

INTRODUCTION

What follows are the rules around conducting and constructing a 350 point Alpha Strike "Army" and competing with that Army through a battery of scenarios vying for the top spot among other participants.

What is the Alpha Strike Tournament format?

It is a core set of rules to be used in casual pick up games or in a tournament setting, where winning Objectives overrule the simple destruction of the opponents' Armies.

What are 350 point armies?

This represents the total forces you have brought to compete in the various scenarios listed inside this booklet. This Army should include a variety of Infantry, Battle Armor, Vehicles, and BattleMechs. Each scenario could require additional combined Arms Support or has certain strategic advantages to taking and using Combined Arms.

Squad vs Army

Each scenario only allows 200 of your Army's 350 points to be used in a single match. This allows Players the option to pick and choose units that would fit the scenario to his or her benefit from their available pool of units. Certain scenarios call for speed and some need raw damage output. Limiting people to only use 200 of their available 350 points allows for multiple "lists" to be created from scenario to scenario. It also allows the game to be played comfortably in an 80 minute time frame.

Why do we need an Alpha Strike Tournament Format?

We believe that the Battletech Community would benefit from a centralized rule structure that would not only allow for large person Tournaments to take place, but also be completed in a timely manner. These rules are also in place to offer a balanced approach to creating an "Army" that anyone can take to any Game Store and compete in a friendly game that does not require any additional setup time, era and technology discussion, or Point Value (PV) adjusting. With these rules, every 350 point Army is already balanced and ready to play the minute the terrain is set up. We believe this will bring the community even closer together than it is now, and expand the player base to reach new heights.

We all hope you enjoy this new way to competitively play Battletech: Alpha Strike. Be competitive but most importantly, remember to have fun!

Sincerely,

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Thomas Kruger

Charles Gideon

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Tournament Rules

All standard rules up to page 53 in the *Alpha Strike: Commanders Edition (AS:CE)* are to be followed during the course of the Tournament. Additional rules will be spelled out in this section.

There are two formats of competitive play in the 350 Tournament, Casual and Premier. When deciding to run a tournament please make it known to all players which format you plan on running ahead of time.

Casual: This format is to reflect a "pick up" game format. We recommend players still adhere to many of the Premier Game Play Rules, but with more flexibility in terms of Proxies, Painted unit rules, and additional Optional Rules listed below. In addition, Tournament Organizers or players can choose to use other Optional Rules found in the *AS:CE*, or alter the total Army and Squad Point Values as they wish in order to meet their needs.

Premier: This format is specifically for structured and organized events. The rules set in Premier are to make sure that there is a level playing field and make the game visually appealing. This is intended to draw outside attention and grow the game, because many of these Premier events will take place at conventions and game stores. No additional Rules may be used during a Premier Event.

AS:CE Optional Rules for Premier Events

- * Non Infantry Unit Cover: Page 139
- Low Altitude Drops: Page 160
- Scatter Rules for Troop Drops: Page 181
- ECM/ECCM: Page 161
- ** Multiple Attack Rolls: Page 175

* Destroyed units are removed from the battlefield during the end phase.

* Please see page 5 of these rules for modifications.

PREMIER EVENT MINIATURE AND MODEL RULES

Colors

Each model or miniature in a player's Army must have a minimum of 3 colors and should be distinguishable from another players Army.

Proxies

Each miniature must be of the same chassis printed on the card used by the player. The miniature is not required to be the same variant.

****The only exception to this rule is if there is not an official miniature made for a legal unit chosen in an Army. In this case, use a miniature which closely resembles the unit.*

Any miniature (including Mechwarrior Online, Mechwarrior: Dark Age Clix, or any 3D printed models) not sold by or officially licensed by Catalyst Game Labs or Iron Wind Metals is prohibited.

Bases

All miniatures and models must be attached to an 1.25" hex base that also has the front of the unit indicated clearly on one side of the hex.

**** Units that are larger or do not fit on an 1.25" hex base must be modified in order to visually see and measure to the base.*

Miniature Modification

All modifications to models must be in an upright actionable pose and consist of the entire model. Jumping mechs are allowed but will have LOS to the jumping pose at all times. Jumping mechs must have j movement.

Tournament Rules cont.

Army List Rules

Each player must bring two copies of their Army list to a Premier Event. One for yourself for record keeping and to show your opponent at the beginning of the match, and one for the Tournament Organizer for their records.

