BATTLETECH™

ALPHA STRIKE™

COMMANDER'S EDITION™



CATALYST game labs™

COMMAND YOUR DESTINY!

In the *BattleTech* universe there remains one constant: the drums of war. And where there is war, valiant military commanders from the Great Houses, the Clans, and other interstellar nations lead the charge of hulking BattleMechs, brave infantry, and daring aerofighters to certain victory or crushing defeat on the sprawling battlefields of distant worlds. Rally your troops onward into the fray, and surge forth to triumph over the enemy.

Alpha Strike: Commander's Edition collects into one handy volume the revised fast-play rules from the original *Alpha Strike* and the expanded rules from *Alpha Strike Companion*. Take command of large-scale engagements with tabletop-miniatures gameplay designed for the modern wargamer. Use the force-creation rules to marshal your armies, charge them into battle, and either reap the rewards of conquest or taste the bitter pill of defeat. The future of the Inner Sphere is in your hands!







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ALPHA STRIKE COMMANDER'S EDITION



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Dedication
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A UNIVERSE OVERVIEW



BattleTech is a science-fiction "space opera" set in the factional, militarized universe of the thirty-first century. Humanity has spread to the stars and spawned titanic interstellar empires, each controlling hundreds of worlds across a combined region of space stretching more than a thousand light years.

Following the rise of six Great Noble Houses, a mighty Star League was forged, heralding a golden age of prosperity.

However, treachery undermined the Star League and led to the murder of the First Lord and the fall of House Cameron. The rulers of the remaining five Great Houses each proclaimed themselves the new First Lord of the crumbling Star League, and thus began the Succession Wars.

For twelve generations, armies of BattleMechs have clashed across more than 2,000 colonized planets of the Inner Sphere, visiting such destruction on humanity's technological capabilities that old, scavenged 'Mechs often outperform newly built models.

The year is 3025, and the scars of the Third Succession War remain a fresh memory across the entire Inner Sphere. All five Houses have paused their military campaigns in hopes of rebuilding their armies and rediscovering part of their lost technological base.

Whether wet-behind-the-ears recruits or grizzled veterans, mercenaries are the wild card that can tip the balance in combat. These MechWarriors run the razor's edge between legend and destruction, and possess the necessary skills and the right amount of luck to snatch victory from the jaws of defeat.

THIS is *BattleTech*.





BATTLETECH ERAS

The *BattleTech* universe is a living, vibrant entity that grows each year as more sourcebooks and fiction are published. A dynamic universe, its setting and characters evolve over time within a highly detailed continuity framework, bringing everything to life in a way a static game universe cannot match.

However, the same dynamic energy that makes *BattleTech* so compelling can also make it confusing, with so many sourcebooks published over the years. As people encounter *BattleTech*, get hooked and start to obtain sourcebooks, they need to know where a particular sourcebook is best used along the *BattleTech* timeline.

To help quickly and easily convey the timeline of the *BattleTech* universe—and to allow a player to easily "plug in" a given sourcebook—we've divided *BattleTech* into six major eras.



STAR LEAGUE (2005–2780)

Ian Cameron, ruler of the Terran Hegemony, concludes decades of tireless effort with the creation of the Star League, a political and military alliance between all Great Houses and the Hegemony. Star League armed forces immediately launch the Reunification War, forcing the Periphery realms to join. For the next two centuries, humanity experiences a golden age across the thousand light-years of human-occupied space known as the Inner Sphere. It also sees the creation of the most powerful military in human history.



SUCCESSION WARS (2781–3049)

Every last member of First Lord Richard Cameron's family is killed during a coup launched by Stefan Amaris. Following the thirteen-year war to unseat him, the rulers of each of the five Great Houses disband the Star League. General Aleksandr Kerensky departs with eighty percent of the Star League Defense Force beyond known space and the Inner Sphere collapses into centuries of warfare known as the Succession Wars that will eventually result in a massive loss of technology across most worlds.

***A Game of Armored Combat*:** The box set and primer you're holding in your hands are set in this era.

BATTLETECH: Harebrained Schemes' BATTLETECH is set at the end of this era, specifically starting in 3025.



CLAN INVASION (3050–3061)

A mysterious invading force strikes the coreward region of the Inner Sphere. The invaders, called the Clans, are descendants of Kerensky's SLDF troops, forged into a society dedicated to becoming the greatest fighting force in history. With vastly superior technology and warriors, the Clans conquer world after world. Eventually this outside threat will forge a new Star League, something hundreds of years of warfare failed to accomplish. In addition, the Clans will act as a catalyst for a technological renaissance.

***Clan Invasion*:** The Clan Invasion box set is set in this era.

MechWarrior Online: Piranha Games' *MechWarrior Online* is set in this era.



CIVIL WAR (3062–3067)

The Clan threat is eventually lessened with the complete destruction of a Clan. With that massive external threat apparently neutralized, internal conflicts explode around the Inner Sphere. House Liao conquers its former Commonality, the St. Ives Compact; a rebellion of military units belonging to House Kurita sparks a war with their powerful border enemy, Clan Ghost Bear; the fabulously powerful Federated Commonwealth of House Steiner and House Davion collapses into five long years of bitter civil war.



JIHAD (3068–3080)

Following the Federated Commonwealth Civil War, the leaders of the Great Houses meet and disband the new Star League, declaring it a sham. The pseudo-religious Word of Blake—a splinter group of ComStar, the protectors and controllers of interstellar communication—launch the Jihad: an interstellar war that will ultimately pit every faction against each other and even against themselves, as weapons of mass destruction are used for the first time in centuries while new and frightening technologies are likewise unleashed.



DARK AGE (3081–3150)

Under the guidance of Devlin Stone, the Republic of the Sphere is born at the heart of the Inner Sphere following the Jihad. One of the more extensive periods of peace begins to break out as the 32nd century dawns. The factions, to one degree or another, embrace disarmament and the massive armies of the Succession Wars begin to fade. However, in 3132 eighty percent of interstellar communications collapses, throwing the universe into chaos. Wars almost immediately erupt and the factions begin rebuilding their armies.



ILCLAN (3151–present)

The once-invulnerable Republic of the Sphere lies in ruins, torn apart by the Great Houses and the Clans as they wage war against each other on a scale not seen in nearly a century. Mercenaries flourish once more, selling their might to the highest bidder. As Fortress Republic collapses, the Clans race toward Terra to claim their long-denied birthright and create a supreme authority that will fulfill the dream of Aleksandr Kerensky and rule the Inner Sphere by any means necessary: The ilClan.

This is the current era of the *BattleTech* Universe, as depicted in the Catalyst Game Labs tabletop game and ongoing fiction.

THE INNER SPHERE CIRCA 3025

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 humankind 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

HOUSE STEINER (LYRAN COMMONWEALTH)

Over the centuries, business acumen has turned the Commonwealth into an industrial powerhouse, but often results in "social generals": nobles with little combat expertise. Today's Lyran MechWarriors place their confidence in Archon Katrina Steiner—whether leading a war or negotiating a trade agreement, her warriors will march at her side.

RULER:	Archon Katrina Steiner
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 443	**Founding Year** 2341
	Currency Kroner



COMSTAR

A pseudo-religious order in control of Terra and dedicated to the preservation of technology and maintaining a neutral control over the Inner Sphere's communication network.

RULER:	Primus Julian Tiepolo
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 1	**Founding Year** 2785
	Currency C-Bill

HOUSE MARIK (FREE WORLDS LEAGUE)

Its greatest strength, the forging of disparate empires into a whole, is also its Achilles heel as internal conflicts have wracked the League for centuries. And yet Free Worlds League MechWarriors—like the current Captain-General Janos Marik—have a knack for bringing order out of chaos; an adaptability that results in the confidence to rise over any obstacle.

RULER:	Captain-General Janos 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 333	**Founding Year** 2271
	Currency Eagle

LEGEND

30 LIGHT YEARS

180 LIGHT YEARS OR 55.18 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.

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HOUSE KURITA (DRACONIS COMBINE)

During the Star League era, Urizen Kurita II steeped the Combine in the culture and heritage of Japan and its samurai code of *bushido*. That legacy rests upon the Five Pillars of society. The MechWarriors of the Pillar of Steel have always represented the pinnacle of service to House Kurita and its current embodiment in Coordinator Takashi Kurita.

RULER:	Coordinator Takashi 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 412	**Founding Year** 2319
	Currency Ryu

HOUSE LIAO (CAPELLAN CONFEDERATION)

For half a millennium, duty to the State—and its current Chancellor, Maximilian Liao—has been lauded and respected, bringing out the best in society. And none garner more respect and admiration than Liao MechWarriors, whose unshakable nationalistic pride and tenacity have met setback after setback with determination and grit.

RULER:	Chancellor Maximilian Liao
GOVERNMENT:	Dictatorship
CAPITAL (CITY, WORLD)	Zi-jin Cheng (Forbidden City), Sian
DOMINANT LANGUAGE(S):	English and Chinese (Mandarin, official), Chinese (Cantonese), Russian, Hindi
DOMINANT RELIGION(S):	Buddhism, Taoism, Hinduism
Inhabited Worlds 207	**Founding Year** 2366
	Currency Yuan

HOUSE DAVION (FEDERATED SUNS)

Seven hundred years since its formation, the current First Prince Hanse Davion, known as "The Fox", views the Federated Suns as a bastion of liberty. Embracing that call, Davion MechWarriors—proud members of the Federated Suns nobility—are eager to spread the blessings of Davion freedom throughout the Inner Sphere.

RULER:	Prince Hanse 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 509	**Founding Year** 2317
	Currency Pound

THE INNER SPHERE CIRCA 3052

Clan Invasion: The near-unimaginable conflict of the initial Clan invasion came at a time when the Inner Sphere was perched on the edge of another round of internecine Succession Wars. Each of the five realms had recovered some measure of advanced technology from the Helm memory core, and each believed it had gained an advantage over the other. Three hundred years of experience were cast aside in favor of new weapons, new BattleMechs, and the lightning warfare of the Fourth Succession War.

The combat that came, of course, proved to every Inner Sphere leader that the advantage lay not with them, but with the invaders from beyond the Periphery's borders.

CLAN GHOST BEAR

Clan Ghost Bear roared into the Inner Sphere with their conquest of the Elysian Fields in the Periphery in the fall of 3049. The first real wave of Operation Revival launched in March 3050, with Clan Ghost Bear attacking the border between the Free Rasalhague Republic and the Draconis Combine. The ensuing fight taught the Ghost Bears valuable lessons about the Inner Sphere militaries. On all their conquered worlds the Ghost Bears left token garrison forces, expecting the populations to stay subdued once conquered.

RULER:	Khan Bjorn Jorgensson		
GOVERNMENT:	Clan (Caste-driven, Warrior-dominant hierarchy)		
DOMINANT LANGUAGE(S):	English (official)		
DOMINANT RELIGION(S):	None		
Inhabited Worlds	41	**Founding Year**	2807
		Currency	Kerensky

CLAN WOLF

Clan Wolf was the chosen Clan of Nicholas Kerensky, founding father of all Clans. Because of the prominence the Wolves played in the creation of the Clans they have been involved in the most pivotal (and controversial) inter-Clan actions. When the call to return to the Inner Sphere came it was the the Wolves who stymied the return. In 3000, using the argument that detailed intelligence on the Inner Sphere was necessary before starting a campaign, Wolf's Dragoons were formed around freeborn warriors and unconventional thinkers. Arriving in the Inner Sphere in 3005, that unit would chart a course already known to history.

RULER:	Khan Ulric Kerensky		
GOVERNMENT:	Clan (Caste-driven, Warrior-dominant hierarchy)		
DOMINANT LANGUAGE(S):	English (official)		
DOMINANT RELIGION(S):	None		
Inhabited Worlds	90	**Founding Year**	2807
		Currency	Kerensky

CLAN JADE FALCON

The Jade Falcons are a hidebound, conservative Clan, one that sees itself as the only true inheritor of Nicholas Kerensky's ideals. Though they have never been in the forefront of innovation, the Falcons have maintained their status as one of the strongest and most influential Clans for centuries. The aggressive Crusader movement was developed within Falcon ranks and it was only through chance that they were not the ones fate chose to launch the invasion.

RULER:	Khan Elias Crichell		
GOVERNMENT:	Clan (Caste-driven, Warrior-dominant hierarchy)		
DOMINANT LANGUAGE(S):	English (official)		
DOMINANT RELIGION(S):	None		
Inhabited Worlds	54	**Founding Year**	2807
		Currency	Kerensky

MARIK

LEGEND

30 LIGHT YEARS

180 LIGHT YEARS OR 55.18 PARSECS

MAXIMUM JUMP: APPROXIMATELY 30 LIGHT YEARS

Coreward

Anti-spinward

Spinward

Rimward

Map compiled by COMSTAR.
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CLAN SMOKE JAGUAR

Based on the world of Huntress in the Kerensky Cluster, Clan Smoke Jaguar is widely regarded as the most aggressive and tenacious of the Clans. Ardent in their zealotry, they modeled all aspects of their society after the smoke jaguar, a genetically-altered form of the Terran jaguar bred for the jungles of Strana Mechty. They created some of the most efficient, ruthless, and capable warriors and machines ever known. Smoke Jaguar warriors placed honor and the needs of the Clan far above their own lives such that many continued to fight long after sustaining even mortal injuries.

RULER:	Khan Lincoln Osis
GOVERNMENT:	Clan (Caste-driven, Warrior-dominant hierarchy)
DOMINANT LANGUAGE(S):	English (official)
DOMINANT RELIGION(S):	None

Inhabited Worlds	46	**Founding Year**	2807
		Currency	Kerensky

FREE RASALHAGUE REPUBLIC

The origins of the Free Rasalhague Republic date back to the early days of interstellar colonization in the twenty-third century. People from the Federal Republics of Sweden, Finland, and Norway settled on nine worlds centered on Rasalhague. It attempted to steer a neutral course in interstellar affairs. The people of Rasalhague cling to their Scandinavian culture, and the region is ever a hotbed of dissent and simmering rebellion.

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

FEDERATED COMMONWEALTH

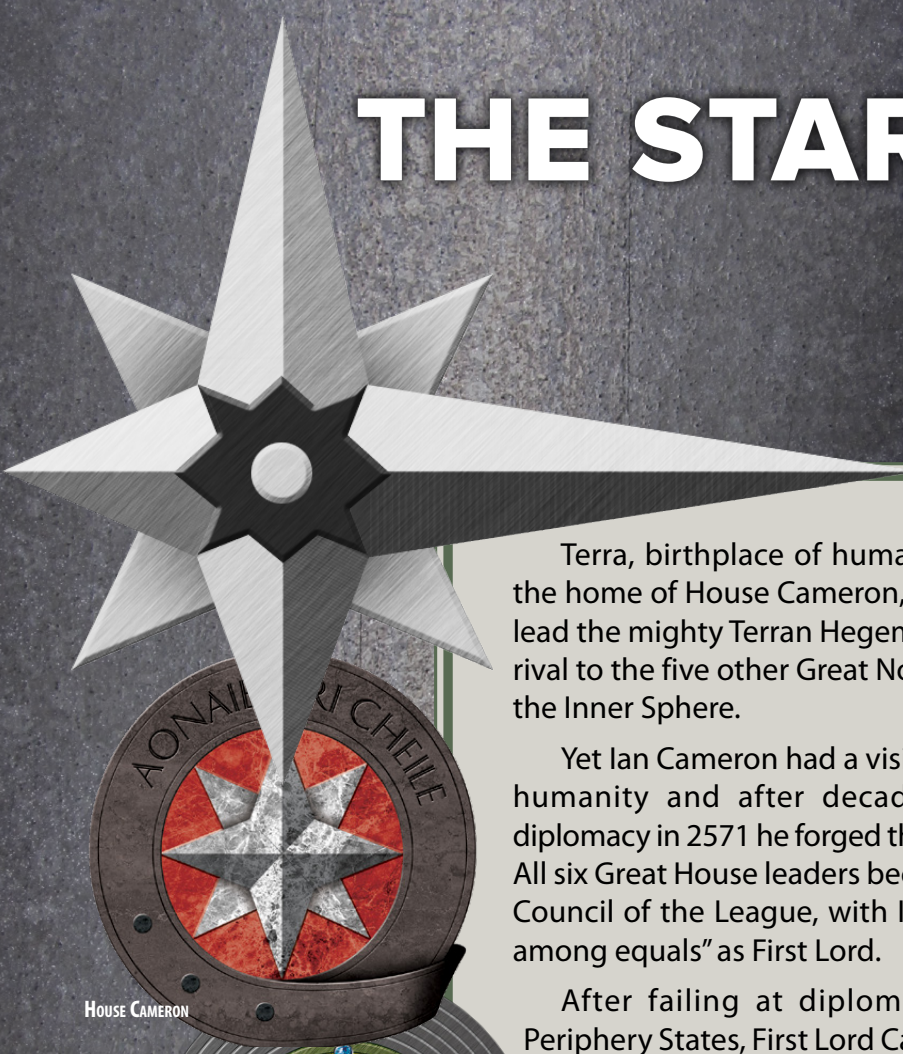
The Federated Commonwealth found its origins out of the wedding gift from Hanse Davion to Melissa Steiner when the pair were married in 3028. Ttroops from the Federated Suns and Lyran Commonwealth poured over the borders of their neighbors in an effort to physically unite their realms as solidly as they had politically. Scores of worlds from the Capellan Confederation and Draconis Combine fell under the new FedCom banner. After the war's end, the Federated Commonwealth proved to be the boldest political experiment since the Star League itself.

RULER:	First Prince Hanse Davion & Archon Melissa 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	800+	**Founding Year**	3028
		Currency	Pound

THE STAR LEAGUE





House Cameron

Terran Hegemony

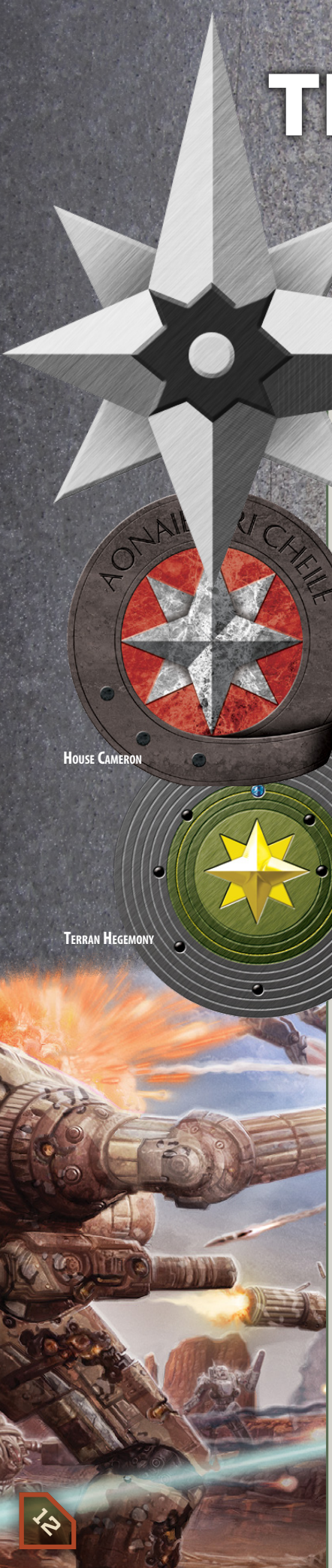
Terra, birthplace of humanity, was also the home of House Cameron, which rose to lead the mighty Terran Hegemony, an equal rival to the five other Great Noble Houses of the Inner Sphere.

Yet Ian Cameron had a vision of a united humanity and after decades of skilled diplomacy in 2571 he forged the Star League. All six Great House leaders became the High Council of the League, with Ian made "first among equals" as First Lord.

After failing at diplomacy with the Periphery States, First Lord Cameron forced them into the Star League during a war that would last two decades, cementing centuries of hostilities between the Inner Sphere and Periphery that survive to this day.

Regardless of its troubled beginnings, the next two hundreds years would see a golden age of peace, prosperity and advancements unheralded in human history. It would also give rise to the greatest military ever known, the Star League Defense Force.

Despite such prosperity, greed, envy and betrayal would ultimately undo mankind's greatest achievement. Stefan Amaris, the Usurper—ruler of a subjugated Periphery State—instigated a Periphery revolt in 2765. This pulled the lion's share of the SLDF to the edges of the Star League, while the Great Houses secretly expanded their private armies. Then in 2766 the Usurper—and those in-league with him—assassinated every noble member of House Cameron and in the resulting chaos took control of the Terran Hegemony.







Commanding General of the entire Star League Defense Force, Aleksandr Kerensky, immediately waged war on Amaris' renegade Periphery State and then his usurped Terran Hegemony, fighting a terrible no-quarters war. In 2780 the Usurper was finally defeated and Terra liberated.

For the next four years Aleksandr valiantly moved from royal court to royal court attempting to salvage the Star League through diplomacy. And yet Pandora's Box was open and each Great House leader saw themselves as the new master of the Star League.

Foreseeing a cycle of deadly wars, General Kerensky came to the conclusion that he must deny the Great Houses the Star League weapons with which they could destroy humanity. He enacted a bold plan: Exodus. On 5 November 2784, 402 WarShips and 1,349 transport JumpShips with more than six million soldiers and dependents jumped into the Deep Periphery and vanished from the Inner Sphere and history.

With the brakes released, Coordinator Minoru Kurita declared himself First Lord in December 2786, quickly followed by the rest of the Great House leaders. The entire Inner Sphere erupted into a savage Succession War.

Three Succession Wars over the next two centuries would grind technology down until the accomplishments of the Star League have become lost entirely or barely understood. Thus, preserved ancient BattleMechs perform better than rarely manufactured new machines and have become prized possessions passed from generation to generation. Yet still the noble MechWarriors, knights of the Inner Sphere, take to the field of battle for their liege lord's goal of ruling a reborn Star League.

HOUSE DAVION (FEDERATED SUNS)







In the chaos that followed the collapse of the first interstellar government, the Terran Alliance, Lucien Davion formed the Federated Suns with a combination of diplomacy and force of will.

A native of the planet New Avalon, and a son of one its ambassadors, Lucien swayed the leaders of twenty worlds to join their fates to his to create the Federated Suns in 2317.

A century and a half later Simon Davion rose to power and oversaw the creation of a feudal system dedicated to the protection and prosperity of its people and to maintaining the positions of those within its newly minted nobility.

Seven hundred years since its formation, the current First Prince Hanse Davion, known as "The Fox", views the Federated Suns as a bastion of liberty.

Embracing that call, Davion MechWarriors—proud members of the Federated Suns nobility—are eager to spread the blessings of Davion freedom throughout the Inner Sphere.

These brave warriors are aided in their quest by the New Avalon Institute of Science, which is dedicated to recovering technologies lost through centuries of warfare.

The crest of House Davion is an embodiment of the Federated Suns motto "By Freedom's Sword."

HOUSE KURITA (DRACONIS COMBINE)





Raised in a military and social tradition dating back more than six centuries, Shiro Kurita believed himself destined to rule and in 2303 launched the first full-scale interstellar military operation in history.

After a decade-and-a-half of hard-fought battles, self-proclaimed Coordinator Shiro Kurita formed the Draconis Combine consisting of fifty-one star systems.

Centuries later, during the Star League era, Urizen Kurita II would further steep the Combine in the culture and heritage of Japan and its samurai code of *bushido*: he believed the Dragon—the Draconis Combine—was destined to rule the Inner Sphere.

That legacy, built across generations, rests upon the Five Pillars that make up the Draconis Combine: Gold representing the government, Teak for society and culture, Ivory for philosophy, Jade the Economy and of course Steel for the military.

The MechWarriors of the Pillar of Steel have always represented the pinnacle of service to House Kurita and its current embodiment in Coordinator Takashi Kurita.

The Sun Zhang MechWarrior Academy is the largest of its kind in the Inner Sphere, instilling that martial tradition into the finest MechWarriors alive, creating equal parts respect and fear throughout the Inner Sphere.

Academy graduates—like all of the Draconis Combine—proudly display the emblem of House Kurita, embracing its motto "Honor the Dragon."





HOUSE LIAO
(CAPELLAN CONFEDERATION)

Franco Liao rose to leadership as the Federated Suns and Free Worlds League threatened the worlds of the Capellan Zone. The nascent yet powerful Great Houses posed a threat to Capellan worlds that had to be countered. There could be only one solution: unification.

Immediately upon the formation of the Capellan Confederation in 2367, Davion troops occupied the capital. Franco, like all Chancellors since, made the brutal choice to survive: an orbital bombardment destroyed the enemy, and his own capital city.

That "the state is all" thinking reached a new apex in 2505. Kalvar Lorix wrote "The Lorix Creed," a tract naming the MechWarrior as the pinnacle of military and social evolution; such thinking swept the rest of the Inner Sphere.

Half a millennium later the peoples of the Capellan Confederation take pride in the fact they must earn their citizenship. Duty to the State and its current Chancellor, Maximilian Liao, is lauded and respected, bringing out the best in society.

And none garner more respect and admiration than Liao MechWarriors, whose unshakable nationalistic pride and tenacity have met setback after setback with determination and grit.

Such dedication has given rise to the Death Commandos, the elite among the elite; the Chancellor's personal command. Expert in all forms of warfare, they represent the pinnacle of dedication to the State.

HOUSE MARIK
(FREE WORLDS LEAGUE)



In 2271 the Marik Commonwealth, Stewart Confederation, Principality of Regulus, and Federation of Oriente united to create the first Great House: the Free Worlds League.

Led by Juliano Marik as Captain-General, its formation sparked imperialism that spread throughout the Inner Sphere, eventually leading to six Great Houses.

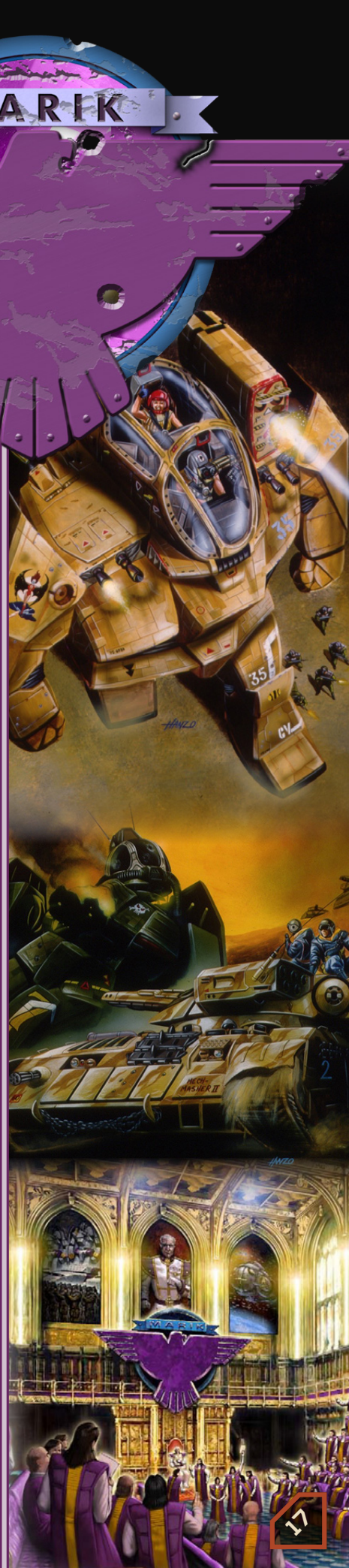
While its greatest strength, the forging of disparate empires into a whole, is also its Achilles heel as internal conflicts wracked the League for centuries.

And yet Free Worlds League MechWarriors—like the current Captain-General Janos Marik—have a knack for bringing order out of chaos; an adaptability that brings confidence to rise over any obstacle.

Balancing conflicting loyalties between home provinces and the larger nation, the military has only grown stronger, its MechWarriors and soldiers proud of their service and their oftentimes civil disobedience.

That confidence and adaptability results in a level of tactical experimentation not often seen in the other Houses, such as the use of aerospace assets in unusual roles, or the quick adoption of re-emerging technologies and BattleMechs thought lost since the collapse of the Star League.

Riding on the wings of the Marik eagle, such versatility encapsulates the Free Worlds League motto "United We Stand."





HOUSE STEINER (LYRAN COMMONWEALTH)



The Lyran Commonwealth was founded almost as a business merger in 2341 from the realms of the Protectorate of Donegal, Federation of Skye and Tamar Pact, to be ruled by a Council of nine Archons.

Eventually Katherine Steiner would assume sole Archonship in 2408, firmly establishing House Steiner as a dynastic powerhouse.

Always acutely aware of competitive advantage—even on the battlefield—when the Terran Hegemony developed the first BattleMech, agents of House Steiner stole the secret plans in a daring raid.

Over the centuries that business acumen has turned the Commonwealth into an industrial powerhouse, but often at the cost of "social generals": soldiers with more noble lineage and business connections than tactical or strategic expertise.

Today's Commonwealth MechWarriors are confident of Archon Katrina Steiner's rulership. Whether she is leading a war or negotiating a trade agreement, her warriors will march at her side.

In return for such support, these supremely capable MechWarriors bask in the glory of a wealthy realm and the new, often-assault-class BattleMechs at their disposal.

In the Lyran throne room, two BattleMechs flank the Archon throne and the emblem of House Steiner, exemplifying their motto "Indomitable Will."



MERCENARIES



Since organized warfare began, soldiers of fortune, mercenaries, have marched alongside troops owing fealty to one lord or another, buttressing kings or toppling empires.

In 3025, the Great Houses—exhausted after generations of war—have turned to mercenary outfits to continue their Machiavellian political agendas.

Some mercenaries have histories dating back centuries, none longer than the Northwind Highlanders, the current incarnation of the Scottish regiments of ancient Terra.

Others are recent, improbable stories, like the Kell brothers arriving on the world of Galatea in 3010 with an inheritance and no experience. Yet despite all naysayers they have forged the Kell Hounds into one of the most effective mercenaries fighting today.

For mercenaries, contract objectives can be anything from garrison duty on a backwater world, protecting a rare bit of lostech during transport, or a hot drop into the teeth of the enemy during a border invasion.

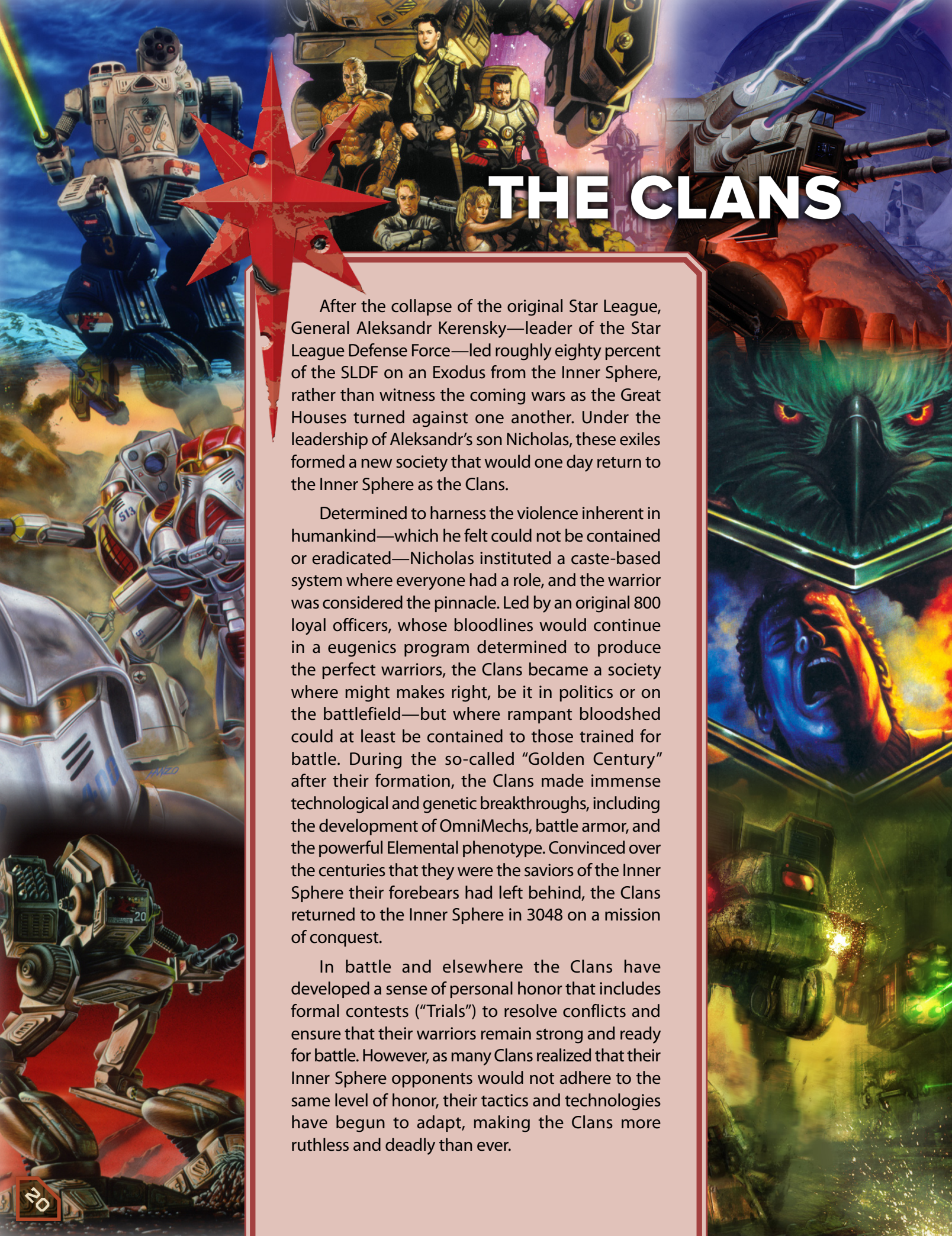
Regardless of the background or the Great House they contractually fight for, a commander has to scrounge the battlefield for spare parts to keep his force in fighting shape.

Negotiating contracts via the Mercenary Review Board with the Great Houses is almost as treacherous as the battles to be fought.

Bad deals or poor performance can leave mercs trapped on a distant planet without JumpShip transport, reinforcements, or even supplies.

Despite all these hardships, a mercenary commander knows that business is booming and C-bills and glory await the leader brave enough to seize it... and smart enough to survive it.





THE CLANS

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 wars as the Great Houses turned against one another. 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—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 powerful 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.

In battle and elsewhere the Clans have developed a sense of personal honor that includes formal contests ("Trials") to resolve conflicts and ensure that their warriors remain strong and ready for battle. 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.

BATTLEMECHS & MECHWARRIORS

BATTLEMECHS

—Excerpts from a promotional pamphlet originally distributed by Defiance Industries of Hesperus, Lyran Commonwealth, 3007



- *Standing from seven to sixteen meters tall, and weighing from twenty to one hundred tons*
- *Powered by an armored and shielded fusion reactor*
- *Skeleton of honeycombed, foamed aluminum core wrapped with stressed silicon carbide mono-filament and sheathed by a rigid, titanium-steel shell*
- *Locomotion generated via bundles of polyacetylene-fiber myomer muscles*
- *Protected by aligned-crystal steel over a layer of boron nitride impregnated with diamond monofilaments*
- *Mounting a swath of powerful weapons from charged particle beams to lasers, missiles to rapid-fire autocannons*
- *All at the command of the noble elite, the MechWarriors*

The modern BattleMech is the end result of more than 3,000 years of battlefield technology development. Combining awesome destructive power and unparalleled maneuverability, the BattleMech is perhaps the most complex machine ever produced. The undisputed master of thirty-first century warfare, the BattleMech seems destined to reign supreme for centuries to come.

MECHWARRIORS

As soon as the first BattleMechs dominated the battlefields of the twenty-fifth century, the humans that piloted these awesome machines gained a power and influence well beyond what other soldiers on the field could command. An entire social class soon formed around those who piloted these increasingly important war machines. These so-called MechWarriors, the modern incarnation of knights, were given the monumental task of defending their homelands and their rulers. As with the Middle Ages of Europe, these MechWarriors were given honors in exchange for service. Some even received royal titles, conveying authority over entire worlds. Such honors usually had the direct effect of instilling utter loyalty toward whoever bestowed them.



BattleMechs have waxed and waned in rarity and numbers as the technology and production infrastructure to build and maintain them suffered during centuries of extended warfare.

During those eras when BattleMechs transitioned into rare commodities, many became owned by the MechWarriors who pilot them, with many 'Mechs having been passed down to a MechWarrior from their parents or relatives. Competitions within such families to see who will gain the right to become the next generation's MechWarrior—and thus the effective leader of that family—are fierce and brutal, with siblings taking sides and asking for no quarter.

BattleMechs that are not passed down are typically the property of the military, in which they serve with MechWarriors filling a roster slot in the military—or mercenary—force's structure.

INTRODUCTION



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.

Life is cheap, BattleMechs aren't.

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 commonly 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, and 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.

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.

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.

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 online at **bg.battletech.com/downloads**.

DICE

The primary action resolution system in this game involves rolling dice. *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. Both the *BattleTech Beginner Box* and the *A Game of Armored Combat Box* come with a set of plastic miniatures, and Iron Wind Metals sells *BattleTech* metal miniatures individually and in 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.

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 online, downloadable for free, from the **MasterUnitList.info** 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 under *The Unit Card* (see p. 27).

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 core rules for *Alpha Strike* are divided into several sections in this book, as follows:

Movement: The first chapter covers how different units maneuver on the battlefield.

Combat: This chapter breaks down the basics of ground warfare gameplay in *Alpha Strike*.

Damage: The rules in this chapter detail how to apply damage and critical hits and how to determine when a unit is destroyed.

Heat: This next chapter covers the Overheat Value, its effects, and how units may overheat, shutdown, and cool off.

The Battlefield: This chapter offers light rules for aerospace and artillery support, common forms of terrain and environments, large units, and conversion rules for playing on *BattleTech* hex maps instead of terrain.

Urban Combat: The rules in this chapter detail movement and combat inside of, amongst—and even with—buildings.

Special Abilities, Special Pilot Abilities, and Special Command Abilities: The rules in the next three chapters cover game effects provided by special equipment or unit characteristics; skilled MechWarriors, pilots, vehicle crews or infantry; or effects bestowed by dint of being part of a larger Combat Command.

Force Building: This next chapter explains how to build your Force by organizing units into cohesive groups called Formations.

Scenarios: Five sample scenarios are provided along with general scenario and scoring rules.

ADDITIONAL MATERIAL

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

Optional Rules: The rules in this chapter present more advanced-level options, including expanded terrain, artillery weapon rules, advanced buildings and infantry rules, alternate munitions, fire and smoke, variable damage, and more.

Aerospace: This chapter covers the optional 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.



COMMON GAME TERMS

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

Airborne – Any unit that is in the air, whether an aerospace unit or a ground unit such as a WiGE or VTOL, counts as airborne. Units that are hovering or jumping, have landed, or are taxiing/taking off are not considered airborne.

Area of Effect (AoE) – An area of effect refers to an area surrounding a central point that may be affected by certain weapons or items. Areas of effect are almost always represented on terrain maps by circular templates defined by their diameter (in inches). Examples of items in *Alpha Strike* that use AoE 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 most commonly used to indicate how many points of external (Armor) and internal (Structure) damage a unit can sustain before being destroyed. (Particularly large units—such as WarShips—may identify their Armor and Structure Values as numbers instead, however.) Damage that strikes a unit's Structure dramatically increases the chances of the unit suffering a critical hit, which can dramatically reduce the unit's performance.

Base-to-Base Contact – When two miniatures are physically touching each other on the table, they are said to be adjacent to each other, or 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, with "D6" used as shorthand for each die a player needs to roll to resolve attacks and other actions. A number preceding D6 indicates how many dice are required for a given roll (usually 2D6), with the roll's outcome determined by adding the dice values together. Thus, when a player rolls 2D6 and gets a 3 result on one die, and a 4 on the other, the roll's 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.

Force (or Army) – In an *Alpha Strike* game, a player's army list is also known as his Force. Depending 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.

Force Composition/Force Structure/Formation Structure – All of these terms are used interchangeably to refer to the military organizations employed by various factions: i.e. four units in an Inner Sphere lance, five units in a Clan Star, six units in a ComStar Level II, and so on.

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.

Formation Type – This term is used here to define a basic grouping of units defined by their capabilities and intended combat roles: e.g. a Battle Lance, an Assault Star, and so on.

Heat Scale – Some units—notably 'Mechs and aerospace fighters—can potentially overheat as a consequence of combat actions and other battlefield conditions. The Heat Scale is the part of the unit's card that is used to keep track of the unit's present heat levels in the event it does overheat. (See *Using Overheat Value*, p. 53). 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 remembered 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. Because it represents greater tactical awareness and reaction to events that take place simultaneously within a given game turn, the first units moved are those of the player's force that *lost* the Initiative.

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, but which may potentially be seen or fired through (such as smoke or trees). When two units cannot see each other at all through the objects and terrain between them via this straightest distance, their LOS is considered blocked entirely.

Margin of Failure (MoF) – The difference between a modified Target Number and a 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 modified Target Number and a 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.

Modified Target Number – The Target Number (TN) for a dice roll, after all modifiers are applied, is referred to as a Modified Target Number.

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. 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).

COMMON GAME TERMS (CONTINUED)

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 a particular mode or type of movement the unit employs. This can include special options such as the ability to jump over interceding terrain, or the use of hovercraft-like 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 with an Overheat Value (OV) is capable of delivering additional damage during a weapon attack, at the cost of suffering the effects of overheating (see *Heat Scale*, above).

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 (occasionally also known as "Ground Zero") 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) have range values that are often described as Short, Medium, Long, or Extreme in range. These "range brackets" are used to describe a unit's overall ability to deliver damage to a target based on its distance from the attacker. Shorter-ranged attacks are usually 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 as a result of specific equipment or design features they have been built with. These special unit abilities (also known simply as "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.

Special Command Ability (SCA) – Many combat formations in the *BattleTech* universe employ tactics and abilities that they have learned or developed through a unique combination of training, equipment, and experience. These command abilities allow the units within such formations to perform special actions in combat.

Special Pilot Ability (SPA) – In addition to special command abilities, talented pilots and crews can perform unique tricks with the units they operate in *Alpha Strike* games. These pilot abilities grant the unit additional actions beyond those described by its data card, but are linked to the unit's pilot or crew, and thus can be transferred between units in an ongoing campaign.

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 an attack roll.

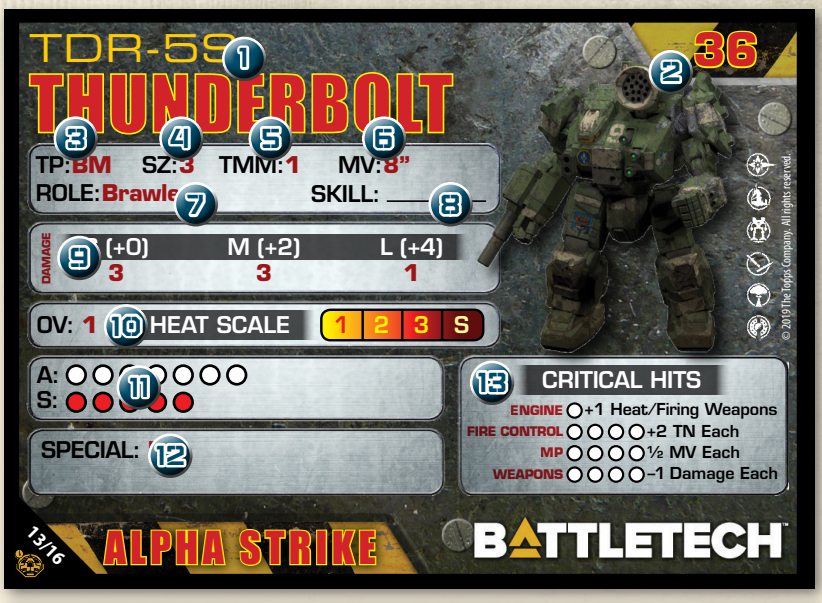
Thrust – Aerospace units in Alpha Strike have a Thrust rating instead of Move. This rating is a point value, rather than a measure in inches, due largely to the mechanisms that govern aerospace combat in this game.

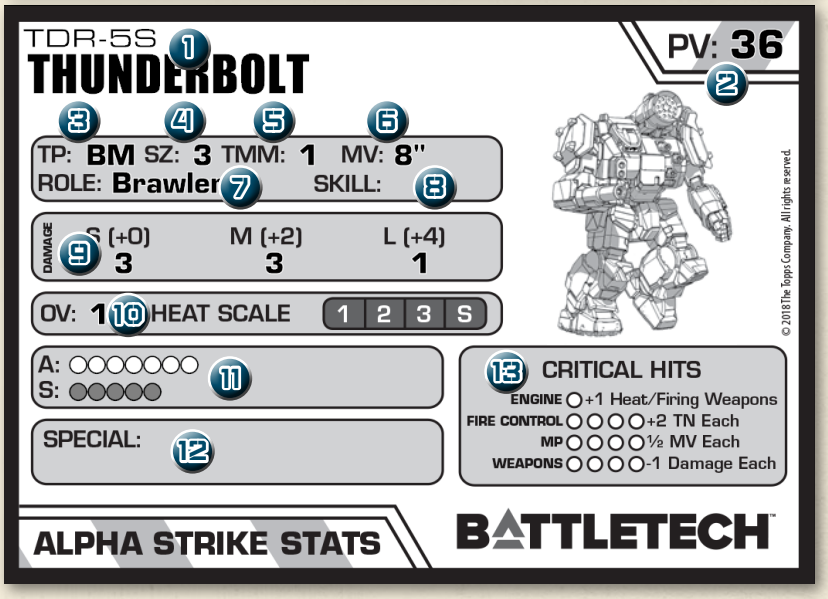
Unit – In these rules, the term "unit" refers to any single unit or group that can be fielded in a *BattleTech* game and moves and attacks as one. When a group is referred to as a "unit", individual group members may be referred to as "Elements."

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. Particularly large units may also receive a Special that further elaborates on the unit's size, such as LG (Large), VLG (Very Large), or SLG (Super Large).

Unit Type (Type) – A unit's type is its broad classification, which helps identify the basic rules for how it moves and acts in gameplay.

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.





THE UNIT CARD

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

1: 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.

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

3: Type (TP): The Type field on a unit card indicates the general classification of a unit in two-letter codes.

4: 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).

5: Target Movement Modifier (TMM): This is the Target Number modifier the unit receives if it is the target of an attack while using its standard movement mode. If the unit uses a different movement mode, its target movement modifier will be different (see Attack Modifiers Table, p. 44).

6: Movement (Move): On the unit card, the Move field indicates the number of inches the unit may move during its 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. 37).

7: Role: The typical combat role of the unit. These entries are found in the *Force Building* chapter (p. 110).

8: Skill: This normally blank area on the unit card is where the player can indicate the base Target 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.)

9: 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 (with their range attack modifiers). If a unit cannot deliver damage at a range bracket, it may have either a 0 in that bracket, or a dash ("—").

10: 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).

11: 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 red or 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.

12: 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.

13: Critical Hits: The card has several different Critical Hit effects that can be marked to keep track of critical damage.

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.

UNIT TYPES

The Type field on a unit card indicates the general classification of a unit in two-letter codes: BattleMech (BM), 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.

Infantry: Infantry includes both conventional infantry and battle armor.

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.

Heat-Tracking Units: Only 'Mechs and Aerospace Fighters track Heat in *Alpha Strike*. All other unit types are non-heat tracking units.

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, 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 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. The *Scenarios* chapter lists several basic scenario types. Other possibilities exist, of course, based on the players' imagination.

CHOOSING FORCES

Before starting play, each player should build their Force. The rules for Force building can be found on pages 110-124. Players already familiar with *BattleTech*, *Total Warfare,* or the *BattleMech Manual* may choose the units for their Force in other ways they are accustomed to, but must still adhere to a set Point Value (see *Force Balancing*, below). Additionally, many publications have scenarios with recommended forces, or with Tables of Organization and Equipment (TO&Es) that can be used as "Army Lists" to create a Force. *Alpha Strike* cards can be found at and printed from the *BattleTech* Master Unit List (**MasterUnitList.info**).

Sample Forces are provided on pages 194-197 for players who want to jump right into the action without having to choose their own units and create formations. These forces are valued between 350-400 PV and can be customized by changing the Skill Ratings of units or dropping units or formations in order to meet the PV requirements players set for a scenario.

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.

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 PV FOR SKILL

The *Alpha Strike* Point Value system is designed to generate a unit's overall combat rating in *Alpha Strike* games when using a "default" Skill Rating of 4, but in many games, players may find themselves fielding units with varying degrees of skill. The following rules describe how to adjust a unit's Point Value based on the Skill Rating of its pilot or crew.

Less Experienced Skills (Skill Rating 5+): Higher Skill values reduce a unit's Point Value. How many points this Skill value increase reduces the unit's PV is based on the unit's base PV with a "default" Skill value of 4. For units with a Skill value higher than 4, the PV of a unit is reduced by 1 point per point of Skill value increase if the unit's base PV is 1 to 14 points, with an additional reduction of 1 more point per point of Skill value increase for every 10 base PV the unit is worth after that. For ease of reference, this formula is translated into the Low-Skill PV Decrease Table shown to the right.

For example, a unit with a base PV of 35 at a Skill value of 4, when assigned a crew of Skill 6, would decrease its PV cost by 8 points (4 [PV decrease for a unit of 35-44 base PV] x 2 [2 Skill Rating increases above Skill 4] = 8). This reduces the unit's PV to 27 (35 – 8 = 27).

Minimum PV: Regardless of the unit's starting PV and Skill based modifiers, the minimum PV for any unit in *Alpha Strike* play is always 1 point.

More Experienced Skills (Skill Rating 3 and Under): Lower Skill values increase a unit's Point Value. How many points this Skill value decrease increases the unit's PV is based on the unit's base PV with a "default" Skill value of 4. For units with a Skill value lower than 4, the PV of a unit is increased by 1 point per point of Skill value increase if the unit's base PV is 1 to 7 points, with an additional increase of 1 more point (per point of Skill value increase) for every 5 base PV the unit is worth after that. For ease of reference, this formula is translated into the Improved-Skill PV Increase Table shown to the right.

For example, a unit with a base PV of 39 at a Skill value of 4, when assigned a crew of Skill 2, would increase its PV cost by 16 points (8 [PV increase for a unit of 38-42 base PV] x 2 [2 Skill Rating decreases below Skill 4] = 16). This increases the unit's PV to 55 (39 + 16 = 55).

PREPARING UNIT CARDS

There are two types of unit cards in *Alpha Strike* (see p. 27). 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.

BATTLETECH CONVERSIONS

If a sourcebook lists Piloting and Gunnery skills for a unit or pilot, but no Alpha Strike Skill, use the average of the Piloting and Gunnery Skills, rounded down, as the Alpha Strike Skill Rating.

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*, p. 30).

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

SKILL RATING TABLE

Skill Description	Unit Skill Rating
Wet Behind the Ears	7
Really Green	6
Green	5
Regular	4
Veteran	3
Elite	2
Heroic	1
Legendary	0

LOW-SKILL PV DECREASE TABLE

Unit's Base PV	PV Decrease per Rating
0–14	1
15–24	2
25–34	3
35–44	4
45–54	5
55–64	6
65–74	7
75–84	8
85–94	9
95–104	10*

* Increase PV decrease by 1 point for every 10 base PV over 104.

IMPROVED-SKILL PV INCREASE TABLE

Unit's Base PV	PV Increase per Rating
0–7	1
8–12	2
13–17	3
18–22	4
23–27	5
28–32	6
33–37	7
38–42	8
43–47	9
48–52	10*

* Increase PV increase by 1 point for every 5 base PV over 52.



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. 32).

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 movement 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. 32) 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

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 other further, the game becomes a draw.

If the *Forced Withdrawal* rules are in play (see p. 126), 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. Other scenario-specific victory conditions may also be in play, based on the nature of the sceanrio or 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. See the *Scenarios* chapter (pp. 126-135) for different Victory Condition examples.



MOVEMENT

MOVEMENT PHASE

Every unit has a base Move (MV) 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 its movement (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 (see p. 34).

MOBILE VS. IMMOBILE

A unit with a Move value of at least 1" is considered mobile, while a unit with a Move value of 0" is immobile. Mobile units that have either been temporarily reduced to a Move value of 0", or are no longer able to move at all (through heat effects, critical hits, motive system damage, etc.), are also immobile as long as they have a Move value of 0". An immobile unit cannot use any movement options such as minimum movement or standing still.

MINIMUM MOVEMENT

If a unit is mobile it can always move 2" in any direction, regardless of terrain movement costs (unless the terrain 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 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.

A unit's entire base must fit within any terrain restrictions. For example, if two units are 1" from each other, an enemy unit may not move between them, as the 1 1/4" base will not fit between those two enemy units. If there is only 1" between two 3"-high elevation changes, units cannot fit between the two at the ground level; that breaks the movement rules for elevation changes and is prohibited terrain (see Movement Cost Table, p. 34, for prohibited terrain by unit type). Similarly, a unit must be legally able to cross all terrain its base occupies. So, 'Mechs can move across an elevation change of 2" per 2" travelled, but one cannot stand or move through where its base occupies both a 0" elevation and a 3" elevation, as a 3" elevation change is prohibited terrain for 'Mechs.

Units may not occupy the same space on the game table, regardless of elevation differences or how they arrive at their destination. If a unit is forced to move or arrives at the same location as another unit that would violate the stacking rules, the moving or arriving unit must be placed as close to the location as possible (based on how much Move the unit would have to expend to move to the location) by the unit's player. If the resulting terrain is prohibited to the unit, the unit is destroyed.

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 simply 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 seven 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.

UNEQUAL NUMBER OF UNITS TABLE

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).

LANCE/STAR MOVEMENT

Under normal *Alpha Strike* rules, all units move individually, but in actuality, the smallest level of organization for most forces in the *BattleTech* setting are teams of units known as lances or Stars. Among Inner Sphere and Periphery forces, a four-unit group of similar ground unit types ('Mechs or vehicles) is referred to as a lance, while Clan forces use a base-five system where five similar units are called a Star. (ComStar and Word of Blake, though Inner Sphere affiliations, use a base-six organizational scheme, with six units being known as a Level II or "ComStar Lance".)

When applying this to *Alpha Strike* play, instead of alternating between moving individual units, each player treats the surviving units in each of his force's lances (or Stars) as a single "unit" for movement and action purposes. The member units do not need to remain close together; they simply must all be moved at the same time, to reflect their team's cohesion.

To use Lance/Star Movement, the players' ground forces must be organized into 4-unit lances, 5-unit Stars, or 6-unit Level IIs, as appropriate to their forces' affiliations. These sub-groups must be defined before game play begins, and may not be reshuffled during play, even if elements from the same sub-group are destroyed or withdrawn. Any units remaining after forming all lances, Stars, or Level IIs in a player's force must be assigned to a single, understrength sub-group that will act as its own lance, Star, or Level II (as appropriate).

With this rule, all movement on the terrain map can be resolved with fewer alternations between players, and may even simplify the resolution of uneven force numbers. For example, a 12-'Mech Inner Sphere company (made up of three 4-'Mech lances), facing a 15-'Mech Clan Trinary (made up of three 5-'Mech Stars) would normally see the players alternate movement up to 12 times per turn (with the Clan player having to move more than one unit a few times). Using Lance/Star Movement, the players will instead only alternate 3 times per turn, with the Clan player moving one 5-'Mech Star for each of his opponent's 4-'Mech lances moved.

For more information on building forces using *BattleTech* organizational standards, see *Force Building*, pp. 110-123.



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″	+0″	Naval
Depth 1″	+1″[7]	Ground, Infantry[6], IndustrialMechs[8]
Depth 2″+	+3″[7]	Ground, Infantry[6], IndustrialMechs[8]
Level Changes (up or down)[9]		
Per 1″ elevation	+2″ ('Mechs, ProtoMechs)	
Per 1″ elevation	+2″ (VTOLs in Air)	
Per 1″ depth	+2″ (Submarines in Water)	
Per 1″ elevation	+4″ (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 2″ travelled. 'Mechs may not make elevation changes over 2″ per 2″ 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

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 2 inches of horizontal travel), while ground vehicles, infantry, and ProtoMechs may only climb onto and over terrain as steep as 1 inch high (per 2 inches of horizontal travel). Changing levels costs extra movement per inch of elevation changed. (For exceptions, see *Jumping*, p. 37, and *VTOL Movement*, p. 36). Level changes greater than these are considered prohibited terrain, too sheer for these ground units to traverse. If the unit does not have enough Move allowance remaining to climb to the desired level, 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. 80) or has the submarine movement type, it may move as a submarine unit (see *Submersible Movement*, p. 36). 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 the Movement Cost 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 Mode Table below.

'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.

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: ProtoMechs largely follow the same ground movement rules as BattleMechs do, except as noted in the Movement Cost Table.

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

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 2 inches 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 Cost 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 2 inches 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 for 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; attempts to land 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 rest of the game.

Elevation and Units: A unit with an elevation (from VTOL and WiGE movement, for example) is considered physically at that distance above the play area for all purposes. These units are usually left represented on the "ground" level, but for all game purposes the miniature, including base, is considered to be a number of inches above the ground equal to its elevation. The miniature or other temporary stand-in should be held at the elevation above the table to determine line of sight, base-to-base contact, or any other check on the unit's location.

AEROSPACE MOVEMENT

Aerospace units in *Alpha Strike* use the Aerospace System (see p. 180) for movement and combat.



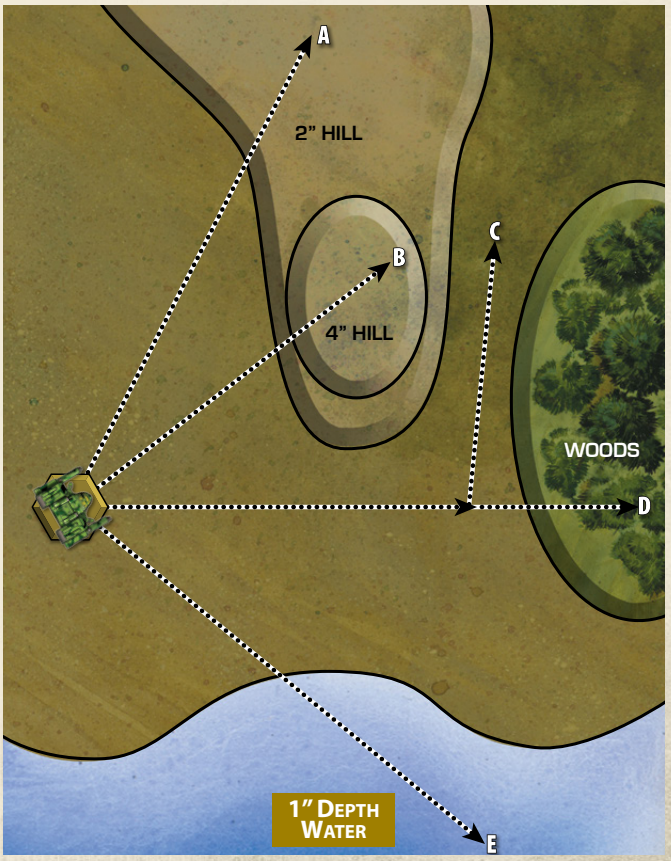
In the Movement Basics Diagram below, the 'Mech has 10 inches of Movement. To move to Point A, it spends 4 inches of its available Move to get to the hill, 4 inches to move up the hill, and then 2 more inches to move across the hill. As it has run out of Move, the 'Mech stops there, and its controlling player can choose any facing for it to end with.

The 'Mech 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 'Mech 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 'Mech can only move 1.5 inches into the Woods before running out of Move.

If the player would rather place his 'Mech in the water, he can move the 'Mech 3 inches to the water's edge, spend 4 inches of Move for the elevation change into the water and then spend 3 inches of Move to push through 1.5 inches of water terrain.



• MOVEMENT BASICS DIAGRAM •

MOVEMENT MODES

When a unit moves, it has the option of several Movement Modes in order to focus on speed, accuracy, or a mix of movement and accuracy, or possibly using jump jets to launch into the air.

GROUND MOVEMENT

A unit that moves at least 1 inch and does not declare another movement mode is using ground movement. The unit has its normal, non-jumping Move ability, and has its standard combat ability.

STANDSTILL

A mobile unit that chooses to move less than 1 inch in the current turn is at a standstill. A unit that is standing still is easier to hit, but this also improves the unit's ability to hit with its own attacks (see p. 42).

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 DICE

To help remember Movement Modifiers, movement dice are often used. Commonly, white dice are used to mark units that moved 1" or more, black dice for those that are standstill, and red dice for those that jumped (yellow dice are typically used when sprinting). The number displayed on the die is the target movement modifier (TMM) generated as a result of the move, with "6" traditionally indicating a TMM of 0 (or immobility). Also common is the rule that—like taking your hand off the piece you are moving in chess—once a movement die is placed, that move cannot be changed.



It's best to use dice of a different size and/or color than those used for rolling attacks, to prevent confusion. During the End Phase, remove all movement dice from the board in preparation for the next round.

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 up to half its jump Move rating (rounded down) plus its starting elevation, so a unit with 6 inches of jumping Move, standing on a 2"-high hill, can jump 5" high and may jump over a 2"-tall building on top of a 3"-high hill.

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 of depth 1" or greater, but not out of it. Depth 0" water does not limit jump movement.

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"). The TMM of a sprinting unit is not changed.

A sprinting unit cannot attack or take any action other than movement. As such, it is is unable to fulfill any mission objectives that involve anything more than movement (spotting for indirect fire, scanning a building, picking up an object, etc.). Systems which are always active or require no action to activate still function as normal, such as AMS, ECM, and C^3. Units cannot mount or dismount a sprinting transport. If a unit has already mounted a transport this turn, the transport cannot sprint this turn.

ADDITIONAL MOVEMENT RULES

HULL DOWN

A ground unit using standard ground movement may go hull down. 'Mechs and ProtoMechs duck or crouch, while most vehicles take advantage of low-level cover and integral suspension system controls to settle deeper into their position.

A unit must spend 4" of movement to find a hull down position. An infantry unit, or Quad or Tripod 'Mech, reduces the movement cost to 2". The unit then rolls 2D6: on a 7+ the unit has achieved a hull down position. The unit may subtract 2 from the Target Number if the unit occupies terrain with an additional movement cost, or if within 2" of an elevation change. A unit can make hull down attempts as long as it has enough remaining movement to pay the hull down movement cost again. If a unit occupies a pre-made hull down or fortified position (see *Fortified Positions*, p. 168), its hull down roll automatically succeeds.

A hull down unit has a +0 TMM but gains a +1 Target Number modifier to any attacks made against it, unless they are from the rear attack direction (see p. 48). The unit is considered half its normal height for line of sight.

A hull down vehicle can only attack using weapons and special abilities listed in its turret (TUR). BattleMech and IndustrialMech units reduce all attack values by 1 (minimum of 0* as long as the unit had a non-zero attack value initially). Units other than vehicles and 'Mechs reduce all attack values by half (rounded down, to a minimum of 0).

Once hull down, a unit cannot move until it leaves the hull down position. A hull down unit must spend the same hull down movement cost to leave a hull down position, but there is no roll necessary to leave the hull down position.

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).

Infantry Transports: Units with the Infantry Transport (IT#) special ability may carry any number of infantry or battle armor units as long as the total amount of these units (noted on an 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 IT12. 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 unit 2 inches of Move to board a transport. Mounting infantry must be done at the beginning of the transporting unit's movement, and airborne transport units must be landed to take on infantry or battle armor units for transport. (For aerospace units landing; see *Aerospace Units on the Ground Map*, pp. 141-142.)

Dismounting must be done at the end of the transport's movement. It costs neither the transport nor the transported unit any Move to do so. Airborne vehicle and aerospace units may be able to dismount infantry while airborne. Jump-capable infantry (including battle armor or infantry that have the advanced paratroopers (PAR) special) may be dropped via High- or Low-Altitude Combat Drops. Other infantry units may dismount from VTOL, WiGE, or Airship units using Zipline Drops. Zipline, Low-Altitude and High-Altitude Combat Drops are described in the *Dropping Troops* optional rules (see p. 160). If not covered by an option above, the airborne unit must land to dismount the infantry.

After an infantry unit dismounts from a transport, it may not use any further Move that turn. However, it may still execute attacks during the Combat Phase. A dismounting unit has a TMM of 0, but is considered to have used ground movement and thus cannot be at a standstill that turn. 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.

If an infantry transport is destroyed, any units it is transporting are destroyed as well.

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 transported as a kind of external cargo. An Omni unit can only carry one battle armor unit at a time. Mounting and dismounting such battle armor follows all the same movement rules as infantry in dedicated infantry transports.

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 *Applying Damage*, p. 49).

If a transport is destroyed, any units with the MEC or XMEC special ability it is transporting are placed on the map immediately as if they had dismounted. If there is nowhere to dismount due to stacking rules, place them as close (based on how much Move the unit would have to expend to move to the location) to the destroyed transport as possible. If the resulting terrain is prohibited the units are destroyed.

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 infantry move first, saving at least 2 inches of their Move in order to mount the Maxim. After all the infantry have mounted, Lara then moves the Maxim up to its Move of 16 inches and then dismounts all the infantry. 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 a 12" Move for this Movement Phase.*

Extended Mechanized Special Ability: Units with the Extended Mechanized (XMEC) special ability can mount *any* type of 'Mech or vehicle (but not fixed-wing support vehicles or aerospace units) like mechanized battle armor do. However, a non-OMNI transport mounted by these units loses 2 inches of Move per turn as long as the XMEC unit remains on board.

TRANSPORTING UNITS

The following rules apply to transport units, DropShips, and Small Craft.

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. A transport may not mount/embark and dismount/disembark units in the same turn. Once a transport has mounted/embarked units, it may not dismount/disembark any units that turn, and once a transport has dismounted/disembarked units, it may not mount/embark units. A unit may not mount/embark and dismount/disembark in the same turn either.

Mounting/Embarking: Units may only mount from base-to-base contact with a transport unit. This costs the mounting unit 2" of Move.

Dismounting/Disembarking: It costs the dismounting unit 2" of Move to exit the transport unit. It is placed in base-to-base contact with its transport.

Transported Units and Combat: Transported units cannot be targeted by enemy units, and area-effect attacks do not damage them. If a transport is destroyed, all units it is transporting are also destroyed. Transported units cannot use any special abilities (such as ECM or C^3) while being transported.

Mechanized Battle Armor (see p. 38) and External Cargo (see p. 163) have some exceptions. They still cannot be targeted separately, but attacks against its transport can damage the transported units instead. They are damaged by area-effect attacks, and if their transport is destroyed, they are not destroyed but immediately dismounted or dropped.

Units as Cargo: Units may be transported as bulk cargo. A unit transported in this fashion takes 110 percent of its weight in cargo space.

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.



COMBAT

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. BattleMechs, IndustrialMechs, ProtoMechs, combat vehicles, infantry, battle armor, conventional fighters, and aerospace fighters always only have one standard weapon attack per turn.

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. 53). 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.

Valid targets for an attack include enemy 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 Aerospace chapter (see *Aerospace Combat*, p. 181).

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. There is a maximum range to line of sight for ground units of 42". This may be reduced if using advanced environmental conditions (see *Environmental Conditions*, p. 61).

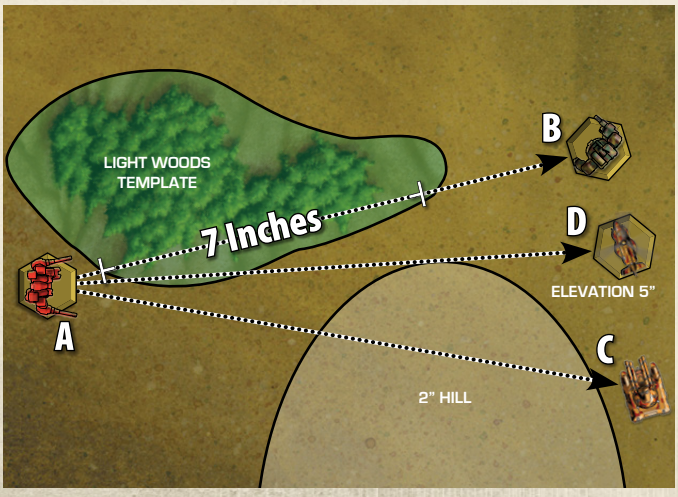
If less than one-third of a miniature is visible behind solid terrain (such as hills or buildings), then the line of sight is considered to be blocked. Conversely, if more than two-thirds of the attacking unit's miniature is blocked from seeing the target miniature by solid terrain, the line of sight is blocked. The blocking of line of sight works both directions: if the attacker is blocked from seeing the target, the target is blocked from seeing the attacker and if the target is blocked from seeing the attacker, the attacker is blocked from seeing the target.

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 Target Number (see the Attack Modifiers Table, p. 44).

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. 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.

If terrain is occupied by the unit, the first 2" of that terrain extending away from the base of the unit is still considered the occupied terrain. Occupied terrain more than 2" from the base of the unit becomes intervening terrain. For example, if a unit occupies a building, and is within 2" of the edge of the building, the building is occupied but not intervening so it does not block LOS. If the same unit occupies a building, and line of sight is drawn through more than 2" of the building, then building is now intervening and blocks LOS. For Woods, if the unit occupies the Woods, the first 2" away from the base of the unit does not count toward the 6" of Woods blocking LOS.



