire (IF)	+1
Heat (HT)	–2
Inferno Munitions	Auto†
Fire Spreading	
From Downwind	+1
Across Water/Paved Terrain	+3 (per 2" distance)

*Fire in these conditions burn out by themselves after 1D6 turns unless set by Inferno munitions.

**Inferno munitions auto-set fires in these conditions. (Inferno fires in tornado automatically burn out after 1 turn.)

†Infernos may even ignite water surfaces (other than rapids), liquid pools, and paved terrain

contact with fire will suffer 1 point of damage for every 2 linear inches of the unit's length that is in contact with the fire.

DropShip units, and units that possess the Fire Resistant (FR) special may ignore all fire effects. Mobile structures, meanwhile, may be set ablaze if they enter a burning area on a 2D6 roll with a base target number of 12 (applying all appropriate modifiers as shown in the Fire Tables).

Fire Damage to Buildings and Terrain: Fire reduces the Construction Factor or Terrain Factor of any buildings or terrain features it comes into contact with by 2 points per turn (see *Terrain Conversion*, p. 104). If a building's Construction Factor or a terrain item's Terrain Factor is reduced to zero, the fire burns out. If an area set ablaze does not contain any buildings or terrain features with a CF or TF, the fire burns itself out after one turn.

Spreading Fires

In the End Phase of any turn after a fire starts in a given area, it may spread to any other flammable area within a 120-degree arc downwind of itself. Resolve this potential spread as a fire starting check for an intentional fire, but with an additional +1 modifier.

Fires attempting to spread into otherwise inflammable terrain may jump over such terrain to ignite flammable terrain or structures up to 2 inches away (times the current wind force level). However, fire attempting to jump over such hindrances must apply another +3 modifier to the roll to start a fire in the destination area.

Extinguishing Fires

Under these rules, units may deliberately attempt to stop a fire through one of the following methods:

Area-Effect Attack: 4 points of damage from any area effect weapon (other than one using Inferno munitions) will extinguish a 2-inch fire radius.

Infantry Firefighting: Infantry units (including battle armor) in base-to-base contact with a fire template may engage in firefighting operations instead of attacking in that turn. In the End Phase of a turn spent fighting the fire, the unit rolls 2D6, applying a +1 modifier to the roll result for each additional infantry unit fighting the same fire. If the modified roll equals or exceeds 10, the fire is extinguished.

Killing the Fuel Source: A final option in firefighting is to hasten the destruction of the terrain or buildings currently ablaze. With this method, the unit trying to extinguish the blaze targets the terrain or structure that is currently burning and attempts to hasten its reduction to a TF or CF of 0.

SMOKE

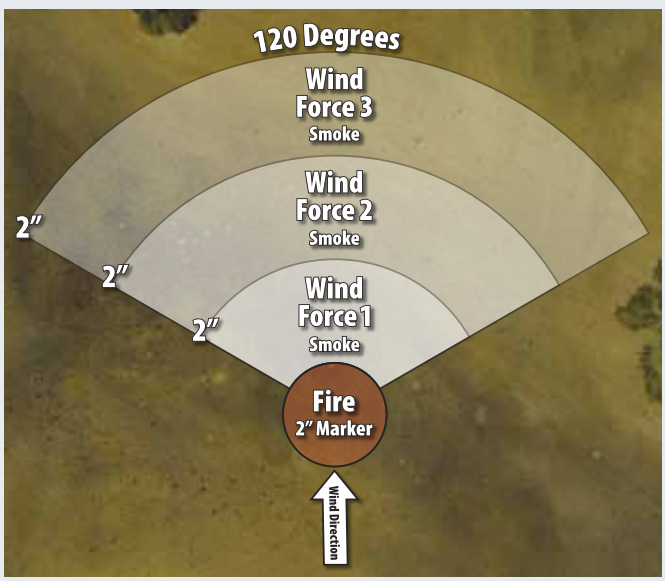
If the wind is completely calm, smoke will only rise in the area containing the fire. Otherwise, during the End Phase of each turn after a fire starts, smoke will spread and drift in a 2" wide path, following the wind currents away from the fire. Smoke will continue to persist for 2 turns after a fire burns out, unless it is dissipated by other conditions. As long as a fire burns, it continues to create smoke that spreads downwind in this fashion. Smoke markers—each one 2 inches in diameter, with one side representing heavy smoke and the other representing light smoke—are highly recommended to help track spreading and drifting smoke.

Light and Heavy Smoke: Heavy smoke is created by fires set using Inferno munitions, or by fires burning from ultra-heavy woods/jungle terrain, heavy buildings, or hardened buildings. All other fires create light smoke. Light smoke rises 2 inches above the underlying terrain and affects line of sight in the same manner as light woods (imposing a +1 to-hit modifier). Heavy smoke rises 4 inches above the underlying terrain and affects line of sight as heavy woods (imposing a +2 to-hit modifier).

Drifting Smoke: As noted above, smoke may drift across the battlefield in the direction of the prevailing wind, creating a 2-inch wide path of smoke that will stretch across 2 inches of terrain times the wind force level (see *Wind*, p. 94)—to a maximum of 6". When smoke reaches this maximum distance, it automatically dissipates.

Dissipating Smoke: In addition to dissipating beyond a distance of 6 inches from its source fire, smoke may dissipate during the End Phase of any turn after the one in which it appeared. For all smoke not directly located over a burning fire, roll 2D6, adding +1 to the result for wind force 2, +2 for wind force 3, +5 for wind force 4, and +10 for any form of tornado. If the result is 10 or more, the trail of smoke will be reduced from heavy to light smoke. If the smoke is already light, the smoke trail will dissipate.

Shifting Winds: If the winds change strength and/or direction during the game, all smoke must move in accordance with each change in wind direction and strength. If smoke markers are used, the players must move these in accordance with the wind strength or direction changes, following the basic rules for drifting smoke above—except, in this case, the smoke will not "stretch" from the source fire so much as move wholesale in the new direction. Smoke rising directly above a fire source will not be affected by shifting winds.



• FIRE AND SMOKE DIAGRAM •

HIDDEN UNITS

Prior to the start of play, the defender (and/or attacker, according the scenario) may hide his units on the map. Each player must write down the X-Y coordinates (see p. 89) at which a unit is hidden and designate its facing.

Unless the player plans to move a hidden unit during the Movement Phase, hidden units are not counted for purposes of determining unequal numbers of units. If he plans to move a hidden unit during a turn, he must reveal it at the start of his Movement Phase. If a player plans to attack using a hidden unit, he must reveal it at the beginning of the Combat Phase.

HIDING ON THE GROUND

Most units may be hidden on the ground map (including grounded airborne units). Large, very large, or super large support vehicles, and grounded DropShips may be hidden in buildings, under water (if applicable) and in any area if the area within a 1" radius of the unit is within 1" of their height on the battlefield. Mobile structures and airborne units may not be hidden. Additionally, no unit may hide in a clear or paved (road/bridge) hex, or on the surface of water. All other terrain and unit types are valid.

Detecting Hidden Ground Units: Hidden units remain hidden until they attack or move, or until an enemy unit moves in to base-to-base contact or ends its movement in base-to-base contact or is a unit with LRPB or PRB special ability and ends its movement such that the hidden unit is within range of the probe.

If a unit attempts to enter the area covered by the base of a hidden unit, the hidden unit is revealed. If the move would violate the stacking rules (see Stacking, p. 27), the unit attempting to stack ends its movement before doing so.

SURPRISE ATTACKS FROM HIDDEN UNITS

If an enemy unit moves within 2" of a hidden ground unit, the hidden unit may immediately make a surprise attack. This attack may be augmented by overheating. The base to-hit number for the attack is the Skill Rating of the attacker, modified only for unrepaired critical hits to the attacker. Damage takes place immediately; however, the attacker cannot move, fire, execute orders or issue requests for commands for the rest of the current turn.

MINEFIELDS

In *Alpha Strike* play, minefields of any type cover a 2-inch radius area of effect unless otherwise stated (such as in the case of weapon-delivered minefields). Though the nature of minefields differs with the minefield type deployed, the following rules cover all types of minefields.

Minefields act as area-effect weapons, like artillery strikes, and thus damage all ground units within their field radius when detonated. Airborne aerospace units, VTOLs, and WiGEs operating at a minimum of 2 inches above mined terrain, will not be affected by minefields, but hovercraft and WiGEs operating below the 2-inch altitude will be affected by minefield detonations.

Because minefields are most often set off by the passage of units, minefields make their "attacks" during the Movement Phase, and resolve them against all targets within the field's radius as soon as a unit triggers them. To determine the damage and likelihood of detonation, minefields receive a density rating between 1 and 5. Unless otherwise noted, the chance for a detonation is equal to the target number shown in the Minefield Density Table rolled on 2D6, while the damage inflicted by a detonating minefield is equal to its current density rating. Each time a minefield explodes, its density rating drops by 1 point. Once a minefield's density rating falls to 0, it is removed from play.

Aside from the command-detonated minefield type, minefields may only explode when a unit *enters* the field's area of effect. Units exiting a minefield area may do so without fear of detonation. It is possible for most minefields to be triggered multiple times in a single turn, if multiple units pass through the same mined area.

MINEFIELDS AT SETUP

If a scenario's rules or other conditions prescribe the placement of minefields before the start of play, the controlling player may secretly place such fields using a map tracking coordinate system (see *Coordinate System*, p. 89), and recording each field's center point as an X-Y coordinate on scrap paper.

MINEFIELD DENSITY TABLE

Density	Target Number
5	5+
4	6+
3	7+
2	8+
1	9+

MINEFIELD TYPES

The following details the various types of minefields used in *Alpha Strike*. If a scenario does not specify the minefield type in play, players may presume that the fields are comprised of standard (conventional) mines.

Active Mines: Active minefields detonate and deliver damage against ground units in the exact same way conventional mines do. In addition, however, these mines may also be set off by units that use jumping movement to pass over them. When a jumping unit passes over an active mine minefield, check for a minefield detonation as usual, but apply a –3 modifier to the roll result. If the modified result equals or exceeds the field's target number, the jumping unit triggers the minefield and suffers damage along with all other units in the field's radius. Only units using jumping Move are targeted by active mines in this way; VTOLs and WiGEs at 2-inches of elevation or higher will not set off active minefields. All other units passing through an active mine minefield using ground movement check for detonation and resolve damage as though they entered a conventional minefield.

Conventional Mines: Whenever a ground unit enters an area of a minefield, its controlling player must roll 2D6, checking against the minefield target number as appropriate to the field's density in the Minefield Density Table. If the number is equal to or greater than this target number, the field explodes and delivers its density value as damage. Apply a –1 modifier to the detonation roll if the unit entering the minefield is any type of infantry (including battle armor), and a –2 roll modifier if the unit entering the field is a hovercraft or WiGE at less than 2-inches of elevation.

EMP Mines: Electromagnetic pulse (EMP) minefields receive a density rating just like conventional minefields, and use the same target numbers and modifiers to determine whether or not they are detonated as a unit enters their area of effect. However, regardless of their density, EMP mines can only detonate once per game (per 2" area), and thus drop instantly to a density of 0 once they make an attack.

Moreover, instead of delivering damage to target units like a conventional minefield, EMP mines create a temporary, 4-inch radius ECM field that is hostile to all units (regardless of side). This ECM bubble disrupts all systems that can be affected by ECM until the end of the current turn. (Treat this as an ECM field with the strength of 3 ECM suites, if using the ECM/ECCM rules on p. 91). Any non-infantry unit affected by EMP mines suffers a +2 to-hit modifier for 3 Combat Phases after the attack. In addition, heat tracking units caught within the radius of an EMP mine detonation apply an automatic +1 level to the Heat scale during the End Phase following the detonation. Units that do not track heat suffer 1 point of damage instead.

Inferno Mines: Inferno mines resolve the chances of a successful attack against any passing units in the exact same manner as a conventional minefield of equal density rating. Against any units that do not track heat, these mines will also deliver damage as a conventional field of the same density rating. For units within their area of effect that do track heat, however, Inferno mines will deliver 2 points of heat instead, which must be added at the End Phase.

In addition to these effects, if the fire and smoke rules are in use (see *Fire and Smoke*, pp. 100-101), a detonating Inferno mine minefield will fill the field's area of effect with fire.

Command-Detonated Mines

Any of the above minefield types may be designated as command-detonated minefields. If a command-detonated minefield type is not designated at the start of play, it is resolved as a conventional command-detonated field.

A command-detonated minefield is not set off by the passage of units, but instead must be triggered by an active unit that is "friendly" to the minefield's controlling side and which ends its Movement Phase with direct LOS to the minefield. Hostile ECM in the area will not block the signal to detonate a command-detonated minefield. Each detonation of a command-detonated minefield reduces the field's density by 1 point.

When a command-detonated minefield is triggered, all units in the field's area of effect will suffer damage or other effects equal to that of a standard minefield type of equal density, so command-detonated inferno mines will deliver 2 points of heat upon detonation, while command-detonated conventional mines will deliver damage equal to their current density values.

TARGETING AND TRACKING SYSTEMS

Under normal *Alpha Strike* gameplay, combat units employ a range of layered sensor and targeting systems that result in a very generalized, all-aspect effectiveness in combat. At the players' discretion, some or all of the non-infantry units in a given force may employ a variety of specialized targeting and tracking systems instead. These systems must be engaged for the entire scenario and—with the exception of variable-range targeting—may not be turned off or adjusted (though they may be reconfigured between battles in a campaign).

The effects of these specialized targeting and tracking system arrangements are outlined as follows.

Long-Range Targeting: A unit using long-range targeting replaces its normal range modifiers for weapon attacks with the following: Short range (+1), Medium range (+2), Long range (+3), Extreme range (+4), Horizon range (+6).

Short-Range Targeting: A unit using short-range targeting replaces its normal range modifiers for weapon attacks with the following: Short range (–1), Medium range (+2), Long range (+5), Extreme range (+7), Horizon range (+10).

Variable-Range Targeting: Provides an exception to the rule prohibiting in-game changes to targeting systems, but requires that the unit possesses the variable-range targeting (VRT) special ability. This targeting system type allows the unit to switch between short-range, long-range, or standard targeting during the End Phase of any turn.

Anti-Aircraft Targeting: Attacks by this unit against airborne units of any type (including all aerospace units, VTOL and Airship vehicles, and WiGE vehicles operating at or higher than 2 inches above the terrain) receive a –2 to-hit modifier. Against all other targets (including grounded aerospace units and vehicles), a +1 to-hit modifier applies instead.

TERRAIN CONVERSION

At the controlling player's option, a unit may employ its firepower to raze terrain features in a 2-inch radius area, rather than attack any other units or buildings. This action is called "converting terrain", as the result of move successful actions will change the terrain type to something else.

The Terrain Factor and Conversion Table identifies each terrain type's Terrain Factor (TF)—the number of damage points the terrain feature can sustain before it is damaged or destroyed. Each point of damage inflicted by a unit's attack eliminates 1 point of TF from the terrain. If any other terrain features (woods, buildings, pavement and so on; see p. 85 for Buildings) are present in the area, they must be eliminated before the underlying terrain can be damaged. Once the targeted terrain is reduced to a TF of 0, the area is replaced with a new terrain, as prescribed in the table. Note that any area which converts to a "sub-level" indicates terrain that has effectively been dug open by raw damage. Note also that use of weapons to convert terrain may result in an unintentional fire effect (see *Fire and Smoke*, pp. 100-101).

Units with the Saw (SAW) and/or Engineering (ENG) special abilities may use these abilities to clear woods. A unit attempting to clear woods with this equipment must be in the wooded area to do so. The unit forgoes its normal attacks, and automatically delivers 3 points of damage to the woods, without risk of an accidental fire.

TERRAIN FACTOR AND CONVERSION TABLE

Terrain	TF	New Terrain
Clear/Rough	200	Sub-Level (1")
Snow	12	Mud
Dirt Road	6	Rough*
Gravel Piles	30	Rough
Gravel Road	15	Rough*
Ice	12	**
Jungle	25	Rough
Magma Crust	9	Magma Liquid
Paved	60	Rough
Paved Road	45	Rough*
Planted Fields	9	Rough
Sand	30	Sub-Level (1")
Tundra	21	Rough
Woods	20	Rough

*The Road still counts, but units must pay 1" additional Move per inch traveled along them.

**If the underlying terrain is water, the area becomes water; otherwise ice is removed from the area and the underlying terrain remains undamaged.

SPECIAL ABILITIES

Special abilities reflect extra features of a unit's performance created by its equipment or unit type. While most of these provide units with additional benefits, some special abilities may also reflect handicaps or restrictions. If a special ability contradicts the basic gameplay rules, the ability takes precedence.

Units may have multiple special abilities. If two special abilities contradict each other, refer to the detailed ability description for additional instructions.

The special ability descriptions below describe abilities usable in advanced-level *Alpha Strike* games. These abilities add to those already discussed in the introductory and standard *Alpha Strike* rules.

SPECIAL ABILITY DESCRIPTIONS

These abilities are listed by name, with their common abbreviation given in parentheses. Special abilities followed by a numeric designator (#) indicate indicates that may have variable effect based on the number used. If multiple numbers, separated by slashes, appear by a special ability's abbreviation, those values indicate an ability that delivers damage in the Short, Medium, and Long range brackets. (For example, a unit with AC 2/2 indicates a unit that can deliver 2 points of autocannon damage at Short and Medium range in a successful attack against a targeted unit, while a unit with AC 3/2/2 can deliver 3 points of autocannon damage at Short, and 2 points at Medium and Long ranges.)

Active Probe (PRB)

Units equipped with active probes have an extended view of the battlefield, enabling them to provide information about targets without moving into the target's Short range bracket. The active probe's effective range is 18", automatically confers the Recon (RCN) special ability upon its user, and enables it to detect hidden units (see *Hidden Units*, p. 102), identify incoming sensor blips, or even discover the capabilities of unknown hostile units that fall within this range (see *Concealing Unit Data*, pp. 87-89).

Hostile ECM systems, including Angel ECM (AECM) and standard ECM (ECM) will overwhelm the active probe's abilities.

Aerospace Transport (AT#)

A unit with this special ability can transport, launch and recover the indicated number of aerospace or conventional fighters (see *Aerospace Unit Transports*, p. 72).

Artillery (ARTX-#)

This special ability lets a unit make an artillery attack, with an abbreviation for each type of artillery replacing the "X" in the ability's acronym. Each different type of artillery a unit carries is listed separately, with the number indicating the number of that type carried. For example, a unit with two Long Tom artillery weapons would record this as ARTLT-2.

Refer to the Artillery Abbreviations Table, below (see the Bomb (BOMB#) special ability, p. 105, for Arrow IV missiles carried as bombs).

ARTILLERY ABBREVIATION TABLE

Artillery Type	Abbreviation
Arrow IV (IS)	AIS
Arrow IV (C)	AC
Thumper	T
Sniper	S
Long Tom	LT
Cruise Missile/50	CM5
Cruise Missile/70	CM7
Cruise Missile/90	CM9
Cruise Missile/120	CM12
Thumper Cannon	TC
Sniper Cannon	SC
Long Tom Cannon	LTC

Autocannon (AC#/#/#/#)

This unit mounts a significant number of autocannons and may fire them together as an alternative weapon attack instead of a standard weapon attack. This ability enables the unit to use alternate autocannon ammo for modified effects (see *Alternate Munitions*, p. 76).

BattleMech HarJel (BHJ)

A 'Mech protected by HarJel ignores the additional critical hit chance incurred by suffering damage while operating underwater or in a vacuum. Critical hit chances from normal structure damage (and other sources) still apply.

Bloodhound Active Probe (BH)

An enhanced version of the standard active probe (PRB), the Bloodhound probe offers all the same features, but with an effective range of 26". Bloodhound probes automatically confer the Recon (RCN) special ability upon their users, and enable them to detect hidden units (see *Hidden Units*, p. 102), identify incoming sensor blips, or discover the capabilities of unknown hostile units that fall within this range (see *Concealing Unit Data*, pp. 87-89).

In addition to these standard features, the Bloodhound is also unaffected by standard and light ECM specials (ECM and LECM). Presently, only the Angel ECM (AECM) can overwhelm the sensing abilities of the Bloodhound.

Booby Trap (BT)

The booby trap is a last-ditch weapon. A unit with this ability has devoted considerable mass toward a devastating self-destruct mechanism designed inflict damage on nearby units as well. The booby trap may be activated during the Combat Phase, in place of a weapon or physical attack. Once activated, the system automatically destroys the unit and delivers an area-effect attack to all units within a 2" radius. Activated on the ground, all units in the area of effect suffer damage equal to the booby-trapped unit's weight/size class times half its Move. For example, a booby-trapped assault 'Mech with a Move of 6" would deliver 12 points of damage (Size 4 x [Move 6" ÷ 2] = 12) to all units in its area of effect.

Airborne Booby Traps: A booby trap that is activated in the air by units using on the Radar Map has no effect in *Alpha Strike* gameplay. Airborne units on the ground map that activate a booby trap inflict damage in a 2" radius around a point of their designated flight path, as chosen by the player. All units on the ground within that area of effect suffer damage equal to the booby-trapped unit's weight/size class. Thus, while a heavy aerospace fighter with a booby trap would inflict no damage on the Radar Map, if it were flying over the ground map and chose to self destruct, its damage to all units within a 2" radius of a point on its flight path would be 3 points.

Bridgelayer (BRID)

A unit with this special ability may deploy a temporary bridge capable of spanning gaps up to 2 inches in width. Multiple bridges may be linked together to extend the reach of an existing bridge. Deploying or extending a bridge takes one turn, during which the bridgelayer unit cannot move. After the bridge is deployed, the bridgelaying unit may move normally. A bridge does not need to be deployed such that each side of the bridge rests on solid ground; it may be deployed as a makeshift dock extending into water.

Bridges placed by bridgelayer units are temporary in nature. Once a bridgelayer unit places a bridge, it may not place another for the remainder of the scenario unless it removes the original. Removing one of these temporary bridges may only be done by non-infantry bridgelayer units, and requires the unit to remain in base-contact with the bridge being removed for the entire turn, with no other units passing over the bridge in that same turn.

All bridgelayer bridges automatically float on water, as they contain integral flotation devices by design. Bridges placed by a non-infantry unit with this ability have a CF of 18 and may support units of Size class 3. The bridge may be targeted as a building and will be destroyed once its CF is reduced to 0. A bridge reduced to 10 points or less may only support units up to Size 2. Bridges reduced to 5 or fewer points it may only support Size 1 units.

If a unit that exceeds a bridge's Size limit attempts to use it, the bridge immediately collapses once the unit moves onto it. All units on a bridge when it collapses will fall and suffer 1 point of damage per 3 inches (or fraction thereof) of difference between the starting level and destination level, rolling for critical hits as normal. If the unit falls into prohibited terrain as a result of a bridge collapse, it is destroyed.

Infantry Bridgelayers: Infantry with this ability may erect a bridge using gear and parts carried with them for the task, but may only do so once per scenario. Infantry bridgelayers require 2 turns to complete their bridges, which possess a starting CF of 8, and can support units up to Size 2.

Capital Weapons (CAP)

Capital weapons are large weapons that are seen only on truly massive installations, mobile structures, and WarShips.

Because their use is almost exclusively limited to combat between units in orbital space and beyond, their use is beyond the general scope of the ground war game presented in this book.

Nevertheless, in certain limited instances where they may be used, consult the *Capital and Sub-Capital Weapons* rules (see pp. 86-87).

Cargo Transport, Kilotons (CK#)

This ability is identical to the Cargo Transport–Tons ability, except that the numerical designation for this special ability represents cargo capacity in 1,000-ton lots. This may be a decimal value, so a unit with CK3.57 would have a cargo capacity of 3,570 tons (1,000 tons x 3.57 = 3,570 tons).

Cargo Transport, Tons (CT#)

Units with this special ability have bays or other internal space set aside for carrying bulk cargo such as munitions, supplies and the like. This space is not generally suited for transporting battle-ready units like vehicles, 'Mechs, or infantry, and such units may not be dropped or deployed from cargo bays as a result—though they can be carried as cargo (see *Units as Cargo*, p. 64).

This ability usually applies to DropShips, and is always used in conjunction with the Door (D#) special ability. The numerical value in this ability indicates how many tons of cargo the unit may transport.

Crew (CRW#)

Non-DropShip units with this ability can temporarily inflict a Crew Stunned critical hit on themselves, while DropShip units can temporarily inflict a Crew Hit critical on themselves instead. Doing so enables these units to deploy a number of infantry units—equal to the number rating of this ability—as additional marines to aid in repelling enemy boarding parties. These foot infantry units have a Move of 2"f, 2 Armor points, 1 Structure point, and Damage Values of 1 at Short and Medium range (see *Boarding Actions*, p. 98).

Critical-Resistant (CR)

A unit with this special ability features special armor or other protective features that reduces the chance and severity of a critical hit (including damage to structure, damage effects from armor-penetrating weapons, and hull breaches while in vacuum or underwater). Any time an attack on this unit prompts a roll on its Critical Hits Table, apply a –2 modifier to the Critical Hit roll. Modified critical results of 1 or less are treated as No Critical Hit results.

Door (D#)

This ability indicates the number of ingress/egress doors available on a DropShip, small craft, or support vehicles' transport bays. Each door a unit has is tied to a particular bay, and can accommodate a limited number of units per turn (see *Transporting Non-Infantry Units*, p. 63).

Drone (DRO)

Units with this special ability are unmanned units capable of movement and (occasionally) combat. Ground drones must stay within 900" of their control vehicle, unless the control vehicle is airborne or in orbit, in which case range is functionally limitless for a ground game. In space, drones need only remain within LOS to their controller, as the actual range limit is more than 100,000".

Drones enveloped in a hostile ECM field shut down during the End Phase of the turn in which they were trapped by the field. They remain shut down until the ECM field is no longer present. Drones restart automatically in the End Phase of the turn in which the ECM field is removed. If the drone control unit is caught by a hostile ECM field, all of its drones shut down until the ECM field is no longer present. In addition, if the LOS from a drone control unit to its drone passes through an ECM bubble, the drone will shut down. This is frequently avoided by the use of Satellite uplinks for drone control. If the drone control unit is eliminated, the drones shut down for the rest of the game.

When not affected by hostile ECM, and as long as their control units (see below) are operational, drone units may Move, attack, spot for indirect fire, and use special abilities as an equivalent unit of the same motive type and capabilities. The Skill rating of a drone is equal to that of its controller's Skill, plus 1.

Drone Carrier Control System (DCC#)

Units with the drone carrier control system (DCC) special ability may control units with the drone (DRO) special. The numerical value of this ability indicates the number of drones the unit can control. All drones controlled by this unit will shut down if the control unit is destroyed, disabled, or enveloped in hostile ECM fields.

Dune Buggy (DUN)

A unit with this special ability can move more easily over Sand (see *Advanced Terrain*, p. 64).

Ejection Seat (ES)

The pilot of a unit with an ejection seat may abandon his unit at any time using the unit's on-board ejection system. The pilot with an ejection seat is also automatically ejected if his unit suffers an Ammo Hit critical and does not feature a CASE or CASEII special (see *Ejection/Abandoning Units*, p. 91).

Engineering (ENG)

A unit with this special ability can clear woods just like a unit with the Saw special ability (see *Saw*, p. 107). In addition, a unit with this ability can clear a path through rubble. It takes 1 turn for a group of 4 or more units with the Engineering special to clear a 2" long path of rubble, 2 turns for 3 units, 3 turns for 2 units and 4 turns for 1 unit.

An area cleared by engineering units does not actually change its terrain type; the clearing action simply creates a narrow, clear path through it that units may use to pass through the terrain as if it is clear. (For further explanation, see *Terrain Conversion*, p. 104.)

Environmental Sealing (SEAL)

A unit with this special ability may operate in hostile environments (including underwater, vacuum, and so forth). Aerospace units, ProtoMechs, combat vehicles and support vehicles built as submarines are automatically treated as if they have this ability.

Firefighter (FF)

Firefighter units may put out fires within 2" of their position. This action requires a 2D6 roll of 8+, made in place of a weapon attack. Reduce this target number by 1 for each turn the unit spends fighting a fire, and for each additional unit engaged in fighting the same fire (to a maximum target number modifier of –3).

Flight Deck (FD)

A unit with this special ability can be used as a landing area by an aerospace fighter, conventional fighter, small craft, fixed-wing support vehicle, airship support vehicle, or VTOL unit.

Helipad (HELI)

A unit with this special ability can be used as a landing area by a unit with VTOL movement.

Improved Narc Missile Beacon (iNARC#)

A unit with the INARC# special ability may make an extra weapon attack using its iNarc missile beacon device. A unit hit by an iNarc beacon will not suffer damage from the iNarc itself, but will suffer 1 additional point of damage from any Indirect Fire (IF), LRM, or SRM attacks for the rest of the game—unless the unit is within a friendly ECM bubble. The iNarc beacon launcher is usable up to the Medium range bracket.

Instead of their normal attack, iNarc launchers may fire specialty ammo (see *Alternate Munitions*, p. 76).

The numerical value of this ability indicates the number of extra iNarc beacon attacks the unit can deliver in a single turn.

Large (LG)

Large units cover a 2" radius area. Large units block LOS.

Light Active Probe (LPRB)

Light active probes function in the same way as standard active probes, but only have an effective range of 12". As with standard probes, light probes automatically confer the Recon (RCN) special ability upon their users, and enable them to detect hidden units (see *Hidden Units*, p. 102), identify incoming sensor blips, or discover the capabilities of unknown hostile units that fall within this range (see *Concealing Unit Data*, pp. 87-89).

Hostile ECM systems, including Angel ECM (AECM) and standard ECM (ECM) will overwhelm the light active probe's abilities.

Light Target Acquisition Gear (LTAG)

A unit with Light TAG can "paint" targets for artillery homing rounds (see *Artillery*, p. 73) in the same way as a unit with standard target acquisition gear (TAG). Light TAG may only be used in the Short range bracket.

Long-Range Missiles (LRM#/#/#/#)

This unit mounts a significant number of long-range missile launchers and may fire them together as an alternative weapon attack instead of a standard weapon attack. This ability enables the unit to use alternate LRM ammo for modified effects (see *Alternate Munitions*, p. 76).

Maglev (MAG)

A variation of the Rail (RAIL) special ability (see *Rail*, p. 108), units with magnetic levitation (maglev) systems may only travel along rail terrain designated for maglev units.

'Mech Transport (MT#)

A unit with this special ability can transport, deploy, and drop the indicated number of 'Mechs. This ability usually applies to DropShips, and is always used in conjunction with the Door special ability (see *Transporting Non-Infantry Units*, and *Dropping Troops*, pp. 63 and 90, respectively).

Mine Dispenser (MDS#)

This ability allows a unit to create minefields in areas through which it travels (see *Minefields*, p. 102). Record this ability as MDS# where # is the number of mine dispensers mounted on the unit. Each mine dispenser deploys a density 1 minefield. Multiple deployments in the same location increase the density of the minefield by 1 each, to a maximum density of 5.

Minesweeper (MSW)

A unit with a minesweeper automatically clears any minefields it is in base contact with at the end of the Movement Phase (see *Minefields*, p. 102). During the minesweeper's Combat Phase, it may not execute any attacks, but must roll 2D6 to clear the minefield, applying a +4 modifier to the result if the minesweeping unit is not infantry. If the result is 10 or better, the minefield is cleared and removed from the map. If the result is 5 or less, the minefield detonates for its full effects. Any other roll result means the minefield is not cleared.

Missile (MSL #/#/#/#)

Units with this special ability are aerospace units that have been outfitted with capital and/or sub-capital scale missile launchers. Though these weapons are treated as artillery when attacking the ground, they cannot use alternative munitions under these rules.

Consult the *Capital and Sub-Capital Weapons* rules to resolve combat using these weapons (see pp. 86-87).

Mobile Headquarters (MHQ#)

The standard MHQ is equipped with a wide array of special equipment to coordinate engagements over a large area. This ability provides different bonuses depending on the numerical rating (see *Battlefield Intelligence*, p. 82).

Mountain Troops (MTN)

Infantry units with this special ability may climb 2 inches per inch moved forward in a turn.

Narc Missile Beacon (CNARC# or SNARC#)

A unit with the CNARC# or SNARC# special ability may make an extra weapon attack using its Narc missile beacon device. A unit hit by a Narc beacon will not suffer damage from the Narc itself, but will suffer 1 additional point of damage from any Indirect Fire (IF), LRM, or SRM attacks for the rest of the game—unless the unit is within a friendly ECM bubble. Standard Narc beacon launchers (indicated by SNARC) have a maximum

range of Medium, while Compact Narc beacon launchers (CNARC) have a maximum range of Short.

Instead of their normal attack, Narc launchers may fire specialty ammo (see *Alternate Munitions*, p. 76).

The numerical value of this ability indicates the number of extra Narc beacon attacks the unit can deliver in a single turn.

Paratroops (PAR)

These units may dismount from airborne transport units (including aerospace units) just like jump infantry.

Point Defense (PNT#)

Unless it is shut down, a unit protected by a point defense system automatically engages any missiles that attack it. Unlike an anti-missile system (AMS), the point defense system may engage Arrow IV, capital or sub-capital missiles as well as missile attacks delivered using the IF, SRM, and LRM specials.

Point defense has a 360-degree arc of fire, and is always successful, so no to-hit roll is required. Point defense generates a number of "defensive damage points" equal to the ability's numerical rating. Thus, a unit with a PNT6 special would generate 6 points of "defensive damage" per turn. This damage is distributed among incoming missiles at the controlling player's discretion.

If an incoming missile delivers no damage to begin with, any amount of defensive damage from a point defense ability will destroy the incoming missile before it can attack.

For all other incoming missiles, 1 point of defensive damage will apply a +1 to-hit modifier to the missile's attack roll, and reduce the incoming attack's damage value by half (rounded down, to a minimum of 0 points). If 2 or more points of defensive damage are assigned to an incoming missile attack, the attack is eliminated entirely.