An Army list must show the PV cost (after skill adjustment) of each unit listed in a person's Army.

Master Unit List (MUL) [<https://masterunitlist.info>] cover sheet does not reflect the adjusted PV cost for skill. Player's must bring the full Alpha Strike Card Sheet to use as their Army list. Players can print this list from the MUL website listed above.

Invalid List

If a list is discovered to be invalid during tournament play, the player will receive a loss for any game won previously in the tournament, and forfeit any game they are currently on.

*** To avoid this happening, please send your Army List to the Tournament Organizer before the tournament to have it be validated, or send it to 350list@wolfsdragons.com and someone will review your list.

If a player brings an Army to a Tournament that violates the 350 Army Construction Rules, that player must eliminate any unit that either does not meet the guidelines of the construction rules or must eliminate unit(s) to meet the 350 point threshold before play begins.

Tampering and Modifying

If a player has been found to have knowingly tampered or modified any cards, dice, rulers, or any other aspect of the game, they will be disqualified from the tournament; and all of their wins from previous rounds will be voided, and their opponents will receive modified wins.

If Players suspect any illegal tampering, they are required to call a Judge to the table and let the Judge make a ruling on whether or not the player in question knowingly tried to gain an edge by tampering or modification.

Floor Rules

Movement should be measured from the back of the hex base to the back of the hex base.

If a player rolls dice and knocks over a miniature, terrain, objective area template or token, the Player who did not roll the dice is responsible for replacing the moved piece back into the original position without changing the Unit's original facing or direction.

Good sportsmanship is required, any questions or debates arise will be resolved by a Judge.

Judge's decisions are Final. Not everyone is perfect, arguments can lead to disqualifications. Remember, rule #1 is to have fun.

Tournament Rules cont.

FLOOR RULES CONT.

Each table will have round markers. These round markers are to reflect which round a table's match is currently on. At the beginning of each turn, before initiative is rolled, players are required to advance the turn marker.

SLOW PLAY

Turn markers are to help Judges accurately determine the flow of all games going on. It will also be used as an indicator that one or both players are taking too long on decisions and therefore slowing the pace of the game down.

Judges are encouraged to prompt players to speed up if they are not keeping pace with other games. That Judge should then check that game play speed has increased.

If a Judge determines that the table has not picked up play, he/ she is to issue a warning to both Players.

After the warning has been issued and pace of play has still not been resolved, Player or Players will be issued an automatic game loss.

Following a player receiving an automatic game loss due to slow play, any further slow play warnings for that player will result in the player being disqualified from the tournament.

JUDGING

Judges are expected to have full knowledge of the *Alpha Strike: Commanders Edition*, as well as full knowledge of the rules in this booklet.

Handle disputes calmly and fair. If calls are 50/50, have each player roll 2d6 and highest outcome wins the disagreement. However note that this should only be used as a last resort.

While we encourage Players to try and handle disagreements themselves, Players should use the Judge in disputes when both Players are unable to reach an agreement.

Judges should have the following items at their disposal for every tournament.

- Laser pointer or some tool to measure Line of Sight
- This rulebook
- Alpha Strike: Commander Edition
- Extra 2d6 dice
- Tape Measure
- Notepad for note taking.

Tournament Rules cont.

IN GAME CLARIFICATIONS

Special Attacks:

These attacks consist of Special Ability attacks found in the lower left hand box of the Alpha Strike Card. *Example (HT, SRM, LRM, AC,)*

Using the Multiple Attack Rolls Option Rule (page 175), Players are allowed to mix standard and special attacks into one roll. In order to use a special attack with your normal attack roll, players must declare which set of dice represent their "special attack" value.

****Note this rule is slightly different than what is published in AS:CE page 175*

Physical attacks do not use the Multiple Attack Roll option rule.

Damage Modifying Effects

Effects which would incrementally increase the damage output of a unit or the damage taken by a unit, such as rear attacks or NARC, are applied to the first point of damage that hits.

Similarly, effects which incrementally decrease damage taken by a unit (such as AMS or certain Armor types) are applied to the first point of damage taken from an attack.

If these effects counteract each other, such as AMS and NARC, the initial point of damage is canceled but the bonus point is applied.

Sprinting:

A sprinting unit cannot do anything but move. Therefore it is unable to take actions or fulfill any Scenario Objectives that involve more than simply moving.