• LINE OF SIGHT DIAGRAMS •

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. 43), or the units occupy different levels inside adjacent buildings (see *Attacking Units inside Buildings*, p. 73).

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.

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 Target Number as a result (see the *Attack Modifiers Table*, p. 44). 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.

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.

Submerged Units: A unit in water deep enough to cover the unit's entire height, such as a 'Mech unit standing in water 2 or more inches in depth, is completely submerged (see Unit Heights Table, p. 157). A unit in water at least 1" deep, but less than the unit's height (such as a 'Mech unit standing in 1"-deep water) is partially submerged. Units on the surface of the water (such as a hovercraft or naval vessel) are not submerged.

A completely submerged unit has LOS to and may attack completely or partially submerged units in the same water feature (if a unit can trace LOS entirely through water, it is in the same water feature). Attacks are blocked from a partially submerged or non-submerged unit to a completely submerged unit and also from completely submerged units to units on the surface of the water (in both cases, the TOR# special ability grants an exception; see Underwater and Torpedo Attacks, below). LOS and attacks are blocked from a completely submerged unit to a unit not in the same water feature.

Underwater and Torpedo Attacks: Units with the TOR# special ability (see p. 79) can make torpedo attacks when partially or completely submerged (see *Water*, above). In addition, torpedoes can be used to make attacks between submerged units and those on the surface. Such attacks use only the unit's TOR# damage.

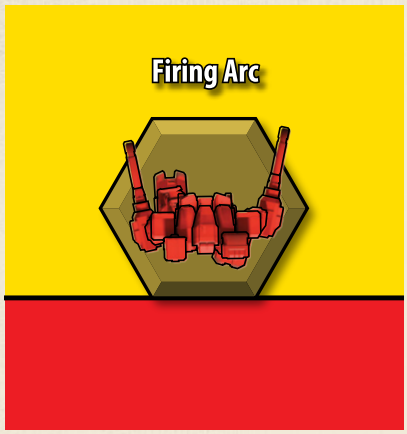
Indirect Fire: If a unit has the Indirect Fire (IF) special ability, it may still attack targets within its range (and firing arc) even without a direct LOS. To use indirect fire, there must be a unit friendly to the attacker that has a valid LOS and is within 42" of the target (if using advanced environmental conditions, see the Visual Spotting Range Table, p. 157). This friendly unit is the spotter.

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

Units with the IF# and LRM#/#/# specials may use all alternate munitions, Special Pilot Abilities available to the LRM#/#/# special when making indirect fire attacks, but are limited to using the LRM special ability's long range value if it is lower than the IF special ability value. (For details on Special Pilot Abilities, see p. 92).

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. Note that aerospace units can spot for indirect fire provided they have the Recon (RCN) special ability.

FIRING ARCS



• FIRING ARCS DIAGRAM •

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 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.

Four-legged (Quad) 'Mechs: Four-legged 'Mechs have a much more restrictive firing arc, due to their inability to rotate their torsos properly. Because of this, the four-legged 'Mech can only execute its own attacks using the 90-degree Fore firing arc shown for Large Support Vehicles (p. 65). Note that even though the unit's forward arc is reduced in size, its rear arc remains the same for attack purposes.

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 (see p. 65). 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).

Three-Legged (Tripod) 'Mechs: Tripods possess a 360-degree weapon attack arc, as if all weapons are mounted on a vehicle turret, and will represent this with a TUR (#/#/#) special, accordingly. Despite this feature, tripod 'Mech units may still be attacked from the rear as a normal 'Mech.

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. 79).

WEAPON ATTACKS

Players use their unit's armament to attempt to inflict damage on targets.

MAKING THE ATTACK

The base Target Number for all attacks is the unit's Skill Rating. The modified Target Number equals the base Target Number plus all applicable modifiers for the attack's range bracket, the target's movement capability, terrain features, and other miscellaneous situations. The modifiers applicable to *Alpha Strike* are shown on the Attack Modifiers Table (see p. 44). Unless otherwise stated, all modifiers are cumulative, which means they are added to the unit's base Target Number to find the final Target Number.

After you have your modified Target Number, roll 2D6 to see if the attack hits the target. If the result is equal to or greater than the modified Target Number, the attack hits.

If the modified Target Number is greater than 12, the attack automatically misses; rolling a 12 does not result in an automatic hit.

BASE TARGET NUMBER

SATOR

The base Target Number for an attack is equal to the attacker's Skill Rating.

TARGET NUMBER MODIFIERS

The base Target Number may be modified by several factors (as showcased in the S.A.T.O.R. sidebar; see below).

ATTACKER MOVEMENT MODIFIER

SATOR

A moving attacker's Target Number is modified by their own movement using the values in the Attack Modifiers Table (see p. 44).

S.A.T.O.R.

The attack process is not complicated—simply a matter of rolling 2D6 and trying to equal or exceed your modified Target Number.

After you understand the Target Number Modifiers section in this chapter, you'll find that "SATOR" is a helpful mnemonic that reminds you what needs to be taken into account:

- **S** Skill Rating of the attacker (the base Target Number for the attack). Then add:
- **A** Attacker Movement Modifer
- **T** Target Movement Modifier
- **O** Other Modifiers (typically terrain, partial cover, heat)
- **R** Range Modifiers

You start with your Skill Rating, then add all other applicable modifiers as indicated, and the result is your modified Target Number to roll against. If combined with the use of Movement Dice (see p. 37), attack resolution can be greatly sped up.



The attacker's movement modifier is based on the movement mode it used in the turn. If using Movement Dice (see p. 37), the color of the die indicates this modifier.

Standstill and Immobile: Attacks made by a standstill or an immobile unit (regardless of the attack type) receive a –1 Target Number modifier.

Jumping: Attacks made by a jumping unit (regardless of the attack type) receive a +2 Target Number modifier.

TARGET MOVEMENT MODIFIER

SATOR

A fast target is harder to hit, and so an attacker's Target Number is modified by its target movement modifier (see the Attack Modifiers Table, p. 44). The target movement modifier (often abbreviated as "TMM") is listed on the Unit Card.

Ground Movement: A ground unit that moved 1 inch or more along the ground that turn, and did not jump, is using ground movement.

Jumping: A unit that jumps adds the additional +1 target movement modifier for jumping. Some units have particularly strong (JMPS#) or weak (JMPW#) jump jets. Strong jump jets will add an additional target movement modifier, while weak jump jets will subtract from the target movement modifier when jumping.

In unusual circumstances, attacks can occur during the Movement Phase. If an attack against a jump-capable target is made before the target has moved this turn, assume the target used ground movement when resolving it (regardless of how the target moved the previous turn).

Immobile: An immobile unit's TMM is always –4.

Standstill: A standstill unit's TMM is always 0.

If using Movement Dice (see p. 37), the number on the die indicates this modifier.

TERRAIN MODIFIERS

SATOR

Terrain can reduce the probability of a successful attack by forcing the attacker to account for intervening land features and partial cover.

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.

Death From Above: This attack (see p. 46) ignores terrain modifiers.

Partial Cover: Attacks against a target in partial cover (see below) receive a +1 Target Number modifier.

Woods: Add a +1 modifier to an attack's Target Number if the target occupies wooded terrain, or if the line of sight passes through intervening wooded 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 (see *Partial Cover Modifier* below).

PARTIAL COVER MODIFIER

SATOR

If more than one-third (but less than two-thirds) of a 'Mech target is hidden behind blocking terrain, the 'Mech is said to have partial cover. Attacks against a target with partial cover apply a +1 Target Number modifier. Only 'Mechs can receive partial cover.

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.

If a fully submerged 'Mech (standing in water features of 2 or more inches in depth), attacks a 'Mech standing in water of a depth level of 1 inch or more, the target still has partial cover.

Woods: This terrain does not provide partial cover.

HEAT MODIFIER

SATOR

The attacker's Target Number may suffer a modifier due to its heat build-up, as discussed in *Engine Hit ('Mechs)* and *Overheating* (p. 50 and p. 53, respectively). The attacker applies a modifier to its Target Number equal to its current heat level.

DAMAGE MODIFIERS

SATOR

The attacker's Target Number may suffer additional modifiers for damage to its fire control as discussed in *Fire Control Hit* (p. 50).

IMMOBILE TARGET MODIFIER

SATOR

Attacks against an immobile target apply a –4 Target Number modifier. The most common immobile targets are buildings, terrain, and shutdown or abandoned 'Mechs. Do not apply this modifier unless a target is specifically stated to be immobile.

SPECIAL ABILITY MODIFIERS

SATOR

Some Special Abilities provide modifiers to attacks. If this is the case, it will be noted in that ability's description (see *Special Abilities*, beginning on p. 76).

In addition, Special Pilot Abilities and Special Command Abilities (p. 92 and p. 102, respectively) may also provide modifiers to attacks.

RANGE MODIFIER

SATOR

The farther away a target, the harder it is to hit. *Alpha Strike* uses fixed range brackets. To determine a unit's range, hold the measuring tape or other measuring tool above both the attacker and the target, and measure the horizontal distance from the edge of the attacker's base to the edge of the target's base. Compare this number to the Alpha Strike Range Table to determine what range bracket the target lies in.

The range bracket a target is in determines the range modifier for an attack against that target. A short-range attack does not modify the attack's Target Number. A medium-range attack adds a +2 Target Number modifier, while a long-range attack adds a +4 modifier.

A unit's successful attack delivers the damage the unit deals at the range bracket the target is in 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.

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 *Physical Attacks*, p. 45).

ALPHA STRIKE RANGE TABLE

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



ATTACK MODIFIERS TABLE

SKILL	
Attacker	**Target Number**
Base Target Number	Skill Level

ATTACKER MOVEMENT MODIFIERS	
Attacker	**Modifier**
Jumping Movement	+2[1]
Standstill	−1[1]
Ground/Minimum Movement	+0

TARGET MOVEMENT MODIFIERS	
Target	**Modifier**
Ground Movement	+TMM
Standstill/Minimum Movement	+0
Jumping Movment	+TMM+1
Strong Jump Jets (JMPS#)	+#
Weak Jump Jets (JMPW#)	−#
Submersible Movement	+TMM
Strong Submersible Movement (SUBS#)	+#
Weak Submersible Movement (SUBW#)	−#
Immobile	−4
Dropped by Airborne Unit	+3

OTHER MODIFIERS	
Terrain	**Modifier**
Woods	+1[3]
Underwater	+1[2]
Partial Cover	+1
Attack	**Modifier**
Is an Area-Effect attack	+1
Is an Indirect Fire attack	+1[4]
Is an Indirect Artillery attack and spotter has TAG/LTAG within range of target	−1
Is attacking a secondary target	+1
Is from unit that is also spotting	+1

[1] Infantry (conventional and battle armor) do not use the standing still or jumping attacker movement modifiers.
[2] Only if attacker is also underwater (or is on the water surface and using TOR special); all underwater ranges are halved.
[3] Target has intervening or occupied Woods terrain.
[4] This becomes a +2 modifier if the spotting unit makes a weapon attack in the same turn as it spots (see *Indirect Fire Attacks*, p. 41). If the spotter is a remote sensor (see p. 88), apply an additional +3 Target Number modifier.
[5] Grounded Spheroid DropShips are always Immobile (see p. 32). Grounded Aerodyne DropShips may move or remain at a standstill, as with standard ground units. Regardless, this modifier applies to any grounded DropShip.
[6] Applies only to weapon attacks, not physical attacks (see p. 45).

OTHER MODIFIERS (Continued)	
Attack	**Modifier**
Is using REAR special ability	+1
Is from IndustrialMech with no AFC special	+1
Is from Support Vehicle with:	
Basic Fire Control (BFC) special	+1
Neither AFC or BFC specials	+2
Is from a grounded DropShip	−1[5]
Is from unit with BattleMech Shield (SHLD) special	+1[6]
Is from unit with Fire Control Hit (per hit)	+2[7]
Is from unit with Heat Level > 0	+Heat lvl[8]
Is an artillery attack from an airborne unit	+1
Physical Attack Type	**Modifier**
Charge	+1
Death From Above (DFA)	+1
Anti-'Mech Infantry Attack	+1
Attacker is conventional infantry	+3
Target is transporting battle armor	+3[9]
Target	**Modifier**
Is airborne Aerospace	+2[10]
Is airborne DropShip	−2
Is airborne VTOL or WiGE	+1
Is Battle Armor	+1
Is Large (LG, SLG, or VLG specials)	−1
Is ProtoMech	+1
Has STL special active	Varies[11]

RANGE MODIFIERS		
Range	**Distance**	**Modifier**
Short	Up to 6″	+0
Medium	>6″ to 24″	+2
Long	>24″ to 42″	+4[12]
Extreme	>42″	+6

[7] Fire Control hit effects may apply multiple times. Does not apply to physical attacks.
[8] Does not apply to physical attacks (see p. 45).
[9] Applies if target is transporting battle armor via the MEC or XMEC specials (see p. 78), or as cargo.
[10] Includes fixed-wing support vehicles, conventional fighters, small craft, and DropShips. Only applies when target is airborne.
[11] For battle armor targets, Stealth (STL) 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. Stealth may be toggled on and off (see p. 79).
[12] Artillery attacks, except for Artillery Cannons, have a minimum range modifier of Long (+4). Any range from 0″-42″ is at Long range for them.

In the Target Number 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. As Alice's 'Mech occupies Woods, all her attacks will have a +1 Target Number modifier for Woods.

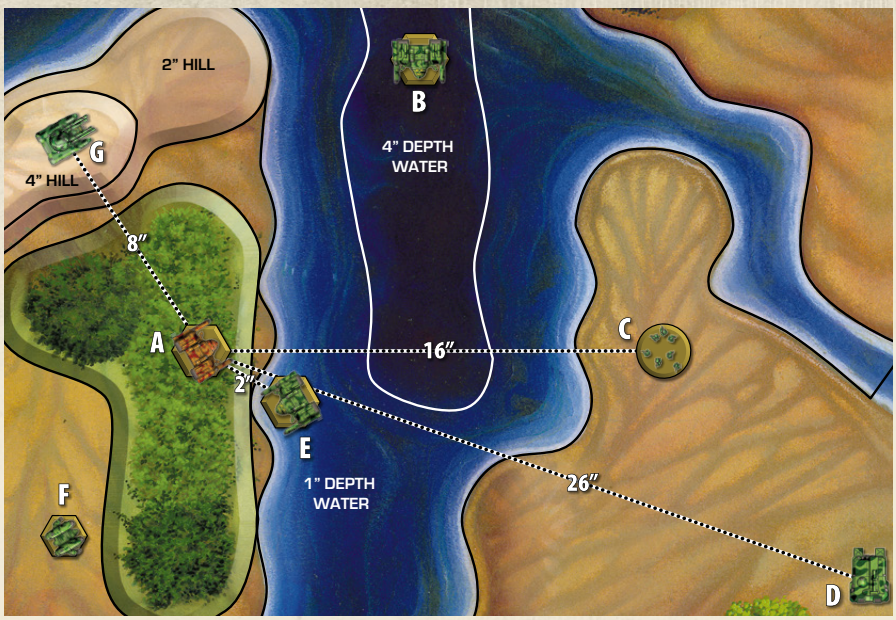
Here are her Target Numbers:

The infantry unit at point C is 16" away, putting it at Medium range, which adds a +2 modifier. They have a 0 TMM, for no Target Number modifier. The Modified Target Number is 6 [3 (Skill Rating) + 2 (medium range) + 1 (woods) = 6].

The large support vehicle at D is 26" away—Long range, which adds 4. It has a TMM of 2, giving a +2 Target Number modifier. It is a large support vehicle, which subtracts 1. The Modified Target Number is 9 [3 (Skill Rating) + 4 (long range) + 1 (woods) + 2 (target movement) –1 (Large) = 9].

The target 'Mech at E is 2" away, making it Short range, which doesn't add a modifier. It has a TMM of 1 and it jumped this turn, for a total Target Number modifier of +2. The highest target movement modifier of +2 is used. Next, Alice adds 1 because it is in water that provides partial cover. As Unit A occupies the Woods between Unit A and Unit E and there is 2" or less of Woods between them, the Woods are all consider attacker-occupied and so there is no intervening Woods. The Modified Target Number is 6 [3 (Skill Rating) + 0 (short range) + 2 (target movement) + 1 (partial cover) = 6]. 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 had a 2 TMM, but a motive hit has reduced the TMM to 1, giving a +1 Target Number modifier. There are 2" of woods between the attacker and target, but occupied and intervening woods are not cumulative, there is still only the +1 Target Number modifier for Woods. The Modified Target Number is 7 [3 (Skill Rating) + 2 (medium range) + 1 (target movement) + 1 (intervening/occupied woods) = 7].



• TARGET NUMBER DIAGRAM •

ROLLING TO HIT

Once the player has determined all Target Number modifiers for the attack, they make a 2D6 roll to see if the attack is successful. If the result is equal to or greater than the modified Target 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*, p. 72).

Natural 12: If the attack roll is successful and the roll is a natural 12 (two 6s), the attack results in an automatic critical hit (see *Applying Damage*, p. 49).

DAMAGE RESOLUTION

When an attack is successful, its damage is applied immediately, but damage effect will not take place until the End Phase. See the *Damage* chapter, pages 48-51, for how to resolve damage.

PHYSICAL ATTACKS

Physical attacks follow a process similar to weapon attacks, however range is not a factor.

There are four types of physical attack that units may perform in *Alpha Strike*: Standard, Melee, Special, and Anti-'Mech Infantry. 'Mechs may attempt the first three of these physical attack types. ProtoMechs may attempt Standard or Melee physical attacks. 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.

MAKING A PHYSICAL ATTACK

The base Target Number for all physical attacks is the unit's Skill Rating. This Target Number is modified based on the physical attack type chosen, the attacker's movement mode, the target's movement capability, terrain features, and other miscellaneous situations. The modifiers applicable to physical attacks are shown on the Attack Modifiers Table. Unless otherwise stated, all modifiers are cumulative, which means they are added to the unit's base Target Number to find the final Target Number.

Shutdown Units: Shutdown units do not receive their standard target movement modifier.

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 *Line of Sight*, p. 40).

As with weapon attacks, if the modified Target Number is 2 or less, the physical attack automatically hits. If the modified Target Number is greater than 12, the physical attack automatically misses.

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 *Firing Arcs*, p. 41).

Damage: Equals the unit's Size value.

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 *Firing Arcs*, p. 41). If a unit is at a different elevation than the attacker, the difference in elevation is added to the distance. Thus, a 'Mech on a hill at the edge of a 2" range of Melee and 1" above the attacker could not be attacked by a Melee physical attack.

Damage: Equals the unit's Size value plus1.

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.

Both Special attacks are declared in the Movement Phase. They can only be declared if the attacking unit can move far enough to end its movement in base-to-base contact with its target, and only against targets that have already completed their movement. (In addition, a Death from Above attack may only be made by units with enough jumping Move to reach the target.) Once declared, they cannot be aborted or changed by the attacker.

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 equal to its Size plus half its Target Movement Modifier (rounded down). Thus, a Size 3 unit with TMM 3 would deal 4 damage with successful charge.

Damage to Attacker: If the Charge attack is successful, the attacking unit also suffers half its Target Movement Modifier (rounded down) in damage, plus 1 point of damage if its target is Size 3 or higher. This does not count as an attack by the target unit.

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 *Charge Attacks*, left). 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 *Critical Hits*, p. 49).

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 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 x 2 Size ÷ 8 = 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 (2 for its Size, + 1).*

Knowing that the Target Number modifier for a DFA is 2 points 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.

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.)

Damage: On a successful attack, the infantry unit delivers its normal Short range damage to the target, applicable HT effects (if any) *and*, provided it does at least 1 point of Heat or damage, rolls once for a critical hit on the target unit, even if there is armor remaining. This stacks with all other opportunities for the attack to cause a critical hit (such as damaging structure).

DAMAGE RESOLUTION

When an attack is successful, its damage is applied immediately, but damage effect will not take place until the End Phase. See the *Damage* chapter, pages 48-51, for how to resolve damage.

ARTILLERY ATTACKS

Units with an artillery attack capability (indicated by the ART special) can deliver an additional artillery-only attack in the same turn it executes a physical or weapon attack. Artillery follows the standard rules for making a weapon attack (see p. 42), with the following additions. Each Artillery attack for a unit is resolved separately. For example, a unit with ART-S2 would make two separate Sniper Artillery attacks.

Target: Artillery, when used in direct-fire mode, can target either a unit or a Point of Impact (POI). This POI is selected on the map, and an area of effect template (see p. 216) is placed at the final POI to determine which units the artillery damages. If the roll succeeds, the POI selected is the final POI. If the roll fails (the attack misses), the POI will scatter (see below).

Artillery fired indirectly can only target a POI.

Range: Unless otherwise specified on the Artillery Range and Damage Table, artillery can reach any target on the board. Any unit beyond 42" is considered to be at Extreme Range, with a +6 Range Modifier.

Target Number: Artillery attacks do not use range modifiers, instead applying a +4 Target Number modifier to all attacks, except for Artillery Cannons (which use standard range modifiers). This is in addition to the +1 Target Number modifier applied to all area-effect attacks. Attacks targeting a POI ignore all target movement modifiers, including immobile.

Damage: Artillery damages all units in its area of effect. Artillery with an area of effect greater than 2" has two damage values: one for units within the 2" area of effect, followed by the damage to units outside the 2" area of effect but within the 6" area of effect.

Indirect Fire: Artillery can be fired indirectly (see *Indirect Fire*, p. 41). When fired indirectly, apply an additional –1 Target Number modifier if the spotter has the TAG or LTAG special ability and is within 24" of the target (6" for LTAG).

Scatter: If artillery misses the target (unit or POI), it will scatter. Using the Area of Effect Template, with the "1" location indicating the map's "northern" direction, the attacker rolls 1D6 and uses the numbers above 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 if the attack is not from an Artillery Cannon—determines how many inches in that direction from the original POI the missed shot will scatter to. This new location becomes the final POI.

ARTILLERY RANGE AND DAMAGE TABLE

Artillery Name	Special	Max Range	Damage	Area of Effect Template
Arrow IV	ART-AIS/ART-AC	—	2	2"
Artillery Cannons				
Thumper Cannon	ART-TC	Medium	0*	2"
Sniper Cannon	ART-SC	Medium	1	2"
Long Tom Cannon	ART-LTC	Long	2	2"
Battle Armor Tube Artillery	ART-BA	—	1	2"
Cruise Missile/50	ART-CM5	—	5	2"
Cruise Missile/70	ART-CM7	—	7/2	6"
Cruise Missile/90	ART-CM9	—	9/4	6"
Cruise Missile/120	ART-CM12	—	12/5	6"
Long Tom	ART-LT	—	3/1	6"
Sniper	ART-S	—	2	2"
Thumper	ART-T	—	1	2"



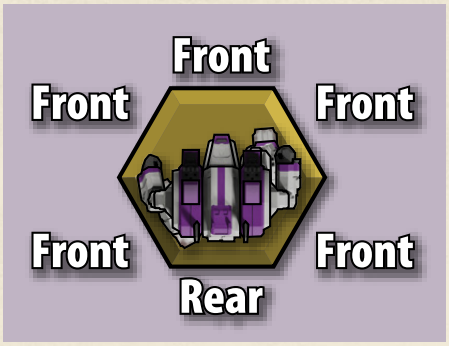
DAMAGE

When an attack is successful, its damage is applied immediately, but damage effects 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.



• ATTACK DIRECTION DIAGRAM •

Mechanized Battle Armor: If a unit carrying mechanized battle armor (see *Transporting Infantry*, p. 38) 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.

Area of effect (AoE) damage ignores this process, damaging all units within the area of effect instead.

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.

Minimal Damage: Some units in *Alpha Strike* deliver damage on a scale so low that their attacks can potentially have no effect. This typically occurs with lightly armed units, such as ProtoMechs, which typically rely on numbers to make up for their limited firepower. Units that fall into this category will feature a damage value of "0*" (zero, with an asterisk) at the appropriate range bracket. This value indicates that the unit can deliver minimal damage at that range, rather than no damage at all.

Every time a unit executes a successful attack at a range bracket with 0* damage, its controlling player must make a 1D6 roll. If the result is 4 or higher, the attack delivers a single point of standard damage. Otherwise, the attack still hits, but delivers no damage.

Successful minimal damage attacks that fail to deliver any actual damage may not resolve any Critical Hit or Motive Hit checks, but will prompt hull breach checks if they occur in underwater or vacuum environments (see Underwater Damage, right). In the case of special rules that modify a unit's damage and require rounding, minimal damage attacks always round down to 0.

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. 53).

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 AC, ARTX, FLK, IF, LRM, REAR, SRM, TOR, and TUR) follow the same range-bracket format as normal damage (see *Special Abilities,* pp. 76-91) and are counted in the unit's normal attack damage unless otherwise specified. The Heat special ability (HT#/#/#) is a special case; see below.

Heat Special Ability: Some units have a preponderance of heat-generating weapons, reflected by the Heat special ability. This special ability includes a numeric rating at each range (for example, HT1/-/-), indicating the heat points applied to the target at the End Phase of the turn the attack hits. (This heat applies in addition to the standard damage applied by the attacker's 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 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 energy attacks (weapon attack from units that have the ENE special ability), all damage from underwater weapon attacks that hit a submerged unit is reduced by half (round down, to a minimum of 1). If the unit has the TOR special ability, add the full TOR damage from that range to the result. 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 *Critical Hits*, p. 49). A partially submerged unit can avoid a hull breach on a 2D6 roll with a Target Number equal to its Skill Rating, applying a +2 Target Number modifier. Success negates the Critical Hit chance from that hull breach. If a completely 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 area centered on a 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 at the edge of a 2" (diameter) AoE template and 1" above the POI is treated as if it lies 1" outside the 2" AoE template, but would still be within a 6" AoE template. A unit is within the Area of Effect if any part of the unit's base is within the area.

APPLYING DAMAGE

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

Question 1: Was the attack roll a natural 12?

Yes: Roll once on the Determining Critical Hits Table (see p. 50). Proceed to Question 2.

No: Proceed to Question 2.

Question 2: Does the target unit have armor (A) 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 3.

No: Proceed to Question 4.

Question 3: Is there attack damage remaining?

Yes: Proceed to Question 4 to allocate remaining damage.

No: Proceed to Question 7.

Question 4: Does the target unit have structure (S) 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 5.

No: Proceed to Question 5.

Question 5: 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. Remove the destroyed unit from play.

No: Go to Question 6.

Question 6: Does the target unit have structure bubbles remaining?

Yes: Roll once on the Determining Critical Hits Table (see p. 50). The attack is then finished.

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

Question 7: 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 *Critical Hits*, below). The attack is finished.

No: Proceed to Question 8.

Question 8: Is the target unit a vehicle?

Yes: Roll once on the Motive Systems Damage Table (see *Motive System Damage*, pp. 50-51). The attack is finished.

No: The attack is finished.

CRITICAL HITS

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

When the conditions for a critical hit check are met (as described below), the attacker rolls 2D6 and consults the Determining Critical

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 Hits Table. This means the Rifleman *has taken a Fire Control Hit. In future turns, the* Rifleman *will suffer an additional +2 modifier to its weapon attacks.*



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.

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:

Death from Above: A successful DFA automatically results in one 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 one 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.

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 (see p. 187). 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.

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. Remove the destroyed unit from play. 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. Remove the destroyed unit from play.

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 'Mech 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, TMM, 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 aim has been damaged. This could represent anything from arm actuator damage to sensor hits. Each Fire Control Hit adds a cumulative Target Number 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 and TMM, rounding normally (to a minimum Move loss of 2 inches and TMM loss of 1). If a unit is reduced to a Move of 0 inches (or less) in this fashion, the unit is immobile.

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.

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, roll on the Motive Systems Damage Table, applying the listed modifiers indicated for 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.

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, –1 TMM*
11	–50% Move, –50% TMM*†
12+	Unit immobilized

* A unit reduced to 0" (or less) Move is immobilized

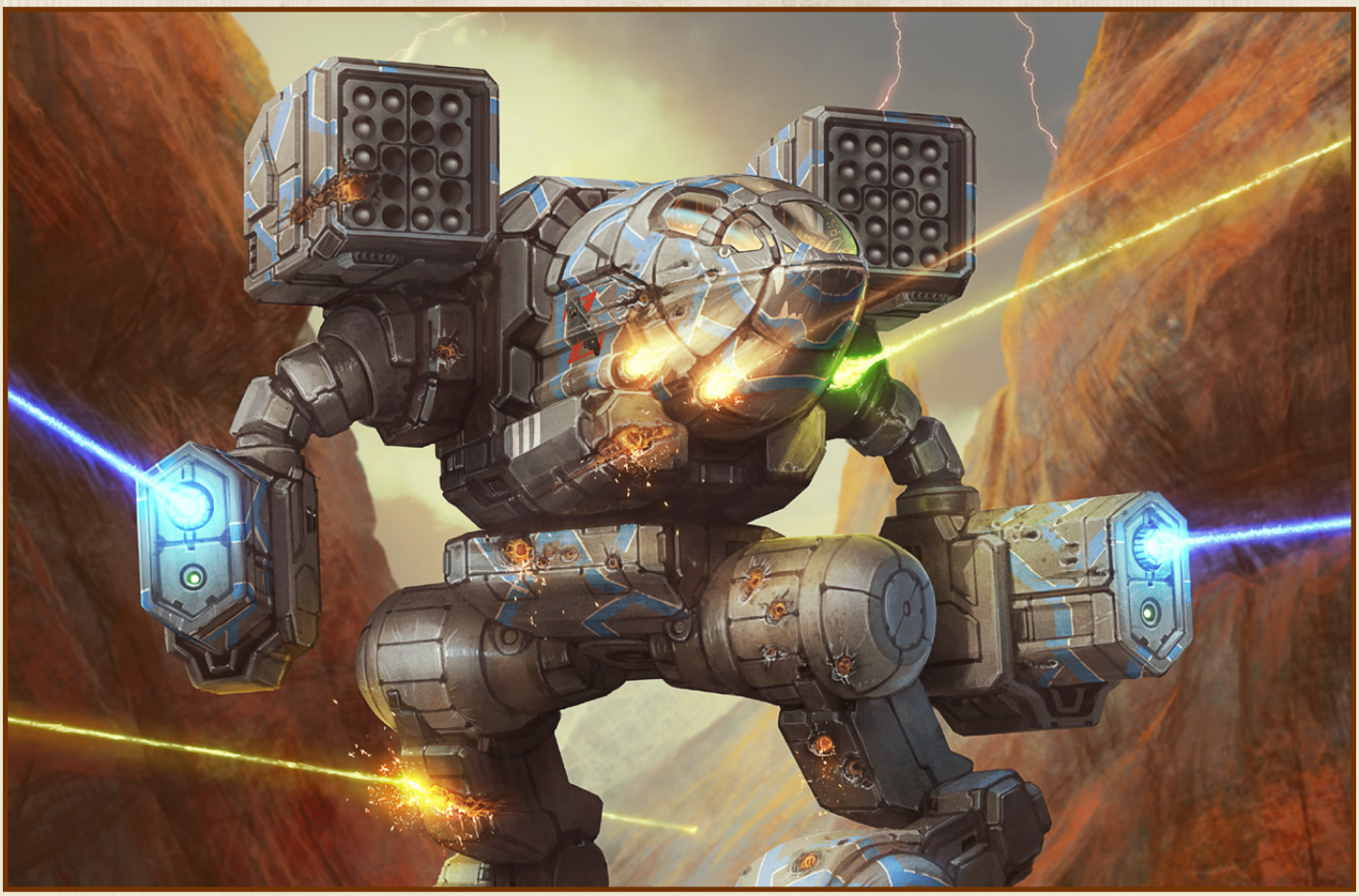
† If a fractional Move rating results, round it down. There is a minimum Move loss of 2" and TMM loss of 1.

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.



HEAT



On a unit card, the boxed numbers and the letter "S" to the right of the Overheat Value (OV) 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. Move and TMM is not affected by the heat scale when using Jumping movement. Subtract 1 from the unit's target movement modifier (TMM) at Heat Level 2 or higher. 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 affect 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. 78) 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.

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 Target Number 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 Target Number modifier of +3 to all weapon attacks.*

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.

While shutdown, a unit is rendered immobile (see p. 32). As such, it has a target movement modifier of –4.

Aerospace Units: Aerospace units that suffer shutdown must consult the *Aerospace End Phase* rules in the *Aerospace* chapter (see p. 187).

OVERHEATING

Many 'Mechs and some aerospace units have an Overheat Value (OV) other than zero 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 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 in the End Phase.

Special Ability Damage: Special abilities that deliver damage (or heat) effects (such as ARTX, FLK, HT, IF, LRM, REAR, 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.

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.

The unit begins the End Phase with the Heat level it had at the end of the previous turn's End Phase.

Apply Heat to the unit for this End Phase in the following order:

Step 1: Add any Overheat used by the unit this turn.

Step 2: Subtract 1 heat level if the unit is in depth 1″ or more water.

Step 3: Remove all heat levels if the unit did not make a weapon attack this turn.

Step 4: Remove all heat levels and restart the unit if the unit began this End Phase shutdown.

Step 5: Add any external sources of Heat.

DELIBERATE OVERHEATING ('MECHS ONLY)

Any 'Mech may deliberately "spike" its heat level by simply declaring its intention to do so during the End Phase of any turn. This reflects the pilot willfully deactivating heat sinks in an effort to get his machine to run hotter than normal.

This heat spike does not add to the unit's weapon attack value. Instead, it simply increases the unit's heat by 1 level on the Heat Scale—to a minimum level of 1. This increase is applied after all other heat factors have been resolved, including those created by fire, weapon attacks, and so forth, and after *Cooling Down* (see left).

A unit that deliberately overheats in this manner only continues to do so as long as its controlling player declares that it is deliberately overheating in each turn's End Phase. Otherwise, the unit's heat sinks will automatically reactivate and the unit will cool itself normally. While deliberately overheating, the unit obeys all relevant rules for its heat level, and—if the unit possesses it—those for the Triple-Strength Myomer (TSM) special ability (see p. 79).

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).*



THE BATTLEFIELD

BATTLEFIELD SUPPORT

Battlefield Support rules bring artillery, minefield, and aerospace support to the *Alpha Strike* game without requiring full units to be in play. The following light rules bring these types of support elements into any game.

BEFORE PLAY BEGINS

Players pay for Battlefield Support using Battlefield Support Points. If a scenario does not provide details for Battlefield Support, then the players must determine which level of Battlefield Support Points (BSPs) they'll use before the game begins:

- **Extraction Raid Support:** 5 BSPs
- **Objective Raid Support:** 12 BSPs
- **Diversionary Raid Support:** 20 BSPs
- **Planetary Assault Support:** 35 BSPs

Players may need to adjudicate some use of Battlefield Support Points. For example, if the Planetary Assault Support option is used, but one player spends their full allotment of BSPs on Light Density Minefields, the result would be 70 minefields on the playing area—potentially rather annoying unless the other player agrees to that style of play. As with any rules, players should agree on the potential extremes before play begins.

Once the players have determined the amount of Battlefield Support Points they will have access to, they should secretly select and write-down the specific Battlefield Support Types they'll be using in their scenario, as noted on the Battlefield Support Table (p. 55). (Some additional secret notes may need to be written down based upon the specific support chosen; see details below.)

For example, if two players decide to use Objective Raid Support (12 BSPs), Player A may simply want two Long Tom Artillery (6 BSPs each), while Player B opts for two Aerospace Light Strikes (2 BSPs), an Aerospace Strafing attack (6 BSPs), a Thumper Artillery strike (2 BSPs), and four Light Density Minefields (2 BSPs).

One-Time Use: Each instance of a Battlefield Support Type is usable once only, whether it inflicts damage or not (see *Minefields*, p. 56, for the exception).

DURING GAME PLAY

Use the following rules for each Battlefield Support Type:

Attack Declaration: With the exception of Minefields (see p. 56), use the following rules when declaring an attack:

- Support Types can be used in the Combat Phase of any turn.
- If a Support Type is to be used, it must be declared during the Combat Phase of the turn it will be used. The player reveals their selection of that Support Type, but does not need to reveal all choices of that Support Type.
- The controlling player declares the target unit or Point of Impact (POI) for the attack; in the case of Strafing attacks, the player must place the strafing template (see *Strafing*, p. 55).

Target Numbers: No modifiers are applied to the Target Numbers shown on the Battlefield Support Table. Players simply roll 2D6, comparing the result against the Target Number for that Support Type, to determine whether the attack is successful.

Terrain and Levels (Hills): Neither terrain nor levels (hills) affect Battlefield Support damage in any way.

Water: If a target is completely submerged, it cannot be the target of Battlefield Support attacks. If a bombing or artillery attack scatters, or attempts to damage the target in any way, it is ignored.

OFFENSIVE AEROSPACE SUPPORT (STRIKES)

Light Strike Target Number: 5
Heavy Strike Target Number: 6

Successful Attack: If the attack is successful, apply the damage value to the target unit.

Unsuccessful Attack: If the attack fails, nothing occurs.

OFFENSIVE AEROSPACE SUPPORT (BOMBING)

Light Bombing Target Number: 5
Heavy Bombing Target Number: 7

Successful Attack: If the attack is successful, all targets within 2" of the target POI take damage equal to the damage value.



BATTLEFIELD SUPPORT TABLE

Movement Mode	Base Target Number*	Damage Value	Battlefield Support Point (BSP) Cost
Offensive Aerospace Support			
Light Strike	5	1	2
Light Bombing†	5	1	3
Heavy Strike	6	2	3
Heavy Bombing†	7	2	4
Strafing	7	2	5
Defensive Aerospace Support			
Light Air Cover		—	1
Light Strike	3		
Light Bombing	4		
Heavy Strike	9		
Strafing/Heavy Bombing	11		
Heavy Air Cover		—	2
Light Strike/Bombing	9		
Heavy Strike	5		
Strafing/Heavy Bombing	6		
Artillery Support†			
Thumper	7	1††	2
Sniper	8	2††	3
Long Tom	9	3/1††	5
Minefield Support			
Light Density	9	1	0.5
Medium Density	8	2	2
Heavy Density	7	3	4

* No modifiers are applied to this Target Number.
† Scatters if misses; see below.
†† Area of Effect; see *Artillery Support,* below.

Unsuccessful Attack: If the attack fails, it will scatter. 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 bombing attack will scatter. Once direction is determined, a second 1D6 roll result—multiplied by 2—then determines how many inches from the original POI the missed shot will actually land. The new location becomes the center of the actual impact, and damages targets within the Area of Effect.

OFFENSIVE AEROSPACE SUPPORT (STRAFING)

Strafing Target Number: 7

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. Make a separate attack roll from the Strafing Support against each unit.

Successful Attack: If an attack is successful, apply the damage value of the attack to the unit.

Unsuccessful Attack: If the attack fails in a hex, nothing occurs, but attacks on other targets are unaffected.

DEFENSIVE AEROSPACE SUPPORT (LIGHT AIR COVER)

Light Strike Target Number: 3
Light Bombing Target Number: 4
Heavy Strike Target Number: 9
Strafing/Heavy Bombing Target Number: 11

This is not an attack. Instead, it can potentially nullify an Offensive Aerospace Support attack.

After an opponent announces either an Aerospace Light Strike or Light Bombing attack, the player may reveal their selection of a Defensive Aerospace Support (Light Air Cover) to remove the attack. Before the attacker makes their roll, the defender rolls against a Target Number based upon the specific attack, as noted directly above.

Successful Roll: If the roll is successful, the opponent's Aerospace Support attack is nullified; the attacker makes no roll, and their Aerospace Support selection is considered spent.

Unsuccessful Roll: If the roll fails, the attacking player resolves their attack as normal.

DEFENSIVE AEROSPACE SUPPORT (HEAVY AIR COVER)

Light Strike/Bombing Target Number: 9
Heavy Strike Target Number: 5
Strafing/Heavy Bombing Target Number: 6

This is not an attack. Instead, it can potentially nullify an Offensive Aerospace Support attack.

After an opponent announces either an Aerospace Heavy Strike, Heavy Bombing, or Strafing attack, the player may reveal their selection of a Defensive Aerospace Support (Heavy Air Cover) to remove the attack. Before the attacker makes their roll, the defender rolls against a Target Number based upon the specific attack, as noted directly above.

Successful Roll: If the roll is successful, the opponent's Aerospace Support attack is completely nullified; no roll is made by the attacker and their Aerospace Support selection is considered spent.

Unsuccessful Roll: If the roll fails, the attacking player resolves their attack as normal.

ARTILLERY SUPPORT

Thumper Target Number: 7
Sniper Target Number: 8
Long Tom Target Number: 9

Targeting: Artillery targets a Point of Impact (POI), rather than a unit. Artillery does not need LOS to target a POI. An Area of Effect Template is placed at the final POI to determine which units are damaged by the artillery. If the Attack Roll succeeds, the POI selected is the final POI. If the Attack Roll fails (the attack is a miss), the POI will scatter (see below).

Successful Attack: Artillery does damage to all units in its area of effect. Artillery with an area of effect greater than 2" have two damage values, one for units within the 2" area of effect, followed by the damage for units outside the 2" area of effect but within the 6" area of effect.

Unsuccessful Attack: If artillery misses the target (unit or POI), it will scatter. Using the Area of Effect Template, with the "1" location indicating the map's "northern" direction, the attacker rolls 1D6 and uses the numbers above 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—then determines how many inches from the original POI the missed shot will actually land. The new location becomes the center of the actual impact, and damages targets within the Area of Effect as appropriate to that weapon.

MINEFIELD SUPPORT

Light Target Number: 9
Medium Target Number: 8
Heavy Target Number: 7

Unlike all other Battlefield Support Types, minefields are not an attack declared during the Combat Phase. Instead, at the start of the game, a player who has selected one or more Minefield Support options places a number of 6" minefield templates on the play area.

Whenever a ground unit enters an area of the minefield, its controlling player must roll 2D6, checking the target number of the specified minefield type. Units expending Jumping MPs only trigger a minefield if they end their movement in a minefield area. Units with an elevation above ground level do not trigger minefields.

Hidden Units: If using the *Hidden Units* rules, Minefields can be placed as Hidden Units, in addition to any Hidden Units that may be placed. Hidden minefields use a 2" Area of Effect Template based on their listed location and are revealed and make an attack if any ground unit moves onto the template. Units expending Jumping MPs only trigger a minefield if they end their movement in a minefield area.

Successful Attack: If the attack succeeds, apply the listed damage value to the target.

Unsuccessful Attack: If the attack fails, unlike other Battlefield Support Types, the minefield stays active. If a minefield is later triggered and inflicts damage against a target, the area is now clear of the minefield.

TERRAIN

Most scenarios are presumed to take place in mild weather and average terrain conditions. The following rules provide additional terrain types and conditions that 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. 61-64), these 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 Cost Table (see p. 137). 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

Bridges, like buildings, receive a Construction Factor (CF) that reflects their overall strength and stability. This can be any value from 1 to 10. 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 4 or more may support units of Size 4. Bridges with a CF of 3 may only support units up to Size 3. A bridge that has a CF of 2 may only support units up to Size 2. Bridges of 1 CF 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 the *Urban Combat* chapter (see pp. 72-75).

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. 60). Any heat-tracking unit in deep snow may subtract 1 extra heat level during the End Phase of a turn when overheating (see p. 53).

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. 60).

ADDITIONAL TERRAIN MOVEMENT COST TABLE

Terrain Type	Move Cost per Inch	Prohibited Movement Mode/ Unit Type
Deep Snow	+1″[1]	Wheeled
Gravel Piles	+1″[1]	Naval, Rail
Hazardous Liquid Pool	As Water[1]	As Water
Heavy Industrial	+0″/+1″[2]	Naval, Rail
Ice	+1″[1]	Naval
Jungle	+2″	Vehicles
Magma		
Crust	+0″[1]	Infantry, Naval, Rail, Wheeled
Liquid	+1″[1]	All except 'Mechs
Mud	+1″[1]	Naval, Rail
Planted Fields	+0″	Naval, Rail
Rail	+0″/+1″[3]	Naval
Ultra Rough[6]	+2″	Naval, Rail, Wheeled
Ultra Rubble[6]	+2″	Naval, Rail
Sand	+0″/+1″[1, 4]	Naval, Rail
Swamp	+1″/+2″[1, 5]	Naval, Rail
Tundra	+0″[1]	Naval, Rail

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] Units in this terrain type may bog down and/or suffer damage. See specific terrain rules.

[2] Only 'Mech units apply the +1″ Move cost in this terrain; all other units in this terrain apply +0″ Move cost.

[3] Rail units in this terrain must move along the rail and pay +0″ Move cost. All other units apply the +1″ Move cost.

[4] Only infantry units and wheeled units without the Dune Buggy (DUN) special apply the +1″ Move cost in this terrain.

[5] Only 'Mech and ProtoMech units apply the +1″ Move cost in this terrain; all other units in this terrain apply +2″ Move cost.

[6] BattleMechs with the LG special reduce the movement cost by 1″ per inch in this terrain type.

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

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 Target Numbers in the same manner as woods.

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 covered by the 2" Area of Effect Template centered on 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*, p. 166).

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



ADDITIONAL TERRAIN & ENVIRONMENT ATTACK MODIFIERS TABLE

ADVANCED TERRAIN MODIFIERS	
Terrain	**Modifier**
Heavy Industrial	+1
Jungle (per 2")	+1
Planted Fields (per 4")	+1*

TARGET MOVEMENT MODIFIERS	
Terrain	**Modifier**
Is Bogged Down	**

* Apply an additional +1 terrain modifier if target is an Infantry unit.
** Treat bogged down target as if it has a target movement modifier of +0.

ENVIRONMENTAL ATTACK MODIFIERS	
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.



WiGE movement modes, all ground units traversing ice must spend an 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 1D6. (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 1-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. 48). For the remainder of the scenario, any broken areas of ice are treated as water.

Mobile structures (see p. 65) 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 1-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

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. 173).

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 of 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. 60).

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 1-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*, below.

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 terrain 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 terrain 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. 166).

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 costs). Aside from this, all 'Mechs, ProtoMechs, and ground vehicles that do not use the rail motive type, treat 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 *Urban Combat*, p. 72). 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*, below).

SWAMP

All units moving into or through swamp terrain that use ground movement (not including hover or WiGE movement types) may get stuck (see *Bogging Down*, below). If a unit becomes stuck in Swamp, roll 2D6 again. On a result of 12, a 1-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 transform all swamp terrain beneath them into quicksand 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*, below). 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*, below).

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 bogging down.

Four-legged (Quad) 'Mechs: Four-legged 'Mechs receive a –1 Target Number modifier when making bog down checks.

Three-Legged (Tripod) 'Mechs: Tripods receive a –1 Target Number modifier when making bog down checks.

ENVIRONMENTAL CONDITIONS

Battlefield conditions are usually 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 used in *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.

If using the optional *Concealing Unit Data* rules (p. 157), several environmental conditions affect the range of visual spotting. A unit's line of sight has a maximum range limited by its greatest spotting range, either visual or from a probe. The maximum spotting range for probes is unaffected by environmental conditions and is 12" for Light Probe (LPRB), 18" for Probe (PRB), or 26" for Bloodhound (BH).

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. 63). 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. 63). 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. 63).

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. 63). Water terrain may exist in very thick atmospheres.





DARKNESS

Fighting under the various level of darkness (from dusk and dawn to pitch blackness) imposes Target Number modifiers as shown in the Environmental Conditions Attack Modifiers Table (see p. 58). 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.

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 Target Number 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 a 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 *Urban Combat*, p. 72).

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 Target Number 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 Target Number 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. 50) 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, *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

Basic 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 AOE 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. 61), 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

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 FORCE RATING TABLE

2D6 Roll	Tornado Rating
2–3	F1
4–6	F2
7–10	F3
11	F4
12	F5



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 Target Number 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 Target Number 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" AoE Template, and touch down on any randomly-chosen point of the map in the same End Phase they are placed. (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 (F rating), as listed on the Tornado Force Rating Table (see p. 63).

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 of Effect Template to do so), and then roll another 1D6—multiplying the 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. 173) to find the effects of damage on terrain, and the *Urban Combat* rules (see p. 72) 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.

OTHER CONDITIONS

Environmental (planetary) conditions not listed in this section have no additional effects beyond the Target Number modifier they impose (see *Environmental Attack Modifiers Table*, p. 58).

LARGE UNITS

The following rules describe additional rules for Large (LG) units.

MOVEMENT

Large units reduce the per-inch movement cost for all Woods, Jungle, Rough, Rubble, and Buildings terrain by 1 inch.

COMBAT

Attacks against a Large unit receive a –1 Target Number Modifier. Physical attacks made by a Large unit receive a +1 modifier.

BUILDINGS

Large units are treated as Size 5 for purposes of the building's weight capacity.

TRANSPORTING

Large units may not be transported via the MT# special ability.

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 exceptionally large units, which includes not only DropShips by default, but any unit that possesses the Very Large or Super Large special abilities (VLG or SLG respectively). These rules are in addition to the rules for Large (LG) units, which also apply to Very Large and Super Large units.

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.

Aerodyne DropShips: Grounded aerodyne DropShips may attack ground units using the Aerodyne DropShip Firing Arcs diagram, right. The Nose weapons may target any unit in a 2"-wide path directly in front of the unit. The Right and Left Wings can attack targets in a 90-degree arc, from directly in front of the aerodyne out to the appropriate side.

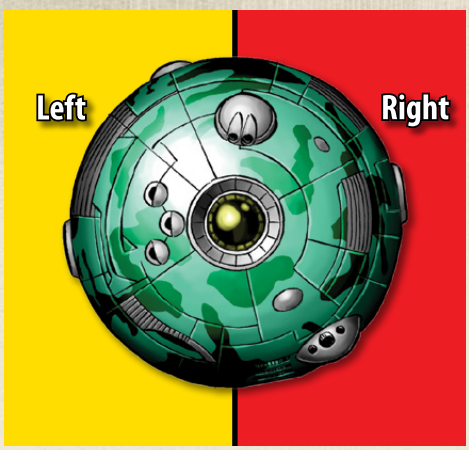
MOBILE STRUCTURES

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. Especially large mobile structures may have multiple two-sided unit cards, one for each 2" diameter area.

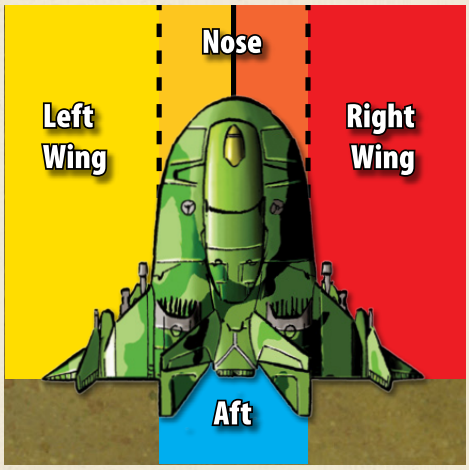
Mobile Structure Facings: Mobile structures are ponderously slow, and so designed to move in any direction desired without turning. For this reason, these units generally have no set "front", but still use fore, side, and aft arcs for gameplay purposes. If a player wishes to change the facing direction 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

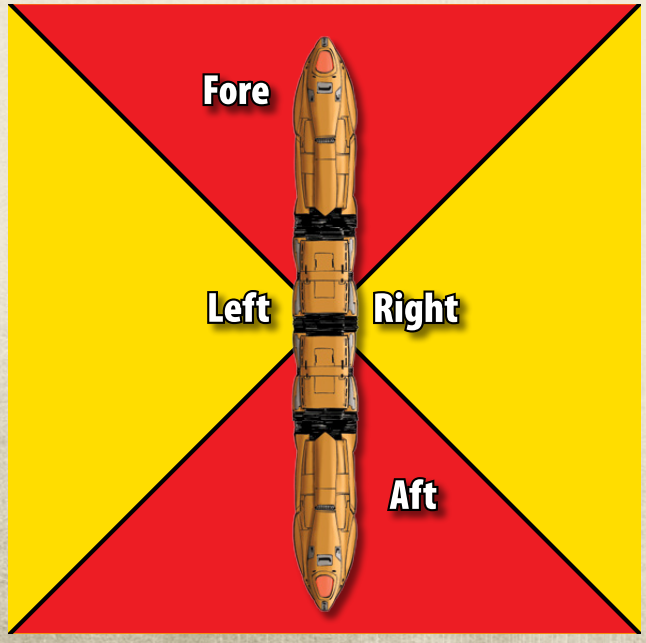
Mobile structures are attacked in the same manner as buildings (see *Urban Combat,* p. 72), and apply the –4 Immobile Target modifier in addition to their movement rate modifier (to



• GROUNDED SPHEROID DROPSHIPS FIRING ARCS DIAGRAM •



• GROUNDED AERODYNE DROPSHIPS FIRING ARCS DIAGRAM •



• LARGE SUPPORT VEHICLE FIRING ARCS DIAGRAM •

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*, p. 166)

MOBILE STRUCTURE MOVEMENT TABLE

Terrain	Movement Cost
Clear, Paved, Bridge, Road	1″
Rough, Gravel, Sand, Tundra	+0″
Woods/Jungles	+0″
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.

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 (if using the optional *Fire and Smoke* rules, see p. 166).

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 crashes on the ground map at the end of its flight path, 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 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 the Movement chapter (see p. 39). Infantry units (including battle armor) use the *Transporting Infantry* rules found on page 38. 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 chapter (pp. 76-91), 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 p. 68).

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 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 Target Number 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

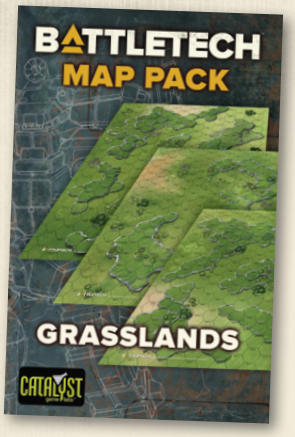
The following additional rules cover extra options a unit defending against hostile boarders may use to try and resist a boarding action.

Defending Crew: Exceptionally large units that can be boarded will generally defend themselves using their own onboard infantry or crew. To do so, a unit with the Crew special (CRW#) may take 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 as 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.



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 also suitable for *Alpha Strike* game play, included in the *BattleTech Beginner Box*, *A Game of Armored Combat* box set, and assorted *Map Packs* both in print and in PDF formats.

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, and within 1 level of elevation, is in base-to-base contact. In hex map play, units may make weapon or physical attacks against targets in base-to-base contact.

Area of Effect Templates: The conversion for area effects follows the same approach as above, with an AoE always centered on a hex. A 2" AoE Template will affect the target hex and all adjacent hexes. A 6" AoE Template will affect the target hexes, and all hexes within 2 hexes of the target hex.

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*, p. 70).

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*, p. 70 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. 43). Likewise, if both units are in adjacent building hexes but at different levels, LOS may not exist (see *Attacking Units Inside Buildings*, p. 73).

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.

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.

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.

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 LOS (see below), intervening terrain will apply the same terrain 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.

Partial cover does not block LOS; it simply adds the partial cover modifier to the attacker's Target 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. 72 and 141 respectively).

The Target Number 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.

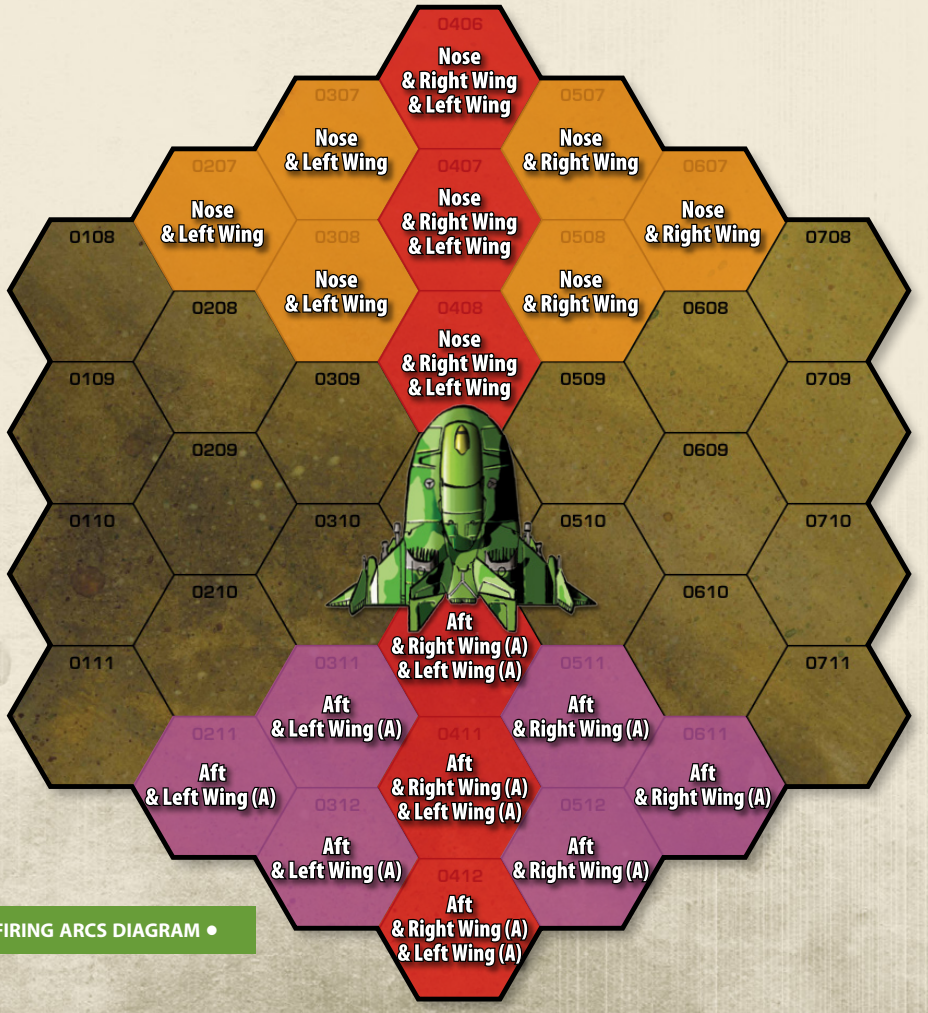
Vehicles: Hovercraft and WiGEs moving over water, amphibious vehicles, and naval vessels operating on the water surface, rise their listed number of levels in unit height above the surface level of the water hex. Submarines can be at any depth on or under the water, with their height for LOS purposes based on that depth level.



• 'MECH FIRING ARCS DIAGRAM •



• GROUNDED SPHEROID DROPSHIP FIRING ARCS DIAGRAM •



• GROUNDED AERODYNE DROPSHIP FIRING ARCS DIAGRAM •

URBAN COMBAT

BUILDINGS

In *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.

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 3, and a default CF of 2.

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 6, and a default CF of 3.

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 12 in *Alpha Strike*, with a default CF of 4.

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 60, with a default of 16.



MOVEMENT EFFECTS

The Movement Cost per Inch column on the Alpha Strike Buildings Table (p. 73) 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 2 inches 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 on 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. 74).

For example, a medium building—weight capacity 2—can support up to 2 light (size 1) '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).

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	
Standard						
Light, Small	+1″	1–2 (2)	1	1	0	0*
Light, Large	+1″	2–3 (3)	1	1	0	0*
Medium, Small	+2″	1–3 (3)	2	2	1	1
Medium, Large	+2″	3–6 (4)	2	2	1	1
Heavy, Small	+3″	2–5 (4)	3	3	2	2
Heavy, Large	+3″	5–12 (8)	3	3	2	2
Wall††						
Light	+1″	1–2 (2)	1	1	0	0*
Medium	+2″	2–4 (3)	2	2	1	1
Heavy	+3″	5–8 (6)	3	3	2	2
Hardened	+4″	9–14 (10)	4	4	3	3
Gun Emplacement/Fortress						
Light, Small	+1″	1–2 (2)	1	2	1	1
Light, Large	+1″	2–3 (3)	1	2	1	1
Medium, Small	+2″	2–6 (4)	2	4	2	2
Medium, Large	+2″	7–12 (8)	2	4	2	2
Heavy, Small	+3″	4–10 (8)	3	6	3	3
Heavy, Large	+3″	9–36 (20)	3	6	3	3
Hardened, Small	+4″	12–20 (16)	4	8	4	4
Hardened, Large	+4″	24–60 (40)	4	8	4	4
Castle Brian						
Heavy	+3″	40–120 (80)	3	10	10	10
Hardened	+4″	121–200 (160)	4	10	10	20

*No additional Move cost for Infantry (including battle armor); ProtoMechs Move cost in buildings is +1″, regardless of type.

** Small buildings are generally 1″–5″ in area, while Large Buildings are 6″+

† See *Attacking Units inside Buildings*, below.

†† This CF is for enough damage to breach a wall in one 2″ wide path.

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. 74). 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 against an immobile target. 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 to 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 Target Number 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 strikes a CF 4 medium building with an infantry unit inside, the building applies the 5 damage to its CF and is destroyed. The same attack is also applied against the infantry: 5 points of damage from the attack, minus 2 for a medium building's damage absorption for infantry. The infantry takes 3 damage from the attack.

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 Target Number 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). Infantry attacking units from within the same building attack the unit directly (using the target's TMM and other modifiers, and with no damage absorption from the building).

ATTACKS BY BUILDINGS

Standard buildings have no weapons and cannot make attacks. Advanced buildings will have their own unit card and, if armed, can make attacks as a normal unit; such attacks receive the standard –1 Target Number modifier for immobile units. An advanced building can make a standard weapon attack, a turret attack, and a REAR special ability attack each turn if it has damage values for each of those (obeying the normal rules for combining REAR and standard weapon attacks; see p. 78).

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 on page 73, 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 outside the building when it collapses, and thus suffers no collapse damage.

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.

Eric's 'Mech has taken shelter in an 8" tall, large heavy building with a CF of 10. 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 a 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 fire. It also delivers 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 heavy 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.

SKIDDING

Skidding is an unintentional effect of moving too fast on paved or icy surfaces, and is a hazard to 'Mechs, ProtoMechs, and ground vehicles that use a tracked or wheeled movement. Skidding is more likely with units that produce a higher momentum, and thus it tends to be a bigger problem for faster units than it is for slower ones.

A 'Mech, ProtoMech, or ground vehicle unit with the tracked (t) or wheeled (w) movement codes must roll to avoid skidding when *all* of the following conditions are met:

- The unit moves more than half its Move rating on pavement/road/bridge terrain types (see p. 35), or on ice terrain (see p. 56), during a single Movement Phase.
- The unit is not using jumping movement during its current Movement Phase.

RESOLVING A SKID

To see if a unit skids, its player must make a special Control Roll as soon as the above conditions are met and the miniature has already moved 1 inch along its intended direction. This roll uses the unit's Skill Rating as its base Target Number, and applies the modifiers shown in the Skid Modifiers Table (p. 75). If the roll result is equal to or higher than this modified Target Number, the unit will continue its move normally for that turn. Otherwise, it will skid for a number of inches equal to twice the roll's MoF—unless it collides with something that can stop it (see below). Thus, a unit that fails a skidding Control Roll by 5 may skid for up to 10 inches.

Four-Legged (Quad) 'Mechs and ProtoMechs: These units receives a –2 modifier for its four-legged stability.

Three-Legged (Tripod) 'Mechs: These units receives a –1 modifier for its three-legged stability.

A skidding unit travels in a random direction based on its orientation at the start of its current Movement Phase. This skidding direction is found by rolling 1D6 and using the numbers in parentheses found on the 2-inch AoE template (see p. 197), and

aligning the direction indicated by a result of 3 or 4 to the unit's original facing.

Once a skid ends—either because the unit simply skidded for the entire distance described above, or via a collision, as described below—the skidding unit's Movement Phase is ended.

SKIDDING DAMAGE AND COLLISIONS

Skidding units will automatically suffer 1 point of damage for every 4 inches they have skid (rounded down, to a minimum of 0). In addition, these units may strike and collide with buildings, terrain, and even other units while doing so. For this reason, players should check for and apply the effects of any possible collisions *before* applying damage caused by the skid itself. Any non-collision damage from a skid must be based on how many inches the unit actually moved, rather than how many it *could* have moved during its skid. Thus, if a unit that would otherwise skid for 10 inches finds itself colliding with a building after sliding only 6 inches, it will suffer 1 point of skidding damage after first applying the collision damage (6 inches actually skid ÷ 4 = 1.5, round down to 1).

All damage caused by a skid—including damage from any collisions that occur during a skid—are applied before the Combat Phase of game play, along with any critical hits that result from them.

Collisions: If the skidding unit encounters a building, a level change (up or down), water terrain, or any terrain restricted to its movement type before the end of its skid distance, the unit will come to an immediate stop and suffers collision damage (see below).

If the skidding unit encounters any non-infantry units during its skid (regardless of the other unit's affiliation), the players controlling the skidding unit must make another 2D6 roll against his unit's Skill Rating, applying all modifiers for a Charge attack against the other unit (see p. 46), plus an additional +2 target modifier to reflect the unintentional nature of this "attack". If the roll fails, the skidding unit misses the other unit and continues its skid. Otherwise, it is treated as if it has collided with the other unit, and comes to an immediate stop, suffering collision damage as described below.

If a skidding unit encounters an infantry unit during its skid (conventional or battle armored), the same Charge attack roll is made against the infantry unit, but with a +4 "unintended target" modifier, instead of the +2 described above. The damage delivered by the unintentional charge is described below.

Collision Damage: If a skidding unit suffers a collision with terrain, buildings, or non-infantry units, it will suffer additional damage from this collision equal to its own Size value. If the skidding unit is a vehicle, it must also roll for Motive Systems Damage (see p. 50) upon sustaining any collision.

If the skidding unit collides with a building or any non-infantry unit, it will also inflict damage to such unintended targets. For all of these unintended targets except infantry, this charge damage is equal to the number of inches the skidding unit moved, multiplied by the skidding unit's Size value, and divided by 8—rounding all fractions normally. Thus, a Size 3 unit that skids 6 inches before it collided with a building, would deliver 2 points of damage to the building (6 [inches] x 3 [Size] ÷ 8 = 2.25, round normally to 2).

For ease of reference, the Collision/Charging Table summarizes the damage inflicted by a skidding or charging unit, based on its Size and distance moved.

If the target of an unintended skid is an infantry unit of any kind, the damage delivered by the skidding unit will equal the skidding unit's Size value only, regardless of the skid's distance prior to collision. Furthermore, the skidding unit will continue on its skid after hitting the infantry, suffering no significant damage from the scattered troops it just struck.

SKID MODIFIERS TABLE

Condition	Modifier
Unit's Available Move is	
4" or less	–1
5" to 8"	+0
9" to 14"	+1
15" to 20"	+2
21" to 34"	+4
35" to 48"	+5
49" or more	+6
Sprinting (see p. 38)	+2

COLLISION/CHARGING TABLE

Distance Moved (by Skidding/Charging Unit Size)				Damage Delivered
Size 1	Size 2	Size 3	Size 4	
Less than 4"	Less than 3"	Less than 2"	Less than 1"	0
4" to 12"	3" to 6"	2" to 4"	1" to 3"	1
13" to 20"	7" to 10"	5" to 7"	4" to 5"	2
21" to 28"	11" to 14"	8" to 9"	6" to 7"	3
29" to 36"	15" to 18"	10" to 12"	8" to 9"	4
37" to 43"	19" to 22"	13" to 14"	10" to 11"	5
44" or more	23" or more	15" or more	12" or more	6

ADDITIONAL CHARGE ATTACK MODIFIERS

Condition	Modifier
Unit is Skidding	
Target is Terrain*	Auto-Hit
Target is any non-infantry unit	+2
Target is any infantry unit**	+4

Note: The charge attack modifiers presented here apply in addition to those found on p. 46.

* Includes buildings, level changes, water, or restricted terrain features.

** Skidding units do not stop skidding on collision with infantry units.

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 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.

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. (For example, a unit with AC2/2 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 AC3/2/2 can deliver 3 points of autocannon damage at Short, and 2 points at Medium and Long ranges.)

STANDARD SPECIAL ABILITIES

The special ability descriptions below describe abilities usable in all *Alpha Strike* games.

ADVANCED FIRE CONTROL (AFC)

IndustrialMechs and support vehicles equipped with Advanced Fire Control do not suffer Target Number 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 the effects of standard ECM (see p. 77), but is treated as two standard ECM suites if using the *ECM/ECCM* optional rule (see p. 161).

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. 45).

ANTI-MISSILE SYSTEM (AMS)

A unit with an AMS reduces the damage by 1 point (to a minimum of 1) from any of the following attacks: standard weapon attack from a unit with the IF, SRM, or LRM special abilities, Indirect Fire attack using the IF special ability, or special weapon attack made using the SRM or LRM special abilities. AMS only works on attacks coming in the front arc, unless mounted in a turret (TUR).

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 Motive Systems Damage Table, p. 50).

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 Target Number modifier of +1 for its attack. (This modifier is listed in the Attack Modifiers Table, see p. 44.)