ProtoMech Transport (PT#)

A unit with this special ability can transport, deploy, and drop the indicated number of ProtoMechs. This ability usually applies to DropShips, and is always used in conjunction with the Door special ability (see *Transporting Non-Infantry Units* and *Dropping Troops*, pp. 63, 90, respectively).

Rail (RAIL)

A unit with the Rail special can only move along rails.

Reactive Armor (RCA)

A unit with reactive armor is resistant to damage from explosive ordnance, particularly those delivered by artillery and missile weaponry. If a unit with this special is struck by damage from any area-effect attack, or by any attacking using the ART, BOMB, MSL, or FLK specials, reduce the damage from these attacks by half before applying it (rounding down). For any attack against a unit with reactive armor by a unit with the IF, LRM, or SRM specials, reduce the amount of attack's damage by half of the LRM or SRM special's value at the appropriate range (rounding up). If reactive armor reduces damage below 1 point, treat the attack as delivering 1 point.

Note that this damage reducing effect even covers general attacks by units that possess such abilities, so if a unit that can deliver 4 points of damage at Short range attacks a target with reactive armor, and the attacker has the SRM 2/2 special, the damage delivered is 3 points (4 points total – (2 ÷ 2) = 3).

Recon (RCN)

The recon ability works in conjunction with the Mobile Headquarters (MHQ#) ability (see *Battlefield Intelligence*, p. 82).

Reflective Armor (RFA)

A unit with reflective armor is resistant to damage from energy weapons, including flamers, but is much more susceptible to physical attacks, area-effect weapons, and armor-penetrating hits. If a unit with this special is struck by an air-to-ground strafing attack, or by a weapon attack by a unit with the ENE special, or by an attack using the HT special, reduce this damage (or heat) by half before applying it. (Round this damage down, to a minimum of 1 point of damage or heat applied from that attack type.)

If, on the other hand, a unit with this ability suffers damage from any physical attack, an area-effect attack, or by any attack using the ART, BOMB, FLK, or MSL specials, double the damage applied by that attack.

For all other attacks against a unit with reflective armor, reduce the total damage applied by 1 point (to a minimum of 1 point).

Finally, all critical hits suffered by a unit equipped with reflective armor apply a +2 modifier on the unit's Critical Hits Table. Modified critical results of 13 or higher are treated as Engine Hits.

Note that this damage reducing (and increasing) effect even covers general attacks by such units that possess such abilities, so if a unit that can deliver 4 points of damage at Short range attacks a target 'Mech with reflective armor, and the attacker also has the HT2 special, the attack will deliver 3 points of damage (4 – 1 = 3), plus 1 point of heat (HT2 ÷ 2 = 1).

Remote Sensor Dispenser (RSD#)

A unit with this ability may deploy 1 remote sensor per turn per Remote Sensor Dispenser. (The number of dispensers the unit is carrying is indicated in the special ability's abbreviation.) When deployed, sensors are stationary and rest on the surface of the underlying terrain. A remote sensor has no armor to speak of, and is automatically destroyed in the End Phase of any turn that ends with an opposing unit in base-to-base contact with them.

Alternatively, the sensor may be destroyed if it takes 1 point of damage. Attacks against a sensor apply a –2 to-hit modifier. Each type of sensor may also be carried as a bomb (taking 1 bomb slot) by any unit that possesses the BOMB# special ability. Once deployed, remote sensors may be used to spot for indirect or artillery attacks, as if they were a friendly unit, but they apply an additional +3 to-hit modifier.

Remote Sensors can also reveal units (see *Hidden Units*, p. 102), unless they are affected by hostile ECM systems, including Angel ECM (AECM) and standard ECM (ECM), which will overwhelm their abilities.

Saw (SAW)

A unit with this special ability may forego its attack to clear an area of woods (see *Terrain Conversion*, p. 104).

Searchlight (SRCH)

Units equipped with a searchlight ignore the to-hit modifiers for combat in darkness (see *Darkness*, p. 92).

Short Range Missiles (SRM #/#)

This unit mounts a significant number of short-range missile launchers and may fire them together as an alternative weapon

attack instead of a standard weapon attack. This ability enables the unit to use alternate SRM ammo for modified effects (see *Alternate Munitions*, p. 76).

Small Craft Transport (ST#)

A unit with this special ability can transport/ launch, and recover the indicated number of Small Craft. This ability usually applies to DropShips, and is always used in conjunction with the Door special ability (see *Transporting Non-Infantry Units*, p. 63).

Space Defense System (SDS-C #/#/#/#, SDS-CM #/#/#/#, SDS-SC #/#/#/#)

Any non-DropShip unit or installation with SDS weapons is a unit that carries large weapons designed almost exclusively for use against WarShips. These capital or sub-capital weapons are generally too large to use effectively in ground combat, and are generally reserved to target incoming DropShips and WarShips, though SDS missiles (SDS-CM) may also be employed as artillery.

In the limited instances where these weapons may be used, consult the *Capital and Sub-Capital Weapons* rules (see pp. 86-87).

Space Operations Adaptation (SOA)

A unit with this special ability can operate in vacuum (see p. 92), but is not capable of spaceflight on its own.

Sub-Capital (SCAP)

Sub-capital weapons are smaller-scale versions of the capital weapons used on WarShips and SDS batteries. Their use is still almost exclusively limited to combat between units in orbital space and beyond, and so is generally beyond the general scope of the ground war game presented in this book.

Nevertheless, in certain limited instances where they may be used, consult the *Capital and Sub-Capital Weapons* rules (see pp. 86-87).

Super Large (SLG)

Super Large units occupy a 6" radius area or larger. Super Large units block LOS.

Target Acquisition Gear (TAG)

TAG is used to designate targets for homing artillery attacks. A unit with this ability may designate targets in the Short and Medium range brackets (see *Artillery*, p. 73).

Taser (MTAS# or BTAS#)

A unit with the MTAS# special is carrying a 'Mech Taser; a unit with the BTAS# special carries a battle armor Taser.

For MTAS special abilities, the # in this special indicates the quantity of Taser weapons mounted by the unit in question, each of which may attempt one attack per turn against any targets that lie in the unit's firing arc and within its Short range bracket.

For BTAS special abilities, the # in this special represents the maximum number of Taser attacks the unit can make for the entire scenario.

All Taser attacks are resolved separately, and may be made in addition to the unit's normal weapon or physical attacks.

The Taser attack itself delivers no damage, but a successful hit will cause either interference or shutdown any target that is not conventional infantry, a DropShip, or possesses the LG, VLG, or SLG ability. Conventional infantry, DropShips, and units with the LG, VLG, or SLG abilities ignore the Taser effects entirely.

When a Taser attack hits a target that can be affected by it, the attacker rolls 2D6, applying a –2 if using a BTAS special, a –2 if the target is a BattleMech, and a +2 modifier if the target is battle armor infantry. On an 8+, the target is shut down for 1 turn. On a 7 or less, the target suffers interference effects that apply a +1 to-hit modifier to all of its attack and Control rolls the unit makes for 1 turn (additional Taser hits do not add to this effect). Taser effects wear off in the End Phase of the turn after a Taser's successful attack.

Trenchworks/Fieldworks Engineers (TRN)

Each turn these infantry units may convert a 2" radius area of effect into a fortified area. Attacks against infantry units in a fortified area suffer an additional +2 to-hit modifier. Heat, Inferno and area effect weapons ignore this modifier.

Variable-Range Targeting (VRT)

Units equipped with variable-range targeting may switch between short-range, long-range or standard targeting during the End Phase of any turn (see *Targeting and Tracking Systems*, p. 103).

Vehicle Transport (VTM#, VTH#, or VTS#)

Vehicles differ from other units in that the type of bay necessary for transport differs by vehicle weight. The Vehicle Transport special ability also indicates the maximum weight class of vehicle a given bay can accommodate, as defined below:

Medium Vehicle Transport (VTM#) bays can handle units of Size class 1 and 2 that do not have the Large (LG), Very Large (VLG), or Super Large (SLG) specials.

Heavy Vehicle Transport (VTH) bays can hold units of Size class 1 through 4 that do not have the Large (LG), Very Large (VLG) or Super Large (SLG) specials.

Super-Heavy Vehicle Transport (VTS) bays can accommodate units of Size class 1 through 4, including those that have the Large (LG) special, but not the Very Large (VLG) or Super Large (SLG) specials.

Full rules regarding how to drop and deploy non-infantry units from a transport are presented elsewhere in this chapter. For air vehicles (including VTOLs and airship units), see *Aerospace Unit Transports*, p. 72. For other non-infantry transports, see *Transporting Non-Infantry Units*, p. 63. The *Dropping Troops* rules (see p. 90) may also be used for some vehicle units.

Very Large (VLG)

A unit with this ability fully occupies a 4" radius area. Very Large units block LOS.

Very-Short Takeoff and Landing (VSTOL)

This ability allows a unit to lift off and land in a shorter amount of space than regular aerodyne units (see *Aerospace Units on the Ground Map*, p. 70).

CONVERTING ALPHA STRIKE TO HEX MAPS

For players who don't have the table space or storage room for miniature terrain, hexagonal-gridded maps (hex maps) are a convenient and easily converted alternative. For this convenience, Catalyst Game Labs produces hex maps suitable for BattleTech game play both in the form of high quality, individual HexPacks, and downloadable, printer-ready MapPacks.

The following rules outline how to convert *Alpha Strike* from inches-based movement and range, and eyesight-based sighting, to a system compatible with hex maps.

CONVERTING MOVEMENT AND DISTANCES

The core conversion between *Alpha Strike* terrain play, and hex map rules, is 2" per 1 hex and 1" per 1 level of elevation. A unit that can move 14"j can therefore move up to 7 hexes on a map. Each unit must be placed in a hex, and facing a hex side (rather than a hex corner), for firing and attack arc purposes. Units larger than a single hex in size must at least be centered on a single hex or otherwise placed in such a way that the hexes they occupy are clearly recognized.

Finding Range: To determine ranges on a hex map, find the shortest path to the target and count the hexes between target and attacker. Begin this count with the hex immediately adjacent to the attacker's hex along the line of sight and include the target's hex in the range value. This total number of hexes from the attacker to the target equals the range between them.

Weapon attacks in *Alpha Strike* may be attempted at or within the hex-converted range brackets in use: Short (0-3 hexes); Medium (4-12 hexes); Long (13-21 hexes). Physical attacks of all types can only be performed between units that are in the same or adjacent hexes.

Base-to-Base Contact: Under hex-based rules, a unit in an adjacent hex qualifies for base-to-base contact.

Area-Effect Templates: The conversion for area effects follows the same approach as above, with an AoE always centered on a hex. Thus, a 2-inch radius Area of Effect will affect only one hex. Each additional 2 inches of AoE radius extends the area by 1 hex in all directions, so a 6-inch radius AoE will affect the target hex, as well as all hexes within 2 hexes of that impact point.

LINE OF SIGHT

In order to attack a target in hex map play, a clear line of sight (LOS) must exist between the target and the attacker. A straight line running from the center of the attacking unit's hex to the center of the target unit's hex defines the LOS between them. Any hexes through which this line passes lie along the LOS, even if the line barely crosses a given corner of a hex.

If a LOS falls straight down the border between hexes, the defender determines which hex it passes through, which will impose all modifiers for the terrain in the chosen hex on any attacks made between the two units (see *Intervening Terrain on Hex Maps*, pp. 111-112).

The hexes containing the attacking and target units are not considered when determining LOS, and they almost never interfere with LOS (see *Intervening Terrain on Hex Maps*, pp. 111-112 for any exceptions to this rule).

Adjacent Ground Units: Units in adjacent hexes always have LOS to each other, unless one unit is completely underwater and the adjacent unit is not (see *Terrain Modifiers*, p. 37). Likewise, if both units are in adjacent building hexes but at different levels, LOS may not exist (see *Attacking Units Inside Buildings*, p. 85).

Airborne Aerospace Units and LOS: Airborne aerospace units always have LOS to one another.

Airborne Aerospace Units vs. Non-Aerospace Units: All non-aerospace units (including grounded aerospace units) not submerged in a water hex always have LOS to airborne aerospace units. Aerospace units making air-to-ground attacks can only attack non-airborne units along their designated attack path, which must be a straight row of hexes passing over the hex map.

TERRAIN LEVELS AND UNIT HEIGHTS

For purposes of determining LOS in hex play, both terrain and units receive standard heights that define their three dimensional aspects in the absence of actual eye-and-ruler sighting. The below rules are also summarized on the Unit Heights Table.

Terrain Levels

In the hex maps published for BattleTech, the level (or depth) of any hex is marked on the map when it is other than 0. Hexes with levels higher than 0 are also referred to as hills, while hexes lower than 0 are referred to as sinkholes (unless they are filled with water or something similar).

Woods/Jungle: For line of sight purposes, woods and jungle terrain rise 2 levels above that of the underlying hex they occupy, so the treetops on a level 1 hill are considered to be at level 3. Units occupying woods hexes are standing on the underlying terrain, not on top of the trees, unless they are airborne (such as VTOLs).

Buildings: Buildings rise above the level of the underlying hex they occupy for a number of levels equal to the building's height level. For instance, a level 2 building on a level 4 hex puts the roof at 6 levels above the hex map's ground level.

Water: Water hexes descend to a specific depth below the surface. The surface of a water feature is treated as open terrain of the same level as the lowest surrounding land terrain, but its depth represents the water feature's "floor"—the deepest point any unit might go. Water thus intervenes for LOS purposes only if units are partially or fully submerged within it. A 'Mech standing in depth 1 water, for example, would be partially submerged (and would receive partial cover as a result), because its lower half would be underwater, while its upper half would be above the water surface.

Other Terrain Features: Other terrain features and conditions outlined in Alpha Strike follow their standard line of sight rules, with any prescribed terrain heights translated normally from inches to levels.

Unit Heights

A unit's height rises above that of the underlying terrain, and is given in levels. When terrain is not given a height, it may be presumed to be "Level 0", the game board's base ground level (also its "sea level", or Depth 0, if water is present). Units trace line of sight from their uppermost levels, so a 2-level tall BattleMech standing atop a 3-level hill effectively draws a line of sight from 5 levels above the ground level. Unit heights breakdown as such:

'Mechs: 'Mechs rise 2 levels above the level of the underlying hex. Superheavy 'Mechs rise 3 levels above the underlying terrain.

UNIT HEIGHTS TABLE

Type	Height*
'Mechs	2 levels
Superheavy 'Mechs	3 levels
ProtoMechs, vehicles, infantry and fighters	1 level
Submarines	1 depth
Large support vehicles and small craft	2 levels
Very large support vehicles	3 levels
Super large support vehicles	4 levels
Aerodyne DropShips	5 levels
Spheroid DropShips	10 levels
Mobile structures	Varies

*A unit's height levels (or elevations, if airborne) must be included in the level of the underlying hex for determining a unit's total height; the height of aerospace units for LOS purposes is irrelevant while airborne.

ProtoMechs, Ground Vehicles and Infantry: ProtoMechs, most ground-based combat and support vehicles, and infantry rise 1 level above the level of the underlying hex.

Naval Vehicles: While submerged, submarines *subtract* their depth from the surface of the water hex they occupy (normally Depth 0), but then add 1 level to represent the depth of the hex they occupy. Thus, a submarine operating at Depth 1 is considered to be underwater. Non-submersible vessels and submarines at Depth 0 rise 1 level above the water surface.

Large Vehicles and Multi-hex Units: Vehicles with the LG, VLG, or SLG specials, and other units that occupy multiple hexes (including mobile structures, but not DropShips), rise 2 levels above the level of the underlying hex terrain unless otherwise stated. DropShip heights are covered below. If, for any reason, a multi-hex unit occupies underlying terrain of multiple heights, the highest level is used as the underlying terrain for LOS purposes.

Airborne Non-Aerospace Units: VTOLs and WiGE vehicles, or other units using similar movement modes (such as a battle armor unit using VTOL Move), add their elevation +1 to the level of the underlying hex (+2 if the airborne unit has the LG, VLG, or SLG specials).

Grounded Aerospace Units: For purposes of LOS, treat grounded fighters as vehicles, rising 1 level above the level of the underlying hex they occupy. Grounded small craft rise 2 levels above the underlying terrain. For grounded DropShips, treat aerodyne units as if they rise 5 levels above the underlying terrain, and spheroids as if they stand 10 levels high.

INTERVENING TERRAIN ON HEX MAPS

Any terrain that lies in the hexes along the LOS between the attacker and the target—but not including the hexes actually occupied by the attacker and target—has the potential for being considered intervening terrain. The key deciding factor in whether or not a piece of terrain intervenes is its height relative to those of the attacker and its target, and includes the height of any underlying terrain. Only

terrain features that have levels, such as trees and buildings, can intervene in LOS. For example, rubble would not intervene, though the hex containing the rubble might (depending on its underlying level).

For example, a 'Mech standing at level 0, and targeting a vehicle parked on a level 1 hill, would consider a hex of intervening woods on level 0 terrain to be intervening (because the woods rise 2 levels high).

Terrain along the LOS between two hexes is considered to be intervening if any of the following conditions apply:

- The level of the terrain or feature is equal to or higher than the level of both units.
- The terrain or feature is adjacent to the attacker and equal to or higher than the attacker's level.
- The terrain or feature is adjacent to the target and equal to or higher than the target's level.

Terrain Modifiers

As long as the intervening terrain does not block line (see below), intervening terrain will apply the same to-hit modifiers as described in non-hex *Alpha Strike* play. Remember that any *Alpha Strike* terrain modifiers based on inches of terrain intervention must convert this effect to hexes at a rate of 2 inches per hex.

Blocking Terrain

The following intervening terrain types will block LOS as defined below.

Buildings and Bridges: Intervening building hexes block any LOS that passes through the building at any level. Bridges do not block line of sight.

Woods/Jungle: 3 or more hexes of intervening woods/jungle terrain blocks LOS.

Hills: Intervening hills block any LOS that passes through their hexes and height levels.

Water: Intervening water blocks LOS unless both the attacker and target are on/above the surface (or both the attacker and target are completely submerged and no other terrain intervenes).

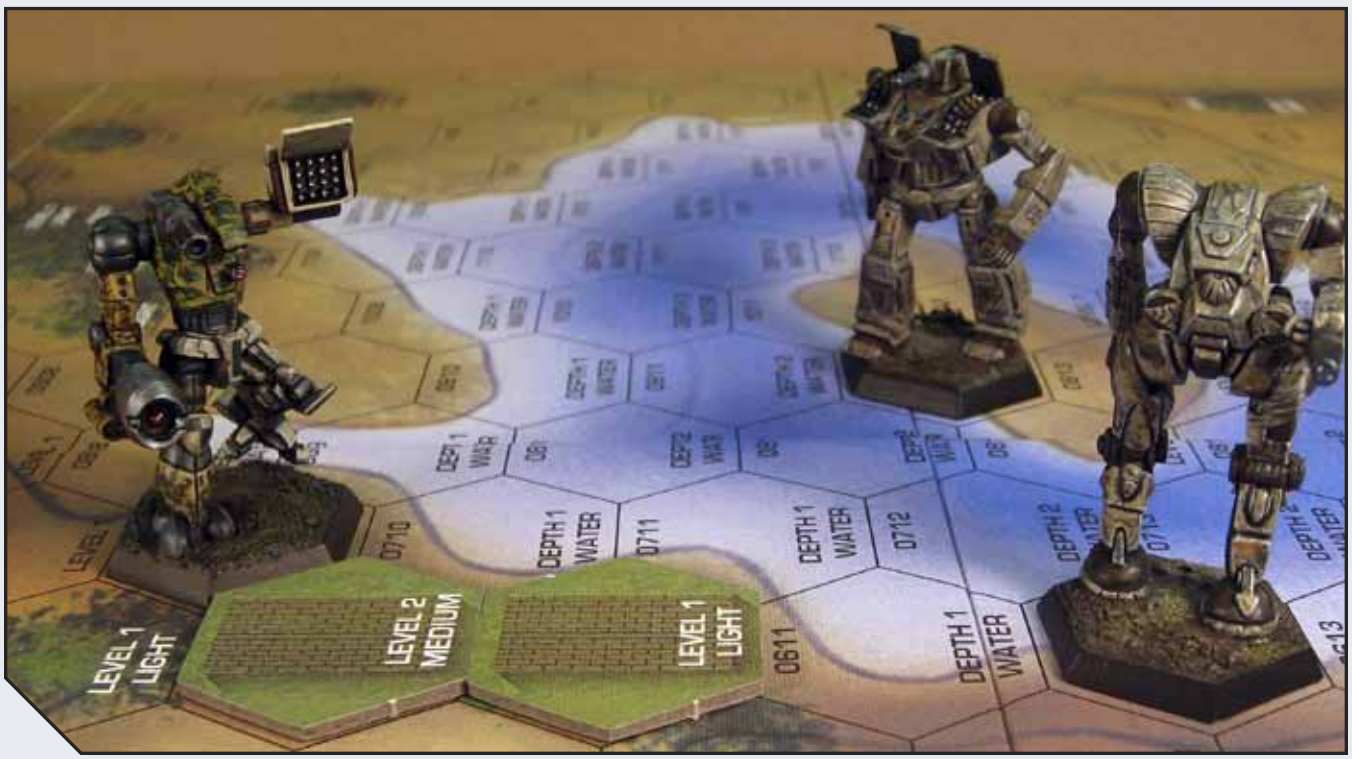
Other Units: Except for grounded DropShips, mobile structures, and units with the LG, VLG, or SLG specials, intervening units have no effect on line of sight or attacks. Grounded DropShips, mobile structures, and units with the LG, VLG, and SLG specials block any LOS that passes through their hexes and height levels.

Partial Cover ('Mechs only)

Only 'Mechs (including superheavy 'Mechs) can receive partial cover from terrain. ProtoMechs, vehicles, and infantry cannot receive partial cover in hex map play, nor can large support vehicles, mobile structures, grounded small craft and grounded DropShips, or any other unit types that rise more than a single level above the underlying terrain.

To receive partial cover, a 'Mech must be adjacent to a hex 1 level higher than the level of the underlying hex the 'Mech occupies, and the elevated hex must lie between the 'Mech and its attacker. The attacking unit must also have an LOS level equal to or lower than the target 'Mech's height; an attacking unit whose LOS begins above the target 'Mech's height ignores the partial cover effect. In other words, an attacker firing downhill at a target 'Mech thus negates its target's partial cover. (See *Water Hexes*, below for the exception.)

The intervening obstruction providing partial cover must be a solid terrain type, such as a hill, a building, or DropShip. Bridges and woods do not provide partial cover.



• FIRING ARCS DIAGRAM •

• GROUNDED DROPSHIPS FIRING ARCS DIAGRAMS •

Partial cover does not block LOS; it simply adds the partial cover modifier to the attacker's to-hit number. The attack is then resolved normally. If the partial cover is a building or grounded DropShip, a failed attack that misses the target unit by 2 points or less will damage the building or DropShip instead (see *Buildings* and *Aerospace Units on the Ground Map*, pp. 83 and 70 respectively).

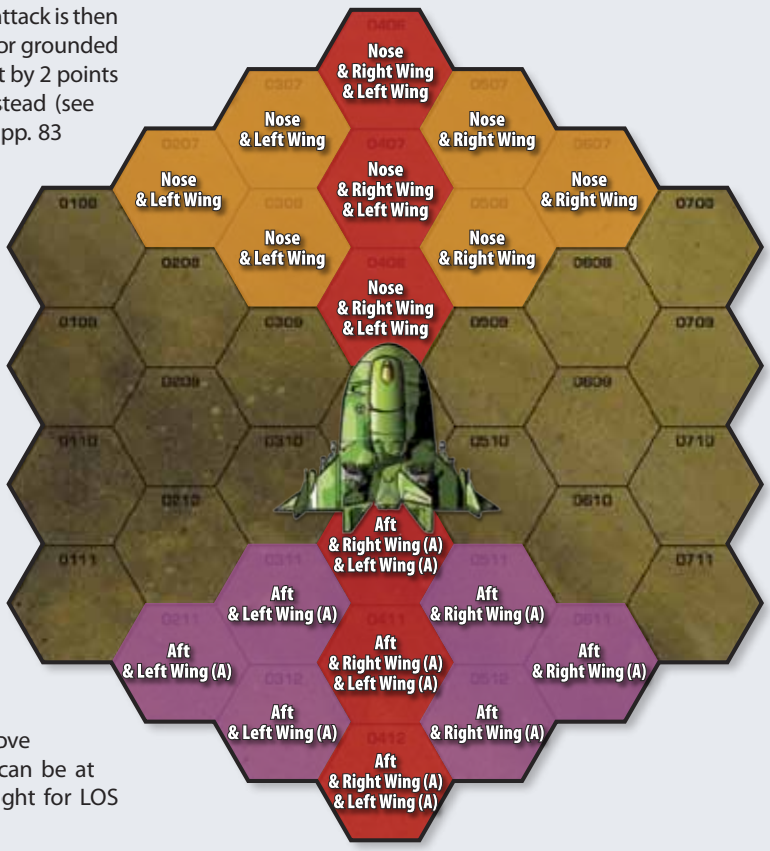
The to-hit modifiers for attacking a unit that has partial cover are the same as in standard *Alpha Strike* gameplay.

Water Hexes

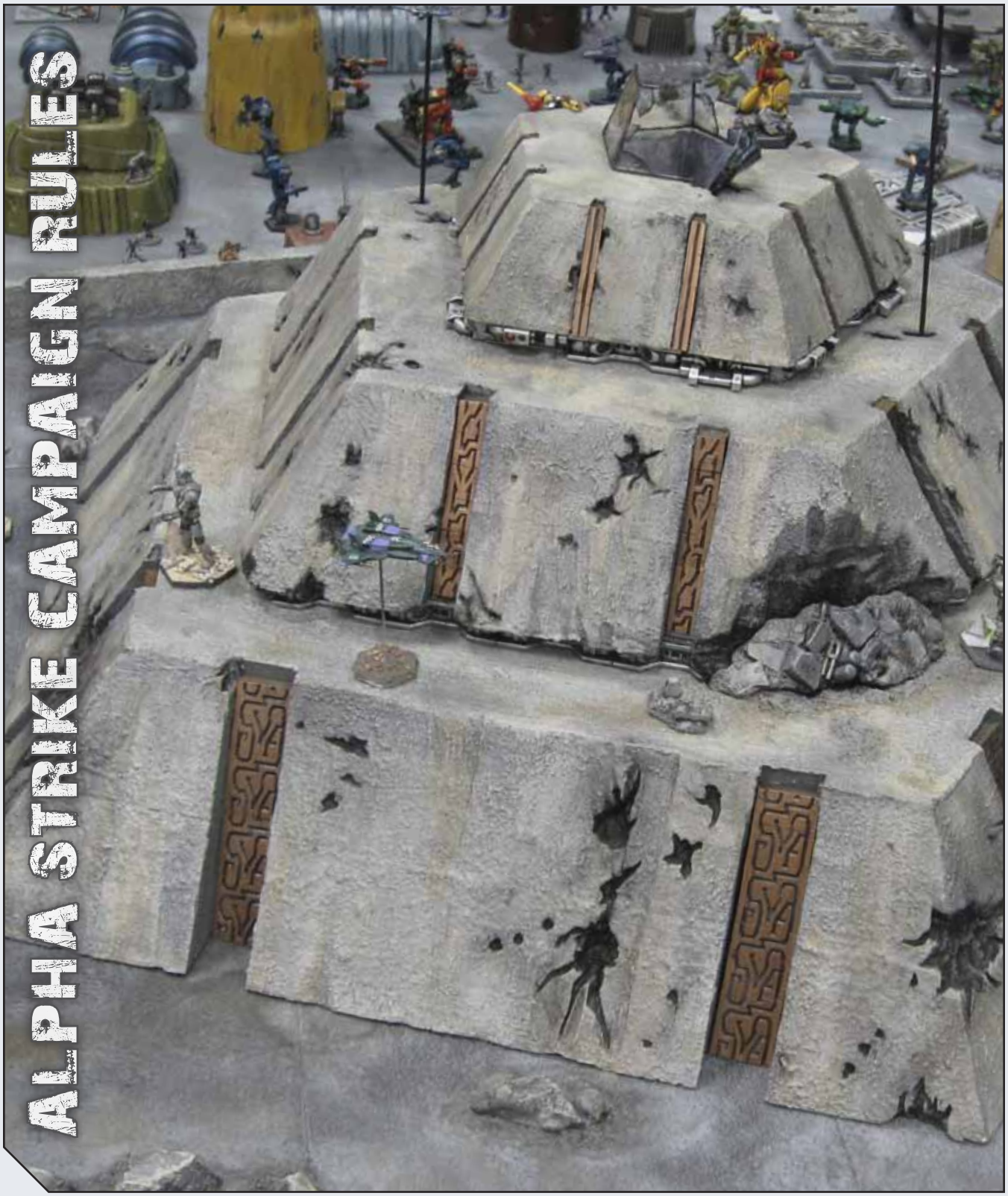
A Depth 1 water hex provides partial cover for a standing 'Mech occupying that hex. Because the water surrounds the 'Mech, this partial cover applies even if the attacker is at a higher level than the target.

Depth 2 or deeper water completely blocks LOS between the 'Mech standing in that hex and any non-naval units on the surface. This means that units above the water, such as hover or WiGE vehicles, never have LOS to a submerged unit, even if they occupy the same water hex.

Vehicles: Hovercraft and WiGEs moving over water, amphibious vehicles, and naval vessels operating on the water surface, rise their listed number of levels in unit height above the surface level of the water hex. Submarines can be at any depth on or under the water, with their height for LOS purposes based on that depth level.



ALPHA STRIKE CAMPAIGN RULES



The Kerensky Blood Chapel lies in ruins. But the Wolves succeeded in holding out against the might of the Clans long enough to abscond with everything in the repository.

The following rules are intended to help provide players with a framework for running a campaign of linked battles and scenarios using the *Alpha Strike* game rules. The sample campaign provided is that of a straightforward planetary assault, where one force acts as the attacking army and the other force is the defender. The outcomes of each battle scenario can impact the strength and logistical support each force has remaining, presenting opportunities for salvage or repair accordingly, rather than defining victory and defeat simply by which side is left standing. Through this campaign approach, it may not be necessary for one side to win every battle in order to win the war.

These rules are designed to present players with a relatively basic and balanced campaign. Players interested in more of a challenge may consider this chapter a mere framework, however, intended more to serve as an inspiration and baseline, which may be adjusted and customized to best suit their own gaming tables.

Track System: This campaign uses the flexible Chaos Campaign track system, which is used in many BattleTech publications today. Tracks published in a number of different books (such as *Total Chaos*) and in downloadable PDF-exclusive format (such as *Turning Points* series) can likewise serve as inspiration for an *Alpha Strike* campaign.

Warchest Points: To represent the resources of participating armies in a campaign without delving too deeply in things like currency, medical supplies, quartermaster operations, and so forth, the campaign system in this book uses Warchest points (WP). Warchest points represent an abstraction of all of these elements in a force's logistics and such, and are used as the campaign goes on to make repairs, purchase replacement parts, or pay for the various phases of each campaign. As a general rule, each track of a campaign costs a certain number of WP to begin, and rewards WP at its conclusion. Additional elements of each track can increase or decrease these rewards, as will be discussed more in depth later.

SETTING UP THE CAMPAIGN

The campaign in this chapter presents players focuses on a single planetary assault campaign, where one side serves as the attacking force, and the other as the planet's defending force. The planetary conquest objective is pursued through a series of engagements, the focus of which will change depending on who wins each one. As the campaign rages on, attrition will become a key factor in permitting or denying victory, so players on both sides should consider carefully how many units from their army lists they choose to commit to each fight. Additional objectives, for added spice, may be added at the players' discretion.

FORCE CREATION

In this campaign, the players are divided in to two sides: Attacker and Defender. Each side may then use either the sample army lists presented in this book (see pp. 135-141), or pick and choose forces from our forthcoming *Alpha Strike* supplements. The recommended force sizes for this campaign should be about a battalion's worth of troops (roughly 36-45 units). As the sample armies in this book are about company sized (10-12 units), this can be acheived either by using the same sample army lists multiple times, or mixing army lists from multiple factions, if preferred.

A balancing mechanism—such as the point values shown in the army lists—should be used to ensure that both forces are roughly equivalent. Having both forces match in total point values will ensure a relatively fair fight, so the players' skills and tactics then determine who wins the world, rather than merely the size of their armies. If greater realism or challenge is preferred, players may wish to play out this campaign using unbalanced forces, to see whose tactics might fare best against overwhelming—or even hopeless—odds.

CAMPAIGN TURNS

At the campaign level, each turn has three phases: Track, Determine Outcome, and Logistics. These phases are described below.

Track Phase

During the Track Phase, the actual engagement is played out to its conclusion. The tracks presented in this book will use standard *Alpha Strike* rules to resolve tracks, with some advanced options applied as necessary.

The tracks in the planetary assault campaign begin on p. 121 with *Meeting Engagement*. The other tracks include *Advance*, *Assault*, *Counterattack*, *Pursuit* and *Defense*. This campaign always begins with *Meeting Engagement*.

Players are encouraged to read all tracks prior to making decisions about the forces they will use in each one. This will help to ensure that both sides have made informed decisions on when to deploy the bulk of their force versus simply sending in the scouts. It is not always in an army's best interests, after all, to bring everything it has to a single firefight.

Determine Outcome Phase

When the track ends, the players resolve the outcome of the track that was just played, and also identify which track will follow (if any). Any additional consequences of the track are resolved in this phase as well.

Warchest points (WP) are awarded at this phase, based on the previous track's outcome. Because both teams must pay the next track's cost in WP to continue the campaign, once one side or another lacks the points do so, that side has run out of logistical support and has effectively lost the campaign. If *both* sides cannot afford the track's WP cost, whichever side has the lowest number of Warchest points remaining has lost the campaign. (If there is still a tie, the Defender wins by default.)

The Alpha Strike Campaign Flowchart helps illustrate the progress of the campaign based on which side wins each engagement. If the Attacker wins, the next track played is identified by the arrows marked "A". If the Defender wins, the next track played is identified using the arrows marked "D".