A sprinting unit can contest a space.

Sprinting units cannot:

- Pick up Flags for Capture the Flag
- Deposit a Flag at their base
- Dismount Battle Armor or Infantry
- Attack
- Perform Physical Attacks

Game State and Missed Opportunity

Inevitably there are going to be situations where a player has forgotten to do something and may or may not need correcting.

Game State: These situations are defined as something that must happen. In these situations a player or players have forgotten to do something in the game that the game dictates must happen. These situations **must be** corrected.

Missed Opportunity: This is when player or players forget to do something that the game does not dictate must be done. Instead it is an option a player may have done, but forgot. These situations **do not** get corrected.

Line of Sight

Alpha Strike 350 Tournament format will use True Line of Sight. This means that players use the line of sight from their unit to their target to determine if they can see their target.

Use rules in *Alpha Strike: Commanders Edition* page 40

Water and Depth 1 LOS

Because game boards cannot reflect units that are in a water terrain feature, players should use the rules outlined below.

1. If you can see the closest point the the Targets Hex Base, the you can see 50% of the target that is standing in water.

2. If there are 2 or more instances of Partial Cover, the Target is considered to have No Line of Sight.

Example: If a Mech is standing in water and the Attacker is see the hex base, Attacker can see 50% of the target. However, the Target receives partial cover for the water. Additionally the Target is receiving partial cover from a hill or building, that would constitute as 2 partial covers and therefore no Line of Sight.

Tournament Rules cont.

Tournament Rules Examples

Special Attacks:

Player A is attempting to shoot at the opponent with a Crusader 8L. The Crusader has an attack bar of (3/3/1), with a Heat special attack ability of HT (1/1/-). The Target is at medium range. Player A will pick up 3 sets of 2d6 and indicate one set that will be the HT special attack as well as damage. If the indicated HT dice roll is a successful hit, HT will apply as well as the damage.

Special Attacks:

Player A also has a Centurion 9D (2/2/2) with a Flak special ability attack of FLK(1/1/1). The opponent is using a Donar Assault Helicopter. Because FLK makes it easier to hit airborne targets, Player A must indicate while making attack rolls against the Donar which dice of his 2 sets of 2d6 will indicate his FLK special attack. Player A will then have 2 separate To Hit Numbers against the Donar, with the FLK set of dice having a lower To Hit Number.

Sprinting:

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

Sprinting:

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

Game State:

Player A Overheated their Marauder by 1 on the Heat Scale to do extra damage. During the following movement phase, Player A moved the Marauder it's full movement forgetting that it has a -2" of movement due to the Heat. While Shooting, Player A notices that his mech was unable to move the full movement. In this scenario, the mech was not allowed to move that far and therefore should move his mech backwards 2" along the path the mech took to get to the position it was in.

Missed Opportunity:

Player A has Battle Armor riding into battle on one of their OmniMechs. Player A is able move into the rear arc of another unit and wants to deploy their BA so they can shoot. They forgot to place the BA movement dice next to the BA (indicating that the BA are on the board and not mounted). Because Player A forgot to place a movement dice down next to the BA, they are effectively still mounted onto the OmniMech, and therefore are unable to make an attack.

Terrain Rules

Each game must have exactly 10 pieces of Terrain

Terrain Phase Order:

Players must roll for Terrain Initiative before the game starts. The Player who wins the roll will decide one of the following:

(a) Place the first piece of Terrain, or

(b) Automatically win the first Initiative roll after terrain is set and forces have deployed. The player who lost the roll will place the first piece of Terrain.

Players then alternate turns placing terrain until all terrain pieces have been placed.

Double check that all Objective Area Templates are in their correct positions before ending the Terrain Phase Order.

All terrain must be placed on the map before the game can begin.

Terrain Placement Rules:

Objective Area Templates are placed on the board before any terrain is placed.

Each piece of terrain (at ground level) must be 2" away from any other piece of terrain or Objective Area Templates.

The map edge is not considered a terrain piece, therefore terrain may touch the edge of the map.

Stacking:

All terrain and Objective Area Templates are allowed to be stacked on top of Hill Terrain only.

Objective Area Templates that are stacked must have the full template situated on the hill. (no hanging over or overlapping)

All stacked terrain must have a 2" clearance on at least one side to allow all ground units to be able to reach the next level.