BATTLEMECH HARJEL (BHJ)

A 'Mech protected by HarJel ignores the additional "hull breach" critical hit checks required for being attacked while underwater or in a vacuum. All other causes for critical hit rolls 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 +1 Target Number 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. 183). (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. 50), 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. 50).

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 *Optional Rules* chapter (see p. 136), 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 C^3 master will lose the benefits of C^3. (See *C^3 Networks*, p. 80).

If a C^3i-equipped unit is caught within the ECM bubble, or draws its LOS to all partner C^3i units through an ECM bubble, only that unit is isolated from the network and loses all C^3i 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. 50).

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. 38).

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 Attack 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 *Applying Damage*, p. 49).

A unit with a Heat value at a range it does not normally deal damage at may make a special weapon attack in place of its standard weapon attack. This only deals the effects of the Heat special ability.

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. 41).

Units with the IF# and LRM #/#/# specials may make use of all alternate munitions (see p. 143) and Special Pilot Abilities (see pp. 92-101) available to the LRM#/#/# special when making indirect fire attacks, but are limited to using the LRM special ability's long range value if it is lower than the IF special ability value.

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 Target Number 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.

Infantry Transport can be reduced and the same amount of Cargo Transport, Tons (CT#, see p. 84) added to a unit prior to the start of a game.

JUMP JETS, WEAK OR STRONG (JMPW#, JMPS#)

This unit has particularly underpowered, weak jump jets or overpowered, strong jump jets compared to their non-jump movement. Weak Jump Jets subtract the # from their TMM when using Jumping movement. Strong Jump Jets add the # to their TMM when using Jumping movement.

LIGHT ECM (LECM)

Light ECM functions identically to ECM (see p. 77), 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. 38).

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. 45).

MIMETIC ARMOR SYSTEM/ LIGHT MIMETIC ARMOR SYSTEM (MAS/LMAS)

Mimetic armors are similar to Stealth systems (see p. 79) in that they make a target more difficult to hit with weapon attacks (but not physical attacks). Unlike Stealth, to be effective mimetic armor requires its bearer to remain stationary. If a unit with the MAS special ability is immobile or remained at a standstill during the this turn's Movement Phase, all non-physical attacks against that unit receive a +3 Target Number modifier for the remainder of the turn. LMAS functions the same way, but provides only a +2 modifier.

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)

Ground-based Omni units ('Mechs or vehicles) may transport a single battle armor unit using the mechanized battle armor rules (see *Transporting Infantry*, p. 38).

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.)

REAR-FIRING WEAPONS (REAR#/#/#/#)

Although rear-facing weapons are common enough on larger and less flexible units like mobile structures and DropShips, several

smaller units also feature secondary weapons mounted in their rear fields of fire. 'Mechs, vehicles, and fighters that possess such weaponry feature the REAR (#/#/#/#) special unit ability to reflect this. As with most other special weapon abilities, the numbers associated with this ability indicate the damage that the unit can inflict at each range bracket.

Ground Units: Any ground unit with rear-facing weapons may decide to use them against any targets that begin the Combat Phase outside of the unit's normal firing arc. This rear attack is resolved using all of the same rules as a normal weapon attack, but applies an additional +1 Target Number modifier.

Airborne Units: The same rules apply for fighter units as for ground units. However, a fighter may only use its rear-facing weapons against units that are tailing them (see p. 185) and are in range of its rear weapons. Thus, if a fighter has rear-firing weapons that only deliver damage to the Short range bracket, it may only use these weapons against tailing enemies at Short range.

Combining Forward (or Turret) and Rearward Attacks: A unit attempting a REAR attack may still deliver normal forward-firing attacks in the same turn, but its ability to do so is reduced. To reflect this, if a unit makes an attack using the REAR special ability, for every point of REAR damage it can inflict, its forward-arc (or turret-based) damage for that turn must be reduced by the same amount. This damage reduction is applied before the use of any additional damage made possible by overheating.

Additional Restrictions: Overheat damage cannot be applied to REAR attacks, nor can a REAR attack deliberately reduce its damage values to improve forward-firing (or turret-based) weapon attacks. Finally, REAR attacks cannot make use of other special attack abilities, such as heat, indirect fire, flak, or artillery.

For example, an AS7-K *Atlas* possesses standard attack values of 3/3/3, and has an overheat value of 2 (with the OVL special) that allows it to hit targets harder at all three range brackets in its forward arc. It also possesses the REAR1/1/- special ability. The *Atlas* finds itself facing an enemy *Centurion* at Medium range, while a *Vulcan* has managed to slip behind it at Short range.

The *Atlas'* controlling player decides to attack both targets at once, but its rear-firing weapons—which can inflict 1 point of damage against the *Vulcan* at Short range—will reduce its ability to strike the forward target by an equal amount (1 point). This would mean the *Centurion* in front of the *Atlas* will suffer only 2 points of damage on a successful strike, unless the *Atlas* pilot decides to overheat his 'Mech to add more damage to its forward attack.

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 a +1 Target Number modifier to attacks at Medium range, and an additional +2 modifier at Long range (or greater).

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

A non-infantry unit with STL is (intentionally) blocking its own emissions with its ECM. Any non-infantry Stealth unit is affected as if in an enemy ECM field (see *ECM*, p. 77), and cannot affect other units with its own ECM. However, if using the ECM/ECCM optional rules (see p. 161), a unit with AECM may still generate a single field (ECCM only) while the Stealth is on.

Toggling Stealth: To avoid being affected by its own ECM, a non-infantry unit with STL may toggle off its Stealth special ability in the End Phase. Place a mark above or through the Stealth special ability to note that it is off. It may be toggled back on in any subsequent End Phase.

SUBMERSIBLE MOVEMENT, WEAK OR STRONG (SUBW#, SUBS#)

This unit has particularly underpowered, weak submersible movement or overpowered, strong submersible movement compared to their non-submersible movement. Weak submersible movement subtracts the # from their TMM when using submersible movement. Strong submersible movement adds the # to their TMM when using submersible movement.

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 Target Number 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.



Attacks made using the turret cannot be combined with any special attack ability not included in the unit's TUR special ability.

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*, p. 64).

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. 36).

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 Active Probe (LPRB; see p. 82) and ECM special abilities.

C^3 NETWORKS

The following special abilities cover the various systems available to establish a Command, Control, and Communications (C^3) network, as used in *Alpha Strike* play. While each has special features (as noted in the various descriptions below), the basic rules of a C^3 network are as follows.

NOTATION AND TRACKING OF C^3 NETWORKS

C^3 networks only receive a numerical notation if the carrying unit has more than one C^3 "master" system (C^3M, C^3BSM, or C^3EM) on board. Improved C^3 systems (C^3I), and C^3 "slave" systems (C^3S, C^3BS, C^3RS) do not use numerical notations. C^3 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 C^3 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.)

A unit may only belong to a single C^3 network. While a unit may mount both a C^3 Master and a C^3 Slave, it may not use both at once. For units so equipped, at the start of the game designate which C^3 system is operational.

BENEFITS OF C^3 NETWORKS

The members of any given C^3 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 C^3 systems are defined in their specific special ability descriptions.

For example, four BattleMechs (A, B, C, and D) are part of the same C^3 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.

LOSING A C^3 NETWORK

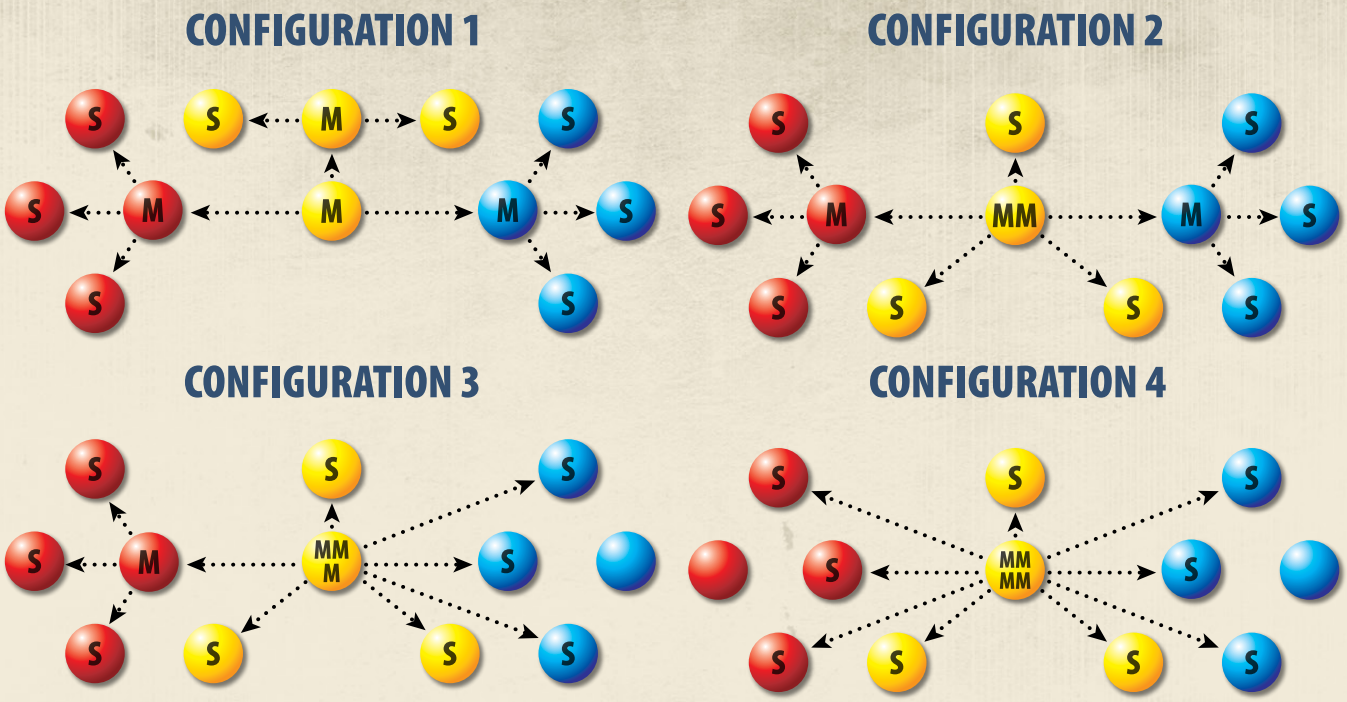
For standard C^3 networks (those with C^3M, C^3EM, C^3RS, and C^3S specials), a network member will lose its connection to the network if a hostile ECM bubble covers that member, or blocks its line of sight to the network's "master" unit.

The destruction or shutdown of any C^3 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 C^3.

C^3 BOOSTED SYSTEMS (C^3BSM# OR C^3BSS)

The C^3 boosted system works identically to a standard C^3 system, and links one master unit (noted by C^3BSM) with up to three slaves (noted by C^3BSS). These boosted C^3 units are unaffected by most ECM effects. Only a hostile Angel ECM will affect a boosted C^3 network in the same way as other ECMs affect standard C^3 systems.

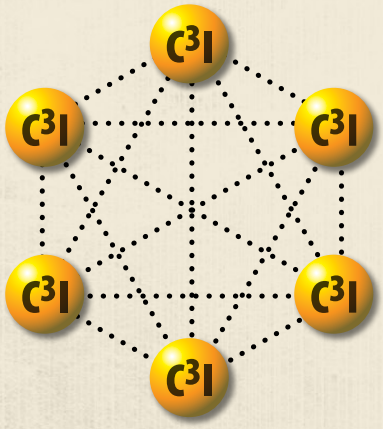
Standard and boosted C^3 systems can be connected together into the same network. However, communication is a two-way street: in such a network, communication with a non-boosted member is still cut off as normal if data is transmitted through, or into, the effect radius of any hostile ECM.



• C³ CONFIGURATION DIAGRAM •



• C³ EXAMPLE DIAGRAM •



• C³I DIAGRAM •

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. After the emergency master shuts down, the unit's C³ slave also burns out. Even if the original master is restored, the emergency master can no longer be a part of the C³ network until the C³ emergency master is repaired. 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 page 81.

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 Target Number 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, requires 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 above). 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.

OPTIONAL SPECIAL ABILITIES

The special abilities listed below are entirely optional and should only be used if all players agree to their use beforehand.

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. 168), identify incoming sensor blips, or even discover the capabilities of unknown hostile units that fall within this range (see *Concealing Unit Data*, p. 157).

Hostile ECM systems, including Angel ECM (AECM) and standard ECM (ECM) will overwhelm the active probe's abilities.

ADVANCED TACTICAL ANALYSIS COMPUTER (ATAC#)

A unit with this special is able to feed improved tactical input to robotic units. This ability provides a –1 Target Number modifier to a number of SDCS or RBT units equal to this ability's numerical value (so a unit with an ATAC3 special may provide this modifier to up to 3 robotic units).

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. 142).

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

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

carried. For example, a unit with two Long Tom artillery weapons would record this as ARTLT-2.

Refer to the Artillery Abbreviation Table, page 82 (see the Bomb (BOMB#) special ability, p. 77, for Arrow IV missiles carried as bombs).

ANTI-PENETRATIVE ABLATION ARMOR (ABA)

A unit protected by anti-penetrative ablation armor—often simply called ablative armor—is resistant to specialty munitions designed to pierce most other armor types. A unit with this special ignores attacks by taser weapons (MTAS# and BTAS# specials), and negates the bonus critical hit check made for attacks that use armor-penetrating ammunition and tandem-charge missile munitions (see p. 143).

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. 143).

BALLISTIC-REINFORCED ARMOR (BRA)

A specialty armor developed to counter projectile weapons and missiles, ballistic-reinforced armor reduces all damage delivered by attackers that make use of the AC, IATM, IF, LRM, or SRM specials, by half (rounding up). This reduction is applied whether the attack is delivered using the unit's normal damage values, or by just the listed special abilities.

Thus, if a unit with normal attack values of 5/4/2 and an AC2/2/0 special delivers a successful normal attack against a unit with the BRA special at Short range, the attack will be reduced by 3 points (half the damage value at Short range, rounded up), dropping the normal total of 5 points to 2. If the same unit makes a special AC weapon attack against a unit with the BRA special at Medium range, the attack will be reduced by 1 point (half the AC special ability's Medium range), dropping the AC total of 2 points to 1.

Though similar to reactive armor in many ways, ballistic-reinforced armor will not reduce damage from attacks made using the ART, BOMB, MSL, or FLK specials.

BATTLEMECH HARJEL, HARJEL II, AND HARJEL III (BHJ, BHJ2, BHJ3)

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.

Improved versions of the hull-sealing technology appeared in the mid-thirty-second century. In addition to providing the same hull breach resistance of standard HarJel, units protected by HarJel II or HarJel III will recover armor points lost to damage as long as they begin the End Phase with at least 1 point of armor remaining. The amount of armor recovered at this point is 1 point for units that have the BHJ2 special, or 2 points for units with the BHJ3 special.

The maximum armor points a unit may recover with BattleMech HarJel II or III may never exceed the unit's original armor value. BHJ2 and BHJ3 special abilities will not recover structure points or critical damage, and these abilities will cease to function entirely if the unit is reduced to 0 armor points before its End Phase.

BIMODAL LAND-AIR BATTLEMECH (BIM (#A))

A BattleMech with this special has been built to convert between BattleMech and aerospace fighter modes of operation. The rules for Land-Air BattleMechs (LAMs), may be found on page 177.

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. 168), identify incoming sensor blips, or discover the capabilities of unknown hostile units that fall within this range (see *Concealing Unit Data*, p. 157).

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 an area covered by a 2" AoE template. 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: Airborne units that activate a booby trap inflict damage in a 2" AoE template centered on a point, 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, if a heavy aerospace fighter were flying over the ground map and chose to self destruct, its damage to all units within the area covered by the 2" AoE template centered on 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 p. 156).

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. 39).

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.

This ability can be reduced in value and the same amount of Infantry Transport (IT#, see p. 78) added to a unit prior to the start of a game.

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. 67).

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.

DIRECT NEURAL CONTROL SYSTEM (DN)

A unit controlled with a direct neural control system is designed to be piloted by warriors fitted with an advanced cybernetic brain implant, enabling more enhanced control. This technology is exceedingly rare and dangerous in the *BattleTech* setting, with its use invariably leading to madness and death in less than a decade or so. Developed only in the wake of the Clan Invasion, it was almost exclusively limited to the fanatics of the Word of Blake faction, even though other groups researched their own versions.

If a warrior or crew controlling a unit with this special ability is *not* fitted with a DNI implant—including the prototype DNI, vehicular DNI, or buffered VDNI implants (see *Augmented Warriors*, p. 140)—the control system provides no benefits or drawbacks at all. Otherwise, the use of this feature applies a –1 modifier to the pilot's Skill Rating, so a unit with a Skill Rating of 2 will drop to 1. However, any Fire Control critical hit the unit receives during a scenario will result in a Crew Stunned effect to the unit (regardless of the unit's type). If this happens to an aerospace unit treat the stunned unit as if it has shut down.

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. 39).

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.

Drones use the Skill of their remote operator to determine any PV modifiers for Skill. Remember, however, that such drones always receive a +1 Skill Rating due to their nature, so a drone operated by a Skill 4 operator must be valued as if the drone unit has a Skill of 5.

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. 136).

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. 161).

ENGINEERING (ENG)

A unit with this special ability can clear woods just like a unit with the Saw special ability (see *Saw*, p. 89). 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. 173.)

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.

GLIDER PROTOMECH (GLD)

A ProtoMech unit with this special ability has been built with a special low-level flight capability similar to a Wing-in-Ground Effect vehicle. Rules for using Glider ProtoMechs in game play may be found on page 177.

HELIPAD (HELI)

A unit with this special ability can be used as a landing area by a unit with VTOL movement.

HYPERPULSE GENERATOR (HPG)

The hyperpulse generator is a transmission device used to send communications signals through hyperspace. Rare and expensive in the extreme, it is almost never seen on the battlefield, and many factions in the *BattleTech* universe consider attacking or willfully endangering such devices a crime against humanity. Nevertheless, some mobile versions of the HPG do exist, and thus can make an appearance in battle under extreme circumstances.

If a unit equipped with a mobile HPG (noted by the HPG special) is operating inside an atmosphere, it may use the device to send a signal once every 6 turns. Doing so, however, draws incredible amounts of power and produces an immense electromagnetic pulse that affects all units in the general vicinity—including the HPG-carrying unit itself. These effects can vary with the operating unit.

Aerospace units operating in space may use an HPG in any turn they wish, but will generate no significant game effects when doing so.

Charging and Firing: Charging and firing an HPG requires two full, consecutive Combat Phases to perform, during which time the HPG unit cannot move or use any weaponry. If the unit is an extremely large unit in the process of being boarded or repelling a boarding action, its marines and other infantry defenses may continue to function normally, but all mounted weaponry is inert. At the end of the second Combat Phase, the HPG fires, instantly shutting down the firing unit for 1 turn. (The unit reactivates in the End Phase of the following turn.)

HPG Effects Radius: As long as there is an atmosphere (or, if the Atmospheric Density rules are in effect per page 61, an atmosphere of Thin or greater density), the HPG pulse will affect all units within a radius of 16 inches if the firing unit is not a Mobile Structure, a DropShip, a building, or a Support Vehicle of Size Class 3+. If the firing unit is a Mobile Structure, a DropShip, a building, or a Support Vehicle of Size Class 3+, the pulse will affect all units on or above the play area.

HPG Effects: The HPG pulse inflicts a +4 Target Number modifier on all non-conventional infantry units within the area of effect for a period of 6 Combat Phases after the firing takes place. This effect persists even if an affected unit subsequently moves outside of the initial effect radius. This modifier will apply only to weapon attacks and most special ability attacks during this time, however; physical attacks (including those using the MEL special) will remain unaffected, as will any special Control Roll target numbers.

Receiving HPG Signals: Technically, the receiving of an HPG signal is far beyond the scope of these rules, but should an event happen within an atmosphere, there will be no significant game effects in *Alpha Strike* play.

Note: Where the signal from an HPG goes is irrelevant to *Alpha Strike* game play. As an HPG is a hyperspace-capable communications system intended to send signals up to 50 light years at a shot, anywhere the message is sent will simply be too far beyond the scope of the game at hand to have any relevance. An HPG cannot be used to directly attack a target unit; the pulse is merely a secondary effect.

IMPACT-RESISTANT ARMOR (IRA)

Originally developed for use in dueling arenas, where melee attacks are often as common as weapons fire, impact-resistant armor provides increased protection in physical combat. When a unit with this special sustains damage as a result of a physical attack (including those delivered using a MEL special, or self-inflicted damage from a Death from Above attack), the damage sustained by the unit is reduced by 1 point, to a minimum of 1 point.

In addition to this, all critical hit rolls and hull breach checks made against this unit apply a +1 modifier to the roll result. For critical hits, treat any modified result over 12 as an Engine Hit critical.

IMPROVED ATM (IATM#/#/#)

Units with the IATM#/#/# special may conduct missile attacks using Improved ATM munitions. These alternate munitions are:

Indirect Fire: This represents an IATM firing standard long-range missiles, which enables the unit to execute an attack as if it has an IF value equivalent to its IATM Long-range value (i.e., an IATM2/2/2 special can also act as an IF2 special).

Magnetic Pulse: Using this alternate munition attack, the unit's normal attack is reduced by 1 point at Short range. But if this attack hits a target in the Short range bracket, the target suffers a loss of 2 inches of Move, as well as a –1 Target Number modifier for all weapon attacks, throughout the following turn. (Multiple magnetic pulse hits will not stack these modifiers.)

Improved Inferno: Using this alternate munition attack, the unit's normal attack is reduced by 1 point at both Short and Medium range. But if this attack hits a target in those range brackets, the target also suffers the effects of a HT#/#/# special attack equal to the numerical value of the unit's IATM#/#/# special at those ranges, to a maximum of 2 points at any range bracket (i.e., IATM3/1/- will transate to a HT2/1/- effect).



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. 142).

The numerical value of this ability indicates the number of extra iNarc beacon attacks the unit can deliver in a single turn.

LAND-AIR BATTLEMECH (LAM (#G/#A))

A BattleMech with this special has been built to convert between BattleMech, AirMech, and aerospace fighter modes of operation. The rules for Land-Air BattleMechs (LAMs), may be found on page 177.

LARGE (LG)

Large units cover a 2" AoE template 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. 168), identify incoming sensor blips, or discover the capabilities of unknown hostile units that fall within this range (see *Concealing Unit Data*, p. 157).

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 Attacks*, p. 47) 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. 143).

MAGLEV (MAG)

A variation of the Rail (RAIL) special ability (see *Rail*, p. 88), units with magnetic levitation (maglev) systems may only travel along rail terrain designated for maglev units.

MAGNETIC CLAMP SYSTEM (MCS, UCS)

ProtoMechs with magnetic clamps may ride on a BattleMech as if they were a battle armor infantry unit with the XMEC special (see p. 78). No more than 2 ProtoMechs with the MCS special (or 1 with the UCS special) may ride on a single transporting 'Mech at the same time.

When transporting ProtoMechs via the MCS or UCS special, the transport 'Mech will lose 2 inches of Move, per ProtoMech, so long as the ProtoMechs remain attached to it.

'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. 39 and 160, respectively).

MINE DISPENSER (MDS#)

This ability allows a unit to create minefields in areas through which it travels (see *Minefields*, p. 168). Record this ability as MDS# where # is the number of mine dispensers mounted on the unit. Each mine dispenser deploys a density 1 minefield once per scenario. 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. 168). 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 p. 156).

MOBILE ARMY SURGICAL HOSPITAL (MASH#)

A unit with MASH equipment can tend to wounded warriors, and helps to recover their injuries between battle. During game play, a unit with MASH equipment can accommodate infantry units as if it has an Infantry Transport (IT#) special equal to half its MASH# value, rounded up. (For example, a unit with a MASH6 special can act as a unit with the IT3 special.)

Between battles, MASH-equipped units provide a bonus to "repairing" infantry units.

MOBILE FIELD BASE (MFB)

A unit with a mobile field base is one that is equipped to handle technical servicing, maintenance, and even battlefield repairs on other units. During game play, a mobile field base has no direct effect, but between battles, its presence enables bonuses to repairing other combat units.

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. 154).

MOUNTAIN TROOPS (MTN)

Infantry units with this special ability may climb 2 inches per 2 inches 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. 143).

The numerical value of this ability indicates the number of extra Narc beacon attacks the unit can deliver in a single turn.

NAVAL C^3 (NC^3)

This special represents an advanced large-scale version of the C^3 network system, developed for spacecraft. Up to 6 large craft units may link into a single NC^3 network. In aerospace combat (including capital-scale combat), all units in a NC^3 network receive a –1 Target Number modifier. Naval C^3 networks are immune to ECM, but not to the SDS Jammer (JAM) system.

NOVA COMPOSITE EW SYSTEM (NOVA)

A unit with the NOVA special mounts a special electronics warfare system that not only provides the abilities of the ECM and PRB specials, but also acts as a C^3i network that can link up to 3 units (see p. 80). Unlike a normal C^3i system, the Nova cannot be disrupted by ECM, LECM, and WAT specials; it can only be disrupted by a hostile unit with the NOVA special.

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 Attack 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 Target Number 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. 39, 160, respectively).

PROTOTYPE CASE (CASEP)

When a unit with prototype CASE (CASEP) suffers an Ammo Explosion critical hit, the attacker rolls 1D6. On a 3 or higher, the critical hit is ignored. On a result of 2 or less, the unit suffers an explosion and is destroyed.

PROTOTYPE TRIPLE-STRENGTH MYOMER (TSMX)

Units with the prototype form of triple-strength myomer TSMX deliver 1 additional point of damage to all successful physical attacks they execute, regardless of the unit's current heat level. If the *External Cargo* rules are in play (see p. 163), a unit with TSMX also doubles its lifting capacity.

Unlike standard and industrial TSM, prototype TSM does not provide a movement boost. More importantly, prototype TSM is susceptible to Anti-TSM Warheads alternate munitions (see p. 143).

QUADVEE (QV)

A 'Mech unit with this special ability has been constructed as a QuadVee. The rules for these units may be found on page 178.

RADICAL HEAT SINK SYSTEM (RHS)

A unit with the radical heat sink system (RHS) can perform a special coolant flush action in any End Phase where its Heat Scale is 1 point or higher. This coolant flush will reduce the unit's heat level by 1 point (to a minimum of 0), but the controlling player must then roll 1D6. If the roll result is 1, the RHS special must be marked off, and the unit fails to reduce its heat level for that turn. A radical heat sink system that has been marked off in this fashion is no longer usable for the remainder of the scenario.

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. 154).

RE-ENGINEERED LASERS (REL)

A unit that carries re-engineered lasers is able to offset many of the benefits presented by several types of specialty armors, such as reflective. When a unit with this ability successfully attacks a unit featuring reflective armor (RFA special), ignore that armor's damage-reducing effects. Furthermore, if a unit with this ability successfully attacks a unit that features the critical-resistant (CR) special, replace the target's normal –2 modifier for any critical hit rolls with –1.

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, 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).

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 Target Number 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 Target Number modifier.

Remote Sensors can also reveal units (see *Hidden Units*, p. 168), unless they are affected by hostile ECM systems, including Angel ECM (AECM) and standard ECM (ECM), which will overwhelm their abilities.

RISC ADVANCED POINT DEFENSE SYSTEM (RAMS)

A unit equipped with a RISC advanced point defense system may use this special ability to reduce incoming missile fire against itself as a standard anti-missile system (see *Anti-Missile System*, p. 76), or it may use the system to reduce the missile damage to any other friendly unit within 2 inches of its position by 1 point.

The use of the RAMS special to defend its own unit or a friendly unit must be made when the missile attack is resolved; a RAMS ability used to defend its own unit cannot be used to defend a friendly unit (and vice versa) in the same turn.

RISC EMERGENCY COOLANT SYSTEM (ECS)

The RISC emergency coolant system is a more powerful variation on the radical heat sink system (RHS special), but its effects in the event of a system failure can be much more dire. Like the RHS special, this system is activated in the End Phase of the turn, but will only do so if the unit has reached a Heat Scale of 4 (Shutdown). Also like the RHS, the system requires a 1D6 check to determine if it suffers a failure when attempting to flush coolant through its unit.

If the 1D6 roll result is 2 or higher, the ECS reduces the unit's Heat Scale by 2 points. If the result of the 1D6 roll is 1, the ECS special must be marked off and, just like the RHS, it will fail to reduce the unit's heat level. In addition to this, the ECS's failure will *also* inflict one Engine Hit critical on the unit itself. The ECS remains inoperable for the remainder of the scenario once it is marked off.



RISC VIRAL JAMMERS (DJ, HJ)

RISC Viral Jammers are active electronic warfare systems designed to counter opposing electronics within the user's general vicinity. Available in two forms—the anti-ECM decoy jammer (DJ) or the communications-disrupting homing jammer (HJ)—a viral jammer may be activated at the start of the unit's Movement Phase, and will have the effects outlined below for its jammer type against all units that are within 34 inches of the jamming unit and have an LOS to it at the end of their Movement Phase. Note that this jamming will affect friendly and opposing units alike.

Once engaged, a RISC viral jammer remains active for 5 turns and cannot be shut off before then except through the destruction or shutdown of the operating unit. Once a jammer is disabled in any way (or its 5 turns of operation elapse), its negative effects on opposing electronics will dissipate, and the jammer's special ability is marked off the unit's stat card.

Decoy Jammers (DJ): Once a decoy jammer is activated, all units within LOS of the jamming unit and a range of 34 inches or less must roll 2D6. If this roll result is 9 or higher, the unit is unaffected by the jammer. Otherwise, any AECM, ECM, LECM, STL, or WAT specials the unit possesses will be rendered inoperative for the duration of the jammer's effect.

Homing Jammer (HJ): Once a homing jammer is activated, all units within LOS of the jamming unit and a range of 34 inches or less must roll 2D6. On a result of 9 or more, the units will function normally. Otherwise, the affected unit may not use any TAG, C^3 systems of any kind (including C^3BSM, C^3BSS, C^3EM, C^3I, C^3M, C^3RS, or C^3S), or the NOVA special for the duration of the jammer's effect. In addition, if the unit features an IATM, LRM, CNARC, SNARC, or SRM special, all attacks made that include these weapons' damage or effects will suffer a +1 Target Number modifier.

ROBOTIC DRONE (RBT)

Units with this special are driven by autonomous programming that enables them to function as a drone that does not require remote human direction. The rules covering how robotic units work may be found on page 175.

SAW (SAW)

A unit with this special ability may forego its attack to clear an area of woods (see *Terrain Conversion*, p. 173).

SDS DRONE CONTROL SYSTEM (SDCS)

Units with this special have an extremely sophisticated and highly adaptive robotic control system not seen since the fall of the original Star League. This enables the unit to operate as a superior form of robotic drone, per the rules found on page 175.

SDS JAMMER (JAM)

A unit with this special cancels the –1 Target Number modifier provided by an opposing unit with the ATAC or Naval C^3 specials. This effect only works when the unit that would benefit from the enemy ATAC or NC^3 is within the jamming unit's Extreme range weapon bracket (or closer).

SEARCHLIGHT (SRCH)

Units equipped with a searchlight ignore the Target Number modifiers for combat in darkness (see *Darkness*, p. 62).

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. 143).

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. 39).

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 p. 156).

SPACE OPERATIONS ADAPTATION (SOA)

A unit with this special ability can operate in vacuum (see p. 61), 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 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 p. 156).

SUPER LARGE (SLG)

Super Large units occupy a 6" AoE template sized 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 Attacks*, p. 47).

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 Target Number 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.

TIGHT-STREAM ELECTROMAGNETIC PULSE WEAPONS (TSEMP#)

A unit with this special ability carries tight-stream EMP weapons (TSEMPs), which function much like an energy-based version of the taser (see above).

As with taser weapons, the numerical value for this special ability indicates the number of TSEMP weapon attacks the unit may attempt per turn. If this numerical value is preceded by a "-O", then the unit is only carrying one-shot TSEMPs, and the number instead indicates how many TSEMP attacks it may attempt for the entire scenario.

TSEMP attacks may only be attempted in the unit's Combat Phase, and may only be directed against targets within the unit's Short or Medium range brackets on the ground map.

A successful TSEMP attack will have no effect against conventional infantry unit, DropShips, or any other units that possess the VLG or SLG specials. For all other unit types, a successful TSEMP attack must be followed by a second 2D6 roll, applying a –1 roll modifier if the target is a BattleMech or aerospace unit, a –2 if the target has the LG special, and a +2 if the target is a support vehicle unit.

If the modified roll result is 8 or higher, the target shuts down for 1 turn. On a 7 or less, the target instead suffers a +1 target modifier for all attacks and Control Rolls required of it for 1 turn. Multiple TSEMP attacks against the same target will not increase these modifiers, but each attack each should make its effects roll as long as the target has not been shut down. TSEMP effects against a target automatically wear off in the End Phase of the following turn.

TRAILER HITCH (HTC)

A vehicle unit with this special has the ability to tow other wheeled or tracked units and trailers. The rules for towing may be found under *External Cargo*, page 163.



TRENCHWORKS/FIELDWORKS ENGINEERS (TRN)

Each turn these infantry units may convert an area under a 2" AoE template into a fortified area. Attacks against infantry units in a fortified area suffer an additional +2 Target Number modifier. Heat, Inferno, and area effect weapons ignore this modifier.

TRIPLE-STRENGTH IMPLANTS (TSI)

Infantry with this special have been augmented with triple-strength myomer implants. While most gameplay effects are covered under *Augmented Warriors* (see p. 140), these units are also susceptible to the effects of anti-TSM munitions (see p. 143).

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. 173).

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*, page 142. For other non-infantry transports, see *Transporting Non-Infantry Units*, page 39. The *Dropping Troops* rules (see p. 160) may also be used for some vehicle units.

VERY LARGE (VLG)

A unit with this ability fully occupies a 4" diameter 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*, pp. 141-142).

VIRTUAL REALITY PILOTING POD (VR)

A unit controlled with a virtual reality piloting pod has replaced its normal cockpit with an internalized bay sealed deep inside its chassis. Though this early-Clan Invasion experiment promised to better safeguard MechWarriors from harm, it proved dangerously susceptible to electronic interference and made safe egress from a doomed machine nearly impossible.

A unit with this special applies a –1 target modifier to any special Control Rolls required of the unit (such as those to avoid skidding or becoming stuck in bog-down terrain, but the unit becomes unable to use the Ejection rules (see p. 161). Furthermore, if the unit begins its Combat Phase within an area affected by hostile ECM of any type (such as those generated by LECM, ECM, and WAT specials), the unit may not attempt any ranged weapon attacks, and suffers a +2 Target Number modifier for any physical attacks it attempts.

SPECIAL PILOT ABILITIES

While most of the *BattleTech* universe is one where forces clash as armies, and troops often share the same combat experiences, it remains possible for superlative warriors to emerge and set themselves apart from the crowd. These abilities represent a unique combination of experience, talent, and personal traits that can vary from individual to individual.

For this reason, unless otherwise indicated, special pilot abilities (SPAs) are assumed to apply to a single warrior, vehicle crew, or infantry unit as appropriate, rather than to an entire force. These abilities will augment those of the warrior or crew's unit, but can "move" with them between machines—a particularly useful feature, if the players are involved in a campaign where salvage and unit replacements are common.

Adapting Previous Sources: Many published forces in the *BattleTech* setting will reference special pilot abilities such as those in various *Era Reports*, and supplements designed for use with the *A Time of War* role-playing system. When using such sources as reference for playing out games under the *Alpha Strike* system, be sure to use the special pilot ability of the same name as it is presented here, in order to maintain compatibility with the miniatures rules.

Assigning Special Pilot Abilities: If the players are interested in running an *Alpha Strike* with special pilot abilities, but without any of the notable warriors found in published sources, they may choose to purchase such abilities from the list below, based on the individual unit's Skill Rating, and the type of unit they control.

Not all special pilot abilities are created equal, however, so a point value has also been assigned to these abilities, to reflect their complexity and effectiveness in battle. Low-level warriors and crews—those identified as Green, Very Green, or Wet Behind the Ears—should receive no special pilot abilities. Middle-grade units—those with a Regular Skill Rating—may receive one special pilot ability with a point value of 2 or less. Experienced units—those rated as Veteran or Elite—may receive up to two different special pilot abilities with a combined point value of 4 or less. Truly superior units—those with a Skill Rating of Heroic or Legendary—may receive up to three different special pilot abilities, with a combined point value of 6 or less.

Finally, unless the players are making use of the *Force Building* rules (see pp. 110-123), the total number of warriors or crews that receive special pilot abilities should also be limited, to avoid over-complicating the game at hand. The rule of thumb here is that a player's force should try to avoid assigning SPAs to more than 1 unit for every 4 units fielded in the scenario. These special pilots may be assigned together, or spread out among the force's various sub-groups however the controlling player sees fit.

Notes: All of special pilot abilities presented here are designed to modify already existing features of the units that the pilot or crew is operating, but will not fundamentally alter the unit's normal capabilities unless specifically noted otherwise. Thus, they cannot be applied to pilots or crews of unit types other than those listed in their ability descriptions. In practical terms, this means that SPAs that modify damage for a specific type of attack—such as the Swordsman SPA's focus on units with the MEL special unit ability—require that the unit actually possess that type of attack in order to make use of the pilot's talent. If the unit cannot ordinarily meet that requirement—such as a Swordsman who finds himself operating a 'Mech that lacks any MEL special—the SPA will simply not apply, as there is nothing for it to modify.

This same principle also applies to special pilot abilities that modify movement, or which do not list the unit in question among the types the ability works for. Thus, a special pilot ability designated for 'Mech units only cannot be used with a vehicle unit type. Furthermore, movement modifications that do not apply to the unit (such as abilities that might modify wheeled ground movement on a vehicle unit that has a tracked motive type) cannot be granted, even if the special pilot ability is otherwise compatible with the unit, and all terrain restrictions that affect the unit type itself will remain in effect—unless the special ability notes otherwise.

ANIMAL MIMICRY

Unit Type: 'Mechs, ProtoMechs (only if the model has four legs)
SPA Cost: 2 points

The pilot with this SPA has combined an exceptional understanding of animal behavior with his own natural aptitude at the controls to give the movements of his machine an uncanny—even frightening—resemblance to that of a wild animal.

This ability, which works only with 'Mech and ProtoMech units where the model has four legs, reduces the unit's Move cost for passing through ultra-heavy woods terrain, ultra-heavy jungle terrain, or any buildings by 2 inches per inch of movement. Furthermore, any enemy units that come within 6 inches of this unit must make a 2D6 roll, and will become Intimidated on a roll result of 8 or less. Units that are Intimidated in this fashion reduce their Move by half, their TMM by half (round each reduction down), and suffer a +1 Target Number modifier for all attacks made against the animal-mimicking unit until after the next Movement Phase.

ANTAGONIZER

Unit Type: Any
SPA Cost: 3 points

As combat talents go, the ability to enrage the enemy may seem ill-conceived at first, but few can overstate how effective it is when it draws fire from a wounded friend—or exposes the berserking target's weaker back armor at the worst possible moment.

Once per turn, a unit with Antagonizer may trigger its ability at any single point along its path while moving. At that time, every enemy unit within 6 inches of the unit triggering this SPA must roll 2D6. If the roll is 8 or less, the enemy unit becomes enraged. Enraged units must move as close as possible to the Antagonizer unit, taking the most direct, passable, and legal route toward the Antagonizer. The enraged unit ignores increased movement costs or possible damage inflicted by its path for determining the most direct path.



The enraged unit can only make attacks against its Antagonizer, unless the enraged unit has no attack that can target the Antagonizer. If the unit has multiple attacks, and only some of those attacks can target the Antagonizer, the enraged unit can make attacks against other targets only with those attacks that can't target the Antagonizer. Attacks from the enraged unit with an area of effect must include the Antagonizer in the attack's targeted area of effect.

If the enraged unit begins any phase more than 24" from or without line of sight to the Antagonizer, the unit is no longer enraged. This ability has no effect versus aerospace units.

Iron Will: If an Antagonizer is subject to a similar psychological attack by another unit with the Animal Mimicry, Antagonizer, or Demoralizer SPAs, treat the unit as if it has the Iron Will SPA, and apply a +2 modifier to the roll result to resist being intimidated or enraged.

BLOOD STALKER

Unit Type: Any
SPA Cost: 2 points

A pilot with this SPA could be said to have a one-tracked mind, and focuses all of his energies on the destruction of only one enemy at a time.

The Blood Stalker unit must designate a "chosen enemy" at the start of each game. All attacks against the chosen enemy receive a –1 Target Number modifier, but all attacks made against any other enemies suffer a +2 Target Number modifier until the chosen enemy is destroyed. If the Blood Stalker starts its Movement with its chosen enemy out of line of sight or destroyed, the Blood Stalker may choose a new enemy to stalk.

CLUSTER HITTER

Unit Type: Any
SPA Cost: 2 points

The Cluster Hitter is a pilot who has become a marksman with some of the least precise weapons available—such as missiles and flak weaponry. This allows him to focus his fire in tighter groupings, for more telling damage potential.

As long as the unit with this SPA does not move during its Movement Phase, it will add 1 point of damage to any successful weapon attack that uses the FLK, LRM, SRM, or TOR special abilities (or an AC special in conjunction with the Flak and Flechette alternate munitions; see p. 143). This includes attacks that use only the ability itself, as well as a "standard" weapon attack.

COMBAT INTUITION

Unit Type: Any
SPA Cost: 3 points

The pilot or crew commander with this SPA has a knack for accurately predicting an enemy's actions if he focuses hard enough on them. Though this intuition is not quite powerful enough to pass along to an entire force before the enemy has time to react, the warrior can make use of his insight to cut off a single opponent once in a while.

If this unit's side wins Initiative, the unit whose pilot has this SPA can move and resolve all of its attacks during the Movement Phase, applying all damage effects immediately—before any target units can act. This ability can only be used once every 3 turns.

CROSS-COUNTRY

Unit Type: Ground Vehicles
SPA Cost: 2 points

The vehicle driver with this SPA is not merely able to get his ride into and out of tight spots; he can get it into some places it's just not meant to enter!

This ground unit may enter woods, rough, or rubble terrain, as well as water terrain up to 1 inch deep, even if the vehicle's movement type would ordinarily prohibit such movement. When entering terrain ordinarily prohibited to the unit, consider all Move costs for these terrains as double the cost to traverse as they would be for a 'Mech unit.

DEMORALIZER

Unit Type: Any
SPA Cost: 3 points

A warrior with the Demoralizer SPA can make his unit a holy terror on the battlefield, projecting an intimidating presence that manifests in the way he maneuvers and taunts his enemies—with or without the use of communications.

Every enemy unit that comes within 6" of a unit using this SPA must roll 2D6. If the roll is 8 or less, the enemy unit becomes intimidated. Intimidated units reduce their TMM and Move by half (round each reduction down) and suffer a +1 Target Number modifier for all attacks made against the Demoralizer.

SPECIAL PILOT ABILITIES

Ability	Cost	Brief Description
Animal Mimicry	2	Quadruped unit gains mobility bonus and ability to demoralize opponents
Antagonizer	3	Unit can enrage an opponent for a brief period
Blood Stalker	2	Unit may focus its attacks better on a preferred target until it is destroyed
Cluster Hitter	2	Unit can deliver extra damage in an attack using missiles or flak weapons
Combat Intuition	3	Unit may move and resolve fire before any other unit acts
Cross-Country	2	Ground vehicle unit may enter some illegal terrain types, but at high Move cost
Demoralizer	3	Unit can intimidate an opponent for a brief period
Dodge	2	Unit can attempt to evade physical attacks
Dust-Off	2	Enables airborne unit types to land or liftoff in non-clear terrain
Eagle's Eyes	2	Unit gains (or augments) its ability to spot hidden units and avoid mines
Environmental Specialist	2	Reduces movement and combat modifiers in a preferred environment
Fist Fire	2	Unit delivers extra damage in physical attacks
Float Like a Butterfly	1–4	Unit may force an opponent to reroll an attack with this unit as the target
Forward Observer	1	Unit improves accuracy of indirect fire when used as a spotter
Golden Goose	3	Improves accuracy for air-to-ground strafing, strike, and bombing attacks
Ground-Hugger	2	Airborne unit may execute a double-strafe or double-strike air-to-ground attack
Headhunter	2	Can automatically identify enemy command units
Heavy Lifter	1	Enables increased carrying capacity with External Cargo rules
Hopper	1	Unit may avoid being reduced below 1 inch of Move by MP Hits
Hot Dog	2	Increases the Heat a unit can sustain before shutdown
Human TRO	1	Unit can ignore the Concealing Unit Data rules vs. non-hidden opponents
Iron Will	1	Unit can resist psychological attacks and receives a bonus during Morale checks
Jumping Jack	2	Improves accuracy of any attack made when the unit uses jumping Move
Lucky	1–4	Unit may reroll a limited number of failed attacks and Control Rolls per scenario
Maneuvering Ace	2	Reduces Move costs for woods/jungle terrain and aerospace atmospheric control
Marksman	2	If unit attacks while stationary, may score extra critical after delivering 1 damage
Melee Master	2	Unit increases its physical attack damage by half its Size (round up)
Melee Specialist	1	Unit delivers physical attacks with greater accuracy
Multi-Tasker	2	Unit can divide its weapon attack between two targets per turn
Natural Grace	3	Unit gains 360-degree field of fire; reduces Move costs in ultra-heavy terrain
Oblique Artilleryman	1	Improves accuracy and reduces scatter for all artillery weapon attacks
Oblique Attacker	1	Improves accuracy for indirect fire, and enables indirect attacks without a spotter
Range Master	2	Unit swaps normal range modifier for Medium, Long, or Extreme range with Short
Ride the Wash	4	Unit reduces atmospheric combat modifiers; may execute special air-to-air attack
Sandblaster	2	Unit improves accuracy and damage when only using AC and missile weapons
Shaky Stick	2	Airborne unit is harder to hit from the ground during air-to-ground attacks
Sharpshooter	4	If unit attacks while stationary, may score an extra critical after delivering full damage
Slugger	1	'Mech unit can improvise its own melee weapons from suitable terrain
Sniper	3	Unit reduces Medium, Long, and Extreme range modifiers by half.
Speed Demon	2	Unit can move faster than normal
Stand-Aside	1	Unit can pass directly through enemy units at extra Move cost
Street Fighter	2	Unit may pre-empt an attack against it by enemies in base contact
Sure-Footed	2	Unit receives bonus movement on paved or ice terrain and ignores skidding
Swordsman	2	Unit can deliver improved damage or critical hits when using MEL special
Tactical Genius	3	Enables command unit to reroll Initiatives once every 2 turns

SPECIAL PILOT ABILITIES (CONTINUED)

Ability	Cost	Brief Description
Terrain Master		
(Drag Racer)	3	Ground vehicle unit gains extra speed on ice or pavement; avoids skidding better
(Forest Ranger)	3	Unit moves more easily through (and gains extra cover from) woods and jungle
(Frogman)	3	Unit moves more easily than others while fully submerged
(Mountaineer)	3	Unit moves more easily through level changes and rough terrain types
(Nightwalker)	3	Unit ignores combat modifiers for darkness
(Sea Monster)	3	Unit moves more easily and ignores attack penalties in water terrain
(Swamp Beast)	3	Unit moves more easily through mud and swamp terrain; ignores bog down in same
Weapon Specialist	3	Unit can deliver a more accurate attack as long as it uses only half its firepower
Wind Walker	2	Unit ignores atmospheric combat modifiers and gains a bonus to landing and liftoff
Zweihander	2	'Mech unit delivers more damage in physical attacks
Light Horseman	2	Beast-mounted infantry unit moves faster, even through difficult terrain
Heavy Horse	2	Beast-mounted infantry unit can inflict extra damage at point-blank range
Foot Cavalry	1	Foot-based infantry unit moves faster, even through difficult terrain
Urban Guerrilla	1	Infantry unit is harder to attack in urban terrain, and may "spawn" support

If a demoralized unit begins any phase more than 24" from or without line of sight to the Demoralizer, the unit is no longer demoralized. This ability does not function at all versus aerospace units.

Iron Will: If a Demoralizer is subject to a similar psychological attack by another unit with the Animal Mimicry, Antagonizer, or Demoralizer SPAs, treat the unit as if it has the Iron Will SPA, and apply a +2 modifier to the roll result to resist being intimidated or enraged.

DODGE

Unit Type: 'Mechs, ProtoMechs

SPA Cost: 2 points

The pilot with this SPA is able to execute evasive actions in close quarters combat. Though not quite fast enough to evade weapons fire, it is more than enough to avoid or deflect an incoming physical blow.

Any opposing unit that attempts to deliver a physical attack against a unit with this SPA will suffer a +2 Target Number modifier.

DUST-OFF

Unit Type: VTOLs (combat and support), Fighters (aerospace and conventional), Small Craft, DropShips

SPA Cost: 2 points

With skills likely honed for emergency medical rescues and other evac operations, this pilot can "read" difficult landing terrain better than the average aerojock. This makes it possible for him to find and set his aircraft down in clearings that are barely larger than its wingspan, where most other pilots wouldn't dare.

When making landing or liftoff rolls (see p. 141), this unit reduces the Control Roll target modifier for Inappropriate Landing Area from +2 to +1.

EAGLE'S EYES

Unit Type: Any

SPA Cost: 2 points

For some warriors, even thirty-first century sensors are superfluous. The warrior with this SPA is so alert and sensor-savvy that he can practically identify threats before his tactical computers can identify them, a vital edge in spotting hidden surprises before it's too late.

This unit adds 2 inches of detection range to any probe special abilities it already possesses (including BH, PRB, and LPRB), and confers the RCN special to the unit even if it does not possess such abilities normally. In addition, any hidden units within 2 inches of this unit are automatically detected, even if they possess ECM specials (including AECM, ECM, and LECM). Finally, this unit adds +2 to the target number to avoid minefield "attacks" of any density.

ENVIRONMENTAL SPECIALIST (CONDITION)

Unit Type: Any

SPA Cost: 2 points

The pilot with the Environmental Specialist SPA has not only learned how to survive in a harsh environment, but can actually thrive in it. This ability specifically focuses on atmospheric and weather aspects of a given environment (as opposed to terrain mastery), and the nature of this specialization must be identified when assigned.

The conditions that apply to this SPA must be specified for this unit before the scenario begins, and may include any one condition described under *Environmental Conditions* (see p. 61). If the given environmental condition applies to the scenario, this reduces any additional Move costs created by that condition by 2 inches (to a minimum of +0 inches), and any Target Number modifiers applied by the condition are also reduced by –1 (to a minimum of +0).

FIST FIRE

Unit Type: 'Mechs, ProtoMechs

SPA Cost: 2 points

While BattleMechs and ProtoMechs often mimic the human form, it is only the superlative warriors who can make the most of their dexterity in battle. The warrior who has developed the Fist Fire SPA demonstrates this by using his machines onboard weapons to augment his physical attacks.

This pilot with this ability adds half of his unit's Short range damage value (round up) to any damage delivered by a successful standard or melee weapon (MEL special) physical attack. This SPA may not be combined with Street Fighter, nor can it be used to increase damage for charging or Death from Above attacks.

FLOAT LIKE A BUTTERFLY

Unit Type: Any

SPA Cost: 1 to 4 points

For every point spent on purchasing this special pilot ability, this unit may force an opponent to reroll an attack with this unit as the target. This unit may force a reroll of the attack roll, or the critical hit effects roll. The second roll result stands, even if it fails or is worse than the first.

This special pilot ability may not be used to change the outcome of other roll types, such as its own attack rolls, hull breach checks, Initiative, or Morale rolls.



FORWARD OBSERVER

Unit Type: Any

SPA Cost: 1 point

The Forward Observer is a warrior whose finely honed direction sense, keen eyesight, and intelligence have combined into a talent for hyper-accurate artillery direction.

A Forward Observer may serve as a spotter for multiple artillery attacks against one target. If the Forward Observer makes its own attack, any indirect attacks it spots for (IF or indirect Artillery) do not take the Target Number modifier for the spotter attacking.

GOLDEN GOOSE

Unit Type: VTOLs (combat and support), Fighters (aerospace and conventional), Small Craft

SPA Cost: 3 points

The pilot with this ability is a true ace when it comes to high speed air-to-ground attacks, often delivering accurate fire with a minimal amount of collateral damage.

When resolving air-to-ground combat rules (see p. 181) this SPA applies a –1 Target Number modifier for air-to-ground strafing or striking attacks, and a –2 modifier for bombing attacks. Furthermore, if a bombing attack misses, the scatter distance is reduced by 2 inches (to a minimum of 0 inches).

GROUND-HUGGER

Unit Type: VTOLs (combat and support), Fighters (aerospace and conventional), Small Craft

SPA Cost: 2 points

Another special skill for ace aviators with a burning hatred for those damned "ground-pounders", the Ground Hugger SPA reflects a pilot whose fast reflexes and sense of timing enable him to deliver more damage in a single pass than most others.

When resolving air-to-ground combat rules (see p. 181) the pilot with this SPA can execute either "double strafe", or a "double strike" attack in a single ground-attack pass. The double strafe attack allows the unit to break its normal 10-inch strafing run into two strafing areas, each at least 2 inches long (and 2 inches wide), with a total combined strafe line of 10 inches. The double strike attack, meanwhile, allows the unit to deliver two strike attacks in a single pass over the battlefield. All attacks made using this SPA must be along the airborne unit's flight path.

HEADHUNTER

Unit Type: Any

SPA Cost: 2 points

Can automatically identify enemy command units. This includes overall (e.g., company) and subunit (lance) commanders in a given battle. Gains +1 Initiative bonus (cumulative, max of +3) for each opposing command unit killed/disabled (not necessarily by her own attacks). If the opposing force does not have any designated command units, the highest PV cost unit (after Skill modification) in a Formation, is considered the commander of that Formation for this SPA.

HEAVY LIFTER

Unit Type: 'Mechs
SPA Cost: 1 point

The Heavy Lifter is a MechWarrior or IndustrialMech pilot who has mastered the finer points of balance and control when using his machine to lift and carry external cargo. With this SPA, the unit adds 1 level to the maximum Size of any cargo (or units) his 'Mech can lift, drag, or throw using the *External Cargo Carriers* rules (see p. 163). If this would exceed a Size of 5, the unit can lift cargo or units that also have the LG special. If the maximum Size allowance already includes the LG special, the unit can lift Very Large cargo or units (VLG).

Furthermore, if the Size of the cargo or unit being carried by the Heavy Lifter is more than 3 levels smaller than that of his own 'Mech, the Heavy Lifter's unit only reduces its movement by 2 inches, rather than by half.

HOPPER

Unit Type: BM, IM
SPA Cost: 1 point

The MechWarrior with this special pilot ability has an extremely fine sense of balance—so fine, in fact, that he can even remain mobile after one of his 'Mech's legs has been blown off. A unit controlled by a pilot with this SPA can ignore the effects of the first MP Hit it receives (it still occurs, for the purposes of any event which tracks critical hits; only the effects are ignored).

Note: This ability does *not* grant movement if the unit has been immobilized for other reasons—such as when shutdown or stuck in bog down terrain.

HOT DOG

Unit Type: BM, IM, AF
SPA Cost: 2 points

This MechWarrior or fighter pilot knows how to ride the heat envelope. The unit acts as if it was one level lower on the Heat scale, and can sustain 4 points of Heat before automatically shutting down rather than the usual 3. At 4 points of Heat, the unit loses 6" of ground movement, subtracts 2 from its target movement modifier (minimum TMM of 0), and suffers a +3 Target Number modifier instead of shutting down.

HUMAN TRO

Unit Type: Any
SPA Cost: 1 point

Everyone has a hobby; this guy's happens to be memorizing the specs for thousands of 'Mechs—and he won't let you forget it! If the *Concealing Unit Data* rules are in play (see p. 157), this unit will automatically identify any non-hidden unit within 12 inches, revealing the subject's data card as if the Human TRO's unit has the LPRB special. This ability applies even if the Human TRO's unit does not have an active probe of any kind, but it does not confer the ability to reveal hidden units. In addition, the Human TRO may look for a weak spot in a target unit once per game. The use of this ability must be declared before rolling to hit. If the attack hits, the attacker may roll once on the Determining Critical Hits Table, in addition to any such rolls required for any other reason.

IRON WILL

Unit Type: Any
SPA Cost: 1 point

This warrior knows no fear. A unit with this ability is resistant to "psychological attacks" by opposing units, and can even overcome his natural impulse to flee when all hope seems lost. When forced to make a roll against the intimidating or enraging effects of an opponent using the Animal Mimicry, Antagonizer, or Demoralizer SPAs, a unit whose pilot or crew has the Iron Will SPA, applies a +2 modifier to the roll result to resist these effects.

Furthermore, if the *Morale* rules are in play (see p. 169), a unit controlled by a pilot or crew with this ability adds a –2 target modifier to avoid being routed or when recovering its nerve.

JUMPING JACK

Unit Type: BM, IM, PM
SPA Cost: 2 points

While jumping 'Mechs generally demonstrate all the grace once can expect from brute technological force overpowering physics, some pilots have turned these maneuvers into an art form. A pilot with the Jumping Jack SPA is so comfortable with the use of jumping movement that his unit receives an additional –1 Target Number modifier for any weapon attack it attempts during a turn where it has used jumping movement.

LUCKY

Unit Type: Any
SPA Cost: (1 to 4) points

It's not really skill that's placing this pilot's shots, but nobody cares as long as he gets the job done. For every point spent on purchasing this special pilot ability, this unit may reroll 1 failed attack roll or 1 failed Control Roll per scenario. The second roll result stands, even if it fails or is worse than the first.

This special pilot ability may not be used to change the outcome of other roll types, such as critical hit checks, hull breach checks, Initiative, or Morale rolls.

MANEUVERING ACE

Unit Type: Any
SPA Cost: 2 points

This pilot knows how to get his ride into and out of tight spots in a hurry. This unit reduces the cost for moving through all woods and jungle terrain types by 1 inch per inch of movement. For aerospace units, a pilot with this SPA reduces the unit's Control Roll target modifier for atmospheric combat from +2 to +1.

MARKSMAN

Unit Type: Any
SPA Cost: 2 points

He may not be a sharpshooter yet, but the gunner with this SPA is skilled at placing his shots for maximum effect. As long as this unit stands still during its Movement Phase, any successful weapon attack it executes against a target within its weapon's range will deliver only half damage (rounded down, to a minimum of 1 point)—but if the attack scores a MoS of 3 or more, the Marksman also makes an additional Critical Hit check against its target. This critical check is made even if the target still has armor.

MELEE MASTER

Unit Type: BM, IM, PM
SPA Cost: 2 points

This MechWarrior is a martial artist who's managed to teach his 'Mech a few of his own tricks. A pilot with this SPA adds additional damage equal to half his unit's Size value (rounded up), upon delivering a successful physical attack of any kind, including standard, melee, charging, and Death from Above attacks.

MELEE SPECIALIST

Unit Type: BM, IM, PM
SPA Cost: 1 point

The Melee Specialist SPA reflects a warrior who mastered the use of physical attacks using his machine's arms, legs, hands, and feet—a talent that translates to greater accuracy in a melee. A pilot with this ability applies an additional –1 Target Number modifier when making any physical attacks.

MULTI-TASKER

Unit Type: Any
SPA Cost: 2 points

This battle-focused warrior can engage multiple targets far more accurately than most of his comrades. At the player's option, any unit whose gunner possesses this SPA may select two targets to attack in the same turn, and resolves fire against each one separately in the same Combat Phase. You may await the results of the first attack before declaring the target of the second, and the same unit may be targeted twice. Each attack is resolved using the modifiers appropriate to the target's movement, range, and other conditions; the divided attack will not impose any further Target Number modifiers. Each successful attack divided in this way will deliver half of the damage (rounded down, to a minimum of 1) that the unit would ordinarily inflict against a single target at the appropriate range bracket.

For example, a Multi-Tasker unit with a damage value of 4/3/2 may decide to target two separate enemies—one at Short range, and the other at Medium. If both attacks succeed, the target at Short range will receive 2 points of damage (4 ÷ 2 = 2), while the Medium-range target will receive only 1 point of damage (3 ÷ 2 = 1.5, round down to 1).

NATURAL GRACE

Unit Type: BM, IM, PM
SPA Cost: 3 points

They just don't teach the piloting skills this warrior can demonstrate the normal academies! This unit may make attacks as if it has a 360-degree firing arc (but still suffers 1 additional damage point if attacked through the rear facing). It also reduces its Move cost for passing through ultra-heavy woods terrain, ultra-heavy jungle terrain, or any buildings by 1 inch per inch of movement.

OBLIQUE ARTILLERYMAN

Unit Type: Any
SPA Cost: 1 point

The Oblique Artilleryman SPA represents a gunner whose accuracy with indirect artillery weapons is downright uncanny. A unit that possesses this special pilot ability receives a –1 Target Number modifier for indirect and off-board attacks using the ART special ability.

If the Oblique Artilleryman is delivering counter-battery fire against an off-board artillery position—see *Artillery Counter-Battery Fire*, page 153—this ability ensures that the artillery weapon will deliver its full damage to its off-board target even if the attack misses by a MoF of 1. If the MoF for a counter-battery attack against an off-board position is 2 or 3, the weapon will deliver half its normal damage to the off-board target instead. If Oblique Artilleryman misses by 4 points or more, his shells miss the off-board target entirely.

OBLIQUE ATTACKER

Unit Type: Any
SPA Cost: 1 point

Darting behind cover can't save an enemy from this warrior's missile fire. This unit receives a –1 Target Number modifier for indirect attacks using the IF special ability, and may even make indirect fire attacks without a friendly spotter. If attempting to use indirect fire without a friendly spotter, however, the unit trades its –1 Target Number modifier for a +2 modifier (which replaces any and all spotter-related modifiers).

RANGE MASTER

Unit Type: Any
SPA Cost: 2 points

This warrior's ability to strike at their enemies has a certain comfort zone. Choose one range bracket other than the Short or Horizon brackets. The gunner for this unit specializes in attacks at that bracket: apply a –2 Target Number modifier for attacks in the specialized bracket, but a +2 modifier for any attack made in the Short range bracket.

RANGE ATTACK MODIFIERS WITH RANGE MASTER AND SNIPER SPAS

SPA	S	M	L	E
Standard	+0	+2	+4	+6
Sniper	+0	+1	+2	+3
Medium Range Master	+2	+0	+4	+6
Long Range Master	+2	+2	+2	+6
Long Range Master w/ Sniper	+2	+1	+0	+3
Medium Range Master w/ Sniper	+2	+0	+2	+3
Extreme Range Master w/ Sniper	+2	+1	+2	+1

RIDE THE WASH

Unit Type: Any airborne unit
SPA Cost: 4 points

This pilot has logged hundreds of flight hours with his aircraft, and has learned to use its own unique wake turbulence ("wash") to enhance its maneuverability and even use it as an improvised attack against opposing aerospace that flies too close. A pilot with this ability reduces the unit's Control Roll target modifiers for atmospheric combat from +2 to +0.

In addition to this, if the unit is an aerospace or conventional fighter (AF or CF) that is tailing another aerospace unit in air-to-air combat, *and* the engagement is taking place at Short range, this pilot can forego a weapon attack and instead force his target to make a second Control Roll with a +3 Target Number modifier. If the opposing unit fails this roll, it falls two altitudes, and will crash if it falls from Low or Medium altitude.

SANDBLASTER

Unit Type: Any
SPA Cost: 2 points

Much like the Cluster Hitter, the gunner with the Sandblaster SPA has honed his accuracy with weapons that normally disperse damage, rather than focus it, but where the Cluster Hitter goes for concentrated fire, the Sandblaster is a specialist who works best with *just* his cluster weapons. When this unit delivers a weapon attack using only one of the following specials—AC, FLK, IATM, LRM, SRM, or TOR—it receives a –1 Target Number modifier, and delivers an additional 1 point of damage (increased to 2 points if the attack is made at Short range).

SHAKY STICK

Unit Type: Any airborne unit
SPA Cost: 2 points

This fighter jock has really learned to respect fire when it comes from the ground. When exposed to ground-to-air fire (see p. 186), this SPA adds a +1 Target Number modifier to all attacks against the unit from ground-based attackers. This modifier will not apply to other airborne units that attack the pilot's craft.

SHARPSHOOTER

Unit Type: Any
SPA Cost: 4 points

The Sharpshooter is an improved version of the Marksman SPA, representing a more accomplished gunner who can strike at his enemy's weakest points with deadly accuracy while still delivering a powerful barrage. Similar to the Marksman SPA, if this warrior's unit stands still during its Movement Phase, and delivers attack that succeeds by a margin of 3 or more, the attack receives an additional Critical Hit check, even if the target still has armor. Unlike the Marksman, however, this attack delivers the unit's full damage value at the target's range (rather than only 1 point).

SLUGGER

Unit Type: BM, IM
SPA Cost: 1 point

Some 'Mechs have built in swords and hatchets to fight with, but this MechWarrior knows how to improvise his own. This unit can make use of an improvised melee weapon by simply spending 2 extra inches of movement in a woods, jungle, rubble, or building terrain to find an appropriate weapon. This action requires no roll and creates no special modifiers, but must be declared during the unit's Movement Phase.

After obtaining a suitable weapon, the unit may execute physical attacks as if it has the MEL special ability, even if it ordinarily does not. This SPA has no effect if the unit already possesses the MEL special.

SNIPER

Unit Type: Any
SPA Cost: 3 points

The sniper prefers to fight from a distance. This gunner's SPA reduces their unit's Range Modifiers at Medium, Long, and Extreme range to +1 (Medium), +2 (Long), and +3 (Extreme), but does not affect the Short or Horizon range modifiers. Sniper also has no effect on indirect fire (IF) or artillery (ART) attacks.

SPEED DEMON

Unit Type: Any
SPA Cost: 2 points

A pilot with the Speed Demon SPA can really pour it on! Ground units of all motive types (including VTOLs and WiGE vehicles) receive an additional 2 inches of Move per turn when driven by a pilot with this ability, and increase their Sprinting movement (see p. 38) by 4 inches per turn. This speed boost will not change the unit's target mmovement modifier, however.

Aerospace units piloted by a pilot with this ability receive an effective Thrust value 1 point higher than is listed on their stat cards.

STAND-ASIDE

Unit Type: Any
SPA Cost: 1 point

This unit can move through hostile units during its Movement Phase, at an additional cost of 1 inch of Move. This action causes no damage to either unit; it simply negates the normal "stacking restriction" that prevents units from moving directly through enemy-occupied positions on the map.

Zone of Control: A unit piloted by a warrior with this SPA is also immune to the maneuver-limiting effects of any opposing unit using the Zone of Control special command ability against it (see p. 109).

STREET FIGHTER

Unit Type: BM, IM, PM
SPA Cost: 2 points

This unit is able to deliver physical attacks with such blinding speed that it can essentially pre-empt those of an opposing unit once it gets close enough. If an opponent in base contact with the Street Fighter's unit attempts to make an attack before the Street Fighter has resolved his own, the Street Fighter may attempt a special "preemptive strike" of his own against that opponent.

This preemptive strike receives a +1 Target Number modifier, and effectively counts as the Street Fighter unit's weapon and physical attack for the turn. If successful, the preemptive strike delivers damage equal to the Street Fighter unit's Short range attack value, plus its normal physical attack damage (including any extra damage provided by a MEL or TSM special ability)—in a single volley. All damage effects from a Street Fighter's preemptive strike must be determined before the opponent's attack against the Street Fighter are resolved. Thus, it is possible in this way for a Street Fighter to cripple or destroy his opponent before it can even land its blow…regardless of Initiative order.

Dueling Street Fighters: If *both* units in base contact are Street Fighters, the ability for each to pre-empt the other's attacks will cancel out, and all attacks between them must be resolved normally.

SURE-FOOTED

Unit Type: BM, IM, PM
SPA Cost: 2 points

This unit receives an additional 2 inches to its normal movement allowance any turn it remains entirely on paved or ice terrain (in addition to the normal pavement movement bonus). If Sprinting movement is used (see p. 38), the Sure-Footed unit adds 4 inches (plus any pavement bonus) as long as his vehicle remains on the paved or ice terrain. Furthermore, if the *Skidding* rules are in play (see p. 74), the Sure-Footed SPA applies a –2 Target Number modifier to the unit's Control Roll.

SWORDSMAN

Unit Type: BM, IM, PM
SPA Cost: 2 points

A MechWarrior or ProtoMech pilot with the Swordsman SPA has taken his own experience with melee weapons and translated it to a finesse rarely seen in a multi-ton war machine, granting its own physical combat weapons enough skill and accuracy to deliver far more telling blows. On a successful physical attack made while using the unit's MEL special, this pilot may choose one of two options: deliver 1 extra point of damage to the opponent, or roll one additional Critical Hit against the target—even if it still has armor remaining. Note that if the unit lacks the MEL special, the Swordsman SPA will have no effect.

TACTICAL GENIUS

Unit Type: Any
SPA Cost: 3 points

An officer with this special pilot ability has a superior grasp of the battlefield situation, and can tap into this combat sense to maintain control even under the most chaotic firefights. If this unit is the command unit for its side, its controlling player may roll a second time for Initiative if the first roll was beaten by his opponent. This Initiative reroll result stands, even if it is worse. An Initiative reroll may only be attempted once every 2 turns.