Logistics Phase

The Logistics Phase is the final part of the *Alpha Strike* campaign turn. In this phase, the players may use the simplified logistics rules presented here to salvage, repair, or even replace units between tracks. This may be done using WP (as recommended), or by another system the players can agree upon.

After the Logistics Phase, as long as the opposing sides have enough resources to do so, the campaign will continue with the next Track Phase.

THE TOTAL CHAOS CAMPAIGN SYSTEM

The Total Chaos campaign rules provide an open-ended framework that easily allows players to employ a variety of published tracks to create their own unique gaming experiences using forces of their own creation. Designed for both player-on-player games and games where one player always serves as an impartial gamemaster, each track provides a general structure to assist players and gamemasters in creating the opposing forces and adding other battlefield effects specific to that track. In addition, the Warchest point (WP) system enables player groups to choose what direction the campaign takes.

Because the players can decide which route to take between tracks, the Total Chaos campaign system can be replayed often, using different tracks, forces, and mission selections. Gamemasters and players may decide how much detail they wish to delve into, and may add further scenarios for sub-campaigns and supporting actions within the track framework. This gives a very organic feel to the campaign, in which the objectives, methods, and style of the campaign are all up to the players' tastes.

TRACKS

Each track centers on a core plot line or mission, focused on a single event or scenario.

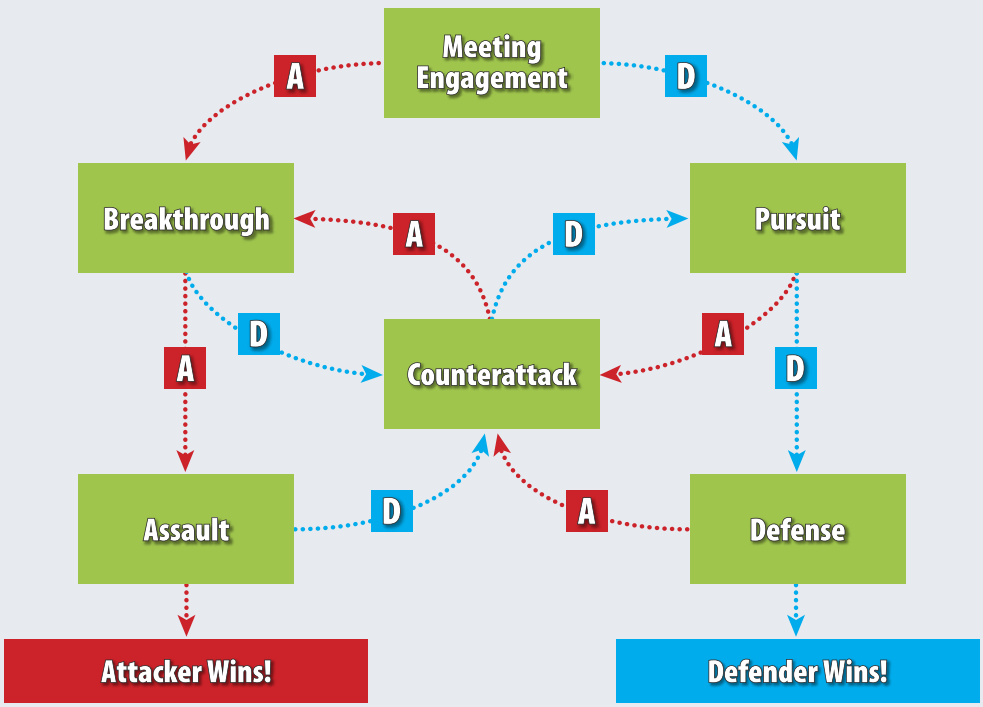
Tracks are broken into several sections: *Situation, Game Setup, Warchest, Objectives, Special Rules, Aftermath,* and *Next Track*. These sections are defined further as follows.

SITUATION

The track's *Situation* provides its setting, the general where and when about the track. This includes a short fiction entry, to provide some context for the players.

Game Setup

The track's *Game Setup* indicates what terrain features and force sizes and other elements the players will need to resolve the mission at hand. If hex maps are use, this part of the track will provide Terrain Tables that may be used in selecting mapsheets for the scenarios therein.



• ALPHA STRIKE CAMPAIGN FLOWCHART •

Maps

As a basic rule, the map area used in a track should be appropriate for the size of the forces involved. The recommended 4-foot by 6-foot table size is ideal for *Alpha Strike* games where the players may field armies up to a battalion in size per side. Large ground map areas provide more room for tactical considerations such as wide flanking maneuvers and encouraging the use of longer-range weapon attacks and artillery, while smaller play areas encourage a more desperate and brutal up-close-and-personal approach to play.

Careful consideration regarding the map size will help ensure a maximum playability for both sides.

Player Forces

Each track defines the forces each player may field (called the player's "deployed force") based on a percentage each player's total army strength (known as the player's "total force"). This percentage must be applied to whatever system is used to balance the forces used in the tracks. Players should feel free to use any system they prefer, be it total Point Value, total weight values, number of units, and so on.

Occasionally, a track may further define the strength of one side's force relative to that of its opponent. When addressing this aspect, the same balancing mechanism should be used to ensure the overall conditions of the track function as intended.

Because all force strengths are given in percentages, armies of virtually any size will work in these campaign tracks. The battalion-strength forces indicated under Force Creation are merely a recommendation.

Revealing Forces: Both teams must create their armies without knowledge of the opposing team's composition. Teams are revealed at the same time during the game setup, and cannot be changed once revealed. Prior to that, the players need only identify the balancing metrics that they already agreed upon.

The only exception to this occurs if a team violates the track rules concerning deployed force size for any reason, such as deploying 51% of its total PV in forces when only 50% is permitted by the track rules. In this situation, the team that violated the rule must adjust its force until it no longer violates the deployment rules. After this, the team that did not violate the rules can adjust its force in any way desired, by adding, exchanging or removing units as its players see fit. These adjustments are acceptable as long as they stay within the deployment rules of the track.

If both teams violated the track's deployment rules, both must change their forces and reveal at the same time again.

In setting up forces for the track Pursuit *(see p. 124), John determines that his total force comprises 12 'Mechs totaling 200 PV. As the participants in this campaign have agreed to use PV as the standard for building their forces, this means that John's deployed force—defined as 75 percent in the track's rules—must not exceed 150 PV (200 x 75% = 150).*

Alternatively, if the players had decided to use a simple number-of-units standard to determine force sizes, then John would select up to 9 units from his 12-'Mech force (12 x 75% = 9).

Warchest

The *Warchest* section of each track describes how many Warchest Points (WP) the track costs and, if applicable, additional bonus options that may be purchased to add advantages to either side. Track costs are an abstract number that reflects the combination of travel, distance, time, reputation, logistical support, and other intangibles considered the force must expend to get prepare for and take part in the events of the track.

Both teams must have enough WP to pay their applicable track costs in order to participate. If a team does not have enough WP, they may either go into Warchest debt (see *Warchest Debt*, p. 118) or surrender the campaign by default. If *both* teams cannot pay the track cost at the time, the team with the greater amount of remaining WP wins the campaign. If both teams have the same number of remaining XPs and cannot afford to purchase the track, the Defender wins the campaign.

Teams are not required to use the options listed is a track's Warchest section, and may run the track without them. However, if a team chooses to use one or more option to improve their chances, that option's costs are applied to the team's WP cost for the track and the effects apply throughout all actions in the track. Multiple options may be in effect during a track, and all costs for the options are cumulative to the appropriate side.

Objectives

Objectives indicate the track goals a given team must achieve, with the player receiving the indicated WP for each of his objectives reached. Unless otherwise indicated, these rewards are cumulative. Note that some objectives may yield a negative reward, indicating that it is in the player's best interest to avoid "achieving" that objective.

Note that attrition is a big part of this campaign: both teams may run out of Warchest points rapidly.

Special Rules

The *Special Rules* section indicates which special rules apply to the track, if any. Special rules that are not already featured elsewhere in this book will be described in this part of the track.

Aftermath and Next Track

The *Aftermath* section is used to indicate whether logistics (see *Logistics*, p. 116) are possible, and for which team. This section is followed by *Next Track*, which indicates the tracks which may be selected next, based on which team won the current one.

WARCHEST POINT SYSTEM

The Warchest point system is an abstraction of the rewards and opportunities that arise out of combat. Beyone mere monetary concepts, Warchest also represents factors such as renown, contacts, being at the right place at the right time. It represents opportunities, whether to participate in a particular battle, fight under certain environmental modifiers, or acquire a BattleMech. It represents a host of resources—both material and otherwise—a given force needs to proceed in its campaign.

GETTING STARTED

Regardless of how the group comes to the table, each force begins its campaign with 1,000 Warchest points. This starting balance of WP is used for only purchasing tracks, track options, and other items in the logistical phases between tracks. These starting WP are not used to purchase a player's beginning forces.

At the end of each track, one or both sides will be awarded WP based on the objectives they completed. These are added to the appropriate force's total WP score.

Between tracks, players may use their WP to increase personnel experience, repair and rearm units, and purchase other group abilities or equipment. All WP expenditures must occur before the beginning of the next track. Players may not spend WP during a track, even if it is split into a mini-campaign. Keep in mind that the next track must also be paid for from the Warchest.

Warchest Debt

If the player's team lacks sufficient WP to purchase any of the tracks available to it, it may opt to go into Warchest debt in order to participate in one more track. Players may not use this option to purchase services, equipment, and the like; it may only be applied toward purchasing one more track for their forces to get through.

As the player gains WP during the track, they must use these points to pay off any debts first, until their Warchest rises to a positive number.

A player may not put his team into Warchest debt twice in a row. If debt still exists after the track, the player must sell off assets until the force can purchase its next track, or concede defeat.

WARCHEST POINTS BETWEEN TRACKS

Because the Warchest system serves as an abstract method of accounting and force management, spending WP between tracks is simple. Player are welcome to add as much detail as desired in managing their forces; these rules are merely provided for players who wish to run campaigns with minimal time spent on the mundane aspects of force management.

Converting Warchest Points to Support Points

In order to use WP between tracks, the team's controlling player converts them to Support Points (SP). This is done by taking the number of WP the player intends to spend, and multiplying that number by 10. This is the amount of SP available for use in repairing, purchasing, upgrading, and advancing the team's force. For example, a player's force with 800 WP available at the end of one track, might decide to spend 100 points of this toward repairs and upgrades between tracks, which would convert to 1,000 SP (100 WP x 10 = 1,000 SP).

Converting Support Points to C-Bills

The most universal currency found in the BattleTech universe in most eras is the C-bill. While not generally discussed in this rulebook, C-bills are a valid means of establishing force balance in BattleTech games, especially those that might interact with the *A Time of War* role-playing system. Players who have access to BattleTech materials that include C-bill costs for goods, services, and equipment not directly covered by this Warchest system may convert their Support Points to C-bills and use those supplemental rules as they see fit.

When converting Support Points to C-bills, multiply the force's SP total by 10,000. C-bills can be converted back to Support Points by simply dividing the total number of C-bills possessed by 10,000.

Repairs, Purchases, and Rearming

Players can use SP to make repairs and to purchase new units or personnel. Any units that have not had all of their armor and structure marked off in gameplay can be repaired. Otherwise, these units *may* be destroyed. In the aftermath of a track, one or both sides may have an opportunity to salvage dead units from the field. Salvageable units can then be repaired using the same rules as units that have not been completely marked off. To determine if a unit can be salvaged, consult the Salvage rules (see below).

When repairing, purchasing, or rearming units, use the Equipment Repairs, Purchases, and Rearming Table to find the appropriate costs based on the unit type. For personnel, use Personnel Hiring and Healing Table. For simplicity's sake, as long as the force's controlling players can afford the SP to do so, repairs and healing are fully completed prior to the commencement of the next track (unless track rules specifically state otherwise).

All new and replacement personnel are considered Green (Skill rating 5) unless the player spends additional SP to advance the new personnel's Skill to Regular (Skill rating 4) in advance (see *Skill Advancement*, p. 119).

Salvage

A unit that has had all of its armor and structure bubbles marked off in gameplay is considered destroyed for tactical purposes, but for most such units there remains a chance that the remains can be salvaged and repaired later. Depending on the specific track rules, salvage may be possible by whichever side won the previous track.

When salvage is allowed between tracks, any unit that has been completely marked off by damage will receive a chance to be salvaged unless it is a conventional infantry unit (of any kind), an aerospace unit that crashed, or any unit type that had its last points of armor or structure marked off due to artillery or bomb damage.

For each marked-off unit that may be salvaged, the side that won the track rolls 2D6. On a result of 9 or higher, the destroyed unit is salvageable, and may be repaired using SP, or scrapped for half its normal selling price (see *Selling*, below). If the roll is 8 or less, the destroyed unit is too far gone to be of any use.

Selling

SP can be generated from the sale of units. Only units that have been fully repaired can be sold. To find the selling price for a unit, find their purchase price as indicated on the Equipment Repairs, Purchases, and Rearming Table, and divide this result by 2, then convert from SP back into WP by dividing this SP value by 10, and rounding up. This final result is the number of points added back to the players' WP.

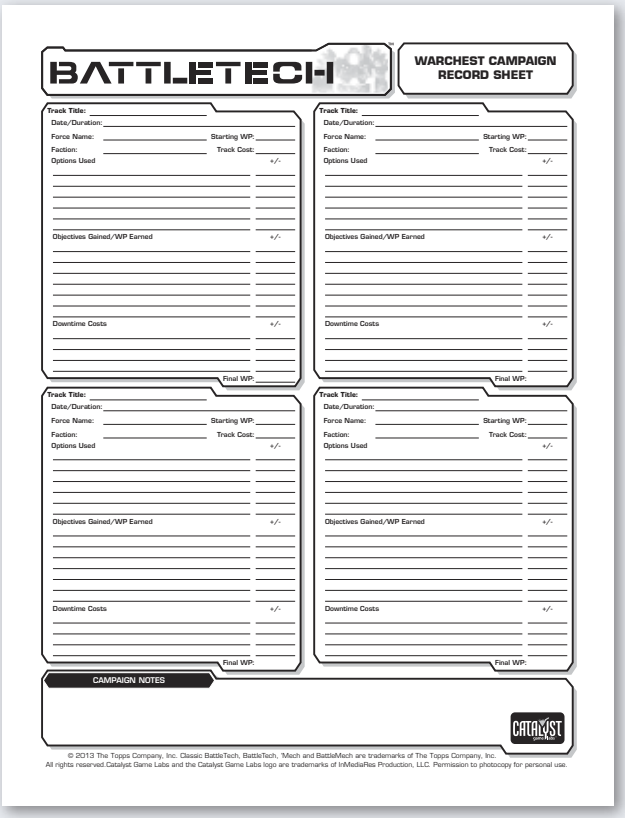
SKILL ADVANCEMENT

Between tracks, any personnel that participated in the last track may advance their skills. Those that did not participate in the last track may also advance their skills, but at three times the listed Support Point cost. This represents that while personnel can advance their skills outside of combat through training, it is a more time consuming and financially expensive proposition.

Units may only advance their Skill ratings by 1 increment between tracks, even if there is enough SP handy for more. For example, a MechWarrior can improve his Skill Rating by reducing it by 1, but he may not improve his Skill Rating by 2 or more levels. For skill advancement between tracks, use the Skill Advancement Table.

WARCHEST CAMPAIGN RECORD SHEET

While players can track their campaigns in whatever form they find most useful, the Campaign Record Sheet provided in this book may be used to track exactly what optional rules are in effect during a given track. The sheet also allows for players to track the damage received in a track, objectives achieved, salvage taken, and so on.


BATTLETECH

WARCHEST CAMPAIGN RECORD SHEET

Track Title:
Date/Duration:
Force Name: Starting WP:
Faction: Track Cost:
Options Used +/-
Objectives Gained/WP Earned +/-
Downtime Costs +/-
Final WP:

CAMPAIGN NOTES

CATALYST game labs

• WARCHEST CAMPAIGN RECORD SHEET •

ALPHA STRIKE CAMPAIGN SUPPORT POINT TABLES

EQUIPMENT REPAIRS, PURCHASES, AND REARMING TABLE

Activity	SP Cost
Repairs	
'Mech or Fighter Armor	10 per point*
'Mech or Fighter Structure	20 per point*
ProtoMech Armor and Structure	25 per point
Battle Armor Unit	3 per point
DropShip Armor and Structure	20 per point*
Vehicle/Other Armor	5 per point*
Vehicle/Other Structure	10 per point*
Purchases	
'Mech or Fighter	Size x 250**
ProtoMech	Size x 50**
Battle Armor Unit	200*
Vehicle/Other	Size x 100**
Rearming	
Standard Rules Ammunition	10
Advanced Options Ammunition (see p. 76)	50

*Multiply SP cost by 2 for Clan technology units
**Size is the Size class of the unit desired; 1 = Light, 2 = Medium, 3 = Heavy, 4 = Assault (2x if LG, 4x if VLG, 8x if SLG)

PERSONNEL HIRING AND HEALING TABLE

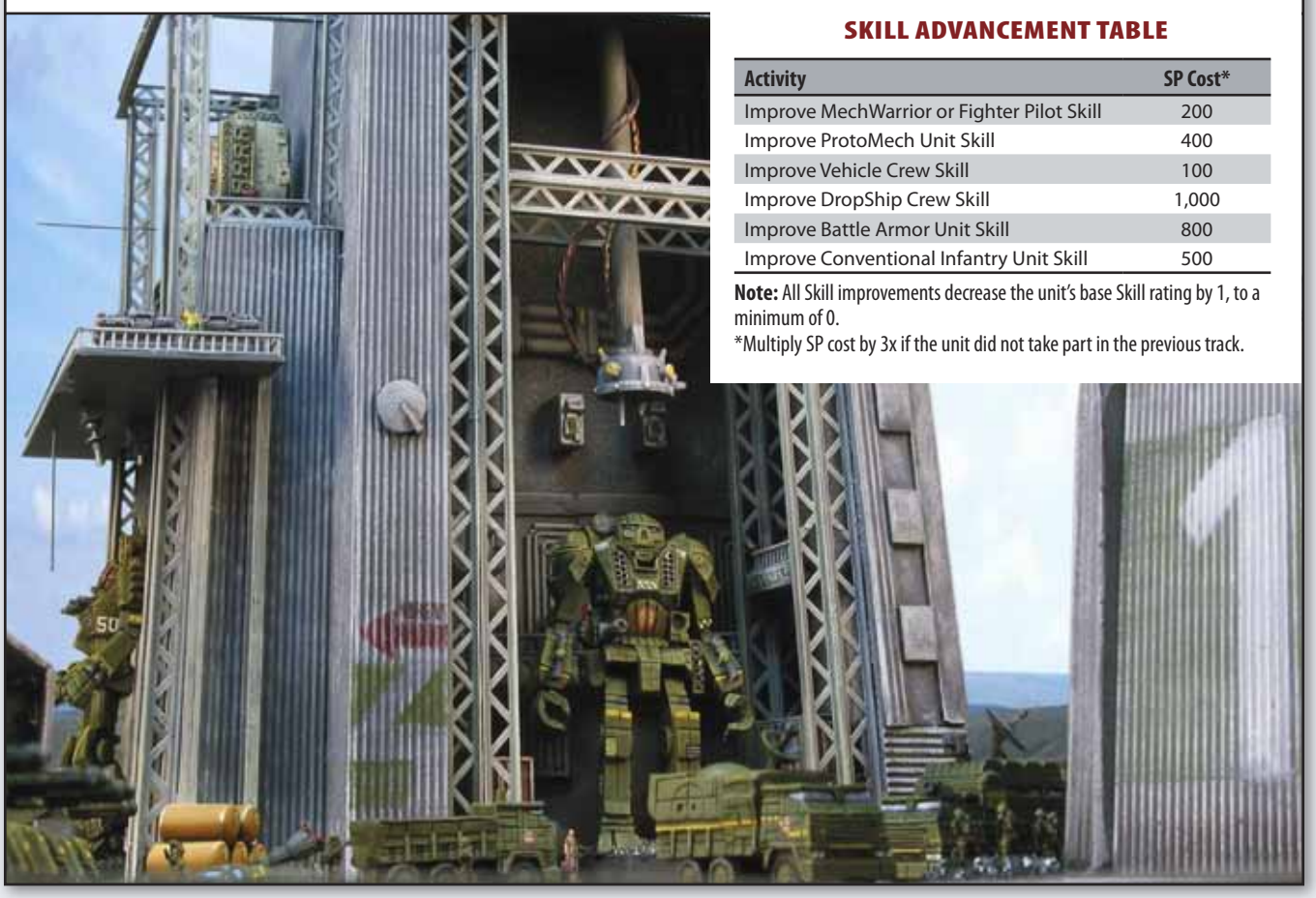
Activity	SP Cost
Hiring	
MechWarrior or Fighter Pilot	30*
ProtoMech Pilot (clan only)	500
Battle Armor Squad/Point	25*
DropShip Crew	200
Vehicle/Small Craft Crew	60
Conventional Infantry Unit (Foot)	100
Conventional Infantry Unit (Motorized)	200
Conventional Infantry Unit (Jump)	300
Healing	
MechWarrior or Fighter Pilot	200*
DropShip/Other Crew	150*
Vehicle/Small Craft Crew	500
Conventional Infantry Unit (Any)	60 per point**

Note: All new hires to a player's force are treated as Green (Skill rating 5), unless SP is spent on Skill advancement up front.
*Multiply SP cost by 2 for Clan units
**Healing infantry repairs damage to unit, so cost is based on points of armor/structure in the unit.

SKILL ADVANCEMENT TABLE

Activity	SP Cost*
Improve MechWarrior or Fighter Pilot Skill	200
Improve ProtoMech Unit Skill	400
Improve Vehicle Crew Skill	100
Improve DropShip Crew Skill	1,000
Improve Battle Armor Unit Skill	800
Improve Conventional Infantry Unit Skill	500

Note: All Skill improvements decrease the unit's base Skill rating by 1, to a minimum of 0.
*Multiply SP cost by 3x if the unit did not take part in the previous track.



MEETING ENGAGEMENT

SITUATION

And now, again, a battle is joined.

Some say that you get true measure of your enemy when you first face them in combat. This is true enough to be said, and true enough to be repeated, but it is not a whole truth.

Surely, the first time your weapon strikes out at those who face you, you do not merely test the manufacture of their armor. The flesh and bone beneath it all might give sooner than the metal.

But you cannot know the measure of your enemy until you bring him close to death.

Let us see then, who has come to face us.

GAME SETUP

In the initial confrontation between two forces, it is rare for either to have an immediate tactical advantage.

When using terrain, each team picks an equal number of terrain features, including hills, and places them on the playing area one at a time. If using hex maps, each team picks an equal number of mapsheets for play, and places them one at a time in any legal configuration.

The Defender's force selects its home edge first; the Attacker's home edge is the opposite of the Defender's.

Attacker

The Attacker consists of up to 33% of the attacking team's total force.

The Attacker enters through its home edge in initiative order.

Defender

The Defender consists of up to 33% of the defending team's total force.

The Defender enters through its home edge in initiative order.

WARCHEST

Track Cost: 100

Options:

The following options may be purchased by the indicated sides for this track:

+100 Mined Out: (Defender only) Recon teams have managed to place a number of conventional minefields equal to the number of 'Mechs and vehicles the Defender has deployed. These minefields all have a Density rating of 1. (See *Minefields*, pp. 102-103)

OBJECTIVES

The following objectives apply in this track:

Make their Acquaintance: The first team that destroys or cripples (see p. 27) at least 50% of the units of the opposing force wins. **[+200]**

SPECIAL RULES

The following special rules are in effect for this track:

Forced Withdrawal

Both forces must adhere to the optional *Forced Withdrawal* rules (see p. 27).

NEXT TRACK

There can be no salvage for either side subsequent to this engagement. Neither side may spend WP to repair, replace, or rearm units at the end of this track.

Attacker Won: *Breakthrough* (p. 122)

Defender Won: *Pursuit* (p. 124)

A company of BattleMechs from the Twenty-Second Avalon Hussars RCT, Federated Suns (House Davion).

BREAKTHROUGH

SITUATION

The initial force is cast aside, and on we march. Haste is of the utmost concern, but discipline is the crucial virtue. It is all too easy, now, to push too far and find ourselves over extended.

It is the moment of strategy where balance in all things is the only path to victory. Our own flaws are now our enemy as much as the weaponry arrayed before us.

GAME SETUP

The first battle is done, and the Attacker has won a distinct advantage.

When using terrain, the Attacker picks the terrain features that will be used, but the Defender places them.

When using hex maps, the Attacker chooses the mapsheets used for this track, and places them in any legal configuration.

The Defending force selects its home edge first; the Attacker's home edge is the opposite of the Defender's.

Attacker

The Attacker consists of up to 75% of the attacking player's total surviving force. Units that were used in the prior track are available for use, but may not be repaired between tracks.

The attacking force enters through its home edge in initiative order after the Defender has deployed its entire force.

Defender

The Defender consists of up to 60% of the defending player's total surviving force. Units that were used in the prior Track are available for use, but may not be repaired between tracks.

The defending player deploys his entire force prior to Initiative.

WARCHEST

Track Cost: 300

Options:

The following options may be purchased by the indicated sides for this track:

+100 Getting a Grip: (Attacker only) The Attacker may automatically win initiative a number of times equal to the number of 4-unit lances, 5-unit Stars, or 6-unit Level IIs it has deployed at the start of this track (depending on the player's preferred method of organization). The Attacker may use this ability after Initiative has been rolled.

OBJECTIVES

The following objectives apply in this track:

Push Through: The Attacker must move at least half the number of units his force begins the track with off the Defender's home edge. If the Defender cripples or destroys half of the Attacker's units before this occurs, the Defender wins the track. **[+200]**

Hold the Field: If one team has lost its entire force to destruction or withdrawal from the playing area, the other team successfully holds the field. **[+100]**

SPECIAL RULES

The following special rules are in effect for this track:

Forced Withdrawal

Both forces must adhere to the optional *Forced Withdrawal* rules (see p. 27).

NEXT TRACK

The side that holds the field when the track ends may salvage any destroyed units. Both sides may use WP after this track to perform repairs and such. (See *Warchest Points Between Tracks*, pp. 118-119.)

Attacker Won: *Assault* (p. 123)

Defender Won: *Counterattack* (p. 124)

ASSAULT

SITUATION

At last, the final confrontation is before us. Our prior success has led us here, the longed-for decisive moment. It is now that our enemy is the most dangerous, when we have left nothing for them to lose. They cannot fall further.

So let us see who wants victory more.

GAME SETUP

Building upon prior success, the Attacker is ready to inflict a final, fatal blow to the Defenders. The Defenders' backs are to the wall now; can they turn it around?

When using terrain, the Defender picks the terrain features that will be used, and places them.

When using hex maps, the Defender picks the mapsheets for play, and places them in any legal configuration.

The Defender's force selects its home edge first; the Attacker's home edge is the opposite of the Defender's.

Attacker

The Attacker consists of up to 100% of the attacking player's total force. Units that were used in the prior track are available for use, but units that were salvaged in the track immediately prior to this (if any) are *not* available for use.

The Attacker enters through its home edge in initiative order after the Defender has deployed its entire force.

Defender

The Defender consists of up to 100% of the defending player's total surviving force. Neither the units that the Defender used, nor any units he salvaged in the track immediately prior this one, are available for use.

The Defender deploys his entire force prior to Initiative.

WARCHEST

Track Cost: 300

Options:

The following options may be purchased by the indicated sides for this track:

+400 Fire Mission, Over: (Attacker Only) Beyond any artillery (see *Artillery*, pp. 73-76) the Attacker already has available, an additional force equipped with four Arrow IV launchers is positioned off the map 1 turn away from the Attacker's home edge. This artillery lance is available for supporting fire using both homing and standard Arrow IV rounds. Two points of impact may be pre-plotted after the Defender has finished setting up the terrain, but *before* the Defender has deployed his forces.

+200 Requesting Swift Delivery: (Defender Only) Beyond any artillery (see *Artillery*, pp. 73-76) the Defender already has available, an additional force equipped with two Arrow IV launchers is positioned off the map 1 turn away from the Defender's home edge. This artillery group is available for support fire using both homing and standard Arrow IV rounds. Two points of impact may be pre-plotted after the Defender has finished setting up the terrain, but *before* the Defender has deployed his own units.

+200 Obscured Intent: (Defender Only) Up to 25% of the number of defending units may be deployed using Hidden Unit rules (see *Hidden Units*, p. 102).

+200 More Mines: (Defender Only) During setup, the Defender may secretly place a number of conventional minefields (see *Minefields*, p. 102) equal to the number of defending units may be deployed. These minefields have a Density rating of 2.

OBJECTIVES

The following objectives apply in this track:

Conquer: The Attacker must cripple or destroy all Defender units without losing more than 50% of his total deployed force. If the Attacker loses more than 50% of his total force, the Defender wins. **[+600]**

Hold the Field: If one team has lost its entire force due to destruction or withdrawal from the playing area, the opposing team successfully holds the field. **[+100]**

SPECIAL RULES

There are no special rules in effect for this track.

NEXT TRACK

The side that holds the field when this track ends may salvage any destroyed units. Both sides may use WP after this track to perform repairs and such. (See *Warchest Points Between Tracks*, pp. 118-119.)

Attacker Won: None. The Attacker has won the campaign!

Defender Won: *Counterattack* (p. 124)

COUNTERATTACK

SITUATION

Our mistakes have led us to this battle, where we seek to undo them. We should take comfort that our success has purchased this opportunity. We still breathe, and we still have an opportunity to end our enemy. A moment of true equilibrium, and we must disrupt theirs while maintaining ours.

GAME SETUP

Despite earlier setbacks, the combatants face a battle where the tide may turn back in their favor, or for it to turn against them.

When using terrain, each team picks an equal number of terrain features, including hills, and places them on the playing area one at a time. When using hex maps, each team picks an equal number of mapsheets for play, and places them, one at a time, in any legal configuration.

Both players then roll for Initiative. The winner of this Initiative roll selects his force's home edge first; the Attacker's home edge is the opposite of the Defender's.

Attacker

The Attacker consists of up to 50% of the player's total force. Units that were used in the prior track *are* available for use, as are any units that were salvaged in the prior track.

The Attacker enters through their home edge in initiative order.

Defender

The Defender consists of up to 50% of the player's total surviving force. Units that were used in the prior track *are* available for use, as are any units that were salvaged in the prior track.

The Defender enters through their home edge in initiative order.

WARCHEST

Track Cost: 100

Options:

No options are available for purchase with this track.

OBJECTIVES

The following objectives apply in this track:

Hold the Field: If one team has lost their entire force due to destruction or withdrawal from the playing area, the other team successfully holds the field. **[+100]**

SPECIAL RULES

There are no special rules in effect for this track.

NEXT TRACK

The side that holds the field when the track ends may salvage any destroyed units. Both sides may use WP after this track to perform repairs and such. (See *Warchest Points Between Tracks*, pp. 118-119.)

Attacker Won: *Breakthrough* (p. 122)

Defender Won: *Pursuit* (p. 124)

PURSUIT

SITUATION

An early misstep by the invaders has led to their rout. They did not sufficiently anticipate us, and now we must make their retreat painful and bloody. It is foolish to consider them defeated, but if we succeed now, we may turn them upon fiercer defenses.

GAME SETUP

The initial exchange has turned in the defenders' favor. The hostiles flee, with the defenders in close pursuit. Will they break as they run, or will they turn this campaign around?

When using terrain, a long rectangular area is preferred. The Defender picks the terrain features that will be used, but the Attacker places them. It must be possible to trace two traversable paths between the edges of the playing area that further apart. If this is not possible, terrain features must be deleted until it is possible again.

When using hex maps, the Defender picks the mapsheets for play, and places them in any legal configuration.

The Defender selects his home edge first; the Attacker's home edge is the opposite of the Defender's. The edges chosen must be the map sides that are furthest apart.

Attacker

The Attacker consists of up to 75% of the attacking player's total force. Units that were used in the prior Track *are* available for use.

The Attacker enters through the Defender's home edge in initiative order.

Defender

The Defender consists of up to 75% of the defending player's total surviving force. Units that were used in the prior track *are* available for use.

The Defender enters through his own home edge 3 turns after the Attacker deployed, in initiative order.

WARCHEST

Track Cost: 300

Options:

The following options may be purchased by the indicated sides for this track:

+100 Fire For Effect, Danger Close: (Attacker Only) Beyond any artillery (see *Artillery*, p. 73) the Attacker already has available, an additional force of two Arrow IV launchers is located off-map, 2 flight turns beyond the Attacker's home edge. This group is available for support fire using both homing and standard munitions. Two points of impact may be pre-plotted after the Defender has finished setting up the terrain, but *before* the Defender has placed his forces.

OBJECTIVES

The following objectives apply in this track:

Close the Noose: (Defender Only) Cripple or destroy at least 50% of the total number of attacking units. **[+300]**

Hold the Field: If one team has lost its entire force due to destruction or withdrawal from the playing area, the other team successfully holds the field. **[+100]**

SPECIAL RULES

The following special rules are in effect for this track:

Forced Withdrawal

Both forces must adhere to the optional *Forced Withdrawal* rules (see p. 27).

NEXT TRACK

The side that holds the field when the track ends may salvage any destroyed units. Both sides may use WP after this track to perform repairs and such. (See *Warchest Points Between Tracks*, pp. 118-119.)

Attacker Won: *Counterattack* (p. 124)

Defender Won: *Defense* (p. 125)

DEFENSE

SITUATION

They undoubtedly regret coming here now, but they do not yet realize that they have traveled light years to their graves. We end them in today's conflict, but despite their earlier failures, this will not be an easy task.

We must succeed, but cannot underestimate our foe.

GAME SETUP

Subsequent to a successful chase, the remaining Attacker forces have been led in to a prepared position. Will the hammer strike the anvil, or will it break upon its foe?

When using terrain, the Defender picks the terrain features that will be used, and places them.

When using hex maps, the Defender picks the mapsheets for play, and places them in any legal configuration.

The Defender selects their home edge first; the Attacker's home edge is the opposite of the Defender's.

Attacker

The Attacker consists of up to 100% of the attacking player's total force. Units that were used in the prior Track *are* available for use. Units that were salvaged in the prior Track (if any) *are* available for use.