Bunker Templates: Objective Area Templates for the Rampage Scenario must have a 2" clearance in front of the Wedge Portion of the Bunker Template.

All buildings used as Terrain Pieces cannot be destroyed.

Required Hill Terrain

- 1 Large Hill
- 2 Medium Hills
- 2 Small Hills

Required Additional Terrain

- 1 Large
- 2 Medium
- 2 Small

Additional Terrain Allowed

- Water (Maximum of depth 1)
- Trees (No heavy trees)
- Buildings (No maximum height)
- Rough Terrain

Hill Terrain Dimensions (MAX)

Large: 14" x 14"

Medium: 9" x 9"

Small: 5" x 5"

Additional Terrain Dimensions (MAX)

Large: 8" x 8"

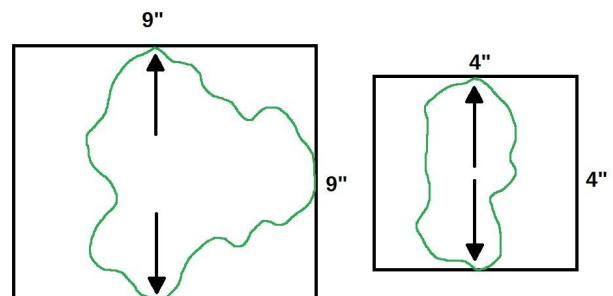
Medium: 6" x 6"

Small: 4" x 4"

Terrain Heights Requirements:

Hills = 1"

Terrain must measure from opposite ends to meet Terrain Requirements.



Army Construction

Maximum Army Point Value (PV) = 350 points

Allowed Units for Army

- Battlemechs
- Omnimechs
- Industrial mechs
- Protomechs
- Combat Vehicles
- Conventional Infantry
- Battle Armor

Units Not Allowed

- Aerospace
- Advanced Aerospace
- Support Vehicles
- Advanced Support Vehicles
- Units that have ART-TC, ART-SC, ART-LTC, and ART-LT abilities
- Any unit variant named after fictional character variants.
- Any unit that is Experimental Tech Level.
- Units with the DRO special ability

- Armies may have mixed Tech (Clan and Inner Sphere) and up to Advanced Tech Level.
- Skill levels may only go as low as 2, and as high as 7
- Armies do not adhere to Faction availability.

Army Unit Restrictions:

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

ProtoMech Rules:

- You must include all 5 ProtoMechs in any scenario that you are using ProtoMechs.
- ProtoMechs must follow Rule of 2

Rule of 2:

Players may only have up to 2 units that share the same chassis name in their Army.

BattleMechs, OmniMechs, and IndustrialMechs cannot share the same variant in an Army.

All other units allowed can have two units of the same chassis and the same variant.

Players are only allowed two units with a skill 2 value, and two units with a skill 7 value. Any number within these Units may have a skill value of 3-6.

There can only be 2 units with the ART ability in your Army

Army Construction cont.

Rules Continued...

- Units that have the MDS special ability are allowed but are unable to deploy mines.
- No Specialty Ammo allowed
- No Pilot or Command Special abilities
- No formation Bonuses allowed
- All units must be a valid unit on the Master Unit List (MUL) located at <https://masterunitlist.info>

Banned Units:

This section of the construction rules will list the Unit(s) that are not allowed to be included in any 350 Tournament List.

A unit will be banned if it is determined to be "unhealthy" for the overall gaming experience, or based on the frequency that is used in Premier Level Tournaments.

Currently there are no banned units.

EXAMPLE LIST

Warhammer 6L - (skill 2) = 43
Warhammer 6D - (skill 3) = 43
Warhammer IIC 2 - (skill 2) = 72
Warhammer IIC 4 - (skill 3) = 60
Elemental Battle Armor (MG) - (skill 4) = 16
Elemental Battle Armor (MG) - (skill 4) = 16
Salamander Battle Armor (LASER) - (skill 4) = 16
Harpy 2 (ProtoMech) - (skill 4) = 2
Harpy 2 (ProtoMech) - (skill 4) = 2
Siren 2 (ProtoMech) - (skill 4) = 7
Siren 4 (ProtoMech) - (skill 4) = 8
Orc 2 (ProtoMech) - (skill 4) = 11
Hawk Moth Gunship (Standard) - (skill 7) = 9
Hawk Moth Gunship (Standard) - (skill 7) = 9
Maxim (I) Heavy Hover Transport (Standard) (skill 4) = 35
Total Units = 15
Total Points = 349

Tournament Organization

General Tournament Rules:

Each player is required to bring a 350 point list that adheres to the Army Construction Rules.