In addition, if the *Battlefield Intelligence* rules are in play (see p. 154), this unit is treated as if it has the MHQ4 special ability.

TERRAIN MASTER [DRAG RACER]

Unit Type: CV (only if the unit has the tracked or wheeled motive types)
SPA Cost: 3 points

A vehicle driver with this SPA isn't just a speed demon; he's practically a professional racer. This unit receives an additional 2 inches to its normal movement allowance any turn it remains entirely on paved or ice terrain (in addition to the normal pavement movement bonus). If Sprinting movement is used (see p. 38), the Drag Racer adds 4 inches (plus any pavement bonus) as long as his vehicle remains on the paved or ice terrain. Furthermore, if the *Skidding* rules are in play (see p. 74), the Terrain Master [Drag Racer] SPA applies a –2 target number modifier to the unit's Control Roll.

TERRAIN MASTER [FOREST RANGER]

Unit Type: Any non-airborne unit
SPA Cost: 3 points

This warrior with this ability is truly at home in woodlands. A unit piloted by a warrior with this SPA reduces its additional Move costs when travelling through woods or jungle terrain (including heavy and ultra-heavy woods and jungle) by 1 inch per inch of movement (to a minimum added cost of +0 inches). In addition to this, attacks against this warrior's unit suffer an additional +1 Terrain Modifier if it ends its movement inside wooded or jungle terrain.



TERRAIN MASTER [FROGMAN]

Unit Type: BM, IM, PM
SPA Cost: 3 points

This MechWarrior or ProtoMech pilot is uncommonly good at maneuvering his machine underwater, even without the benefits of UMU mobility. This SPA reduces the unit's movement costs for underwater movement by 1 inch per inch of travel, to a minimum added Move cost of +0 inches. This benefit only applies when the unit is fully submerged.

TERRAIN MASTER [MOUNTAINEER]

Unit Type: Any non-airborne unit
SPA Cost: 3 points

The Mountaineer is a warrior or vehicle pilot who has an affinity for steep slopes and rocks. This SPA reduces the additional Move costs for changing levels, using Climbing movement (see p. 72), or for passing through rough and rubble terrain types (including ultra-rough and ultra-rubble) by 1 inch per inch of travel, to a minimum added Move cost of +0 inches.

TERRAIN MASTER [NIGHTWALKER]

Unit Type: Any non-airborne unit
SPA Cost: 3 points

The warrior with this special piloting ability likes things nice and dark. This unit ignores all modifiers for darkness without having to activate any searchlight (SRCH) special ability it may have.

TERRAIN MASTER [SEA MONSTER]

Unit Type: Any non-airborne unit
SPA cost: 3 points

This unit reduces the additional Move costs for passing through water terrain by 1 inch per inch of travel, to a minimum added cost of +0 inches. In addition to this, attacks against this pilot's unit will suffer an additional +1 Terrain Modifier as long as the unit is occupying water terrain of depth 1"–2". The Sea Monster ignores the +1 underwater terrain modifier when it is attacking.

TERRAIN MASTER [SWAMP BEAST]

Unit Type: Any non-airborne unit
SPA Cost: 3 points

Terrain masters have honed their piloting skills under particularly treacherous conditions; the "swamp beast" knows how to handle mud, marsh—even quicksand, if it comes up. This unit reduces the additional Move costs for passing through swamp terrain by 1 inch per inch of travel, to a minimum added cost of +0 inches. In addition to this, the Swamp Beast ignores the *Bogging Down* rules (see p. 60) when traveling through mud or swamp terrain. Finally, attacks against this pilot's unit will suffer an additional +1 Terrain Modifier as long as the unit is occupying mud or swamp terrain.

WEAPON SPECIALIST

Unit Type: Any
SPA Cost: 3 points

The weapon specialist is a superlative expert with certain types of weapons, and can deliver much more accurate fire when he sticks to those guns alone. If the unit makes a standard weapons attack and misses by 1, the attack deals half damage (round down, to a minimum of 1 point).

WIND WALKER

Unit Type: Any airborne unit
SPA Cost: 2 points

The Wind Walker is an accomplished pilot who has a knack for using thermals and wind currents for a smoother flight and pinpoint landings. A unit whose pilot has this SPA ignores the +2 Control Roll target modifier for operating in atmospheric conditions, and receives an additional –1 Control Roll target modifier for all landings and liftoffs.

ZWEIHANDER

Unit Type: BM, IM
SPA Cost: 2 points

This MechWarrior *really* puts his machine's back into physical combat. A pilot with this SPA adds +1 damage to the damage delivered by any successful standard- or melee-type physical attacks his 'Mech executes (but does not apply to damage from charging or Death from Above attacks). This damage modifier is in addition to any others provided by special unit abilities such as MEL or TSM.

INFANTRY-ONLY ABILITIES

The following special pilot abilities only apply to infantry units, and reflect special abilities either resulting from the unit's squad leadership, or demonstrated by all troops in the infantry team.

FOOT CAVALRY

Unit Type: CI (unit must be of foot motive type)
SPA Cost: 1 point

The foot cavalry's squad leader has trained himself for endurance running, even in full combat gear—and he pushes his troops hard to keep them up to his level. A conventional foot infantry unit with this SPA receives an additional 2 inches of movement per turn, and reduces the additional movement costs for all wooded, jungle, rough, rubble, and building terrain types by 1 inch per inch of travel (to a minimum added movement cost of +0 inches).

LIGHT HORSEMAN

Unit Type: CI (unit must be beast-mounted)
SPA Cost: 2 points

Yes, it may be the future, but that doesn't mean horse (or horse-analog) infantry doesn't still exist—or that there aren't troops out there who specialize in their use. A beast-mounted infantry unit with this SPA receives an additional 2 inches of movement per turn, and reduces the additional movement costs for wooded or rough terrain types by 1 inch per inch of travel (to a minimum added movement cost of +0 inches).

HEAVY HORSE

Unit Type: CI (unit must be beast-mounted)
SPA Cost: 2 points

Heavy horse infantry have developed ways to maximize the load-bearing capabilities of their mounts to allow for extra support weaponry, and are effective in using it in close combat. A beast-mounted infantry unit with this SPA delivers 1 additional point of damage upon any successful attack against a unit that it is in base contact with.

URBAN GUERRILLA

Unit Type: CI, BA
SPA Cost: 1 point

Nobody knows the streets like this infantry force—but is this really a regular outfit, or a street gang? Attacks against an infantry unit with this SPA suffer a +1 Target Number modifier, and a –1 damage point reduction if the unit is occupying building, rough, rubble, or paved terrain types.

In addition, once per any scenario that takes place in urban (or suburban) terrain, this unit can "spawn" a second infantry unit friendly to itself during the turn's End Phase. This new infantry unit appears within 6 inches of the urban guerilla unit, and is treated as a conventional infantry unit with 2 inches of Move (using the f movement code), 1 point each of armor and structure, and can deliver 1 point of damage against targets at Short range. The new infantry unit's Skill Rating is 2 points higher than that of the unit that spawned it (to a maximum Skill Rating of 8). Once created, the new infantry unit operates as a separate unit.

SPECIAL COMMAND ABILITIES

Many of the veteran regiments and other formations in the *BattleTech* universe demonstrate special command abilities such as those outlined below. These abilities represent enhanced tactical expertise that comes from a combination of intense training, acclimation, and leadership. For this reason, unless otherwise indicated, special command abilities are assumed to apply to a player's entire force, rather than to its individual units.

Adapting Previous Sources: Many published forces in the *BattleTech* setting will use special command abilities such as those in various *Era Report*, *Field Manual*, and *Field Report* sourcebook supplements. When using such sourcebooks as reference for playing out games under the *Alpha Strike* system, be sure as use the special command ability of the same name as it is presented here, in order to maintain compatibility with the miniatures rules.

Assigning Special Command Abilities: If the players are not selecting a force that has special command abilities published in a source as above (such as when running custom forces through a straight pick-up game), the best recommendation for choosing special command abilities is to assign them based on the force's average Skill Ratings of the forces that may use them. Low-rated forces—those identified as Green, Very Green, or Wet Behind the Ears—should receive no special command abilities (or may select one of the general environmental, tactical, or enemy specializations). Middle-grade forces—those with a Regular Skill Rating—may receive one special command ability. Experienced forces—those rated as Veteran or Elite—may receive up to two different special command abilities. Truly superior forces—those with an average Skill Rating of Heroic or Legendary—may receive up to three different special command abilities.

To find a force's average Skill Rating, add together the Skill Ratings for all of the units in that force, divide this sum by the total number of units, and round the result normally to the nearest whole number. Use that number to find the force's final Skill Rating using the Point Value Skill Table found on page 29.

For example, a company of 12 'Mechs, where four 'Mechs have a Skill Rating of 4, three have a Skill Rating of 3, two have a Skill Rating of 2, and three more have a Skill Rating of 5, would have a sum of 44 for its Skill Ratings ([4 x 4] + [3 x 3] + [2 x 2] + [3 x 5] = 44). With 12 units in total, this yields an average Skill Rating of 3.67, which rounds normally to 4. At a rating of 4, the Point Value Skill Table defines the entire force as having a Regular Skill Rating. Given this average rating, the force should limit its special command abilities to only one selection.

Commanders and Command Abilities: Because they actually reflect an interaction of training, experience, and—most importantly—leadership, the special command abilities assigned to a player's force are tied to the presence of one or more field commanders. These officers must be operating from the immediate vicinity, in order to provide direction and inspiration to their troops. Because special command abilities are tied to the officers in this fashion, the loss of these officers—be it from destruction, capture, or withdrawal—also costs their force the special abilities they provide.

When assigning special command abilities to their forces, players must designate a maximum of one key officer for every 6 units in their total force (or fraction thereof). Of these officers, one must be designated as the force's overall commander, while all of the other designated officers serve as key sub-commanders.

In game play, the loss of the force's senior commanding officer will apply a –2 Initiative modifier to that force for the remainder of the scenario. In addition to this, if the commanding officer *and* all of his sub-commanders are lost, the player's force will lose all of its special command abilities as well.

ADJUSTING FIRE

The artillery in this Force are experts in coordinating fire against targets. If two artillery units in a Force with this SCA are firing at the same target (unit or POI), the second and successive units receive the successive shots fired at this target modifier (–2). The successive shots fired modifier can only apply once per turn, though it is cumulative over multiple turns.

ANTI-AIRCRAFT SPECIALISTS

A force that possesses the Anti-Aircraft Specialists special command ability has honed its skills specifically to counter the threat of airborne opponents. Like Sharp Shooters and Brawlers, it is uncommon for a whole force to possess this ability, so players are advised to limit this capability to a pre-determined portion of their deployed forces.

Anti-Aircraft Specialists apply a –2 Target Number modifier to all attacks made against an airborne target, including ground vehicles with a VTOL (v) or WiGE (g) movement type, aerospace and conventional fighters, Small Craft, DropShips, and so forth. Against all other ground-based units (including those that use jumping movement), or airborne-capable units that are grounded at the time of the attack, this Target Number modifier becomes +1 instead.

Aerospace units may not make use of the Anti-Aircraft Specialists command ability.

ANTI-'MECH TRAINING

Infantry units in this force receive a –1 Target Number modifier on anti-'Mech attacks.

BANKING INITIATIVE

With this special command ability, the force's leader essentially concedes the momentum of the battle to his opponent in order to seize the initiative at a later time. This particular tactic is ideal for scenarios where the commander's force is operating on the defensive, or when it has reserve units waiting for the right moment to ambush an attacking army.

To use this command ability, the player acting as the leader of his particular Force must declare—before any Initiative rolls are made—that he is yielding the Initiative to his opponent. For the purposes of any abilities where Initiative margins are considered, this allows the opposing force to automatically win its Initiative at a 1-point Margin of Success.

For every two turns (consecutive or otherwise) that the commander yields the Initiative in this fashion, his force "banks" an automatic 1-point Initiative success of its own. This banked Initiative victory can be declared at a later point—once again before any rolls are made. A maximum of two automatic Initiative successes can be stored up in this fashion, at the cost of a total of four Initiatives conceded without a dice roll. If two (or more) players use this ability to declare banked initiative victory on the same turn, the banked initiative for those players is still spent, but initiative is determined as if the ability had not been used by any players.

Banked Initiative successes will not carry over to another scenario, even if the players are running a continuous campaign; they can only be used in the current scenario. Unspent successes that are banked at the time of the scenario's end are lost.

BERSERKERS

At the start of any turn, a Force with this ability may elect to go berserk for the rest of the battle. The Force gets a –1 Target Number modifier for all attacks, but their target movement modifier is reduced by 1, to a minimum of 0.

BRAWLERS

The diametric opposite of the Sharp Shooters' emphasis on long-range fighting is the Brawlers special command ability. A force that possesses this ability is brutal at short-range, but ill-suited to long-range sniping. Once again, it is uncommon for an entire force to possess this ability, so players are advised to limit this option to no more than one-third of a deployed force (such as a single lance in a company-sized formation, or a single Star in a Clan Trinary).

Brawlers replace the normal range modifiers used for their attacks with the following: Short Range –1; Medium Range +2; Long Range +5; Extreme Range +10.

CAMOUFLAGE

Ground Units that are part of a Force with this ability and use the Stand Still movement option receive a +2 target movement modifier, in place of the usual +0. Regardless of the scenario, the Force may place half its starting Units as Hidden Units (see p. 168), even if it is the Attacker. The Force may place Hidden Units even in terrain where 'Mechs cannot usually hide.

COMBAT DROP SPECIALISTS

Units in a Force with this ability always succeed on all Drop rolls (see *Dropping Troops*, p. 160). The Force receives a +2 Initiative Modifier the turn after making a Combat Drop of at least half its Units.

COMMUNICATIONS DISRUPTION

The Communications Disruption special command ability represents a continuous effort by commtech specialists within a given force to tap into enemy transmissions and scramble or confuse them. Because this command ability does not require the presence of elaborate electronics gear, its benefits often vary in the field.

This ability only truly works when the opposing armies are organized into proper formations, with distinct, pre-assigned sub-groups (4-unit lances, 5-unit Stars, or 6-unit Level IIs). If no sub-groups are identified at the time of gameplay, presume all forces are using 4-unit lances, and identify which units belong to each lance.

At the beginning of each turn, the player controlling a force with the Communications Disruption command ability rolls 1D6. If the result of this roll is 6, all of the units in one random lance (or Star, or Level II) of the opposing force is affected by confusing communications that impairs their ability to coordinate properly. During the Movement Phase of that turn, the affected sub-group reduces its available Move by 4 inches (to a minimum of 1 inch). If the unit is an aerospace element that uses Thrust Points instead, reduce its base Thrust by 1.

The disruptive effects pass by the end of the turn.

Battlefield Intelligence: If the *Battlefield Intelligence* rules are in play (see p. 154), a force may only use the Communications Disruption special command ability if it has a BI ratio of 2:1 (or higher) over its opponent. If the force's BI ratio is less than 2:1, the Communications Disruption special command ability has no effect.

COUNTERPARTS

Some regiments operate in tandem so often that they fare better together than apart. These unit types should be paired during Setup in equal numbers. Doing so offers the Counterparts Force a +1 to Initiative for the entire battle, in addition to other modifiers and persisting even if all of one unit type is destroyed or leaves the map. Failing to pair these unit types delivers a –1 to Initiative for the entire battle.

DIRECT FIRE ARTILLERY SPECIALISTS

Add 2"/1 hex to the diameter of any Artillery area of effect when using direct fire.

ENEMY SPECIALIZATION

A force with the Enemy Specialization special command ability has one enemy faction or group that it favors fighting above all others, and makes a point to train heavily in dealing with the common tactics and equipment found among that particular enemy. Before game play begins, the specific focus of this specialization must be identified. This can be either an entire faction (e.g. a specific Great House, a specific Clan, or a specific Periphery state), or a particular group (e.g. the Davion Heavy Guards or the Wolf's Dragoons).

As with the environmental and tactical specializations described earlier, the benefits and drawbacks of enemy specialization increase with the force's average Skill Rating. This is defined by adding the Skill Ratings of all units in the force, dividing the sum by the number of units, and rounding the result normally to the nearest whole. Then consult page 29 for a definition of these Skill Ratings.

A force rated Green, Very Green, or Wet Behind the Ears receives no benefits from enemy specialization, but will still suffer the –1 Initiative modifier if the focus of its specialization does not apply to the scenario (reflecting the force's training focus on honing its skills to one particular tactical area). If the force is rated Regular, it will receive a +1 Initiative modifier when facing its selected enemy, but will suffer a –1 Initiative modifier when facing any other opposing force. If the force is rated Veteran, it may either double

the modifier for facing its selected enemy (while also doubling the negative modifier for opponents of other affiliations), or it may select a second preferred enemy to apply the same modifiers with. If the latter option is chosen, the negative modifiers will not stack, so the specialized force will receive a +1 Initiative modifier when facing its two chosen enemies, but will only suffer a –1 Initiative roll modifier against all other forces.

If the force is rated Elite, in addition to the Initiative modifiers described above, it may add the ability to negate one of its preferred enemy force's special command abilities (if any, chosen at the time of the scenario). If the force is rated Heroic or Legendary, it may negate two of the preferred enemy force's special command abilities, or add a special command ability to itself that only "activates" when facing its enemy of choice. Under these rules, a force cannot negate command abilities possessed by enemies it has not specialized itself to fight.

ENVIRONMENTAL SPECIALIZATION

A force with this special command ability has mastered or prefers combat in certain, specific types of terrain or environments. Before game play begins, the specific nature of this environmental specialization must be identified. The terrain types chosen for this specialization may be any type, and any other environmental conditions (including atmospheric density, darkness, gravity, and other conditions described on p. 61) must be of a non-standard nature (e.g. vacuum, night, high gravity, and so on).

Once the specific terrain and/or environment is determined, the player must then choose a number of rules that apply from the Environmental Specialist Benefits List, based on the entire force's average Skill Rating. This average is determined by adding together all of the units' Skill Ratings, dividing that sum by the number of units in the force, and rounding the result normally to the nearest whole number. Consult page 29 for a definition of these Skill Ratings.

If the force's average Skill Rating of all units in the force is Green, Very Green, or Wet Behind the Ears, it may not receive any benefits for environmental specialization, but will still suffer the –1 Initiative modifier if the focus of its specialization does not apply to the scenario (reflecting the force's training focus on honing its skills to one particular tactical area). If its average Skill Rating is Regular, it receives one of the listed benefits. If the average Skill Rating is Veteran or Elite, two different benefits may be applied. If the average Skill Rating is Heroic or Legendary, a third different benefit may be applied, or one of the two benefits received may be applied twice.

In addition to applying any benefits for environmental specialization, a force with this command ability will also suffer a –1 Initiative modifier when forced to play in a scenario where the environmental condition they are specialized for is not present.

Clear: The bonuses for this Special Command Ability work differently than the other Environmental Specializations (see below).

Desert: This specialization includes Sand, Rough, and Rubble terrain, as well as Winds of Wind Force 3+, Blowing Sand, and Hot Temperature environmental conditions.

Urban: This specialization includes any pavement, building, or bridge terrain. If this Force chooses the Improved Combat option, attacks from this force halve the Damage Absorption of any buildings (round up).

Vacuum: This specialization includes Trace Atmosphere.

Winter: This specialization includes Snow, Ice, and Tundra terrain areas, as well as any Cold environment conditions.

Woods: This specialization includes Woods (as well as different levels of Woods: Light Woods, Heavy Woods, Ultra-Heavy Woods) and Jungle (and the different levels of Jungle).

ESPRIT DE CORPS

A Force with this ability is never subject to Forced Withdrawal or Morale checks.

ENVIRONMENTAL SPECIALIZATION BENEFITS LIST

Benefit	Rules
Improved Mobility	Reduce movement costs for passing through any terrain of specialization by 1 inch per inch of movement. However, this reduction may never lower movement costs below 1 inch of Move per inch of terrain.
Improved Combat	Apply a –1 Target Number modifier for all attacks made into and/or through the terrain or environmental condition of specialization (to a minimum modifier to +0). This modifier applies to the total modifiers used for the attack, rather than per any increment of distance.
Improved Initiative	Receive a +1 Initiative roll modifier if the selected terrain or environment type covers at least half of the map area.

ENVIRONMENTAL SPECIALIZATION (CLEAR) BENEFITS LIST

Benefit	Rules
Improved Mobility	If a Unit in a Force with this specialization starts its turn in Clear terrain, it may add 2" to its Move for the turn, as long as it also ends its movement in Clear terrain and does not change elevation during the movement.
Improved Combat	If a unit in a Force with this specialization is attacked while occupying Clear terrain, and there is no Terrain, Environmental or Cover Modifier to the attack, the attack receives a +1 Modifier as a Terrain Modifier.
Improved Initiative	A Force cannot choose this option with Environmental Specialization (Clear).



FALSE FLAG

This Force must also have the Off-Map Movement Command Ability. It may designate up to one-third of its Units in a scenario as operating under a False Flag. These designated Units are kept off-map until they enter the map on the third turn or later. On the turn the controlling player declares the False Flag Units are entering the map, before initiative is rolled, roll 2D6. On an 8+, the Unit has not been discovered as false, and may enter on any map edge, including the opposing player's home edge.

In addition, the controlling player receives +2 to their Initiative rolls on the turn the False Flag Forces enter the map. On a 7 or less, the ruse was discovered and the Units must enter from an edge on the half of the map containing their home edge.

FAST WITHDRAWAL

Units in the force may exit via any edge of the map (save the opponent's home edge) at any time, including during Forced Withdrawal, without being considered destroyed or captured, regardless of rules for the scenario.

FLANKERS

When a scenario calls for the Force's Units to enter via a map edge, the Units may enter via any non-home map edge instead.

FOCUS (SPECIAL PILOT ABILITY NAME)

During setup, the Force may assign one Unit out of every four (round down) the Special Pilot Ability listed in parenthesis. This Special Command Ability may be taken a second time to give twice the number of SPAs, but only one SPA can be given by this Special Command Ability per Unit. If the Combat Command has two different SPA Command Abilities, it cannot give both SPAs to the same unit.

FORCING THE INITIATIVE

Forcing the Initiative is a command ability often favored during offensive missions. It relies on aggressive tactics and rapid assaults that combine to provoke fear and hesitation in an enemy through sheer, brute force.

With this ability, the commanding player applies a modifier to his Initiative roll equal to the number of opposing units his force destroyed in the previous turn, minus the number of its own units lost to the enemy. For example, if a force with this ability destroyed 6 enemy 'Mechs in the previous turn, but lost 3 of its own, the Initiative modifier would equal +3 (6 – 3 = 3). Only the kills made during the previous turn may be applied toward this Initiative modifier; kills and losses made two or more turns in the past will not apply.

As with Banking the Initiative, using this ability requires the commanding player to declare his intent to do so before the dice are rolled for Initiative. This ability cannot be used in the first turn of any scenario.

GROUND ATTACK SPECIALISTS

The Ground Attack Specialists special command ability is available only to aerospace units or other units that use airborne movement (including VTOLs and WiGE ground vehicles). The opposite of Anti-Aircraft Specialists, these units have honed their skills to deliver more effective attacks against ground-based opponents. Once again, it is uncommon for an entire aerospace force to possess this ability, so players are advised to limit this capability to a pre-determined portion of their deployed aerospace forces.

Ground Attack Specialists receive a –2 Target Number modifier to all attacks made against ground-based targets, including units that use jumping movement, and air-capable units that are landed at the time of the attack. Against airborne aerospace units, including ground units with the VTOL (v) or WiGE (g) movement types, this Target Number modifier becomes +1 instead.

Ground units incapable of VTOL, WiGE, or aerospace movement (Thrust), may not make use of the Ground Attack Specialists command ability.

HIGHLANDER BURIAL

The Units in a Force with this ability receive a –1 Target Number Modifier and deal an additional point of damage when making Death From Above attacks.

HIT AND RUN

At the start of any turn that a Force with the Hit and Run ability is outnumbered, its Units can ignore the Attacker Movement Modifier for jumping, or receive a –1 Attacker Movement Modifier if not standing still or immobile.

INFANTRY DEFENSIVE EXPERTS

Infantry units may be considered Hidden (even when scenario rules do not expressly call for such) and in prepared positions. Consider these to be Light buildings (CF 2) that do not require placement on the map and are gone once the unit moves.

INFANTRY DRAGOONS

Mounted infantry may move after dismounting, though only half their movement (round up, to a minimum of 2"/1 hex) is available after dismounting.

INFILTRATORS

When fighting as the Attacker, these commands are able to sneak forces close to (or into) the Defender's deployment zone before the battle begins. Before the Defender places units, the Infiltrating units are deployed as Hidden units in the Defender's deployment zone or if the Defender enters via their home edge, the Infiltrating units must deploy within 4" of the Defender's home edge. The type of units depends on how many times this Special Command Ability is chosen.

1: Infantry and light (Size 1) Vehicles (Combat or Support)
2: +medium (Size 2) vehicles and light (Size 1) 'Mechs
3: +heavy (Size 3) vehicles and medium (Size 2) 'Mechs

If using the Master Unit List (see p. 110) or other faction availability lists for force building, the Infiltrating units should be among those available to the Defender's force. For example, a Davion force infiltrating a Kurita force may use units from the General Availability List or the Kurita Availability List.



IN THE MOMENT

Immediately after the opponent sets up their forces, this force may select one of its available Special Command Abilities in place of In the Moment. If the force chooses to make this swap, it has a –1 Initiative modifier for the first two turns.

INTELLIGENCE SPECIALISTS

The Force can add the MHQ5 special ability to one Unit in its force.

LOPPERS

If the unit declares a MEL attack instead of making any weapon attacks, a successful hit inflicts 1 extra point of damage and allows one additional Critical Hit roll (even if there is armor remaining). Note: after such a hit, roll 1D6. On a result of 6, the hatchet has broken and the 'Mech loses the MEL special ability for the rest of the battle.

OFF-MAP MOVEMENT

The Off-Map Movement special command ability represents a force's superior flanking tactics. This ability cannot be used in a scenario type that would specifically violate its rules, such as by an attacking force in a Breakthrough scenario, or by a defending force in a Hold-the-Line scenario.

Each unit that uses this ability must designate an exit point on the map edge that the unit will leave from, along with a corresponding reentry point that it will return from. These designated points must be written down in advance of the actual maneuver, even if only in the turn the unit actually begins its off-map movement. Along with these points must also be noted the minimum number of turns the off-map units must *remain* off the map before reentering. To find this minimum Off-Map Movement time, determine the total distance traveled between the exit and reentry points along the outer edges of the map that correspond to the off-map units' positions. Then, divide this travel distance by the unit's Move value, rounding up to the nearest whole number. For example, if a unit with a Move of 6" per turn uses Off-Map Movement by leaving the western edge of the map, with a designated reentry point 19 inches farther north along the same edge, the controlling player measures 19 inches along the west edge, divides that result by 6 (the unit's Move), and finds that the unit must spend at least 4 turns off the map to do this (19 ÷ 6 = 3.167, round up to 4). Units using Off-Map Movement may remain off the map for longer than the minimum number of turns, at the controlling player's discretion.

The player whose units are making use of Off-Map Movement need not inform his opponent of these exit and reentry points, or the minimum turns each unit must remain off the map, until the unit returns. At this point, the written orders may be reviewed by the opposing player, to ensure that the movement made was a legal off-map move. If a unit attempts to return earlier than its minimum number of off-map turns, or returns in a different position than its designated reentry, the move may be considered illegal, and the unit is considered destroyed for gameplay purposes. (As a special excuse to this condition, a returning unit may arrive at or after its minimum number of turns in a position adjacent to its predetermined reentry point, but only if the destination position is presently occupied by another unit at the time of arrival.)

Units using Off-Map Movement are placed on the edge of the map at their designated reentry point during the End Phase of their

turn of arrival. If unfriendly units find themselves in base contact or within 1 inch of a unit returning to the map via Off-Map Movement, those hostile units may attack the returning unit as per the rules for *Surprise Attacks by Hidden Units* (see p. 168).

Units using Off-Map Movement are not counted toward a given side's force for Initiative purposes while they are off the map. If all on-map forces for a given side are destroyed or retreat while that side still has units moving off the map in this fashion, those off-map forces are considered withdrawn and the scenario ends.

OVERRUN COMBAT

Overrun Combat is another example of aggressive tactics in action. Unlike Forcing the Initiative, this special command ability is less about capitalizing on the relative amount of damage done to an enemy force, and more about taking advantage of even the slightest hesitation among its ranks.

Overrun Combat works any time a force with this ability wins an Initiative roll by a margin of 2 points or more. When this occurs, the player divides the number of points by which he has won the Initiative roll by 2, rounding all results down (to a minimum of 0). This becomes the number of units the player may move and attack with before any other units can act in the current turn. The damage effects of attacks from Overrun Combat are resolved immediately.

For the purposes of the rest of the turn's actions, the overrunning units fall outside of the normal sequence, leaving the remaining units to alternate according to how many units the overrunning force has left to move after its other units have already acted. For example, if a 12-unit force has the Overrun Combat ability and wins its Initiative roll by 5, two of its units can move and attack before any of the opposing force even have the chance to move (5 ÷ 2 = 2.5, round down to 2). After these units have acted, the rest of the turn is resolved as if the overrun-capable force has only 10 units left to alternate with its opponent under the normal turn sequence.

The benefits of Overrun Combat apply on a turn-by-turn basis. This means that even if the Initiative roll success is so high that the number of overrunning units is would actually be more than the force actually has, those "extra" units will not carry over to the next turn.

RAPID STRIKE

In any scenario in which a Force with this ability is the Attacker, its Units move onto the map as normal, but only half of the opposing Force may deploy at the start of the game or on the first turn. The remaining enemy Units are divided into two equal-sized groups that move onto the map from their home edge on Turns 2 and 3. The group moving onto the map is chosen at random. The controlling player chooses the specific Units that do not deploy in the first turn, as well as the composition of the two undeployed groups.

REGIONAL SPECIALIZATION

A Force with the Regional Specialization ability has one region in which it favors fighting above all others. This region may be a single system (Bad News) or a larger political division (Duchy, Prefecture, Military District, etc).

If fighting in its preferred Region, the Force receives a +1 Initiative modifier and a –1 Morale modifier to Morale Checks. This Special Command Ability may be taken twice, doubling the modifiers for Initiative and Morale Checks when in the preferred region.



SAVAGES

All Units get the Blood Stalker SPA. No enemy Unit may be targeted by the Blood Stalker ability by more than one Unit in the force with Savages. If there are not enough enemy Units to target, the remaining Savages Units suffer the penalty for attacking any enemy Unit. When a Unit without a Blood Stalker target activates, and there is an enemy no longer targeted by a Blood Stalker ability, that Unit may then declare a target for its Blood Stalker SPA.

SHARP SHOOTERS

A force that possesses the Sharp Shooters special command ability is especially adept at long-ranged attacks, but at a cost in short-range accuracy. It is uncommon for an entire force to possess this special command ability, so players are advised to limit this option to no more than one-third of a deployed force (such as a single lance in a company-sized formation, or a single Star in a Clan Trinary).

Sharp Shooters replace the normal range modifiers used for their attacks with the following: Short Range +1; Medium Range +2; Long Range +3; Extreme Range +4.

SHIELDING

Any opposing Unit must fire on a 'Mech before targeting a vehicle or infantry Unit, as long as the 'Mech is closer and in LOS.

SPEED FIRE

When using their full Move in a direct line away from their starting location, units receive a –1 Target Number modifier.

STRATEGIC COMMAND

The Force may alter the choices of home edge, and move any terrain up to 6" from its Setup position. If using mapsheets instead of terrain, the Force may rearrange the mapsheets, as long as the final arrangement has the same overall final shape. For example, if the Setup has two mapsheets aligned with long edges touching, after rearranging the mapsheets, there must still be two mapsheets aligned with long edges touching. However, which mapsheet goes where and which edge face which direction may be changed.

STRATEGIC PLANNING

This force receives a +2 bonus to Initiative. This SCA is only available to Forces with an average Experience Rating of Veteran, Elite, Heroic, or Legendary.

TACTICAL ADJUSTMENTS

After turn 3, the opposing Force does not gain any bonuses to their Initiative rolls from Command Abilities or Special Pilot Abilities.

TACTICAL EXPERTS (COMBINED FIRE)

If an entire Formation of three or more Units attacks the same opposing Unit, their attacks gain a –1 Target Number modifier.

TACTICAL EXPERTS (DOGFIGHTING)

A force with this ability gives a –2 penalty to enemy units making Control Rolls for forming and avoiding engagements.

TACTICAL EXPERTS (ENGINEERS)

During setup, this controlling player of the Force with this ability may place light buildings or minefields on the table during setup. The Engineers can place one light building (2" diameter or 1 hex) or five points of minefield density in 1-5 minefields per Formation with 4 or more units. The buildings and minefields must be placed on the Engineers' half of the play area.

TACTICAL EXPERTS (HIDDEN UNITS)

In any scenario that allows Hidden Units, a Force with this ability may place twice as many Hidden Units (to a maximum of 4 extra Units). If the scenario does not provide for Hidden Units, this force may place up to four Hidden Units on their half of the map, at least 12" away from any enemy Units.

TACTICAL EXPERTS (PHYSICAL)

The controlling player of a Force with this ability may choose to have all its Units receive a +1 Target Number modifier for weapon attacks in order to receive a –1 Target Number modifier for physical and melee attacks. This choice is made in the Combat Phase each turn, before making any attacks.

TACTICAL EXPERTS (SIEGE)

Units in the command with this Special Command Ability reduce the Damage Absorption rating of buildings by half (round the reduced value down). A non-infantry target in a light building would have a 0 Damage Absorption against an attacker using this Special Command Ability.

TACTICAL SPECIALIZATION

A force with this special command ability has mastered or prefers combat under certain, specific mission parameters, with predefined roles and options. Before game play begins, the specific nature of this tactical specialization must be identified. This can be either a preference for attacking over defense (and vice versa), or a preference for specific scenario types.

As with environmental specialization, the specific nature and extent of these specializations is limited by the force's average Skill Rating (determined by adding up the Skill Ratings for all of the units in the force, then dividing by the number of units in the force, and rounding that result normally to the nearest whole number). (See p. 29 for a definition of these Skill Ratings.)

If the force's average Skill Rating of all units in the force is Green, Very Green, or Wet Behind the Ears, it may not select any benefits for tactical specialization, but will still suffer the –1 Initiative modifier if the focus of its specialization does not apply to the scenario (reflecting the force's training focus on honing its skills to one particular tactical area). If its average Skill Rating is Regular, it may select only one of the benefits listed under the Tactical Specialist Benefits List. If the average Skill Rating is Veteran or Elite, two benefits may be applied. If the average Skill Rating is Heroic or Legendary, a third different benefit may be applied, or one of the two benefits received may be applied twice.

Note that the Attack and Defense specialization benefits may both be taken at the same time but their presence will cancel each other when taken together. This effect, however, only occurs when the two are of equal levels. If a force selects Attack Specialization benefits twice, and Defense Specialization benefits once. The result will be the equivalent of taking one "level" of Attack Specialization.

TACTICAL SPECIALIZATION (COMBINED ARMS)

If the Force contains at least one of each ground Unit type ('Mech, vehicle, and infantry), the force has a +1 modifier to Initiative. This SCA can be taken a second time to grant the qualifying force the effects of the Tactical Experts (Attack or Defense, choose one) SCA.

TACTICAL SPECIALIZATION (SMALL UNIT ACTIONS)

This command prefers small unit actions. It receives a +2 Initiative Modifier if the total friendly Force is less than 12 units. It receives a +1 Initiative Bonus if the total friendly Force is less than 24 units. It receives a –1 Initiative penalty if the total friendly force is 24 or more units.

TACTICAL SPECIALIZATION BENEFITS LIST

Benefit	Rules
Attack Specialization	The force receives a +1 Initiative roll modifier when acting as the Attacker in a scenario of any type, but suffers a –1 Initiative roll modifier when acting as the Defender.
Defense Specialization	The force receives a +1 Initiative roll modifier when acting as the Defender in a scenario of any type, but suffers a –1 Initiative roll modifier when acting as the Attacker.
Scenario Specialization	Receive a +1 Initiative roll modifier if the force is taking part in a specified scenario type. For all other scenario types, the force suffers a –1 Initiative roll modifier.



WARRIOR CODE

These Forces prefer personal duels. Forces with this Command Ability can designate one Unit per legal Formation (consisting of 3 or more Units and meeting the Formation requirements for its Formation Type) as a Champion. The Champion receives the Blood Stalker Special Pilot Ability. The chosen enemy must be of the same Size class or larger. If a Champion is destroyed by the chosen enemy of the Blood Stalker ability (all the damage to the Champion must come from the chosen enemy), the Warrior Code Force receives a –1 Initiative modifier. If a Champion destroys the chosen enemy (all the damage to the chosen enemy coming from the Champion), the Warrior Code force receives a +1 Initiative modifier. The Initiative modifier only applies to the first chosen enemy of each Champion, but are stackable from multiple Champions defeating or being defeated by their chosen enemy.

ZONE OF CONTROL

A force that possesses the Zone of Control special command ability can effectively discourage an enemy's movement in close quarters, forcing their opponents to either fall back or otherwise swing wide around its positions. This tactic is good for both defensive and offensive operations, particularly when the force has numbers or terrain on its side, but is only useful when the units involved are using ground-based movement.

To exert a Zone of Control, the unit must end its Move in base contact with one or more opponents, and have at least 2 inches of unused Move when it does so. The opposing units it comes into base contact with in this fashion must be in the unit's forward firing arc (see p. 41), and will be affected only if they have not already moved at this point in the turn, or if they attempt to move through this area within less than 2 inches of the zone-controlling unit. Any opponents that meet these criteria fall under the unit's "zone of control."

Units within another unit's "zone of control" must spend an additional 4 inches of Move to proceed in any direction other than directly away from the zone-controlling unit, unless they are using Jumping or VTOL movement to do so. If this would reduce the affected unit's Move to less than 1 inch, the unit cannot move unless it proceeds directly away from the zone-controlling unit. For the purposes of this rule, "directly away" is considered the direction opposite any facing that would directly contact the zone-controlling unit's base.

If the zone-controlling unit is infantry (including battle armor), it may only exert a zone of control over other infantry unit types.

FORCE BUILDING

THE BATTLETECH MASTER UNIT LIST (MUL)

The BattleTech Master Unit List (MUL), can be accessed at **www.MasterUnitList.info**. It is an online tool for use with *BatteTech* and *Alpha Strike* games. This ever-growing (and, yes, free to use) database of official unit specs provides players with the means to build setting-accurate Forces by identifying the 'Mechs, vehicles, fighters, and infantry elements covered by the last twenty-five years' worth of published *Technical Readouts* and other sources. For *Alpha Strike* players, the MUL can be even more effective, as it provides full unit stat cards for virtually all of these units as well.

Players can jump right into browsing their desired unit types simply by clicking "Units", and entering information into the various filter tabs. These filters include Basic data filters (which let players enter desired unit weight ranges, *BattleTech* Battle Values, years of in-universe introduction, costs in C-bills—the dominant unit of currency used in the *BattleTech* setting—and even *Alpha Strike* special ability codes); Technology bases (Inner Sphere, Clan, Mixed, and Primitive); *BattleTech* Rules levels (introductory, standard, advanced, and experimental); Unit Types (e.g. BattleMech, ProtoMech, Combat Vehicle, and so forth); Source (the original *BattleTech* book or product the unit appears in); Factions (Lyran, Federated Suns, Draconis Combine, and more); Unit Sub-Types (such as VTOLs and OmniMechs); Production and Availability Eras (from the Age of War through the present Dark Age setting). By selecting the desired filters, players can quickly produce a list of units tailored for use by their forces.

The list of units returned via these filters provides names and models of each unit, its tonnage (mass), Battle Value (for *Total Warfare* play), cost (in C-bills), sourcebook titles where the unit was first described, the rules level (again, relative to *Total Warfare* play), the era in which such units came into general use, and the unit's intro year (the specific in-universe point in which the selected unit debuted). By clicking on the names of a listed unit, the user can then view more distinct stats for it, including—at the very bottom of the page—links to images of these units (courtesy of CamoSpecs Online, another partner site), online ordering options to obtain the appropriate miniature via Iron Wind Metals, and, if available, an *Alpha Strike*-style unit card for the model and variant selected, which may then be copied, customized, and printed.

Armed with this tool, players can thus access the broadest possible selection of playable *Alpha Strike* units, and begin building custom armies suitable for any desired period or faction in the official *BattleTech* canon.

Units ('Mechs, vehicles, battle armor squads, and others) are organized into Formations (lances, Stars, and Level IIs) that together comprise the player's Force. Each unit has a Role which reflects that unit's battlefield specialization. The player organizes their units into Formations, each with a Formation Type reflecting its specialization. Roles are the easiest guide to placing units into Formation Types, but not the only way. The Formation Type may bestow Special Pilot Abilities to some or all of the units. Furthermore, the overall Experience Rating of the Force (based on the average Skill Ratings or Piloting and Gunnery Skills of its units, as applicable) may entitle it to Special Command Abilities. Each step is presented below.

STEP 1: SELECT POINT VALUE TOTAL

Point Values (PV) are the balancing system for *Alpha Strike*. Each unit has an assigned Point Value listed on its Unit Card, which reflects the unit's relative combat effectiveness when controlled by a Regular-rated pilot or crew. As shown in the Step 3 below, a unit's PV may need to be adjusted for those units with a Skill Rating other than Regular.

When setting up a basic *Alpha Strike* game, the opposing players should agree to a PV total before building forces. This sets the maximum amount of PV the combined Skill-adjusted units may add up to. For company-sized forces (roughly 12 units per side), a good PV total would fall between 250 and 500, and allow for a relatively fast scenario resolution. Forces worth 1,000 PV per side, on the other hand, might reflect battalion-sized Forces, and produce games that will last for several hours to fully play out.

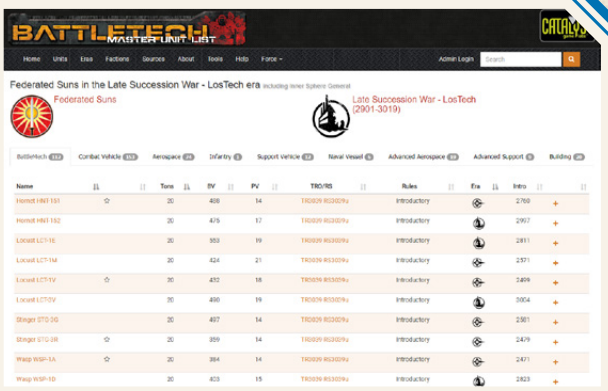
Players may, of course, set PV totals even higher—or perhaps even leave them unlimited—and use such Forces as the foundations for a much larger campaign in which the component companies and battalions are sent out on a range of missions.

Eli and Rob decide on a 400 PV fight. That will allow for a company-sized match and a good mix of unit types, sizes, and Skill Ratings.

STEP 2: CHOOSE ERA AND FACTION

After selecting a total PV, the next recommended step is to determine setting details for the scenario or campaign these forces will be fighting in—particularly the era of play, and the faction the forces involved will serve. For players interested in a simple pick-up game, these details may not seem terribly important, but *BattleTech* is home to thousands of possible unit models and technologies, which developed and spread out across hundreds of years of in-game history. Setting a campaign, or even a one-shot scenario, in a proper context helps to establish what factions, units, and technologies should be available to the forces gathered, and provides a much more enriching experience.

Furthermore, the factions used help add depth by defining the House or Clan the forces will choose their equipment and organizational schemes from. Faction choices will narrow down the list of available units, reflecting what equipment is manufactured or sold within the realms that the corresponding armies serve. This also helps to establish the basic organizational style used by that faction.



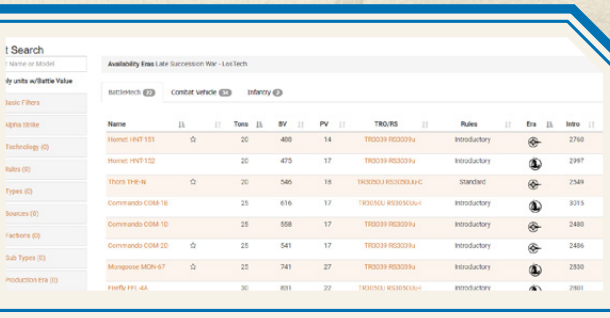
Eli and Rob agree to set this scenario during the Late Succession Wars, and they choose McGee's Cutthroats (Mercenary) and House Davion as their respective factions.

In preparation for building his force, Rob heads over to MasterUnitList.info and clicks on "Eras." Next, he selects "Late Succession War - LosTech." Lastly he clicks on "Federated Suns" (House Davion). This takes him to a comprehensive list of units that are available for him to choose from for his Force. From here he can view the units base PVs, and click on each one to examine their stat cards.

STEP 3: BUILD A FORMATION

Once the factions and eras are chosen, players may begin organizing their Force by selecting Formations and filling them with units. These units and their *Alpha Strike* data, which can be obtained through the Master Unit List, are then filled out on the appropriate *Alpha Strike* stat cards.

The Formation Type will describe the general combat mission of the Formation and any bonus Special Pilot Abilities it earns as a result of its Type (see *Formations*, p. 116). Formations must consist of at least three units to receive any Bonus Abilities. The units included in Formations must fulfill the requirements for that Formation Type to receive the Bonus Abilities listed.



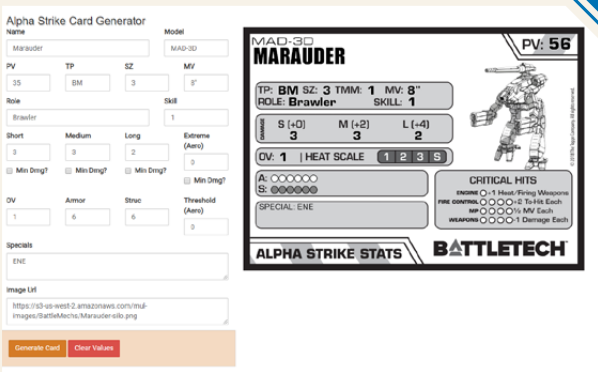
Eli wants to create a Cavalry Lance (p. 118). In order to find units to meet the requirements, he can use the MUL as Rob did above and browse through individual units. Alternatively, he can simply look for units available that meet the Ideal Role (see p. 116) requirements. The Ideal Role for Cavalry Lances is Striker.

Eli accesses the MUL at MasterUnitList.info and clicks on "Units." Then on the filters panel on the left, he clicks on "Alpha Strike" and selects "Striker" from the "Role" pull-down menu. Next, he clicks on "Factions" and types Mercenary in the text box. Lastly he opens the "Availability Era" panel and checks "Late Succession War - LosTech."

Once Eli is happy with all the search filters he's selected, he clicks on the "Filter" button at the bottom, which results in a list of all Striker-role units which are available to Eli's faction during the era chosen for this scenario.

STEP 4: SELECT SKILLS AND MODIFY UNIT'S PV

Select each unit's Skill Rating and adjust PV accordingly, as per the rules found in *Adjusting PV for Skill*, page 29. Players should agree beforehand on any minimum or maximum Skill Ratings allowed in play.



Rob has chosen a Marauder *MAD-3D (35 PV) as his Force's star unit, so he wants the* Marauder*'s skill to improved from a Skill Rating 4 to a Skill Rating 1. Using the Improved-Skill PV Increase Table (p. 29), he sees that improving the Skill Rating for a 35 PV unit costs 7 PV per level increase. The total PV would be 56 (35 + 7 + 7 + 7 = 56) to go from Skill Rating 4 to 3, from 3 to 2, and finally from 2 to 1.*

However, Rob is using the MUL website, so from the Marauder *MAD-3D page, he clicks the "Customize" button under the* Alpha Strike *card, and on subsequent page he enters "1" in the "Skill" text box, and hits enter. The page refreshes showing the final PV as 56.*

STEP 5: MORE FORMATIONS

Repeat Steps 3 and 4, building additional Formations, assigning units to them, selecting Skill Ratings, and adjusting their PVs until you have reached the PV total (or choose not to add another Formation).

STEP 6: SPECIAL PILOT ABILITIES

Up to one unit per company (12 units) may be individually assigned Special Pilot Abilities (see p. 92). The number of Special Pilot Abilities and the total SPA cost is limited by the Skill Rating of that unit.

In addition, Formations usually bestow Bonus Special Pilot Abilities that must be assigned during Force building (with the exception of a handful of Formation Bonus Abilities which specifically state that they are assigned during gameplay).

Rob is allowed to assign SPAs to one unit in his force, and decides on his Warhammer *WHM-6D. The unit is rated Veteran (Skill Rating 3), so he may select up to 2 SPAs, valued at up to 4 points. He selects Fist Fire (2 points) and two uses of Float like a Butterfly (2 points). In addition, as his* Warhammer *is part of a Direct Fire Lance Formation (p. 119), it receives the Weapon Specialist SPA.*

STEP 7: SPECIAL COMMAND ABILITIES

Special Command Abilities (SCAs) reflect the preferred tactics and specialized training of a Combat Command. The *Combat Manual* and *Field Manual* series of sourcebooks are designed to add era and factional flavor to a Force, which includes providing canon Combat Commands with SCAs. If a particular Combat Command is undocumented, or play involves an era or faction not yet covered, players may use the *Assigning Special Command Abilities* rules, page 102, to chose SCAs for their force.



Eli's Force is part of McGee's Cutthroats (known in later eras as Simonson's Cuttroats). For his SCAs, he decides to use those published in Combat Manual: Mercenaries. *Those are Hit and Run, Tactical Expert (Hidden Units), and Off-Map Movement (*Combat Manual: Mercenaries, *p. 64).*

Rob isn't playing a canon Combat Command, and opts to use the Assigning Special Command Abilities *rules on page 102. His Force barely qualifies as Veteran, so he may chose two SCAs. He selects Camouflage and Flankers.*

UNIT ROLE

A unit Role is the primary intended use of a unit on a battlefield. While in reality a unit may be able to fulfill many functions, in game terms its Role describes the mission for which it is most "cost effective." An *Atlas* can conduct a scouting mission, but its slow speed and cost to construct and field make it an impractical choice to fill that function. The units best suited for Roles may change over time, especially with advances of technology—a unit that was fast enough for a particular Role in the Succession Wars may not be fast enough for that same Role during the Clan Invasion. The unit Role is assigned based on the Role for which the unit was first intended, or the Role for which it was most used.

GROUND UNIT ROLES

Most ground unit Roles are based on three questions: how fast is the unit, how tough is it, and at what range does it prefer to fight?

AMBUSHER

Ambushers are typically slow, lightly armored, and prefer short-range engagements. Due to their lighter armor, such units often have to hide behind cover until their enemies are within range. Many infantry units have this role, and a handful of 'Mechs. Ambushers benefit from stealth, being able to take cover, the ability to be easily transported, or just being cheap enough to swarm the enemy. Ambushers are often very successful in urban areas. The SRM Carrier and the *UrbanMech* are examples of Ambushers.

BRAWLER

Brawlers are line units, commonly deployed among Battle Lances. They are fast enough to keep up with a "standard" line, have at least adequate armor, are usually able to do some damage at longer ranges, and can deliver increasing amounts of damage as they close in. Brawlers should not have to pull out of a line to enter combat, but are able to hold the line if it is charged. The *Warhammer* and Myrmidon Heavy Tank are examples of Brawlers.

JUGGERNAUT

Juggernauts are slow, very tough units that prefer close combat and control their immediate area, but often face difficulty getting where they need to be. Juggernauts are useful for holding or taking territory, but fare poorly in running battles with no clear terrain to control. The *Atlas* and *Hunchback* are examples of Juggernauts.

MISSILE BOAT

Missile Boats are similar to Snipers, but the majority of their long-range damage comes from weapons capable of indirect fire, long-range missiles, mortars, or artillery. Missile Boats are often grouped together in order to optimize their ability to fire indirectly without singling out part of the Formation as either incapable of firing, or being the only unit in the Formation left to take all of the return fire. The *Archer* and LRM Carrier are examples of Missile Boats.

SCOUT

Scouts are fast, with light armor—or none at all—and very little weaponry. They often employ advanced electronics. Scouts are sometimes forced into combat by necessity, but are more commonly spotters or support for other units in the Force. The *Raven* and Swift Wind Scout Car are examples of Scouts.



STANDARD FORCE ORGANIZATION SCHEMES TABLE

GENERAL INNER SPHERE AND PERIPHERY FORCE GROUPS

Organization	Definition	Command Rank
Infantry Formations		
Squad (Battle Armor)	4 troopers	Sergeant*
Squad (Conventional)	2-8 troopers	Corporal
Platoon (Conventional)	3-4 squads	Sergeant
Company (Conventional)	3-4 Platoons	Captain*
Aerospace/Conventional Fighter Formations		
Flight	2 fighters	Lieutenant
Squadron	3 flights	Captain
Wing	3-4 squadrons	Major
Ground Formations		
Lance	4 ground units	Lieutenant
Company	3-4 lances	Captain
Battalion	3-4 companies	Major
Regiment	3-4 battalions	Colonel
Brigade	3-6 regiments	General

COMSTAR AND WORD OF BLAKE FORCE GROUPS

Organization	Definition	Command Rank
Infantry Formations		
Level I (Battle Armor)	6 troopers	Acolyte*
Level I (Conventional)	30-36 troopers	Acolyte*
All Other Formations		
Level I	1 unit	Acolyte
Level II (Demi-Company)	6 Level Is	Adept
Level III (Battalion)	6 Level IIs	Adept (Demi-Precentor)
Level IV (Division)	6 Level IIIs	Precentor
Level V (Army)	6 Level IVs	Precentor

GENERAL CLAN FORCE GROUPS

Organization	Definition	Command Rank
Infantry and ProtoMech Formations		
Point (Battle Armor)	5 troopers	Point Commander*
Point (Conventional)	20-25 troopers	Point Commander
Point (ProtoMech)	5 ProtoMechs	Point Commander*
'Mech Formations		
Star	5 'Mechs	Star Commander
Nova	5 'Mechs, 5 infantry Points	Star Commander or Nova Commander
Binary	2 Stars	Star Captain or Nova Commander
Supernova Binary	2 Novas	Star Captain or Nova Captain
Trinary	3 Stars	Star Captain
Supernova Trinary	3 Novas	Star Captain or Nova Captain
Cluster	3-5 Binaries or Trinaries	Star Colonel
Galaxy	3-5 Clusters	Galaxy Commander
Vehicle and Fighter Formations		
Point	2 units	Point Commander
Star	5 Points	Star Commander
Binary	2 Stars	Star Captain
Trinary	3 Stars	Star Captain
Cluster	3-5 Binaries or Trinaries	Star Colonel
Galaxy	3-5 Clusters	Galaxy Commander

* Above this level of organization, these infantry unit types use the 'Mech formation standards appropriate to their faction group (i.e. Company for Inner Sphere/Periphery; Star for Clan; Level II for ComStar/Word of Blake).

SKIRMISHER

Skirmishers are fast, with adequate or even heavy armor. Their flexibility to rely on both speed and armor for defense can give Skirmishers the ability to take a great deal of incoming fire, but they usually prefer not to have to sit still to hold an objective or to deliver accurate fire. Skirmishers are often commanders of lighter Strikers, can provide a flanking threat when paired with slower Brawlers or Juggernauts, or are massed with other Skirmishers as a heavy cavalry formation. The *Wolverine* and *Dragon* are examples of Skirmishers.

SNIPER

Snipers prefer to find a good "sniper's nest," sit still and fire at long range. Some Snipers rely on range, stealth, or cover for defense, while others rely on armor. Few rely on speed, as excessive movement is detrimental to their ability to hit at long range, though some Snipers intended to provide fire support to faster units may have enough speed to keep up with them. The *Zeus* and Schrek PPC Carrier are examples of Snipers.

STRIKER

Strikers are fast, with light armor, and usually prefer short- or medium-range engagements. They rely on their speed (or numbers) to survive while threatening the rear or flanks of the enemy. The *Jenner* and Harasser Missile Platform are examples of Strikers.

AEROSPACE UNIT ROLES

Even more so than with ground units, speed is often the defining factor in an aerospace unit's Role. The preferred range of slower units differentiates them into separate Roles.

ATTACK FIGHTER

Attack Fighters are usually medium or heavy fighters that mount heavy firepower at the expense of maneuverability and/or armor. These units pack heavier weapons to achieve this punch, which tends to leave them somewhat slower and lacking in long-range power compared to other fighters. These features make them particularly effective in air-to-ground attack missions.



DOGFIGHTER

Dogfighters are medium or heavy fighters equipped for extended toe-to-toe engagements with fighters of comparable performance and payload. Meant for the long haul, many dogfighters typically feature energy-heavy armament and good heat-dissipation.

FAST DOGFIGHTER

Fast Dogfighters are typically light or medium fighters. These units are intended to act as "second shell interceptors," able to engage anything that gets past the normal Interceptors, or to assist and support dedicated Interceptors once battle is joined.

FIRE SUPPORT

Fire Support craft are usually medium or heavy fighters equipped with long-range weapons. These units are intended to keep up with dogfighters en route to the battle, and contribute meaningful amounts of firepower at stand-off distances. Because many fire support units are also heavy fighters with bomb-capable hard points, these units are often conscripted for heavy ground support missions as well.

INTERCEPTOR

Interceptors are light, fast fighters intended to engage the enemy at the furthest possible distance from friendly assets, cause early attrition, and ideally hold the enemy at that maximum separation for as long as possible.

TRANSPORT

Transports are airborne and aerospace units that carry units, troops, or materiel to or from the battlefield. Unlike the other aerospace unit Roles, Transports are generally not fighters, but rather Small Craft, DropShips, and other large airborne units such as Airship and Fixed-Wing support vehicles.



LANCES, STARS AND LEVEL IIS

For the purposes of force organization, players will want to be familiar with the smallest combat formations used in the various factions of the *BattleTech* setting. Depending on the general affiliation (Inner Sphere and Periphery, Clan, or ComStar/Word of Blake), these are the lance, the Star, or the Level II. From the perspective of the factions that use them, these formations represent the building blocks of larger combat groups, so these force-building rules will focus primarily on building forces by the lance, Star, or Level II.

The various lance, Star, and Level II formation types are explained in some depth below. A summary of these groups—and the larger formations they build, as well—appears in the Standard Force Organization Schemes Table, shown on page 113.

Non-Infantry Ground Units: For the major realms of the Inner Sphere and the Periphery, the lance is smallest ground unit formation used by their various armed forces. A lance consists of 4 BattleMechs or combat vehicles, commanded by an officer of lieutenant rank or similar. Its Clan faction equivalent, the Star, is composed of 5 'Mechs or 10 combat vehicles, led by a Star Commander. Finally, even though they are both Inner Sphere factions, ComStar and the Word of Blake use a 6-unit group as their lance equivalent. Known as Level IIs, these "ComStar lances" are generally commanded by an Adept.

Fighter Equivalents: For aerospace and conventional fighters, lances and their equivalents are built differently. Among the Inner Sphere realms and Periphery states, 2 fighters of the same type represent a lance of fighters (also known as a flight), with 3 flights combined to make up a squadron of 6 fighters. The Clan factions use 5 pairs of fighters (known to them as Points) to make up their aerospace Stars. This makes for 10-fighter Stars that function more like over-sized squadrons. ComStar and Word of Blake factions, meanwhile, continue to use their 6-unit Level II organization for their fighter groups, thus making ComStar's fighter lances equal to the standard Inner Sphere squadron by default.

Because of the wild variations between basic fighter groups, these force-building rules will use the 6-fighter squadron as the lowest level of organization among Inner Sphere and Periphery factions, while Clan fighters will be organized in 10-fighter Stars, and ComStar/Word of Blake fighters will continue to use the 6-unit Level II.

Conventional Infantry Equivalents: Infantry is unique in that their small size on the battlefield makes even a single unit an organized group. Conventional infantry units in the Inner Sphere and Periphery consist of platoons made up of 3 to 4 squads, which in turn can number from 2 to 7 troopers, depending on their equipment and motive systems. This creates platoon units that can number 8 to 28 troops in strength. The Clan equivalent use a 5-man squad base, which results in conventional infantry units (known to the Clans as Points) that typically number from 20 to 25 troopers. ComStar's and Word of Blake's base-six system is once more strictly applied to infantry, creating ComStar and Word of Blake platoons (Level I infantry units) that number 30 to 36 in troop strength.

Regardless of whether the conventional infantry is a platoon, a Point, or a Level I, all of these groups are still treated as a single battlefield unit in *Alpha Strike*. These units are in turn grouped into Companies, Stars, and Level IIs equal in size to their faction's preferred 'Mech formations.

Battle Armor Equivalents: Battle armor infantry units, meanwhile, are deployed in squads of 4 identical battlesuits among the Inner Sphere and Periphery states, while the Clans use Points composed of 5 identical battlesuits, and ComStar/Word of Blake uses Level Is made up of 6 identical suits. Like conventional infantry platoons, these battle armor groups—squad, Point, and Level I—each represent a single unit in *Alpha Strike* play, and are in turn arranged into lances, Stars, and Level IIs equal in size to their faction's 'Mech formations.

FORMATIONS

At its most basic level, an army's component lances, squadrons, Stars, and Level IIs can be legally and properly built using just the guidelines described above. The various militaries of the *BattleTech* universe, however, often prefer to build their formations around specific mission roles, to maximize their effectiveness in battle.

To represent this, the *Formation Types* (see pp. 117-123) define the various types of mission-based lances, squadrons, Stars, and Level IIs in common use, along with their requirements and benefits. These formation types draw on the unique capabilities of the various 'Mech, vehicle, and aerospace unit types available in *Alpha Strike* play, and incorporate the unit's Role (see p. 112).

To further encourage their use, lances, squadrons, Stars, and Level IIs built under these rules will receive bonus ability benefits similar to those in the Special Command Abilities and Special Pilot Abilities chapters (see pp. 102 and 92 respectively). Players interested in making use of these abilities should thus familiarize themselves with those rules as well, and agree to their use ahead of time.

FORMATION COMPOSITIONS

For the most part, Inner Sphere lances are considered homogenous unit groups, composed of 4 'Mechs, 4 combat vehicles (of the same movement mode), or 4 groups of infantry of equivalent type (battle armor squads or conventional platoons of the same movement capabilities). Likewise, Inner Sphere squadrons are often homogenous groups composed of 3 pairs of aerospace fighters, or 3 pairs of conventional fighters.

This same grouping by unit and/or motive type also tends to apply to Clan formations, with each Star composed of 5 'Mechs, 10 vehicles (of the same movement mode), or 5 pairs of aerospace fighters.

ComStar and Word of Blake Level IIs buck this trend. Preferring combined-arms capability at even the smallest levels of organization, these groups may be composed of any mix of 6 'Mechs, vehicles, infantry, or aerospace fighters (though the fighters almost always operate in pairs).

Beyond ComStar and Word of Blake, other exceptions that exist to homogeneous lance/Star compositions exist in the form of specialized formations such as the Support Lance, or the Clan Nova formations.

FORMATION REQUIREMENTS

Each of the mission-specific formations presented in this chapter has a list of requirements that may include a specific ratio or number of unit sizes, roles, movement capabilities, and so forth. These requirements need to be met in order for the formation to be considered eligible for the mission role it has been given, and thus to receive its bonus ability.

If a formation type lists a requirement as a percentage, this refers to the ratio of units in the formation relative to its total. Because these rules apply equally to formations from 4-unit 'Mech lances to 10-unit Clan vehicle Stars, the number of units represented by this percentage value may need to be rounded up as necessary.

For example, the requirements for a Battle Lance indicate that 50 percent of the formation must be Size 3 or higher. In a four-'Mech Inner Sphere lance, that translates to 2 'Mechs of Size 3 or higher (4 x 0.5 = 2). For its Clan equivalent—a Battle Star—this requirement increases to 3 'Mechs (5 x 0.5 = 2.5, round up to 3). That same minimum number of Size 3 units also apply to a Word of Blake Level II built to this mission spec (6 x 0.5 = 3).

Formations types cannot be mixed or "stacked" together, even if the units assigned would fit the criteria for multiple formations types (including their criteria). For instance, even though the requirements for the Assault Lance would also satisfier the less restrictive criteria of the Battle Lance, the player creating the force must designate this formation as one or the other—never both.

IDEAL ROLE

Some formations may list an "ideal role" in their descriptions. Ideal roles refer to unit roles, as defined under *Unit Role* (p. 112), and serve as a loophole to any other formation requirements. If *all* of a formation's units possess the same unit role indicated by the formation's ideal role listing, the formation's requirements are considered met, even if they might otherwise not be.

For example, the ideal role for a Battle Lance is that of the Brawler. Because of this, the lance's standard requirement that 50 percent of its formation must be Size 3 or higher can be waived if all four units in that lance have the Brawler unit role.

BONUS ABILITIES

Each formation is granted at least one bonus ability, which reflects the cooperative tactics and complementary weapons and equipment the formation gains as a consequence of its arrangement. Most of these bonus abilities correspond to the Special Pilot Abilities (SPAs) found on pages 92-101. A listed bonus ability remains usable in accordance with its rules as long as the formation has 3 units in the field that are *not* destroyed or routed.

Unlike SPAs, the bonus abilities granted by formation creation are free, but SPAs with a unit type requirement will not work if the unit does not match the ability's requisites. (For example, a unit in a Fire Support lance must have IF or ART specials if it expects to make use of the free Oblique Attacker SPA provided by its formation.)

If the players are combining the standard Special Pilot Abilities rules with the free bonus abilities for formation use, duplicate abilities cannot be stacked unless their rules specifically allow it.

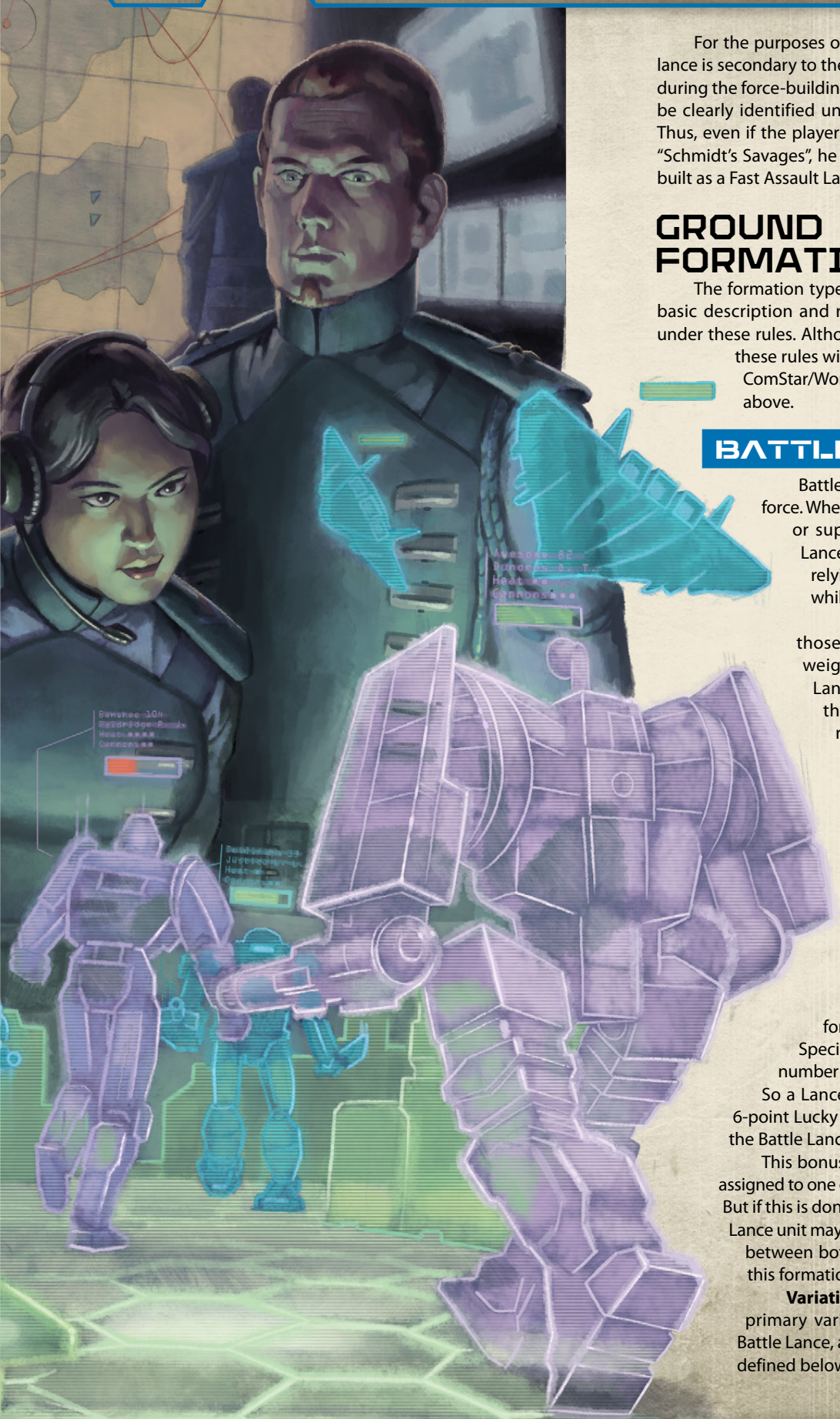
Note: While the bonus abilities provided here are fairly balanced across the various formation types, not all abilities work equally across specific units and unit roles. A unit that might excel in a Fire Lance, for example, may not be as effective in a Striker Lance.