The Attacker's force enters through its home edge in initiative order after the Defender has deployed its entire force.

Defender

The Defender consists of up to 100% of the defending player's total surviving force. Units that were used and not destroyed in the prior track *are* available for use. Units that were salvaged in the track immediately prior to this one (if any) are *not* available for use.

The Defender deploys his entire force prior to Initiative.

WARCHEST

Track Cost: 300

Options:

The following options may be purchased by the indicated sides for this track:

+200 Urgent Support Need: (Both Attacker and Defender) Beyond any artillery (see *Artillery*, p. 73) already available, an additional force with two Arrow IV launchers is 1 flight turn beyond the controlling player's home edge, and available for support fire using both homing and standard ammunition. The Defender may pre-plot two points of impact after he has finished setting up the terrain, but *before* any units are deployed. (The Attacker may not pre-plot any points of impact.)

+200 Obscured Intent: (Defender Only) Up to 25% of the number of defending units may be deployed using Hidden Unit rules (see *Hidden Units*, p. 102).

+200 Even More Mines: (Defender Only) During setup, the Defender may secretly place a number of conventional minefields (see *Minefields*, p. 102) equal to the number of defending *and* attacking units may be deployed. These minefields have a Density rating of 4.

OBJECTIVES

The following objectives apply in this track:

Defeat: The Defender must cripple or destroy all Attacker units without losing more than 50% of his original number of units. The Attacker wins if the Defender loses more than 50% of his total number of units. **[+600]**

Hold the Field: If one team has lost their entire force due to destruction or withdrawal from the playing area, the other team successfully holds the field. **[+100]**

SPECIAL RULES

There are no special rules in effect for this track.

NEXT TRACK

The side that holds the field when the Track ends may salvage any Destroyed units. Both sides may use WP after this track to perform repairs and such. (See *Warchest Points Between Tracks*, pp. 118-119.)

Attacker Won: *Counterattack* (p. 124)

Defender Won: None. The Defender has won this campaign!

ERA SETTING: THE CLAN INVASION ERA

Mad Cat (Timber Wolf), Puma (Adder), Pouncer, Masakari (Warhawk) *and a point of Elementals. Alpha Galaxy, Wolf-in-Exile.*

Few periods of history in the Inner Sphere bred as much conflict and as much change as the period known as the Clan Invasion. The arrival of the Clans of Kerensky, elite warriors genetically bred from the excellent stock of the long-departed Star League Defense Force, put a shock into an Inner Sphere already still reeling from both the gutting of the Capellan Confederation and Theodore Kurita's brilliant defense of the Draconis Combine against the Federated Suns and Lyran Commonwealth in the War of 3039. In 3050 the Federated Commonwealth, the Draconis Combine and the nascent Free Rasalhague Republic staggered beneath the onslaught of the Jade Falcons, the Wolves, the Ghost Bears and the Smoke Jaguars.

Though the Clans' initial thrust was stopped at Tukayyid, the rest of the decade was far from peaceful. In 3057 the Free Worlds League and the Capellan Confederation combined to savage the Federated Commonwealth in a surprise attack. The Commonwealth, still struggling to deal with the deaths of its founding monarchs, Hanse Davion and Melissa Steiner-Davion, was unable to repulse the attack on its soft underbelly, and its Sarna March collapsed into a balkanized collection of warring protostates labeled the Chaos March.

Even that wasn't enough. Energized by the change demonstrated as possible by the Clan invasion and the Marik-Liao Offensive, Clans Wolf and Jade Falcon fought a near-genocidal war based on ideological differences. A new Star League was formed, and a Clan destroyed. The Capellan Confederation began a conflict to reclaim its breakaway St. Ives Compact. Even the Combine was unable to stay focused, letting dissidents draw them into a conflict with the Ghost Bears. In fourteen short years, war brought change even the most optimistic planners of the previous generation could never have imagined.

THE CLAN INVASION

In 3049, the Clans launched Operation REVIVAL, retracing the months-long Exodus Road. The Wolves first struck at an airless moon known as The Rock, where elements of the Kell Hounds mercenary regiments were chasing pirates. The Wolves quickly pacified the moon and captured some of the pirates and mercenaries, in a pattern of intelligence-gathering that would be repeated by each Clan as they neared their invasion corridors.

Once the invasion began in earnest, regiment after regiment fell before the scythe of the Clan juggernaut. Both the Federated Commonwealth and the Draconis Combine saw the heirs to their thrones put in danger. Prince Victor Steiner-Davion of the Commonwealth escaped, but Hohiro Kurita, son of Gunji-no-Kanrei Theodore Kurita, was captured and only freed by concerted efforts by the Combine's yakuza. Both realms struggled to find a weapon against the invasion, until Colonel Jaime Wolf of the illustrious Wolf's Dragoons mercenary regiments called a

summit on Outreach and revealed a bombshell: the Dragoons were advance scouts for Kerensky's heirs, now dedicated to defending the Inner Sphere.

Armed with knowledge from the Dragoons and recovered Star League-era technology finally starting to appear from their factories, the Inner Sphere powers began to plan their first counterattacks. The Combine, lacking the Federated Commonwealth's larger industrial base, used guile to defeat the Smoke Jaguars on Wolcott. The Commonwealth launched a successful attack on Twycross, destroying the elite Falcon Guards Cluster before withdrawing.

The Clans, incensed by their losses to the "barbarian Spheroids," decided to strike back. The Nova Cats, activated by ilKhan Ulric Kerensky, fought alongside the Smoke Jaguars on the Combine capital Luthien. The DCMS, warned in advance, prepared for a costly attack, but were succored at the last minute by the arrival of Wolf's Dragoons and the Kell Hounds, mercenaries sent by Prince Hanse Davion to aid his Outreach Conference allies. The Clans were defeated, but the remaining Clans were only made more determined. Soon, ComStar, who had been secretly meeting with the Clans, discovered their true target: Terra.

THE BATTLE OF TUKAYYID

ComStar, stewards of humanity's homeworld since the end of the Star League, had no intention of handing over its only planet. The Com Guards' military commander, Precentor Martial Anastasius Focht, brokered a proxy battle on the Rasalhague world Tukayyid. If the Clans won, ComStar would surrender Terra and serve as custodians of the Clans' occupation. If ComStar won, the Clans would halt their advance for fifteen years. To face them, ComStar assembled the full fifty-regiment might of its Com Guards.

The twenty-day Battle of Tukayyid was a conflict for the history books even before it began, as the toumans of seven Clans descended on the pastoral world. Com Guard divisions battled Clan Galaxies across seven different engagement zones, spending blood and treasure like candy to defeat the Clansmen. In the end, only the Wolves—the paramount Clan of the invasion—succeeded in defeating the Com Guards, while the Ghost Bears fought them to a draw. The Com Guards claimed the victory and the Clan invasion ground to a halt.

In the aftermath, ComStar itself underwent a schism, as its devout fled the fast-secularizing order and founded the splinter Word of Blake in the Free Worlds League.

THE MARIK-LIAO OFFENSIVE

One of the levers Hanse Davion used to build the Outreach Accords that helped hold the Clans at bay was treatment for Captain-General Thomas Marik's son Joshua at the New Avalon Institute of Science. Though the treatment continued after Hanse Davion's death in 3052, leukemia remained too tough an opponent for even the vaunted NAIS. Joshua Marik died in 3057. Victor Steiner-Davion, still uneasy on his throne after the assassination of his mother in 3056, decided on a dangerous plan: he hid Joshua Marik's death and substituted a double in the cancer ward, hoping to keep the weapons shipments and industrial support coming.

As with all such schemes, Thomas Marik found out about the death of his son, and about Victor Davion's attempt to hide it from him. Incensed as any father would be, he plotted revenge. Sun-Tzu Liao, chancellor of the Capellan Confederation and Marik's putative son-in-law thanks to his betrothal to Marik's daughter, Isis, was eager to involve his realm.

In a surprise attack the armies of the Free Worlds League and the Capellan Confederation, heavily supported by mercenaries, stabbed deep into the Sarna March, the narrow portion of space that connected the Lyran Commonwealth and the Federated Suns. The area, whose defenses had been drawn off to bulwark the Clan border's porous lines, was quickly shattered. Old loyalties rose as worlds threw off the reins of any interstellar government and declared independence.

Victor Davion attempted to respond quickly, but there simply wasn't sufficient regiments in the Federated Suns-half of the Commonwealth to drive the Free Worlds and Capellan forces back out. He ordered up reinforcements from the Lyran half of the realm, taking the chance weakening the Clan border to pound the Marik and Liao forces. Before those orders could be implemented, however, the political aspect of Marik's attack struck.

Katherine Steiner-Davion, Victor's younger sister and regent of the Lyran half of the Federated Commonwealth, withdrew her half of the realm in denial of Victor's actions and to save it from Free Worlds aggression. She issued a call for all traditionally Lyran regiments to return home to the newborn Lyran Alliance. Many regiments in the path of the Marik-Liao advance heeded this call and withdrew before battle was joined.

Unable to call back the regiments from the Clan border, and weakened by defections, Victor had no choice but to sue for peace.

THE REFUSAL WAR

Even as the Federated Commonwealth shuddered beneath the attacks of the Free Worlds League and the Capellan Confederation, the Clans were in no position to capitalize on the opportunity.

Two political ideologies dominated the Clans: the Wardens and the Crusaders. Both groups used the writings of Aleksandr and Nicholas Kerensky to justify their beliefs. The Wardens believed the Clans were meant to protect the Inner Sphere, while the Crusaders believed they were meant to conquer it. The Crusaders had succeeded in forcing Operation REVIVAL and bringing the Clans to the Inner Sphere. The Wardens, however, celebrated the halting of the invasion forced by the Truce of Tukayyid, and their foremost voice—ilKhan Ulric Kerensky—controlled the Clans' path. The Crusaders forced a Trial on the ilKhan, trying to refute the Truce. Defeated politically, Ulric turned to another path. He challenged his attackers to a Trial of Refusal, claiming the whole of Clan Wolf to defend it. The Jade Falcons won the opportunity to enforce the Grand Council's will, and combat between the two Clans erupted across the occupation zones.

The Wolves and Falcons had a long history of enmity, and it showed in the combat. The ferocity of the Trials between the two Clans approached levels of savagery not seen since

the Pentagon wars that had caused the Clans to form in the first place. World by world, Star by Star, Wolf slew Falcon and Falcon slew Wolf. The Wolves split into three task forces, each fighting its won way into the Jade Falcon Occupation Zone.

Khan Natasha Kerensky, the Black Widow of Wolf's Dragoons, led the Wolves' Alpha Galaxy toward the cursed—at least by the Clans—world of Twycross, where she was killed even as the Wolves destroyed their Falcon opponents. Former ilKhan Ulric Kerensky led his Delta Galaxy toward the Falcon capital on Wotan, where he was killed by treachery. Khan Phelan Kell, scion of the Inner Sphere and son of Kell Hounds founder Morgan Kell, led his Beta Galaxy into the Lyran Alliance, pursued by the Falcons. On Morges they defeated the Falcon Gamma Galaxy, but their victory was too little, too late.

The Jade Falcons named the Wolves dead and Absorbed them, until a lone Wolf warrior, Vlad of the Ward Bloodhouse, emerged and challenged the decision. Slaying the Falcon saKhan, Vlad brought Clan Wolf back from the dead. In the Lyran Alliance, Khan Phelan Kell named his survivors Clan Wolf-in-Exile, and named them a Warden haven for any Wolf who chafed under the newly-Crusader Wolves of Vlad Ward.

THE SECOND STAR LEAGUE

In 3058 a Jade Falcon attack on the Lyran world of Coventry drew a massive response. Regiments from all the Successor States responded to calls for help, eventually helping to drive the Falcons offworld. The spirit of cooperation drove the Inner Sphere leaders to a radical idea. In a summit held on Tharkad and named for the final victory over the Falcons on Coventry, they brought about an amazing event: the reformation of the Star League, aligning all the Inner Sphere states against the Clans.

The Second Star League, as it came to be called, chose as its chief opponent Clan Smoke Jaguar. The League's strategists postulated that in order to get the Clans to take them seriously, they needed to fight on the Clans' terms. They declared a Clan Trial of Annihilation against the Jaguars, and set out to prosecute it. They formed two main task forces: Task Force Serpent and Task Force Bulldog.

Task Force Serpent, led by AFFC Marshal of the Armies Morgan Hasek-Davion, left the Inner Sphere to attack the Jaguar homeworld, Huntress, directly. Task Force Bulldog was much larger, and attacked the Smoke Jaguar Occupation Zone. Clan Nova Cat, who shared the Smoke Jaguars' zone, were suborned and came over to the Star League. The Jaguars collapsed under the attack, fleeing into the Periphery, with the Bulldog task force in pursuit, all the way to the Clan Homeworlds.

On Strana Mechty, the Clan capital world, having destroyed the Smoke Jaguars, the Star League challenged the Clans to a Trial of Refusal over the invasion, and won. All the Clans except the Wolves agreed to be bound to the decision, and the Star League established an embassy on Huntress. Anastasius Focht, Victor Davion and the rest of Task Force Bulldog began the long journey back to the Inner Sphere.

Although he was lauded as a hero of Star League, Victor Davion had an unpleasant surprise waiting for him: in his absence, his sister Katherine had usurped his throne on New Avalon and now ruled the entire former Federated Commonwealth. Without a home, Victor Davion entered ComStar as its new precentor martial.

THE ST. IVES WAR

At the end of the Fourth Succession War the St. Ives Commonality of the Capellan Confederation, led by Maximilian Liao's eldest daughter, Candace, seceded from the Confederation and allied itself with the Federated Suns. Sun-Tzu Liao, leader of the Confederation, never gave up on the dream of reclaiming all the worlds lost in the Fourth Succession War.

In 3058 his opportunity rose, and he used a series of rogue attacks and media manipulation to begin a war to reclaim the Compact. The combat was brutal and unconventional. Sabotage, guerrilla tactics and even chemical and nerve agent attacks were used, until in the end the Compact surrendered rather than be destroyed.

THE FIRST COMBINE-DOMINION WAR

The destruction of the Smoke Jaguars restored the lost pride of the Draconis Combine, both its people and its military. It also made many believe that the traditional values of the realm of the Dragon were the cause of the Jaguars' destruction, not the diversity and cooperation of the Star League. These radicals grew in power quietly amongst the DCMS and the Combine's peoples, until a flashpoint was reached when rogue regiments attacked the Clan Ghost Bear capital at Alshain.

The resulting war was short, brutal and sharp. Regiments and Clusters clashed on worlds all along the border, bringing conflict to the recently-reclaimed Combine worlds who were just getting used to being free of the Clans. Afraid it might ignite a general resumption of the invasion, the Combine agreed to a ritual combat on the contested world Courcheval. Though the Combine lost, the war was ended.

KEY CONFLICTS AND CAMPAIGNS

The Clan Invasion Era is easily the most action-packed and politically-charged era of BattleTech play. In the short span of a decade the Inner Sphere was more radically altered than ever before, and the introduction of the Clans changed the very face of the game. Players building games in the Clan Invasion have their choice of construction technology and high-profile action to reenact, and those who are founding role-playing campaigns have incredible events to place their games around in nearly any game year.

THE CLAN INVASION

The impact of the Clan juggernaut on the Inner Sphere cannot be overestimated. In two short years, the very face of warfare changed. Inner Sphere armies learned the value of advanced technologies and superior training, and thanks to the Outreach Accords, the first seeds of the resurrected Star League were planted.

3050 – Trellwan, Federated Commonwealth
Combatants: Federated Commonwealth, Clan Jade Falcon

The combat on Trellwan marked one of the earliest—and certainly the highest-profile—engagements between the invading Clans and the Armed Forces of the Federated Commonwealth. Victor Ian Steiner-Davion, scion of the two ruling Houses of the Federated Commonwealth, was a novice battalion commander in the Twelfth Donegal Guards defending the world. Though he fought well, Steiner-Davion was soon evacuated against his wishes to keep him from falling into Jade Falcon hands.

3050 – Turtle Bay, Draconis Combine
Combatants: Draconis Combine, Clan Smoke Jaguar

The Smoke Jaguar assault on Turtle Bay was swift and brutal, as befitted the Jaguars' method of warfare. The defenders, the Sixteenth Legion of Vega and *Sho-sa* Hohiro Kurita, heir to the Combine throne, were crushed almost immediately, and Hohiro was captured. It was only through the efforts of the yakuza that Hohiro was freed and smuggled off-world, though the Jaguars retaliated by obliterating the city of Edo from orbit.

3051 – Alyina, Federated Commonwealth
Combatants: Federated Commonwealth, Clan Jade Falcon

Alyina was one of the first worlds the Jade Falcons struck upon the resumption of their invasion, after having withdrawn to elect a new ilKhan after the death of the first war leader. Here Prince Victor Steiner-Davion's Tenth Lyran Guards, one of the first regiments trained in the tactics taught by the Dragoons on Outreach. Though the Guards fought well, the Falcons had also learned new tactics and drove the Guards off-world. A guerrilla campaign sprung up, aided by Kai Allard-Liao, who'd been left behind, presumed dead.

3051 – Rasalhague, Free Rasalhague Republic
Combatants: Free Rasalhague Republic, Clan Wolf

The capital of the young Free Rasalhague Republic had plenty of time to prepare for the onslaught of the Clans, but they didn't prepare for the speed and cunning of Clan Wolf, or the battlefield experience of Khan Natasha Kerensky, who'd returned from a half-century's experience with Wolf's Dragoons to lead her former comrades in battle against the Inner Sphere. A fierce battle of feint and counterfeint, the Wolves claimed Rasalhague in a matter of days.

3052 – Luthien, Draconis Combine
Combatants: Draconis Combine, Clan Smoke Jaguar and Clan Nova Cat

After the dual defeats dealt the Smoke Jaguars—first the death of ilKhan Leo Showers at Radstadt and then Theodore Kurita's defeat of a Jaguar invasion on the Combine planet Wolcott, the Jaguars and their Nova Cat allies made showing their supremacy over the Combine a priority. In a rare show of cooperation, both Clans attacked Luthien, the Combine capital. It was only through careful planning, skill and the assistance of mercenaries sent from the Federated Commonwealth that the Combine was victorious.

3052 – Tukayyid, Free Rasalhague Republic
Combatants: ComStar, the Clans

The battle on Tukayyid was the largest single conflict since they days of the Star League. More than twenty Galaxies of Clan OmniMechs faced more than fifty regiments of ComStar's veteran Com Guards. The two forces were fighting a proxy battle for Terra itself, the ultimate goal of the Clans' invasion and the baseworld for the vast ComStar organization. At the end of twenty days of combat, the Com Guards emerged victorious and halted the invasion for fifteen years.

THE MARIK-LIAO OFFENSIVE

With the Clan offensive halted by the Truce of Tukayyid, much of the Inner Sphere breathed a sigh of relief and returned to old hatreds. Though many of the Inner Sphere's leaders kept their focus on the Clan threat, their methods left much to be desired. Incensed by a botched intelligence plot, Captain-General Thomas Marik and Chancellor Sun-Tzu Liao launched a blitzkrieg into the Federated Commonwealth's Sarna March.

3057 – Liao, Federated Commonwealth
Combatants: Capellan Confederation, Federated Commonwealth

The ancestral homeworld of the Liao family had been taken in the Fourth Succession War, and few in the Confederation had forgotten this loss. When the Marik-Liao Offensive launched, the Capellans dropped all eight of the warrior house orders on the planet, overwhelming its defenders in a lightning assault. Within short order, as the rest of the Sarna March disintegrated into the so-called Chaos March, the Capellans reclaimed the homeworld of their founders.

3057 – Nanking, Federated Commonwealth
Combatants: Free Worlds League, Federated Commonwealth

Nanking hosts a production facility for Kallon Industries, but the conflict was more for Nanking's strategic place in the Sarna March. Although Free Worlds-sponsored mercenaries made early gains, the planet's defenders held out until a nearby militia regiment, the Woodstock Reserve, made planetfall. The arrival of the Reserve gave the AFFC defenders new hope, but reinforcements from nearby Marik mercenaries seemed to seal their fate until those new-arriving mercenaries were destroyed by sabotage.

3057 – Oliver, Federated Commonwealth
Combatants: Free Worlds League, Federated Commonwealth

Oliver was one of the worlds taken from the Free Worlds League during the Fourth Succession War, and was one of the primary targets of the resurgent Free Worlds League Military. Home to Brigadier Corporation, a BattleMech manufacturer, it deserved the attention of two frontline Marik regiments instead of the mercenaries many other planets received. Its Federated Commonwealth defenders fought hard, but could not defeat the assault and retreated in the face of their outnumbering attackers.

THE REFUSAL WAR

The Refusal War was the Inner Sphere's first contact with inter-Clan warfare, though this first exposure was far more violent than most Clan Trials. Trapped into a political challenge he could not win, ilKhan Ulric Kerensky maneuvered his opponents into open combat, pitting the whole of the Wolf Clan against the whole of the Jade Falcon Clan.

3057 – Wotan, Jade Falcon Occupation Zone
Combatants: Clan Wolf, Clan Jade Falcon

The conflict between Clan Wolf and Clan Jade Falcon flared on many worlds of the Jade Falcon Occupation Zone, but one axis of attack culminated on Wotan, where saKhan Vandervahn Chistu waited to face the former ilKhan, Star Colonel Ulric Kerensky. Kerensky, attacking what he believed one of the last few Jade Falcon holdouts, accepted an offer of single combat—but then died, when Chistu's forces attacked his Star with artillery weapons.

3057 – Morges, Federated Commonwealth
Combatants: Clan Jade Falcon, Clan Wolf

Even as the rest of the Wolf touman died fighting the Jade Falcons, saKhan Phelan Ward led his Beta Galaxy into the Lyran Alliance, where they faced the Jade Falcons' Vau Galaxy. After defeating the Falcons, and learning of the defeat of the rest of the Wolves, Ward—given back his surname Kell as a new Clan Bloodname—kept his Wolves in the Alliance as a new Clan Wolf-in-Exile.

OPERATION BULLDOG

In the wake of a Jade Falcon attack on Coventry, the Inner Sphere powers gathered on Tharkad and mad history: they agreed to reform the Star League, and reform the Star League Defense Force. Gathering their strength, and declaring the Clans their enemy, the Inner Sphere powers moved against the Smoke Jaguars, the most violent of the Clans, destroying them in their occupation zone and pursuing them to the Clan Homeworlds.

3059 – Luzerne, Clan Smoke Jaguar Occupation Zone
Combatants: Clan Smoke Jaguar, Star League Defense Force

Though most of the combat in the Smoke Jaguar Occupation Zone was fought in the SLDF's favor, thanks to the dual assets of surprise and overwhelming force, Luzerne turned out to be a tougher nut to crack. A heavier than expected Smoke Jaguar naval presence cost the SLDF forces more than they expected, and the follow-on ground forces had a more difficult fight than projected.

3059 – Matamoras, Draconis Combine
Combatants: Clan Smoke Jaguar, Draconis Combine

The Smoke Jaguars were not a Clan noted for defensive thinking; once they'd absorbed the first shock of the Inner Sphere's assault, several Clusters of Smoke Jaguars counterattacked into the Draconis Combine, hoping to draw pressure off their occupation zone and halt the Star League invasion. The SLDF, though, had planned for this counterattack—and while Matamoras was more exposed than many had hoped, it's citizenry had been preparing for a renewed Clan invasion for almost a decade. Here, as in other places, the Smoke Jaguar attackers were all but swallowed up.

3059-3060 – Huntress, Clan Homeworlds
Combatants: Star League Defense Force, Clan Smoke Jaguar

Along with the combined assault on the occupation zone, the SLDF assembled a multinational task force and launched it on a deep raid at the Smoke Jaguar homeworld, Huntress. Led by Morgan Hasek-Davion, hero of the Fourth Succession War, Task Force Serpent succeeded in capturing Huntress and dismantling the Jaguars' industry, though it was nearly destroyed when the Jaguars' remnant arrived back and attacked them. Only the timely arrival of Task Force Bulldog saved them.

3060 – Strana Mechty, Clan Homeworlds
Combatants: Star League Defense Force, the Clans

The ultimate goal of the Star League Defense Force was to halt the Clan invasion and bring peace to the Inner Sphere. After the victory at Huntress, the SLDF pursued the last Smoke Jaguars to Strana Mechty, capital of the Clans, and demanded a Trial of Refusal concerning the invasion. The SDLF won this Trial, halting the invasion begun with Operation REVIVAL, thought both the Jade Falcons and the Wolves refused to be bound by this decision.

THE ST. IVES WAR

Even as the Star League, of which Sun-Tzu Liao had been appointed First Lord, was dismantling the Smoke Jaguars, the chancellor of the Capellan Confederation was looking to his nation's own interests. The breakaway St. Ives Compact, formerly the St. Ives Commonality, had left the Confederation at the end of the Fourth Succession War. With most of the Inner Sphere's attention focused on the Clans, Sun-Tzu put plans into action to reclaim the lost commonality.

3060 – Denbar, St. Ives Compact
Combatants: St. Ives Compact, Capellan Confederation

As events on Hustaing forced the Confederation and the Compact into open warfare, Denbar became one of the many battlegrounds of that conflict, as the Blackwind Lancers and the

new-formed Hustaing Warriors battled against each other for control of the world. The battles on both sides were personal—the actions of a rogue Lancers battalion on Hustaing had touched off the entire conflict.

3060-61 – Nashuar, St. Ives Compact
Combatants: St. Ives Compact, Capellan Confederation

Nashuar first hosted Star League peacekeepers during the conflict, but tensions soon rose and the Star League peacekeepers were quickly replaced with regular Capellan regiments. Over the rest of the conflict Nashuar became a meatgrinder world, where units were fed in against fresh units hoping to break the stalemate. By the end of the conflict, Nashuar had become so devastated they declared their own cease-fire to wait out the campaign.

3061 – St. Ives, St. Ives Compact
Combatants: St. Ives Compact, Capellan Confederation

As the capital of the Compact, St. Ives was the lynchpin of the entire campaign. Although it was heavily-garrisoned, a combination of heavy conventional fighting and the terror of the Black May nerve gas attacks perpetrated by Thuggee agents, took its toll. The final Compact withdrawal from St. Ives was the last straw in the realm's existence—Duchess Candace Liao soon sued for adjudicated peace for her people, and allowed the Compact to be reabsorbed into the Confederation.

THE FIRST COMBINE-DOMINION WAR

Although the Star League had cooperated to destroy the Smoke Jaguars and the Nova Cats had joined the Inner Sphere, erasing the former occupation zone, many in the Draconis Combine's more reactionary sects ached to reclaim the worlds lost to the Ghost Bears, as well. Many questioned why the Star League, having established its legitimacy, did not immediately move to eject the rest of the Clans. Tired of waiting, the Black Dragon Society, the Combine's most reactionary group, maneuvered the realm into war against the Ghost Bears.

3062 – Alshain, Ghost Bear Dominion
Combatants: Clan Ghost Bear, Draconis Combine

Of all the regiments of the DCMS, the Alshain Avengers were most dedicated to recapturing the worlds of the lost Alshain Military District. All three regiments went rogue, and though one was stopped the other two attacked the Ghost Bear capital at Alshain. The Ghost Bears, who had sat out much of the recent fighting, were perhaps the strongest Clan in the Inner Sphere; they annihilated the attacking force, and then declared war on the Combine.

3062 – Courcheval, Draconis Combine
Combatants: Clan Ghost Bear, Draconis Combine

With rogue elements of the AFFS attacking the underbelly of his realm, and his honor at stake with so many units going rogue, Coordinator Theodore Kurita needed to finish the conflict with the Ghost Bears as quickly as possible. He arranged for a final combat between the two sides on the world of Courcheval, a sort of honor duel that would decide who would keep Courcheval and end the war. The Ghost Bears won, claiming the world and, their honor sated, retreated back behind the borders of their Inner Sphere Dominion.

FACTIONAL OVERVIEW: CLAN INVASION ERA

The Clan Invasion changed the very face of the Inner Sphere in ways that no one had even imagined were possible before the Fourth Succession War. Hanse Davion's assault into the Capellan Confederation should have warned the strategists of the Inner Sphere that rapid change was possible, but not even the most outrageous theorists ever imagined the Clans. With incredibly advanced technology, unmatched martial skills and the resolve of a glacier, the Clans steamrolled the veteran armies of the Federated Commonwealth and the Draconis Combine, and all but swallowed the still-young Free Rasalhague Republic whole.

SPECIAL ALLIANCES AND ENMITIES

The Clan Invasion Era spawned more alliances and shared agendas than any other era in history. Beginning with the coalitions among the Clans—the political philosophies defined as Warden and Crusader—that launched Operation REVIVAL, and leading to the short-lived alliance between ComStar and the Clans, the general agreements founded on Outreach in 3051, the détente between the Draconis Combine and the Federated Commonwealth in the face of the Clans, the Marik-Liao agreements that culminated in Operation GUERRERO, the resumption of the Star League and the many small deals that brokered wars and peace alike, people seemed to always build alliances.

The Clan Invasion also saw the end of several alliances, as well. The Federated Commonwealth, the great experiment founded in the Fourth Succession War, failed under the duress of the Marik-Liao Offensive. The Clans finally drove a final wedge in the Third Succession War-era Concord of Kapetyn, when the Draconis Combine ignored all other matters to face the Clans. The same Marik-Liao alliance that shattered the Federated Commonwealth itself collapsed when the engagement of Isis Marik and Sun-Tzu Liao fell apart during the St. Ives reconquest. At the same time, the Capellans fostered closer ties with the Periphery realms nearest it, the Taurian Concordat and the Magistracy of Canopus.

In the Periphery more alliances rose and fell. Magestrix Emma Centrella of Canopus tried to build a pan-Periphery alliance against the looming Clan threat, though few responded. One who did was Protector Jeffrey Calderon of the Taurian Concordat, who worked with her to build the Treaty of Taurus, a mutual-cooperation pact between the two Periphery realms that led to a massive new colonization effort.

The schism in ComStar that led to the formation of the Word of Blake also led to strange bedfellows; the Word, ejected from Terra and distrusted by almost every Successor State, found safe haven in the Free Worlds League. ComStar, suddenly faced with becoming a secular organization and rebuilding the trust it had lost during the Clan Invasion, built every alliance it could.

SPECIAL RULE: CLAN HONOR

When the Clan Invasion of the Inner Sphere began, Clan warriors and their technology held an overwhelming advantage across many battles. Yet, to achieve that technological and training edge in their resource poor homeworlds, the Clans had come to ritualize warfare as a means of minimizing waste while still facilitating combat. This created the tenets of Clan honor, particularly the pre-battle practice of bidding and the dueling practice known as *zellbrigen*.

Bidding

Bidding is a competitive practice within each Clan wherein the prospective leaders in a battle to take an objective bid to do so with the least amount of force. Against Inner Sphere opponents, it became common for Clan commanders to bid forces as low as half their enemy's number, as the Clans' superior technology and training made them more than twice the equal of any "Spheroid" opponent. Competing Clan officers who felt they could do better would occasionally go below this minimum strength—known as the "cutdown"—to win the right to lead the charge and reap greater honor upon their victories.

While the Inner Sphere's tactics in the Clan Invasion eventually weakened this tradition, players can still reflect this practice in their games by reducing the sizes of any force built using a Clan faction army list when fighting an Inner Sphere opponent. If multiple players are running the Clan force, they may even mirror the bidding practice more closely by declaring how many units they believe they can win the scenario with, with the player who chooses the smallest number winning "command" in the battle. To accomplish this, the Inner Sphere player must indicate the size of his force (but not its composition), leaving the "Clanners" to their bidding war.

This bid winner is committed to lead the fight with the lowest number of units he bid, but he gets the honor of rolling all Initiatives for his side and choosing all of the units for the Clan force that will be deployed under his command. Of these units, the bid winner must select one to represent himself, while the player with the next lowest bid must select another of the units as his own ride.

Bidding and Gameplay: The scenario is then fought out normally, but if the bid winner's designated unit is destroyed or crippled, the player who had the second lowest bid may choose to bring in reinforcements to bring the total Clan force—including all destroyed or defeated units—up to his last bid amount. These reinforcements are chosen from the same army list used by the bid winner, but are chosen by the second-lowest bidder. They will then arrive from the Clan players' home edge during the Movement Phase of the following turn.

If the second-lowest bidder is destroyed or crippled before the bidding winner, these reinforcements may not enter, nor may reinforcements from any other Clan players after the second-lowest bidder.

Bidding and Rewards: If the players are using any form of scoring system—including Warchest points—in a battle where bidding takes place and the Clan side wins, the Clan player may add 5 percent to his winnings for every 10 full percent of units his force numbers *below* that of the opposing force (to a maximum reward bonus of +50 percent). If the Clan force outnumbers its opposition in a scenario where bidding is in play, however, any reward for victory is automatically reduced by 25 percent. The ratio of Clan forces is based on the number of units committed to the scenario by the time it ends.

In a scenario that pits a force from Clan Jade Falcon, played by Ben and Paul, against a force from House Steiner, played by Bill and Mike, the Clan officers have decided to use bidding to determine who will command the attack. All players involved have chosen to use the army lists provided in this book, which would give the Falcons up to 10 units to choose from, while the Steiners have a full company of 12 ready to go.

Ben, performing his best Jade Falcon imitation, proclaims to the Inner Sphere opponents:

"I am Ben of Clan Jade Falcon! What forces does House Steiner have to stand against our awesome might?"

After the snickering dies down, Bill speaks for the Steiner force, and states that they have a company (12 'Mechs). Ben then nods, thanks Bill, turns to Paul, and bids that he can defeat these "Spheroid surats" with 8 BattleMechs. Paul scoffs (he's doing his best Jade Falcon impression as well), and declares that he can defeat these "Steiner scum" with 5 'Mechs. Ben—who's probably played against Bill before—won't match that, so command of the Falcon force will go to Paul.