All scenarios are maximum 200 point games.

Each game is 80 minutes in length.

The number of games played in a Tournament is determined on the number of players.

All Tournaments will be played in a Swiss Format.

All maps will be 42" x 36" with the 36" edges as players home edges.

Each map should be played with 1 large hill, 2 medium hills, 2 small hills, and 5 extra pieces of terrain for a total of 10 pieces of terrain.

All scenarios are randomly rolled on the Scenario Roll Table for every round of the match before the tournament starts. Scenarios cannot be repeated unless in a 6 game Tournament.

- For 6 game tournaments, play all 5 scenarios for 1st five games, then random roll the sixth.

Time Frame for 1 Game:

- 5 Minutes for players to exchange lists and choose 200 point squad for scenario.
- Players roll for Terrain Phase Order
- 10 min for Players to set Terrain
- Start the Game Clock (80 Min.)
- Players roll for Deployment Initiative
- Players deploy their squads according to scenario rules.
- Players roll for 1st round Initiative (game play begins)
- Every 20 minutes, Judges call out how much time is left in the round.
- 80 minute mark, TO calls "Time". All games are allowed to finish the round that they are currently on.

Scenario Roll Table

<u>Scenario</u>	<u>Dice Roll</u>
Capture the Flag	1
Stand Up Fight	2
Domination	3
King of the Hill	4
Rampage	5
Re-roll	6

Tournament Game Chart

<u>Number of Players</u>	<u>Number of Games</u>
4-8	3
9-16	4
17-32	5
33-64	6

Tournament Organization cont.

Scoring:

When scoring matches for a 350 tournament there are 3 categories Players are expected to fill out on their match slip.

Win/Loss: Each match slip will contain a box under the players name. The winner of the match should indicate with an "x" in the box.

Objective Points: Each player is responsible for writing down how many Objective Points they have scored for each Scenario. Each Scenario has an Objective Points score explained on the Scenarios page, as well as a Printable Scoring Table at the end of this rules set.

Points Destroyed: This score reflects the points rewarded to the player by subtracting 200 from his or her opponent's final Point Value that is left on the table at the end of the game.

Crippling Damage is only used to calculate the Points Destroyed score for units that are Crippled on the battlefield. There is no Forced Withdrawal rule in this Rule Set.

Dropped Players and Byes:

If during the course of a Tournament a player decides to drop out from the tournament after it has begun, or there is an unequal number of players, then a bye must occur. A player receiving a bye is rewarded a **Modified Win**.

Modified Win: A player who does not have an opponent will be rewarded a Modified win. They will receive a Win, 1 Objective Point, and 100 Points Destroyed Score.

*** If for some reason a player must leave the table and not return, their opponent receives the **Full Win** (4 Objective Points, and 200 Points destroyed)

Tie Breakers:

If both players in a match end up with the same Objective Points, the Tie Breaker Order to determine the winner goes as follows:

1. Any Tie Breaker Rules in the description of the Scenario (King of the Hill and Rampage)
2. Most Points Destroyed
3. Player who destroyed the most number of units.
3. Player who brought the least amount of PV to the match
4. Player who brought the least amount of PV in their total 350 point army
5. Batchall! Best of 3 Paper/Rock/ Scissors between the two opponents. Winner wins the game.

Tournament Organization cont.

MATERIALS REQUIRED FOR TOURNAMENT

Players:

- 350 point list complete with Alpha Strike Cards. (2 copies)
- All the models that are indicated on your 350 point list
- 12mm 6 sided dice (Red/Yellow/Black/White) for movement dice (AS:CE page 37)
- Enough identifiable pairs of 6d to roll 2d6 for the highest possible damage of any unit in the Army
- 20 sided dice for height indication for any VTOL units
- Tape measure
- Pen/Pencil/Marker for record keeping
- Laser pointer or Laser Line (not required)
- Copy of these rules
- Alpha Strike: Commanders Edition (not required)
- Notebook for Record and Score keeping (not required)
- Good Attitude (required) :D

Tournament Organizers:

- Enough terrain to cover the amount of tables you have for the tournament
- Play mats
- Match Slips
- Turn Counters
- Time Clock (any type of clock that is visible by players will be adequate)
- Extra Dice
- Cryodex or some other tournament keeping software
- All tokens and templates required for game play
- TO's are responsible for providing a competent Judge who knows the rules.
- Safe environment to host a Tournament
- Extra Pens/Pencils/Markers
- Extra Copies of this rulebook
- Alpha Strike: Commanders Edition
- Patience :)

Tournament Organization cont.