VARIATIONS

Each formation type includes a number of optional variations that can affect or modify their requirements and possibly the bonus abilities they grant. Unless otherwise stated, the requirements and bonus abilities listed for these variant formations *replace* those described under the basic formation type. Furthermore, variant formations must meet their stated requirements; they cannot be built solely by ideal unit roles.

NAMING CONVENTIONS

As a final feature, players may wish to name their various military formations to give them more character. In the *BattleTech* universe, naming conventions for small formations tend to vary quite wildly. They may be named generically, for their role (e.g. "Recon Lance"), after the formation's commander (e.g. "Roscoe's Lance"), identified by simple phonetic alphabet or numeric designators (e.g. "Bravo Second Star"), their weight class (e.g. "Medium Lance"), or by faction-specific nomenclature that can border on the esoteric (e.g. "Alpha Talon 2", or "Level II-Theta").



For the purposes of game play, whatever name is given to a lance is secondary to the formation type, which must be recorded during the force-building process. These game-specific names will be clearly identified under appropriate *Formation Types*, below. Thus, even if the player has named his force's Fast Assault Lance "Schmidt's Savages", he must still identify that the formation was built as a Fast Assault Lance.

GROUND FORMATION TYPES

The formation types described below include not only their basic description and rules, but also the variations recognized under these rules. Although all of these are referred to as lances, these rules will apply proportionately to Clan Stars, and ComStar/Word of Blake Level IIs as discussed in the rules above.

BATTLE LANCE

Battle Lances are the "line" troops of any larger force. Whether holding the center of a combat group, or supporting a reinforced assault, the Battle Lance is meant to close range with the enemy, relying on armor and mass to sustain its units, while its heavy firepower pummels the enemy.

Common Battle Lance formations are those that are grouped more by their units' weight classes. These weight-specific Battle Lances usually drop the word "Battle" from their nomenclature, and thus are often referred to by generic-sounding terms like "Heavy Lance" or "Medium Star."

Requirements: 50 percent of the standard Battle Lance must be Size 3 or higher. If the Battle Lance is a vehicle formation, these Size 3+ units must also be pairs of the same vehicle model.

At least three units in a Battle Lance must also be any combination of the Brawler, Sniper and/or Skirmisher unit roles.

Ideal Role: Brawler

Bonus Ability: The Battle Lance formation receives the equivalent of a Lucky Special Pilot Ability (see p. 97) as a level of the number of units in the formation at Setup plus two. So a Lance of 4 'Mechs in a Battle Lance receives a 6-point Lucky Special Ability. It is useable by any unit in the Battle Lance, rather than limited to any single unit.

This bonus ability may be stacked with a Lucky SPA assigned to one or more of the Battle Lance's member units. But if this is done, the maximum number of rerolls a Battle Lance unit may attempt for the duration of the scenario—between both the pilot's ability and that provided by this formation bonus—is 4.

Variations: The Battle Lance formation has three primary variations: the Light Battle Lance, Medium Battle Lance, and Heavy Battle Lance. All three types are defined below.

LIGHT BATTLE LANCE

Requirements: At least 75 percent of this Lance must be Size 1, and there may be no units of Size 4 of higher in this formation type. If this is a vehicle formation, there must be at least 2 matched pairs of Size 1 units.

At least one of the units in a Light Battle Lance must be of the Scout unit role.

Bonus Ability: As per the standard Battle Lance.

MEDIUM BATTLE LANCE

Requirements: At least 50 percent of the Medium Battle Lance must be of Size 2, and there may be no units of Size 4 or larger in this formation at all. If this is a vehicle formation, there must be at least 2 matched pairs of Size 2 units.

Bonus Ability: As per the standard Battle Lance.

HEAVY BATTLE LANCE

Requirements: At least 50 percent of the Heavy Battle Lance must be of Size 3 or higher, and there may be no Size 1 units in this formation. If this is a vehicle formation, there must be at least 2 matched pairs of Size 3 units.

Bonus Ability: As per the standard Battle Lance.

ASSAULT LANCE

Assault Lances are the powerhouses of any force. Making up for their reduced speed with massive firepower and armor, these formations rely on brute force to smash their way toward the enemy, and demolish all that they find.

Requirements: At least 3 units in a basic Assault Lance must be of Size 3 or greater, and there can be no units of Size 1 in this formation type. All units in an Assault Lance must have a minimum (undamaged) Armor value of 5 points, and at least 75 percent of the units in this formation must possess a Medium-range attack value of 3 or more.

An Assault Lance must contain at least one unit of the Juggernaut role, or 2 units of the Sniper role.

Ideal Role: Juggernaut

Bonus Ability: At the beginning of play, the Assault Lance's controlling player must choose either the Demoralizer or the Multi-Tasker SPAs (see pp. 93 and 98, respectively). When each turn of game play begins, the player may designate up to half the units in the Assault Lance (rounded down) to receive the chosen ability for the duration of the turn. Destroyed or withdrawn units do not count towards the current number of units in the formation.

Note that while the chosen ability can switch its user from turn to turn, it cannot be changed to a different ability during the course of the same scenario.

Variations: The Assault Lance has only one primary variation: the Fast Assault Lance. This lance type is defined below.

FAST ASSAULT LANCE

Requirements: In addition to the same requirements listed for the basic Assault Lance above, all units must have a minimum ground-based Move of 10", *or* possess the ability to jump (any distance), to qualify as a Fast Assault Lance.

Bonus Ability: In addition to the bonus ability granted for the standard Assault lance, up to 2 units per Fast Assault Lance may also receive the Stand Aside SPA per turn (see p. 99). These two units need not be the same ones that are granted the Demoralizer or Multi-Tasker abilities, and it is possible for a Fast Assault Lance unit to thus receive two SPAs in the same turn as a result (i.e. Stand Aside and either Demoralizer or Multi-Tasker; depending on whichever one was chosen at the start of the scenario).

STRIKER/CAVALRY LANCE

Striker Lance formations (also known as Cavalry Lances) are made up of fast-moving units that can quickly bring their firepower into combat, while also possessing enough armor to survive an engagement and withdraw—or to hold the line long enough for the main force to arrive.

Requirements: All units in a Striker/Cavalry Lance must have a minimum ground Move of 10" *or* a jumping Move of 8"j. No units in a Striker/Cavalry Lance may be of Size 4 or above.

At least 50 percent of the Striker/Cavalry Lance must be of the Striker or Skirmisher unit roles.

Ideal Role: Striker

Bonus Ability: 75 percent of the units in a standard Striker/Cavalry Lance (round normally) receive the Speed Demon Special Pilot Ability (see p. 99).

Variations: There are two primary variants on the basic Striker/Cavalry Lance: the Light Striker/Cavalry Lance, and the Heavy Striker/Cavalry Lance. Both types are defined below.

LIGHT STRIKER/CAVALRY LANCE

Requirements: All units in a Light Striker/Cavalry Lance must have a minimum Move of 10", with or without jumping capability. None of these units may be of Size 3 or higher, and at least 2 units in this formation must have a Long-range attack value higher than 0.

At least 2 members of the Light Striker/Cavalry Lance must be of the Striker or Skirmisher unit roles.

Bonus Ability: As per the standard Striker/Cavalry Lance.



HEAVY STRIKER/CAVALRY LANCE

Requirements: All units in a Heavy Striker/Cavalry Lance must have a minimum Move of 8", with or without jumping capability. At least 3 units in this formation type must be of Size 3, and none may be smaller than a Size 2. At least 1 unit in this formation type must have a Long-range attack value greater than 1 point.

At least 2 units in the Heavy Striker/Cavalry Lance must be of the Striker or Skirmisher unit roles.

Bonus Ability: As per the standard Striker/Cavalry Lance.



FIRE LANCE

Fire Lances carry powerful, long-range weaponry. This enables them to stay safely far away from enemy forces and rain down devastating fire with less risk of being attacked themselves.

Requirements: At least 75 percent of the units in a standard Fire Lance must be of either the Missile Boat or Sniper unit roles.

Ideal Role: Missile Boat

Bonus Ability: At the beginning of each turn, up to half the Fire Lance units (rounded down) may receive the Sniper Special Pilot Ability (see p. 99), which will affect their weapon attacks during that turn. Destroyed or withdrawn units do not count towards the current number of units in the formation.

Variations: There are four primary variants on the basic Fire Lance: Fire Support Lance, Artillery Fire Lance, Direct Fire Lance, and the Anti-Air Lance. All four types are defined below.

FIRE SUPPORT LANCE

Requirements: To serve as a Fire Support Lance, at least 3 units in this formation must possess the Indirect Fire (IF#) special ability.

Bonus Ability: At the beginning of each turn, up to half the Fire Support Lance units (rounded down) may receive the Oblique Attacker Special Pilot Ability (see p. 98), which will affect their weapon attacks during that turn. Destroyed or withdrawn units do not count towards the current number of units in the formation.

ARTILLERY FIRE LANCE

Requirements: To serve as an Artillery Fire Lance, at least 2 units in this formation must have an Artillery (ARTX-#) special ability.

Bonus Ability: At the beginning of each turn, up to half the Artillery Fire Lance units (rounded down) may receive the Oblique Artilleryman Special Pilot Ability (see p. 98), which will affect their weapon attacks during that turn. Destroyed or withdrawn units do not count towards the current number of units in the formation.

DIRECT FIRE LANCE

Requirements: At least 2 units in a Direct Fire Lance must be of Size 3 or larger, and all units in this formation must be able to deliver at least 2 points of damage to their Long-range attack bracket.

Bonus Ability: At the beginning of each turn, up to half the Direct Fire Lance units (rounded down) may receive the Weapon Specialist Special Pilot Ability (see p. 101), which will affect their weapon attacks during that turn. Destroyed or withdrawn units do not count towards the current number of units in the formation.

ANTI-AIR LANCE

Requirements: In addition to the requirements established for the standard Fire Lance, at least 2 units in an Anti-Air Lance must possess the Flak (FLK#), Autocannon (AC#/#/#), or Artillery (ARTX-#) special abilities.

Bonus Ability: At the beginning of each turn, up to half the Anti-Air Lance units (rounded down) may receive the effects of the Anti-Aircraft Specialists Special Command Ability (see p. 102), which will affect their weapon attacks during that turn. Destroyed or withdrawn units do not count towards the current number of units in the formation.

RECON LANCE

Recon Lances use extremely fast units that can rush ahead of the main force, using their speed to scout objectives, evade enemy fire, and harass or flank their opponents. This formation type is particularly useful in campaign settings where intelligence-gathering is important, but can also be useful in standard scenarios.

Requirements: All units in a Recon Lance must possess a minimum Move of 10". At least 2 units in this formation type must also be of the Scout or Striker unit roles.

Ideal Role: Scout

Bonus Ability: At the beginning of play, the Recon Lance's controlling player must choose either the Eagle's Eyes, Forward Observer, or Maneuvering Ace SPAs (see pp. 95, 96, and 97, respectively). Every unit in this Recon Lance receives the chosen SPA.

Note that the abilities chosen at the scenario's start cannot be exchanged for a different ability during the course of the same scenario.

Variations: There are two primary variants on the basic Recon Lance: the Light Recon Lance, and the Heavy Recon Lance. Both types are defined below.

LIGHT RECON LANCE

Requirements: All units in a Light Recon Lance must be of Size 1, with a minimum Move of 12" (with or without jump capability). Furthermore, all of these units must be of the Scout unit role.

Bonus Ability: As per the standard Recon Lance, except each unit may receive a different SPA.

HEAVY RECON LANCE

Requirements: All units in a Heavy Recon Lance must have a Move of 8" of more, with no less than 2 able to move 10" or more (all with or without jump capability). At least 1 unit in this formation type must be of Size 3 or larger.

Finally, at least 2 units in a Heavy Recon Lance must be of the Scout unit role.

Bonus Ability: As per the standard Recon Lance, except that only up to half the units in the Heavy Recon Lance (round up) may receive the chosen SPA.

PURSUIT LANCE

Pursuit Lances are built for a combination of speed and hitting power that can be difficult to ignore. These formations were originally designed as scout-hunters, aimed at chasing down recon units with enough firepower to cripple or destroy them. But after a while, they've also come to be used for "recon in force" operations, where mobility is more critical than firepower.

Requirements: All units in a Pursuit Lance must be of Size 2 or less, and 75 percent of this formation (round normally) must have a Move of 12" or more, regardless of jumping capability. At least 1 unit in the Pursuit Lance must have a Medium-range attack value over 1 point.

Ideal Role: Striker

Bonus Ability: 75 percent of the units in this formation receive the Blood Stalker Special Pilot Ability (see p. 93). The Pursuit Lance may choose an enemy Formation rather than a single unit as the target for the Blood Stalker SPA. If this option is used, all members of the Pursuit Lance must choose the same enemy Formation for the Blood Stalker SPA granted by this ability, and the destruction of the chosen Formation is the only time the Pursuit Lance may change the target of the Blood Stalker SPA, by choosing a new enemy Formation.

Variations: There are two primary variants on the basic Pursuit Lance: the Probe Lance, and the Sweep Lance. Both types are defined below.

PROBE LANCE

Requirements: All units in a Probe Lance must be of Size 3 or less, and 75 percent must have a Move of 10" or more, with or without jump capability. All Probe Lance units must be able to deliver at least 2 points of damage at Medium range.

Bonus Ability: As per the standard Pursuit Lance.

SWEEP LANCE

Requirements: All units in a Sweep Lance must be of Size 2 or less, and have a Move of 10" or more, regardless of jumping capability. All Sweep Lance units must be able to deliver at least 2 points of damage at Short range.

Bonus Ability: As per the standard Pursuit Lance.

COMMAND LANCE

As the name suggests, the Command Lance is a formation built around the force's commander (or his key sub-commanders). As such, this lance is typically filled with a diverse group of capabilities intended to both support and protect their leader on the battlefield.

Requirements: At least one unit in the Command Lance must be designated as either the force commander or a key lieutenant. For the purposes of building a force, these rules recommend that



one unit in the overall combat force be identified as the force's field commander, with no more than 1 sub-commanding lieutenant assigned for every 6 non-infantry units in the entire force. The Command Lance would then be established as the lance in which the senior force commander is assigned, but additional Command Lances can be built around the sub-commanders as well.

In this formation, 50 percent of the units must have one of the following unit roles: Sniper, Missile Boat, Skirmisher, or Juggernaut. One additional unit in the lance must be a Brawler, Striker, or Scout. The unit designated as the commander's unit may be any of the lance's members, including these prerequisite units.

Ideal Role: None.

Bonus Ability: Prior to the beginning of play, half of the units in this formation (round up) receive one of the following Special Pilot Abilities for free (each unit may receive a different SPA): Antagonizer, Blood Stalker, Combat Intuition, Eagle's Eyes, Marksman, or Multi-Tasker (see pp. 92, 93, 93, 95, 97, and 98, respectively).

In addition to this, the commander's unit receives the Tactical Genius SPA (see p. 100). If the Special Pilot Abilities rules are in full effect and the commander already has the Tactical Genius SPA, this ability adds a +1 modifier to the force's Initiative roll results instead (including any rerolls made as a result of the Tactical Genius SPA).

Variations: The only primary variant on the basic Command Lance is the Vehicle Command Lance. This variation is defined below.

VEHICLE COMMAND LANCE

Requirements: As with a standard Command Lance, one unit in the Vehicle Command Lance must be designated as the commander's unit. Apart from this requirement, only one pair of vehicles needs to be of the Sniper, Missile Boat, Skirmisher, or Juggernaut unit roles.

Bonus Ability: As per the standard Command Lance.

SUPPORT LANCE

Dedicated Support Lances are multi-role formations that do not actually excel at any one job, but instead exist mainly to back up other formations.

Requirements: None.

Ideal Role: None.

Bonus Ability: Before the start of play, each Support Lance must designate one other formation type in its army to support. Half of the units in the Support Lance (round down) receive the same SPAs as the supported formation. The Support Lance's number of SPAs received of each type may not exceed the number the supported formation receives, as determined at start of play. If a bonus ability from the supported formation is assigned at the beginning of each turn, the Support Lance must assign them at start of play and may not switch them to another unit during game play. This bonus ability is retained as long as the Support Lance still has three or more active units on the field; they are not lost if the supported lance is reduced below its own ability to retain the bonus ability.

If the Support Lance is supporting a Command Lance, it receives the two SPAs assigned to the Command Lance's non-commander units, assigning one SPA each to any appropriate Support Lance unit. However, the Support Lance does not receive the commander's Tactical Genius Special Pilot Ability.

COMBINED TRANSPORT AND INFANTRY FORMATIONS

A formation may include 'Mechs or vehicles that, in addition to their own combat role, serve as transport for integrated infantry units. The Clans call these formations Novas. ComStar and the Word of Blake use Level IIs with infantry as integrated members. Inner Sphere Houses often have mechanized formations with transport vehicles and infantry working together, and some have even experimented with formations similar to Clan Novas. Regardless of the in-universe name given to the organization, any faction may use either of the combined transport and infantry formation rules.

A Mechanized or Nova formation is built on top of an existing formation for the 'Mechs or other non-infantry units. The Mechanized or Nova formation fulfills the requirements and receives the bonuses for this formation using only its non-infantry members. The existing formation and mechanized and or nova formation each count as separate formations for determining number of formations a force has, or when using Lance/Star Movement (see p. 33).

Requirements: The non-infantry units in the Mechanized or Nova formation must be capable of transporting all the infantry units in the formation simultaneously. This can be from battle armor using the MEC special ability to mount units with the OMNI special ability, battle armor with XMEC mounting 'Mech units, any infantry mounting units with enough IT# special ability, or a combination of those.

Ideal Role: None

Bonus Ability: Choose Either Mechanized or Nova.

Mechanized: Transport units of the Mechanized formation may dismount the infantry units during movement. After dismounting, the transport may continue to use any remaining Move.

Nova: Mounted infantry of this formation may make weapon attacks. These mounted attacks use the attacker movement modifier of the transport and have an additional +2 Target Number modifier for being mounted.

AIR LANCE

The Air Lance is a special Inner Sphere combined-arms formation composed of a lance of BattleMechs and a pair of aerospace or conventional fighters. Like the Nova, this is actually just two formations working in tandem, but serve in many armies as a way of keeping close air support readily available to ground forces.

Composition: A lance of ground units (of any non-infantry type), plus a lance of two aerospace or conventional fighters.

Requirements: Aside from the requirements of the ground unit formation chosen, the two attached fighters must be identical units.

Bonus Ability: No additional bonus ability is granted by this formation; the fighters do not benefit from the bonus abilities gained by the ground units' lance formation, and are not counted towards any of the Air Lance's requirements.



AEROSPACE FORMATION TYPES

Inner Sphere and Periphery squadrons are composed of 3 pairs of aerospace fighters for a total of six aircraft per squadron. The ComStar and Word of Blake factions also use 6-fighter units in their dedicated aerospace lances, which are identified as Level IIs. Among the Clans, an aerospace Star is a formation comprised of 5 pairs of aerospace fighters, for a total of 10 aircraft.

As these particular groupings—squadron, aerospace Level II, and aerospace Star—are roughly on par with each other in terms of capabilities, these are the fundamental formation types that are used for force-building. The following defines the common aerospace formation types used in *Alpha Strike*.

Note that even though most aerospace squadrons, Level IIs, and Stars group their fighters in pairs of identical models, many of the requirements listed for these formation types will likely produce odd numbers of unit types. If players wish to maintain the tradition of keeping their fighters in identical pairs, they may swap out the unmatched pair of fighters in favor of a match that meets the first required criteria in the formation's description.

For example, an Inner Sphere Fire Support Squadron calls for 50 percent of its six fighters to be of the Fire Support role, while the other 50 percent is of the Dogfighter role. The player could accept having 3 Fire Support fighters and 3 Dogfighters, or he could make the squadron with 4 Fire Support fighters and 2 Dogfighters instead.

INTERCEPTOR SQUADRON

Interceptor Squadrons are fast aerospace combat groups meant to deal with opposing aerospace threats before they get too close. Because more emphasis is placed on speed, these squadrons often do not have the firepower or armor for heavy fighting; their goal instead is to deliver the first strike, in an effort to sow chaos in the enemy's ranks or possibly buy time for the heavier fighters to enter the fray.

Requirements: Over 50 percent of the units in an Interceptor Squadron, Level II, or Star must be of the Interceptor unit role.

Bonus Ability: Any units in an Interceptor Squadron with a Move (Thrust) of 9 or less receive the Speed Demon SPA (see p. 99). In addition to this, up to 2 fighters in this squadron may receive the Range Master (Long) SPA as well.

AEROSPACE SUPERIORITY SQUADRON

The Aerospace Superiority Squadron is the Battle Lance of the skies. Intended primarily to engage and defeat opposing aerospace units, these fighters combine an ideal mix of speed, firepower, and armor.

Requirements: Over 50 percent of the units in an Aerospace Superiority Squadron, Level II, or Star must be of the Interceptor or Fast Dogfighter unit roles.

Bonus Ability: Prior to the start of the scenario, select up to 50 percent of the units in the Aerospace Superiority Squadron and assign up to 2 of the following SPAs to those fighters (in any combination): Blood Stalker (see p. 93), Ride the Wash (see p. 98), Hot Dog (see p. 97).

FIRE SUPPORT SQUADRON

Fire Support Squadrons are the aerospace formations best suited for ground attack operations, but thanks to their emphasis on long-range weapons, they can often double as back up for interceptors and strike fighters as well.

Requirements: At least 50 percent of the units in a Fire Support Squadron, Level II, or Star must be of the Fire Support unit role. The remainder must be of the Dogfighter unit role.

Bonus Ability: Prior to the start of the scenario, choose 2 pairs of fighters in the Fire Support Squadron and assign one of the following SPAs each to each pair: Golden Goose (see p. 96), Ground Hugger (see p. 96), Hot Dog (see p. 97), or Shaky Stick (see p. 99). The two selected fighter pairs may not receive the same SPA (e.g. if one pair of fighters is assigned the Shaky Stick SPA, the second pair may not also receive Shaky Stick SPA.)

STRIKE SQUADRON

The Strike Squadron is a formation well suited for close air support and air-to-ground operations alike. Units in these squadrons tend to feature modest speed and maneuverability, combined with potent firepower and reliable armor protection. Because units loaded for ground-attack missions are often at a disadvantage against air-superiority fighters, these squadrons often divide their fighters between ground-support and anti-air duties.

Requirements: Over 50 percent of the units in a Strike Squadron, Level II, or Star must be of the Attack or Dogfighter unit roles.

Bonus Ability: Up to 50 percent of the units in this formation may receive the Speed Demon SPA (see p. 99). The remaining fighters receive the Golden Goose SPA (see p. 96).

ELECTRONIC WARFARE SQUADRON

Electronic Warfare Squadrons are formations dedicated to supporting a force's efforts to disrupt enemy communications while simultaneously defeating hostile ECM. While the high speed nature of aerospace units tends to make such benefits transitory at best, the right burst of scrambled signals in combat can severely destabilize an enemy force.

Requirements: Electronic Warfare squadrons do not have a unit role requirement, but over 50 percent of the fighters in an EW squadron, Level II, or Star must possess one or more of the following special unit abilities: PRB, AECM, BH, ECM, LPRB, LECM, LTAG, TAG, or WAT.

Bonus Ability: This squadron type receives the Communications Disruption Special Command Ability (see p. 103), enabling it to disrupt the communications between the units of one randomly-determined enemy lance or squadron on a 1D6 roll of 6. This disruption roll is made at the start of the EW Squadron's turn, and persists for one turn only. If the full Special Command Abilities rules are in use and the EW Squadron is part of a force that already has the Communications Disruption SCA, the EW Squadron gain the ability to decide which enemy lance or squadron is affected by the disruption, rather than resolving its victim randomly.

Note that ground units can only suffer Communications Disruption effects if the EW squadron has a unit currently flying over the map where the ground units are operating.



TRANSPORT SQUADRON

Unlike the other squadron types discussed above, Transport Squadrons are aerospace formations that are built around large airborne or aerospace units built for heavy cargo or troop transport. Fighters operating as part of a Transport Squadron often assume the role of escorts, while the typically-larger aerospace craft are used to ferry materiel to, from, or through the battle zone.

Because they carry precious cargo, these squadrons often avoid aerospace engagements, relying instead on interceptors and aerospace superiority forces to clear the skies first. But sometimes that plan does not survive contact with the enemy.

Requirements: This special formation is one of the few that may be made up of support aircraft (such as airships and fixed-wing support vehicles), conventional fighters, aerospace fighters, Small Craft, and/or DropShips. To qualify as a Transport squadron, Level II, or Star, at least 50 percent of the units in this formation must be of the Transport unit role.

Bonus Ability: Choose one of the following SPAs and apply it to all of the units in this squadron that are of the Transport unit role: Dust-Off (see p. 95), Ride the Wash (see p. 98), or Wind Walker (see p. 101).

COMPANIES, BINARIES AND BEYOND

As shown in the Standard Force Organization Schemes Table (see p. 113), the various lance-sized formations described in the preceding pages (and their Clan/ComStar/Word of Blake equivalents), are the building blocks that are then used to create larger forces. Lances combine to form companies, which in turn make up battalions, then regiments, then brigades. Clan Stars and Novas combine to create formations called Binaries, Trinaries, and Supernovas, which in turn combine to form Clusters, and then Galaxies. ComStar and Word of Blake Level IIs combine with other Level IIs to form Level IIIs (battalions), Level IVs (divisions), and Level Vs (armies).

Much as the various lance types have been presented as having their own mission roles, these larger formations may be specialized toward a given mission type, simply by dominating its makeup with the desired lance specialty. Whole companies and Trinaries, for instance, can be built to serve as Fire Support forces by merely having more Fire Lances and Stars in their total force than any other formation type. If a little more variety is desired, some of the incorporated lance formations may be variants of the same type—so the Fire Support Company may have one standard Fire Lance, and an Anti-Air Lance with a Recon Lance (rather than just two Fire Lances and a Recon Lance).

COMPANY COMPOSITION

CORE GROUND FORCE	
0–1	Command Lance
0–2*	Support Lances
1–4	Battle Lances
	Assault Lances
	Striker Lances
	Fire Lances
	Recon Lances
	Pursuit Lances
DETACHMENTS	
0–6	Conventional Infantry Platoons
0–4	Battle Armor Squads
0–3	Vehicle Lances**
0–1	Aerospace Squadron

Note: An Inner Sphere or Periphery company is composed of 2-4 lances total, and may be supported by other forces (detachments). Lances listed also include the Air Lance variant.
* Only 1 Support Lance per 1 core non-Support Lance.
** Or BattleMech lances if Core Ground Force is composed of vehicle lances.

BINARY/TRINARY COMPOSITION

CORE GROUND FORCE	
0–1	Command Star
0–1	Support Star
1–3	Battle Stars
	Assault Stars
	Striker Stars
	Fire Stars
	Recon Stars
	Pursuit Stars
DETACHMENTS	
0–5	Battle Armor Points
0–1	Vehicle Stars
0–1	Aerospace Star

Note: A Clan Binary is composed of 2 stars total; a Clan Trinary is composed of 3 stars total; may be supported by other forces (detachments). Stars listed also include the Nova variant; 2 Novas form a Supernova Binary, 3 Novas a Supernova Trinary.

BATTALION COMPOSITION

CORE GROUND FORCE	
0–1	Command Lance
3–4	Ground Force Companies
DETACHMENTS	
0–6	Conventional Infantry Companies
0–4	Battle Armor Platoons
0–3	Vehicle Companies*
0–3	Aerospace Squadrons

Note: An Inner Sphere or Periphery battalion is typically 9-13 lances total, and may be supported by other forces (detachments).
* Or BattleMech companies if Core Ground Force is composed of vehicle companies.

CLUSTER COMPOSITION

CORE GROUND FORCE	
3–5	Binaries and/or Trinaries
DETACHMENTS	
0–2	Battle Armor Stars
0–3	Vehicle Stars
0–3	Aerospace Stars

Note: A Clan Cluster is typically 3-5 Binaries and/or Trinaries in total (including Supernova Binaries and Trinaries), and may be supported by other forces (detachments).

LEVEL III COMPOSITION

CORE GROUND FORCE	
0–1	Command Level II
0–1	Support Level II
4–6	Battle Level II
	Assault Level II
	Striker Level II
	Fire Level II
	Recon Level II
	Pursuit Level II
DETACHMENTS	
0–3	Aerospace Level IIs

Note: A Level III is composed of 6 Level IIs. Depending on the chosen Point Value Total and size of the opposing force, it may be necesarry to build up to 2 Level IIIs.

FORCE BUILDING



SCENARIOS



The following are several basic scenario types players can use to add some more variety to their *Alpha Strike* games. These scenarios are written to work primarily for stand-alone games, but can be easily adapted for use in ongoing campaigns (such as the *Chaos Campaign System* found in *Campaign Operations*, pp. 156-182) as an alternative to simple last-man-standing slugfests, reflecting more tactical mission types.

GENERAL SCENARIO RULES

Each of the scenarios presented here will include a brief description of its nature, including a basic guide for setting up the map, deploying forces, and balancing forces for play. Many scenarios will also feature special rules or victory conditions that represent the unique tactical considerations the players must keep in mind throughout the battle. As written, these scenario rules presume that the players will have access to a terrain table area at least 36 inches wide and 48 inches long, but the rules will generally work regardless of table size.

For maximum enjoyment, it is recommended that players use armies of battalion size or smaller, giving each force a strength of roughly 40 units.

FORCED WITHDRAWAL

The scenarios presented here are ideal for pick-up games, where every combat unit can fight to its demise without lasting consequences. Players who prefer a more realistic portrayal of combat—or whose forces are engaged in a longer campaign of interlocking scenarios—should consider using the forced withdrawal rules instead.

A unit that has taken crippling damage will begin to retreat. The unit must move its full movement towards its home map edge. It may use jumping or sprinting movement but is not required to do so. The unit may move around terrain that is prohibited or would cause damage to the unit and the unit may choose any facing at the end of each movement. Once it reaches the home map edge, the unit retreats from battle and is removed from the game.

CRIPPLING DAMAGE

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

- The unit has no Armor remaining and has been reduced to half its starting Structure value (rounded up). If the unit possesses only 1 point of Structure to begin with, it begins retreating as soon as it loses all of its Armor.
- The unit has been reduced to a damage value of 0 for all Medium- and Long-range attacks. This condition does not apply if the unit began the scenario with a damage value of 0 at Medium and Long range.
- The unit has been immobilized through damage, critical, and/or motive hit effects.

KILL SCORING

In most of the scenarios provided here, victory conditions will be established to determine which side wins the battle, and—where appropriate—by how much. If an additional quality-of-victory standard is needed, kill scoring is a common practice valid for virtually all of these mission types. The kill scoring systems offered below—both Basic Kills and Point Value Kills—replace the standard victory points system presented on page 31, and are awarded only to the side that scores the kills. (Thus, under these systems, a force that loses units to enemy fire will not suffer point loss for the casualties; it simply compares its kills to those of the enemy to determine who did better.)

Both of the kill scoring systems presented here are intended to work with any Victory Points awarded for each of the scenarios appearing in this chapter. Players may choose either kill scoring system, as they see fit, but should apply the same system to all sides for the scenario in question. Whichever system is used, simply add together the Victory Points awarded for each kill as appropriate, and combine that sum with the Victory Points awarded for the scenario itself. Whichever force attains the highest final score thus achieves the highest quality of success.

BASIC KILLS

Under the "basic kills" scoring approach, each destroyed unit is worth a set number of points based on its unit type, regardless of size and combat features. Destroying a unit awards VP to the force that delivers the damage which destroys it. The Victory Point values for each unit type under this system are listed in the Basic Kill Scoring Table.

Retreating and Abandoned Units: Units that retreat from a scenario award no VP to the opposing side, but if the unit is crippled before it can exit the map area, and its crew are forced to bail out, the opposing force may treat that unit as a successful kill.

Accidental Kills and Self-Destruction: If a unit destroys itself accidentally or deliberately destroys itself in any fashion, award half of its basic kill VP (rounded normally) to the opposing force.

POINT VALUE KILLS

If players wish to better account for the finer details of their kills, to better reflect the difference between destroying a relatively weak unit compared to a much more powerful one, they may instead substitute the unit's base Point Value for the VPs awarded under the basic kill scoring method. Do not apply Skill multipliers to the unit's PV when applying them to the kill scores under this method.

As with the basic kill scoring method, units that manage to retreat before they can be crippled or destroyed award their opponents no Victory Points, while units that manage to self-destruct or accidentally destroy themselves will award half of their PV (rounded normally) to the opponent's Victory Points.

INCORPORATING SCENARIOS INTO A CAMPAIGN

Although the scenarios presented here are written for stand-alone play, they can also be integrated into ongoing campaigns, if the players wish.

Furthermore, it is important to remember that a key difference between campaign games and pick-up scenarios is that forces can easily grow increasingly imbalanced over time. As the opposing armies consume resources, suffer casualties, and capture salvage, the campaign forces that survive to pick up the pieces will likely grow stronger and better as each mission goes by. Players can either choose to offset any imbalance by simply granting a boon to the opposing forces when they face the players, or they can accept that some missions just might become a virtual cakewalk to the improved and experienced forces.

Campaigns of any type will also tend to rely on a certain amount of player-created narrative to guide them, and what kinds of scenarios might best follow the ones fought before. Because of this, it is advised that any campaign play pits the majority of the players in one side or army, with their opposition run by an impartial "game master" whose role is merely to create and run opposing forces custom-designed to challenge the players while maintaining the campaign narrative.

BASIC KILL SCORING TABLE

Unit Defeated	VP Awarded
BattleMech	5
IndustrialMech	3
ProtoMech	3
Combat Vehicle	3
Support Vehicle	2
Battle Armor	2
Conventional Infantry	1
Aerospace Fighter or Small Craft	5
Conventional Fighter	3
DropShip	10
JumpShip or Space Station	25
WarShip	500

SCENARIO TYPE: STAND-UP FIGHT

The stand-up fight is the most basic of all scenarios. In this battle, the victory condition is simple: the last player's force still on the field when all other opponents have been destroyed or withdrawn wins. This scenario types can be played with or without Forced Withdrawal rules in play, at the mutual agreement of the players involved.

SET-UP

A Stand-Up Fight can be set up on any map layout desired. Players should take turns laying out an equal number of terrain features, leaving sufficient room for their units to maneuver and deploy.

This scenario type is ideally played by two opposing forces or sides, but more can be added, so long as no two deployment zones lie within 24 inches of each other.

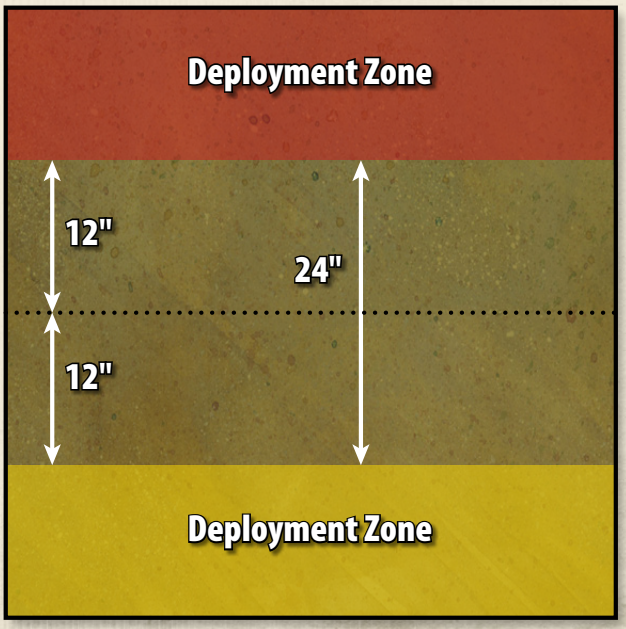
Deployment Zones: The forces in a Stand-Up Fight scenario begin play along the edges of the map, with each player's force designating a single deployment zone on the "home edge" of his choice. If only two opposing forces or sides are in play, the home edge for each side must be located on the map edges opposite of one another. If more than two opposing forces or sides are playing, any home edge may be selected by the various forces.

When placing units in their deployment zones, be sure that no opposing units begin play at a distance of less than 24 inches from each other.

FORCE COMPOSITIONS

If played as a pick-up game, all forces involved in a Stand-Up Fight should be balanced, both in unit numbers and total PV.

If played as part of a campaign, the amount of forces and PV deployed are up to the players' discretion.



• STAND-UP FIGHT SETUP DIAGRAM •

SPECIAL GAME RULES

There are no special game rules for this scenario. It's a straight fight.

VICTORY CONDITIONS

In a Stand-Up Fight, victory is awarded to the last force with active units left in the field. If players are interested in measuring the quality of their victory, use either of the scoring methods described under the *Kill Scoring* rules (see p. 127).

When using kill scoring rules, apply an extra 1,000 Victory Points to whichever force still has active units on the map at the end of the scenario, to reflect their decisive achievement of the primary mission objective.

VARIATIONS

Stand-Up Fight scenarios are so basic that they lend themselves to any number of modifications, based on player preference. The following is just one distinct option.

Crush the Head: For this scenario variation, one unit on each side must be designated as that force's commander. Instead of battling each other to near extinction, this scenario ends when only one force's commander is left alive.

In this variation of the Stand-Up Fight, destroying an opponent's commander awards 500 Victory Points to the force that makes the kill, plus any points awarded for other kills. An additional 500 Victory Points is awarded to the force whose commander is the last one standing.

For added complexity, the players controlling each force may choose to keep the identity of their commander's unit to themselves, forcing the opposing forces to hunt for the commander. When using this option, a commander can be exposed if a unit equipped with some kind of active probe (BH, PRB, LPRB, WAT, and so forth) comes within its probe range and conducts a scan instead of attacking. Otherwise, the only way to "find" the commander will be to make educated guesses and/or destroying enemy units in the hopes that one of the first kills will be the desired target.

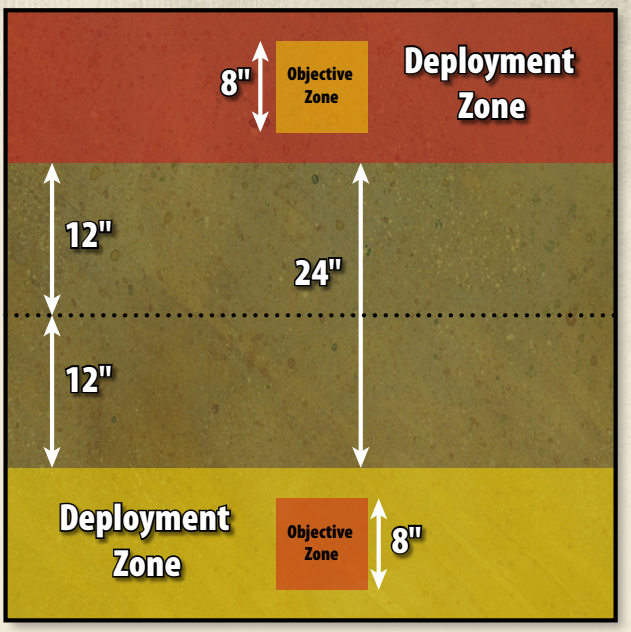
SCENARIO TYPE: CAPTURE THE FLAG

Capture-the-Flag (CTF) scenarios represent a variety of missions in which the essential goal is not so much about destroying the enemy as it is about seizing and escaping with an asset of tactical or strategic value. In realistic terms, the objectives could be anything from a cache of weapons and equipment to a VIP or even an actual flag.

Whatever the actual objective represents, the force which manages to capture its enemy's "flag" and then return it safely to their own lines before its enemies can do the same wins this scenario.

SET-UP

A capture-the-flag can be set up on any map layout desired. Players should take turns laying out an equal number of terrain features, leaving sufficient room for their units to maneuver and deploy. In addition to this, a 2" diameter objective marker must be placed at (or within 4 inches of) the center of each side's deployment zone. As this marker represents that side's flag, it should have a marking or color distinctly different from the opposing flag.



• CAPTURE THE FLAG SETUP DIAGRAM •

This scenario type is best played by only two opposing forces or sides.

Deployment Zones: The forces in a CTF game begin play along the edges of the map, with each player's force designating a single deployment zone on the "home edge" of his choice. The two opposing forces must declare their home edges on the map edges directly opposite of one another.

Deployment zones, as mentioned above, must include a 2" objective marker for that force's flag. When placing units in their deployment zones, be sure that no opposing units begin play at a distance of less than 24 inches from each other.

FORCE COMPOSITIONS

In a CTF game, all forces should be balanced, both in unit numbers and total PV. The recommended force size for a flag capture scenario is company size (roughly 12 units) or smaller, as larger forces will tend to make the scenario too easy to resolve.

If played as part of a campaign, the amount of forces and PV deployed are up to the players' discretion.

SPECIAL GAME RULES

The following special game rules apply for this scenario:

Flag Capture: In order to capture a flag, the unit must be capable of picking up external cargo in some fashion. The act of picking up and dropping the flag uses the rules for External Cargo (see p. 163), and the flag is considered to have a Size class of 1 for the purposes of those rules. A unit can carry only one flag objective at a time.

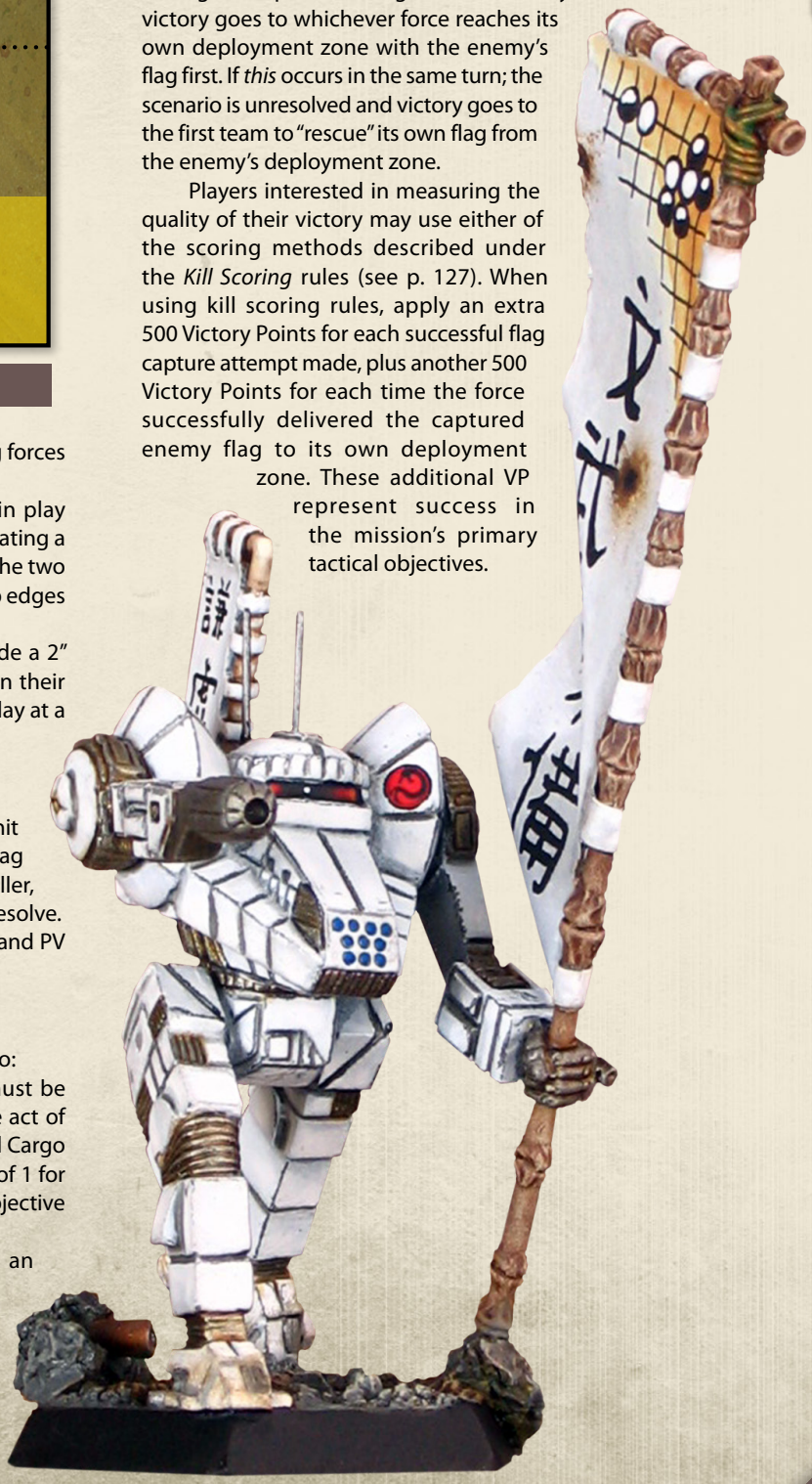
If this is a simple pick-up game, treat the flag as an indestructible item that is too insubstantial to suffer damage or block incoming attacks. If a unit is destroyed while carrying the flag, the flag remains at the destroyed unit's position until it can be retrieved by another unit.

If the scenario is taking place as part of a campaign where the flag represents a more tangible objective, its properties (including Size) must be determined at the players' discretion.

VICTORY CONDITIONS

In a flag-capture scenario, victory is awarded to the force that successfully takes its opponent's flag and returns it to its own home edge, without losing its own flag in the process. If both forces manage to capture the flags simultaneously, victory goes to whichever force reaches its own deployment zone with the enemy's flag first. If *this* occurs in the same turn; the scenario is unresolved and victory goes to the first team to "rescue" its own flag from the enemy's deployment zone.

Players interested in measuring the quality of their victory may use either of the scoring methods described under the *Kill Scoring* rules (see p. 127). When using kill scoring rules, apply an extra 500 Victory Points for each successful flag capture attempt made, plus another 500 Victory Points for each time the force successfully delivered the captured enemy flag to its own deployment zone. These additional VP represent success in the mission's primary tactical objectives.



VARIATIONS

Capture the Flag scenarios can be modified in a number of ways, based on player preference. The following options demonstrate a few key modifications that can increase the challenge level of a typical CTF scenario.

Only One Flag: In this variation of the CTF scenario, there is only one flag on the entire map, and it begins the scenario at the very center of the map. In this scenario, the winning team is the one that successfully captures the flag and returns it to its deployment zone.

Many Flags!: The polar opposite of the Only One Flag variation, this CTF scenario places up to 3 flags on the map for each side to capture, with only one per side placed in their deployment zones. (The other flags must be placed in the central region of the map, with no flag of any side located within 8 inches of another one or a unit's starting position.) Victory in this scenario only occurs when one team has captured and returned to its deployment zone all of its opponent's flags.

Extraction Mission: In this variation, only one side—identified as the Attacker for this scenario—needs to capture the opponent's flag (making the opposing side the Defender). In this CTF scenario, the Attacker's force wins only by capturing the flag and returning it to its deployment zone. The Defender's force wins by preventing this—likely by destroying or crippling all Attacker units.

To make the Extraction Mission a true challenge, place two or more flags in the Defender's deployment zone for the Attacker to capture, or increase the Defender's force by up to 25 percent over that of the Attacker's.

SCENARIO TYPE: KING OF THE HILL

In a King of the Hill scenario, opposing forces battle to seize and control a vital piece of territory for as long as they possibly can. Despite the name, the "hill" is a stationary objective that both sides must vie for, and secure uncontested access to. This timed event can represent an effort to hold a strategic resource long enough to call for reinforcements, or secure a landing zone until a rescue DropShip arrives.

Whatever the actual objective represents, the force which manages to take and hold the objective position—*and* keep all enemies away from it—for the longest period of time wins this scenario.

SET-UP

A King of the Hill scenario can be set up on any map layout desired (a hill is not necessarily required, but can be a nice touch). Players should take turns laying out an equal number of terrain features, leaving sufficient room for their units to maneuver and deploy. In addition to this, a 2" diameter objective marker must be placed at (or within 4 inches of) the center of the map area. This marker represents the key position that both sides are seeking to control.

This scenario type is best played by only two opposing forces or sides, though more can be added for a truly chaotic fight.

Deployment Zones: The forces in a King of the Hill game begin play along the edges of the map, with each player's force designating a single deployment zone on the "home edge" of his choice. The two opposing forces must declare their home edges on the map edges directly opposite of one another. If more than two opposing forces or sides are play, any home edge may be selected by the various forces.

When placing units in their deployment zones, be sure that no opposing units begin play at a distance of less than 24 inches from each other.

FORCE COMPOSITIONS

In a King of the Hill game, all forces should be balanced, both in unit numbers and total PV.

If played as part of a campaign, the amount of forces and PV deployed are up to the players' discretion.

SPECIAL GAME RULES

The following special game rules apply for this scenario:

Holding Ground: In order to capture and hold the objective, a unit must be in base contact with the objective marker for an entire turn, with no hostile units coming into base contact in that time. While "holding" the objective in this fashion, the unit may make weapon and physical attacks as desired, but it cannot move out of contact with the objective marker. (This makes the unit or units holding the marker a virtual sitting duck for enemy fire.)

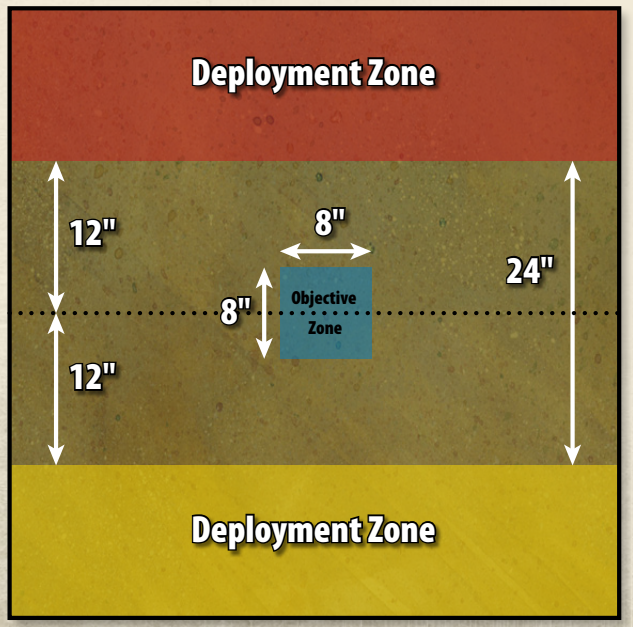
If a hostile unit comes into contact with the objective marker, the position is considered contested, and will remain so until only units from one side are holding it again.

For the purposes of this scenario, units may not stand directly upon the objective marker (to avoid concealing it from view), nor can they destroy the position in an effort to deny it to the enemy.

Timed Play: King of the Hill scenarios are not decided by kills, but by holding the objective for the longest amount of time. Since this does not require forces to slaughter each other—indeed, the scenario can become unwinnable if the players' forces bleed each other too much—this scenario type instead has a predefined time limit of 12 turns.

VICTORY CONDITIONS

In a King of the Hill scenario, victory is awarded to the force that holds the objective longest amount of time, with an extra bonus



• KING OF THE HILL SETUP DIAGRAM •

to whichever force controls the objective by the end of the final turn. To measure this, every turn in which a player's force holds the objective marker unopposed, that force receives 100 Victory Points (regardless of the number of allied units that hold the position). In addition, whichever force holds the objective at the end of the scenario's final turn will receive 200 Victory Points.

Players interested in measuring the quality of their victory may use either of the kill scoring methods described earlier (see p. 127). All kill scoring applies in addition to those added up for objective control (which measure success in the mission's primary tactical objective).

VARIATIONS

King of the Hill scenarios can be modified in a number of ways, based on player preference. The following options demonstrate a few key modifications that can increase the challenge level of a typical King of the Hill scenario.

Domination!: In this variation of the King of the Hill scenario, the map is divided into sectors, at the center of which is an objective marker that must be taken and held. This scenario version is not timed; instead of racing the clock, the scenario concludes only at the end of any turn where all markers have been captured by one side or another.

The scoring for a Domination scenario also differs from the standard King of the Hill game, awarding 200 VP to each side per captured objective marker, plus any kill scoring options chosen. Whichever force holds the most objective markers at the end of the scenario earns an additional 300 Victory Points.

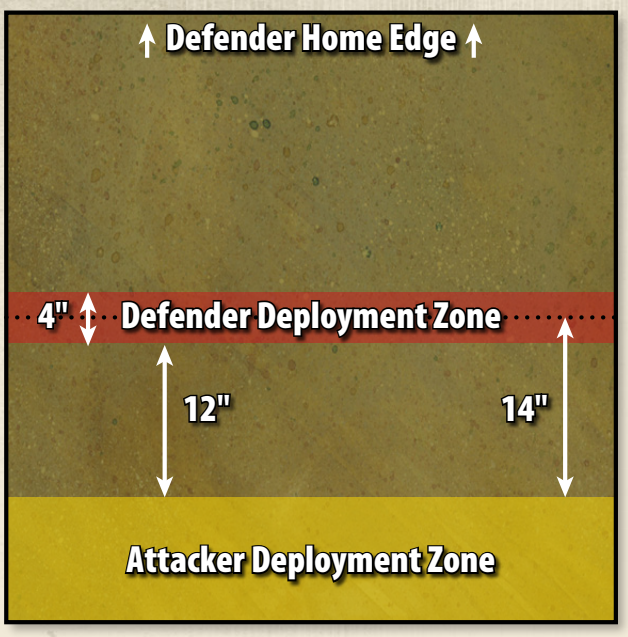
Hold them Off!: This variation on the King of the Hill scenario establishes one side as the Defender and the other as the Attacker. It is thus highly recommended that this be a two-sided mission. Here, the Defender's forces begin play within 6 inches of the objective marker's position, instead of a deployment zone on the opposite map edge from the Attacker. The Attacker's force begins play with half of its units in deployment zones on opposing map edges.

In this scenario variation, the Defender wins by holding back the Attacker's force for as long as possible, receiving 100 VP for every turn in which the Attacker has not managed to capture and hold the objective. The Attacker, meanwhile, wins—and ends the scenario—the moment its units can hold the objective marker uncontested for at least 3 consecutive turns. For each turn the Attacker does so, its force earns 300 Victory Points.

To make the Hold them Off mission a true challenge, place two or more objective markers in the central area of the map, which the Defender must cover, or increase the Attacker's force by up to 25 percent over that of the Defender's.

SCENARIO TYPE: HOLD THE LINE

In a Hold the Line scenario, one force acts as the Defender, whose mission is to oppose an incoming wave of Attacker units, and prevent them from escaping the map via the Defender's home edge. This scenario type can represent the Attacker's attempt to escape a trap by breaking through a weak point in an enemy army's encirclement, or a determined effort by the Defenders to protect a static position such as a city, field base, or landing zone that lies just beyond the map from the attacking horde. (Because of its nature, this scenario is often known as a Breakthrough scenario by the Attacker's side.)



• HOLD THE LINE SETUP DIAGRAM •

Regardless of what the objective means in the context of the scenario or campaign, the Attacker's force wins if it can penetrate the Defender's line and reach the deployment zone along the Defender's home edge, while the Defender's force wins if it can prevent this from happening and repel the Attackers.

SET-UP

A Hold the Line scenario can be set up on any map layout desired. Players should take turns placing an equal number of terrain features, leaving sufficient room for their units to maneuver and deploy. Additional terrain should be added along whichever sides of the map are *not* selected to act as the players' home edge.

This scenario type is best played by only two opposing forces or sides.

Deployment Zones: The home edges for both sides in a Hold the Line game are set along opposing edges of the map, as usual. The Attacker's force will begin play within its deployment zone.

The Defender's force, however, begins play in the *middle* area of the map, within 2 inches of the map's center-line, parallel to both sides' home edges. This is one of the rare times in which a force will be deployed outside of its own home edge.

As mentioned above, the map edges not designated to serve as a deployment zone for either side should feature additional terrain features, to discourage movement at those edges. These restrictive features should preferably consist of hills, water, heavy woods, or heavy jungle terrain.

No opposing units may begin play at a distance of less than 12 inches from each other.

FORCE COMPOSITIONS

In a stand-alone Hold the Line game, the Defender's force may receive up to 25 percent more units (with a corresponding increase in total PV) than the Attacker's force.

If played as part of a campaign, the amount of forces and PV deployed are up to the players' discretion.

SPECIAL GAME RULES

The following special game rules apply for this scenario:

No Flankers Allowed: Even if no additional terrain is placed along the non-home edges of the map, neither force in this scenario type may exit the map from these edges for any reason, even if using special command abilities such as Off-Map Movement (see p. 106). The very nature of this scenario type is such that the Attacker's force *must* force its way through the Defender's line in order to achieve its victory.

VICTORY CONDITIONS

Players may use whichever kill scoring rules they like to track Victory Points for kills in this scenario. In addition to this, any of the Attacker's units that successfully reaches the opposing force's deployment zone may retreat from the board in the following Movement Phase. Doing so before being destroyed or crippled will award the Attackers 100 Victory Points per escaping unit.

If, for any reason, an Attacker's unit retreats from the map via its own home edge (instead of the Defender's home edge), the Defenders will receive 100 VP for the retreating enemy unit.

The scenario ends when the Attackers have either all been destroyed or otherwise removed from play. The Attackers receive an extra 500 VP if at least half of their starting force successfully escapes the map via the enemy's deployment zone. Otherwise, the Defenders receive 500 VP for successfully minimizing the number of escaping enemy units.

VARIATIONS

A Hold the Line scenario can be modified in a number of ways, based on player preference. The following options demonstrate a few key modifications that can increase the challenge level for this scenario type.

Retreat is Not an Option: Most of the scenarios presented in this chapter recommend using the Forced Withdrawal rules to more realistically simulate human survival instincts and a preference for saving equipment and manpower to fight another day. But this scenario type lends itself well to a much more desperate narrative—so much so that, at the players' discretion, one side or the other may fight as though their back is against the wall, and there is nowhere left to run to if the mission fails.

To reflect this, choose one player whose side will act as the "desperate" force. The units of this side will ignore Forced Withdrawal rules, regardless of the damage sustained, including similar effects caused by any special supplemental rules in play (such as *Morale*, see p. 169).

Timed Play: For an extra bit of pressure, Hold the Line scenarios may also introduce a time limit on the action, representing the narrowing window in which one side or the other may continue to do battle before opposing reinforcements or rescue ships arrive. In this variation's case, the scenario runs for 3 turns of play for every lance in the Attacker's force. At the end of this time, the force which has the highest VP score—both for kills and for managing (or preventing, as appropriate) successful escapes from the map—will win the scenario.

Chase: In the Chase variation of this scenario, the Defender's challenge level becomes much greater. Here, the Attacker's force begins play in the middle of the map, facing the Defender's home edge, while the Defender's force actually starts play in the *Attacker's* deployment zone, facing the Attacker's units—because they are giving chase.

In this scenario variation, the mission goals and scoring remains the same: the Attackers must escape the map through the Defenders' home edge, while the Defenders must prevent this. But here, because the Defenders are actually in pursuit, the Attacker must treat the Defender's edge as the only viable escape route, even if forced to withdraw. In addition to this, the Defenders' force may begin play with up to 50 percent more units than the Attacker possesses.

SCENARIO TYPE: RECONNAISSANCE

In a Reconnaissance scenario, an attacking force must search a designated series of target structures for hidden resources, personnel, or other vital strategic assets—while trying to avoid getting shot to pieces by the defenders in the area. This scenario type has a similar layout and deployment style as the King of the Hill scenario (see p. 130), except that it essentially requires the presence of buildings—all of which can be destroyed in the course of the scenario.

In this mission, the Attacker wins if it can successfully scan all of its objectives before all of its units can leave the map, while the Defender wins if it can prevent this.

SET-UP

The Reconnaissance scenario can be set up on any map layout desired, except that the center area of the map must feature a number of buildings or other structures that will serve as the objectives of this event. At least 1 building should be placed in this region for every lance of ground units in play—on both sides. These buildings must be arranged within no more than 12 inches of the map's center, with no two buildings placed closer together than 2 inches. No Attacker unit may begin play within 12 inches of the nearest building.

The buildings may be arranged by the Defender alone, or each player may take turns setting them up, but only the Defender may identify the CF values of each building (within a minimum and maximum CF of 1 to 12). In addition to this, the Defender must secretly note up to 6 buildings as having a valuable objective within it.

This scenario type is best played by only two opposing forces or sides.

Deployment Zones: The Attackers may place their units within their deployment zone, but may not place any unit within 12 inches of the nearest building.

The Defenders treat the opposing map edge to the Attackers as their home edge for withdrawal purposes, but may deploy within 2 inches of any building anywhere on the half of the map closest to their home edge.

Be sure that no opposing units begin play at a distance of less than 12 inches from each other.

FORCE COMPOSITIONS

In a Reconnaissance game, all forces should be balanced, both in unit numbers and total PV. This includes any and all units that deploy as hidden units on the map.

If played as part of a campaign, the amount of forces and PV deployed are up to the players' discretion.

SPECIAL GAME RULES

The following special game rules apply for this scenario:

Hidden Objectives: Up to 6 buildings on the map must contain an objective secretly noted by the Defending player. Objectives are revealed either by a successful scan by an Attacker unit, or upon the destruction of the building in which it is hidden (by any side).

To successfully scan a building, an Attacker unit must either end its Movement Phase in contact with the building and spend the Combat Phase scanning (in which case the unit cannot make any weapon attacks of its own), or by coming within range of any active probes it carries (including LPRB, PRB, BH, or WAT specials) and making a successful scanning "attack" against the building (use the standard weapon attack rules for this scanning "attack", including modifiers for range, attacker's movement, and intervening terrain, but ignore the building's immobile target modifier). Once a building is successfully scanned, the Defender *must* reveal if it has a hidden objective within. If hostile ECM capable of blocking the active probe type used for such a scan is within range to do so, the scan will fail automatically.

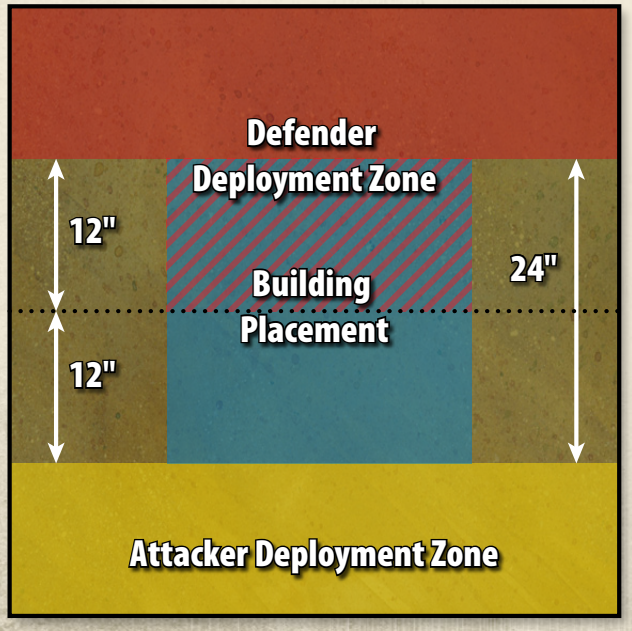
If a building is destroyed for any reason before an objective hidden within can be revealed, the Defender must also reveal the objective, but the Attackers only receive victory credit for the now-destroyed objective if the building was intentionally destroyed by their opponent.

Buildings: The urban sprawl in the center of this map follows all of the *Buildings* rules found on page 72. As noted above, these buildings may be of any CF from 1 to 12. The buildings can be attacked and destroyed per the normal rules, but doing so risks destroying any undiscovered objectives within.

EMI Effects (Optional): At the players' option, this scenario can be made even more challenging by adding the Electromagnetic Interference (EMI) environmental condition to the battlefield. If this rule is used, all units will experience the effects of EMI (see p. 62) if they come within 2 inches of any building. EMI also negates the ranged-scanning ability of all active probe special abilities, and doubles the range effect of any ECM special abilities used from inside an EMI field.

VICTORY CONDITIONS

In a Reconnaissance scenario, the Attacker receives Victory Points for successful scans that reveal a hidden objective, or for any hidden objectives that are revealed when the building in which



• RECONNAISSANCE SETUP DIAGRAM •

they are hidden is intentionally destroyed by the Defender. Each objective revealed in this manner awards 100 VP. An additional 500 VP are awarded if, after revealing all objective markers, the Attacker then manages to withdrawal at least one lance of units from the battlefield via his home edge. This represents the Attacker being able to get the recon data safely back to friendly lines, translating to a complete tactical victory.

If the Defenders successfully prevent the Attackers from completing all of their goals (including the successful withdrawal of a lance of Attacker forces), the Defenders' force receives 1,000 Victory Points. The Defender also receives 100 VP for any buildings destroyed by the Attackers before an objective hidden within can be revealed.

Players interested in measuring the quality of their victory may use either of the kill-scoring methods described earlier (see p. 127). All kill scoring applies in addition to those VP added up as above.

VARIATIONS

Reconnaissance scenarios can be modified in a number of ways, based on player preference. The following options demonstrate a few key modifications that can increase the challenge level of these missions.

Deadly Hide and Seek: In this variation of the Reconnaissance scenario, some of the buildings also contain a surprise in the form of defending combat units hidden inside them. Under this rule, the Defenders set aside one-third of their total force and deploy these unit using the *Hidden Units* rules (see p. 168) in and about the central urban area on the map, preferably within buildings of equal or greater height. These hidden units may reveal themselves at any time by moving or delivering attacks—or wait until an enemy unit detects them by a successful scan of their position.

The mission objectives and scoring for this scenario variation remain the same as the standard Reconnaissance mission.

Easter Egg Hunt: In this scenario variation, the Defenders receive the same deployment rules as the Attacker, as must begin play within a deployment zone along their own home edge, no closer than 12 inches to the nearest building or hostile unit. In this variation, both forces' controlling players must secretly note 6 buildings as having an objective that their opponent may scan for, and both must then race to discover the objectives their enemies have secretly noted before the opposition can.

Only an objective placed by the opposing side will earn a force any Victory Points if it is discovered properly (i.e. by successful scanning or destruction of the objective's building by deliberate enemy action); a force cannot "discover" the objectives it has placed for its opponent. The first side to successfully reveal all of the objectives placed by their opponent wins the scenario, receiving an additional 500 Victory Points as a result. Withdrawing from the map is not required for the purposes of this scenario variation.

This scenario variation cannot be combined with Deadly Hide and Seek.





OPTIONAL RULES



ADVANCED TERRAIN

The following optional rules expand on existing terrain types and can be added to any *Alpha Strike* game for even more dramatic effect.

JUNGLE (ADVANCED)

As with the advanced woods terrain (see *Woods (Advanced)*, below), 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 (see *Terrain Conversion*, p. 173).

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.

WATER (ADVANCED)

The standard-level *Alpha Strike* rules convey the basic features of water terrain that is largely placid and relatively shallow. The following optional rules offer 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, 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 (ADVANCED)

Under standard *Alpha Strike*, there is only one "type" of woods terrain. The following optional rules present three woods levels of density: light, heavy, and ultra-heavy. In addition, advanced 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 terrain modifier for weapon attacks.

ADVANCED TERRAIN MOVEMENT COST TABLE

Terrain Type	Move Cost per Inch	Prohibited Movement Mode/Unit Type
Woods		
Light[8]	+1″[1]	Air, Hover, Naval, Rail, Wheeled[2]
Heavy[8]	+2″[1]	Vehicles
Ultra-Heavy	+3″	All except Infantry
Water		
Surface Only	+0″	All except Hover, Naval, WiGE[3]
Depth 0″-1″	+0″	Ground, Infantry[4],
Depth 2″-3″	+1″[5]	Ground, Infantry[4], IndustrialMechs[6]
Depth 4″-10″	+6″[5]	Ground, Infantry[4], IndustrialMechs[6]
Depth 11+″	+8″[5, 7]	Ground, Infantry[4], IndustrialMechs[6]
Rapids	+1″	As Water of appropriate Depth
Jungle		
Light[8]	+2″	Vehicles
Heavy[8]	+3″	Vehicles
Ultra-Heavy	+4″	All except Infantry

[1] Infantry units reduce Move cost to enter this terrain by 1″ (to minimum of +0″).
[2] Wheeled units with the bicycle (b) or monocycle (m) movement modes may move through this terrain.
[3] Wheeled or Tracked vehicles with the Amphibious (AMP) special ability can move on water surfaces at a Move cost of +1″.
[4] Infantry units can move through water of any Depth only if they have the UMU special ability.
[5] This is the cost to move along the bottom of a water area. No additional cost applies if using submarine movement.
[6] IndustrialMechs can only enter water of 2″ depth or greater if they have the environmental sealing (SEAL) special ability.
[7] Non-submarine units at this depth (including units with UMU special) may suffer damage. See Water (Advanced) (p. 136).
[8] BattleMechs with the LG special reduce the movement cost by 1″ per inch in this terrain type.