And Paul must *fight using 5 'Mechs, against Bill's 12. Paul will select the 5 'Mechs deployed from the Jade Falcon army list, and will be making all Initiative rolls for the Jade Falcon team during the scenario. He chooses one of these—a* Masakari *(*Warhawk*) Prime—to serve as his command unit. Ben chooses a* Thor *(*Summoner*) Prime as his machine.*

If Paul's Masakari *is destroyed before the scenario ends, and Ben's* Thor *is still in play, Ben may elect to call in up to 3 more units to reinforce the Clan side (Paul's 5 + Ben's 3 = Ben's last bid of 8).*

This scenario rewards 1,000 WP to its victors. If the Falcons win the scenario with Paul's numbers, which are 42% of the Steiners' force numbers (5 ÷ 12 = 0.4167), the Clan force will collect an additional 25 percent of the Warchest reward, because Paul has bid down at least 50% from his opponent's force size (but not as much as 60%; 100% – 42% = 58%; 5% reward bonus x 5 increments of 10% below the enemy force = 25% bonus). Victory by Paul thus equates to a 1,250 WP reward.

If Paul is beaten, but Ben wins instead with his 3 reinforcement units, the additional reward bonus drops to 15%, because Ben's force of 8 'Mechs is about 67% of the Steiner force, meaning it comes only 3 increments of 10% below the enemy's numbers (100% – 67% = 33%; 5% reward bonus x 3 increments of 10% below the enemy force = 15% bonus). Ben's victory will thus only win the Clan force 1,150 WP.

Zellbrigen

In addition to bidding, which reaps honor for Clan commanders, the Clans also developed a set of personal honor rules, which are best demonstrated by the concept of *zellbrigen*. *Zellbrigen* is nothing less than the notion of choosing a single opponent to defeat and doing so one-on-

one, targeting no other unit until the duel is finished. Many Clans demonstrate varying degrees of adherence to *zellbrigen*, which generally broke down against Inner Sphere opponents by the end of the Clan Invasion era.

The following rules demonstrate the how the core concepts of *zellbrigen* should be played out in *Alpha Strike* games, but it should be noted that they apply only to forces built using Clan army lists. Inner Sphere forces are under no obligation to honor the Clan dueling tradition, but as doing so tends to prevent technologically superior Clan machines from massing fire on a single opponent, many "Spheroids" have humored the Clans to try and control the potential damage.

Declaring a Challenge: Only a Clan unit that is not already engaged with an active opponent may declare a new target under *zellbrigen*. Declaring a target occurs in the Combat Phase, and is delivered at the same time as a weapon attack. Technically speaking, Clan units consider the highest level of honor in choosing an opponent that is equal to or better than itself, so there is less honor in an assault 'Mech challenging, say, a conventional infantry unit. If no other target is present to choose from except for one that is inferior in some way, the Clan unit may choose that target or wait for a better, more honorable alternative.

Voiding a Challenge: A duel is voided if a duelist evades its challenger for 3 consecutive turns, or receives assistance from any allied unit even one time while the duel is still taking place. To evade a challenger under these rules, the duelist must willfully break LoS with its challenger, or move beyond the challenger's weapons range. To receive assistance, another unit on the duelist's side must attack its challenger or the challenger must be struck by area-effect weapons fired by its opponent's side.

Once a duel is voided, the challenger may choose another target, or call in its own assistance to bring down its chosen opponent.

Voiding *Zellbrigen*: If *zellbrigen* duels are voided repeatedly by any party in a scenario, the Clan player using *zellbrigen* may declare the entire opposing force "*dezgra*" (disgraced), and release all Clan units from the rules of engagement. If bidding rules are in play (see *Bidding*, p. 133), the Clan player may even call in the reinforcements of the second-lowest bidder to help finish off a disgraced opponent (if they have not already been called in).

Maximum *Zellbrigen*: At the strictest level of *zellbrigen*, Clan MechWarriors (but not vehicle crews or infantry) will refuse to engage in physical combat, and thus may not execute physical attacks in any scenario where *zellbrigen* is in play. Furthermore, at the strictest levels of *zelbrigen*, Clan warriors of all types will not retreat, and thus may ignore the usual Forced Withdrawal rules.

Maximum *zellbrigen* was rare even in the Clan Invasion, but not unheard of. In general, it was practiced mostly by Clans Jade Falcon and Smoke Jaguar against non-mercenary opponents from the Inner Sphere, or by all Clans when fighting against one another. Players using these rules therefore do not need to follow "maximum *zell*" if they do not wish to do so.

CLAN INVASION: HOUSE LIAO COMPANY (168 PV)

COMMAND LANCE	Unit Type	Size	Move	Damage (S/M/L)	OV	Arm/Str	PV	Specials
	AWS-9M Awesome	4	8"	4/4/3	1	8/4	18	
	MR-V2 Cerberus	4	8"	6/6/3	0	7/4	20	AMS
	EMP-6A Emperor	4	6"j	4/4/2	1	9/4	20	FLK1/1/1, CASE
	CPLT-C1 Catapult	3	8"j	2/3/2	1	5/5	14	LRM 1/1/1, IF1

BATTLE LANCE	Unit Type	Size	Move	Damage (S/M/L)	OV	Arm/Str	PV	Specials
	HUR-WO-R4L Huron Warrior	2	10"	2/3/3	0	5/2	15	
	THR-1L Thunder	3	10"	5/5/1	0	7/3	15	AC2/2/0, CASE
	CTF-3L Cataphract	3	10"	3/3/2	0	6/3	15	FLK1/1/1
	VND-3L Vindicator	2	8"j	2/2/2	0	5/4	11	CASE

PURSUIT LANCE	Unit Type	Size	Move	Damage (S/M/L)	OV	Arm/Str	PV	Specials
	CDA-3F Cicada	2	16"j	2/2/1	0	4/2	13	ENE
	CLNT-2-3U Clint	2	12"j	2/2/1	1	2/3	11	ENE
	RVN-3L Raven	1	12"	2/2/0	0	3/2	7	CASE, ECM, PRB, RCN, TAG, SNARC
	JA-KL-1532 Jackal	1	14"	1/1/1	1	3/1	9	AMS

CLAN INVASION: HOUSE KURITA COMPANY (160 PV)

	Unit Type	Size	Move	Damage (S/M/L)	OV	Arm/Str	PV	Specials
FIRE LANCE	AS7-K Atlas	4	6"	3/3/3	2	10/4	22	IF1, OVL, CASE, AMS
	APL-1M Apollo	2	8"	2/3/3	0	6/5	12	IF2
	THG-11E Thug	4	8"	4/4/2	0	8/6	16	SRM 2/2, CASE
	HTM-27T Hatamoto-Chi	4	8"	3/3/2	1	8/6	16	SRM 1/1, CASE

	Unit Type	Size	Move	Damage (S/M/L)	OV	Arm/Str	PV	Specials
CAVALRY LANCE	DRG-5K Grand Dragon	3	12"	2/3/2	0	5/3	14	IF1, CASE
	DRG-5K Grand Dragon	3	12"	2/3/2	0	5/3	14	IF1, CASE
	DAI-01 Daikyu	3	10"	3/4/3	0	6/3	16	CASE
	LNC25-01 Lancelot	3	12"	3/3/1	1	5/3	14	ENE

	Unit Type	Size	Move	Damage (S/M/L)	OV	Arm/Str	PV	Specials
PURSUIT LANCE	DMO-1K Daimyo	2	10"	3/3/1	0	4/3	11	
	PNT-10K Panther	1	8"j	2/2/1	0	3/3	8	CASE
	JR7-K Jenner	1	14"/6"j	2/2/0	1	2/3	9	CASE
	MON-66 Mongoose	1	16"	2/2/0	0	3/2	8	ENE, PRB, RCN

CLAN INVASION: HOUSE DAVION COMPANY (158 PV)

COMMAND LANCE	Unit Type	Size	Move	Damage (S/M/L)	OV	Arm/Str	PV	Specials
	AS7-RS Atlas	4	6"	3/4/1	1	10/8	18	IF1
	GUN-1ERD Gunslinger	4	6"/2"j	5/5/3	0	8/4	23	ECM, PRB, RCN
	BL-6-KNT Black Knight	3	8"	3/3/1	2	7/6	16	ENE, PRB, RCN
	JM6-DG JagerMech	3	8"	4/4/3	0	4/3	16	CASE

STRIKER LANCE	Unit Type	Size	Move	Damage (S/M/L)	OV	Arm/Str	PV	Specials
	CLNT-2-3U Clint	2	12"j	2/2/1	1	2/3	11	ENE
	DV-7D Dervish	2	10"j	3/3/2	0	5/5	14	LRM 1/1/1, IF1, CASE
	HCT-5S Hatchetman	2	8"j	2/2/1	1	5/2	10	FLK1/1/1, CASE, MEL
	ENF-5D Enforcer	2	10"j	2/2/2	0	5/2	13	FLK1/1/1, CASE

PURSUIT LANCE	Unit Type	Size	Move	Damage (S/M/L)	OV	Arm/Str	PV	Specials
	CN9-D Centurion	2	12"	2/2/2	0	5/2	11	FLK1/1/1, IF1, CASE
	SCB-9A Scarabus	1	20"	2/1/0	0	3/1	8	ENE, ECM, TAG, MEL
	STH-1D Stealth	2	18"/14"j	3/3/0	0	5/2	12	PRB, RCN
	JVN-10P Javelin	1	12"j	2/2/0	0	2/3	6	

CLAN INVASION: HOUSE STEINER COMPANY (159 PV)

ASSAULT LANCE	Unit Type	Size	Move	Damage (S/M/L)	OV	Arm/Str	PV	Specials
	BNC-5S Banshee	4	8"	4/4/4	1	8/4	21	
	ZEU-9S Zeus	4	8"	3/4/3	0	7/6	16	IF1, CASE
	STK-5S Stalker	4	6"	3/3/2	4	7/4	14	IF1, CASE, AMS
	PPR-5S Salamander	4	8"	3/5/4	0	8/4	18	LRM 2/3/4, IF4, CASE

CAVALRY LANCE	Unit Type	Size	Move	Damage (S/M/L)	OV	Arm/Str	PV	Specials
	FLC-8R Falconer	3	10"j	3/4/3	1	6/3	22	
	BH-K305 Battle Hawk	1	10"j	3/3/0	0	3/1	8	AMS
	BSW-X1 Bushwacker	2	10"	3/3/2	0	5/3	12	AC1/1/0, IF1, CASE
	BZK-F3 Hollander	1	10"	2/2/2	0	2/3	10	

PURSUIT LANCE	Unit Type	Size	Move	Damage (S/M/L)	OV	Arm/Str	PV	Specials
	NGS-4S Nightsky	2	12"j	3/3/0	0	5/2	12	ENE, MEL
	VT-5S Vulcan	2	16"/12"j	2/2/1	0	3/2	9	CASE
	WLF-2 Wolfhound	1	12"	3/3/1	0	4/3	11	ENE
	COM-5S Commando	1	12"	2/2/0	0	2/2	6	CASE

CLAN INVASION: HOUSE MARIK COMPANY (164 PV)

	Unit Type	Size	Move	Damage (S/M/L)	OV	Arm/Str	PV	Specials
GUARD LANCE	ON1-M Orion	3	8"	3/4/2	0	7/3	14	LRM 1/1/1, FLK1/1/1, IF1, CASE, SNARC
	GLT-5M Guillotine	3	8"j	4/4/1	0	6/6	15	CASE
	HRC-LS-9000 Hercules	3	10"	3/3/2	0	7/3	16	FLK1/1/1, AMS
	HMR-3C Hammer	1	10"	4/4/1	0	3/3	10	

	Unit Type	Size	Move	Damage (S/M/L)	OV	Arm/Str	PV	Specials
FIRE LANCE	ALB-3U Albatross	4	8"	4/4/3	2	7/4	17	FLK1/1/1, IF1, CASE
	AWS-9M Awesome	4	8"	4/4/3	1	8/4	18	
	TMP-3M Tempest	3	8"j	5/5/2	0	7/3	18	
	HER-5S Hermes II	2	12"	2/2/1	0	4/3	9	

	Unit Type	Size	Move	Damage (S/M/L)	OV	Arm/Str	PV	Specials
STRIKER LANCE	TR1 Wraith	2	14"j	3/3/0	0	5/3	13	ENE
	ZPH-1 Tarantula	1	16"j	2/2/0	0	2/1	7	
	ANV-3M Anvil	3	10"/4"j	3/3/0	0	5/5	14	ENE, ECM
	TBT-7M Trebuchet	2	10"j	3/3/2	0	4/2	13	LRM 1/1/1, IF1, CASE, SNARC

CLAN INVASION: CLAN JADE FALCON BINARY (224 PV)

	Unit Type	Size	Move	Damage (S/M/L)	OV	Arm/Str	PV	Specials
BATTLE STAR	Gladiator (Executioner) B	4	10"/8"j	5/5/2	0	9/5	29	CASE, OMNI, AMS
	Mad Cat (Timber Wolf) A	3	10"	7/7/3	1	8/4	29	CASE, OMNI
	Thor (Summoner) Prime	3	10"j	4/4/4	0	6/4	23	FLK1/1/1, IF1, CASE, OMNI
	Cauldron Born (Ebon Jaguar) D	3	10"	5/5/4	1	6/4	22	CASE, OMNI
	Vulture (Mad Dog) Prime	3	10"	4/4/4	2	5/3	24	LRM 1/1/2, IF2, CASE, OMNI

	Unit Type	Size	Move	Damage (S/M/L)	OV	Arm/Str	PV	Specials
STRIKE STAR	Black Lanner Prime	2	18"	3/3/2	1	5/3	23	IF1, CASE, ECM, OMNI
	Loki (Hellbringer) Prime	3	10"	4/4/2	3	4/4	27	OVL, CASE, ECM, PRB, RCN, OMNI, AMS
	Black Hawk (Nova) A	2	10"j	3/3/3	1	5/3	24	CASE, OMNI, AMS
	Uller (Kit Fox) Prime	1	12"	3/3/2	0	3/2	11	CASE, OMNI
	Hankyu (Arctic Cheetah) Prime	1	16"/8"j	3/2/1	0	3/2	11	IF1, CASE, ECM, PRB, RCN, OMNI, TAG

CLAN INVASION: CLAN WOLF BINARY (225 PV)

	Unit Type	Size	Move	Damage (S/M/L)	OV	Arm/Str	PV	Specials
BATTLE STAR	Daishi (Dire Wolf) A	4	6"	7/8/5	0	10/5	29	CASE, OMNI, AMS
	Gladiator (Executioner) Prime	4	10"/8"j	4/4/4	0	9/5	27	CASE, OMNI
	Kingfisher Prime	4	8"	6/6/3	1	9/7	24	IF1, CASE, OMNI
	Loki (Hellbringer) Prime	3	10"	4/4/2	3	4/4	27	OVL, CASE, ECM, PRB, RCN, OMNI, AMS
	Man O' War (Gargoyle) A	4	10"	4/4/3	3	7/4	27	OVL, ENE, OMNI

	Unit Type	Size	Move	Damage (S/M/L)	OV	Arm/Str	PV	Specials
CAVALRY STAR	Mad Cat (Timber Wolf) Prime	3	10"	5/5/4	1	8/4	27	LRM 1/1/2, IF2, CASE, OMNI
	Dragonfly (Viper) Prime	2	16"j	3/3/0	0	4/2	15	CASE, OMNI, AMS
	Ryoken (Stormcrow) C	2	12"	4/4/2	0	6/3	19	FLK1/1/1, CASE, OMNI
	Fenris (Ice Ferret) Prime	2	16"	3/3/2	0	5/2	17	CASE, PRB, RCN, OMNI
	Dasher (Fire Moth) Prime	1	26"	3/3/0	0	1/1	13	SRM 1/1, CASE, OMNI

THE BATTLETECH UNIVERSE

Devlin Stone, in his custom Atlas II, *leaves a destroyed Word of Blake Arcangel in his wake.*

Welcome to the Inner Sphere, thousands of planets colonized by humankind. Once, it was united under the Star League, but for three hundred, the Sphere was consumed by savage wars. Until a new enemy appeared—the Clans.

Powerful, ruthless, and bred for combat, the Clans struck hard, overwhelming world after world in a blitzkrieg unlike any other. In the spirit of the Star League, ancient enemies reunited, forming the second Star League to halt the Clan advance.

But the victory was short-lived. Old rivalries quickly returned, and soon war raged across the Inner Sphere anew. Armies once again vie for dominance on countless battlefields, fighting for House and Clan, with the MechWarriors leading the charge.

It is a universe at war.

A HISTORY OF WAR

The history of the *BattleTech* universe spans over a thousand years and covers the rise, fall, and rebirth of many empires, heroes, and villains. The following overview represents a highly simplified version of this deep history.

COLONIZING THE STARS

At the beginning of the twenty-first century, two men—Thomas Kearny and Takayoshi Fuchida—discovered the principles behind faster-than-light travel. Although no one believed them at first, less than a century later, the Kearny-Fuchida drive finally helped humankind take its place among the distant stars with the first extra-solar colony established on the world of New Earth in 2116. Within another one hundred years, the human sphere of influence included six hundred extra-solar colonies, all founded within 120 light-years of Terra.

In 2236, several colony worlds—chafing under an increasingly restrictive Terran Alliance—launched a rebellion against their homeworld government. In response to this so-called Outer Reaches Rebellion, the Terran Alliance government suddenly severed all ties to its colonies beyond a thirty light-year radius, whether such worlds wanted independence or not. As "Mother Terra" drew inward, new alliances formed among the distant colonies, desperate to survive in a universe void of Terran trade and Terran security. These alliances eventually formed the five states of the Inner Sphere: the Capellan Confederation, the Draconis Combine, the Federated Suns, the Free Worlds League, and the Lyran Commonwealth.

THE AGE OF WAR

In the year 2398, the Capellan Confederation declared war against the Free Worlds League over the world of Andurien and its neighboring systems. Soon afterward, conflict spread out across human-occupied space as the other interstellar alliances and empires fell upon one another in a savage series of wars. This period of constant fighting—spanning nearly two centuries and hundreds of worlds—saw the creation of the first BattleMechs and the birth of the Ares Conventions.

The BattleMech, invented by the Terran Hegemony in 2439, would soon become the ultimate weapon in conventional ground warfare, blending superior mobility, resilience, adaptability, and firepower in a single package piloted by an individual warrior. After its proven trial by fire in 2443, the technology quickly spread to the other realms of the Inner Sphere, revolutionizing the face of modern warfare.

Equally significant were the Ares Conventions. First proposed by Capellan Chancellor Aleisha Liao, the Conventions were an interstellar agreement to limit warfare and avoid the horrors of mutually assured destruction across entire worlds. Unfortunately, while their spirit would survive even into the thirty-first century, the Ares Conventions also legitimized the concept of resolving political and economic disputes through war by establishing rules for "limited warfare".

By the time the Age of War ended in 2571, warfare had been so revolutionized by the BattleMech and the Ares Conventions that conflicts now resembled personal duels or chess matches more than full-on bloodshed.

THE STAR LEAGUE

Also referred to as the Golden Age of Humankind, the first Star League era began when the five Great Houses of the Inner Sphere joined with House Cameron—lords of the Terran Hegemony—to create the Star League in 2571. The result of brilliant diplomacy and military cunning, the Star League unified the six largest states of the Inner Sphere in a single confederacy of nations. But while the Star League ended war between the Great Houses, its first order of business upon its formation was to declare war on the Periphery realms that held out against the alliance.

Driven by the ideal of bringing all of humanity under one rule, the Star League launched the Reunification War against the Periphery realms. Ultimately victorious, the Star League reigned over all worlds without contest for over two hundred years. Under the leadership of the Cameron family, and the ever-watchful protection of the Star League Defense Force, the Star League ushered in a time of relative peace and prosperity—a pinnacle of human civilization.

But like all great empires, the Star League was destined to fall…

THE SUCCESSION WARS

In 2766, Stefan Amaris, lord of the Rim Worlds Republic—then largest of all the Periphery states—killed the young First Lord Richard Cameron and his family in a bloody coup years in the making. Having lured the trusting SLDF away from Terra to quell a sudden Periphery-wide revolt, the Rim Worlds troops swiftly seized and shattered the Terran Hegemony, ultimately forcing the Star League's commanding general, Aleksandr Kerensky, to fight a long and bloody war of liberation. Though ultimately victorious some seven years later, Kerensky saw the League he fought for torn asunder by the surviving House Lords—each of whom claimed the right to take the throne left vacant by the lost Cameron family.

Desperate to avoid the coming conflicts, Kerensky led the bulk of the Star League Defense Force to parts unknown—and, in so doing, left the Inner Sphere to almost three hundred years of constant warfare.

The Succession Wars, as they came to be known, effectively threw the Ares Conventions into the fire as the Houses tore into each other with every weapon in their arsenal. Whole worlds were wiped out by chemical, nuclear, and biological weapons, while JumpShips and factories of every kind were targeted in a bid to destroy the enemy's infrastructure. Technology vital for the survival of interstellar empires became nearly irreplaceable as the specialized factories and parts were quickly lost, forcing a return to the kind of low-intensity warfare espoused by the nearly forgotten Ares Conventions.

This change left the Inner Sphere in a virtual stalemate until Houses Steiner and Davion allied in 3028 and launched the devastating Fourth Succession War that nearly ripped the Capellan Confederation in two. By 3030, a single mighty empire—led by the marriage of Steiner and Davion rulers—united almost half of the Inner Sphere under its banner, and though they met defeat when trying to conquer the Draconis Combine in 3039, an eventual Steiner-Davion conquest of the entire Inner Sphere seemed all but assured.

Until, in the waning days of the 3040s, a new enemy appeared…

THE CLAN INVASION

After centuries in exile, the descendants of Aleksandr Kerensky's long-departed SLDF forces returned to the Inner Sphere with a vengeance. Tearing their way through the Periphery in 3048, the warriors of the Clans—with their strange customs, advanced BattleMechs, and battle-armored infantry—were at first seen by the people of the Inner Sphere as alien invaders. Their attacking forces smashed through the front-line troops of the Federated Commonwealth and the Draconis Combine alike, and nearly destroyed the newborn Free Rasalhague Republic that lay between them. It took unprecedented cooperation between the Great Houses and the might of ComStar's army to halt the invasion in 3052, but at a terrible price.

The Clan Invasion sparked a surge in the technological renaissance that had only just begun in the Inner Sphere. Within a few years, the threatened nations of the Inner Sphere had pushed military production and sophistication to near-Star League levels, and even mighty WarShips—lost since the early years of the Succession Wars—once more flew under the banners of the Great Houses.

Unfortunately, ComStar's victory against the Clans at Tukayyid had only bought a fifteen-year truce, and in the effective absence of a mutual threat, the realms of the Inner Sphere once more turned envious eyes upon each other. Even as some leaders worked tirelessly toward a more lasting end to the Clan threat, the machinations of others divided the Federated Commonwealth in two and ignited the worlds around Terra in war.

CIVIL WAR ERA

In 3060, the Successor States and ComStar re-formed the Star League in an effort to destroy the Clan threat once and for all. The allied forces, united under a new Star League Defense Force, combined to destroy the Smoke Jaguar Clan, effectively shattering the head of the Clans' militant Crusader faction. But as the allies won a formal end to the Clan invasion, tensions mounted at home between the sundered Federated Commonwealth states, while a resurgent Capellan Confederation launched its own campaign to reclaim many of its long lost territories.

The FedCom Civil War finally erupted in 3062 and raged until early 3067, savaging two founding members of the reborn Star League—the Federated Suns and the Lyran Alliance—while igniting several other conflicts in their bordering nations as well. In the aftermath of the conflict, Houses Davion and Steiner stood once more apart, their realms battered. Although some dared look to a bright future in the hopes that the new Star League would finally contain war throughout the Inner Sphere, others saw a reborn League that had stood idly by as its member states nearly destroyed one another.

On the eve of the Star League conference in November of 3067, the future of the Inner Sphere hung in the balance.

THE WORD OF BLAKE JIHAD

At the Star League conference in 3067, the leaders of the Capellan Confederation, Federated Suns, and Lyran Alliance shocked their fellow House Lords by declaring the new Star League a failure and pulling out of the alliance. The Star League's supporters reacted with universal dismay, but one—the Word of Blake—took this event hardest of all.

Formed in 3052, after the Clans' defeat at Tukayyid, the Word of Blake represented the fanatical, quasi-religious factions that left ComStar when its new leadership moved for a more secular and open relationship with the Inner Sphere. Though seen as radicals and often derided by their former ComStar brethren, the Word of Blake built its strength quickly, seizing Terra from ComStar in 3058 and gradually expanding its influence throughout the Periphery, Free Worlds League, and the abandoned worlds near Terra. By 3064, the Word had won probationary membership in the new Star League, and anticipated their full membership in 3067 as the realization of a great prophecy.

When instead the Star League disbanded, the most radical elements in the Word of Blake launched a string of attacks that inadvertently ignited a war across the entire Inner Sphere—a holy war of immense proportions. In just a few short months, the Word's disastrous efforts to force the Star League to re-form at gunpoint unleashed a conflict that pitted the entire Inner Sphere against them and saw the use of terrible weapons not seen since the Third Succession War.

Ultimately, it took a coalition of allied states, commanded by a resistance leader named Devlin Stone, to bring down the Word of Blake's reign of terror. By then, billions had died and whole worlds were wiped off the interstellar maps, rendered uninhabitable by the rampant use of nuclear and biological weapons. In the wake of their victory, Stone and his allied forged the Republic of the Sphere, a new realm at the heart of the Inner Sphere, dedicated to the ideals of strength and unity for peoples of all realms.

THE DARK AGE

The Republic Era (as it was officially called) began with a rocky start, but did eventually usher in a new age of peace. For a time, the various Houses and Clans turned toward the task of rebuilding from the Jihad, restoring their bombed-out infrastructure, and working to minimize conflict. Generations grew up who knew the horrors of war only through history books, or the occasional "brush war". The Republic was a beacon to all, an egalitarian realm where the right to rule was no longer limited to one's bloodline, and no longer had to be taken by force.

Yet even this was not to last.

In the year 3132, over three-quarters of the Inner Sphere's entire interstellar communications network suddenly went down amid rumors of strange attacking forces. Immediately panicked, the populations of many worlds feared the worst, and took up arms, certain that war was coming. The Great Houses once again mobilized their armies, and factories long converted to civilian pursuits hastily returned to the business of building weapons.

Before long, the fighting began anew, raging on every border. The Republic of the Sphere buckled beneath the onslaught of enemies new and old, while ancient enmities returned with a vengeance, igniting front lines that stabilized decades before.

The Dark Age, as it is now known, continues today. But many suspect that a new dawn is coming, even as the Clans and Houses tear into each other once more.

THE REALMS OF POWER

The *BattleTech* setting is that of a universe trapped in the throes of eternal war. Though there have been periods of peace, the sheer number of worlds and the ambitions of their far-flung leaders have all but ensured that somewhere, somehow, armies have fought and bled for someone's cause. Even during the golden days of the first Star League, conflicts have raged, pitting man against man in an ongoing struggle for supremacy.

At the heart of these struggles stand the Great Houses and realms described below.

HOUSE DAVION (FEDERATED SUNS)

Founded: 2317

Seen by many as a realm that glorifies warfare, House Davion's Federated Suns has one of the Inner Sphere's most capable military forces, and their First Prince is seen as one of the mightiest rulers in the Sphere. Primarily settled and ruled by descendants of Terra's Western Europe, the Federated Suns has adopted a nobility system based on feudal England and France, and professes the ideals of personal freedom and rule of law above all else.

House Davion's archenemies are its neighbors, House Liao's Capellan Confederation and the Draconis Combine, ruled by House Kurita. During the Fourth Succession War, the Federated Suns united with House Steiner's Lyran Commonwealth to create the Federated Commonwealth. Under this union, Houses Davion and Steiner conquered half the Confederation, and went on to challenge the might of House Kurita in the War of 3039. But this alliance eventually sundered during the FedCom Civil War in the 3060s. Now threatened by the Word of Blake and their Jihad, the Federated Suns once more stands beside its old enemies, united against a common threat.

The Federated Suns is very liberal when it comes to personal freedom and trade, with a free market economy that allows its citizens to pursue personal profit. Militarily, they prefer combined-arms warfare and strategic initiative, valuing the virtues of the mobility and maneuvering over brute force and savagery.

HOUSE KURITA (DRACONIS COMBINE)

Founded: 2319

Patterned on the culture of feudal Japan, and ruled by a hierarchy of warlords loyal to the shogunate ideals of the ruling House Kurita, the Draconis Combine is a realm whose warriors and citizenry embrace the tenets of *bushido*—the ancient Japanese Way of the Warrior. To the people of the Combine, honor and duty are the very cornerstones of society, without which there can be nothing. While these social mores have made the Combine's military one of the most fearsome and fanatical on the battlefield, it was the modernist reforms of Coordinator Theodore Kurita that transformed the DCMS into an even more deadly force.

Hard pressed during the Clan invasion—to the point where their own capital of Luthien teetered on the brink of a Clan occupation—the "Dragon" repaid its would-be conquerors by leading the charge to Annihilate Clan Smoke Jaguar. Today, riddled with internal enemies in the form of the reactionary Black Dragon Society, while fighting a war of attrition against the Word of Blake, Coordinator Hohiro Kurita and his supreme warlord, *Kanrei* Kiyomori Minamoto, have struggled to achieve the twin goals of unifying their realm and turning back the deadly Word of Blake offensive.

A particularly harsh and xenophobic society, the Draconis Combine maintains a socialist market economy and a rigid leadership divided into social castes. Militarily, the Draconis Combine Mustered Soldiery continues to struggle with the twin ideals of personal honor and glory, and the need to function as a unit against a determined enemy. Thus, in battle it is as common to see a lone Combine warrior challenge a superior force as it is to see entire formations combine their might to bring down an enemy.

HOUSE LIAO (CAPELLAN CONFEDERATION)

Founded: 2366

Originally settled by people from Terra's Asian nations, one can see the roots of Chinese and Russian culture in people of House Liao's Capellan Confederation. The smallest of the five Great Houses after centuries of unrelenting warfare, House Liao has come to embrace the harsh reality of police state politics and ruthless control to ensure their nation's survival against its enemies. The Maskirovka, the Capellan secret police, keeps a cold and calculating eye on the Confederation's people, who must earn their rights to be citizens, rather than expect such rights from birth.

Nearly shattered by House Davion in the Fourth Succession War, the Confederation teetered on the edge of extinction until its latest Chancellor, Sun-Tzu Liao, rose to form the Trinity Alliance with the Magistracy of Canopus and the Taurian Concordat and reclaim much of what his realm lost in the Fourth Succession War. After bringing the renegade St. Ives Compact back into the fold and launching his wildly successful Xin Sheng political movement, Sun-Tzu's reign promised the Confederation a return to its former glory—until the Word of Blake Jihad erupted and soon engulfed his state in a new Sphere-spanning war.

Although the Confederation effectively stands alone against the Blakist menace, with only its allies in the Magistracy of Canopus for support, House Liao has maintained its determination to survive the worst that war can throw at it. For the people of this realm, the needs of the state will always take precedence over those of its individuals. This fact is as evident in the seemingly fanatical nature of the Capellan soldiery as it is in the open market communism that dominates the nation's economy.

HOUSE MARIK (FREE WORLDS LEAGUE)

Founded: 2271

Unlike the other feudal realms of the Inner Sphere, the Free Worlds League is—at least on paper—a democracy. Although largely run by the Marik family for centuries (due to various circumstances and the provisions of an "emergency resolution" passed centuries ago), the League is actually a conglomerate of many smaller states and planets that allied long ago, and stands today as the oldest of the Successor States.

Though internally divisive by nature and riddled with bureaucracy, the League has existed in relative peace for many years, and even escaped the worst of the Fourth Succession War. A civil war nearly sundered the realm in the 3030s, but the League recovered and gradually rose in stature over the decades since, fighting only a small and very effective war in 3057 while harboring the breakaway Word of Blake after that group's formation. Becoming the arms dealer for the Inner Sphere after the Clans' arrival, the Free Worlds' industry and economy boomed, but with the start of the Jihad, even the people of the League were not immune. Shocked to learn that their Captain-General, Thomas Marik, was actually an impostor set on the throne by ComStar many years ago, the League has begun to unravel at its seams. Today, at least three leaders have risen with a claim to the title of Captain-General, putting the entire realm on the verge of collapse.

Defining itself as a nation of tolerance and open-mindedness, it comes as little surprise that the Free Worlds League also maintains an open market capitalist economy, which has helped to make it one of the most economically and socially progressive powers in the Inner Sphere. However, with a military made up of regional forces, the performance of its troops can vary with the political situation at home.

HOUSE STEINER (LYRAN ALLIANCE)

Founded: 2341

Originally known as the Lyran Commonwealth, House Steiner's Lyran Alliance is widely recognized as a nation of merchants and industrialists first, and warriors a distant second. Settled and dominated by predominantly Germanic and Scottish cultures, and ruled by the Steiner family through a combination of political intrigue and brute economic force, the Lyran state is united in the pursuit of status and wealth.

Often on the defensive in the Succession Wars, House Steiner's peace initiatives sparked the creation of the Federated Commonwealth, but when the Clans invaded, the Lyran half of that alliance suffered the bulk of their assault. The strain of this event and others led to the sundering of the Federated Commonwealth, the birth of the Lyran Alliance, and the eruption of the FedCom Civil War. In the wake of that conflict, the battered Alliance stood ready to reclaim its lost glories under a new Archon, only to see the start of the Word of Blake Jihad firsthand with a surprise assault on their own capital world of Tharkad.

Like the Federated Suns, the Lyran state enjoys an open market economy that boasts centuries of stability and success, boosted by the presence of some of the Inner Sphere's most industrialized worlds. Although the reforms of the Federated Commonwealth era improved Lyran martial prowess, the influence of the so-called "social generals" and widespread confidence in "bigger equals better" firepower has returned House Steiner's realm to a time when it was widely seen as militarily inept. Indeed, the Lyran solution to most problems is typically negotiation, barter, or covert action—but with their resources and wealth, the armies of House Steiner can often field heavier and more numerous forces than their enemies, producing a virtual wall of steel against an enemy advance.