ADVANCED TERRAIN ATTACK MODIFIERS TABLE

ADVANCED TERRAIN MODIFIERS	
Terrain	**Modifier**
Jungle (per 2″)	
Light	+1
Heavy	+2
Ultra-Heavy	+3
Underwater	+1*
Woods (per 2″)	
Light	+1
Heavy	+2
Ultra-Heavy	+3

* Only if attacker is also underwater (or is on the water surface and using TOR special); all underwater ranges are halved.

Light Woods: Light woods works in the same fashion as standard *Alpha Strike* woods and should stand 2 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 2 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 3 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.

ADVANCED BUILDINGS

In normal *Alpha Strike* gameplay, buildings are little more than an easy-to-damage terrain type that blocks line of sight, but some can serve as command posts, armed fortresses, and enemy encampments. These advanced buildings can be used when players are looking for something a bit harder and more dangerous to attack, or to serve as a challenging capture objective.

These optional are designed to work in concert with the rules for buildings found on page 72.



ARMED BUILDINGS

Armed buildings are any structure that features weapons designed to oppose enemy units. These are often known as gun emplacements, and may be manned or automated, at the controlling player's option. If the building-mounted weapons are automated, apply an additional +1 to the weapon's Skill Rating value (so an armed building with Regular-rated automated weapons will have a Skill Rating of 5, rather than 4). Automated weaponry can never be given a Skill Rating better than Elite.

Resolving Attacks by Building-Mounted Weapons: Attacks by armed buildings are resolved in the same fashion as a standard weapon attack by a ground-based unit, including resolving lines of sight, and intervening terrain. Because buildings are stationary by nature, they always apply a –1 attacker movement modifier. Building-based weapons also may not benefit from Special Command Abilities, Special Pilot Abilities, or Design Quirks.

Resolving Attacks Against Building-Mounted Weapons: If a building-mounted weapon emplacement is located on a rooftop turret, it may be directly attacked by units on all sides of the building. If the weapon emplacement is wall-mounted, it can only be directly attacked by units that have line of sight to its wall's outer facing.

Arming a Building: When choosing to arm a building, players need to first determine the size and number of weapons. As this would delve into construction rules that are beyond the scope of this book, however, the following is a "quick and dirty" method for arming a building:

First, determine a maximum number of damage points the building's weapons may deliver per weapon emplacement by taking the building's CF. These damage points must then be distributed among the emplacement's Short, Medium, and Long range damage values. The distribution need not be even, but all damage values for closer range brackets must be equal to or higher than those of more distant ranges. For example, an armed Medium building with a CF of 15 may assign up to 3 points of damage for its weapon emplacements (CF 15 ÷ 5 = 3); the player may choose to distribute these points as 3/0/0, 2/1/0, or 1/1/1, but may not assign them as 0/0/3, 0/1/2, or 1/2/0.

Armed buildings receive no Overheat Value, and treat their weapons as a "generic" type under these rules. Thus they cannot use most weapon-specific special abilities such as FLK, IF, LRM, SRM, and so forth. Turret-mounted weapons on armed buildings are the sole exception to this rule, as they effectively receive the TUR special by default.

Weapon Placement: Once the damage is determined per emplacement, the building may mount its weapon emplacements in one of two ways: on the wall, or on the rooftop.

If the wall method is chosen, a building may place one weapon emplacement in each of its outer walls, as long as each wall has a different facing direction. These wall-mounted weapons gain a field of fire that is blocked only by the building itself, and must identify their height (relative to the building's base) for LOS purposes.

If the rooftop method is chosen, the armed building may feature one rooftop turret for every (non-overlapping) 2-inch diameter area the building's shape takes up on the underlying terrain. A building that occupies an area 1.5 inches by 3 inches, for instance, may possess up to 2 rooftop turrets, since it would take two 2-inch templates to cover its roof. Each rooftop turret enjoys a full 360-degree field of fire, and determines its LOS using the nearest edge of the building's rooftop to the target.

ARTILLERY EMPLACEMENTS

As an alternative to the weapon emplacements described above, some buildings may be armed with artillery weapons instead of standard weaponry. In this case, the building becomes an artillery emplacement.

An artillery emplacement resolves its attacks using the normal artillery weapon rules described on page 47, but—as with other armed buildings—gains no benefits for standstill firing, even if the Variable Movement Modifiers rules are in play. Also like other armed buildings, artillery emplacements cannot benefit from any Special Pilot Abilities, Special Command Abilities, or Design Quirks. Attacks against an artillery emplacement are resolved in the same way as attacks against an armed building with a rooftop weapons turret (see *Armed Buildings*, left).

An artillery emplacement can only mount 1 artillery weapon on its rooftop for every non-overlapping 2-inch diameter area that the building occupies on the underlying terrain. This artillery weapon is automatically treated as if it is mounted in a turret, and cannot be combined with standard weapons in the same area.

The artillery types that that can be mounted in this fashion must be defined before game play begins, and may not be of any artillery weapon type that delivers a base damage greater than one-half of the building's CF. This damage limit is determined by using the highest damage value the weapon delivers per attack when loaded with standard munitions (see the *Artillery Range and Damage Table*, p. 47).

For example, a player wishing to arm a CF 15 building with artillery weapons could select a weapon as powerful as a Cruise Missile/70, which can deliver a maximum 7 points of damage per standard-ammo attack. But the same building may not mount the next size up in artillery weapons—the Cruise Missile/90—because its maximum damage value of 9 points exceeds half of the building's CF.

CAPTURING BUILDINGS

In some scenarios, players may wish to play out the capture of a building more dramatically than by simply parking a unit adjacent. If so, players should assign the building a crew (CRW#) special, with a CRW value equal to the Building's CF, divided by 5 (rounded up).

With this data known, the players may then resolve a building capture by using the *Boarding Actions* rules (see p. 67). Note that since they are static structures, buildings do not need to be grappled to "board" them.

ARMORED BUILDINGS

An armored building is one that carries additional protection above and beyond even the capacity of the Hardened building type described in *Urban Combat* (see p. 72). Buildings identified as armored possess both an armor value and a construction factor (CF). This armor value is applied for every facing of the building that can be attacked from the outside—including the building's outer walls and its rooftop. When constructing an armored building for *Alpha Strike* game play, each facing receives the same armor value, but this armor value cannot exceed the underlying building's CF.

During game play, the armor value for each exposed facing of an armored building must be tracked separately. As long as a facing still possesses any armor, unfriendly non-infantry units cannot enter or pass through the building walls, nor can their attacks deliver any damage to the armored buildings CF, or to any units inside. Unfriendly infantry units can attempt to enter an armored building as if they were boarding an exceptionally large unit type (see p. 64).

The armor of an armored building will sustain damage as any other unit type. Any damage that exceeds this armor value in a given facing will then be applied to the CF of the building itself. As with any normal building, an armored building that has its CF reduced to 0 will collapse, even if armor remains intact on other facings. This reflects the destruction of the underlying structure.

Units inside or on top of an armored building when it collapses will suffer 1 point of damage for every 2 full inches of building height (rounded down to a minimum of 1 point), plus 2 points of damage if they were on the rooftop at the time of the collapse. (In other words, the damage for a collapsing armored building is twice as much as it is for a standard building of comparable height.)



ADVANCED INFANTRY OPTIONS

The following optional rules are unique to infantry unit types. Unless otherwise specified, they apply equally to both conventional and battle armored infantry unit types.

DIGGING IN

As a special action, any conventional foot, jump, or motorized infantry unit (movement codes f, m, or j) may opt to dig into any terrain type other than roads, paved, buildings, and water. In this process, the unit improvises various cover from the surrounding terrain, building itself a semi-fortified position that makes attacks against the unit more difficult.

An infantry unit must declare that it is digging in at the start of its Movement Phase. During the turn the infantry unit is digging in, it may not move or execute any attacks, and all attacks against the infantry unit are resolved normally. No roll is required to successfully dig into the terrain; the process is completed by the turn's End Phase, at which point the terrain is modified for a 2-inch diameter area centered on the unit's position.

Modified Position Benefits: Once an infantry unit has dug in, attacks against it suffer an additional +2 Target Number modifier. This defensive modifier is lost to the unit once it leaves that position, but any infantry unit that later enters this fortified terrain gains the modifier so long as it remains there. An infantry unit in a fortified position has a +0 target movement modifier.

Other Infantry Units: Infantry units that feature the MECH special ability, or which do not use the foot, jump, or motorized movement types, cannot dig into the local terrain. However, infantry units that possess the Engineering (ENG) or Trenchworks (TRN) special abilities can fortify any non-water terrain position on the map using the *Fortified Position* rules described on page 168.

HITTING THE DECK

As an alternative to digging in, infantry may simply opt to throw themselves to the ground to gain the benefits of local cover. Unlike digging in, hitting the deck may be done by any infantry unit type, in any terrain type the unit can legally enter.

The act of hitting the deck counts as the infantry unit's entire movement during its Movement Phase, and thus the unit cannot leave its position in a turn where it declares that it is hitting the deck. The infantry unit has a +0 target movement modifier. Attacks against an infantry unit that has hit the deck suffer an additional +1 Target Number modifier, but so will any Anti-'Mech infantry attacks performed *by* a unit that has hit the deck.

Once an infantry unit that has hit the deck decides to move, it loses the benefits of hitting the deck.

USING NON-INFANTRY UNITS AS COVER

A final defensive option available to infantry units is the ability to take advantage of their relatively smaller size to hide behind non-infantry units, such as vehicles and 'Mechs. An infantry unit can only use friendly non-infantry units for cover, and must be in base contact with the covering non-infantry unit at the end of the Movement Phase.

During the Combat Phase, the non-infantry unit being used for cover is treated like a piece of intervening terrain for attacks made against (and by) the covered infantry unit. Attacks against the infantry unit treat the non-infantry unit as intervening terrain that adds a +3 terrain modifier to the attack if the line of fire passes through any part of the non-infantry unit's base. Attacks *by* an infantry unit that is using a non-infantry unit for cover, meanwhile, will treat the covering non-infantry unit as intervening terrain that adds only a +1 modifier to the infantry unit's Target Number.

AUGMENTED WARRIORS

In an extremely limited number of instances throughout the history of the *BattleTech* setting, cybernetic technology and other prosthetic aids have been used in an effort to enhance the combat capabilities of elite volunteers. Because many of these modifications are dangerous to implant, difficult to maintain, and fraught with long-term side effects that often include madness, physical deterioration, and even death, only the most fanatical of forces have ever used them on a grand scale.

The following rules address the use of modified warriors in *Alpha Strike*, but only covers the cases where such augmentations have an effect at its tactical scale. While the effects of some of these enhancements may seem trivial, others can be quite unbalancing for normal games, and players should limit their use to forces rated Elite or better, to further reflect their rarity.

BELTER AUGMENTATIONS

The "Belters" is a term given to the minor and reclusive groups of settlers found throughout the asteroid belts of the Terran solar system, who have adapted over the past millennium to low-gravity environments and travel via shuttles and other small aerospace craft. The Belters have no dedicated military forces of their own, but pilots and marines used by the various stewards of Terra (the original Terran Hegemony, ComStar, Word of Blake, and the Republic of the Sphere) occasional include Belters among their number.

Belter warriors receive a –1 Skill modifier as long as the scenario in question takes place in space or under low-gravity conditions (G-ratings of 0.7 and under, see p. 62). In addition to this, Belter aerospace fighter pilots receive an additional –1 Skill modifier, but only when operating in space.

CYBERNETIC AUGMENTATIONS

The extreme implants and prosthetics used by special operatives and the most fanatical of warriors all come at the cost of flesh and long-term survival. For this reason, they have long been unheard of in the regular battlefield, only truly used by hyper-elite, hyper-dedicated commando operatives whose powerful realms found them too gifted to allow into retirement. It was not until the Jihad, in fact, that the Word of Blake's fanatical *Manei Domini* introduced the Inner Sphere to nightmare combinations of flesh and technology designed as much for terror as they were for combat. While these warriors were indeed formidable, no other faction has found the resources or the dedication to chop perfectly functional arms and legs and vital organs out of their soldiers, just for the sake of a short-term military advantage.

The cybernetic enhancements described below should only appear among forces rated Elite or better. If used among forces of lesser overall Skill Rating, the augmented warriors must possess at least a Veteran Skill Rating. These abilities may appear on a unit's data



card, but it must be remembered when they come from the warrior's augmentations, rather than the features of his machine. If players are tracking casualties in an ongoing campaign, the abilities provided by an augmented warrior are lost if that augmented warrior is killed or captured, even if his vehicle or equipment are salvaged.

Communications Implants: If used as a spotter for indirect fire (see p. 41), any unit controlled by a warrior with the Communications Implant (or Boosted Communications Implant) apply a –1 Target Number modifier to the indirect fire attack.

Boosted Communications Implants: In addition to receiving the benefits of a basic communications implant described above, a unit controlled by a warrior with a boosted communications implant will also receive the C^3I special unit ability (but not the MHQ special).

Sensory Implants: Any unit controlled by a warrior with sensory implants (including multi-modal sensory implants) receives the LPRB and RCN abilities. Multi-modal sensory implants will improve weapon damage by such units as well, but this must be factored at the time of the unit's conversion.

Enhanced Multi-Modal Sensory Implants: Units controlled by warriors with enhanced multi-modal sensory implants receive the PRB and RCN abilities, reflecting a greater detection range.

Filtration Implants: Infantry units exposed to atmospheric toxins from poisonous atmosphere to nerve gas weapons ignore these effects. They do, however, remain susceptible to drowning from an underwater hull breach, and cannot operate in vacuum.

Dermal Camouflage Armor: Conventional infantry units whose warriors possess this implant receive the LMAS special unit ability.

Triple-Strength Myomer Implants: Infantry units whose

warriors possess this implant type receive the TSI special unit ability. These units will be susceptible to the effects of Anti-TSM warheads (see *Alternate Munitions*, p. 143).

Triple-Core Processor: A unit controlled by a warrior with a triple-core processor (TCP) implant applies a +2 Initiative modifier for that unit's force only as long as the pilot with the TCP is also the force's commander. Having a warrior with a TCP also adds a MHQ1 special to the warrior's unit for the purposes of battlefield intelligence (see *Battlefield Intelligence*, p. 154). If the unit already has the MHQ special and its warrior is the force commander, the Initiative modifier increases to +3, and the unit's MHQ# special increases by 1 point.

Finally, if the warrior's unit possess ECM of any type (including LECM, ECM, and WAT specials), the triple-core processor implant makes that warrior's unit immune to hostile ECM effects.

Direct Neural Interface (DNI) Implant: Only a pilot with a DNI implant (including the Prototype DNI, Vehicular DNI, or Buffered VDNI implants) may activate the features of a direct-neural control system in a unit that possesses one (see *Direct Neural Control System*, p. 84).

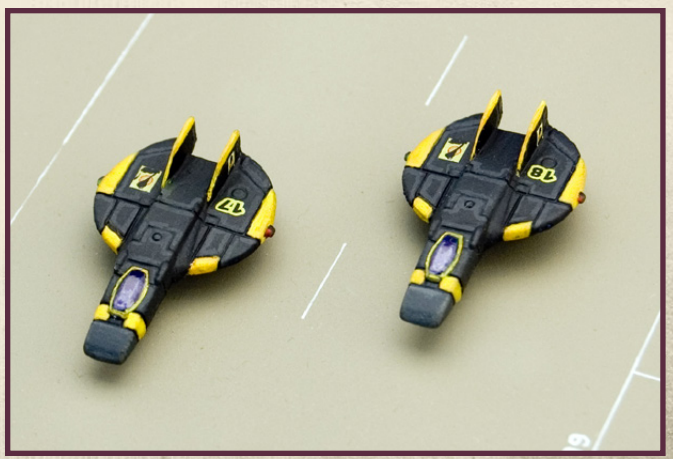
Prototype DNI Implant: In addition to the effects described for the Direct Neural Interface implant above, a unit piloted by a warrior using a prototype DNI implant must roll 2D6 *every* time the unit is hit. If the result of this roll is 8 or less, the unit suffers the effects of a Crew Stunned critical hit, regardless of its Unit type.

Prosthetic Leg MASC: Attacks against a conventional infantry unit whose warriors have been augmented with prosthetic leg MASC apply an additional +1 Target Number modifier.

Prosthetic Wings: A conventional infantry unit whose warriors have been augmented with prosthetic wings (including glider wings and powered flight wings) receives the PAR special unit ability (see p. 87). If the unit possesses powered flight wings, it also receives the ability to move 4 inches per turn as a VTOL (movement code v).

AEROSPACE UNITS ON THE GROUND MAP

Under the 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 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.)

The next Movement Phase, the aerodyne unit that lifted off places a flight path extending from the location at the end of the runway to a point in its front arc at the edge of the play area. It may declare an altitude of Low or Medium.

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 select a flight path that lines up with the intended runway. To designate the unit is landing, place a token 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. 142). 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, the spheroid aerospace or airship unit that lifted off is treated as hovering in place to determine what options it has for movement on the next turn. 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 with an airship or spheroid aerospace unit, 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 DAMAGE

An aerospace unit landing in inappropriate terrain 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. 137). 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*, p. 166).

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.

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.

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 declare a flight path originating from the transport and extending to the edge of the play area. It must have the same altitude as the transport. Aerospace units cannot be recovered by airborne transports unless their flight paths intersect at the same altitude 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. 41). 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.

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 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. 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. Resolve all damage from a successful Air-Defense Arrow IV attack during the Combat Phase in which it is fired.

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. 186). If the range to the target is 24" or less, the range is Short. Otherwise the attack is made using the Medium range bracket. An additional –2 Target Number 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). 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.

AIR-TO-AIR ARROW IV

Air-to-Air Arrow IV missiles require the ART-AC or ART-AIS specials.

The Air-to-Air Arrow IV is a weapon that enhances a unit's air-to-air attacks, usable only be used by airborne units targeting another airborne unit. Instead of making an artillery attack, an airborne unit may use its Air-to-Air Arrow IV as an extra weapon 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 p. 184). A successful hit by an Air-to-Air Arrow IV deals 2 points of damage to the target.

Air-to-Air Arrow IV missiles may not be used against ground targets.

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 to the 6" AoE template, or an additional 2" from the edge of the 6" AoE template if the standard round already used a 6" AoE template. Missed shots using cluster munitions will scatter as per normal artillery rules.

The damage from cluster artillery is based on a weapon's standard artillery damage, but is reduced by 1 point. This modified damage applies to all targets within the original AoE template. For targets outside the original template but within the expanded AoE template, the cluster artillery delivers half its modified damage (rounded down). Damage reduced from 1 to 0 in this way, whether

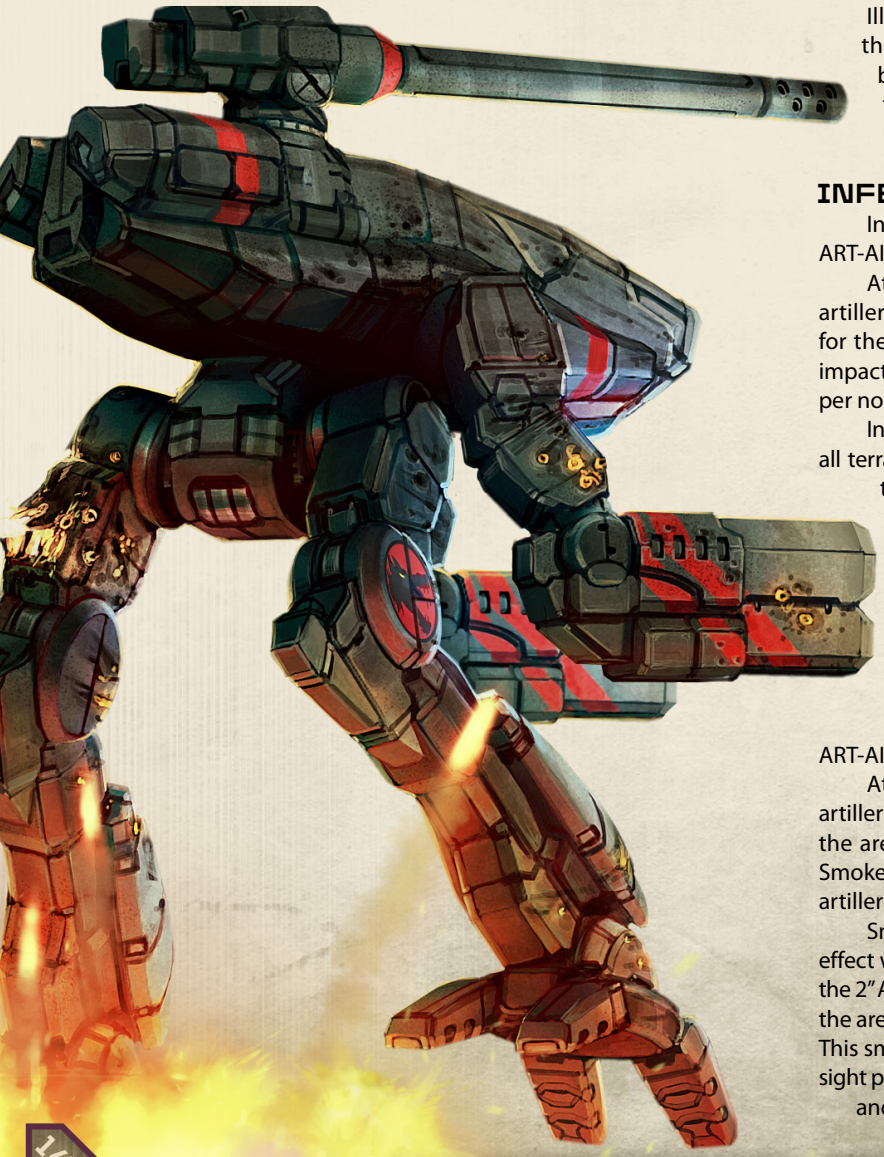
in the original AoE template or in the expanded AoE template, is instead reduced to 0*. Thus, a cluster shot from an ART-LT weapon, which ordinarily inflicts 3 damage to the point of impact, would be reduced to 2 points of damage to all targets with the 6" AoE template, and 0* damage to all targets within the additional 2" of the edge of the 6" AoE template.

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 AoE template as standard rounds from the same artillery weapon type (6" for ART-LT, 2" for ART-S and 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 for illumination rounds fired using the ART-S or ART-T specials is 6"; for the ART-AIS, ART-AC, and ART-LT specials, the area of effect is the 6" plus the area within 2" of the 6" AoE template. 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. 62). 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 for these rounds is the 2" AoE template centered on 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*, p. 166). 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, Smoke rounds affect the area covered by a 6" AoE template over the point of impact. 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 area covered by the 2" AoE template centered on the impact point, and light smoke for the area outside the 2" AoE template but within the 6" AoE template. This smoke will rise 2 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*, p. 166.)

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 for these rounds is covered by the 2" AoE template centered on 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 p. 168). 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 Alternate Munitions Table.

ARMOR PIERCING

Armor piercing ammunition applies a +1 Target Number 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 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 wood 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 Target Number modifier to the attack, but add 1 point of damage to a successful weapon attack if the target has a target movement modifier of 2 or more for this attack.

If a unit using precision ammunition chooses to attack with only its AC special ability, it applies a –2 Target Number modifier to the attack instead of receiving the damage bonus indicated above.

TRACER

A unit using tracer ammunition eliminates any Target Number 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 MUNITIONS TABLE

Weapon	Attack 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.

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 BOMB3 special may carry up to 2 Arrow IV missiles, or 1 Arrow IV missile and 1 bomb of another type, or 3 non-Arrow IV missile bombs.

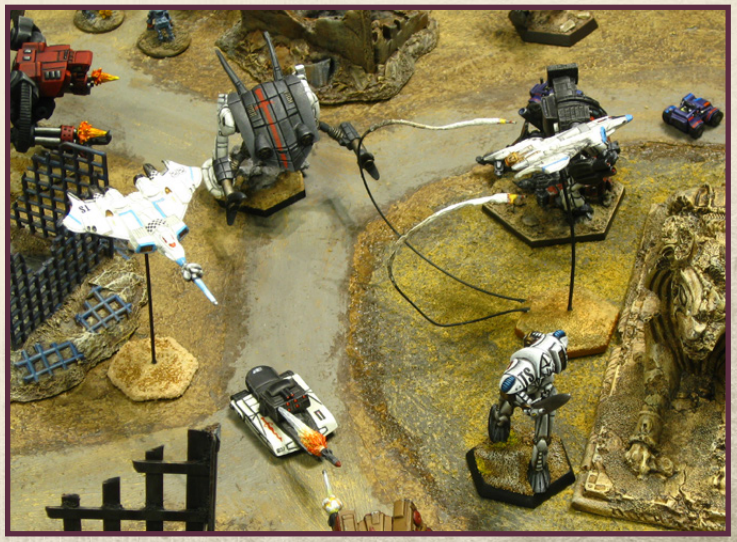
AIR-TO-AIR ARROW IV

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 p. 184). 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*, p. 47).



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*, p. 166).

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 Target Number modifier.

LIGHT AIR-TO-AIR ARROW IV

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 above), 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 p. 181). 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. 182). 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*, p. 168.)

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 attack 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 Target Number modifier on all its weapons attacks and may not spot for indirect attacks for the entire following turn (from Initiative to End Phase).

SHOOT AND SIT MISSILES

Shoot-and-sit (SS) missiles are available only to units with the standard Narc (SNARC) special ability. These warheads were an early version of the explosive Narc pods that could either be detonated immediately on contact (like the explosive pods), or detonated later.

When making a weapon attack, the unit using shoot-and-sit missiles can declare when attacking that it is either using these warheads as normal contact-explosive pods—in which case the explosive pod rules are used, delivering 1 point of damage per 2 pods, rounded down—or is withholding the detonation for later. If the attacker opts for a later detonation, it must track each successful attack the unit makes against its target using its SNARC special. To detonate these missiles later, the attacker must begin its Combat Phase with a valid LOS to a target that has been "seeded" with SS missiles, and declare it is setting off the explosives as part of its own weapon attack. The detonation delivers damage to the target equal to 1 point for every 2 successful SNARC attacks that were made against the target using SS munitions. When detonated later in this manner, all of the SS missiles are set off at once; the attacker cannot choose to set some off and leave others for a later attack.

A unit using SS missiles can only detonate its own missiles in this manner. If the unit using SS munitions is destroyed before it can set off its explosives, the unexploded missiles will not be detonated (and can be safely removed post-battle).

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.

ANTI-TSM WARHEADS

Anti-TSM warheads are available only to units with the LRM or SRM specials. When making a successful ranged attack by such units—either while using just the unit's IF, LRM, or SRM special abilities, or as part of a standard attack—reduce the attack damage by 1 point. If the target possesses the TSMX or TSI specials, it sustains 2 additional points of damage and one additional critical hit, even if there is still armor remaining.

In addition to these effects, Anti-TSM warheads generate a 2-inch radius area of smoke centered on the unit they hit, which will



linger, drift, and affect LOS as per the rules for normal smoke (see p. 166). Units with the TSMX or TSI specials that enter this smoke area—or which begin their Movement Phase within a smoke area created by Anti-TSM warheads—will immediately suffer 1 point of structure damage if they do not possess any armor at that time, resolving Critical Hits accordingly.

Note: While it seems odd, in retrospect, to find a munition specifically dubbed "Anti-TSM" that has no effect against the common form of triple-strength myomer in use today, this nomenclature references the missiles' historical use. At the time Anti-TSM munitions were first employed, only prototype forms of triple-strength myomer existed (TSMX). Indeed, it was specifically to avoid the danger of anti-TSM warheads that modern, standard triple-strength myomer—identified by the TSM special—emerged to begin with. This improved TSM quickly eclipsed the original, and all but spelled the end of anti-TSM munitions by the mid-3050s.

DEAD-FIRE MISSILES

Dead-fire missiles are available only to units that possess the LRM or SRM specials. When delivering an attack using these missiles, increase the damage delivered by the unit's LRM or SRM special by 1 point, but decrease the maximum range for these special abilities by 1 bracket. (For example, with dead-fire missiles, the LRM1/2/2 special would become LRM2/3/0, while the SRM3/3 special would become SRM4/0.)

When using dead-fire missiles as part of a standard weapon attack, remember to adjust the unit's normal damage values accordingly (e.g. eliminating the Long range LRM damage values for units with LRM specials while increasing their Short and Medium range damage by 1; or eliminating the Medium range SRM damage values for units with SRM specials, while increasing their Short range damage by 1).

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 Target Number 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.

LISTEN-KILL WARHEADS

Listen-Kill missions are available only to units that possess the LRM or SRM specials. Use of these warheads applies a –1 Target Number modifier to the weapon attack, whether it is made using only the LRM or SRM special ability, or as part of the unit's standard weapon attack.

Note: Historically, simple tweaks to communications suites of the day eliminated the effectiveness of Listen-Kill warheads within just two years of their debut. To reflect this, if playing scenarios where the in-universe date is a factor, these missiles only provide the above benefits if used from 3037 (the year the missiles were introduced) to 3039 (the year they ceased to be effective). After 3039, Listen-Kill warheads are treated as standard missiles.

MAGNETIC PULSE

Magnetic pulse missiles 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 Target Number 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*, p. 168.)

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 rounds clear an area covered by the 2" AoE template centered on the point of impact. If a mine-clearance attack misses its target or hits terrain where there is no minefield, there is no further effect.

NARC

The benefits of attacking a NARC-tagged unit cannot be combined with the use of any alternate LRM/SRM munitions.

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 Target Number modifier for attacks against a target that has been successfully designated by a friendly TAG in the same turn, instead of the damage modifier.

Semi-guided missiles may also be used for indirect fire attacks, applying 1 additional point of damage to the target on a successful hit. The unit may choose to make an indirect fire attack using only the LRM special abilities' long range damage value instead of the IF value, and applying a –2 Target Number modifier rather than the 1 additional damage. For both effects, the targets must have been successfully designated by a friendly TAG in the same turn.

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. Smoke missiles fill an area covered by the 2" AoE template centered on the target with smoke that rises 2" 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*, p. 166.)

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.



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 Target Number 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 SRM 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 p. 168). 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 for these rounds is the area covered by the 2" AoE template centered on 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).

ARTILLERY (ADVANCED)

Advanced Artillery rules give units the ability to be set up off the play area, and still make artillery attacks against units on the play area. Artillery Cannons cannot use the Advanced Artillery rules, as they do not have the range to make off-board attacks.

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 42 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 standard artillery rules.

Off-board artillery attacks refer to any artillery attacks made where the attacking unit is more than 42 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 ATTACKS WHILE AIRBORNE

An airborne unit can make artillery attacks, but only against ground targets (a unit or POI). In addition, only the ART-AIS or ART-AC special abilities may be used and the attack must be indirect. Other artillery attacks (other artillery types or direct-fire Arrow IV) can only be made while grounded. Airborne artillery attacks apply a +1 Target Number modifier.

OFF-BOARD ARTILLERY ATTACK MODIFIERS TABLE

Situation	Modifier
Off-Board 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.

If the attacking unit is on-board (including an aerospace unit with a flight path on the ground map), it follows the artillery rules as normal. A unit with a flight path may choose any point along the flight path to make the attack from.

An airborne aerospace unit may be placed off-board, and would use the off-board artillery rules for its attacks.

OFF-BOARD 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 Target Number
Step 4: Roll to hit
Step 5: Applying damage
Step 6: Roll for critical hits (if applicable)

STEP 1: CHOOSE A TARGET

Unless the artillery weapon is using homing rounds, 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. 47).

Artillery attacks may only target specific units if the attacker is using homing rounds.

STEP 2: DETERMINE RANGE AND FLIGHT TIME

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: 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

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.

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. 159). 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 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 TARGET NUMBER

Like a standard weapon attack, the base Target 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 normal weapon attack modifiers for range bracket, target's movement, terrain features, and other miscellaneous situations are applied. Instead, the attacker must apply the Target Number modifiers shown in the Off-Board Artillery Attack Modifiers Table (see p. 151).

A unit may act as a spotter for only one artillery attack at a time. Artillery attacks may not benefit from more than one artillery spotter.

As with weapon attacks, all of these modifiers are cumulative, which means they are added to the unit's base Target Number to find the final Target Number. Further explanation of these modifiers and any exceptions are discussed below.

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.

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. 154). 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 p. 143), 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 42" 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 42" 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 Attack Roll. Unlike all other artillery attacks, however, this Target 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 ATTACK

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 Target Number identified in the previous step. If the dice roll equals or exceeds the modified Target Number, the attack succeeds. Otherwise, the artillery attack fails, and will scatter as appropriate.

Artillery Scatter: If an artillery attack's Attack 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—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 attack a target that has been successfully "painted" by a friendly unit in the turn they arrive. The Target Number 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: APPLYING 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 area of affect covered by the 2" AoE template centered on the impact point, while the damage value right of the slash applies to all targets outside the 2" AoE template but within the 6" AoE template centered on 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 Range and Damage Table (see p. 47).

Homing Rounds: The "NA" area of effect values for Arrow IV shown in parentheses apply only to homing rounds, which have no area of effect in *Alpha Strike*.

ARTILLERY COUNTER-BATTERY FIRE

Although, technically, any artillery unit that is firing from a range of more than 42 inches may be considered "off-board artillery," such units can be subject to attack under the various standard game play rules as long as they are visually represented on the playing area. When an artillery unit is truly off the map, however, shooting back at it can become more problematic.

The following artillery counter-battery fire rules apply when attempting to attack any artillery unit that is striking from beyond the borders of the game map. These rules are based on the standard artillery rules found on page 47. For the purposes of these rules, only units with an artillery weapon (represented by an ART special) may be used to deliver counter-battery fire; if players wish to engage off-map artillery units more directly, a new map should be set up to determine the actual local terrain in and around such units, and distances between the two maps should be well defined, to help determine how long any units would need to cross any terrain between them.

Units equipped with artillery weapons, and which wish to use them for artillery counter-battery fire, will be identified in these rules as counter-battery units.

Acquiring the Target: Artillery counter-battery fire is reactionary by its very definition. Until the first hostile shells land, there is little opportunity for the forces on their receiving end to know that the enemy even *has* artillery beyond the map—much less where this artillery is shooting from. An off-board artillery unit can only be acquired as a target after its first off-board artillery attack lands in an area within the LOS of one or more units friendly to a counter-battery unit.

ARTILLERY COUNTER-BATTERY FIRE MODIFIERS TABLE

Situation	Modifier
Counter-Battery Fire	+7
Each successive shell from Target unit*	–1 (Max –4)

* Shell impact must be witnessed by at least one friendly unit with LOS to point of impact

Acquiring an off-board artillery target under these rules means that the counter-battery unit has gathered enough data to determine the off-board artillery unit's weapon type, general direction, and estimated distance. At this point, the counter-battery unit may begin to deliver counter-battery fire in the next turn's Combat Phase. Until a target is acquired, however, counter-battery fire may not be attempted, as the counter-battery units are too uncertain about their off-board targets' range and direction.

Resolving a Counter-Battery Attack: Counter-battery fire against an off-board artillery unit always uses the rules for off-board artillery fire (see p. 151), but can only be attempted by artillery weapons that have a maximum range equal to—or greater than—that of the off-board artillery unit they are firing back at. A list of these artillery ranges can be found in the *Alpha Strike* artillery rules (see p. 47). For example, a counter-battery unit equipped with a Long Tom artillery weapon (ART-LT special; Max Range: 1,020") may return fire on any off-board artillery unit using a Long Tom, Sniper, Thumper, or Arrow IV artillery weapon, but it cannot return fire against an off-board Cruise Missile/50 launcher, which has a maximum range of 1,700 inches.

Because counter-battery fire is almost always done based on guesses and estimates gleaned from the enemy artillery's hits, these attacks cannot benefit from friendly spotters or active probes (LPRB, PRB, or BH specials), nor can they be adjusted by the presence of a friendly spotter near the point of impact. Each subsequent shell that lands on the battlefield *from* the off-board artillery attack target, however, improves the counter-battery unit's ability to triangulate its target's position, providing an additional –1 Target Number modifier per shell (to a maximum modifier of –4). This bonus only applies if a unit friendly to the counter-battery unit had LOS to the shell's impact when it arrived.

If the counter-battery attack roll succeeds by a margin of 1 or more, the target off-board artillery unit suffers damage equal to what the counter-battery artillery weapon would deliver at the center of its impact area. If the attack only succeeds by a MoS of 0, the off-board artillery unit suffers half of the counter-battery unit's artillery damage (rounded down, to a minimum of 0). If the attack fails, the counter-battery fire has missed entirely.

Shell Flight: Damage from any successful (or partially successful) counter-battery fire cannot be applied until the counter-battery shells have flown to their target. This "shell flight time" is the same number of turns used by the off-board artillery unit's own attacks against the battle map. Thus, if an off-board artillery unit's



shells require 3 turns to reach the map, any counter-battery fire will take 3 turns to reach the off-board unit's position after they have been fired.

It is recommended that players reserve some extra dice to act as turn counters for artillery shells in flight.

ARTILLERY FLAK

If airborne units are in play during a scenario in which ground-based artillery weapons are also present and equipped with Cluster munitions (see p. 143), these artillery weapons may be able to execute a special anti-air attack known as artillery flak. Artillery flak attacks may be executed against any hostile aerospace units that pass over a ground map where such artillery weapons are located.

An artillery flak attack is resolved in the artillery unit's Combat Phase like a standard weapon attack. The base Target Number for this attack is equal to the artillery unit's Skill Rating with a +3 target modifier. The artillery unit's attacker movement modifier also applies.

A successful artillery flak attack will strike the aerospace unit with damage equal to the artillery weapon's normal attack value, minus 1 point (the same damage as a ground unit would suffer from a hit delivered by artillery cluster munitions). This damage is assessed in the same Combat Phase that the attack was made, and any possible Critical Hit effects or Control Rolls required must be applied as well.

Artillery flak attacks that miss their target will explode harmlessly in the air.

BATTLEFIELD INTELLIGENCE

BATTLEFIELD INTELLIGENCE SCORE

The effectiveness of a force's battlefield intelligence depends on the relative capabilities of each force's reconnaissance and communications assets. This is found by determining and comparing the opposing armies' battlefield intelligence (BI) rating.

To find a force's BI rating, add up the appropriate point values for the intelligence-capable units each force has in its roster from the Battlefield Intelligence Rating Table.

The computation of each army's BI rating must take place before the game begins. The force with the larger BI rating at this point will then gain the benefits of Area Knowledge and Pre Plotted Artillery, if the requisite rules are available (see below).

BATTLEFIELD INTELLIGENCE BENEFITS

Most of these benefits for Battlefield Intelligence hinge on which force has the higher BI Rating between both sides. Benefits are established before the scenario begins. Each player must reveal his force's BI Rating and the detailed breakdown of points to use this rule. If the players are using the *Concealing Unit Data* rule (see p. 157), then no detailed breakdown should be provided until the end of the game.

AREA KNOWLEDGE

The Area Knowledge benefit only applies to the force that has a higher BI Rating at the start of the scenario, and may only be used if the *Hidden Units* rules are also in play (see p. 168). With this benefit, the force that has the higher BI Rating may begin play with a number of units hidden.

The maximum number of units that may be hidden by virtue of a higher BI Rating equals the total number of units that possess the Recon (RCN) Special Ability (see p. 88). This number may not exceed half of the total force committed to the scenario.

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 aerospace unit	2
Each point of MHQ special ability in the battlefield	1

If the force with the Area Knowledge benefit is the Attacker for this particular scenario type, the hidden units may only be placed in positions up to half way across the map from the force's deployment zone—and no less than 12 inches from the nearest deployed enemy unit. If this force is not the Attacker, the hidden units may be placed anywhere on the map area except the opposing force's deployment zone.

PRE-PLOTTED ARTILLERY

The Pre-Plotted Artillery benefit only applies to the force that has the higher BI Rating at the start of the scenario, and may only be used if that force has artillery units in his force roster. With this benefit, the force that has the higher BI score may begin play with a number of pre-plotted points of impact for his artillery weapons.

The number of pre-plotted artillery impact points received by virtue of this benefit equals the difference between the force's BI score and that of its opponent. The maximum number of such pre-plotted points may not exceed the number of artillery-equipped units in the force's roster.

For example, Joshua's force includes a lance or artillery units—4 in all—in its roster, and has a total BI score of 8 going into his current battle against his opponent, Joel.

Joel's army, meanwhile, has the same number of artillery units, but only brings a BI score of 2 to this fight.

Joshua's force enjoys the higher BI score, beating out Joel's score by 6 points (8 – 2 = 6), but because he only has 4 artillery units, the maximum number of pre-plotted artillery impact points he can designate before the scenario starts is 4.

BI INITIATIVE BONUS

The BI Initiative Bonus provides a number of Initiative Bonuses to units on the field. These bonuses should be noted on the card of the unit it is assigned to, either by marking INIT on the special abilities of the card or placing a token on the card to represent the initiative bonus. If the unit is destroyed or is within an enemy ECM field during the Initiative Phase, that initiative bonus cannot be used that turn.

The player gets a +1 Initiative Bonus to place if there is at least one unit that features a Mobile Headquarters (MHQ#) special ability with a value of 4 or higher. This bonus must be placed on a unit with MHQ4 or higher. The player gets another +1 Initiative Bonus if the force has at least 1 unit with the Recon (RCN) special ability per 4 units in the force to place on one of the units with the RCN special ability. In addition, the player gets another +1 Initiative Bonus if the force has at least 1 unit with Mobile Headquarters (MHQ#) special ability with a value of 1 or higher per 4 units in the force, to be placed on one of the units with MHQ1 or higher. The maximum Initiative Bonus is a total of +3. Multiple bonuses can be stacked on a single unit, but if the unit is destroyed or in an ECM field, all the BI Initiative Bonuses on that unit are lost.

For example, Joshua's company-sized force of 12 units contains a dedicated Mobile HQ vehicle with a MHQ6 special, plus a lance of 'Mechs that feature one C³ Master Computer (which also counts as a MHQ5 special) and 3 C³ Slave Computers (each of which counts as a MHQ1). Joshua gets a +1 Initiative Bonus to place on one of either his dedicated Mobile HQ vehicle or C³ Master, and elects to place it on his dedicated Mobile HQ vehicle. Joshua gets a second +1 Initiative Bonus to place for having at least one MHQ per 4 units, and places this one on his C³ Master Computer unit. Joshua's force only has one unit with RCN, so there Joshua does not get the third Initiative Bonus to place.

At the start of the turn, the dedicated Mobile HQ vehicle is still in play and not in an ECM field. The opponent has managed to place a unit of his with ECM within 6" of Joshua's C³ Master unit, however.

Joshua gets a +1 Initiative Bonus from the mobile HQ, but no bonus from the ECM'd C³ Master.



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 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.

CAPITAL AND SUB-CAPITAL ATTACK MODIFIERS TABLE

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	+0
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

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.

Ground-to-Air: Capital and sub-capital weapons fired from the ground can automatically engage any airborne unit at Short range.

MODIFIERS

All attacks made using any capital or sub-capital weapons in air combat apply a +2 Target Number 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 Target Number 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 Target Number 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 Target Number modifiers if the target possesses the point defense (PNT) special ability (see p. 87).

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. 87).

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*, p. 47). 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.

Attacks are treated as an artillery strike, but reduces the Target Number modifier by –4 (to a final Target Number modifier of +0).

Adjusting Fire: If a friendly unit with TAG is on the map and successfully designates the targeted POI, apply an additional –2 Target Number modifier (see *TAG*, p. 90).

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 as appropriate. If the attack is made by a unit capable of movement, an additional +2 Target Number 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 (Advanced)*, p. 151).

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 the area covered by the 6" AoE template centered on 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 Record Sheets* 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 Table, above), 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

VISUAL SPOTTING RANGE TABLE

Atmospheric Condition	Maximum Range
Pitch Black	6"
Night, Moonless Night, Blizzard	12"
Fog, Blowing Sand	18"
Dusk, Dawn, Rain (Torrential)	30"
Rain, Snow	42"
Normal Daylight	120"

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

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 a side has an aerospace fighter, during daylight, all blip counters of the opposing 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. 168), 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.

Combat with Blip Counters: A unit represented by a blip counter may make attacks as usual (see *Self-Revelation*, above). A unit may not target a unit represented by a blip counter, though such units may be affected by area effect or other attacks that do not target the unit itself.

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), 18" 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 optional rules 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.



CRITICAL SUCCESS AND FAILURE

The critical success (and failure) rule rewards the luckiest dice rolls, and punishes the unluckiest.

Under this rule, a "critical success" occurs any time an unmodified 2D6 roll of 12 is made for any attack or action that requires an attack roll (including weapon attacks, physical attacks, and Control rolls), while an unmodified 2D6 roll result of 2 in the same circumstances indicates a "critical failure"—also sometimes known as a fumble. Critical successes (and critical failures) *cannot* be applied to Initiative rolls, nor can they be applied to rolls made to determine the effects of an action (such as any random damage effects, critical hits, and hull breach checks).

Critical Success: When a critical success is achieved as described above, the action in question automatically succeeds, even if the conditional modifiers would otherwise require a roll of 13 or more. If the action is a weapon or physical attack, the only requirement is that the attacker has the ability to deliver damage against the target at the range it is attacking from, and that no blocking terrain (such as buildings or hills) lies along the line of sight between them. An example of this is an attack against a unit with a high target movement modifier, at long range, through 6 inches of woods, by an attacker with a poor Skill Rating. If the action is a Control Roll or other non-combat action, critical success simply allows the unit to accomplish its desired action.

Critical Failure: When a critical failure occurs as described above, the action in question automatically fails, even if the conditional modifiers would have otherwise reduced the required roll to 2 or less. No additional penalties or effects of this failure are applied as a result; given the fast-paced nature of *Alpha Strike* game play, simply failing is punishment enough.

Quality of Success (or Failure): For the purposes of rules where a Margin of Success or Margin of Failure is needed, a critical success is treated as having a MoS of 1, while the MoF for a critical failure is calculated normally—but only to a *minimum* MoF of 1.

DROPPING TROOPS

Airborne transports typically land and have their transported units disembark under their own power (see *Transporting Infantry*, p. 38, and *Non-Infantry Transports*, p. 39). 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

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.

A unit that misses its intended drop point uses the same scatter rules as those for air-to-ground bombing attacks (see *Air-to-Ground Attacks*, p. 181).

Available Drop Options: Airborne vehicles using VTOL or WiGE movement may only use low-altitude or zipline drops. Airborne aerospace units use either the High-Altitude or Low-Altitude Drops based on the altitude chosen for them in the Movement Phase.

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. 142).

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 declare a flight path at high or extreme altitude. Its controlling player then declares that the transport is dropping ground units to the map, and which units it will drop. A token, or the dropping units' miniature, is placed directly behind the transport facing the same direction as the transport.

During the following Movement Phase, each dropping unit chooses an unoccupied point of impact on the ground within 12" of the flight path of the transport and rolls 2D6 against a Target Number of 5. If the roll succeeds, the dropping unit lands in the target point with any facing direction desired. If the roll fails, 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. 181). 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 dropped, as if they were at their token. These attacks apply the normal air-to-air combat rules, but do not apply the airborne aerospace target modifier. The dropping units automatically fail all Control Rolls. In the turn the dropping units arrive on the ground map, they may be attacked as normal ground units, but apply a +3 target movement modifier in place of the unit's normal target movement modifier.

Infantry Drops: A scattered infantry unit only suffers 1 point of damage from the drop, regardless of the roll's failure margin.

Attacks by Dropping Units: Dropping units may not make attacks during the turn they are dropping, nor may they move or make attacks the turn they land on the ground map.

Attacks Against Transport Units: Airborne transport units may be targeted as normal for air-to-air.

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 be at Low or Medium altitude. The transport's controlling player must declare an unoccupied point within 2" of its flight path (aerospace unit) or base (vehicle unit) 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. 181). Scattered units must also determine their facing at random.

Attacks Against Dropping Units: Units delivered by low-altitude drops may be attacked as normal ground units, but apply a +3 target movement modifier in place of the unit's normal TMM.

Attacks by Dropping Units: Dropping units may not move or make attacks the turn they land on the ground map.

Infantry Drops: A scattered infantry unit will not suffer damage from the drop, regardless of the roll's margin of failure.

Attacks Against Transport Units: An airborne transport unit 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.

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.

Angel ECM: An Angel ECM unit set to split ECM and ECCM no longer affects units as an Angel ECM, but only as a standard ECM. An Angel ECM set to 2 ECCMs does not affect units as an Angel ECM or standard ECM.

Mobile Headquarters: Units with a Mobile Headquarters (MHQ) special ability rated 7 or higher (see p. 87) 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.



ENGINE EXPLOSIONS

While the nature of fusion reactor engineering in the *BattleTech* universe technically makes the likelihood of catastrophic explosion almost unheard of, the appeal of a good "kaboom" is hard to deny. The following optional rule allows players to satisfy their craving for the cinematic effects of a catastrophic engine failure—be it one produced by a self-destruct sequence, or a devastating attack.

Under this rule, any non-infantry unit operating on the ground map can suffer an engine explosion. Airborne units, even those technically classified as vehicles, may not make use of these rules, nor will engine explosions among such units have any effect in aerospace combat at any level of play.

UNINTENTIONAL ENGINE EXPLOSIONS

A unit may suffer an unintentional engine explosion only under extreme combat damage—damage so severe, in fact, that these units would be effectively destroyed anyway. To determine if a unit suffers an unintentional engine explosion, roll 2D6 if it is destroyed by an attack that delivers 3 or more points of damage than was needed to finish off its remaining structure.

If this roll result is 12, the destroyed unit suffers an unintentional engine explosion, producing damage as described below. Otherwise, the unit is destroyed without any massive fireballs.

INTENTIONAL ENGINE EXPLOSIONS

A unit may deliberately self-destruct by announcing its intention to do so during the End Phase of any turn. A self-destruct sequence completes itself during the following End Phase, resolving the explosion as defined below only at that time. In the meantime, the unit may move and attack normally—or its controlling player may have the unit's pilot or crew eject in place of the unit's normal Movement Phase.

If the pilot of a self-destructing unit opts to eject, an additional 2D6 roll must be made, using the unit's Skill Rating as the target number. If this roll fails, the unit will not self-destruct as planned, and is simply treated as shutdown for the rest of the game. If the roll succeeds (or if the pilot/crew never abandoned the unit to begin with), the self-destruct sequence will be completed, and the unit will explode so long as it is not destroyed by then.

A unit that is destroyed before it can complete its self-destruct sequence will not produce an intentional engine explosion (though it may still explode unintentionally, as above).

Booby Traps: Because they are specifically designed for this action, units with the Booby Trap (BT) special ability do not use these rules when self-destructing. Use the Booby Trap special ability's normal rules in *Alpha Strike* when resolving a self-destruct action by such units (see p. 83).

ENGINE EXPLOSION DAMAGE

The damage caused by an exploding unit in *Alpha Strike* play is directly related to the exploding unit's Size value. All units, structures, and terrain within 2 inches of an exploding unit will suffer damage equal to the exploding unit's Size. For targets between 2 and 4 inches away, reduce this damage by half (rounded down, to a minimum of 0 points). For targets 4 to 6 inches away, the explosion will deliver damage equal to one-fourth of the exploding unit's Size value (again, rounded down to a minimum of 0). Units over 6 inches away from an exploding unit are unaffected by the blast.

If the exploding unit also has the LG, VLG, or SLG special features, the explosion damage will be even larger. Multiply the exploding unit's effective Size value by 2 for the purposes of these rules if it possesses the LG special. If exploding unit has the VLG special, increase this Size multiplier to 3. For exploding units with the SLG special, the Size multiplier rises to 4.

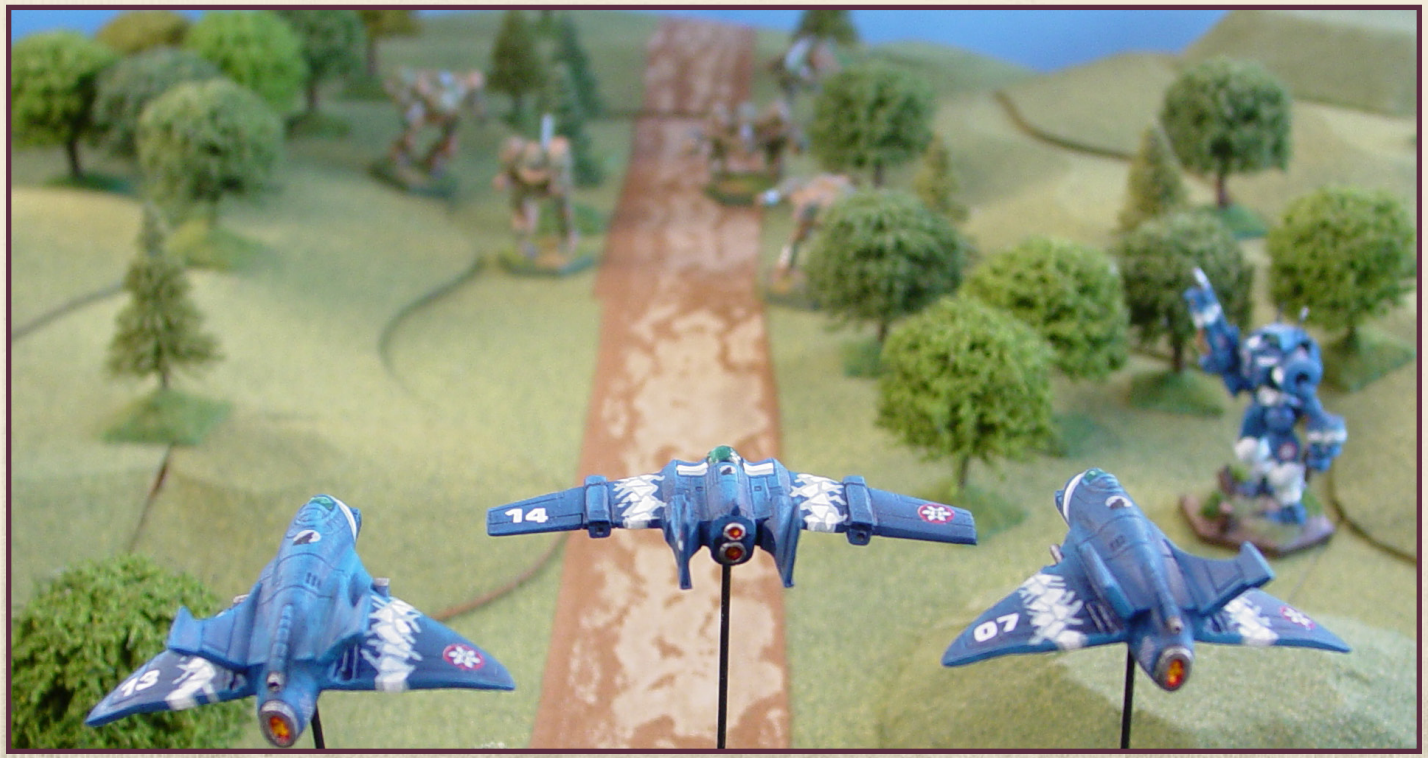
Damage from an exploding unit is considered area-effect, like an artillery strike, and thus will strike all units, structures, and terrain within the blast area, regardless of movement modifiers, cover, and the like. The only exception to this is a unit located inside another unit or structure that is caught in the blast. In this case, the "interior" unit is only affected if the structure (or transport unit) around them is destroyed. If this occurs as a result of the blast, the unit inside the destroyed structure or transport will suffer the full effects of the exploding unit.

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.

Line of sight for ground units is limited to 42". For a ground unit to attack at Extreme or Horizon Range, a friendly unit must have Line of Sight to the target (and be within sensor range of that target). This



does not count as spotting for the friendly unit: it may still make attacks without spotting penalties, and its attacks won't affect the unit at Extreme or 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 range 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. The range 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.

EXTERNAL CARGO

Units with on-board cargo capacity (as noted in the CT# and CK# specials) feature internalized bays and other allowances that enable them to transport other units or freight using the basic rules for Transporting Non-Infantry Units in *Alpha Strike* (see p. 39). For 'Mech, ProtoMech, and vehicle units that either lack this internal cargo capacity or are already fully loaded it is possible to carry additional cargo externally.

In general, a 'Mech, ProtoMech, or Combat Vehicle unit can carry external cargo up to its own Size class. Support Vehicles may also handle external cargo in this fashion, but will need to recalculate the cargo's size class as defined (see *Support Vehicles and External Cargo*, below). If the weight of the object is given in tonnage and not size, use the Tonnage to Size Conversion Table to find its effective size for carrying purposes. If the cargo is another unit which has a Size value and no weight value (or a CAR# special that defines its weight in tons outright), use the unit's Size value, but with the following conditions:

- If the unit is a Small Craft, DropShip, JumpShip, Space Station, or WarShip, it cannot be carried as external cargo by any 'Mech, ProtoMech, or Vehicle unit, regardless of its size.
- If the unit is a Support Vehicle of Size class 3 or higher, it cannot be carried as external cargo by any 'Mech, ProtoMech, or Vehicle unit.
- If the unit is a Support Vehicle of Size class 2, and the Support Vehicle is *not* a hover or VTOL unit, treat it as if it is a Size 3 unit for external cargo purposes. (A Size class 2 hover or VTOL Support Vehicle unit remains Size class 2.)
- If the cargo carrying unit uses any form of triple-strength myomer (i.e. possesses the I-TSM, TSM, or TSMX specials), double its effective Size capacity for external cargo carrying purposes (to a maximum rated value of 5).

Support Vehicles and External Cargo: Most support vehicles can also handle external cargo up to their own Size class under these rules, but must redefine the cargo's Size class when doing so. To determine a cargo's Size class by its weight, use the values given under Support Vehicles in the Tonnage to Size Conversion Table. If the Support Vehicle uses a hover motive type, multiply the cargo's weight by 2 to find its effective Size class for transport purposes. For VTOL Support Vehicles, multiply the external cargo's weight by 4. (These multipliers do not actually change the cargo's weight; they simply adjust its size relative to these generally lighter vehicle types.)

Picking Up External Cargo: 'Mech and ProtoMech units can pick up external cargo fairly easy, and accomplish this task by simply moving adjacent to the cargo during their Movement Phase and conducting no combat actions in that turn. During the End Phase of that turn, the unit has successfully picked up its cargo.

All other units capable of carrying external cargo under these rules use the same process, but must spend 1 additional full turn in base contact with the cargo they are planning to transport. As in the case of 'Mech or ProtoMech cargo carriers, these units cannot conduct weapon or physical attacks of any kind while attempting to pick up external cargo.

Picking Up Active Units: Picking up an active unit that is willing to be lifted follows the rules for listing external cargo as described above, but if the "external cargo" is actually an active unit that wants to *avoid* being picked up, the lifting effort becomes a modified physical combat sequence. In this case, during the Combat Phase before the End Phase where the cargo would be lifted, the players controlling each unit must each make a special physical combat roll.

For the unit attempting to do the lifting, this roll is treated as a physical attack against the target unit, with a +3 attack type modifier (the same as a Death from Above). For the target of the lifting action, this roll is treated as a standard physical attack, with no attack type modifier. If the lifting unit fails, or if its attack roll does not succeed by a higher MoS than that of its target, the targeted unit cannot be picked up in that turn. Otherwise, the target unit is lifted by its opponent during the following End Phase.

Movement Effects: A unit that carries external cargo up to one quarter of its Size value (rounded down, to a minimum of 1), reduces its movement rate by one-third (rounded down to the nearest inch) as long as it is carrying the cargo. If the external cargo is more than one quarter of the unit's Size value, reduce its movement rate by one-half (again, rounding down to the nearest inch). If the external cargo is extremely bulky (such that it has the LG, VLG, or SLG special), the unit attempting to carry it will be reduced to a minimum movement rate of 1 inch per turn.

Units carrying external cargo may not use Jumping MP when doing so.

Combat Effects: A unit carrying external cargo under these rules cannot execute any attacks when doing so.

TONNAGE TO SIZE CONVERSION TABLE

Weight (tons)	Size Class
'Mechs, ProtoMechs, Combat Vehicles	
0-39	1
40-59	2
60-79	3
80-100	4
101-200	4*
201-400	5*
401+	**
Support Vehicles†	
0-5	1
6-99	2
100-199	3
200-299	4
300-399	5
400-599	5*
600+	5*

* For external cargo transport purposes, items at this weight are also considered to have the LG special; Support Vehicles carrying cargo weighing 600 tons and up treat the cargo as if it has the VLG special.

** Items of this weight cannot be externally transported by 'Mechs, ProtoMechs, or Combat Vehicles of any size.

† For Hover Support Vehicles, multiply the cargo's weight by 2 before conversion; for VTOL Support Vehicles, multiply by 4 before conversion.

THROWING ATTACK MODIFIERS TABLE

Condition	Modifier
Target Range	+1 per 2 inches away*
Target Movement	As normal
Target Terrain	As normal
Intervening Terrain	As normal
Thrown Cargo Size	+Cargo Size value
Thrown Cargo is Active Unit	+2

* Replaces normal Range modifier for weapon attack; round down to minimum of +0

If a unit is successfully attacked while carrying external cargo, its attacker must roll 1D6 and apply that many points—to a maximum equal to the original attack's full damage value—to the cargo instead of the cargo carrier. (Any remaining damage points from the original attack after the 1D6 damage is applied to the cargo will affect the cargo carrier unit normally.)

If the external cargo is not a unit that tracks damage with its own armor and structure points, treat the cargo's Size value as the number of structure points it possesses. Any external cargo that suffers enough damage to eliminate all of its structure points is considered destroyed.

Dropping External Cargo: Units carrying external cargo may drop their cargo at any point during their Movement Phase, but must declare when doing so whether the cargo is to be dropped "quickly" or "carefully".

If the carrying unit declares that it is dropping its cargo "quickly", it expends no Move inches doing so, but must roll 1D6 and apply that many points of damage to the external cargo as it haphazardly drops it on the spot. If this does not destroy the cargo (as described under *Combat Effects*, p. 163), a marker must be placed where the cargo is dropped.

If the carrying unit declares that it is dropping its cargo "carefully", the unit expends 4 inches of Move to place its cargo on the ground in a far less destructive manner. No roll is required for this action, and the cargo suffers no damage when dropped this way. Once again, a marker must be placed where the cargo is dropped.

After dropping external cargo, the unit regains its normal mobility and ability to execute attacks, but will have to recalculate its remaining movement allowance if the cargo was dropped mid-movement. For example, a unit that can normally move 12 inches per turn would be reduced to half as much—6 inches per turn—while carrying external cargo equal to half its size. This means that the unit spends 2 inches of Move per inch of movement through open terrain. If, during its Movement Phase, the unit already moved 4 inches on the map before choosing to drop its external cargo "quickly", it will have already spent 8 inches of its normal Move rate by that point (4 inches moved x 2 inches spent per inch moved = 8 inches), leaving only 4 more inches remaining after the load is dropped.

Airborne Units and External Cargo: Under these rules, airborne units other than VTOLs may not carry external cargo.

Four-legged (Quad) 'Mechs: Quads may use the External Cargo rules as they apply to Combat Vehicles.

THROWING ('MECHS ONLY)

If a unit is carrying external cargo that is at least 2 Size classes smaller than itself, and the carrying unit is a 'Mech, it may decide to heave its cargo for distance—presuming, of course, that the condition of the cargo afterward is of no concern to the carrier. For the purposes of this rule, treat a superheavy 'Mech (normally Size 4, with the LG special) as if it has a Size value of 5, thus enabling it to throw items up to Size 3.

A unit can attempt to throw its external cargo during the Combat Phase instead of executing a weapon attack, and will also prevent the unit from executing a physical attack in the same turn; the act of throwing is essentially considered a combination of weapon and physical attack. The maximum distance such cargo can be thrown is equal to 2 inches for every point of difference in Size ratings between the throwing unit and the cargo itself. Thus, a Size

4 'Mech could throw an external cargo item with a Size value of 1 up to 6 inches away from itself (4 – 1 = 3; 3 x 2" = 6").

Because throwing external cargo counts as an attack, the player must make an attack roll as if executing a weapon attack, but applies a range modifier of +1 for every 2 inches of distance the throw is made more, instead of the standard weapon range modifiers. The thrown cargo's Size value is also added as a special modifier. All other modifiers for target movement and terrain will also apply to this action. Finally, if the thrown object is an active unit (as opposed to something more inanimate), apply an additional +2 Target Number modifier—to reflect the tendency for such units to struggle against being hurled to their doom. These modifiers are summed up in the Throwing Attack Modifiers Table.

If the throwing attack succeeds, the thrown cargo hits what it was aimed at. If not, it scatters 1 inch in a random direction. (Use the 2-inch AoE template from *Alpha Strike* to determine the direction of this scatter, based on the location of the targeted unit or area.)

On a successful attack, the thrown cargo item will deliver damage equal to its Size to the target unit, building, or terrain. The thrown cargo item itself, meanwhile, will suffer damage equal to twice its own Size value, regardless of whether the attack succeeds or not.

TOWING

Many tracked and wheeled ground vehicles feature trailer hitches for the express purpose of towing other vehicles. A unit must possess the Trailer Hitch special (HTC) to tow another unit. This trailer must also be a wheeled or tracked vehicle, and also have the HTC special, to use the following rules (otherwise, the unit can only be dragged or carried as above).

A unit may tow a trailer up to one Size class above its own, so a Size 2 vehicle can tow another vehicle up to Size 3. Towing other units or trailers in this fashion always reduces the towing unit's movement, but how much varies with the relative size of the unit or trailer being towed. If the unit or trailer is of a lower size class, the towing unit reduces its current Move rate by 2 inches. If the towed unit or trailer is of equal size class to the towing unit, the towing unit's current Move rate is reduced by half (rounded down to the nearest inch). If the towed unit or trailer is of a larger Size class than the towing unit, the towing unit reduces its Move to one quarter of its current rate (rounded down to the nearest inch). A unit may tow multiple trailers, as long as the towing unit and each trailer have the HTC special. The total Size of the trailers must be less than or equal to the towing unit's Size plus one, and the total Size of all trailers is used to modify the towing unit's speed as described above.

While being towed, the trailer or towed unit is always placed in base contact with the rear facing of its towing unit. Both units may attack and be attacked as separate units while connected in this manner, but any attacks made against them use the target movement modifier appropriate to the towing unit's current modified Move rate. Thus, if a Size 3 towing unit, with a normal Move of 6 inches is reduced to 4 inches because it is towing a Size 2 trailer, both the towing unit and its trailer may be attacked as if they have a Move of 4 inches.

Naval Tugs: These same rules apply on the surface of water features as long as both the towing vehicle and its trailer possess the ability to float, and the towing vehicle is capable of naval movement.

DRAGGING

Other ground units—including 'Mechs, ProtoMechs, ground vehicles with the hover or WiGE movement types, and even infantry units—can also opt to drag external cargo, rather than carrying it. Though far less elegant—and likely to cause damage to the cargo—dragging away salvage may be the best way to clear a field when one is short on time and recovery vehicles.

Basic Dragging Rules: As with the basic external cargo rules, the Size of the external cargo must be identified first (if it is only given in tons), and adjusted as necessary if the dragging unit is a Support Vehicle.

Dragging cargo use the same rules described under Towing, above, but does not require the towing unit to possess a trailer hitch, nor does the towed item need to be a wheeled or tracked trailer. However, if the cargo being dragged is *not* a wheeled or tracked vehicle (or trailer), the dragging unit runs the risk of damaging it as it moves. To reflect this risk, for every 2 inches of movement made while dragging external cargo, the dragging unit must make a 2D6 roll against its Skill Rating, adding any extra per-inch movement costs of the terrain to this number as a modifier (e.g., dragging such cargo through rough terrain—which cost +1 inch to move through—adds a +1 modifier to this roll target).

If this roll is less than the modified target number, the dragged cargo immediately sustains 1 point of damage from dragging. This roll must be repeated for every 2 inches of movement completed by the dragging unit, until it releases its cargo. If the dragged cargo is a unit that can sustain critical hits and motive damage, make any necessary checks as appropriate to the unit's type and condition any time the dragging action causes damage.

Dropping Dragged Cargo: As with dropping a carried object (see p. 164), dropping any external cargo that is being dragged can be accomplished either in haste (at no additional movement cost), or with extra caution at a cost of 2 inches of Move. In both cases, the action must be taken during the dragging unit's Movement Phase, after which the unit regains its full mobility (reduced only by the amount of its Move that was already spent while dragging the cargo or placing it down carefully).

If the dragged cargo is dropped in haste, it will sustain 1 additional point of damage as it lands—unless the dragged item is a vehicle or trailer with a wheeled or tracked movement type. If the dragged cargo is carefully dropped—or is hastily dropped, but possesses a wheeled or tracked motive type—the dropped cargo sustains no additional damage from being dropped.



FIRE TABLES

FIRE STARTING BASE TARGET (INTENTIONAL/UNINTENTIONAL)				
Water	**Clear**	**Paved**	**Rough**	**Jungle**
—	11/11	—	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	—
Atmospheric Pressure	
Vacuum	—
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)	—**
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.

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.

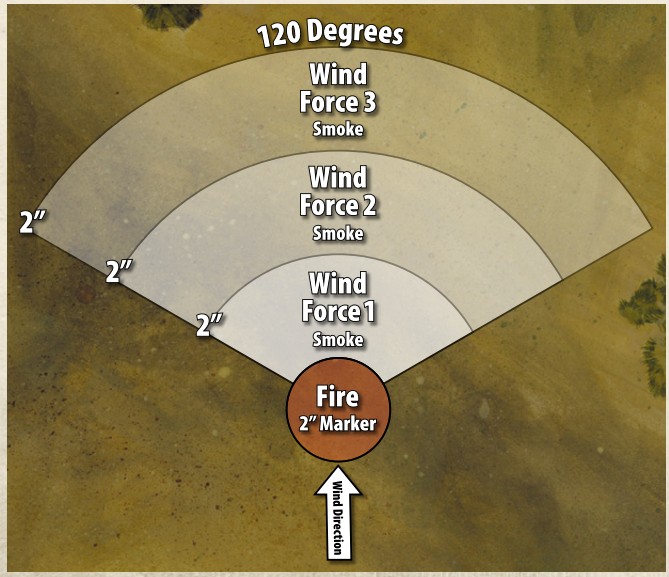
Step 4: Add new smoke from existing fires.

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 left) 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



• FIRE AND SMOKE DIAGRAM •

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*, p. 143) 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*, p. 63).

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 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 on p. 166).

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. 173). 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: Any area effect weapon (other than one using Inferno munitions) doing 4 or more points of damage will extinguish the fire within the attack's area of effect.

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 terrain modifier). Heavy smoke rises 4 inches above the underlying terrain and affects line of sight as heavy woods (imposing a +2 terrain 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. 63)—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

HIDDEN UNIT DETECTION RANGE TABLE

Probe Type	Range
Light Active Probe	6"
Active Probe	10"
Bloodhound Active Probe	16"

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.

FORTIFIED POSITIONS

Ground units and infantry that possess the Trenchworks/Fieldworks Engineering (TRN) special (see p. 91) may quickly create special fortified positions usable by vehicles, ProtoMechs, and infantry for defensive purposes. These special positions can be made in any terrain type except for buildings or water.

To create a fortified position, the engineering unit must remain stationary for a full turn, during which time it also may not make any weapon or physical attacks of any kind. The act of fortifying a position requires no rolls, but it requires the unit's full attention to do so, during which time it may be targeted as if it were at standstill.

In the End Phase of the turn after the above conditions are met, a 2-inch diameter template marker must be placed on the map, centered upon the engineering unit's position. This marker indicates that the area has been fortified for added cover. For the remainder of the scenario, the fortified position may be used to provide extra cover for infantry units (see *Advanced Infantry Options*, p. 139) or ProtoMechs and vehicles going hull down (see *Hull Down*, p. 38).

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. 159) 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. 32), 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 Target 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 these optional rules, minefields of any type use the 2" AoE template 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.

MINEFIELD DENSITY TABLE

Density	Target Number
5	5+
4	6+
3	7+
2	8+
1	9+

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. 159), and recording each field's center point as an X-Y coordinate on scrap paper.

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, 6" AoE template 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. 161). Any non-infantry unit affected by EMP mines suffers a +2 Target Number 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*, p. 166), 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.

MORALE

On the game table, it is easy to play out a scenario to the death, where victory goes to the force whose units are the last ones standing. Glorious as that can be, however, it overlooks the fact that most battlefield units are controlled by human beings—men and women who typically want to live to fight another day.

To better simulate this in-universe reality, the following rules will periodically require units to perform a special "morale check" roll at the end of any combat turn in which certain demoralizing conditions are met. Failure of this check may trigger a forced withdrawal effect, and thus players should familiarize themselves with those rules, as they are found on page 126.

MORALE CHECK CONDITIONS

Unless exempted (see *Morale Check Exemptions*, below), all ground unit types except for those that feature the LG, VLG, and SLG special features, fighters, airborne vehicles, and aerospace Small Craft units, will be subject to a morale check if any of the following conditions apply:

- The unit has suffered damage or heat from an Inferno ordnance attack (see *Alternate Munitions*, p. 143).
- The unit has suffered damage from any form of cruise missile artillery weapon (see *Artillery*, p. 47).
- The unit has sustained crippling damage (see p. 126), and is *not* an infantry unit.
- The unit has sustained at least half its total damage capacity (armor and structure, combined), and *is* an infantry unit.

MORALE CHECK EXEMPTIONS

The following unit types are exempt from making morale checks, but may still be subject to Forced Withdrawal conditions, if those rules are in play:

- **Large Units:** Any ground unit with the LG, VLG, and SLG special, including all Mobile Structures.
- **Large Aerospace Units:** All DropShips, JumpShips, WarShips, and space stations.
- **Drones:** Any unit with the DRO, RBT, or SDCS special features is exempt from morale checks—even if it is of a unit type and/or size that ordinarily would not be exempt.
- **Stationary Units:** Buildings, gun emplacements, and other units that possess no Move to begin with, are exempt from morale rules.

MORALE CHECK TABLE

Base Target Number = Unit's Skill Rating

Condition	Modifier
Attacked by Inferno Ordnance	+1
Attacked by Cruise Missile	+2
Unit is a BattleMech or ProtoMech	–2
Unit is an IndustrialMech	+0
Unit is a Combat Vehicle	+0
Unit is a Support Vehicle	+3
Unit is Battle Armor Infantry	–1
Unit is Conventional Infantry	+2
Unit is currently Routed	+3
Unit is a Drone/Robotic Unit	No Roll Required
Pilot has Iron Will Special Pilot Ability	–2
Infantry-Only Modifiers	
Attacker is a BattleMech	+1
Unit is inside a Building	–2
Additional Nerve-Recovery Modifiers	**Modifier**
Friendly Force Commander in LOS*	–2
Friendly Force Sub-Commander in LOS*	–1
Infantry-Only Modifiers	
Any Friendly Routed Units in LOS	+1
Friendly (non-Routed) 'Mechs in LOS	–2
Friendly (non-Routed) Vehicles in LOS	–1
Fire in LOS	+2

* A friendly force commander or sub-commander is only considered to be "present" when a unit has been specifically designated as the force's commander and this unit is active and on the map within 35 inches of the routed unit. Only one unit per lance (or Star) in a given force may be designated as a force sub-commander.

MAKING THE MORALE CHECK

The morale check is a 2D6 roll against a base target number equal to the unit's Skill Rating, plus all applicable modifiers listed in the Morale Check Table. If the roll result is equal to or higher than this modified target number, the unit's morale remains intact and it may continue to act normally. Otherwise, the unit's morale breaks, and it is considered to be routed.

A routed unit must begin to retreat per the *Forced Withdrawal* rules (see p. 126), starting with its next Movement Phase. If a routed unit does not recover its nerve before it leaves the map area (see *Recovering Nerve*, right), it is considered to have withdrawn entirely from battle and is removed from play. As with the Forced Withdrawal rules, routed units can still execute attacks while they are retreating, but may not act as spotters for indirect fire, nor may they deliberately move toward an enemy unit's position.

RECOVERING NERVE

Any unit that is routed must make an additional morale check at the End Phase of every turn after its morale has broken, to see if it can recover its nerve. This roll uses the base target number and modifiers that applied when the unit's morale broke to begin with, but also applies the Additional Nerve-Recovery Modifiers shown in the Morale Check Table.

If the roll equals or exceeds the modified target number, the unit regains its morale and may once again function normally (at which point it may stop retreating and does not need to make any further morale checks until it sustains damage again). If not, the routed unit continues to flee from battle for another turn.

PRACTICAL LINE OF SIGHT

Under the core *Alpha Strike* rules, line of sight (LOS) between units is generally based directly on the size of the miniatures being used. But this approach does not often take into consideration that the poses and scale of many *BattleTech* minis can fluctuate wildly, often creating a situation where a unit is disproportionately more or less visible than should technically be. Under the following Practical Line of Sight (PLOS) rule, players instead treat their *Alpha Strike* miniatures more like icons that represent the physical positions of each unit on the map—while generic templates are used to judge a target's visibility more fairly.

Practical LOS is only used in ground combat, and then only when the lines of sight between units may be in doubt. Against airborne units—even those flying directly over the ground map—templates are not required; the lines of sight by and against these units are effectively clear in both directions.

To find a unit's practical size and shape for targeting purposes, cross-reference its type and Size value with the dimensions found in the Practical Line of Sight Size Table. This table, which provides measurements for the most common units used in *Alpha Strike*, defines a cylinder-shaped area that represents the actual volume these units occupy. The dimensions in the table provide both the height and diameter (H x D, expressed in inches) of each cylindrical template that corresponds to the listed unit types. Players may then substitute an actual cylinder of this size for their minis when determining PLOS, or simply use the PLOS Template Rulers found at the back of this book, standing the rulers directly against the unit's base to show its actual profile (almost as if the player were measuring the unit's height manually).

Practical LOS between units begins at the center point of the top of the spotting unit's size template. If a straight line—created by a ruler, string, or laser pointer—can then draw a line of sight to the target's top without going through some form of blocking terrain (such as a building, an exceptionally large unit, or a hill), there is a chance the spotter has PLOS to its target. To determine how much, the spotter must also see if it can draw a similar line of sight at least low as one third of the way down the unit's template ruler height, or more than two thirds of the way down (these lines are also marked on the template rulers).

If the PLOS line can spot the target's template from its very top to as far down as the lowest one-third of the target's height, the target is fully visible for PLOS purposes—give or take any non-blocking terrain, such as intervening woods. If the PLOS line can only

PRACTICAL LINE OF SIGHT SIZE TABLE

Unit Type (Size Class)	Size Template (H x D)
'Mech (1-4)	2" x 1.25"
Superheavy 'Mech (4 + LG)	3" x 1.5"
ProtoMech (All)	1" x 1"
Infantry (Any)	1" x 1.25"
Combat Vehicle (1-4)*	1" x 1.25"
Support Vehicle (1-3)	1" x 1.25"
Support Vehicle (4+)	Use Miniature or Suggested Template

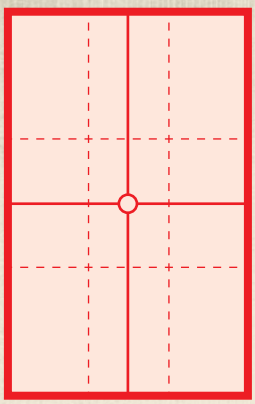
* This size template may also be used for grounded fighters and Small Craft units.

UNCOMMON UNIT TEMPLATES TABLE

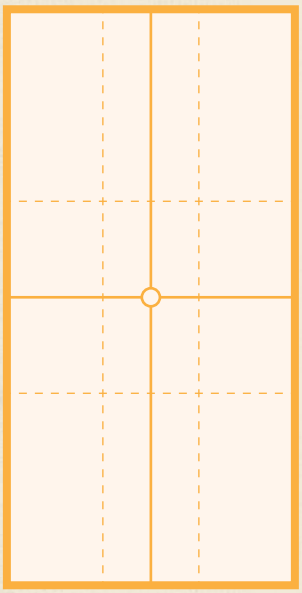
Unit Type (Size Class)	Unit Special	Size Template (L x W x H)
Rail Support Vehicles (1+)	Any	(1" wide x 1.25" high) x 1" long per 2 total Size*
Airship Support Vehicle (3)	LG	4" long x 1.5" wide x 1.5" high
Airship Support Vehicle (4)	VLG	6" long x 2.5" wide x 2.5" high
Airship Support Vehicle (5)	SLG	9" long x 3.5" wide x 3.5" high
Naval Support Vehicle (3)	LG	6" long x 2" wide x 5" high**
Naval Support Vehicle (4)	VLG	12" long x 3" wide x 7" high**
Naval Support Vehicle (5)	SLG	18" long x 4" wide x 10" high**
Aerodyne Small Craft (Any)	LG	3" long x 2.5" wide x 2" high
Spheroid Small Craft (Any)	LG	2" diameter x 3" high
Aerodyne DropShip (1)	LG	5" long x 4" wide x 3" high
Aerodyne DropShip (2)	VLG	8" long x 6" wide x 5" high
Aerodyne DropShip (3)	SLG	12" long x 8" wide x 7" high
Spheroid DropShip (1)	LG	4" diameter x 6" high
Spheroid DropShip (2)	VLG	8" diameter x 10" high
Spheroid DropShip (3)	SLG	12" diameter x 14" high

* The length of a Rail support vehicle (in inches) may be found by adding together all size values for the train engine and its trailer cars, then dividing the result by 2, rounding normally. For example a Size 3 rail engine, with four Size 2 trailer cars attached, would have a total Size of 11 (3 + 2 + 2 + 2 + 2 = 11).

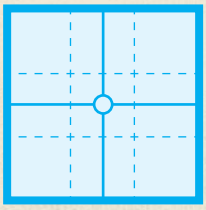
** These dimensions reflect the naval vessel's height above the water surface. Each of these template classes also occupies a submerged area 1" below its water line per 5" of unit height (rounded normally).



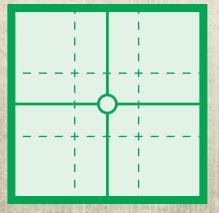
• 'MECH •



• SUPERHEAVY 'MECH •



• INFANTRY & VEHICLES •



• PROTOMECH •

spot the target from its top to less than its lower one-third line due to blocking cover, the target will benefit from partial cover. If the PLOS line cannot even proceed one third of the way down from the target's height before encountering blocking terrain, the target unit is fully covered for PLOS purposes.

With this method, the same principle can even be applied vertically as well as horizontally. In this case, line of sight is still determined using a point on top of the spotting unit's template, but this origin point must be determined from the center of the spotting unit for maximum accuracy. If the PLOS line can see at least one-third of the target's width (and most or all of its height) from its vantage point, the target receives partial cover benefits. If the PLOS line can see two-thirds or more of the target's width, the target receives no partial cover. Once more, the template rulers include these one-third and two-third lines to aid the players that use them.

Under the PLOS rule, all units may benefit from partial cover if a line of sight can only see more than a third (but less than two-thirds) of the target's template without passing through blocking terrains.

UNCOMMON UNITS AND PLOS

Grounded DropShips, buildings, Mobile Structures, and other exceptionally large units (those with the LG, VLG, or SLG special abilities) tend to have much more irregular shapes and sizes, which defy easy template creation. For this reason, players are encouraged to either create their own custom rulers expressly for such units, or simply treat the miniature itself as a truthful representation of the unit's size and shape.

Uncommon Unit Templates: If miniatures are not available for some reason, suggested templates for many of these uncommon unit types are given under the Uncommon Unit Templates Table. Unlike the standard PLOS templates, these suggested dimensions may describe more rectangular or oblong shapes (with a length, width, and height—such as may be found for large enough rail vehicles, landed airships, large naval vessels, and aerodyne DropShips), as well as spherical profiles (with a diameter and height—such as found with spheroid DropShips).

Buildings and Mobile Structures: For buildings and Mobile Structures, which can come in any shape desired, players are encouraged to create whatever template they desire, or even employ custom-build miniatures to represent their size relative to the units on the field. These constructs—which work as blocking terrain any time a line of sight passes through them—may never benefit from partial cover under any of the current rules, and are always treated as fully visible if any portion of their profile can be spotted over other blocking terrain features.

SHIELDING MOVEMENT

Shielding movement represents an effort by one unit to willingly place itself in harm's way in order to block weapon attacks against another (usually weaker or tactically more important) unit.

To perform this action, the shielding unit must have at least 1 inch of ground-based movement, which must be used to bring itself in base-to-base contact with whatever unit it is trying to shield by the end of the Movement Phase. The shielding unit may not use jumping movement when doing so, and must also be standing at equal or greater height than the unit it is trying to protect.

When all the above conditions are met, the shielding unit's presence will add a modifier to all attacks against the shielded unit, as long as the attack also passes through the shielding unit's position—as if the shielding unit were a piece of interceding terrain. If the shielding unit is a combat or support vehicle that lacks the LG, VLG, or SLG specials, this attack modifier is +1; if the shielding unit is a 'Mech or a ProtoMech, the modifier is +2.

The shielding modifier will not apply to attacks made directly against the shielding unit itself; it only applies to attacks made against the unit being shielded, and then only if the line of fire passes through the shielding unit's position and the shielding unit stands equal to or taller than the unit it is shielding.

Units with the LG, VLG, and SLG specials are automatically treated as blocking terrain for LOS purposes, and thus need not use shielding movement in *Alpha Strike*. Furthermore, if the unit being shielded is an infantry unit of any type, the players should consider the *Using Non-Infantry Units as Cover* rules instead (see p. 139).

Because only attacks that pass through the shielding unit are affected, a unit can be shielded by more than one unit at a time. If, for any reason, the line of sight for an attack against a shielded unit passes through two shielding units at once, add the shielding modifiers together before applying them to the incoming attack.

If an attack against the shielded unit fails by a MoF equal to (or less than) the Target Number modifier generated by one or more shielding units, a shielding unit will suffer the damage instead. If more than one shielding unit may be attacked for this reason, determine which shielding unit is struck randomly. For example, if an attack targets a command vehicle being shielded by a BattleMech, the shielding 'Mech adds a +2 modifier to the attack. If the attack roll fails by 1, the shielding 'Mech takes the hit instead.

Any attack that misses a shielded unit by a MoF greater than the Target Number modifier created by the shielding units, the attack misses entirely; neither the shielded unit nor any of the shielding units will take damage from such an attack.

Shielding movement provides no defense against area-effect attacks (such as those delivered by bombs and artillery), or against air-to-ground attacks of any kind.



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 Target Number modifier. Against all other targets (including grounded aerospace units and vehicles), a +1 modifier applies instead.

TERRAIN CONVERSION

At the controlling player's option, a unit may employ its firepower to raze terrain features under a 2" AoE template, 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 *Buildings,* p. 72) 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*, p. 166).

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.

VTOL SPECIAL ATTACKS

Even though they are classified as airborne units, VTOLs in *Alpha Strike* are treated more like flying vehicles than true aerospace craft, due to their slower movement rates and lower operating altitudes when compared with even the smallest and weakest of fighters. Still, because they are flying units, the following rules enable VTOLs to execute strafing and bombing attacks normally reserved for fighters.

VTOL STRAFING

A VTOL's strafing attack follows the same rules detailed for air-to-ground strafing attacks by a fighter (see p. 181), but with the following exceptions and modifications.

Movement Phase: The VTOL unit must declare that it is strafing during its Movement Phase, and identify its strafing area accordingly. As with a fighter-based strafing attack, this area runs 10 inches in length, by 2 inches in width, and will target all units in that area at the end of the Movement Phase—friend and foe alike.

The strafing line must still be straight, and the VTOL must pass over the area directly. During its strafing run, the VTOL cannot change its elevation. Thus, if a VTOL turns or changes its elevation in the same turn as its strafing run, it must do so either before or after the strafing run. For this reason, the VTOL player must also note his unit's height above the map during its strafing run. This height will be used to determine the range for all attack rolls between the VTOL unit and all of the targets within its strafe area.

Combat Phase: A VTOL's strafing run replaces its normal attack. The attack is resolved during the Combat Phase as normal, with all rolls made by the VTOL based on its effective range to the

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.

ground targets as it passed over them. In other words, the VTOL's height above the underlying terrain, in inches, becomes its attack range. Target movement and terrain modifiers will apply to this roll as normal, with all units in the strafe zone receiving one attack from the strafing VTOL.

The damage delivered by a successful VTOL strafing attack is that of its effective range bracket when it passed overhead, so a VTOL strafing from a height of 7 inches will deliver only the damage of its Medium range bracket.

VTOL BOMBING

VTOLs that carry bombs can execute their bombing runs in accordance with the same rules defined for aerospace units (see p. 184), with the following exceptions and modifications:

Speed Reduction: Like aerospace fighters, VTOLs carrying external bombs will lose mobility as a result of the added weight and drag. This speed reduction is equal to 2 inches of VTOL movement per bomb carried. A VTOL cannot lift off if this reduction would reduce the VTOL's Move to 0 inches or less.

Bombing Attack Type: A VTOL bombing attack follows the rules for dive bombing only; VTOLs cannot execute an altitude bombing attack type, and thus may designate only one point of impact (POI) per turn.

Movement Phase: As with strafing, the VTOL unit must declare that it is bombing during its Movement Phase, and identify its bombing POI accordingly. As an area-effect attack, the bombs will target all units in their strike zone at the end of the Movement Phase—friend and foe alike.

Also as with strafing, the VTOL must note its height above the underlying terrain at the time of the bombing attack, and it must have passed over the designated bombing area on its way to its final position at the end of the Movement Phase. If the VTOL turns or changes its elevation in the same turn as its bombing run, it is presumed to have done so either before or after its bombing attack.

Combat Phase: A VTOL's bombing attack is resolved in the same fashion as an aerospace fighter's bombing attack, and replaces any other standard or strafing attacks the VTOL might otherwise attempt. As with an aerospace fighter dive-bombing attack, missed attacks will scatter away from the intended POI by 1D6 x 2 inches in a random direction.



The damage area of effect for each bomb dropped by a VTOL is the same as those dropped by fighters. VTOLs may deliver the same High-Explosive, Cluster, and Inferno bombs found in the standard rules (see *Bomb Types*, p. 183), or any of the alternate bomb munitions available to fighters (see p. 147).

OTHER AIR-TO-GROUND ATTACKS

VTOLs may not perform any other air-to-ground attack type.

RETURN FIRE AGAINST STRAFING AND BOMBING VTOLS

Ground units that return fire on a strafing or bombing VTOL must use different rules to resolve their fire, depending on whether or not they were within the intended attack area when they return fire.

Inside the Attack Area: For units that lie inside a VTOL's strafing or bombing area, the standard rules for ground-to-air combat are used (see p. 186), but with the attack range based on the height the VTOL declared that it was at when it made its ground attack in the Movement Phase. While this means that weapon range modifiers will apply to the ground-to-air attack, these units will also ignore the VTOL's usual target movement modifiers as an airborne vehicle, replacing it instead with the +2 modifier for a ground-to-air attack against an aerospace unit.

Thus, a unit returning fire on VTOL that strafed or bombed it from a height of 8 inches would attack the VTOL as if it were at Medium range (rather than the normal default ground-to-air range of Short). This will add a +2 Target Number modifier to the attack due to the range, but because the unit is returning fire on a VTOL special attack from inside the strike zone, the unit also replaces the VTOL's normal target movement modifier with a flat +2.

Outside the Attack Area: Units returning fire on a strafing or bombing VTOL from *outside* of the VTOL's designated attack area use the normal rules for attacking an airborne vehicle. This includes targeting the unit at its final position and height over the map at the end of the VTOL's Movement Phase, and applying the VTOL's target movement modifier.

Armor Thresholds: VTOL units that suffer damage from either ground-to-air attack type ignore the armor threshold rules that aerospace units must apply.

VARIABLE DAMAGE

The normal rules deliver all of the unit's potential damage in a successful attack, but this is rarely the case in actuality, as most units carry many weapon systems that feature subtle variances in their effective range, accuracy, and damage output. Two optional rules—Multiple Damage Rolls and Multiple Attack Rolls—are presented below to better simulate this effect. These two rules are mutually exclusive: only one rule may be chosen for a given session.

MULTIPLE DAMAGE ROLLS

Any time a unit executes a successful weapon attack, its controlling player must roll 1D6 for each damage point the unit would deliver at that range. For each die result of 3 or more, the attack delivers 1 point of damage (up to its maximum damage potential).

Overheat, NARC, bonus damage from attacking to the rear, and special abilities and other effects that add to damage are also checked for variable damage, each point rolled for as described above. For example, a unit with 2/2/2 attacking at Short range to

the rear of the target would roll three times: twice for its 2 damage at short range and once for attacking from the rear. However, special abilities that apply effects other than damage (such as HT#/#/#) always have their full effect even when using variable damage.

AMS, armor special abilities and other damage reduction effects are applied after checking for variable damage. For example, if a unit with damage values of 3/3/2 and the IF special ability attacks a unit with AMS at medium range, the attacker rolls three dice (for its 3 damage at medium range). The total damage is then reduced by 1.

Minimal Damage: A successful attack always delivers a minimum of 1 point of damage, even if all of the *Variable Damage* roll results yield a 2 or less.

0* Damage: When using the *Variable Damage* rule, units that deal 0* damage forego their usual damage roll. Instead, its controlling player must make a 1D6 roll. If the result is 5 or higher, the attack delivers a single point of standard damage. Otherwise, the attack still hits, but delivers no damage.

If a 0* variable damage attack is successfully delivered against a unit that is underwater or operating in vacuum and is susceptible to hull breaches, the attack will prompt a hull breach check even if it delivers no damage at all.

Area Effect Damage: Area effect damage is resolved separately for each unit in the area of effect.

MULTIPLE ATTACK ROLLS

Any time a unit attacks a target, separate attack rolls are made for each point of damage the unit would deliver at that range. The player may switch targets after making an attack on the first target, however the new, secondary, target has a +1 Target Number modifier. If the secondary target is at a different range than the primary target, the unit cannot attack with more points of damage than it has available at that secondary targets range band. All previous attacks on this turn from this unit are counted towards available damage at the new target. If the attacker has 3/3/2, the first target was at medium range and the attacker rolled attacks for two points of damage, it cannot then attack a secondary target a long range. It can attack a secondary target at short or medium range for 1 more attack.

You cannot mix special weapon attacks and standard weapon attacks when using Multiple Attack Rolls, the unit must declare if it is using a standard or special weapon attack and then all weapon attacks this turn from that unit must be the same.

Damage Modifiers: A damage modifier from the attacker (a choice of the attacker, the use of a special ability or special pilot ability, etc) or from terrain or an environmental condition (being underwater, an attack from the rear, etc) is applied before determining the number of attack rolls. A unit with 3 damage, attacking from the rear arc, would roll four attack rolls.

A damage modifier from the target (armor special abilities, anti-missile system, etc) is applied after all attack rolls are resolved and the final damage determined. A unit with 3 damage and the SRM special ability attacking a target with AMS would roll three attack rolls. If only one of them is successful, the AMS would reduce the damage by 1, except the minimum of 1 rule would still apply and the target would take 1 damage.

Damage Reducing Effects: After all multiple attack rolls have been made on a target, apply damage reducing effects to the total damage result on that unit.

An AWS-9M Awesome *(attack values: 4/4/3) attacks a* Bushwacker *at Medium range in the rear, giving the* Awesome *four attack rolls from its medium-range damage value plus one for a rear attack. The* Awesome *has the Sharpshooter SPA (see p. 99), which causes a critical hit if the margin of success is three or more. The* Bushwacker *is damaged, with 1 Armor and 3 Structure remaining. It has Reflective Armor (RFA, see p. 88).*

Using Multiple Attack Rolls, the Awesome *rolls 12, 8, 12, 7, and 3. Four attack rolls succeed, and two of them succeed with a margin of 3 or greater. Two of the attack rolls are natural 12s. The Reflective Armor (RFA) special reduces the damage by 1. This results in 3 damage to the* Bushwacker, *plus a critical hit from the Sharpshooter SPA and a critical hit from the Natural 12 rule.*

The Bushwacker *applies the 3 damage, marking off 1 Armor and 2 Structure. The 2 Structure damage causes another critical hit. It has 1 Structure remaining, assuming it survives the three critical hits.*

Heat, Flak and Special Weapon Attacks: If the unit has the Heat (HT) or Flak (FLK) special abilities (see p. 78), the player may designate any of the attack rolls from the unit as possessing one of those special abilities. If the unit has an AC, SRM, or LRM special ability using *Alternate Munitions* (see p. 143), and that alternate munition allows the use of a special weapon attack, the player may designate any of the attack rolls from the unit as implementing the special weapon attack. These special weapon attacks apply their effects as a special weapon attack. For example, precision autocannon munition (see p. 145) applies the –2 Target Number modifier to the attack from a special weapon attack instead of receiving the damage bonus for a standard weapon attack with precision munitions.

No single attack roll may be designated as for more than one of these abilities (whether HT, FLK, or a special weapon attack) and no special ability may be designated for more attack rolls than the rating for the special ability. The damage rating for these abilities is limited as with standard damage above if making multiple attacks at different ranges.

Using Armor Piercing, Cluster, Flechette, or Anti-TSM Warheads requires two attack rolls to be designated to them for each use of these alternate munitions replacing their damage reduction. Only one attack roll is then made; the second is discarded unless Flechette munitions are being used against conventional infantry or wood or jungle terrain, in which case both attack rolls are used. If the unit only has a single attack roll for the turn, the unit can use one of the alternate munitions, but the damage on a successful attack must be rolled as for *Minimal Damage* (see p. 48).

Natural 12: The Natural 12 rule may only result in a maximum of one critical hit per target when using the optional Multiple Attack Rolls rule.

Lucky/Floats Like A Butterfly: Each point of Lucky or Floats Like a Butterfly rerolls the entire attack.

Marksman/Sharpshooter: The critical chance from these special abilities only applies to the first attack roll of each attack.

Multi-tasker and Ground-Hugger: These Special Pilot Abilities allow the attacker to ignore the +1 Target Number modifier for a secondary target.

Weapon Specialist: The Weapon Specialist may choose to reroll a single attack roll each turn.

OPTIONAL UNIT TYPES

The following new unit types were either not covered under the *Alpha Strike* core rules, or were not clearly differentiated from units of the same general class. Most—like tripod 'Mechs, superheavy 'Mechs, LAMs, and QuadVees—are rare in routine play, having been out of service for a long time in the universe at large, or entirely new to the setting. Others—such as four-legged 'Mechs and robotic drones—are not quite so foreign, but their distinctions were largely glossed over under the core rules.

DRONES AND ROBOTIC UNITS

Virtually all unit types found in *Alpha Strike* may be constructed as drones. Drones are either driven remotely by human operators, or controlled by their own on-board artificial intelligence software. For the sake of these rules, a unit with the Drone (DRO) special is considered to be a remote-controlled unit, while those with the Robotic (RBT or SDCS) specials operate independently.

REMOTE-OPERATED DRONES

The use of remote-operated drone units is largely covered already by the rules for the Drone and Drone Carrier Control System optional unit Special Abilities (see p. 85). Additional rules regarding these drones are covered further below.

ROBOTIC DRONES

Robotic units are designed to operate independently of human operators, and thus do not rely on constant communication for combat directions, nor do they require the presence of a control unit as remote drones do. But even though they are meant for autonomous operation, robotic drones can still be impaired by hostile ECMs as their sensor suites become blinded or disoriented by the interference.

Robotic Initiative: As a unit type specifically designed to operate independent of human control, any time a force of robotic units is present in a scenario, the robotic forces fielded by each side must roll their own Initiative. Being less intuitive than humans, however, these robotic forces suffer a –2 modifier to their Initiative roll (if the robotic unit features the SDCS special, change this Initiative modifier to –1).

For example, if a scenario pits an attacking force of entirely human-controlled 'Mechs against a defending force of human-piloted 'Mechs, backed up by robotic tanks, three Initiative rolls must be made—one for the attacker, one for the human-piloted defenders, and a third for the robotic defenders. The robotic defenders, furthermore, apply a –2 modifier to their Initiative roll. The turn order will then proceed as if there are three "sides" on the map, based on their roll results. If the attackers in this scenario also brought along some robotic units, four Initiative rolls would be required instead.

Robotic Skill Ratings: As with remote drones, robotic drones that lack the SDCS special receive a Skill Rating 1 point higher than an equivalent human-operated unit. Thus, a Regular-rated non-SDCS robotic tank would possess an effective Skill of 5, rather than 4. Robotic units with the SDCS special receive a Skill Rating equal to any human-operated unit of a given Skill Rating.

Because few robotic AIs can match the intuitive abilities of a human, the maximum Skill Rating a robotic unit may possess is Elite. This means that a robotic unit without the SDCS special may not receive a Skill Rating better than 3, while the best Skill Rating a robotic drone *with* the SDCS special may attain is 2.

Robotic Aggression Modes: Prior to the start of a scenario involving robotic units, the player controlling such units should give each one an Aggression Mode to determine its actions in combat. This Aggression Mode, which establishes the drone's general mission and tactical functions for the scenario, may be Aggressive, Defensive, Passive, or Suicidal.

- **Aggressive Mode:** An aggressive robotic unit will take an active role in combat, targeting and attacking any hostile unit that comes within its weapons' range and line of sight. The aggressive unit may pursue its enemies as the controlling player sees fit, and will continue to pursue for any distance unless the drone suffers crippling damage (at which point it will follow *Forced Withdrawal* rules and return to its base).
- **Defensive Mode:** A defensive robotic unit will stay close to an objective or designated map area that it is tasked with protecting, never straying farther than 24 inches from its charge. Defensive drones will only target hostile units that enter their weapons' range, and may seek better positions to strike at them from, but they will never allow themselves to be drawn too far away from their defensive objective. If a defensive drone does find itself farther than 24 inches from the focus of its defense, it will move back toward it at the earliest opportunity. As with aggressive drones, defensive drones return to base per *Forced Withdrawal* rules once they have sustained crippling damage.
- **Passive Mode:** A passive robotic unit is even less apt to move and engage enemies than a defensive one. These units will only attack a hostile target that has entered their Short range bracket, and are always susceptible to *Forced Withdrawal* rules if they sustain crippling damage. A passive drone will not move farther than 6 inches from its assigned position.
- **Suicidal Mode:** Robotic drones set to a suicidal level of aggression will always attempt to close with and engage the nearest hostile unit to its position during combat. Suicidal drones will also ignore *Forced Withdrawal* rules under all conditions. If a suicidal drone is crippled and rendered unable to attack a target, it may—at the controlling player's option—initiate a self-destruct sequence if either the *Engine Explosion* rules are in play (see p. 161), or if the drone has been equipped with a Booby Trap device (BT special).

Aerospace Drones: When using the above Aggression Modes for robotic aerospace units using the aerospace combat rules, disregard the range references described, and replace the movement range limitations of the defensive and passive modes as follows:

If forced to retreat for any reason, a robotic unit will return to its base vessel or landing area, or—if none has been defined—simply move to stay as close to the home edge as possible.

ECM Effects on Robotic Units: Unlike remote-controlled drones, robotic units caught within a hostile ECM field will not simply shut down. Instead, whenever a robotic unit begins its Movement Phase inside the area of a hostile ECM field, the unit's controlling player must roll 1D6.

On a result of 4 or less, the robotic unit becomes blinded for that turn. While blinded, the robotic unit will behave as a crippled unit under *Forced Withdrawal* rules, and retreat toward its home area.

On a result of 5, the robotic unit becomes dazed for that turn. While dazed, the unit will simply move in a random direction (turning only to avoid entering illegal terrain), and will attempt no attacks in the Combat Phase.

On a 6 result, the robotic unit goes berserk. In this state, the robotic unit behaves as if it has been set to a Suicidal Aggression Mode, and will target, close with, and attack the nearest unit. Unfortunately, because its sensors are disrupted at this time, the berserking robotic unit will not be able to tell friend from foe in this state, and will attack the nearest unit of any side.

ECM effects against robotic units end at the start of any turn in which the robotic unit is no longer within a hostile ECM field.

DRONES AND SPECIAL GAME RULES

Neither of the drone types covered by these rules—remote or robotic-controlled—may benefit from Special Command Abilities or Special Pilot Abilities (see pp. 92 and 102, respectively). Drone and robotic units may also benefit from most of the other on-board unit Special Abilities noted on their unit cards, with the exception of the Mobile Headquarters (MHQ#) special.

Drones and Psychological Warfare: Drones are also immune to the effects of special command abilities, special pilot abilities, and design quirks that would demoralize, distract, intimidate, or enrage human-crewed units. This includes the Zone of Control Special Command Ability (see p. 109), the Animal Mimicry, Antagonizer, and Demoralizer special pilot abilities (see pp. 92, 92, and 93, respectively).

Drones and Morale: All Drones are immune to Morale rules (see p. 169).

GLIDER PROTOMECHS

A more sophisticated ProtoMech design built for sustained low-level flight, so-called Glider ProtoMechs appeared only briefly in the waning days of the Jihad, and largely vanished in the decades since. A few odd models have appeared sporadically from time to time, but most of these tend to be experimental in nature, or otherwise limited in use.

The following rules modify the standard ProtoMech rules for those that have glider movement capability, which will be indicated on the unit's stats by a GLD special unit ability.

Movement: A Glider ProtoMech must declare which movement type it is using at the beginning of every Movement Phase: either ground (as a 'Mech) or gliding (as a WiGE vehicle). Glider ProtoMechs that opt to use normal ProtoMech movement use the standard Move rates list on their data cards (left of the slash, the value with no movement code).

Glider ProtoMechs that opt to use their WiGE movement mode use the Move rate shown to the right of the slash (the value with a movement code of g). A ProtoMech using its WiGE movement rate is subject to the same movement rules as a WiGE vehicle (see p. 36). This includes the requirement that such units must maintain at least 4 inches of movement per turn to remain aloft.

A Glider ProtoMech using its WiGE movement is treated as if it were jumping.

Combat: If an attack against a Glider ProtoMech misses its modified Target Number by 1 point, the attacker must roll 1D6. If this result is 5 or 6, the Glider ProtoMech suffers a glancing hit to a wing that reduces its WiGE Move rate by 1 inch (to a minimum of 0 inches), but otherwise delivers no other damage to the unit.

LAND-AIR BATTLEMECHS

A unit that is built as a Land-Air BattleMech (LAM) will have either a LAM (#g/#a) special, or a BIM (#a) special to identify itself as such.

A Land-Air BattleMech (LAMs) is a rare BattleMech unit type that can change modes from that of a BattleMech to that of an aerospace fighter. This enables a broader range of movement options, from standard BattleMech movement (in BattleMech mode), to aerospace fighter movement (in Fighter mode). LAMs not indicated as bimodal-only (those with the BIM special) also include a hybrid configuration known as AirMech mode, in which the BattleMech moves as a wing-in-ground effect (WiGE) unit.

Regardless of their current mode of operation, LAMs are considered BattleMech units, and thus will function in accordance with the standard *Alpha Strike* rules for 'Mech units except as follows:

CONVERSION AND MOVEMENT

When a LAM switches between modes, its conversion always takes place at the start the unit's Movement Phase. The action is incidental to the unit's movement, and switches the unit to the movement type of its chosen form:

- LAMs in BattleMech mode function as jump-capable BattleMechs, and may only use the movement rules and modifiers applied to standard ground and jumping movement types in this mode. These movement ranges will be shown on the unit's basic Move stats.
- LAMs in AirMech mode function as BattleMechs with a WiGE movement type (the movement mode ending in g after the LAM special), and may only use the movement rules and modifiers applied for WiGE units in this mode. Note that the amount of movement a WiGE receives may be different from the amount of Move it receives in 'Mech mode.
- LAMs in Fighter mode function as aerospace units for movement purposes. Once the conversion to this mode occurs, the unit's Thrust is identified by the aerodyne movement value (the movement mode ending in a after the LAM or BIM special).

If a unit converts from Fighter to BattleMech mode while airborne, the unit immediately crashes.

Converting from Fighter to AirMech can only be done at the beginning of the Movement Phase. When the conversion to AirMech mode is announced, the unit places a Low altitude flight path. The controlling player then places a token at its its landing location along the flight path. The flight path ends at the token. It then moves from that location as an AirMech.

For converting from AirMech to Fighter, when the conversion to Fighter mode is announced, the unit keeps its current location and chooses a facing within its current front arc to declare its flight path to the edge of the play area.

COMBAT PHASE

The following rules additional rules apply to Land-Air BattleMechs in combat:

Attacks in AirMech Mode: LAMs add a +2 Target Number modifier to all attacks made while in AirMech mode.

Target Movement Modifiers: Attacks against LAMs use the target movement modifiers appropriate to their current mode of

operation. Add an additional +1 modifier to LAMs in AirMech mode. LAMs in Fighter and AirMech mode are considered airborne units for targeting purposes, with attacks against AirMech-mode LAMs treated as an attack against an airborne BattleMech, and attacks against Fighter-mode LAMs treated as an attack against an airborne aerospace fighter.

Weapon Attack Arcs: LAMs in all modes use the same weapon attack arcs as a BattleMech.

Control Rolls: LAMs in fighter mode make Control Rolls whenever they would normally be required for aerospace units.

Damage and Critical Hits: In all three modes, LAMs suffer damage and critical hits as a BattleMech. Unlike fighters, LAMs do not check for critical hits from damage that exceeds their armor threshold.

ADDITIONAL LAND-AIR BATTLEMECH RULES

Land-Air BattleMechs also apply the following additional rules during *Alpha Strike* game play:

Bimodal LAMs: A LAM identified as bimodal—with the BIM (#a) special—cannot make use of the AirMech mode. Bimodal LAMs can only convert between standard BattleMech and fighter configurations.

Unit Transports: Another advantage to LAMs is that they can be carried by transports intended for either BattleMechs or fighters by simply switching to the appropriate mode. A LAM in BattleMech mode can be transported and deployed by units that possess 'Mech cubicles (MT# special), while one in fighter mode can be carried and launched from units that possess fighter cubicles (AT# special).

QUADVEES

A unit that is built as a QuadVee will have the QV special to identify itself as such, as well as a base movement code given as either "qt" or "qw". Because the torso of a QuadVee functions as a turret, these units will also feature a TUR (#/#/#) special ability.

Similar to a LAM, but entirely ground-based, a QuadVee is a 'Mech unit type designed to change modes from that of a BattleMech to that of a ground vehicle. This enables the unit to switch between 'Mech and vehicle movement options. Unlike LAMs, QuadVees never have a hybrid mode of operation.

QuadVees are considered BattleMech units regardless of their current mode, and thus will function in accordance with the standard *Alpha Strike* rules for 'Mech units except as follows:

CONVERSION AND MOVEMENT

When a QuadVee switches between modes, its conversion always takes place at the start the unit's Movement Phase. The action is incidental to the unit's movement, and switches the unit to the movement type of its chosen form:

- QuadVees in 'Mech mode function as four-legged 'Mechs, and thus may use the standard movement rules and modifiers applied to 'Mech units (including jump capability, if indicated in the unit's stats). These movement ranges are as those shown on the unit's basic Move stats.
- QuadVees in vehicle mode function as ground vehicles for movement purposes, but the type of movement used in this mode varies with unit's movement code. A QuadVee movement code of "qt" indicates that the unit uses tracked movement when in vehicle mode, while a code of "qw" indicates that the unit uses wheeled movement in vehicle mode. The base movement rate in vehicle mode identical to the unit's non-jumping 'Mech mode. While in vehicle mode, a QuadVee must obey all terrain restrictions for vehicles of their movement type, and cannot use jumping movement even if they possess that ability in 'Mech mode. However, vehicle-mode QuadVees *will* gain other benefits unique to vehicles (such as the extra 2 inches of movement on paved terrains).
- Wheeled QuadVees in vehicle mode increase their available MV per turn by 2".

COMBAT PHASE

The following rules additional rules apply to QuadVees in combat:

Line of Sight: Attacks against QuadVees use the LOS (or practical LOS) rules appropriate to their current mode of operation. QuadVees in 'Mech mode are considered BattleMechs of standard height for targeting purposes, while QuadVees in vehicle mode determine their LOS as if they stand only as tall as a vehicle (half the height of a 'Mech).

Target Modifiers: Attacks against QuadVees all target modifiers rules appropriate to their current mode of operation.

Weapon Attack Arcs: QuadVees in both modes possess a 360-degree weapon attack arc, as indicated by the fact that the unit's damage values are also given as a TUR (#/#/#) special. Despite this, the unit retains a rearward facing and may still be attacked through its rear arc as a normal BattleMech.

Damage and Critical Hits: In both modes, QuadVees suffer damage and critical hits as a BattleMech. Unlike vehicles, QuadVees do not check for Motive Systems Damage under any circumstances (see p. 51).

OTHER QUADVEE RULES

QuadVees also apply the following additional rules during *Alpha Strike* game play:

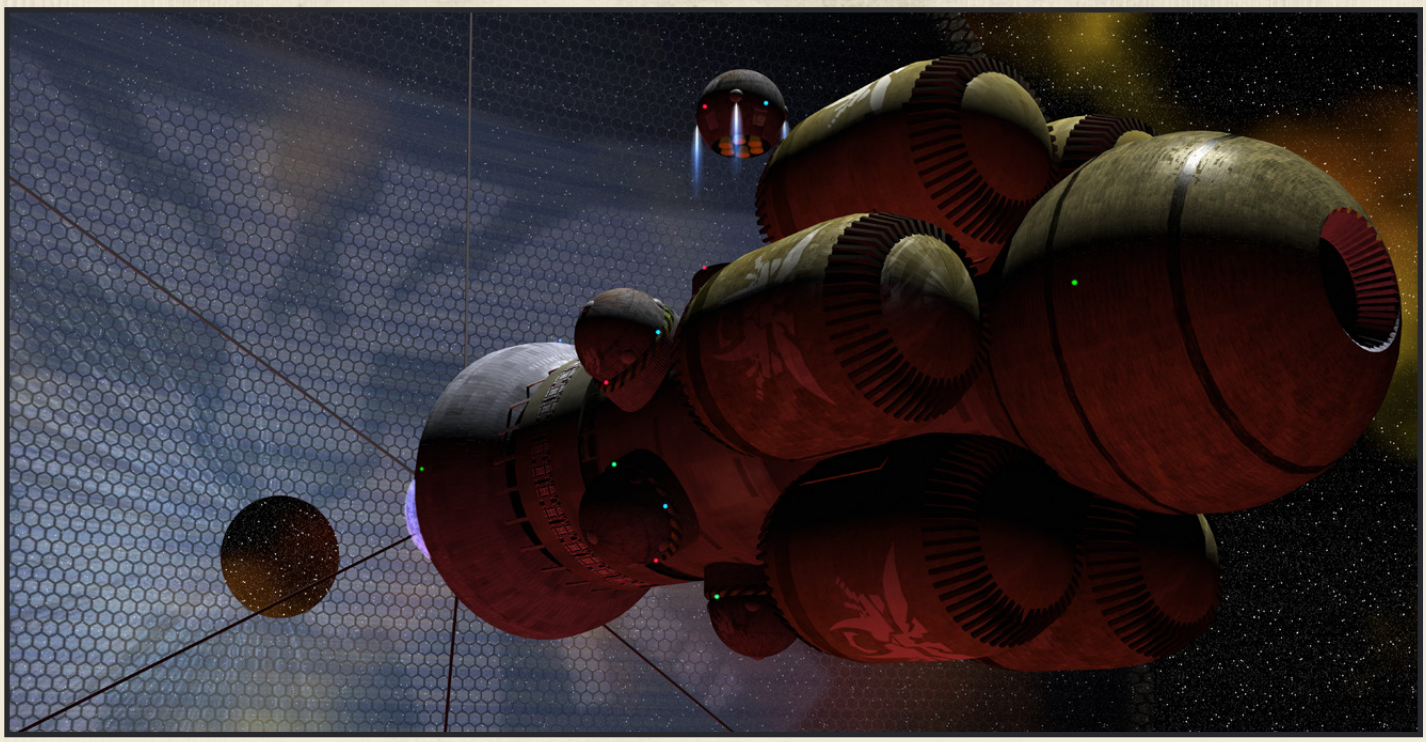
Control Rolls: If a QuadVee in either mode must make any special Control Rolls or similar movement-induced rolls (such as when avoiding skids per p. 74, or when checking for bog-down in certain terrain types as described on p. 60), the QuadVee must apply the modifiers appropriate to the movement type it is using. In 'Mech mode, the QuadVee receives a –2 modifier for its four-legged stability (as per *Four-Legged (Quad) 'Mechs and ProtoMechs*, see p. 74).

Unit Transports: Another advantage to QuadVees is that they can be carried by transports intended for either 'Mechs or vehicles by simply switching to the appropriate mode. A QuadVee in 'Mech mode can be transported and deployed by units that possess 'Mech cubicles (MT# special), while one in vehicle mode can be carried and launched from units that possess vehicle bays (VTM#, VTH#, or VTS# specials).

The only concern when carrying vehicle-mode QuadVees in this manner is that the QuadVee must be within the size limits described for the appropriate bay type (see p. 91).



AEROSPACE



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 optional rules presented here reflect the use of *BattleTech* aerospace units as supporting elements to the fighting below.

AEROSPACE MOVEMENT

Aerospace movement takes place after all ground units have moved. Aerospace units do not count toward the number of non-aerospace units moved (see *Unequal Number of Units*, p. 32), and non-aerospace units do not count toward the number of aerospace units moved. Unless a scenario's rules dictate otherwise, aerospace forces enter the play area on their movement of the first turn with the aerospace unit's miniature placed along its home edge.

Aerospace units move by placing a flight path across the play area. The flight path is created by turning the miniature so that its front side facing any direction that crosses over at least 24 inches of the play area. The flight path is the line from the miniature, along its front facing, to the opposite side of the play area. In the End Phase, move all aerospace units to the end of their flight path.

After the first turn, the aerospace miniature can be shifted from the end of the previous turn's flight path. It may start its flight path exactly at its end point from the previous turn, or it may shift its miniature along the edge in either direction up to a number of inches equal to its Thrust.

When a flight path is placed, the unit must also be assigned an Altitude of Low (+6"), Middle (+12"), High (+30") or Extreme (+48"). Lower altitudes will make air-to-ground and ground-to-air attacks at shorter range, while higher altitudes will make them at longer range. Relative altitude between aerospace units will affect their air-to-air attack ranges.

AEROSPACE UNIT MOVEMENT MODE TABLE

Movement Mode	Movement Code
Aerodyne	a
Airship	i
Spheroid	p

HOVERING IN PLACE

Any aerospace unit with the Airship (i) or Spheroid (p) movement mode codes beside its Thrust rating may hover in place during the Movement Phase. The first turn the unit chooses to hover in place, it places a flight path as normal, but then adds a token along the flight path where it will stop and hover. Its flight path ends at that token. In the End Phase, move the hovering in place miniature to its token.

If the unit spends multiple turns hovering in place, move the miniature to where it is hovering in place. It may move up to half its Thrust in inches (rounded down) from its previous location.

If the aerospace unit choose to end hovering in place, point the miniature to create a flight path from its former hovering in place location and place the token at the play area edge to indicate it is no longer hovering in place.

BOMBS AND THRUST

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.

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 Target Number (so an aerospace unit with a Skill of 4 not only has a base Target Number of 4 for weapon attacks, it is also presumed to have a base Target Number 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 Target Number, plus any modifiers imposed by the situation.

If the roll is less than the Control Roll's modified base Target Number number, it fails.

AEROSPACE COMBAT

Unless an aerospace unit is large enough to feature multiple firing arcs, each aerospace unit in the aerospace system may deliver only one attack per turn.

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. 53). Overheat damage cannot be combined with air-to-ground bombing attacks.

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 Target Number
Step 5: Roll to hit
Step 6: Applying 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 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.

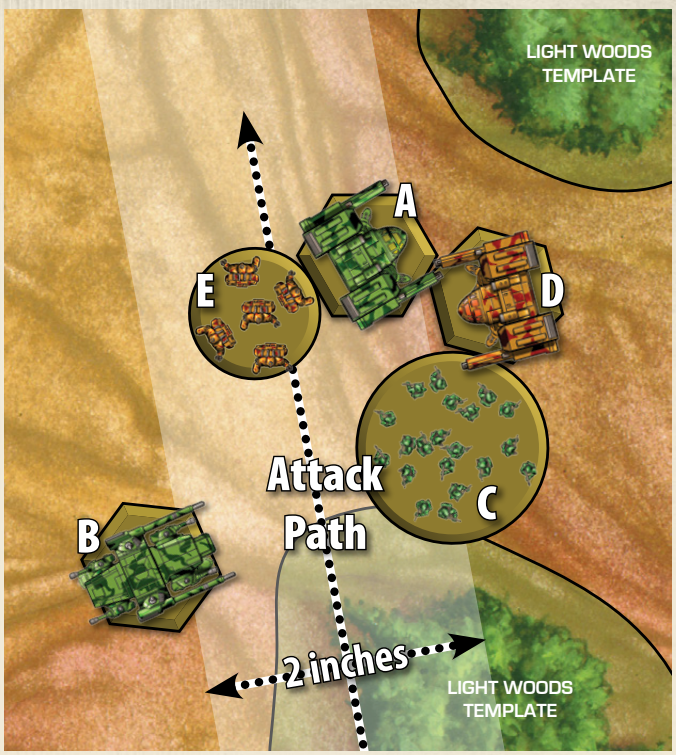
For convenience, templates are provided at the back of this book to aid in plotting air-to-ground strafing and bombing attacks. This includes Area of Effect (AOE) templates for bombs, and a 2-inch wide strafing guide template. These templates may be photocopied for use in planning and resolving air-to-ground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

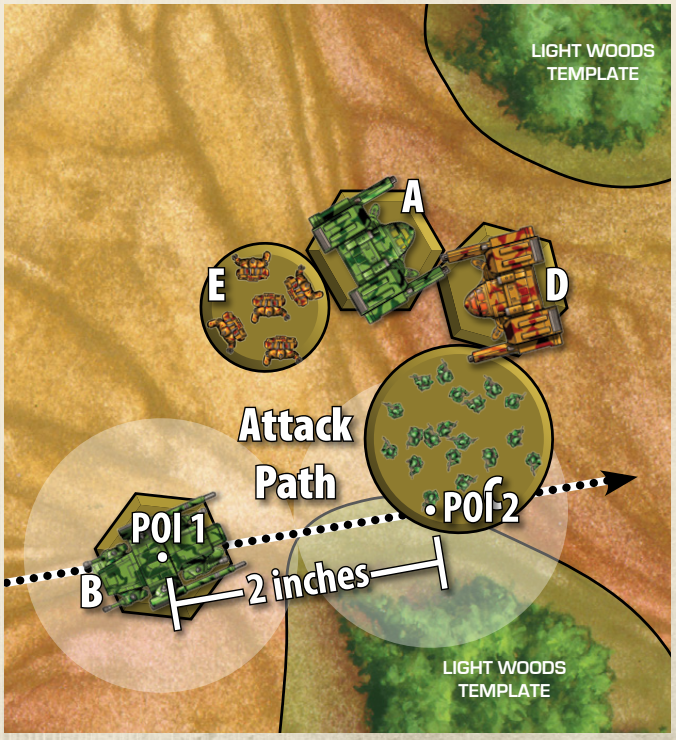
Striking Attacks: In the striking attack, the aerospace unit targets a specific unit within its flight path. Aerodyne DropShips, small craft, and fighter units, will attack this target using their forward weapons; spheroid DropShips must use their aft arc weapons for the strike attack.

Altitude Bombing: Similar to a strafe attack—but with bombs—altitude bombing allows an aerospace unit with the BOMB special ability to select 1 or more points of impact (POIs) along its flight path. There must be at least one POI per 2 inches along the path and a minimum of one bomb dropped at each POI. Each successful bomb attack delivered when altitude bombing will use its designated point for the center of impact, affecting any targets within an area 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.) Altitude Bombing Attacks may only be performed by units at High or Extreme Altitude.

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 an area determined by the type of bomb used. (Dive bombing is also available to battle armor units that possess the BOMB special ability, using VTOL movement, which are at a higher elevation and within 2" of the target.) Dive Bombing Attacks may only be performed by units at Low or Middle Altitude.



• STRAFING DIAGRAM •



• BOMBING DIAGRAM •

STEP 3: DETERMINE RANGE

The range for air-to-ground attacks is based on the altitude the aerospace unit chose when laying its flight path. A unit at Middle Altitude making an air-to-ground attack is at range 12", Medium. Unless the Extreme range optional rule is being used for ground units, air-to-ground attacks cannot be made at Extreme range.

STEP 4: DETERMINE TARGET NUMBER

The Aerospace Attack Modifiers Table provides additional modifiers that are used in aerospace combat.

When delivering an air-to-ground attack, aerospace units use the attacking unit's Skill Rating as its base Target 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 Target Number identified in the previous step. If the dice roll equals or exceeds the modified Target 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. 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.

If a failed dive bombing attack does not have a flight path to use to determine the direct of 1, the attacker may place the template with the 1 in any direction they choose, but must do so before rolling for the 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: APPLYING DAMAGE

When determining and applying damage from an air-to-ground attack, damage is always delivered to the target's front hexside attack direction, 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 and striking attacks by DropShips will use the front weapon arc. Grounded DropShips will have multiple firing arcs—grounded spheroid DropShips use their side-arc weapons against other

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.

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 based on the aerospace unit's Short range damage value. Apply half of this value, rounded normally (to a minimum of 1 point), unless the unit has ENE, in which case the full value is applied. Any overheat damage is added after halving the base damage, but no special ability damage can be applied. HT is applied, though this is halved as above even if the strafing unit has ENE.

Striking Damage: The damage from a successful striking attack is the unit's standard attack values for the range to the target based on the attacker's altitude, plus any overheat damage effects. For example, at attacker at Middle altitude (+12") would use the medium range damage value.

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 area 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 *Optional Rules* chapter (see *Alternate Bomb Munitions*, p. 147). 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.

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 up to its maximum Thrust.

High Explosive (HE) Bombs: HE bombs deliver 2 points of damage to all ground targets covered by the AoE 2" template.

Cluster Bombs: Cluster bombs deliver 1 point of damage to all ground targets covered by the AoE 6" template.

Inferno Bombs: Inferno bombs deliver 2 points of Heat effects to all targets covered by the AoE 2" template.

STEP 7: ROLL FOR CRITICAL HITS

Critical hits from air-to-ground attacks are resolved in the same manner under the 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. 50). If the target is an aerospace unit, use the Determining Aerospace Critical Hit Table (see p. 187). 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.

AEROSPACE ATTACK MODIFIERS TABLE

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

AEROSPACE ATTACK MODIFIERS	
Attacker	**Modifier**
Altitude Bombing	+0
Dive Bombing	+0
Strafing	+3
Striking	+1

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

* 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 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**
Is an Area-Effect Attack	+1
Overheating	+Heat Level (1–3)

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.

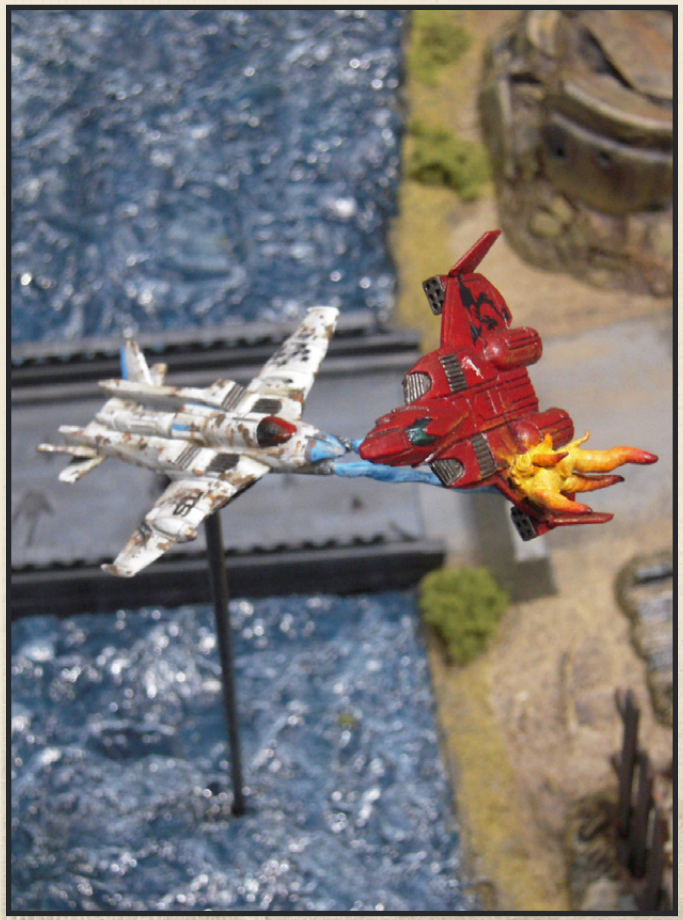
The following conditions will result in a critical hit check:

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 3, 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 attack 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 attack 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 all damage values by 25 percent (round down, to a minimum of 0).

AEROSPACE AIR-TO-AIR ATTACKS

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 when they declare their attack.

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 or an air-to-ground attack). If the defender chooses not to return the attack when an engagement is initiated, it cannot choose to engage the same attacker later in the same turn.

All engagements end in the End Phase.

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 Target Number
Step 5: Roll to hit
Step 6: Applying damage
Step 7: Roll for critical hits (if applicable)

STEP 1: VERIFY LINE OF SIGHT

Airborne aerospace units 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 aerospace combat, this Control Roll uses the pilots' Skill Ratings as the base Target Number and applies a +2 modifier to each unit for air-to-air combat (see *Control Rolls*, p. 181).



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 attack its opponent without the REAR special ability, while the tailing unit will receive a –2 modifier on its attacks against the unit it is now tailing.

If both units fail their Control Rolls, neither unit may attack the other. Any unit that failed its Engagement Roll may still elect to make an air-to-ground target instead.

Side A has two aerospace fighters: A1 and A2. Side B has two aerospace fighters: B1 and B2. All units are Skill 4.

Side B won Initiative for this turn.

Side A starts the Combat Phase as the Initiative loser. A1 makes an attack on B1.

Both A1 and B1 make Control Rolls. Both have a Target Number of the Skill Rating 4, plus 2 for air-to-air combat, for a final Target Number of 6. A1 rolls 2D6 and succeeds with a 7 result. B1 rolls 2D6 and fails its Control Roll with a 5. Because A1 succeeded and B1 failed, A1 is now tailing B1. A1 receives a –2 Target Number modifier to its attacks for tailing B1.

A2 then makes an attack on B1. A2 rolls a 6, succeeding. B1 rolls an 11, which succeeds. A2 can attack B1, and B1 can attack A2.

Now it is Side B's turn for the Combat Phase.

B1 is being tailed by A1 from an earlier engagement roll. It cannot fire in its rear arc and thus is unable to hit A1. B1 can attack A2, or make an air-to-ground attack instead if it prefers.

B2 makes an attack on A1. There was no previous engagement roll here, and so the players make one now. B2 rolls a 7 and succeeds. A1 rolls an 8 and succeeds. B2 can attack A1 from the front with no modifiers from the engagement roll positioning.

STEP 3: DETERMINE RANGE

The range for air-to-air combat is based on the closest point between the two flight paths, modified by the difference in altitude. For each level of difference in altitude, increase the range by one category. For example, the range between units on intersecting flight paths at Low and High altitude would be Long range, because High is two altitudes higher than Low, and Short range plus two range categories is Long range.

STEP 4: DETERMINE TARGET NUMBER

The Aerospace Attack Modifiers Table (see p. 183) provides the attack modifiers that are used in aerospace combat. When delivering an air-to-air attack, aerospace units use the attacking unit's Skill Rating as its base Target Number, as well as any modifiers for range and damage done to the attacking aerospace unit (such as previous Crew Hit or 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 Attack Modifiers Table apply.

If both units succeed on their Control Roll, both units may attack the other with both units firing forward weapons towards the front of the target and no modifiers for engagement.

STEP 5: ROLL TO HIT

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

STEP 6: APPLYING 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.

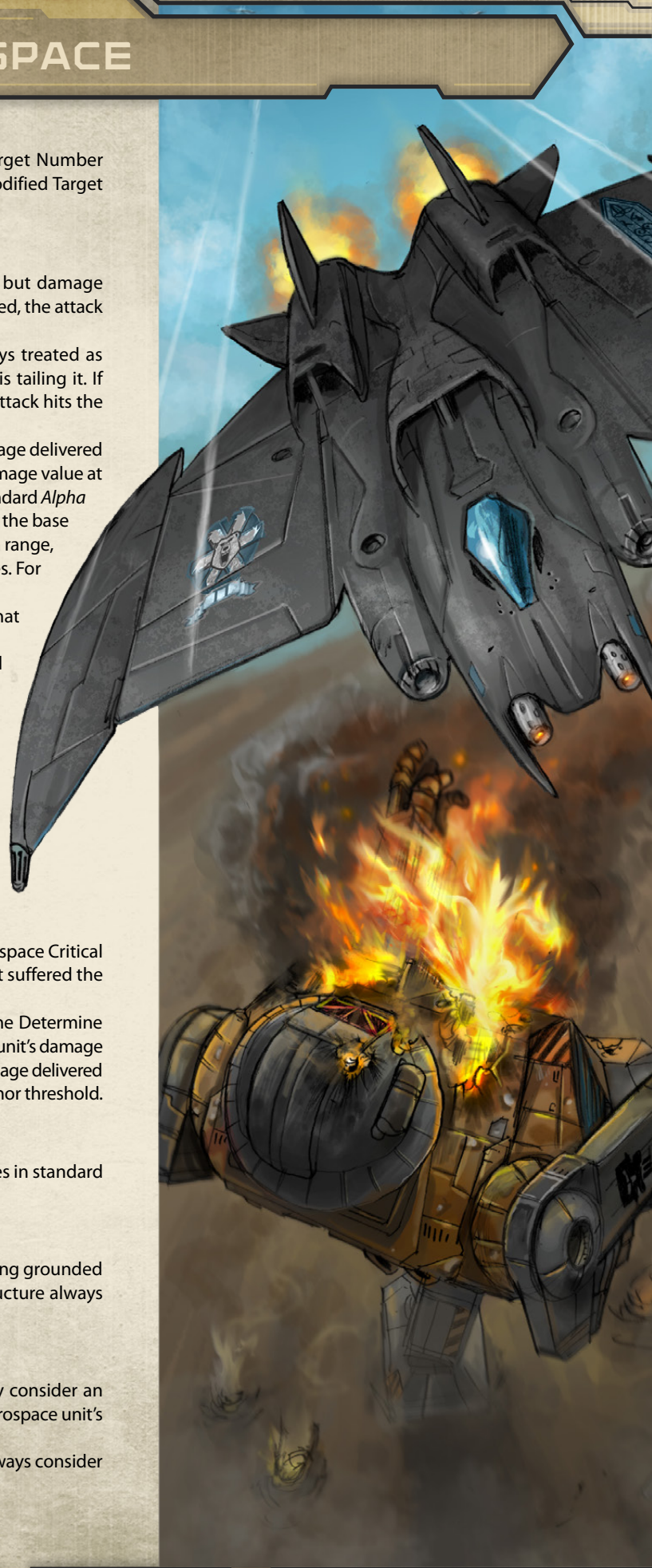
Amount of Damage: As with ground units, the base amount of damage delivered by a successful air-to-air weapon attack is equal to the attacking unit's damage value at the appropriate range bracket. Unlike ground units, aerospace units in standard *Alpha Strike* have four range values, rather than three. 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. 53).

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

Heat Special Ability: Aerospace units may not use Heat special abilities in 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. 187).

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. Damage delivered to an aerospace unit throughout the scenario will not reduce the unit's armor threshold.

GROUND-TO-AIR COMBAT

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 the aerospace unit's altitude, 6" for Low, 12" for Middle, 30" for High, and 48" for Extreme.

DETERMINE TARGET NUMBER

Aerospace units do not receive a target movement modifier when in flight, but instead apply a +2 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, with a +0 target movement modifier (TMM) and, if a spheroid DropShip, the –4 immobile modifier.

APPLYING DAMAGE

In *Alpha Strike* games, all damage from ground units against airborne aerospace units is resolved as if the aerospace unit is being hit in its front hexside direction, regardless of the direction the attack comes from.

All other damage rules for attacking airborne aerospace units apply as indicated in the rules for applying damage in air-to-air combat (see p. 186).

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. 186).

END PHASE

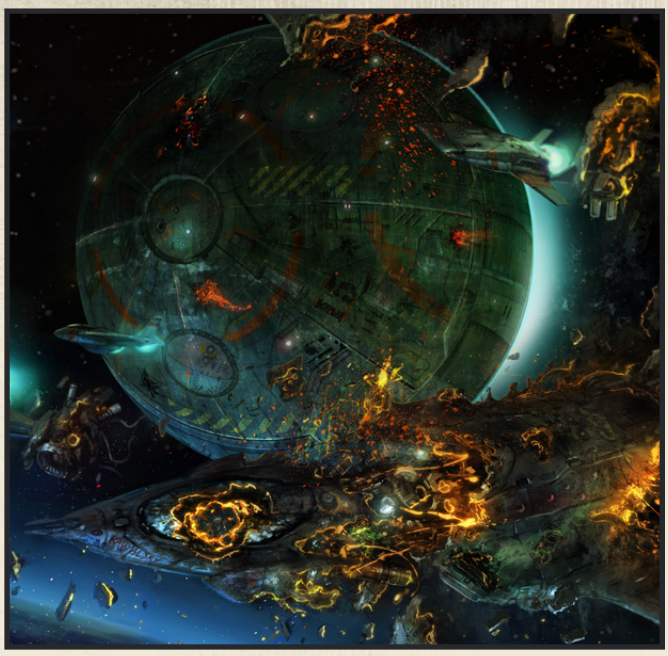
The aerospace aspect of an *Alpha Strike* End Phase adds a number of actions unique to aerospace movement and combat. Aside from Ending Air-to-Air Engagements (see below), these actions—like others in the End Phase—may be completed simultaneously.