COMSTAR

Founded: 2785

Jerome Blake, the last administrator of the original Star League's communications network, founded ComStar in the wake of the Star League's final collapse. As an independent and ostensibly neutral international organization, ComStar's role was to rebuild and administer the hyperpulse generator network that made interstellar communications possible across the Inner Sphere. To secure ComStar's neutrality, Blake and mercenary forces in his employ seized Terra to spare it the turmoil of the Succession Wars, establishing the central hub of ComStar's power.

After Blake's death, his followers—considering him a visionary and a saint—gradually transformed ComStar into a quasi-religious order, a veritable church, devoted to "the word of Blake" with a mandate to preserve the secrets of the lost Star League from the Inner Sphere's ultimate collapse. In the centuries that followed, ComStar provoked or played an influential role in the raging Succession Wars, operating entirely from the shadows while maintaining their neutrality to all powers. But when the Clan Invasion revealed a greater threat that would require Inner Sphere unity to defeat, a schism erupted within ComStar between the devout followers of Blake's word who believed it was ComStar's time to rise and rule all, and those who believed ComStar should secularize and share its power with the Inner Sphere nations. The Schism, as it came to be known, set the stage for a broiling war between the so-called "reformist" ComStar and the reactionary Word of Blake, which would culminate in the Word of Blake Jihad.

Not a realm in their own right, ComStar claims among its membership people from all corners of the Inner Sphere. As a

result, ComStar has none of the cultural identity the Great Houses may claim, nor does it boast the industrial capacity of hundreds of worlds. Nevertheless, the reformed Order still stands as a curious combination of interstellar relief organization and communication company to its allied realms, with economic and political power far exceeding its size. The Com Guards—ComStar's military arm—represents one of the most sophisticated and well-trained armies in the Inner Sphere, preferring truly combined-arms tactics and elaborate command and control networks, though many of its warriors suffer from an identity crisis prompted by the Schism and the upheavals since.

WORD OF BLAKE

Founded: 3052

A reactionary breakaway faction of ComStar, the Word of Blake represents the original quasi-mystical version of Jerome Blake's interstellar communications legacy, which formed after ComStar defeated the Clans in the Battle of Tukayyid. Committed to the presumed prophecies of Jerome Blake, which claimed that the Inner Sphere was destined to collapse and that ComStar would rise up to reunite humanity under its banner, the "Blakists" could not reconcile their faith with the reformist mission launched by ComStar's new leaders.

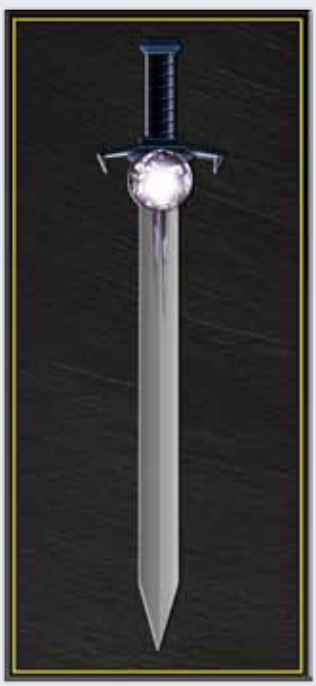
Under the leadership of Demona Aziz, former Precentor of Atreus, the Word of Blake found a safe haven on Gibson in the Free Worlds League, where they rebuilt, reorganized, and eventually grew strong enough to take Terra from their "heretic" brethren in 3058. Aggressive and determined to ensure the success of Blake's vision, the Word gradually expanded its influence and international standing throughout the lawless worlds of the nearby Chaos March, claiming more territory than ComStar had ever claimed in its entire history. Though internally divided among several sects, the Word of Blake nevertheless managed to maintain its focus and unity until the final meeting of the new Star League council in 3067, when—according to Blakist prophecies—they believed they would be recognized by the other realms as a legitimate power with a leading stake in Inner Sphere politics. When the Star League instead disbanded, many in the Word of Blake took this as the ultimate betrayal of Blake's vision, and lashed out. The result was the Jihad—a virtual holy war between the Word of Blake and its allies and the rest of the Inner Sphere.

Like ComStar, the Word of Blake's military emphasizes teamwork and combined arms, and benefits from a technology base that dates back to the original Star League. Their quasi-religious fervor, however, has made the followers of "Blake's true vision" far more deadly and determined in combat, especially now that they feel the entire universe has turned against them.

THE CLANS

Founded: 2822

After the collapse of the original Star League, General Aleksandr Kerensky—leader of the Star League Defense Force—led roughly eighty percent of the SLDF on an Exodus from the Inner Sphere, rather than witness the coming collapse of the realm he had fought so hard to save. After wandering the interstellar void for over a year, these survivors of the Star League settled a distant cluster of worlds known as the Pentagon and the Kerensky Cluster. Under the leadership of Aleksandr's son Nicholas, these exiles formed a new society that would one day return to the Inner Sphere as the Clans.



Determined to harness the violence inherent in humankind—which he felt could not be contained or eradicated—and to ensure the survival of colonies desperate to fill every necessary niche his new society would need, Nicholas instituted a caste-based system where everyone had a role, and the warrior was considered the pinnacle. Led by an original 800 loyal officers, whose bloodlines would continue in a eugenics program determined to produce the perfect warriors, the Clans became a society where might makes right, be it in politics or on the battlefield—but where rampant bloodshed could at least be contained to those trained for battle. During the so-called "Golden Century" after their formation, the Clans made immense technological and genetic breakthroughs, including the development of OmniMechs, battle armor, and the powered Elemental phenotype.

Convinced over the centuries that they were the saviors of the Inner Sphere their forebears had left behind, the Clans returned to the Inner Sphere in 3048 on a mission of conquest. With the ultimate goal of seizing Terra and re-forming the Star League in their image, the Clans tore through nearly a quarter of the Inner Sphere in less than two years' time, endangering the survival of both the Lyran half of the Federated Commonwealth and the Draconis Combine, while nearly destroying the entire Free Rasalhague Republic. At the Battle of Tukayyid, however, ComStar won a fifteen-year truce with the Clans, giving the Inner Sphere desperately needed breathing room to rebuild and upgrade their armies. This truce would eventually give the Inner Sphere nations enough time to re-form the Star League themselves and destroy one of the invading Clans, effectively winning a lasting end to the Clan Invasion, but not before several invading Clans had established a home on Inner Sphere worlds.

Of the original twenty Clans created by Nicholas Kerensky, only fourteen remained in 3060. Though each has developed a unique identity over the centuries, most today are loosely aligned along Crusader or Warden political lines (favoring the Inner Sphere's conquest or protection, respectively). As of 3075, seven Clans—the Diamond Sharks, Ghost Bears, Hell's Horses, Jade Falcons, Nova Cats, Snow Ravens, and Wolves—have secured territories in the Inner Sphere. Reliant on socialized economies and the brutal discipline of the warrior caste, these Clans now struggle to hold onto their hard-won territories with honor as the Word of Blake Jihad swirls around them.

In battle and elsewhere the Clans have developed a sense of personal honor that includes formal contests ("Trials") to resolve conflicts at any level and ensure that their warriors remain strong and ready for battle. Their custom of bidding forces before battle helps to reduce waste in combat by minimizing the Clan's risk in each conflict. However, as many Clans realized that their Inner Sphere opponents would not adhere to the same level of honor, their tactics and technologies have begun to adapt, making the Clans more ruthless and deadly than ever.

THE PERIPHERY

The Periphery is the collective term used to describe the many realms and independent worlds that exist beyond the borders of the Great House states. Many include the refugees of the Succession Wars, while others are minor powers in their own right. Pirates and privateers stalk the space lanes of these far-flung territories, often crossing paths with other wanderers and merchants from the Inner Sphere.

Lacking the resources and support of the larger interstellar realms closer to Terra, the Periphery worlds are generally poorer, less industrialized, less populous, and more untamed than the rest of the Inner Sphere. These factors combine with the fiercely independent nature of most Periphery peoples and the all-pervasive threat of piracy to give these fringe realms a "frontier" feel. Many of the Inner Sphere realms thus tend to view the worlds and people of the Periphery as technologically and culturally backward—and this underestimation has bred more than its fair share of conflict.

Though once on par with the Inner Sphere (after their subjugation to the Star League), the cultures, economies, and technological sophistication of the Periphery worlds now vary greatly from realm to realm and even world to world. In the last few decades, however, several of the Periphery's larger realms have shown remarkable growth that has even made the mighty Successor States take notice.

Inner Sphere: General term used to describe a region of space roughly one thousand light-years across, composed of more than two thousand populated planets, with Terra (Earth) at the center. This area is further divided into geopolitical regions, where one power or another holds sway. For most of the centuries since human-kind took to the stars, the vast majority of these worlds have belonged to one of the five Great Houses. Smaller powers have come and gone over this same time period. Any world or geopolitical power outside the Inner Sphere is said to lie in the Periphery, considered the frontier of the known universe.

—Encyclopedia Galactica

CLAN JADE FALCON OCCUPATION ZONE

RULER:	Khan Marthe Pryde
GOVERNMENT:	Clan (Caste-driven, Warrior-dominant hierarchy)
CAPITAL (CITY, WORLD)	Hammarr, Sudeten
DOMINANT LANGUAGE(S):	English (official)
DOMINANT RELIGION(S):	None
Inhabited Worlds: 59	**Founding Year:** 3050 / **Currency:** Kerensky

CLAN

HOUSE STEINER (LYRAN ALLIANCE)

RULER:	Archon Peter Steiner-Davion
GOVERNMENT:	Constitutional Monarchy (with German Feudal stylings)
CAPITAL (CITY, WORLD)	Tharkad City, Tharkad
DOMINANT LANGUAGE(S):	English and German (official), Scottish Gaelic, Italian, French
DOMINANT RELIGION(S):	Christianity (protestant), Judaism, Islam
Inhabited Worlds: 368	**Founding Year:** 2341 / **Currency:** Kroner

GREAT HOUSE

CLAN WOLF (IN-EXILE)

RULER:	Khan Phelan Kell
GOVERNMENT:	Clan (Caste-driven, Warrior-dominant hierarchy)
CAPITAL (CITY, WORLD)	Wolf City, Arc-Royal
DOMINANT LANGUAGE(S):	English (official)
DOMINANT RELIGION(S):	None
Inhabited Worlds: N/A	**Founding Year:** 3057 / **Currency:** Kerensky

CLAN

CLAN DIAMOND SHARK

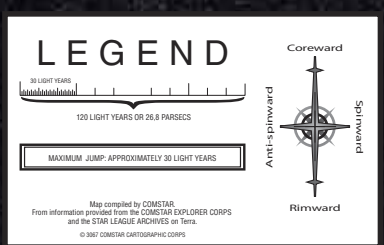
RULER:	Khan Barbara Sennet
GOVERNMENT:	Clan (Caste-driven, Warrior-dominant hierarchy with mercantile stylings)
CAPITAL (CITY, WORLD)	Camora, Twycross
DOMINANT LANGUAGE(S):	English (official)
DOMINANT RELIGION(S):	None
Inhabited Worlds: 3	**Founding Year:** 3067 / **Currency:** Kerensky

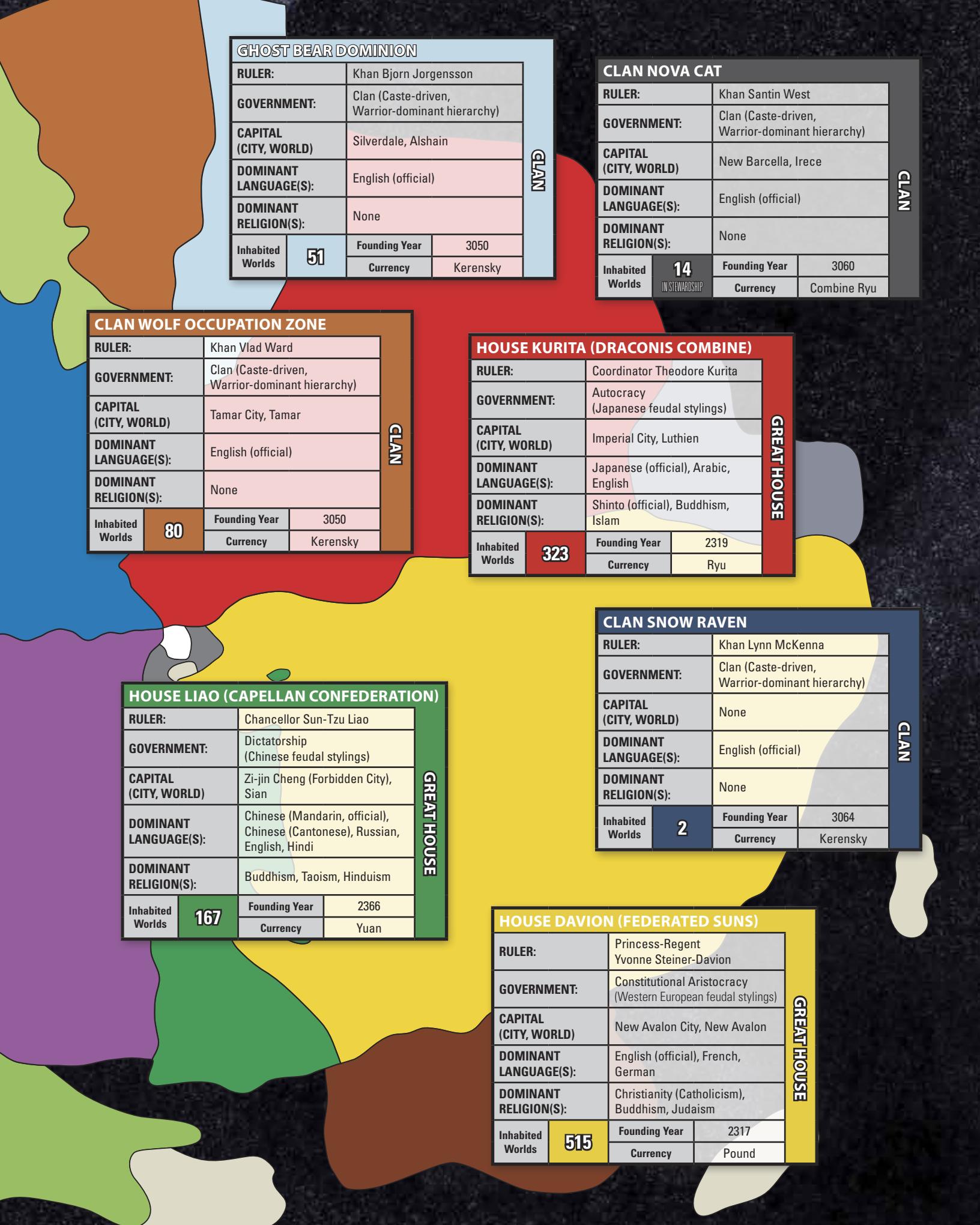
CLAN

HOUSE MARIK (FREE WORLDS LEAGUE)

RULER:	Captain-General Thomas Marik
GOVERNMENT:	Parliamentary Confederacy (operating under military rule)
CAPITAL (CITY, WORLD)	Atreus City, Atreus
DOMINANT LANGUAGE(S):	English (official), Spanish, Greek, Romanian, Urdu
DOMINANT RELIGION(S):	Christianity (Catholic), Judaism, Islam
Inhabited Worlds: 334	**Founding Year:** 2271 / **Currency:** Eagle

GREAT HOUSE




GHOST BEAR DOMINION
RULER: Khan Bjorn Jorgensson
GOVERNMENT: Clan (Caste-driven, Warrior-dominant hierarchy)
CAPITAL (CITY, WORLD): Silverdale, Alshain
DOMINANT LANGUAGE(S): English (official)
DOMINANT RELIGION(S): None
Inhabited Worlds 51
Founding Year 3050
Currency Kerensky
CLAN
CLAN NOVA CAT
RULER: Khan Santin West
GOVERNMENT: Clan (Caste-driven, Warrior-dominant hierarchy)
CAPITAL (CITY, WORLD): New Barcella, Irece
DOMINANT LANGUAGE(S): English (official)
DOMINANT RELIGION(S): None
Inhabited Worlds 14 IN STEWARDSHIP
Founding Year 3060
Currency Combine Ryu
CLAN
CLAN WOLF OCCUPATION ZONE
RULER: Khan Vlad Ward
GOVERNMENT: Clan (Caste-driven, Warrior-dominant hierarchy)
CAPITAL (CITY, WORLD): Tamar City, Tamar
DOMINANT LANGUAGE(S): English (official)
DOMINANT RELIGION(S): None
Inhabited Worlds 80
Founding Year 3050
Currency Kerensky
CLAN
HOUSE KURITA (DRACONIS COMBINE)
RULER: Coordinator Theodore Kurita
GOVERNMENT: Autocracy (Japanese feudal stylings)
CAPITAL (CITY, WORLD): Imperial City, Luthien
DOMINANT LANGUAGE(S): Japanese (official), Arabic, English
DOMINANT RELIGION(S): Shinto (official), Buddhism, Islam
Inhabited Worlds 323
Founding Year 2319
Currency Ryu
GREAT HOUSE
CLAN SNOW RAVEN
RULER: Khan Lynn McKenna
GOVERNMENT: Clan (Caste-driven, Warrior-dominant hierarchy)
CAPITAL (CITY, WORLD): None
DOMINANT LANGUAGE(S): English (official)
DOMINANT RELIGION(S): None
Inhabited Worlds 2
Founding Year 3064
Currency Kerensky
CLAN
HOUSE LIAO (CAPELLAN CONFEDERATION)
RULER: Chancellor Sun-Tzu Liao
GOVERNMENT: Dictatorship (Chinese feudal stylings)
CAPITAL (CITY, WORLD): Zi-jin Cheng (Forbidden City), Sian
DOMINANT LANGUAGE(S): Chinese (Mandarin, official), Chinese (Cantonese), Russian, English, Hindi
DOMINANT RELIGION(S): Buddhism, Taoism, Hinduism
Inhabited Worlds 167
Founding Year 2366
Currency Yuan
GREAT HOUSE
HOUSE DAVION (FEDERATED SUNS)
RULER: Princess-Regent Yvonne Steiner-Davion
GOVERNMENT: Constitutional Aristocracy (Western European feudal stylings)
CAPITAL (CITY, WORLD): New Avalon City, New Avalon
DOMINANT LANGUAGE(S): English (official), French, German
DOMINANT RELIGION(S): Christianity (Catholicism), Buddhism, Judaism
Inhabited Worlds 515
Founding Year 2317
Currency Pound
GREAT HOUSE

THE HANSEATIC LEAGUE

DEEP PERIPHERY STATE

RULER:	The Council of Merchants		
GOVERNMENT:	Mercantile Alliance (with German feudal stylings)		
CAPITAL (CITY, WORLD)	Commerce, Bremen		
DOMINANT LANGUAGE(S):	German (official), English, Spanish		
DOMINANT RELIGION(S):	Christianity (Protestant), Judaism		
Inhabited Worlds	**24 (EST)**	**Founding Year**	2891
		Currency	None (Barter)

RIM COLLECTION

MINOR PERIPHERY STATE

RULER:	President William Roberts		
GOVERNMENT:	Democracy		
CAPITAL (CITY, WORLD)	New Promise, Gillfillan's Gold		
DOMINANT LANGUAGE(S):	English, German, Scottish Gaelic, Italian, Greek		
DOMINANT RELIGION(S):	Christianity (Protestant), Judaism, Islam		
Inhabited Worlds	**6**	**Founding Year**	3048
		Currency	Lyran Kroner

NUEVA CASTILE

Umayyad Caliphate (C) & Castilian Principalities (P)

DEEP PERIPHERY STATE

RULERS:	Caliph Lise Burrill (C) King Joseph Noye (P)		
GOVERNMENTS:	Feudal Monarchy (C) Monarchy (with Spanish stylings, P)		
CAPITAL (WORLDS)	Granada (C) Asturias (P)		
DOMINANT LANGUAGE(S):	Arabic, English & Russian (C) Spanish & German (P)		
DOMINANT RELIGION(S):	Islam (C) Christianity (P)		
Inhabited Worlds	**2 (C) 7 (P)**	**Founding Year**	2830 (C) 2392 (P)
		Currency	None (Barter)

CIRCINUS FEDERATION

MINOR PERIPHERY STATE

RULER:	President Calvin McIntyre		
GOVERNMENT:	Military Dictatorship		
CAPITAL (CITY, WORLD)	Zachariah, Circinus		
DOMINANT LANGUAGE(S):	English, German, Spanish, Greek		
DOMINANT RELIGION(S):	Christianity, Judaism, Islam		
Inhabited Worlds	**8**	**Founding Year**	c. 2775
		Currency	Skull

MARIAN HEGEMONY

PERIPHERY STATE

RULER:	Caesar Julius O'Reilly		
GOVERNMENT:	Dictatorship (with Romanesque republican stylings)		
CAPITAL (CITY, WORLD)	Nova Roma, Alphard		
DOMINANT LANGUAGE(S):	English and Latin (official), German, Spanish, Greek		
DOMINANT RELIGION(S):	Christianity (Lutheran), Judaism, Islam		
Inhabited Worlds	**26**	**Founding Year**	2920
		Currency	Talent

MAGISTRACY OF CANOPUS

PERIPHERY STATE

RULER:	Magestrix Emma Centrella		
GOVERNMENT:	Monarchy (Matriarchal)		
CAPITAL (CITY, WORLD)	Crimson, Canopus IV		
DOMINANT LANGUAGE(S):	English (official), Spanish, Greek, Romanian, Chinese (Mandarin)		
DOMINANT RELIGION(S):	Buddhism, Christianity, Wicca, Judaism		
Inhabited Worlds	**44**	**Founding Year**	2530
		Currency	Dollar

LEGEND

30 LIGHT YEARS

120 LIGHT YEARS OR 26,8 PARSECS

MAXIMUM JUMP: APPROXIMATELY 30 LIGHT YEARS

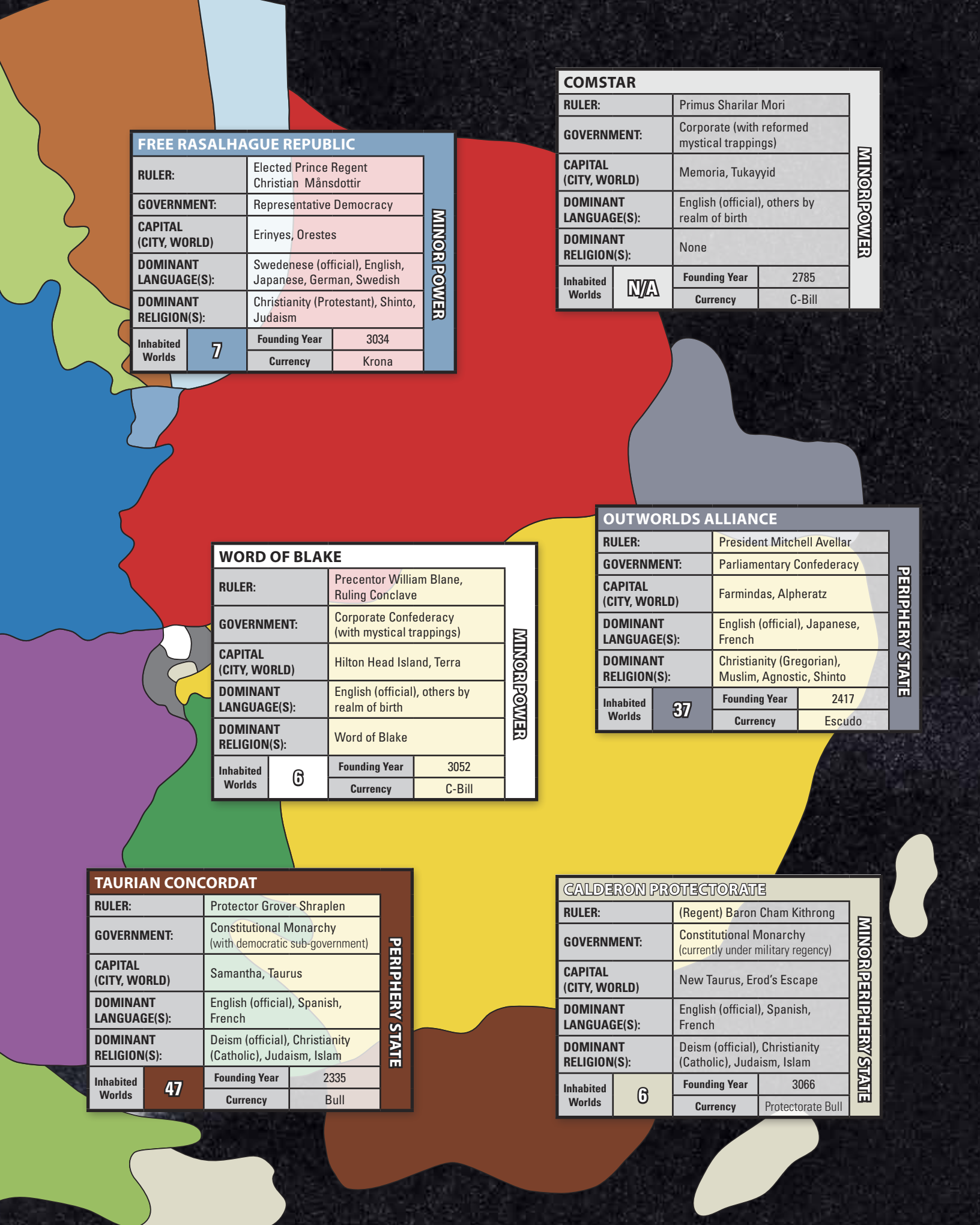
Coreward

Anti-spinward

Spinward

Rimward

Map compiled by COMSTAR.
From information provided from the COMSTAR EXPLORER CORPS and the STAR LEAGUE ARCHIVES on Terra.



FREE RASALHAGUE REPUBLIC

RULER:	Elected Prince Regent Christian Månsdottir
GOVERNMENT:	Representative Democracy
CAPITAL (CITY, WORLD)	Erinyes, Orestes
DOMINANT LANGUAGE(S):	Swedenese (official), English, Japanese, German, Swedish
DOMINANT RELIGION(S):	Christianity (Protestant), Shinto, Judaism
Inhabited Worlds: 7	Founding Year: 3034
	Currency: Krona

MINOR POWER

COMSTAR

RULER:	Primus Sharilar Mori
GOVERNMENT:	Corporate (with reformed mystical trappings)
CAPITAL (CITY, WORLD)	Memoria, Tukayyid
DOMINANT LANGUAGE(S):	English (official), others by realm of birth
DOMINANT RELIGION(S):	None
Inhabited Worlds: N/A	Founding Year: 2785
	Currency: C-Bill

MINOR POWER

WORD OF BLAKE

RULER:	Precentor William Blane, Ruling Conclave
GOVERNMENT:	Corporate Confederacy (with mystical trappings)
CAPITAL (CITY, WORLD)	Hilton Head Island, Terra
DOMINANT LANGUAGE(S):	English (official), others by realm of birth
DOMINANT RELIGION(S):	Word of Blake
Inhabited Worlds: 6	Founding Year: 3052
	Currency: C-Bill

MINOR POWER

OUTWORLDS ALLIANCE

RULER:	President Mitchell Avellar
GOVERNMENT:	Parliamentary Confederacy
CAPITAL (CITY, WORLD)	Farmindas, Alpheratz
DOMINANT LANGUAGE(S):	English (official), Japanese, French
DOMINANT RELIGION(S):	Christianity (Gregorian), Muslim, Agnostic, Shinto
Inhabited Worlds: 37	Founding Year: 2417
	Currency: Escudo

PERIPHERY STATE

TAURIAN CONCORDAT

RULER:	Protector Grover Shraplen
GOVERNMENT:	Constitutional Monarchy (with democratic sub-government)
CAPITAL (CITY, WORLD)	Samantha, Taurus
DOMINANT LANGUAGE(S):	English (official), Spanish, French
DOMINANT RELIGION(S):	Deism (official), Christianity (Catholic), Judaism, Islam
Inhabited Worlds: 47	Founding Year: 2335
	Currency: Bull

PERIPHERY STATE

CALDERON PROTECTORATE

RULER:	(Regent) Baron Cham Kithrong
GOVERNMENT:	Constitutional Monarchy (currently under military regency)
CAPITAL (CITY, WORLD)	New Taurus, Erod's Escape
DOMINANT LANGUAGE(S):	English (official), Spanish, French
DOMINANT RELIGION(S):	Deism (official), Christianity (Catholic), Judaism, Islam
Inhabited Worlds: 6	Founding Year: 3066
	Currency: Protectorate Bull

MINOR PERIPHERY STATE

GLOSSARY

Alpha Strike: The BattleTech Miniatures Wargame uses a host of terms to convey the numerous concepts covered in the universe and in game play. While not all-inclusive, this list of terms will allow new players to quickly acclimate themselves to the universe of *BattleTech*.

Several terms in this glossary are standard scientific terms, often used in the real world. As the universe of *BattleTech* attempts to remain as close to "reality" as possible—while allowing players to interact with the great stories waiting to unfold—such terms are used liberally.

UNIVERSE TERMS

The following terms are commonly used by people living in the *BattleTech* universe:

Abtakha – A term used by the Clans to refer to a warrior adopted by the Clan after first being captured.

Aerospace Fighter – Any combat-capable aircraft that can operate equally well in space and in atmosphere.

Age of War – The period of history before the founding of the first Star League, during which time many of the Great Houses formed and the BattleMech was created. The Age of War was characterized by the widespread use of unlimited warfare, until the various states signed the Ares Conventions.

AgroMech – An IndustrialMech designed for use in agricultural settings.

Ares Conventions – The archaic rules of warfare that first codified (and accidentally legitimized) the use of limited warfare in settling disputes between the realms of the Inner Sphere. While no longer technically in effect, the Ares Conventions are often cited and held as the ideal for limited warfare.

Autocannon – A common ballistic weapon used in personal as well as tactical combat, using conventional chemical or explosive reactions to deliver slug munitions to a target in rapid fire.

Battle Armor – A set of powered personal armor, weighing up to two tons. Also referred to as battlesuits, battle armor can withstand damage from some of the heaviest battlefield weapons.

BattleMechs – The pinnacle of military technology, BattleMechs are armed and armored bipedal or quadrupedal war machines that stand anywhere from eight to twelve meters in height and are piloted by MechWarriors.

Bloodhouse – The trueborn genetic successors of the Clans' founding warriors are grouped into Bloodhouses, each of which bears the name and the genetic legacies of a founding warrior.

Bloodname – The ultimate achievement of a trueborn Clan warrior, the winning of a Bloodname—which identifies the warrior's genetic link to one of the Clans' original founders—enables the warrior to pass his genes along to the next generation through the Clan eugenics program.

Bloodright – A trueborn Clan warrior's genetic link to a Clan founder is referred to as the warrior's Bloodright. If the warrior is proven worthy enough, he may receive an opportunity to win a Bloodname in a Trial of Bloodright, thereby ensuring the passing of his own genetic legacy to the next generation of warriors.

Brotherhoods – Cabals of MechWarriors who aid (and sometimes hinder) the rulers of the Great Houses.

Clans – The descendants of the original Star League Defense Force, forged into a new society that uses ritualized warfare and a code of honor in combat, and which maintains order using a strict caste system that segregates warriors, laborers, scientists, and technicians.

Combat Vehicles – Any ground vehicle (including tracked, wheeled, hovercraft, or Wing-in-Ground Effect vehicles) or VTOL designed expressly for battlefield use, but not including BattleMechs, ProtoMechs, fighters, or battle armor.

Combined-Arms Combat – The integrated deployment of various types of military assets (such as infantry, 'Mechs, and combat vehicles) as a single force.

ComStar – The organization that took over interstellar communications (and Terra) shortly after the fall of the original Star League.

ConstructionMech – An IndustrialMech designed to aid in building construction.

Conventional Fighter – Any combat-capable aircraft (except for VTOL vehicles) that can operate in atmosphere.

Cybernetics – Any technology implanted in the human body or grafted to the human nervous system, to replace or repair a damaged body part, or to physically enhance the user.

DropShips – Large space vessels used to ferry supplies, personnel, and equipment from JumpShips or WarShips to other vessels or to and from a planet's surface.

Elemental – Term used to describe the genetically bred battle armor warriors used by the Clans, as well as their "standard" battle armor design.

Enhanced-Imaging Implant – A neural cybernetic implant developed by the Clans for a direct connection between a MechWarrior, fighter pilot, battlesuit trooper, or ProtoMech Warrior to control their machines in battle without a neurohelmet. The technology is considered dangerous, as it eventually induces madness in the user.

Eugenics Program – The Clan system of producing increasingly superior warrior generations by selective pairing of genetic material and artificial wombs.

Families – Influential people who can trace their lineage back centuries and whose power and influence can rival that of a landed noble. Titles and BattleMechs within these families are often passed down from generation to generation.

ForestryMech – An IndustrialMech designed for use in logging forests.

Freeborn – Any member of Clan society produced by the natural mating of parents, rather than by the carefully selected artificial means used in the eugenics program.

Gauss Weaponry – Any ballistic weapon described as a Gauss weapon delivers its rounds using magnetic propulsion, rather than a chemical or explosive reaction. Gauss weapons are typical more powerful than conventional ballistics, but expensive and more energy-intensive.

Great Houses – The five most powerful families of the Inner Sphere, and the star empires they rule: House Davion (Federated Suns), House Kurita (Draconis Combine), House Liao (Capellan Confederation), House Marik (Free Worlds League), and House Steiner (Lyran Alliance/Commonwealth). The ruler of a Great House is called a House Lord.

House Lord – The ruling member of one of the Great Houses.

- **House Cameron** – The extinct Great House that ruled the Terran Hegemony and the first Star League.
- **House Davion** – The Great House that rules the Federated Suns.
- **House Kurita** – The Great House that rules the Draconis Combine.
- **House Liao** – The Great House that rules the Capellan Confederation.
- **House Marik** – The Great House that rules the Free Worlds League.
- **House Steiner** – The Great House that rules the Lyran Alliance.

Holovid – Also known as "tri-vid", a common video medium in the *BattleTech* universe that projects three-dimensional images using lasers.