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.

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 modifier for atmospheric flight, and another +4 modifier if the unit has suffered a Thruster Hit critical. If the roll result succeeds, the aerospace unit moves as normal. If the roll fails, the unit automatically falls one altitude (extreme to high, high to middle, middle to low and low to crash). The next turn, the unit may not declare an altitude higher than the one it ends this turn. A unit that fails this roll while at low altitude crashes at the end of its flight path over the ground map and is considered destroyed.



THRUST LOSS AND AEROSPACE SHUTDOWN

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 altitude as described above for aerospace damage. This fall will continue until the aerospace unit regains its Thrust, restarts from shutdown, or crashes.

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 p. 141).

DETERMINING CRITICAL HITS TABLE

2D6 Roll	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.

AIRSHIPS, DROPSHIPS AND SMALL CRAFT

AirShips, DropShips and Small Craft are significantly larger than standard *Alpha Strike* units. Their size makes them particularly easy targets (see the Aerospace Attack Modifiers Table, p. 183), but they can carry many weapons as well. They have multiple firing arcs, and some firing arcs may have multiple attacks. These units may use each of its firing arcs to make attacks each turn. These attacks may mix air-to-air and air-to-ground in any combination.

Aerodyne DropShips and Small Craft (with the *a* movement code) attack similar to other aerospace units. Their three forward facing arcs (Nose and each Wing) can make the same attacks a standard aerospace unit can make, it makes each of the three forward arcs as a separate attack. In an air-to-air engagement, the aerodyne dropship or small craft can still only engage a single aerospace unit, but it has three attacks against it.

Spheroid DropShips can move and attack like other aerospace units, but they only have the Nose firing arc as a forward firing arc. They can engage air units or strafe with their Nose arc, or they can make strike attacks with their Rear arc.

Spheroid DropShips (with the *p* movement code) more commonly use the hovering in place rule, whether staying at a single altitude or taking off or landing. While hovering in place, a Spheroid DropShip can use each Side firing arc against a target (air or ground) at any altitude as long as the target is in the correct Side firing arc. The Nose firing arc can attack a target (almost always air) at a higher altitude, and the Aft firing arc can attack a target at a lower altitude (either air or ground). A hovering Spheroid DropShip can make strafing attacks. A grounded spheroid DropShip follows the rules under DropShip Firing Arcs, page 65.

CAP, SCAP, and MSL: A unit with these Special Abilities makes separate attacks with each of these abilities. They follow the same rules for which kind of attacks they make, though they may attack separate targets than the standard weapon attacks. For example, a DropShip may attack an aerospace fighter with its Right Side Arc standard weapon attack, and then attack a DropShip with its Right Side Arc SCAP attack.



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GRAY DEATH LEGION

FORCE LISTS

Sample Forces are provided for players who want to jump into the action without having to choose their own units and create formations. These forces can be customized by changing the Skill Ratings of units (see p. 29) or by dropping units or formations in order to meet the PV requirements players set for a given scenario.

The Gray Death Legion is one of the Inner Sphere's most famous mercenary commands. They are renowned for pulling off "battlefield miracles," as their tenacity and ingenuity allow them to accomplish the seemingly impossible. The War of 3039 provided one such miracle.

The Legion landed on the Combine world of Altais, and half the command quickly secured the city of Willas and its spaceport. The other half of the Legion was ordered to seize the spaceport at New Ross, but part of the detachment mis-dropped. Those who assembled met the First Ghost Regiment, and Major Davis McCall was hard-put to hold out against the overwhelming DCMS numbers. Colonel Grayson Carlyle and the rest of the Legion were 150 km away, leaving McCall on his own. Instead of trying to hold his ground, McCall attacked. The brutal melee swung in the First's favor, until Carlyle surprised even his own troops by appearing at the spaceport and smashing the stunned Ghosts. The tide quickly turned and the Combine troops retreated, leaving the world in Federated Commonwealth hands.

Special Command Abilities (see p. 102): Esprit de Corps, Communications Disruption, Hit and Run.



GRAY DEATH LEGION — TOTAL PV 390

COMMAND LANCE (Battle Lance rules apply, p. 117. Granted SPAs in italics, *Lucky (6)*) — PV 176

Rank	Name	Unit	Type	Size	TMM	Move	Role	Skill	Damage (S/M/L)	OV	Arm/Str	PV	Specials
Colonel	Grayson Death Carlyle "The Gray Death" SPA: Lucky (1), Tactical Genius	MAD-3R *Marauder*	BM	3	1	8″	Sniper	1	2/3/3	1	6/6	56	—
MechWarrior	Lori Kalmar SPA: Jumping Jack, Sharpshooter	SHD-2H *Shadow Hawk*	BM	2	2	10″/6″j	Skirmisher	1	2/2/1	0	5/5	48	IF0*, JMPW1
Sergeant	Delmar Clay SPA: Dodge, Fist Fire	WVR-6R *Wolverine*	BM	2	2	12″j	Skirmisher	3	2/2/1	0	5/5	36	—
MechWarrior	Davis McCall	RFL-3N *Rifleman*	BM	3	1	8″	Sniper	2	2/2/1	2	4/5	36	—

FIRE LANCE (Fire Support Lance rules apply, p. 119. Granted SPAs in Italics, *Oblique Attacker (2)*) — PV 133

Rank	Name	Unit	Type	Size	TMM	Move	Role	Skill	Damage (S/M/L)	OV	Arm/Str	PV	Specials
Lieutenant	Hassan Ali Khaled	WHM-6R *Warhammer*	BM	3	1	8″	Brawler	4	3/3/2	1	5/6	32	—
MechWarrior	Isoru Koga	ARC-2R *Archer*	BM	3	1	8″	Missile Boat	4	2/3/3	1	7/6	39	IF2, LRM1/2/2, REAR1/1/-
MechWarrior	Charles Bear SPA: Demoralizer, Lucky (1)	CRD-3R *Crusader*	BM	3	1	8″	Missile Boat	4	2/2/2	2	6/5	32	IF1
MechWarrior	Sharyl	SHD-2H *Shadow Hawk*	BM	2	2	10″/6″j	Skirmisher	4	2/2/1	2	4/5	30	IF0*, JMPW1

RECON LANCE (Recon Lance rules apply, p. 119. Granted SPAs in Italics, *Forward Observer*) — PV 81

Rank	Name	Unit	Type	Size	TMM	Move	Role	Skill	Damage (S/M/L)	OV	Arm/Str	PV	Specials
Lieutenant	Gomez Cristobal de Villar	GRF-1N *Griffin*	BM	2	2	10″j	Sniper	4	1/2/2	0	5/5	31	IF1
MechWarrior	Tracy Maxwell Kent	PXH-1K *Phoenix Hawk*	BM	2	2	12″	Skirmisher	5	3/2/0	0	5/4	26	ENE
MechWarrior	Randolph Blake	STG-3R *Stinger*	BM	1	2	12″j	Scout	5	1/1/0	0	2/2	13	—
MechWarrior	Erin Sharpley	STG-3R *Stinger*	BM	1	2	12″j	Scout	7	1/1/0	0	2/2	11	—

RED HUNTER SPECIAL OPERATIONS GROUP



Hassid Ricol—known as "The Red Duke" or "The Red Hunter"—is one of the most influential individuals in recent Draconis Combine history. He graduated with honors from the Sun Zhang MechWarrior Academy and served with distinction in the Second Sword of Light. He became the Duke of the Rasalhague Military District at an unprecedented age when his parents were killed in a DropShip crash. Normally, the Coordinator would appoint a new civilian Duke rather than accept one so young, but he felt the military-minded Ricol might prove a nice change of pace.

Ricol succeeded in his post far beyond the Coordinator's expectations. Using his military connections, he built a personal military force—the Red Hunter Special Operations Group—as well as an extensive intelligence network to protect his interests in the district. He used these resources to capture and occupy numerous Lyran Commonwealth border worlds making him the de facto ruler of over a dozen planets and elevating him to the rank of Archduke.

The exact size and makeup of Ricol's SpecOps Group is unknown, as they're a private force and usually deployed as lance- or company-sized rapid response teams throughout the district.

Special Command Abilities (see p. 102): Focus (Blood Stalker), Forcing the Initiative, Overrun Combat.

RED HUNTER SPECOPS GRP. TOTAL PV 389

HUNTER LANCE (Probe Lance rules apply, p. 120. Granted SPAs in italics) PV 170

Rank	Name	Unit	Type	Size	TMM	Move	Role	Skill	Damage (S/M/L)	OV	Arm/Str	PV	Specials
Archduke	Hassid Ricol "The Red Duke" SPA: Blood Stalker, Hot Dog	MAD-3R *Marauder*	BM	3	1	8"	Sniper	1	2/3/3	1	6/6	56	—
Tai-i	Sigtrygg Poulsen SPA: *Blood Stalker,* Iron Will, Weapon Specialist	GRF-1N *Griffin*	BM	2	2	10"j	Sniper	2	1/2/2	0	5/5	43	IF1
Sho-ko	Johanna Sjögren SPA: *Blood Stalker,* Float like a Butterfly (2), Marksman	PXH-1K *Phoenix Hawk*	BM	2	2	12"	Skirmisher	3	3/2/0	0	5/4	35	ENE
MechWarrior	Maïus Gex SPA: *Blood Stalker*	WVR-6R *Wolverine*	BM	2	2	10"j	Skirmisher	3	2/2/1	0	5/5	36	—

BATTLE LANCE (Battle Lance rules apply, p. 117. Granted SPAs in italics, *Lucky (6)*) PV 140

Rank	Name	Unit	Type	Size	TMM	Move	Role	Skill	Damage (S/M/L)	OV	Arm/Str	PV	Specials
Chu-i	Touma Nakamura	RFL-3N *Rifleman*	BM	3	1	8"	Sniper	2	2/2/1	2	4/5	36	—
MechWarrior	Jacme Delatraz SPA: Jumping Jack, Range Master (Medium)	SHD-2K *Shadow Hawk*	BM	2	2	10"/6"j	Sniper	2	1/2/2	0	5/5	42	JMPW1, IF0*
MechWarrior	Veer Sachdeva	TDR-5S *Thunderbolt*	BM	3	1	8"	Brawler	3	3/3/1	1	7/5	43	IF1
MechWarrior	Oskar Takahashi	PNT-9R *Panther*	BM	1	1	8"j	Brawler	4	2/2/1	0	3/3	19	—

RECON LANCE (Recon Lance rules apply, p. 119. Granted SPAs in Italics, *Maneuvering Ace*) PV 79

Rank	Name	Unit	Type	Size	TMM	Move	Role	Skill	Damage (S/M/L)	OV	Arm/Str	PV	Specials
Chu-i	Zouè Berlioz-Bruun	PXH-1K *Phoenix Hawk*	BM	2	2	12"	Skirmisher	3	3/2/0	0	5/4	35	ENE
MechWarrior	Asahi Hansson	LCT-1V *Locust*	BM	1	3	16"	Scout	4	1/1/0	0	2/2	18	—
MechWarrior	Wilmur Lagerlöf	STG-3R *Stinger*	BM	1	2	12"j	Scout	5	1/1/0	0	2/2	13	—
MechWarrior	Gurpreet Kapoor	WSP-1K *Wasp*	BM	1	2	12"j	Scout	5	1/1/0	0	2/2	13	—

ERIDANI LIGHT HORSE

Formed out of the Star League First Lord's anger in 2702 as an SLDF Regimental Combat Team, the Eridani Light Horse was intended to improve working relationships between varied combat and support elements and the civilians they would protect. They earned that name defending Rasalhague District cities from a Draconis Combine counterattack after their commanding officer was assassinated.

Attempting to remain neutral, and dedicated wholeheartedly to the zones they defended, the unit elected to remain in the Inner Sphere as General Kerensky and his flotilla left for the far unknown. Each group's descendents were destined to cross paths with each other again.

The unit adopted the operational trappings of a mercenary group but almost never the mindset of common lucre warriors. Instead the Light Horse maintained numerous rituals and ceremonies always paying homage to their storied and proud past.

Centuries of warfare later the command honored its past by joining the re-formed Star League. Constantly training, reorganizing, and resupplying, they protected the Inner Sphere once more by engaging Clan Smoke Jaguar on its very own home ground.

Special Command Abilities (see p. 102): Banking Initiative, Off-Map Movement, Overrun Combat.



3RD RECON COMPANY — TOTAL PV 366

COMMAND LANCE (Command Lance rules apply, p. 120. Granted SPAs in italics) — PV 109

Rank	Name	Unit	Type	Size	TMM	Move	Role	Skill	Damage (S/M/L)	OV	Arm/Str	PV	Specials
Captain	Ceolmund Turney SPA: *Tactical Genius*, Sandblaster, Lucky (2)	HBK-5M *Hunchback*	BM	2	1	8″	Juggernaut	3	3/3/0	0	5/4	32	AC2/2/-, CASE
Lieutenant	Rosalinda Valeriu SPA: *Combat Intuition*	CLN-7V *Chameleon*	BM	2	2	12″j	Scout	4	2/1/0	0	4/4	24	—
MechWarrior	Blake Akhtar SPA: *Marksman*	CPLT-C4 *Catapult*	BM	3	1	8″j	Missile Boat	4	2/2/2	1	5/5	31	IF2, LRM1/2/2, OVL
MechWarrior	Burkhard Thomas	CLNT-2-3U *Clint*	BM	2	2	12″j	Striker	4	2/2/1	1	2/3	22	ENE

STRIKE LANCE (Striker Lance rules apply, p. 118. Granted SPAs in italics) — PV 141

Rank	Name	Unit	Type	Size	TMM	Move	Role	Skill	Damage (S/M/L)	OV	Arm/Str	PV	Specials
Lieutenant	Marcelyn Netta SPA: *Speed Demon*, Jumping Jack, Hot Dog	WTH-2 *Whitworth*	BM	2	1	8″j	Missile Boat	3	2/2/2	1	4/3	31	IF2
MechWarrior	Riley-Jay Connelly SPA: *Speed Demon*	CRD-5M *Crusader*	BM	3	1	8″j	Skirmisher	4	4/4/2	0	6/3	36	AMS, CASE, IF1, LRM1/1/1
MechWarrior	Aram Gwalchmei SPA: *Speed Demon*	GHR-5J *Grasshopper*	BM	3	1	8″j	Skirmisher	4	3/3/1	0	7/6	36	AMS
MechWarrior	Arika Steinarr	LNX-9Q *Lynx*	BM	2	2	10″j	Skirmisher	4	4/4/1	0	6/3	38	ENE

RECON LANCE (Recon Lance and Air Lance rules apply, p. 119 and p. 121, respectively. Granted SPAs in italics — PV 116

Rank	Name	Unit	Type	Size	TMM	Move	Role	Skill	Damage (S/M/L)	OV	Arm/Str	PV	Specials
Sergeant	Geralt Cope SPA: *Eagle's Eyes*	Sprint Scout Helicopter (Standard)	CV	1	4	26″v	Scout	4	0/0/0	—	1/1	12	ATMO, ENE, PRB, RCN, SRCH, TAG
Sergeant	Chikondi Sherie Nosizwe SPA: *Eagle's Eyes*	Sprint Scout Helicopter (Standard)	CV	1	4	26″v	Scout	4	0/0/0	—	1/1	12	ATMO, ENE, PRB, RCN, SRCH, TAG
Sergeant	Elisa Fulton SPA: *Eagle's Eyes*	Warrior Attack Helicopter (H-7C)	CV	1	3	18″v	Sniper	4	1/2/1	—	1/1	18	ATMO, EE, IF1, SRCH
Sergeant	Vincent Ruygrok SPA: *Eagle's Eyes*	Warrior Attack Helicopter (H-7C)	CV	1	3	18″v	Sniper	4	1/2/1	—	1/1	18	ATMO, EE, IF1, SRCH
Lieutenant	Nellie "Firestreak" Spangle	Sparrowhawk SPR-6D	AF	1	—	10″a	Interceptor	2	2/2/0/0	0	5/5 TH2	33	BOMB1, ENE, FUEL28, PNT1, SPC, VSTOL
Pilot	Hurff Nodarg	Sparrowhawk SPR-6D	AF	1	—	10″a	Interceptor	4	2/2/0/0	0	5/5 TH2	23	BOMB1, ENE, FUEL28, PNT1, SPC, VSTOL

CLAN SMOKE JAGUAR



2ND JAGUAR GUARDS — TOTAL PV 363

Based on the world of Huntress in the Kerensky Cluster, Clan Smoke Jaguar was widely regarded as the most aggressive and tenacious of the Clans. Ardent in their zealotry, they modeled all aspects of their society after the smoke jaguar, a genetically-altered form of the Terran jaguar bred for the jungles of Strana Mechty. Their first Khan, Franklin Osis, focused virtually all of the Clan's resources on military development. These programs created some of the most efficient, ruthless, and capable warriors and machines ever known. Their warriors placed honor and the needs of the Clan far above their own lives such that many continued to fight long after sustaining even mortal injuries.

At the forefront of the Crusader faction, the Jaguars led the push to invade the Inner Sphere for nearly a century. Khan Leo Showers was among the most vocal in his desire to reclaim the hallowed halls of Terra. He took advantage of the arrival of ComStar's *Outbound Light* to convince the Clans to launch the long-sought crusade despite Clan Wolf's interference. He was then elected ilKhan to lead Operation Revival. The Jaguars did well in the selection Trials and approached their Periphery sweeps almost as a sacred duty, the Inner Sphere and Terra being their Promised Land. Nothing could stop them.

During the invasion the Smoke Jaguars quickly earned a reputation for brutality and ruthlessness. Jaguar warriors often tore apart entire cities hunting for defending troops. Injudicious towards their lower castes, living conditions became harsh in the Jaguar occupation zone. Many civilians and trapped military units resorted to guerrilla tactics against their new rulers, who cared not for worker's rights or luxurious housing. Incensed at their temerity, Jaguar warriors destroyed entire city blocks as retribution for these acts. With steely resolve House Kurita fought back, beating the Jaguars on Wolcott with a well-planned trap. As a concession, the Jaguars provided them four OmniMechs, two dozen suits of battle armor and an agreement to never attack Wolcott again.

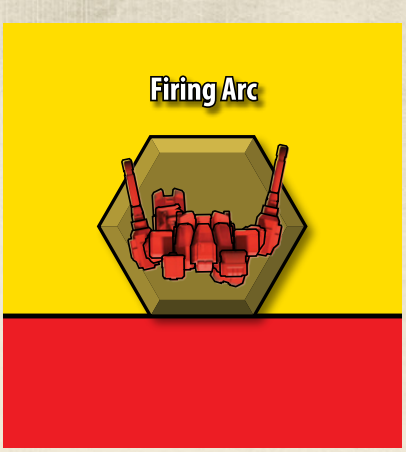
Special Command Abilities (see p. 102): Tactical Adjustments, Berserkers

TRINARY STRIKER - BETA STAR (Striker Star rules apply, p. 118) — PV 223

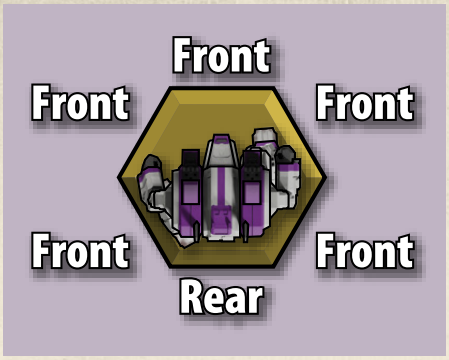
Rank	Name	Unit	Type	Size	TMM	Move	Role	Skill	Damage (S/M/L)	OV	Arm/Str	PV	Specials
Star Commander	Isidor Furey SPA: *Speed Demon*, Combat Intuition, Human TRO	*Timber Wolf* C	BM	3	2	10"	Sniper	3	4/4/4	1	8/4	60	AMS, CASE, IF1, LRM1/1/1, OMNI, OVL
MechWarrior	Yaw SPA: *Speed Demon*	*Ebon Jaguar* Prime	BM	3	2	10 "	Skirmisher	3	3/4/3	0	6/4	49	CASE, FLK0*/0*/0*, IF1, OMNI
MechWarrior	Estrella SPA: *Speed Demon*	*Stormcrow* B	BM	2	2	12"	Striker	3	4/4/0	3	6/3	47	CASE, OMNI
MechWarrior	Kweku	*Shadow Cat* Prime	BM	2	3	16"/12"j	Striker	4	3/3/2	0	4/2	41	CASE, JMPW1, OMNI, PRB, RCN
MechWarrior	Fritz	*Kit Fox* A	BM	1	2	12"	Sniper	4	3/3/2	0	3/2	26	CASE, OMNI

TRINARY STRIKER - CHARLIE STAR (Light Battle Star rules apply, p. 118. Granted SPAs in italics, *Lucky (7)*) — PV 140

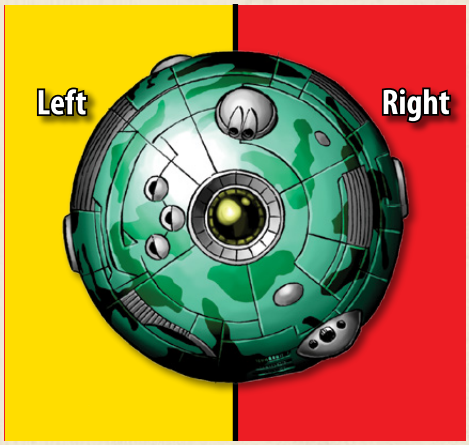
Rank	Name	Unit	Type	Size	TMM	Move	Role	Skill	Damage (S/M/L)	OV	Arm/Str	PV	Specials
Star Commander	Harisha Wimmer SPA: Speed Demon, Blood Stalker	*Mist Lynx* D	BM	1	3	14"/12"j	Striker	2	2/2/0*	0	2/1	35	CASE, JMPW1 , OMNI, PRB, RCN
MechWarrior	Higgins	*Mist Lynx* A	BM	1	3	14"/12"j	Scout	3	1/0/0	0	2/1	22	AMS, CASE, JMPW1, OMNI, PRB, RCN, TAG
MechWarrior	Saula	*Arctic Cheetah* D	BM	1	3	16"/12"j	Striker	3	2/2/2	0	3/2	36	CASE, IF1, LRM1/1/1, OMNI
MechWarrior	Xulls	*Arctic Cheetah* B	BM	1	3	16"/12"j	Striker	4	2/2/0*	0	3/2	28	CASE, FLK0*/0*/0*, JMPW1, OMNI
MechWarrior	Gamaliel	*Fire Moth* C	BM	1	4	26"	Missile Boat	4	1/1/1	0	1/1	19	AMS, CASE, IF1, OMNI



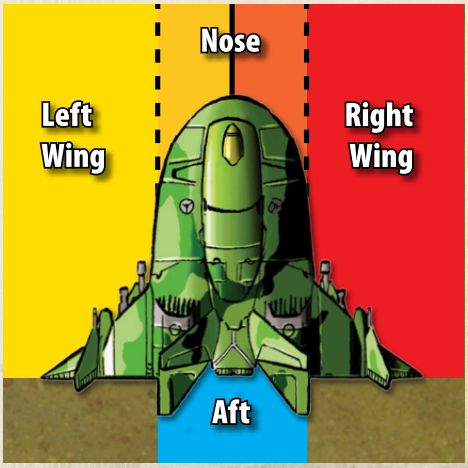
• ALPHA STRIKE FIRING ARCS DIAGRAM •



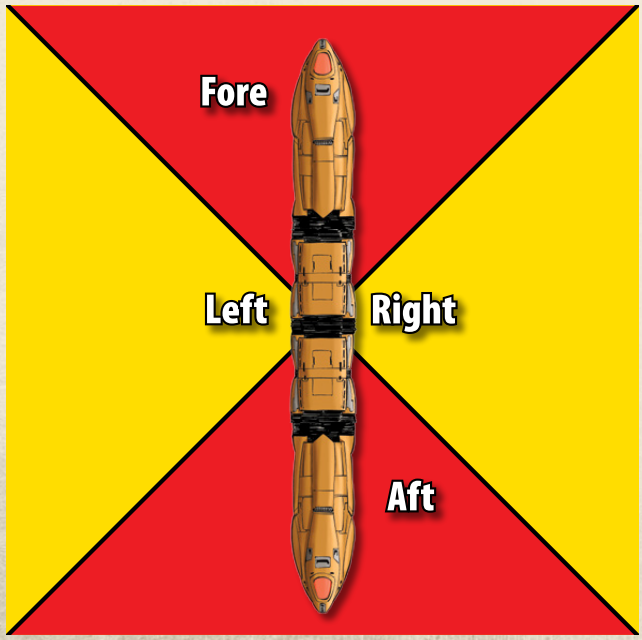
• ATTACK DIRECTION DIAGRAM •



• GROUNDED SPHEROID DROPSHIPS FIRING ARCS DIAGRAM •



• GROUNDED AERODYNE DROPSHIPS FIRING ARCS DIAGRAM •



• LARGE SUPPORT VEHICLE FIRING ARCS DIAGRAM •

MOVEMENT COST TABLE (P. 34)

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″	+0″	Naval
Depth 1″	+1″[7]	Ground, Infantry[6], IndustrialMechs[8]
Depth 2″+	+3″[7]	Ground, Infantry[6], IndustrialMechs[8]
Level Changes (up or down)[9]		
Per 1″ elevation	+2″ ('Mechs, ProtoMechs)	
Per 1″ elevation	+2″ (VTOLs in Air)	
Per 1″ depth	+2″ (Submarines in Water)	
Per 1″ elevation	+4″ (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 2″ travelled. 'Mechs may not make elevation changes over 2″ per 2″ 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

ATTACK MODIFIERS TABLE

SKILL	
Attacker	**Target Number**
Base Target Number	Skill Level

ATTACKER MOVEMENT MODIFIERS	
Attacker	**Modifier**
Jumping Movement	+2[1]
Standstill	−1[1]
Ground/Minimum Movement	+0

TARGET MOVEMENT MODIFIERS	
Target	**Modifier**
Ground Movement	+TMM
Standstill/Minimum Movement	+0
Jumping Movment	+TMM+1
Strong Jump Jets (JMPS#)	+#
Weak Jump Jets (JMPW#)	−#
Submersible Movement	+TMM
Strong Submersible Movement (SUBS#)	+#
Weak Submersible Movement (SUBW#)	−#
Immobile	−4
Dropped by Airborne Unit	+3

OTHER MODIFIERS	
Terrain	**Modifier**
Woods	+1[3]
Underwater	+1[2]
Partial Cover	+1
Attack	**Modifier**
Is an Area-Effect attack	+1
Is an Indirect Fire attack	+1[4]
Is an Indirect Artillery attack and spotter has TAG/LTAG within range of target	−1
Is attacking a secondary target	+1
Is from unit that is also spotting	+1

[1] Infantry (conventional and battle armor) do not use the standing still or jumping attacker movement modifiers.
[2] Only if attacker is also underwater (or is on the water surface and using TOR special); all underwater ranges are halved.
[3] Target has intervening or occupied Woods terrain.
[4] This becomes a +2 modifier if the spotting unit makes a weapon attack in the same turn as it spots (see *Indirect Fire Attacks*, p. 41). If the spotter is a remote sensor (see p. 88), apply an additional +3 Target Number modifier.
[5] Grounded Spheroid DropShips are always Immobile (see p. 32). Grounded Aerodyne DropShips may move or remain at a standstill, as with standard ground units. Regardless, this modifier applies to any grounded DropShip.
[6] Applies only to weapon attacks, not physical attacks (see p. 45).

OTHER MODIFIERS (Continued)	
Attack	**Modifier**
Is using REAR special ability	+1
Is from IndustrialMech with no AFC special	+1
Is from Support Vehicle with:	
Basic Fire Control (BFC) special	+1
Neither AFC or BFC specials	+2
Is from a grounded DropShip	−1[5]
Is from unit with BattleMech Shield (SHLD) special	+1[6]
Is from unit with Fire Control Hit (per hit)	+2[7]
Is from unit with Heat Level > 0	+Heat lvl[8]
Is an artillery attack from an airborne unit	+1
Physical Attack Type	**Modifier**
Charge	+1
Death From Above (DFA)	+1
Anti-'Mech Infantry Attack	+1
Attacker is conventional infantry	+3
Target is transporting battle armor	+3[9]
Target	**Modifier**
Is airborne Aerospace	+2[10]
Is airborne DropShip	−2
Is airborne VTOL or WiGE	+1
Is Battle Armor	+1
Is Large (LG, SLG, or VLG specials)	−1
Is ProtoMech	+1
Has STL special active	Varies[11]

RANGE MODIFIERS		
Range	**Distance**	**Modifier**
Short	Up to 6″	+0
Medium	>6″ to 24″	+2
Long	>24″ to 42″	+4[12]
Extreme	>42″	+6

[7] Fire Control hit effects may apply multiple times. Does not apply to physical attacks.
[8] Does not apply to physical attacks (see p. 45).
[9] Applies if target is transporting battle armor via the MEC or XMEC specials (see p. 78), or as cargo.
[10] Includes fixed-wing support vehicles, conventional fighters, small craft, and DropShips. Only applies when target is airborne.
[11] For battle armor targets, Stealth (STL) 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. Stealth may be toggled on and off (see p. 79).
[12] Artillery attacks, except for Artillery Cannons, have a minimum range modifier of Long (+4). Any range from 0″-42″ is at Long range for them.

ARTILLERY RANGE AND DAMAGE TABLE

Artillery Name	Special	Max Range	Damage	Area of Effect Template
Arrow IV	ART-AIS/ART-AC	—	2	2″
Artillery Cannons				
Thumper Cannon	ART-TC	Medium	0*	2″
Sniper Cannon	ART-SC	Medium	1	2″
Long Tom Cannon	ART-LTC	Long	2	2″
Battle Armor Tube Artillery	ART-BA	—	1	2″
Cruise Missile/50	ART-CM5	—	5	2″
Cruise Missile/70	ART-CM7	—	7/2	6″
Cruise Missile/90	ART-CM9	—	9/4	6″
Cruise Missile/120	ART-CM12	—	12/5	6″
Long Tom	ART-LT	—	3/1	6″
Sniper	ART-S	—	2	2″
Thumper	ART-T	—	1	2″

UNIT MOVEMENT MODE TABLE (P. 35)

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

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 (P. 51)

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, –1 TMM*
11	–50% Move, –50% TMM*†
12+	Unit immobilized

* A unit reduced to 0″ (or less) Move is immobilized
† If a fractional Move rating results, round it down. There is a minimum Move loss of 2″ and TMM loss of 1.

ADDITIONAL TERRAIN MOVEMENT COST TABLE (P. 57)

Terrain Type	Move Cost per Inch	Prohibited Movement Mode/ Unit Type
Deep Snow	+1″[1]	Wheeled
Gravel Piles	+1″[1]	Naval, Rail
Hazardous Liquid Pool	As Water[1]	As Water
Heavy Industrial	+0″/+1″[2]	Naval, Rail
Ice	+1″[1]	Naval
Jungle	+2″	Vehicles
Magma		
Crust	+0″[1]	Infantry, Naval, Rail, Wheeled
Liquid	+1″[1]	All except 'Mechs
Mud	+1″[1]	Naval, Rail
Planted Fields	+0″	Naval, Rail
Rail	+0″/+1″[3]	Naval
Ultra Rough[6]	+2″	Naval, Rail, Wheeled
Ultra Rubble[6]	+2″	Naval, Rail
Sand	+0″/+1″[1, 4]	Naval, Rail
Swamp	+1″/+2″[1, 5]	Naval, Rail
Tundra	+0″[1]	Naval, Rail

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] Units in this terrain type may bog down and/or suffer damage. See specific terrain rules.

[2] Only 'Mech units apply the +1″ Move cost in this terrain; all other units in this terrain apply +0″ Move cost.

[3] Rail units in this terrain must move along the rail and pay +0″ Move cost. All other units apply the +1″ Move cost.

[4] Only infantry units and wheeled units without the Dune Buggy (DUN) special apply the +1″ Move cost in this terrain.

[5] Only 'Mech and ProtoMech units apply the +1″ Move cost in this terrain; all other units in this terrain apply +2″ Move cost.

[6] BattleMechs with the LG special reduce the movement cost by 1″ per inch in this terrain type.

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

ADDITIONAL TERRAIN & ENVIRONMENT ATTACK MODIFIERS TABLE (P. 58)

ADVANCED TERRAIN MODIFIERS	
Terrain	**Modifier**
Heavy Industrial	+1
Jungle (per 2")	+1
Planted Fields (per 4")	+1*

TARGET MOVEMENT MODIFIERS	
Terrain	**Modifier**
Is Bogged Down	**

* Apply an additional +1 terrain modifier if target is an Infantry unit.
** Treat bogged down target as if it has a target movement modifier of +0.

ENVIRONMENTAL MODIFIERS	
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.

PREVAILING WINDS TABLE (P. 63)

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 FORCE RATING TABLE

2D6 Roll	Tornado Rating
2–3	F1
4–6	F2
7–10	F3
11	F4
12	F5

ALPHA STRIKE BUILDINGS TABLE (P. 73)

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	
Standard						
Light, Small	+1″	1–2 (2)	1	1	0	0*
Light, Large	+1″	2–3 (3)	1	1	0	0*
Medium, Small	+2″	1–3 (3)	2	2	1	1
Medium, Large	+2″	3–6 (4)	2	2	1	1
Heavy, Small	+3″	2–5 (4)	3	3	2	2
Heavy, Large	+3″	5–12 (8)	3	3	2	2
Wall††						
Light	+1″	1–2 (2)	1	1	0	0*
Medium	+2″	2–4 (3)	2	2	1	1
Heavy	+3″	5–8 (6)	3	3	2	2
Hardened	+4″	9–14 (10)	4	4	3	3
Gun Emplacement/Fortress						
Light, Small	+1″	1–2 (2)	1	2	1	1
Light, Large	+1″	2–3 (3)	1	2	1	1
Medium, Small	+2″	2–6 (4)	2	4	2	2
Medium, Large	+2″	7–12 (8)	2	4	2	2
Heavy, Small	+3″	4–10 (8)	3	6	3	3
Heavy, Large	+3″	9–36 (20)	3	6	3	3
Hardened, Small	+4″	12–20 (16)	4	8	4	4
Hardened, Large	+4″	24–60 (40)	4	8	4	4
Castle Brian						
Heavy	+3″	40–120 (80)	3	10	10	10
Hardened	+4″	121–200 (160)	4	10	10	20

*No additional Move cost for Infantry (including battle armor); ProtoMechs Move cost in buildings is +1″, regardless of type

** Small buildings are generally 1″-5″ in area, while Large Buildings are 6″+

† See *Attacking Units inside Buildings* (p. 73)

†† The CF is for enough damage to breach a wall in one 2″ wide path.

SKID MODIFIERS TABLE (P. 75)

Condition	Modifier
Unit's Available Move is	
4″ or less	–1
5″ to 8″	+0
9″ to 14″	+1
15″ to 20″	+2
21″ to 34″	+4
35″ to 48″	+5
49″ or more	+6
Sprinting (see p. 38)	+2

COLLISION/CHARGING TABLE (P. 75)

Distance Moved (by Skidding/Charging Unit Size)				Damage Delivered
Size 1	Size 2	Size 3	Size 4	
Less than 4″	Less than 3″	Less than 2″	Less than 1″	0
4″ to 12″	3″ to 6″	2″ to 4″	1″ to 3″	1
13″ to 20″	7″ to 10″	5″ to 7″	4″ to 5″	2
21″ to 28″	11″ to 14″	8″ to 9″	6″ to 7″	3
29″ to 36″	15″ to 18″	10″ to 12″	8″ to 9″	4
37″ to 43″	19″ to 22″	13″ to 14″	10″ to 11″	5
44″ or more	23″ or more	15″ or more	12″ or more	6

ADDITIONAL CHARGE ATTACK MODIFIERS

Condition	Modifier
Unit is Skidding	
Target is Terrain*	Auto-Hit
Target is any non-infantry unit	+2
Target is any infantry unit**	+4

Note: The charge attack modifiers presented here apply in addition to those found on p. 37, *AS*.
*Includes buildings, level changes, water, or restricted terrain features.
**Skidding units do not stop skidding on collision with infantry units.

SPECIAL PILOT ABILITIES (P. 94)

Ability	Cost	Brief Description
Animal Mimicry	2	Quadruped unit gains mobility bonus and ability to demoralize opponents
Antagonizer	3	Unit can enrage an opponent for a brief period
Blood Stalker	2	Unit may focus its attacks better on a preferred target until it is destroyed
Cluster Hitter	2	Unit can deliver extra damage in an attack using missiles or flak weapons
Combat Intuition	3	Unit may move and resolve fire before any other unit acts
Cross-Country	2	Ground vehicle unit may enter some illegal terrain types, but at high Move cost
Demoralizer	3	Unit can intimidate an opponent for a brief period
Dodge	2	Unit can attempt to evade physical attacks
Dust-Off	2	Enables airborne unit types to land or liftoff in non-clear terrain
Eagle's Eyes	2	Unit gains (or augments) its ability to spot hidden units and avoid mines
Environmental Specialist	2	Reduces movement and combat modifiers in a preferred environment
Fist Fire	2	Unit delivers extra damage in physical attacks
Float Like a Butterfly	1–4	Unit may force an opponent to reroll an attack with this unit as the target
Forward Observer	1	Unit improves accuracy of indirect fire when used as a spotter
Golden Goose	3	Improves accuracy for air-to-ground strafing, strike, and bombing attacks
Ground-Hugger	2	Airborne unit may execute a double-strafe or double-strike air-to-ground attack
Headhunter	2	Can automatically identify enemy command units
Heavy Lifter	1	Enables increased carrying capacity with External Cargo rules

SPECIAL PILOT ABILITIES (CONTINUED) (P. 94)

Ability	Cost	Brief Description
Hopper	1	Unit may avoid being reduced below 1 inch of Move by MP Hits
Hot Dog	2	Increases the Heat a unit can sustain before shutdown
Human TRO	1	Unit can ignore the Concealing Unit Data rules vs. non-hidden opponents
Iron Will	1	Unit can resist psychological attacks and receives a bonus during Morale checks
Jumping Jack	2	Improves accuracy of any attack made when the unit uses jumping Move
Lucky	1–4	Unit may reroll a limited number of failed attacks and Control Rolls per scenario
Maneuvering Ace	2	Reduces Move costs for woods/jungle terrain and aerospace atmospheric control
Marksman	2	If unit attacks while stationary, may score extra critical after delivering 1 damage
Melee Master	2	Unit increases its physical attack damage by half its Size (round up)
Melee Specialist	1	Unit delivers physical attacks with greater accuracy
Multi-Tasker	2	Unit can divide its weapon attack between two targets per turn
Natural Grace	3	Unit gains 360-degree field of fire; reduces Move costs in ultra-heavy terrain
Oblique Artilleryman	1	Improves accuracy and reduces scatter for all artillery weapon attacks
Oblique Attacker	1	Improves accuracy for indirect fire, and enables indirect attacks without a spotter
Range Master	2	Unit swaps normal range modifier for Medium, Long, or Extreme range with Short
Ride the Wash	4	Unit reduces atmospheric combat modifiers; may execute special air-to-air attack
Sandblaster	2	Unit improves accuracy and damage when only using AC and missile weapons
Shaky Stick	2	Airborne unit is harder to hit from the ground during air-to-ground attacks
Sharpshooter	4	If unit attacks while stationary, may score an extra critical after delivering full damage
Slugger	1	'Mech unit can improvise its own melee weapons from suitable terrain
Sniper	3	Unit reduces Medium, Long, and Extreme range modifiers by half.
Speed Demon	2	Unit can move faster than normal
Stand-Aside	1	Unit can pass directly through enemy units at extra Move cost
Street Fighter	2	Unit may pre-empt an attack against it by enemies in base contact
Sure-Footed	2	Unit receives bonus movement on paved or ice terrain and ignores skidding
Swordsman	2	Unit can deliver improved damage or critical hits when using MEL special
Tactical Genius	3	Enables command unit to reroll Initiatives once every 2 turns
Terrain Master		
(Drag Racer)	3	Ground vehicle unit gains extra speed on ice or pavement; avoids skidding better
(Forest Ranger)	3	Unit moves more easily through (and gains extra cover from) woods and jungle
(Frogman)	3	Unit moves more easily than others while fully submerged
(Mountaineer)	3	Unit moves more easily through level changes and rough terrain types
(Nightwalker)	3	Unit ignores combat modifiers for darkness
(Sea Monster)	3	Unit moves more easily and ignores attack penalties in water terrain
(Swamp Beast)	3	Unit moves more easily through mud and swamp terrain; ignores bog down in same
Weapon Specialist	3	Unit can deliver a more accurate attack as long as it uses only half its firepower
Wind Walker	2	Unit ignores atmospheric combat modifiers and gains a bonus to landing and liftoff
Zweihander	2	'Mech unit delivers more damage in physical attacks
Light Horseman	2	Beast-mounted infantry unit moves faster, even through difficult terrain
Heavy Horse	2	Beast-mounted infantry unit can inflict extra damage at point-blank range
Foot Cavalry	1	Foot-based infantry unit moves faster, even through difficult terrain
Urban Guerrilla	1	Infantry unit is harder to attack in urban terrain, and may "spawn" support

BASIC KILL SCORING TABLE (P. 127)

Unit Defeated	VP Awarded
BattleMech	5
IndustrialMech	3
ProtoMech	3
Combat Vehicle	3
Support Vehicle	2
Battle Armor	2
Conventional Infantry	1
Aerospace Fighter or Small Craft	5
Conventional Fighter	3
DropShip	10
JumpShip or Space Station	25
WarShip	500

ADVANCED TERRAIN ATTACK MODIFIERS TABLE (P. 137)

ADVANCED TERRAIN MODIFIERS	
Terrain	**Modifier**
Jungle (per 2")	
Light	+1
Heavy	+2
Ultra-Heavy	+3
Underwater	+1*
Woods (per 2")	
Light	+1
Heavy	+2
Ultra-Heavy	+3

* Only if attacker is also underwater (or is on the water surface and using TOR special); all underwater ranges are halved.

ADVANCED TERRAIN MOVEMENT COST TABLE (P. 137)

Terrain Type	Move Cost per Inch	Prohibited Movement Mode/Unit Type
Woods		
Light[8]	+1"[1]	Air, Hover, Naval, Rail, Wheeled[2]
Heavy[8]	+2"[1]	Vehicles
Ultra-Heavy	+3"	All except Infantry
Water		
Surface Only	+0"	All except Hover, Naval, WiGE[3]
Depth 0"-1"	+0"	Ground, Infantry[4],
Depth 2"-3"	+1"[5]	Ground, Infantry[4], IndustrialMechs[6]
Depth 4"-10"	+6"[5]	Ground, Infantry[4], IndustrialMechs[6]
Depth 11+"	+8"[5, 7]	Ground, Infantry[4], IndustrialMechs[6]
Rapids	+1"	As Water of appropriate Depth
Jungle		
Light[8]	+2"	Vehicles
Heavy[8]	+3"	Vehicles
Ultra-Heavy	+4"	All except Infantry

[1] Infantry units reduce Move cost to enter this terrain by 1" (to minimum of +0").
[2] Wheeled units with the bicycle (b) or monocycle (m) movement modes may move through this terrain.
[3] Wheeled or Tracked vehicles with the Amphibious (AMP) special ability can move on water surfaces at a Move cost of +1".
[4] Infantry units can move through water of any Depth only if they have the UMU special ability.
[5] This is the cost to move along the bottom of a water area. No additional cost applies if using submarine movement.
[6] IndustrialMechs can only enter water of 2" depth or greater if they have the environmental sealing (SEAL) special ability.
[7] Non-submarine units at this depth (including units with UMU special) may suffer damage. See Water (Advanced) (p. 136).
[8] BattleMechs with the LG special reduce the movement cost by 1" per inch in this terrain type.

ALTERNATE MUNITIONS TABLE (P. 146)

Weapon	Attack 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.

ARTILLERY ATTACK MODIFIERS TABLE (P. 151)

Situation	Modifier
Off-Board 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.

ARTILLERY COUNTER-BATTERY FIRE MODIFIERS TABLE (P. 153)

Situation	Modifier
Counter-Battery Fire	+7
Each successive shell from Target unit*	–1 (Max –4)

* Shell impact must be witnessed by at least one friendly unit with LOS to point of impact

CAPITAL AND SUB-CAPITAL ATTACK MODIFIERS TABLE (P. 156)

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	+0
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

OFF-BOARD ARTILLERY FLIGHT TIME TABLE (P. 151)

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.

BATTLEFIELD INTELLIGENCE RATING TABLE (P. 154)

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 aerospace unit (on-planet on in the field)	2
Each point of MHQ special ability in the battlefield	1

FIRE TABLES (P. 166)

FIRE STARTING BASE TARGET (INTENTIONAL/UNINTENTIONAL)				
Water	**Clear**	**Paved**	**Rough**	**Jungle**
—	11/11	—	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	—
Atmospheric Pressure	
Vacuum	—
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)	—**
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.

MORALE CHECK TABLE (P. 170)

Base Target Number = Unit's Skill Rating

Condition	Modifier
Attacked by Inferno Ordnance	+1
Attacked by Cruise Missile	+2
Unit is a BattleMech or ProtoMech	–2
Unit is an IndustrialMech	+0
Unit is a Combat Vehicle	+0
Unit is a Support Vehicle	+3
Unit is Battle Armor Infantry	–1
Unit is Conventional Infantry	+2
Unit is currently Routed	+3
Unit is a Drone/Robotic Unit	No Roll Required
Pilot has Iron Will Special Pilot Ability	–2
Infantry-Only Modifiers	
Attacker is a BattleMech	+1
Unit is inside a Building	–2
Additional Nerve-Recovery Modifiers	**Modifier**
Friendly Force Commander in LOS*	–2
Friendly Force Sub-Commander in LOS*	–1
Infantry-Only Modifiers	
Any Friendly Routed Units in LOS	+1
Friendly (non-Routed) 'Mechs in LOS	–2
Friendly (non-Routed) Vehicles in LOS	–1
Fire in LOS	+2

* A friendly force commander or sub-commander is only considered to be "present" when a unit has been specifically designated as the force's commander and this unit is active and on the map within 35 inches of the routed unit. Only one unit per lance (or Star) in a given force may be designated as a force sub-commander.

HIDDEN UNIT DETECTION RANGE TABLE (P. 167)

Probe Type	Range
Light Active Probe	6"
Active Probe	10"
Bloodhound Active Probe	16"

STANDARD FORCE ORGANIZATION SCHEMES TABLE

GENERAL INNER SPHERE AND PERIPHERY FORCE GROUPS

Organization	Definition	Command Rank
Infantry Formations		
Squad (Battle Armor)	4 troopers	Sergeant*
Squad (Conventional)	2-8 troopers	Corporal
Platoon (Conventional)	3-4 squads	Sergeant
Company (Conventional)	3-4 Platoons	Captain*
Aerospace/Conventional Fighter Formations		
Flight	2 fighters	Lieutenant
Squadron	3 flights	Captain
Wing	3-4 squadrons	Major
Ground Formations		
Lance	4 ground units	Lieutenant
Company	3-4 lances	Captain
Battalion	3-4 companies	Major
Regiment	3-4 battalions	Colonel
Brigade	3-6 regiments	General

COMSTAR AND WORD OF BLAKE FORCE GROUPS

Organization	Definition	Command Rank
Infantry Formations		
Level I (Battle Armor)	6 troopers	Acolyte*
Level I (Conventional)	30-36 troopers	Acolyte*
All Other Formations		
Level I	1 unit	Acolyte
Level II (Demi-Company)	6 Level Is	Adept
Level III (Battalion)	6 Level IIs	Adept (Demi-Precentor)
Level IV (Division)	6 Level IIIs	Precentor
Level V (Army)	6 Level IVs	Precentor

GENERAL CLAN FORCE GROUPS

Organization	Definition	Command Rank
Infantry and ProtoMech Formations		
Point (Battle Armor)	5 troopers	Point Commander*
Point (Conventional)	20-25 troopers	Point Commander
Point (ProtoMech)	5 ProtoMechs	Point Commander*
'Mech Formations		
Star	5 'Mechs	Star Commander
Nova	5 'Mechs, 5 infantry Points	Star Commander or Nova Commander
Binary	2 Stars	Star Captain or Nova Commander
Supernova Binary	2 Novas	Star Captain or Nova Captain
Trinary	3 Stars	Star Captain
Supernova Trinary	3 Novas	Star Captain or Nova Captain
Cluster	3-5 Binaries or Trinaries	Star Colonel
Galaxy	3-5 Clusters	Galaxy Commander
Vehicle and Fighter Formations		
Point	2 units	Point Commander
Star	5 Points	Star Commander
Binary	2 Stars	Star Captain
Trinary	3 Stars	Star Captain
Cluster	3-5 Binaries or Trinaries	Star Colonel
Galaxy	3-5 Clusters	Galaxy Commander

* Above this level of organization, these infantry unit types use the 'Mech formation standards appropriate to their faction group (i.e. Company for Inner Sphere/Periphery; Star for Clan; Level II for ComStar/Word of Blake).

COMPANY COMPOSITION

CORE GROUND FORCE	
0–1	Command Lance
0–2*	Support Lances
1–4	Battle Lances
	Assault Lances
	Striker Lances
	Fire Lances
	Recon Lances
	Pursuit Lances
DETACHMENTS	
0–6	Conventional Infantry Platoons
0–4	Battle Armor Squads
0–3	Vehicle Lances**
0–1	Aerospace Squadron

Note: An Inner Sphere or Periphery company is composed of 2-4 lances total, and may be supported by other forces (detachments). Lances listed also include the Air Lance variant.

* Only 1 Support Lance per 1 core non-Support Lance.

** Or BattleMech lances if Core Ground Force is composed of vehicle lances.

BINARY/TRINARY COMPOSITION

CORE GROUND FORCE	
0–1	Command Star
0–1	Support Star
1–3	Battle Stars
	Assault Stars
	Striker Stars
	Fire Stars
	Recon Stars
	Pursuit Stars
DETACHMENTS	
0–5	Battle Armor Points
0–1	Vehicle Stars
0–1	Aerospace Star

Note: A Clan Binary is composed of 2 stars total; a Clan Trinary is composed of 3 stars total; may be supported by other forces (detachments). Stars listed also include the Nova variant; 2 Novas form a Supernova Binary, 3 Novas a Supernova Trinary.

BATTALION COMPOSITION

CORE GROUND FORCE	
0–1	Command Lance
3–4	Ground Force Companies
DETACHMENTS	
0–6	Conventional Infantry Companies
0–4	Battle Armor Platoons
0–3	Vehicle Companies*
0–3	Aerospace Squadrons

Note: An Inner Sphere or Periphery battalion is typically 9-13 lances total, and may be supported by other forces (detachments).

* Or BattleMech companies if Core Ground Force is composed of vehicle companies.

CLUSTER COMPOSITION

CORE GROUND FORCE	
3–5	Binaries and/or Trinaries
DETACHMENTS	
0–2	Battle Armor Stars
0–3	Vehicle Stars
0–3	Aerospace Stars

Note: A Clan Cluster is typically 3-5 Binaries and/or Trinaries in total (including Supernova Binaries and Trinaries), and may be supported by other forces (detachments).

LEVEL III COMPOSITION

CORE GROUND FORCE	
0–1	Command Level II
0–1	Support Level II
4–6	Battle Level II
	Assault Level II
	Striker Level II
	Fire Level II
	Recon Level II
	Pursuit Level II
DETACHMENTS	
0–3	Aerospace Level IIs

Note: A Level III is composed of 6 Level IIs. Depending on the chosen Point Value Total and size of the opposing force, it may be necesarry to build up to 2 Level IIIs.

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UNIT NAME _____ **PV:**

TP: ____ SZ: __ TMM: ___ MV: _____
ROLE: _____ SKILL: _____

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

OV: ___ | HEAT SCALE 1 2 3 S

A: ○○○○○○○○○○○○○○
S: ○○○○○○○○○○○○○○

SPECIAL: _____

CRITICAL HITS
ENGINE ○ +1 Heat/Firing Weapons
FIRE CONTROL ○○○ +2 TN Each
MP ○○○○ ½ MV Each
WEAPONS ○○○○ –1 Damage Each

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ALPHA STRIKE STATS BATTLETECH

'MECH

UNIT NAME _____ **PV:**

TP: ____ SZ: __ TMM: ___ MV: _____
ROLE: _____ SKILL: _____

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

OV: ___ | HEAT SCALE 1 2 3 S

A: ○○○○○○○○○○○○○○
S: ○○○○○○○○○○○○○○

SPECIAL: _____

CRITICAL HITS
ENGINE ○ +1 Heat/Firing Weapons
FIRE CONTROL ○○○ +2 TN Each
MP ○○○○ ½ MV Each
WEAPONS ○○○○ –1 Damage Each

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ALPHA STRIKE STATS BATTLETECH

'MECH

UNIT NAME _____ **PV:**

TP: ____ SZ: __ TMM: ___ MV: _____
ROLE: _____ SKILL: _____

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

OV: ___ | HEAT SCALE 1 2 3 S

A: ○○○○○○○○○○○○○○
S: ○○○○○○○○○○○○○○

SPECIAL: _____

CRITICAL HITS
ENGINE ○ +1 Heat/Firing Weapons
FIRE CONTROL ○○○ +2 TN Each
MP ○○○○ ½ MV Each
WEAPONS ○○○○ –1 Damage Each

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ALPHA STRIKE STATS BATTLETECH

'MECH

UNIT NAME _____ **PV:**

TP: ____ SZ: __ TMM: ___ MV: _____
ROLE: _____ SKILL: _____

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

OV: ___ | HEAT SCALE 1 2 3 S

A: ○○○○○○○○○○○○○○
S: ○○○○○○○○○○○○○○

SPECIAL: _____

CRITICAL HITS
ENGINE ○ +1 Heat/Firing Weapons
FIRE CONTROL ○○○ +2 TN Each
MP ○○○○ ½ MV Each
WEAPONS ○○○○ –1 Damage Each

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ALPHA STRIKE STATS BATTLETECH

'MECH

UNIT NAME _____ **PV:**

TP: ____ SZ: __ TMM: ___ MV: _____
ROLE: _____ SKILL: _____

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

OV: ___ | HEAT SCALE 1 2 3 S

A: ○○○○○○○○○○○○○○
S: ○○○○○○○○○○○○○○

SPECIAL: _____

CRITICAL HITS
ENGINE ○ +1 Heat/Firing Weapons
FIRE CONTROL ○○○ +2 TN Each
MP ○○○○ ½ MV Each
WEAPONS ○○○○ –1 Damage Each

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ALPHA STRIKE STATS BATTLETECH

'MECH

UNIT NAME _____ **PV:**

TP: ____ SZ: __ TMM: ___ MV: _____
ROLE: _____ SKILL: _____

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

OV: ___ | HEAT SCALE 1 2 3 S

A: ○○○○○○○○○○○○○○
S: ○○○○○○○○○○○○○○

SPECIAL: _____

CRITICAL HITS
ENGINE ○ +1 Heat/Firing Weapons
FIRE CONTROL ○○○ +2 TN Each
MP ○○○○ ½ MV Each
WEAPONS ○○○○ –1 Damage Each

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ALPHA STRIKE STATS BATTLETECH

'MECH

UNIT NAME _____ **PV:**

TP: ____ SZ: __ TMM: ___ MV: _____
ROLE: _____ SKILL: _____

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

OV: ___ | HEAT SCALE 1 2 3 S

A: ○○○○○○○○○○○○○○
S: ○○○○○○○○○○○○○○

SPECIAL: _____

CRITICAL HITS
ENGINE ○ +1 Heat/Firing Weapons
FIRE CONTROL ○○○ +2 TN Each
MP ○○○○ ½ MV Each
WEAPONS ○○○○ –1 Damage Each

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ALPHA STRIKE STATS BATTLETECH

'MECH

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VEHICLE

UNIT NAME _____ **PV:**

TP: ____ SZ: __ TMM: ___ MV: _____
ROLE: _____ SKILL: _____

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

OV: ___ | HEAT SCALE 1 2 3 S

A: ○○○○○○○○○○○○○○
S: ○○○○○○○○○○○○○○

CRITICAL HITS
ENGINE ○ ½ MV and Damage
FIRE CONTROL ○○○○ +2 TN Each
WEAPONS ○○○○ –1 Damage Each
MOTIVE ○○ -2 MV ○○ ½ MV ○ 0 MV

SPECIAL: _____

ALPHA STRIKE STATS BATTLETECH

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UNIT NAME _____ **PV:**

TP: ____ SZ: __ TMM: ___ MV: _____
ROLE: _____ SKILL: _____

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

OV: ___ | HEAT SCALE 1 2 3 S

A: ○○○○○○○○○○○○○○
S: ○○○○○○○○○○○○○○

CRITICAL HITS
ENGINE ○ ½ MV and Damage
FIRE CONTROL ○○○○ +2 TN Each
WEAPONS ○○○○ –1 Damage Each
MOTIVE ○○ -2 MV ○○ ½ MV ○ 0 MV

SPECIAL: _____

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VEHICLE

UNIT NAME _____ **PV:**

TP: ____ SZ: __ TMM: ___ MV: _____
ROLE: _____ SKILL: _____

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

OV: ___ | HEAT SCALE 1 2 3 S

A: ○○○○○○○○○○○○○○
S: ○○○○○○○○○○○○○○

CRITICAL HITS
ENGINE ○ ½ MV and Damage
FIRE CONTROL ○○○○ +2 TN Each
WEAPONS ○○○○ –1 Damage Each
MOTIVE ○○ -2 MV ○○ ½ MV ○ 0 MV

SPECIAL: _____

ALPHA STRIKE STATS BATTLETECH

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UNIT NAME _____ **PV:**

TP: ____ SZ: __ TMM: ___ MV: _____
ROLE: _____ SKILL: _____

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

OV: ___ | HEAT SCALE 1 2 3 S

A: ○○○○○○○○○○○○○○
S: ○○○○○○○○○○○○○○

CRITICAL HITS
ENGINE ○ ½ MV and Damage
FIRE CONTROL ○○○○ +2 TN Each
WEAPONS ○○○○ –1 Damage Each
MOTIVE ○○ -2 MV ○○ ½ MV ○ 0 MV

SPECIAL: _____

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VEHICLE

UNIT NAME _____ **PV:**

TP: ____ SZ: __ TMM: ___ MV: _____
ROLE: _____ SKILL: _____

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

OV: ___ | HEAT SCALE 1 2 3 S

A: ○○○○○○○○○○○○○○
S: ○○○○○○○○○○○○○○

CRITICAL HITS
ENGINE ○ ½ MV and Damage
FIRE CONTROL ○○○○ +2 TN Each
WEAPONS ○○○○ –1 Damage Each
MOTIVE ○○ -2 MV ○○ ½ MV ○ 0 MV

SPECIAL: _____

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UNIT NAME _____ **PV:**

TP: ____ SZ: __ TMM: ___ MV: _____
ROLE: _____ SKILL: _____

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

A: ○○○○○○○○○○○○○○
S: ○○○○○○○○○○○○○○

SPECIAL: _____

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INFANTRY

UNIT NAME _____ **PV:**

TP: ____ SZ: __ TMM: ___ MV: _____
ROLE: _____ SKILL: _____

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

A: ○○○○○○○○○○○○○○
S: ○○○○○○○○○○○○○○

SPECIAL: _____

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UNIT NAME _____ **PV:**

TP: ____ SZ: __ TMM: ___ MV: _____
ROLE: _____ SKILL: _____

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

A: ○○○○○○○○○○○○○○
S: ○○○○○○○○○○○○○○

SPECIAL: _____

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INFANTRY

UNIT NAME _____ **PV:**

TP: ____ SZ: __ TMM: ___ MV: _____
ROLE: _____ SKILL: _____

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

A: ○○○○○○○○○○○○○○
S: ○○○○○○○○○○○○○○

SPECIAL: _____

ALPHA STRIKE STATS BATTLETECH

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FIGHTER

UNIT NAME _____ **PV:**

TP: ____ SZ: __ THR: _____
ROLE: _____ SKILL: _____

DAMAGE

S (+0)	M (+2)	L (+4)	E (+6)
____	____	____	____

OV: ___ | HEAT SCALE 1 2 3 S

A: ○○○○○○○○○○○○○○ TH
S: ○○○○○○○○○○○○○○ ___

CRITICAL HITS
ENGINE ○ ½ MV (Minimum 1)
FIRE CONTROL ○○○○ +2 TN Each
WEAPONS ○○○○ –1 Damage Each

SPECIAL: _____

ALPHA STRIKE STATS — BATTLETECH

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UNIT NAME _____ **PV:**

TP: ____ SZ: __ THR: _____
ROLE: _____ SKILL: _____

DAMAGE

S (+0)	M (+2)	L (+4)	E (+6)
____	____	____	____

OV: ___ | HEAT SCALE 1 2 3 S

A: ○○○○○○○○○○○○○○ TH
S: ○○○○○○○○○○○○○○ ___

CRITICAL HITS
ENGINE ○ ½ MV (Minimum 1)
FIRE CONTROL ○○○○ +2 TN Each
WEAPONS ○○○○ –1 Damage Each

SPECIAL: _____

ALPHA STRIKE STATS — BATTLETECH

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PROTOMECH

UNIT NAME _____ **PV:**

TP: ____ SZ: __ TMM: ___ MV: _____
ROLE: _____ SKILL: _____

DAMAGE

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

A: ○○○○○○○○○○○○○○
S: ○○○○○○○○○○○○○○

CRITICAL HITS
FIRE CONTROL ○○○○ +2 TN Each
MP ○○○○ ½ MV Each
WEAPONS ○○○○ –1 Damage Each

SPECIAL: _____

ALPHA STRIKE STATS — BATTLETECH

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UNIT NAME _____ **PV:**

TP: ____ SZ: __ TMM: ___ MV: _____
ROLE: _____ SKILL: _____

DAMAGE

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

A: ○○○○○○○○○○○○○○
S: ○○○○○○○○○○○○○○

CRITICAL HITS
FIRE CONTROL ○○○○ +2 TN Each
MP ○○○○ ½ MV Each
WEAPONS ○○○○ –1 Damage Each

SPECIAL: _____

ALPHA STRIKE STATS — BATTLETECH

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LARGE UNIT (FRONT & BACK)

UNIT NAME _____ **PV:**

TP: ____ SZ: ____ TMM: ____ MV: ____ SKILL: ____

ARMOR	DAMAGE
____	
STRUCTURE	**DAMAGE**
____	

CRITICAL HITS
ENGINE ○ ½ MV and Damage
FIRE CONTROL ○○○○ +2 TN Each
WEAPONS ○○○○ –1 Damage Each
MOTIVE ○○ –2 MV ○○ ½ MV ○ 0 MV

SPECIAL: _____

ALPHA STRIKE STATS — BATTLETECH

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UNIT NAME _____

	Front	Left Side	Right Side	Aft	_____
S (+0)					
M (+2)					
L (+4)					
SPE					

	_____	_____	_____	_____	_____
S (+0)					
M (+2)					
L (+4)					
SPE					

ALPHA STRIKE STATS — BATTLETECH

DROPSHIP (FRONT & BACK)

UNIT NAME _____ **PV:**

TP: ____ SZ: ____ THR: ____ SKILL: ____

ARMOR	DAMAGE
____	
STRUCTURE	**DAMAGE**
____	

____ DAMAGE THRESHOLD

CRITICAL HITS
CREW ○○ {+2 Weapon TN Each; +2 Control Roll Each}
ENGINE ○○○ –25%/–50%/–100% THR
FIRE CONTROL ○○○○ +2 TN Each
KF BOOM ○ Cannot transport via JumpShip
DOCK COLLAR ○ DropShip only; cannot dock
THRUSTER ○ –1 Thrust (THR)
WEAPONS ○○○○ –25% per hit

SPECIAL: _____

ALPHA STRIKE STATS — BATTLETECH

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UNIT NAME _____

NOSE ARC DAMAGE	STD	SCAP	MSL
S (+0)			
M (+2)			
L (+4)			
E (+6)			
SPE			
NOTES			

AFT ARC DAMAGE	STD	SCAP	MSL
S (+0)			
M (+2)			
L (+4)			
E (+6)			
SPE			
NOTES			

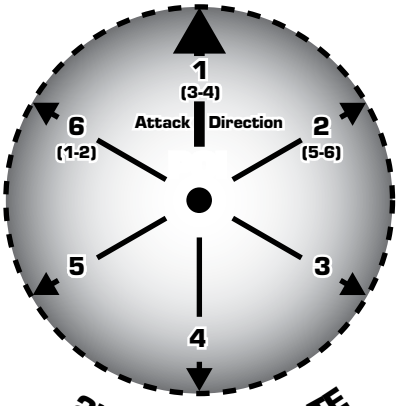
LEFT SIDE DAMAGE	STD	SCAP	MSL
S (+0)			
M (+2)			
L (+4)			
E (+6)			
SPE			
NOTES			

RIGHT SIDE DAMAGE	STD	SCAP	MSL
S (+0)			
M (+2)			
L (+4)			
E (+6)			
SPE			
NOTES			

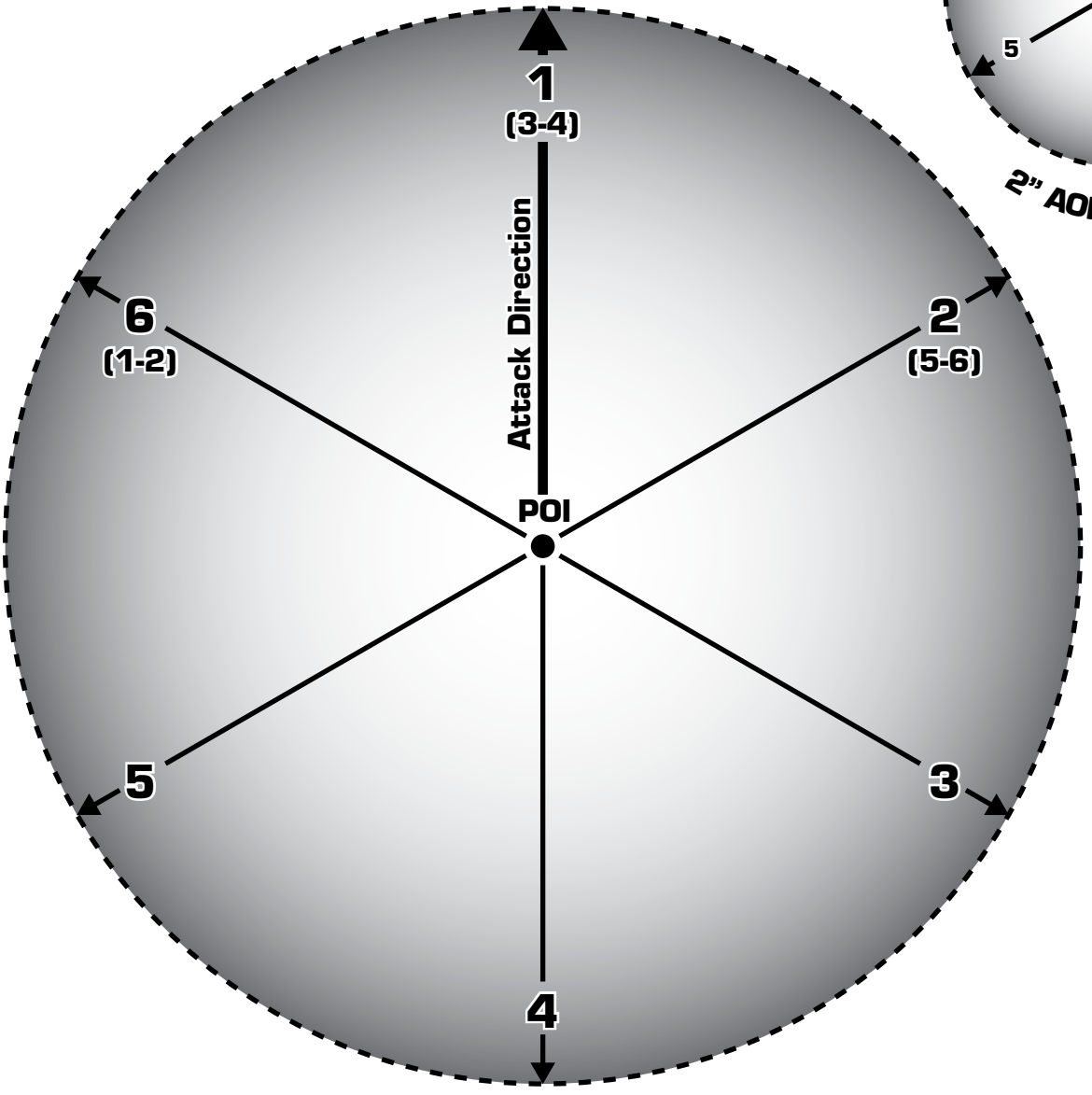
ALPHA STRIKE STATS — BATTLETECH

BATTLETECH™

AREA OF EFFECT TEMPLATES



2" AOE TEMPLATE



6" AOE TEMPLATE

ATTACK PATH

STRAFING TEMPLATE - UP TO 10" LONG

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