Hyperpulse Generator (HPG) – The most common form of interstellar communication, based on the hyperspace principles developed by Thomas Kearny and Takayoshi Fuchida (see *Kearny-Fuchida Drive*, below).

IndustrialMechs – Also referred to as WorkMechs, IndustrialMechs are bipedal or quadrupedal machines similar to BattleMechs in design, but which are usually unarmed and built for civilian use.

Inner Sphere – A region of space surrounding Terra and extending roughly 600 light-years outward, and largely dominated by the five Great House empires. In general terminology, the Inner Sphere can also refer to all realms, peoples, and technologies not of the Clans.

Jihad – Term applied to the war launched when the second Star League disbanded and the Word of Blake struck out against all Inner Sphere realms.

Jump Points – The point in any star system where gravitational forces are low enough to permit the proper formation of the K-F jump field is referred to as a jump point. Normal space traffic enters and departs from the zenith and nadir jump points of a system (located due "north" and "south" of the system's star, respectively), but non-standard (or "pirate") points may also be located based on the interaction of planets, moons, and other bodies within the system.

JumpShips – Spacecraft that can "jump" through hyperspace, instantaneously transporting themselves and their crews to other star systems up to 30 light-years away.

Kearny-Fuchida (K-F) Drive – The technology at the core of a JumpShip (or WarShip) that transports such vessels through hyperspace is referred to as the Kearny-Fuchida (or K-F) drive, after the scientists who first developed hyperspace theory, Thomas Kearny and Takayoshi Fuchida.

Laser – The most common form of energy weapon in the *BattleTech* universe, short for Light Amplification by Stimulated Emission of Radiation.

Light-Year – A unit of distance based on the distance traveled by light in a vacuum over the course of 1 Terran year. A light-year is approximately 9.46 trillion kilometers in distance.

Limited Warfare – The (generally) accepted practice of withholding nuclear, chemical, and biological weapons as an aid in conquering planets; winning battles through use of 'Mechs, tanks, and infantry with minimal civilian casualties. Those Houses, Clans, and groups that follow the Ares Conventions practice the concept of limited warfare.

Lostech – General term used during the Succession Wars to describe lost technology from the first Star League.

'Mech – An abbreviation of BattleMech (also used for IndustrialMechs, but not for ProtoMechs).

MechWarrior – The pilot of a BattleMech.

Metric System – The denizens of the *BattleTech* universe all use the metric system in everyday life. Land distances are always given in meters and kilometers; temperature is always given in Celsius; weight is described in grams, kilograms and metric tons, and so forth.

MiningMech – An IndustrialMech designed for mining and excavation.

Minor Houses – Any powerful family that rules a smaller interstellar realm, Periphery state, or territory within a Great House empire.

Myomer – Bundles of polyacetylene fibers that simulate the work of human muscles when exposed to electrical current. Small-scale myomers are used mainly in medicine to replace damaged human tissue, while larger myomers are primarily used to control the limbs and main weapons of 'Mechs, ProtoMechs, and battle armor.

Neural Impulse Helmet (Neurohelmet) – The device that allows a BattleMech pilot to "drive" a 'Mech, allowing the giant machine to walk upright and balance its own weight.

OmniFighter – An aerospace fighter built for rapid reconfiguration between missions.

OmniMech – A 'Mech built for rapid reconfiguration between missions.

OmniVehicle – A Combat or Support Vehicle built for rapid reconfiguration between missions.

Particle Projector Cannons (PPCs) – A high-powered energy weapon that uses magnetic accelerators to fire high-energy proton or ion bolts that cause damage through both impact and high temperature.

Periphery – The smaller, less powerful realms that lie along the fringes of the Inner Sphere are collectively known as the Periphery. Although often overlooked by the Great Houses, several Periphery states have grown in stature to become true powers in their own right, such as the Magistracy of Canopus, Taurian Concordat, and the Outworlds Alliance. Beyond these realms, in the less-explored reaches of space, lies the Deep Periphery, which includes many states only recently discovered by the denizens of the Inner Sphere.

GLOSSARY (CONTINUED)

Power Armor – See *Battle Armor*.

Phenotype – A genetically bred human form developed by the Clan eugenics system to perfect their warrior caste in specialized roles. Clan phenotypes include Elementals (bred for battle armor warfare), fighter pilots (bred for aerospace combat), and MechWarriors (bred for BattleMech combat).

ProtoMech – A Clan-designed unit similar in many ways to a BattleMech, but weighing only 2 to 9 tons and controlled by ProtoMech Warriors, who make use of enhanced-imaging neural implants to directly interface with their machines.

Scorched-Earth – A military tactic or strategy that consists of devastating or destroying all land, buildings, and resources while advancing (or retreating) so as to leave nothing salvageable to the enemy.

Sibko – A Clan term, derived from "sibling companies", that describes a group of trueborn warriors from a single genetic pairing.

Slug Thrower – A generic term applied mostly to small arms that fire ballistic rounds, rather than laser bolts, particle beams, or otherwise project energy damage.

Small Craft – Any aerospace craft between an aerospace fighter and a DropShip in weight and size is described as a Small Craft. This includes many surface-to-orbit shuttles.

Star League – The original alliance of the Great Houses of Cameron, Davion, Kurita, Liao, Marik, and Steiner, as well as the Periphery realms, effectively uniting all of humanity from 2570 through 2781. In 3060, the name was used again to declare the Inner Sphere's alliance against the Clans; this "Second Star League" only lasted from 3060 to 3067.

Successor States – The realms ruled by the Great Houses of Davion, Kurita, Liao, Marik, and Steiner, who were once united under the Star League.

Succession Wars – The period from the fall of the first Star League to the Clan Invasion in 3048 where each Great House waged war against the others to recreate the Star League.

Support Vehicle – Any ground vehicle (including tracked, wheeled, hovercraft, or Wing-in-Ground Effect vehicles), VTOL, airship, fixed-wing aircraft, train, or satellite designed for civilian, industrial, or other non-battlefield use.

Terra – The name for Earth in the *BattleTech* universe. Humanity's homeworld.

Terran Hegemony – The destroyed realm that once included Terra and formed the central power of the original Star League under the rule of House Cameron.

Trueborn – A member of the Clans produced using the Clan eugenics system, rather than by natural methods.

Unlimited Warfare – The concept of using total war to overpower an enemy, including the use of weapons of mass destruction (WMDs) to quickly destroy as many of the enemy as possible, in complete defiance of the spirit of the Ares Conventions.

WarShip – A combat-capable JumpShip, capable of in-system travel like a DropShip, is referred to as a WarShip.

Wing-in-Ground Effect (WiGE) Vehicle – An uncommon Combat or Support Vehicle type, WiGE vehicles are a hybrid of hovercraft and true aircraft that can achieve great speeds.

Word of Blake – The fundamentalist breakaway faction of ComStar that formed after the Battle of Tukayyid.

VTOL Vehicle – A VTOL vehicle is any non-fixed wing aircraft that travels by using rotors for lift.

BATTLETECH RESOURCES

Alpha Strike is set in the universe of *BattleTech*, a futuristic universe of armored combat that is far deeper than any mere board game can hope to encompass. The *BattleTech Introductory Box Set* offers players an excellent starting point to learn about the classic war game and its universe, which is vibrant, strong and still growing after more than twenty-five years in print. The fictional universe—and the valiant struggles of its dynamic, human characters—has been enjoyed by millions of fans around the world.

To convey the universe to the *BattleTech* community (as well as to demonstrate how players can take that universe and integrate it into the game system), Catalyst Game Labs publishes several different lines of rulebooks, sourcebooks, and campaign packs to support campaigns of every style and scale. While far from an all-inclusive list, the following provides an overview of the primary series of products published by Catalyst Game Labs (or FanPro LLC/FASA) for use with *BattleTech*.

CORE RULEBOOKS

Following the introduction to the game through the *BattleTech Introductory Box Set*, the core rulebooks lay the foundation of detailed "classic" game play (and the universe that goes with it) for the various aspects of *BattleTech*. *Total Warfare*, the first in this series of core rulebooks, delivered the basic rules of armored combat in the thirty-first century, the rules for fighting with BattleMechs, ProtoMechs, aerospace fighters, infantry, and more. *Alpha Strike* is derived from these rules, with the rules in this book dramatically simplifying those of *Total Warfare* and others in the core line.

Covered with a breadth and a visual presentation never before achieved, *Total Warfare* launched a series that will act as the bedrock for any type of game the players may wish to undertake, including the role-playing aspect covered in *A Time of War*.

While this volume is not technically part of the core rulebook series, *Alpha Strike* is designed as a standalone source for resolving faster playing games in the *BattleTech* setting. Each rule in this book corresponds to others used in the rest of the core rules, however, so *Alpha Strike* players looking for an even more immersive experience will undoubtedly find the other core rulebooks invaluable.

TECHNICAL READOUTS

With so much of the *BattleTech* universe focused on war, the vehicles, BattleMechs, and other tools of modern tactical warfare often play a significant role in a character's identity. The *Technical Readouts* are the ultimate guidebooks to the weaponry and war machines of the thirty-first century. With fully illustrated entries and detailed statistics, these reference books also provide insight into the design philosophies and battlefield preferences of the various factions that vie for power across the Inner Sphere and beyond.

Pre-filled record sheets to track the status and capabilities of the various units found in the *Technical Readout* books are published separately in the *Record Sheets* series, many of which are available both in a downloadable format and in print. *Alpha Strike* players will also find data cards for many of the units featured in these *Technical Readouts* in the form of our downloadable *Quick-Strike Cards* and *Alpha Strike Cards*.

PLOT SOURCEBOOKS

BattleTech has always been a dynamic universe with progressing story lines that shake things up, uniting and shattering factions, developing characters into beloved (or despised) icons of this war-torn universe. Such events breathe life not only into the fiction players read, but into the games they play.

The most recent universe-shaking story line is set in the Dark Age, a new age of Sphere-spanning war, based on events first foreshadowed with the Word of Blake Jihad. Look for future Dark Age-era sourcebooks that will continue to shock, amaze and entertain for years to come.

HISTORICAL SOURCEBOOKS

The *Historicals* series delves into the pivotal wars of the Inner Sphere's thousand-year history, with important personalities, maps of individual attack waves and regiment listings, along with a campaign framework that allows players to enact every aspect of each of these important conflicts.

Liberation of Terra, Volumes I and II, are currently available in print, while the on-line exclusive *Turning Points* series offers a look at pivotal battles of the Jihad and other eras in an electronic book format available through battlecorps.com. More such sourcebooks, e-books, and game aids will continue to appear in the future, allowing players to explore the stunning events of the current Jihad and the historical wars that have shaped every faction to date.

MAPS, TERRAIN, AND MINIATURES

While *Alpha Strike* is a game designed for miniatures and three-dimensional terrain, the original, classic *BattleTech* game began as a tabletop system that uses pre-printed hexagonal map sheets to regulate movement and combat in game play. Using a hexagonal grid in place of modeled hills and woods, these maps provide solid visual references to find range, lines of sight, and terrain features that can affect a battle without requiring a great an investment in storage space that can come with miniature terrain. Miniatures or counters used with these maps are, however, fully compatible with *Alpha Strike*'s style of play, so players can use either system with ease.

THE MASTER UNIT LIST

Having a tough time keeping all your 'Mech stats straight? (Don't worry; so do we!) Over nearly thirty years, the BattleTech has introduced literally thousands of unique BattleMechs, vehicles, fighters, and infantry—and the list just keeps on growing. Fortunately, a dedicated corps of volunteers have banded together to bring you the BattleTech Master Unit List (http://www.masterunitlist.info/): a web-based database made for the busy army builder. The MUL helps players find stats and references to the range of official units published for use with BattleTech, and we are constantly working to keep this list up to date and useful to players from any rule set!

Many of the units on the MUL include "Quick-Strike" stats—records easily convertible to *Alpha Strike* play. Just multiply a unit's Quick-Strike MP values by 2 to find its inches of Move in *Alpha Strike*, and divide its Battle Value by 100 (rounding normally) to find *Alpha Strike* Point Value. It's that simple! And if you can't find a unit you're looking for, just check back periodically as we continue to update for units new and old alike!

COMING SOON: ALPHA STRIKE ERA SUPPLEMENTALS!

This book has given you only a taste of the variety of eras and technology seen by the denizens of the *BattleTech* universe. As the centuries passed after humanity reached the stars, the wars and the machines unleashed to fight them each brought with it a flavor and style all its own. Coming soon, Catalyst Game Labs will present affordable, download-ready supplements for those ready to explore the ages of war beyond the days of the Clan invasion! Complete with larger, more varied army lists, special rules expansions for era and faction-style play, and bonus fiction to boot, these *Alpha Strike* Era Supplementals will add endless depth to your *Alpha Strike* games!

UNIT NAME ________ **PV:**

TP:___ SZ:___ MOVE:_____ SKILL:___

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

OV: ___ | HEAT SCALE 1 2 3 S

A:
S:

SPECIAL: ________

ALPHA STRIKE STATS

BATTLETECH

UNIT NAME ________ **PV:**
TP:___ SZ:___ MOVE:_____ SKILL:___
S (+0) ____ M (+2) ____ L (+4) ____
OV: ___ | HEAT SCALE 1 2 3 S
A:
S:
SPECIAL: ________
ALPHA STRIKE STATS
BATTLETECH

UNIT NAME ________ **PV:**
TP:___ SZ:___ MOVE:_____ SKILL:___
S (+0) ____ M (+2) ____ L (+4) ____
OV: ___ | HEAT SCALE 1 2 3 S
A:
S:
SPECIAL: ________
ALPHA STRIKE STATS
BATTLETECH

UNIT NAME ________ **PV:**
TP:___ SZ:___ MOVE:_____ SKILL:___
S (+0) ____ M (+2) ____ L (+4) ____
OV: ___ | HEAT SCALE 1 2 3 S
A:
S:
SPECIAL: ________
ALPHA STRIKE STATS
BATTLETECH

UNIT NAME ________ **PV:**
TP:___ SZ:___ MOVE:_____ SKILL:___
S (+0) ____ M (+2) ____ L (+4) ____
OV: ___ | HEAT SCALE 1 2 3 S
A:
S:
SPECIAL: ________
ALPHA STRIKE STATS
BATTLETECH

UNIT NAME ________ **PV:**
TP:___ SZ:___ MOVE:_____ SKILL:___
S (+0) ____ M (+2) ____ L (+4) ____
OV: ___ | HEAT SCALE 1 2 3 S
A:
S:
SPECIAL: ________
ALPHA STRIKE STATS
BATTLETECH

UNIT NAME ________ **PV:**
TP:___ SZ:___ MOVE:_____ SKILL:___
S (+0) ____ M (+2) ____ L (+4) ____
OV: ___ | HEAT SCALE 1 2 3 S
A:
S:
SPECIAL: ________
ALPHA STRIKE STATS
BATTLETECH

UNIT NAME ________ **PV:**
TP:___ SZ:___ MOVE:_____ SKILL:___
S (+0) ____ M (+2) ____ L (+4) ____
OV: ___ | HEAT SCALE 1 2 3 S
A:
S:
SPECIAL: ________
ALPHA STRIKE STATS
BATTLETECH

CUT ALONG THE THICK LINES

CUT ALONG THE THICK LINES

UNIT NAME _____ **PV:**

TP:___ SZ:___ MOVE:_____ SKILL:___

OV:___ | HEAT SCALE

1	2	3	S

ARC
S (+0) M (+2) L (+4)
___ ___ ___

SPECIAL: _____

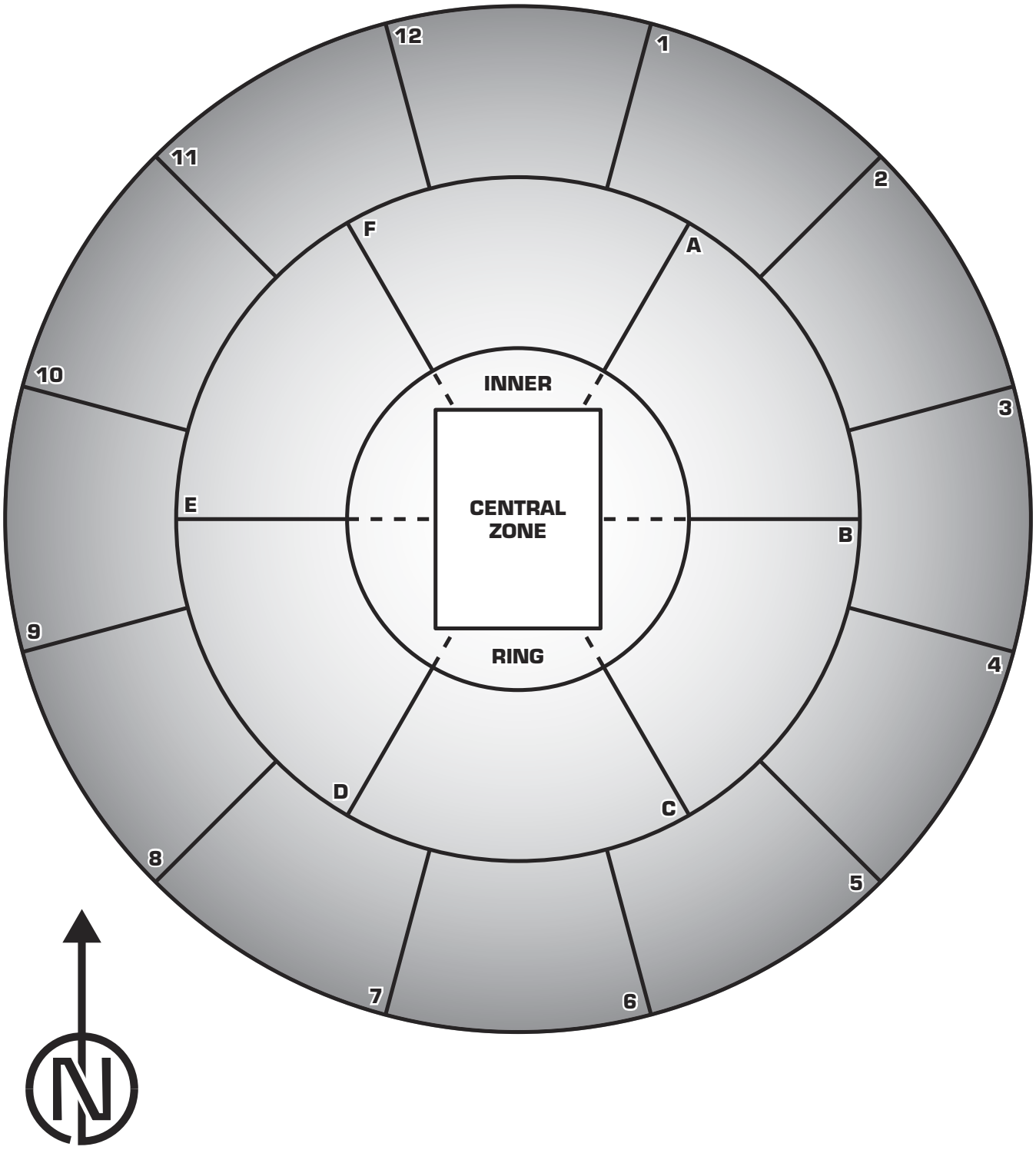
A:

S:

LARGE UNIT STATS BATTLETECH

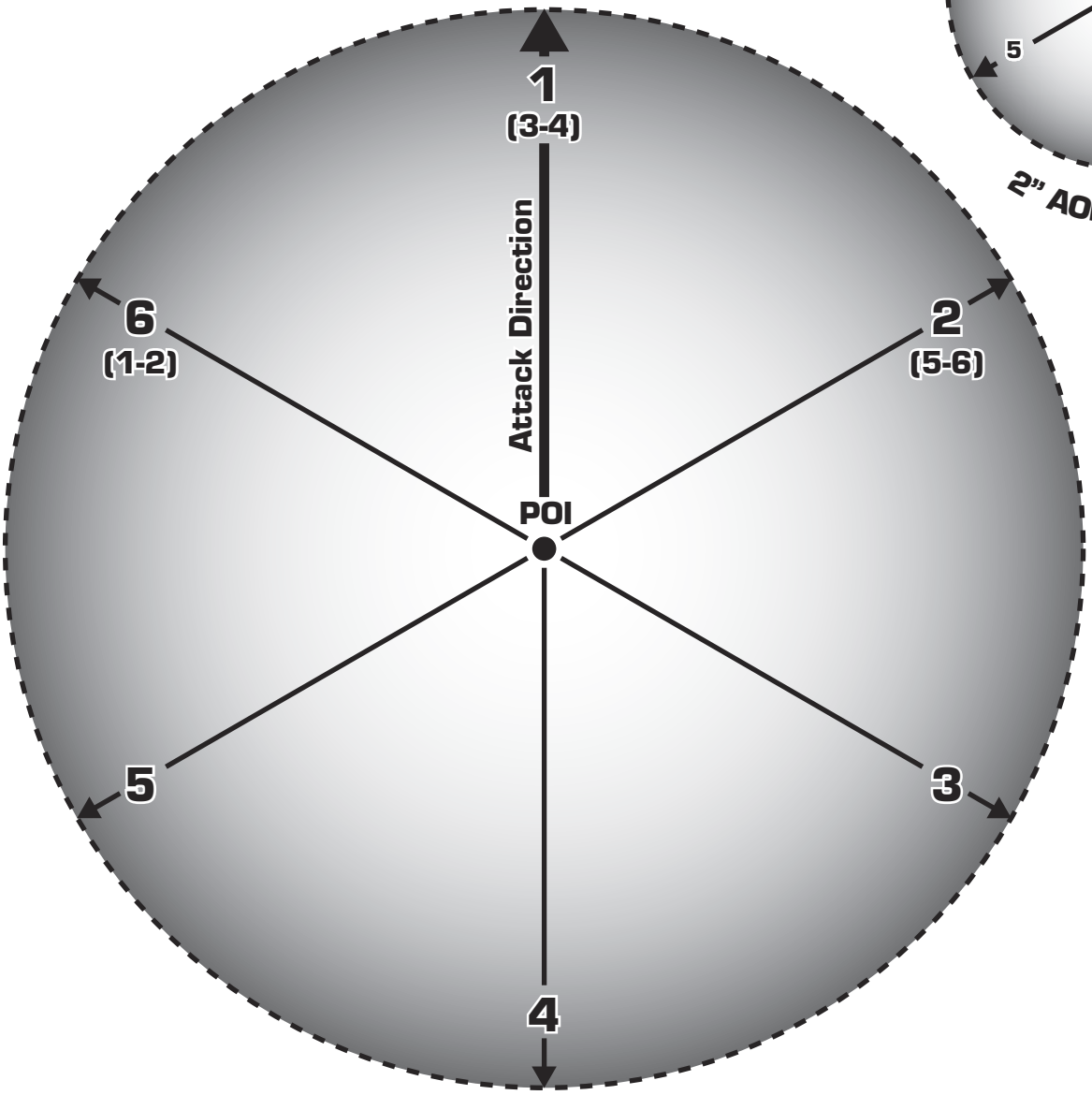
BATTLETECH™

RADAR MAP

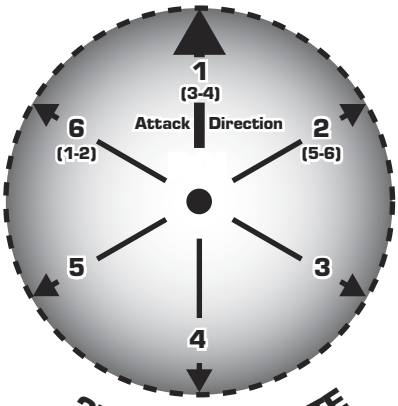


BATTLETECH

AREA OF EFFECT TEMPLATES



6" AOE TEMPLATE



2" AOE TEMPLATE

ATTACK PATH

STRAFING TEMPLATE - UP TO 10" LONG

BATTLETECH™

WARCHEST CAMPAIGN RECORD SHEET

Track Title: ____________________

Date/Duration: ____________________

Force Name: ____________________ Starting WP: ________

Faction: ____________________ Track Cost: ________

Options Used +/-

Objectives Gained/WP Earned +/-

Downtime Costs +/-

Final WP: ________

Track Title: ____________________

Date/Duration: ____________________

Force Name: ____________________ Starting WP: ________

Faction: ____________________ Track Cost: ________

Options Used +/-

Objectives Gained/WP Earned +/-

Downtime Costs +/-

Final WP:

Track Title: ____________________

Date/Duration: ____________________

Force Name: ____________________ Starting WP: ________

Faction: ____________________ Track Cost: ________

Options Used +/-

Objectives Gained/WP Earned +/-

Downtime Costs +/-

Final WP:

Track Title: ____________________

Date/Duration: ____________________

Force Name: ____________________ Starting WP: ________

Faction: ____________________ Track Cost: ________

Options Used +/-

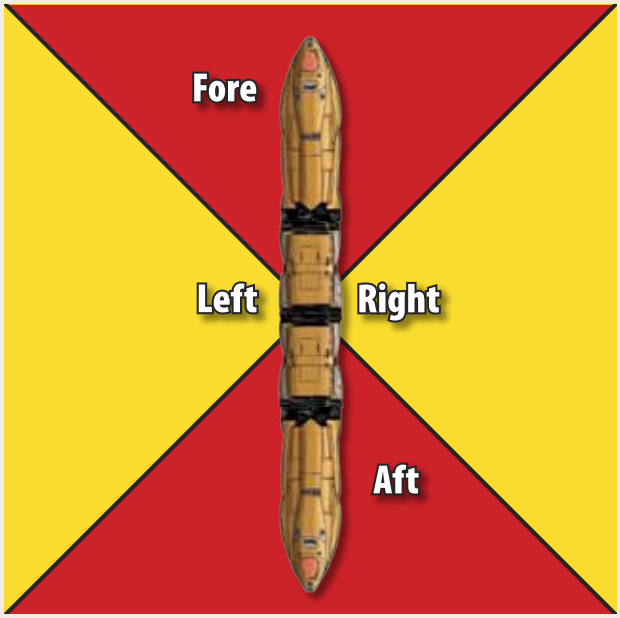
Objectives Gained/WP Earned +/-

Downtime Costs +/-

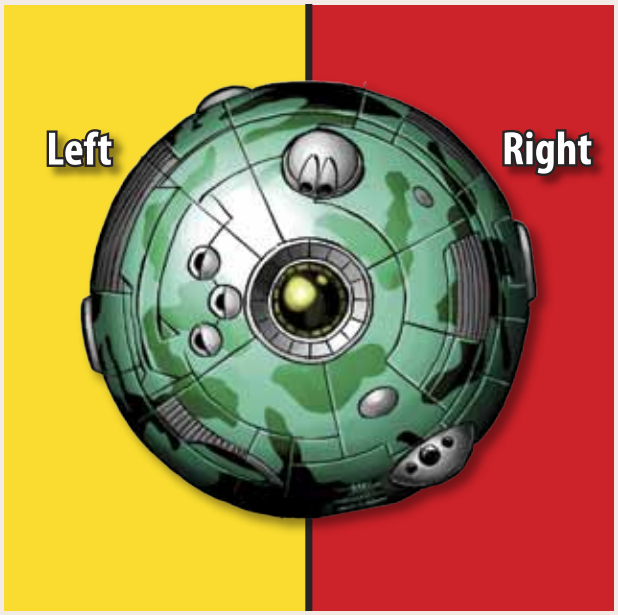
Final WP:

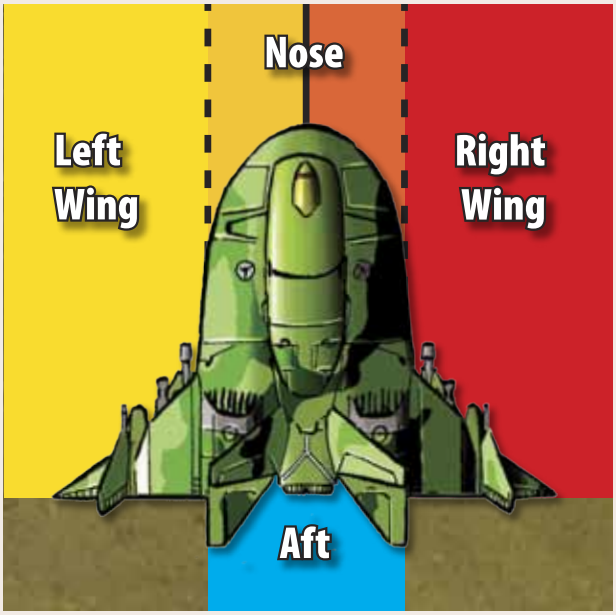
CAMPAIGN NOTES

• ALPHA STRIKE FIRING ARCS •



• LARGE SUPPORT VEHICLE FIRING ARCS DIAGRAMS •





• GROUNDED DROPSHIPS FIRING ARCS •

ALPHA STRIKE SPECIAL ABILITIES TABLE

Special Ability	Abbr.	Effect Summary	Page
Active Probe	PRB	Adds to the range of sensor spotting and reveals hidden units up to 18" away	104
Advanced Fire Control	AFC	Unit possesses standard military sensors and targeting systems	45
Aerospace Transport	AT#	Unit can transport, launch, and recover # aerospace/conventional fighters	104
Amphibious	AMP	Non-naval unit capable of water movement	46
Angel ECM	AECM	Blocks hostile LPRB, PRB and C3 specials within 12" diamater	46
Anti-'Mech	AM	Enables infantry swarming attacks	46
Anti-Missile System	AMS	Reduce damage from attacks by units with IF, LRM, or SRM	46
Armored Component	ARM	Ignore the first critical hit	46
Armored Motive System	ARS	–1 to Motive Systems damage checks	46
Artillery	ARTX-#	Unit possesses # artillery weapons of X type	104-105
Autocannon	AC#/#/#/#	Unit delivers # damage with its autocannon weapons; can use alternate AC ammo	105
BAR	BAR	All attacks check fro critical hit	46
Basic Fire Control	BFC	–1 to-hit modifier to this unit's weapon attacks	46
BattleMech HarJel	BHJ	Immune to hull breach in vacuum or underwater	46, 105
BattleMech Shield	SHLD	Reduces some damage, but adds +2 to-hit modifier to this unit's weapon attacks	46
Bloodhound	BH	Adds to the range of sensor spotting and reveals hidden units up to 26" away	105
Bomb	BOMB#	This unit can carry # bombs	46
Booby Trap	BT	Unit may self-destruct, damaging all units within 2" radius	105
Bridgelayer	BRID	Unit can create temporary bridges	105
C3/C3I Boosted System	C3BS#	Enables C3/C3I functions immune to all but AECM special	49-51
C3 Emergency Master Computer	C3EM#	Temporary backup for C3M special	49-51
C3 Master Computer	C3M#	Enables C3 network with up to 3 units that have C3S or C3RS specials	49-51
C3 Remote Sensor	C3RS#	Functions as static C3S special, connects with C3M special	49-51
C3 Slave Computer	C3S#	Enables C3 network connection with a unit that has C3M special	49-51
C3 Improved Computer	C3I#	Enables C3 network with up to 5 other units with C3I special	49-51
Capital	CAP	Unit has non-missile capital-scale weapons	105-106
Cargo Transport (Kilotons)	CK#	Unit can transport #-thousand tons of cargo	106
Cargo	CAR#	Unit occupies # tons of transport space	46
Cargo Transport (Tons)	CT#	Unit can transport # of tons of cargo	46
CASE/CASE II	CASE/CASE II	Unit can survive Ammo Hit critical hits	21, 46
Crew	CRW#	Unit can temporarily produce # infantry to defend against boarding actions	106
Critical-Resistant	CR	Applies –2 modifier to Critical Hit rolls (No Critical on resulty of 1 or less)	106
Door	D#	Unit has # doors for loading/unloading other units or cargo	106
Drone	DRO	Unit is a remote-controlled drone (diabled by hostile AECM, ECM, LECM, WAT specials)	106
Drone Carrier Control System	DCC#	Unit can control # units with DRO special	106
Ejection Seat	ES	Unit equipped with ejection system that may save pilot	106
Electronic Countermeasures	ECM	Blocks hostile LPRB, PRB and C3 specials within 12" diamater	46-47
Elementary or Fuel Cell Engine	EE/FC	Unit uses a non-fusion engine type; environment restrictions may apply	47
Energy	ENE	Unit has little to no ammo-dependent weapons; immune to Ammo Hit critical	21, 47
Engineering	ENG	Unit can clear rubble and woods hexes	106
Environmental Sealing	SEAL	Unit may operate in hostile environments	106
Extended Mechanized	XMEC	Enables Mechanized Infantry rules with any 'Mech or Vehicle unit	47
Fire Resistant	FR	Unit ignores fire and attacks using Heat (HT#) special	47
Firefighter	FF	Unit capable of extinguishing fires within 2" radius	107
Flak	FLK#/#/#/#	Unit may still inflict # damage against airborne units on missed attacks	47
Flight Deck	FD	Unit may launch or recover fighers and VTOLs	107
Heat	HT#	Attacks from this unit generate # heat to target in addition to damage	21, 47
Helipad	HELI	Unit may launch or recover VTOLs	107
iNarc	INARC#	Unit may make an a special bonus attack with # iNarc beacons	107
Indirect Fire	IF#	Unit can fire over intervening terrain	47
Industrial TSM	I-TSM	Unit delivers +1 physical attack damage, but with +2 to-hit modifier	47

ALPHA STRIKE SPECIAL ABILITIES TABLE

Special Ability	Abbr.	Effect Summary	Page
Infantry Transport	IT#	Unit can carry up to # tons of infantry units	47
Large	LG	Unit is considered large sized (fills 2" radius)	107
Light Active Probe	LPRB	Adds to the range of sensor spotting and reveals hidden units up to 12" away	107
Light ECM	LECM	Blocks hostile LPRB, PRB and C3 specials within 2" diamater	47
Light TAG	LTAG	Unit can designate targets within Short range for artillery attacks	107
Long-Range Missiles	LRM#/#/#/#	Unit delivers # damage with its LRM weapons; can use alternate LRM ammo	107
Maglev	MAG	Unit is a rail-based vehicle restricted to maglev rails	107
'Mech Transport	MT#	Unit can transport and drop # 'Mech units	107
Mechanized	MECH	Battle Armor unit may ride on 'Mech or vehicle units with OMNI special	47
Melee	MEL	Unit delivers +1 physical attack damage	21, 47
Mimetic Armor Systems	MAS/LMAS	Attacks against this unit suffer additional to-hit modifiers based on its movement	48
Mine Dispenser	MDS#	Unit may deploy # 1-point density minefields	107
Minesweeper	MSW	Unit can clear minefields	107
Missile	MSL#/#/#/#	Unit delivers # damage with capital or sub-capital missile weapons	107
Mobile Headquarters	MHQ#	Unit provides battlefield intelligence capability	107
Mountain Troops	MTN	Enables infantry to climb 2" elevations per 1" ground travel	107
Narc Missile Beacon	CNARC#/ SNARC#	Unit may make an a special bonus attack with # compact/standard Narc beacons	107-108
Off -Road	ORO	This support unit may move off-road as a combat unit	48
Omni	OMNI	Omni-unit; 'Mech and vehicle omnis can carry 1 unit with MEC or XMEC specials	48
Overheat Long	OVL	Unit can use Overheat ability at Long Range bracket	21, 48
Paratroopers	PAR	Enables infantry deployment from airborne units as jump infantry	108
Point Defense	PNT#	Impedes or destroys incoming damage from MSL special	108
ProtoMech Transport	PT#	Unit can transport and drop # ProtoMech units	108
Rail	RAIL	Unit is a rail-based vehicle restricted to conventional train rails	108
Reactive Armor	RCA	Unit is resistant to damage from ARTX, BOMB, IF, LRM, MSL, and SRM specials	108
Recon	RCN	Unit provides battlefield intelligence capability	108
Reflective Armor	RFA	Unit is resistant to damage from ENE or Heat specials; susceptible to ARTX, BOMB	108
Remote Sensors Dispenser	RSD#	Unit may deploy up to # remote sensors	108
Saw	SAW	Unit can clear woods hexes	108
Searchlight	SRCH	Unit eliminates modifiers for night combat	108
Short Range Missiles	SRM#/#	Unit delivers # damage with its SRM weapons; can use alternate SRM ammo	108-109
Space Craft Transport	ST#	Unit can transport, launch, and recover # small craft	109
Space Defense System	SDS-X#	Unit can deliver # damage to large aerospace units with X-type weapons	109
Space Ops Adaptation	SOA	Unit is equipped for operation in vacuum	109
Stealth	STL	Attacks against this unit suffer additional to-hit modifiers based on its range	48
Sub-Capital	SCAP	Unit has non-missile sub-capital weapons	109
Super Large	SLG	Unit is considered super-large sized (fills 6+" radius)	109
Target Acquisition Gear	TAG	Unit can designate targets within Short and Medium range for artillery attacks	109
Taser	BTAS#/MTAS#	Unit may make an a special bonus attack with # taser weapons	109
Torpedo	TOR#/#/#	Unit may make a separate underwater attack	48
Trenchworks Engineers	TRN	Unit can fortify terrain in a 2" radius area	109
Triple-Strength Myomer	TSM	Additional Move and +1 physical attack damage when unit is 1+ on heat scale	48
Turret	TUR #/#/#	Unit has one or more turrets with 360° field of fire and extra attacks	48
Underwater Maneuvering Unit	UMU	Unit is capable of underwater movement as a submersible	48
Variable Range Targeting	VRT	Enables cycling through different targeting and tracking modes	109
Vehicle Transport	VTX#	Unit can transport and deploy # vehicle units of X size	109
Very Large	VLG	Unit is considered very-large sized (fills 4" radius)	109
VSTOL	VSTOL	Enables shorter take-off and landing areas	109
Watchdog	WAT	Unit has combined LPRB and LECM specials	48

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MOVEMENT COST TABLE

Terrain Type	Movement Cost
Clear	1″
Rough/Rubble	+1″
Woods	+1″
Water	+1″
Level Changes (up or down) Per 1″ elevation	+1″ (max 2″ per 1″ travelled)

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ALPHA STRIKE RANGE TABLE

Distance	Range
Up to 6″	Short
Over 6″ and up to 24″	Medium
Over 24″ and up to 42″	Long

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DETERMINING CRITICAL HITS TABLE

2d6 Roll	Effect
2	Ammo Hit
3	Engine Hit
4	Fire Control Hit
5	No Critical Hit
6	Weapon Hit
7	MP Hit
8	Weapon Hit
9	No Critical Hit
10	Fire Control Hit
11	Engine Hit
12	Unit Destroyed

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CHARGE DAMAGE TABLE

Unit Size	Multiply Move by
1	.25
2	.50
3	.75
4	1

Death from Above: Add +1 damage for Death from Above (DFA) attack

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TO-HIT MODIFIERS TABLE

RANGE MODIFIERS		
Range	**Distance**	**Modifier**
Short	Up to 6″	+0
Medium	>6″ to 24″	+2
Long	>24″ to 42″	+4

TARGET MOVEMENT MODIFIERS[1]	
Target's Available MP	**Modifier**
0-4″	+0
5″-8″	+1
9″-12″	+2
13″-18″	+3
19″-34″	+4
35″+	+5
Jump Capable	+1

TERRAIN MODIFIERS	
Terrain	**Modifier**
Woods	+2[2]
Partial Cover	+2

PHYSICAL ATTACKS MODIFIERS	
Physical Attack Type	**Modifier**
Charge	+2
Death From Above	+3
Melee	+1
Standard	+0

TARGET MODIFIERS	
Target	**Modifier**
Is Shutdown/Immobile	–4

MISCELLANEOUS MODIFIERS	
Attacker	**Modifier**
Fire Control Hit	+2[3]
Overheated	+ Heat Level [1-3][4]

[1]Modifier Modifier is based on the unit's available movement, modified by heat levels and critical hits (if applicable). For units with multiple movement modes, apply the modifier from the mode that has the highest modifier. Inches actually moved by the unit are irrelevant.
[2]Modifier applies if terrain is intervening or occupied by target.
[3]This modifier may apply multiple times, but does not apply to physical attacks.
[4]Heat modifiers do not apply to physical attacks.

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POINT VALUE SKILL RATING TABLE

Skill Description	Unit Skill Rating	Point Value Multiplier
Wet Behind the Ears	7	0.68
Really Green	6	0.77
Green	5	0.86
Regular	4	1.00
Veteran	3	1.38
Elite	2	1.82
Heroic	1	2.24
Legendary	0	2.63

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VICTORY POINTS TABLE

Event	Points Awarded
Enemy Unit Destroyed	+(Destroyed Unit's PV x 2)
Friendly Unit Destroyed	–(Destroyed Unit's PV x 1)
Enemy Unit Withdrawn*	+(Withdrawn Unit's PV x 1)
Friendly Unit Withdrawn*	–(Destroyed Unit's PV x 0.5)
Objective Occupied**	+(Objective's Point Value x 0.25)
Objective Captured**	+(Objective Point Value x 1)
Other Event	Varies (Players' Choice)

*To count toward Victory Points, the unit must have withdrawn under the Forced Withdrawal rules.

**Points are not awarded for occupying the same objective multiple times; do not award points for occupying an objective if it is captured.

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DETERMINING CRITICAL HITS TABLE

2d6	'Mech*	ProtoMech**	Vehicle
2	Ammo Hit	Weapon Hit	Ammo Hit
3	Engine Hit	Weapon Hit	Crew Stunned
4	Fire Control Hit	Fire Control Hit	Fire Control Hit
5	No Critical Hit	MP Hit	Fire Control Hit
6	Weapon Hit	No Critical Hit	No Critical Hit
7	MP Hit	MP Hit	No Critical Hit
8	Weapon Hit	No Critical Hit	No Critical Hit
9	No Critical Hit	MP Hit	Weapon Hit
10	Fire Control Hit	Unit Destroyed	Weapon Hit
11	Engine Hit	Weapon Hit	Crew Killed
12	Unit Destroyed	Weapon Hit	Engine Hit

*Roll twice for critical hits on IndustrialMechs, and apply both critical hits.

**ProtoMech critical hit effects must be tracked separately for individual ProtoMechs.

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UNIT MOVEMENT MODE TABLE

Movement Mode	Movement Code
Vehicles	
Hover	h
Naval	n
Submersible	s
Tracked	t
VTOL	v
Wheeled	w
Wheeled (bicycle)	w(b)
Wheeled (monocycle)	w(m)
WiGE	g
Infantry	
Foot	f
Jump	j
Motorized	m

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MOTIVE SYSTEMS DAMAGE TABLE

Unit Motive Type	2D6 Roll Modifier
Tracked/Naval	+0
Wheeled/Hovercraft	+1
VTOL/WiGE	+2

2D6 Roll	Motive Effects
2-8	No Effect
9-10	–2" Move*
11	–50% Move*
12+	Unit Immobilized

*To a minimum of 0" Move; round fractions down

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INDIVIDUAL PROTOMECH VALUES TABLE

Value (Point)	Value (Individual)
0	0
1 to 7	1
8 to 12	2
13 to 17	3
18 to 22	4
23+	5

MOVEMENT COST TABLE

Terrain Type	Move Cost per Inch	Prohibited Movement Mode/Unit Type
Base Move	1″	—
Clear	+0″[1]	Naval
Paved/Road/Bridge	+0″[2]	Naval
Rough	+1″	Naval, Wheeled
Rubble	+1″	Naval
Woods	+1″[3]	Air, Hover, Naval, Rail, Wheeled[4]
Water		
Surface Only	+0″	All except Hover, Naval, WiGE[5]
Depth 0″-1″	+0″	Ground, Infantry[6]
Depth 2″-3″	+1″[7]	Ground, InfantryF, IndustrialMechs[8]
Depth 4+″	+6″[7]	Ground, InfantryF, IndustrialMechs[8]
Level Changes (up or down)[9]		
Per 1″ elevation	+1″ ('Mechs, ProtoMechs)	
Per 1″ elevation	+1″ (VTOLs in Air)	
Per 1″ depth	+1″ (Submarines in Water)	
Per 1″ elevation	+2″ (Infantry, Ground Vehicles)	

Note: Airborne units (including Air vehicles and Aerospace units) ignore all terrain conditions until they attempt to occupy the same space and level of them (including attempts to land or liftoff). If airborne units attempt to enter terrain prohibited to them, treat the result as a crash.

[1]+1″ Move cost for wheeled support vehicles without Off-Road (ORO) special ability.

[2]All Tracked or Wheeled units gain an extra 2″ of Move on any turn where the unit spends its entire Move on this terrain.

[3]Infantry units reduce Move cost to enter this terrain by 1″ (to minimum of +0″).

[4]Wheeled units with the bicycle (b) or monocycle (m) movement modes may move through this terrain.

[5]Wheeled or Tracked vehicles with the Amphibious (AMP) special ability can move on water surfaces at a Move cost of +1″.

[6]Infantry units can move through water of any Depth only if they have the UMU special ability.

[7]This is the cost to move along the bottom of a water area. No additional cost applies if using submarine movement.

[8]IndustrialMechs can only enter water of 2″ depth or greater if they have the environmental sealing (SEAL) special ability.

[9]Infantry, ground vehicles, ProtoMechs, and WiGEs may not perform elevation changes greater than 1″ per 1″ travelled. 'Mechs may not make elevation changes over 2″ per 1″ travelled

Unit Types Key	
'Mechs	Includes BattleMechs and IndustrialMechs
ProtoMechs	ProtoMech units only
Infantry	Includes conventional infantry and battle armor
Vehicles	Includes all motive types covered by Air, Ground, and Naval
Air	Combat or support vehicles with VTOL or WiGE movement types
Ground	Combat or support vehicles with wheeled, tracked, hover, WiGE, or rail movement types
Naval	Combat or support vehicles with naval or submarine movement types
Hover	Combat or support vehicles with hover movement type only
Sub	Combat or support vehicles with submarine movement type only
Tracked	Combat or support vehicles with tracked movement type only
VTOL	Combat or support vehicles with VTOL movement type only
Wheeled	Combat or support vehicles with wheeled movement type only
WiGE	Combat or support vehicles with WiGE movement type only
Aerospace	Includes conventional fighters, aerospace fighters, small craft, and DropShips

TO-HIT MODIFIERS TABLE

RANGE MODIFIERS		
Range	**Distance**	**Modifier**
Short	Up to 6″	+0
Medium	>6″ to 24″	+2
Long	>24″ to 42″	+4

TARGET MOVEMENT MODIFIERS[1]	
Target's Available MP	**Modifier**
0-4″	+0
5″-8″	+1
9″-12″	+2
13″-18″	+3
19″-34″	+4
35″+	+5
Jump Capable	+1

TARGET MODIFIERS	
Target	**Modifier**
Has Stealth Armor	Varies[2]
Is Shutdown/Immobile	–4
Is Dropping Unit	+3

TARGET TYPE MODIFIERS	
Target Element Type	**Modifier**
Airborne Aerospace	+2[3]
Airborne VTOL or WiGE	+1
Battle Armor	+1
DropShip	–2
Large (LG, VLG, or SLG special)	–1
ProtoMech	+1

TERRAIN MODIFIERS	
Terrain	**Modifier**
Underwater	+1[4]
Woods	+2[5]
Partial Cover	+2

PHYSICAL ATTACKS MODIFIERS	
Physical Attack Type	**Modifier**
Standard	+0
Melee	+1
Charge	+2
Death From Above	+3
Anti-'Mech Infantry	+1

MISCELLANEOUS MODIFIERS	
Attacker	**Modifier**
Attacking Indirectly	+1[6]
Attacker is a Drone	+1
Attacker is IndustrialMech with:	
No AFC special	+1[7]
Advanced Fire Control (AFC)	+0[7]
Attacker is Support Vehicle with:	
Advanced Fire Control (AFC)	+0[7]
Basic Fire Control (BFC)	+1[7]
No AFC or BFC special	+2[7]
Fire Control Hit (per hit)	+2[7]
Overheating	+Heat Level (1-3)[8]
Spotting for Indirect Fire	+1[9]
Anti-'Mech Infantry	
Attacker is Conventional Infantry	+3
Target transporting battle armor	+3[10]

[1]Modifier is based on available movement modified by heat level and critical hits, if applicable. Inches movement is irrelevant. This modifier does not apply to aerospace units.
[2]For battle armor targets, Stealth adds +1 at Short and Medium ranges, and +2 at Long range. For all other units, Stealth adds +0 at Short range, +1 at Medium range, and +2 at Long range.
[3]Includes fixed-wing support vehicles, conventional fighters, small craft and DropShips. Only applies when target is airborne. Do not apply if attacker is also an airborne aerospace unit.
[4]Only if attacker is also underwater (or is on the water surface and using TOR special); all underwater ranges are halved.
[5]Target has intervening or occupied Woods terrain.
[6]If the spotting unit makes a weapon attack in the same turn as it spots, apply a +2 modifier instead.
[7]Fire Control hit effects may apply multiple times. Does not apply to Physical attacks.
[9]Not cumulative with the Attacking Indirectly modifier.
[10]Applies if target is transporting battle armor as cargo, or using mechanized/extended mechanized infantry specials

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AEROSPACE TO-HIT MODIFIERS TABLE

RANGE MODIFIERS	
Range	**Modifier**
Short	+0
Medium	+2
Long	+4
Extreme	+6

AEROSPACE ATTACK MODIFIERS	
Attacker	**Modifier**
Altitude Bombing	+3
Dive Bombing	+2
Strafing	+4
Striking	+2

TARGET TYPE MODIFIERS	
Target Element Type	**Modifier**
Airborne Aerospace	+2*
Airborne DropShip	–2
Airborne VTOL or WiGE	+1
Small Craft	–1

MISCELLANEOUS MODIFIERS	
Condition	**Modifier**
Attacker is a Drone	+1
Attacker is Grounded DropShip	–2
Attacker is Tailing the Target	–2
Attacker is Support Vehicle with:	
Advanced Fire Control (AFC)	+0
Basic Fire Control (BFC)	+1
No AFC or BFC special	+2
Fire Control Hit (per hit)	+2**
Overheating	+Heat Level (1-3)

*Apply only if attacker is not an airborne aerospace unit. Airborne aerospace also includes fixed-wing support vehicles, conventional fighters, small craft, and DropShips.

**Fire Control critical hits may apply multiple times.

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AEROSPACE UNIT MOVEMENT MODE TABLE

Movement Mode	Movement Code
Aerodyne	a
Airship	i
Spheroid	p

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DETERMINING CRITICAL HITS TABLE

2d6	Aerospace*	DropShip**
2	Fuel Hit	KF Boom Hit
3	Fire Control Hit	Docking Collar Hit
4	Engine Hit	No Critical Hit
5	Weapon Hit	Fire Control Hit
6	No Critical Hit	Weapon Hit
7	No Critical Hit	Thruster Hit
8	No Critical Hit	Weapon Hit
9	Weapon Hit	Door Hit
10	Engine Hit	No Critical Hit
11	Fire Control Hit	Engine Hit
12	Crew Killed	Crew Hit

*Includes fixed-wing support vehicles, airships and conventional fighters.

**Includes small craft.

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ADVANCED MOVEMENT MODE COSTS TABLE

Terrain Type	Move Cost per Inch	Prohibited Movement Mode/Unit Type
Climbing (per inch climbed)	+2″	Vehicles, Aerospace Units, Battle Armor*
Evading	+0″	—
Leaping	4″†	All except 'Mechs and ProtoMechs
Intentional Fall	2″†	All except 'Mechs, ProtoMechs, and Ground Vehicles
Sprinting	+0″‡	Aerospace Units, Naval, VTOL

*Battle armor with the AM special ability may also use Climbing movement.

†Unit suffers 1 damage per 6″ fallen (or fraction thereof) (see Leaping and Intentional Falls, p. 63).

‡Multiply unit's current ground Move by 1.5, rounding up (see Sprinting, p. 63).

ADVANCED TARGET MOVEMENT MODIFIERS TABLE

Advanced Movement Type	To-Hit Modifier
Climbing	*
Sprinting	–1**
Evading (Evading Unit's Skill)	
Skill 6-8	+1
Skill 5	+2
Skill 4-3	+3
Skill 2-1	+4

*Treat Climbing unit as if it has half its normal Ground Move, with no jump.

**Use the unit's Sprinting Move for the base target movement modifier.

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LANDING ROLL MODIFIERS TABLE

Condition	Modifier
Operating in Atmosphere	+2
Thruster Hit Damage	+4
No Thrust or Shutdown	+6
Inappropriate Landing Area*	+2
Landing Area is Paved	–2

*This condition applies if the landing area includes any change in elevation, includes any structures or terrains other than clear or paved, or is too short or small for the unit's needs.

ADVANCED TERRAIN MOVEMENT COST TABLE

Terrain Type	Move Cost per Inch	Prohibited Movement Mode/Unit Type
Base Move	1″	—
Clear	+0″[1]	Naval, Rail
Paved/Road/Bridge	+0″[2]	Naval, Rail
Woods		
Light	+1″[3]	Air, Hover, Naval, Rail, Wheeled[4]
Heavy	+2″[3]	Vehicles
Ultra-Heavy	+3″	All except Infantry
Water		
Surface Only	+0″	All except Hover, Naval, WiGE[5]
Depth 0″-1″	+0″	Ground, Infantry[6],
Depth 2″-3″	+1″[7]	Ground, Infantry[6], IndustrialMechs[8]
Depth 4″-10″	+6″[7]	Ground, Infantry[6], IndustrialMechs[8]
Depth 11+″	+8″[7, 9]	Ground, Infantry[6], IndustrialMechs[8]
Rapids	+1″	As Water of appropriate Depth
Level Changes (up or down)[10]		
Per 1″ elevation	+1″ ('Mechs, ProtoMechs)	
Per 1″ elevation	+1″ (VTOLs in Air)	
Per 1″ depth	+1″ (Submarines in Water)	
Per 1″ elevation	+2″ (Infantry, Ground Vehicles)	
Buildings		
Light	+1″[11]	Air, Naval, Rail
Medium	+2″[11]	Air, Naval, Rail
Heavy	+3″[11]	Air, Naval, Rail
Hardened	+4″[11]	Air, Naval, Rail
Deep Snow	+1″[12]	Wheeled
Gravel Piles	+1″[12]	Naval, Rail
Hazardous Liquid Pool	As Water[12]	As Water
Heavy Industrial	+0″/+1″[13]	Naval, Rail
Ice	+1″[12]	Naval
Jungle		
Light	+2″	Vehicles
Heavy	+3″	Vehicles
Ultra-Heavy	+4″	All except Infantry
Magma		
Crust	+0″[12]	Infantry, Naval, Rail, Wheeled
Liquid	+1″[12]	All except 'Mechs
Mud	+1″[12]	Naval, Rail
Planted Fields	+0″	Naval, Rail
Rail	+0″/+1″[14]	Naval
Rough	+1″	Naval, Rail, Wheeled
Ultra Rough	+2″	Naval, Rail, Wheeled
Rubble	+1″	Naval, Rail
Ultra Rubble	+2″	Naval, Rail
Sand	+0″/+1″[12, 15]	Naval, Rail
Swamp	+1″/+2″[12, 16]	Naval, Rail
Tundra	+0″[12]	Naval, Rail

ADVANCED TERRAIN MOVEMENT COST TABLE (CONTINUED)

Note: Airborne units (including Air vehicles and Aerospace units) ignore all terrain conditions until they attempt to occupy the same space and level of them (including attempts to land or liftoff). If airborne units attempt to enter terrain prohibited to them, treat the result as a crash.

[1]+1″ Move cost for wheeled support vehicles without Off-Road (ORO) special ability.

[2]All Tracked or Wheeled units gain an extra 2″ of Move on any turn where the unit spends its entire Move on this terrain.

[3]Infantry units reduce Move cost to enter this terrain by 1″ (to minimum of +0″).

[4]Wheeled units with the bicycle (b) or monocycle (m) movement modes may move through this terrain.

[5]Wheeled or Tracked vehicles with the Amphibious (AMP) special ability can move on water surfaces at a Move cost of +1″.

[6]Infantry units can move through water of any Depth only if they have the UMU special ability.

[7]This is the cost to move along the bottom of a water area. No additional cost applies if using submarine movement.

[8]IndustrialMechs can only enter water of 2″ depth or greater if they have the environmental sealing (SEAL) special ability.

[9]Non-submarine units at this depth (including units with UMU special) may suffer damage. See Water (Expanded) (p. 67).

[10]Infantry, ground vehicles, ProtoMechs, and WiGEs may not perform elevation changes greater than 1″ per 1″ travelled. 'Mechs may not make elevation changes over 2″ per 1″ travelled unless using Advanced Movement Modes (see p. 62).

[11]Infantry units do not pay any additional Move cost for Buildings; ProtoMechs pay only +1″ Move for all Buildings

[12]Units in this terrain type may bog down and/or suffer damage. See specific terrain rules.

[13]Only 'Mech units apply the +1″ Move cost in this terrain; all other units in this terrain apply +0″ Move cost.

[14]Rail units in this terrain must move along the rail and pay +0″ Move cost. All other units apply the +1″ Move cost.

[15]Only infantry units and wheeled units without the Dune Buggy (DUN) special apply the +1″ Move cost in this terrain.

[16]Only 'Mech and ProtoMech units apply the +1″ Move cost in this terrain; all other units in this terrain apply +2″ Move cost.

Unit Types Key	
'Mechs	Includes BattleMechs and IndustrialMechs
ProtoMechs	ProtoMech units only
Infantry	Includes conventional infantry and battle armor
Vehicles	Includes all motive types covered by Air, Ground, and Naval
Air	Combat or support vehicles with VTOL or WiGE movement types
Ground	Combat or support vehicles with wheeled, tracked, hover, WiGE, or rail movement types
Naval	Combat or support vehicles with naval or submarine movement types
Hover	Combat or support vehicles with hover movement type only
Rail	Combat or support vehicles with rail movement type only
Sub	Combat or support vehicles with submarine movement type only
Tracked	Combat or support vehicles with tracked movement type only
VTOL	Combat or support vehicles with VTOL movement type only
Wheeled	Combat or support vehicles with wheeled movement type only
WiGE	Combat or support vehicles with WiGE movement type only
Aerospace	Includes conventional fighters, aerospace fighters, small craft, and DropShips

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ADVANCED TERRAIN TO-HIT MODIFIERS TABLE

Advanced Terrain Modifiers	
Terrain	**Modifier**
Underwater	+1*
Woods (per 2″)	
Light	+1
Heavy	+2
Ultra-Heavy	+3
Buildings	**
Heavy Industrial	+1
Jungle (per 2″)	
Light	+1
Heavy	+2
Ultra-Heavy	+3
Planted Fields (per 4″)	+1†

Target Movement Modifiers	
Target	**Modifier**
Is Bogged Down	‡

*Only if attacker is also underwater (or is on the water surface and using TOR special); all underwater ranges are halved.

**Buildings block Light of Sight, providing either partial or full cover as a hill of equivalent size.

†Apply an additional +1 to-hit modifier if target is an Infantry unit.

‡Treat bogged down target as if it has a Target Movement Modifier of +0.

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OFF-BOARD ARTILLERY FLIGHT TIME TABLE

Distance	Flight Time (turns)
34″	0
90″	1*
170″	2*
240″	3*
300″	4*
340″	5*

*Cruise Missiles (ART-CM#) compute their flight times as 1 + (Distance/170″) turns.

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ARTILLERY TO-HIT MODIFIERS TABLE

Situation	To-Hit Modifier
Direct-Fire Artillery	+4
Indirect-Fire Artillery	+7
Each successive shot at the same target POI*	–1
Friendly unit acting as spotter when attack fired	–1
Spotter has LPRB, PRB or BH	–2
Spotter has RCN**	–1
Spotter made an attack during spotting turn	+1

*Applies only if a spotter has LOS to the target POI in the turn in which the attack is resolved.

**Do not apply this modifier if the spotter has LPRB, PRB or BH.

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ARTILLERY RANGE AND DAMAGE TABLE

Artillery Name	Special	Max Range	Damage	Area of Effect
Arrow IV (IS)	ART-AIS	90″	3(2)	2″ (NA)
Arrow IV (Clan)	ART-AC	100″	3(2)	2″ (NA)
Thumper	ART-T	240″	2	2″
Sniper	ART-S	200″	3	4″
Long Tom	ART-LT	340″	5/2	6″
Cruise Missile/50	ART-CM5	360″	8	2″
Cruise Missile/70	ART-CM7	1000″	11/2	6″
Cruise Missile/90	ART-CM9	1360″	16/6	8″
Cruise Missile/120	ART-CM12	1700″	22/14	6″
Artillery Cannons				
Thumper Cannon	ART-TC	42″	1	2″
Sniper Cannon	ART-SC	42″	2	2″
Long Tom Cannon	ART-LTC	42″	3	2″

ALTERNATE MUNITIONS TABLE

Weapon	To-Hit Modifier	Damage	Required Special Ability
Artillery			
Air-Defense Arrow IV	*	See Rules	ART-AIS, ART-AC
Cluster	+0	See Rules	ART-AIS, ART-AC, ART-T, ART-S, ART-LT
Copperhead	*	See Rules	ART-T, ART-S, ART-LT
Flechette	+0	See Rules	ART-T, ART-S, ART-LT
Illumination	+0	See Rules	ART-AIS, ART-AC, ART-T, ART-S, ART-LT
Inferno IV	+0	See Rules	ART-AIS, ART-AC
Smoke	+0	See Rules	ART-AIS, ART-AC, ART-T, ART-S, ART-LT
Thunder or Thunder-Active	+0	See Rules	ART-AIS, ART-AC
Autocannon			
Armor Piercing	+1	+0*	AC
Flak	–2	+0*	AC
Flechette	+0	+0*	AC
Precision	+0/–2*	+1/0*	AC
Tracer	*	+0	AC
Bombs			
Air-to-Air Arrow IV	+0*	2	BOMB
Arrow IV	+0	+0	BOMB
Inferno (Advanced Rules)	+0	+0	BOMB
Laser-Guided	–2*	2	BOMB
Light Air-to-Air Arrow	+0*	1	BOMB
Rocket Launcher	+0*	+1	BOMB
TAG	+2	NA	BOMB
Thunder	+0	Mines	BOMB
Torpedo	+0*	+0	BOMB
Narc/iNarc			
ECM	+0	+0*	INARC
Explosive	+0	*	CNARC, SNARC, INARC
Haywire	+0	+0*	INARC
LRM/SRM			
Heat-Seeking	+0/–2*	+1/+0*	LRM, SRM
Inferno	+0	*	SRM
Magnetic Pulse	+0	+0*	LRM, SRM
Mine Clearance	+0	+0*	LRM, SRM
Semi-Guided	+0/–2*	+1/+0*	LRM
Smoke	+0	+0*	LRM, SRM
Swarm/Swarm-I	+0	+0*	LRM
Tandem Charge	+0	+0*	SRM
Thunder	+0	*	LRM

*See Item rules.

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ALPHA STRIKE BUILDINGS TABLE

Building Type	Move Cost per Inch*	CF Range (Default)	Weight Capacity (per 1″ height)	Damage Absorption*		Collapse Damage (per each 4″ height)
				Infantry	Non-Infantry	
Light	+1″	1-5 (5)	1	2	1	1
Medium	+2″	6-15 (12)	2	4	2	2
Heavy	+3″	16-30 (25)	3	6	3	3
Hardened	+4″	31-50 (40)	4	8	4	4

*No additional Move cost for Infantry (including battle armor); ProtoMechs Move cost in buildings is +1″, regardless of type
**See Attacking Units inside Buildings (p. 85)

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BATTLEFIELD INTELLIGENCE RATING TABLE

Item in Player's Force	BI Rating Points
Each ground unit with the Recon (RCN) special ability	2
Each non-DropShip aerospace unit	1
Each non-DropShip aerospace unit with the Recon special ability	2
Each DropShip	2
Each point of MHQ special ability	1

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CAPITAL AND SUB-CAPITAL WEAPON TO-HIT MODIFIERS

Situation	Modifier
Attacking in Atmosphere*	+2
Airborne Attack Modifiers	
CAP or SDS-C vs. Small Target**	+5
SCAP or SDS-SC vs. Small Target**	+3
MSL or SDS-CM vs. Small Target**	+0
Point Defense (1 damage)†	+1
Point Defense (2+ damage)†	Auto-Fail
Ground Attack Modifiers	
Air-to-Ground Attack (from Central Zone)	+0
Air-to-Ground Attack (from any other zone)	+3
Surface-to-Surface Attack (Non-Stationary)	+2
Ground Target designated by friendly TAG	–2

*If Atmospheric Pressure rules are used, +0 for Thin, Trace, or Vacuum
**Small Targets include all units that do not possess LG, VLG, or SLG specials
†Point defense only affects MSL or SDS-CM attacks

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VISUAL SPOTTING RANGE TABLE

Atmospheric Condition	Maximum Range
Pitch Black	2″
Night, Moonless Night, Blizzard	4″
Fog, Blowing Sand	6″
Dusk, Dawn, Rain (Torrential)	10″
Rain, Snow	14″
Normal Daylight	40″

UNIT HEIGHTS TABLE

Unit Type	Height
BattleMechs/IndustrialMechs	2″
Superheavy 'Mechs	3″
ProtoMechs, Vehicles, Infantry, Fighters	1″
Submarines	1″
Large (LG) Support Vehicles, Small Craft	2″
Very Large (VLG) Support Vehicles	3″
Super Large (SLG) Support Vehicles	4″
Aerodyne DropShips	5″
Spheroid DropShips	10″
Mobile Structures	Variable

Note: Airborne units, including VTOLs, are automatically revealed if a LOS can be traced to their current altitude

ALPHA STRIKE CAMPAIGN SUPPORT POINT TABLES

EQUIPMENT REPAIRS, PURCHASES, AND REARMING TABLE

Activity	SP Cost
Repairs	
'Mech or Fighter Armor	10 per point*
'Mech or Fighter Structure	20 per point*
ProtoMech Armor and Structure	25 per point
Battle Armor Unit	3 per point
DropShip Armor and Structure	20 per point*
Vehicle/Other Armor	5 per point*
Vehicle/Other Structure	10 per point*
Purchases	
'Mech or Fighter	Size x 250**
ProtoMech	Size x 50**
Battle Armor Unit	200*
Vehicle/Other	Size x 100**
Rearming	
Standard Rules Ammunition	10
Advanced Options Ammunition (see p. 76)	50

*Multiply SP cost by 2 for Clan technology units
**Size is the Size class of the unit desired; 1 = Light, 2 = Medium, 3 = Heavy, 4 = Assault (2x if LG, 4x if VLG, 8x if SLG)

PERSONNEL HIRING AND HEALING TABLE

Activity	SP Cost
Hiring	
MechWarrior or Fighter Pilot	30*
ProtoMech Pilot (clan only)	500
Battle Armor Squad/Point	25*
DropShip Crew	200
Vehicle/Small Craft Crew	60
Conventional Infantry Unit (Foot)	100
Conventional Infantry Unit (Motorized)	200
Conventional Infantry Unit (Jump)	300
Healing	
MechWarrior or Fighter Pilot	200*
DropShip/Other Crew	150*
Vehicle/Small Craft Crew	500
Conventional Infantry Unit (Any)	60 per point**

Note: All new hires to a player's force are treated as Green (Skill rating 5), unless SP is spent on Skill advancement up front.
*Multiply SP cost by 2 for Clan units
**Healing infantry repairs damage to unit, so cost is based on points of armor/structure in the unit.

SKILL ADVANCEMENT TABLE

Activity	SP Cost*
Improve MechWarrior or Fighter Pilot Skill	200
Improve ProtoMech Unit Skill	400
Improve Vehicle Crew Skill	100
Improve DropShip Crew Skill	1,000
Improve Battle Armor Unit Skill	800
Improve Conventional Infantry Unit Skill	500

Note: All Skill improvements decrease the unit's base Skill rating by 1, to a minimum of 0.
*Multiply SP cost by 3x if the unit did not take part in the previous track.