Match Slip Example:

Scenario: King of the Hill

Win condition: Score a total of 28 Points during the End Phase or have scored the most Points at the end of the game.

Objective Points Scoring Description:

- A player receives 1 Objective Point for every 7 points scored during the game.
(Rounded Down)

*** At the End of Time in this match, Player A has scored a total of 27 points and destroyed 189 PV from his opponents force. Player B has scored a total of 16 points and destroyed 156 PV from his opponents force.

Player A: $27 \div 7 = 3.9$ (rounded down) 3 Objective Points

Player B: $16 \div 7 = 2.3$ (rounded down) 2 Objective Points

Round # 3 Scenario: KotH ☒ CtF ☐ Dom ☐ Ram ☐ SuF ☐

Player Name <u>Player A</u>		
Winner	Objective Points (OP)	Points Destroyed
<input checked="" type="checkbox"/>	<u>3</u>	<u>189</u>

Player Name <u>Player B</u>		
<input type="checkbox"/>	<u>2</u>	<u>156</u>

Capture the Flag

Components:

- Three Flag Tokens (Purple, Orange, and Green)
- One Blue and one Red Objective Area Templates
- One Purple, one Orange, and one Green Objective Area Templates (OAT)

Set Up:

Roll for terrain placement. The Player who won the roll chooses to either place the first piece of terrain or win Initiative for the first round of the game. Alternate setting Terrain Pieces until all terrain has been placed.

Place objective area templates according to map below. Place corresponding Flag Tokens on their matching color OAT.

Roll for placement initiative. Player who lost initiative places a unit 2" from their home edge. Follow standard placement rules until all units are placed.

Begin the game by rolling Initiative.

Rules:

In order to "Pick Up" the flag, any type of unit must have a portion of their base inside the OAT and must be grounded and uncontested. During the end phase, a Unit that has met these conditions, they are considered carrying the flag.

Units that have "picked up" the flag are to place the token in base to base contact with that unit.

If a Unit drops the flag due to elimination, the flag must stay where it is and cannot be moved until another unit "picks up" that flag.

In order to pick up the flag on the field, a unit must be grounded, uncontested, and in base to base contact with the token during the end phase.

Units may only carry one flag at a time.

Scoring:

Whenever a Flag Token is inside a Team Base, that Team scores 1 point. Regardless if the unit carrying the flag token survives.

Units must be grounded in order to deposit the Flag Token inside the Team Base.

Once a Flag is scored, the Flag Token re-spawns on its corresponding OAT.

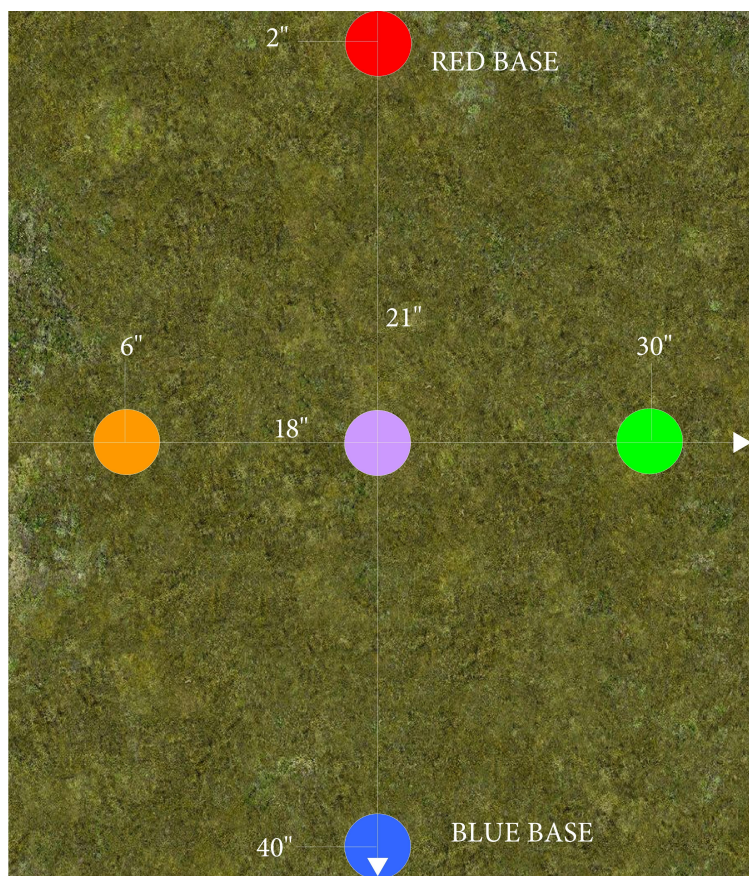
Win Conditions:

First player to score 4 flags during the End Phase wins the game.

Player with the most Flags scored at the End of Time wins the game.

Objective Point Scoring:

For each flag scored, a player receives 1 Object Point.



Domination

Components:

- Five (3") Objective Area Tokens
- 4 Red Team ID tokens, 4 Blue Team ID Tokens

Set Up:

Roll for terrain placement. The Player who won the roll chooses to either place the first piece of terrain or win Initiative for the first round of the game. Alternate setting Terrain Pieces until all terrain has been placed.

Place Objective Area Templates (OAT's) on the map according to diagram below.

Roll for placement initiative. Player who lost initiative places the first unit. All units start within 2" from their home edge. Follow standard placement rules until all units are placed.

Begin the the game by rolling Initiative.



Rules:

Units must be inside or on a portion of an Objective Area Template (OAT) and uncontested in order to claim the OAT.

During the end phase, place a Team Token on the OAT that your unit has claimed, regardless if it already has an opposing Team Token on it.

During the end phase, if an OAT is contested, remove any Team Tokens on that OAT.

Units do not need to remain on an OAT to keep the Team Token in place.

Scoring:

The Objective is to capture 4 OAT's

Win Conditions:

The first Player to have 4 Team Tokens on 4 OAT's during the end phase wins the game.

If Time is called, the Player with the most Team Tokens on OAT's during the end phase wins the game. If Tied follow the rules on page 11.

Objective Point Scoring:

Players receive 1 Objective Point for every token on an OAT at the end of the game.

King of the Hill

Components:

-Large Objective Area Token

Set Up:

Roll for terrain placement. The Player who won the roll chooses to either place the first piece of terrain or win Initiative for the first round of the game. Alternate setting Terrain Pieces until all terrain has been placed.

Place objective area template according to map below.

Roll for placement initiative. Player who lost initiative places a unit 2" from their home edge. Follow standard placement rules until all units are placed.

Begin the game by rolling Initiative.

Rules:

Each Unit must have its base on a portion of the Objective Area Template (OAT) and have survived the end phase in order to receive points.

Units must be grounded in order to receive points.

Battle Armor, Infantry, and Protomechs cannot score points.



Scoring:

Each unit a Player controls that is inside or on the OAT during the end phase adds the Size Modifier of that unit to the Player's total score.

Win Conditions:

The first Player to score 28 points during the end phase wins the game.

The Player with the most points scored at the end of time wins the game.

Objective Points Scoring:

For every 7 points scored (rounded down) a Player receives 1 Objective Point.

Rampage

Components:

- 3 Red Bunker Templates
- 3 Blue Bunker Templates
- 6 D20's (for damage trackers)

Set Up:

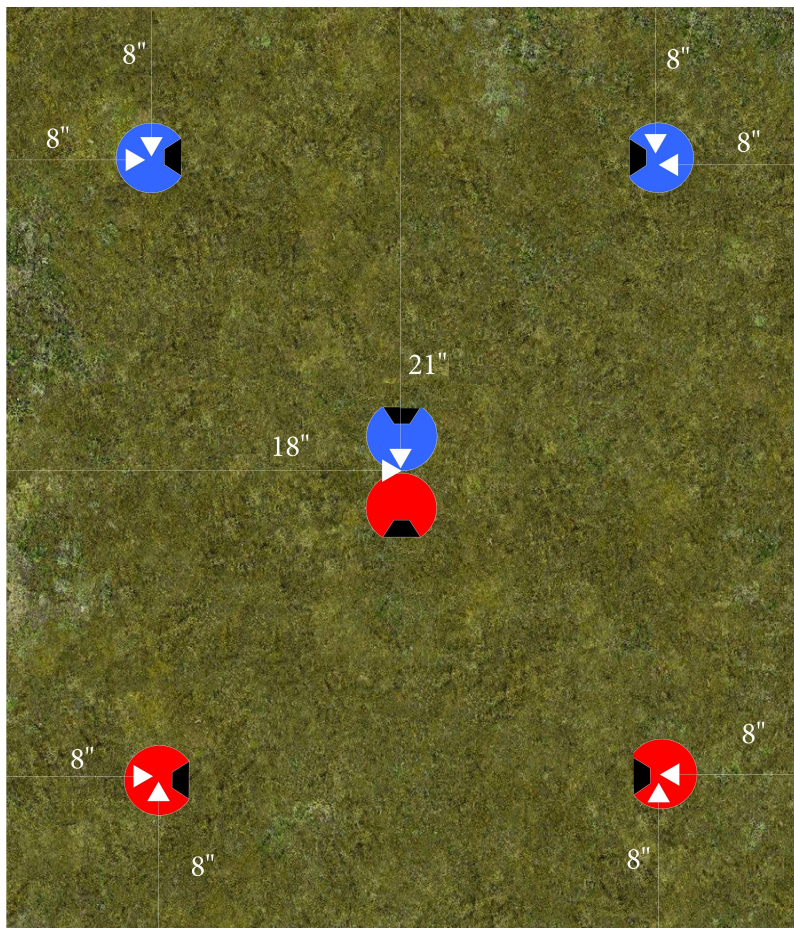
Roll for terrain placement. The Player who won the roll chooses to either place the first piece of terrain or win Initiative for the first round of the game. Alternate setting Terrain Pieces until all terrain has been placed.

Place Bunker Tokens on the map according to diagram below.

Place a D20 on top of each Bunker Template showing (20) representing the CF value of each bunker

Roll for placement initiative. Player who lost initiative places a unit 2" from their home edge. Follow standard placement rules until all units are placed.

Begin the game by rolling Initiative.



Rules:

Bunker Templates do not take damage from ART or FR attacks.

Bunkers are 1" in height, except for the Wedge portion which is 0" in height.

Bunkers are able to hold any size unit that stands on top of the non-wedge portion of the template.

Bunkers are only allowed to take damage in two ways:

–Weapon or Physical attacks that can draw a straight line of fire to the yellow portion of the Bunker Template.

- Battle Armor (BA) or Infantry (INF) Infiltration (see below for Infiltration rules)

Players cannot Damage or Infiltrate their own bunkers.

BA/INF Bunker Infiltration:

When a BA/INF unit, during the End Phase, has their base inside the Wedge Portion of the Bunker Template, that unit is removed from the board and is to be considered inside the Bunker.

BA/INF units are returned to the board outside of the wedge portion of the template during the following End Phase.

After the BA/INF units have been placed back on the board, the bunker is considered to be destroyed and the template is removed from the board.

Scoring:

Each point of Damage dealt to a Bunker is added to the Players total Score.

Win Conditions:

First Player to score 60 points of Bunker damage in the End Phase wins the game.

At the End of Time, the Player who destroyed the most bunkers wins the game. If Tied, the Player who has the highest Bunker Damage score wins the game.

Objective Point Scoring:

For every 15 points of Bunker damage, the Player receives 1 Objective point.

Stand up Fight

Components:

-No special items required

Set Up:

Roll for terrain placement. The Player who won the roll chooses to either place the first piece of terrain or win Initiative for the first round of the game. Alternate setting Terrain Pieces until all terrain has been placed.

Roll for placement initiative. Player who lost initiative places a unit 2" from their home edge. Follow standard placement rules until all units are placed.

Begin the game by rolling Initiative.

Rules:

Destroy your opponents units.

Crippling Damage Rules:

A unit is considered "Crippled" if:

A unit has no armor and its structure is reduced to half (rounded up)

The unit has been reduced to a damage value of 0 for all medium and long range attacks (*unless the unit began the game with a damage value of 0 for medium and long range attacks.*)

The unit has been immobilized through damage, critical, and/or motive hit effects.

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Scoring:

After you destroy an Opponents Unit, add that units PV to your score total.

Crippled: If a Unit is crippled, that Unit offers 50% of its PV to your score after being rounded up.

Win Conditions:

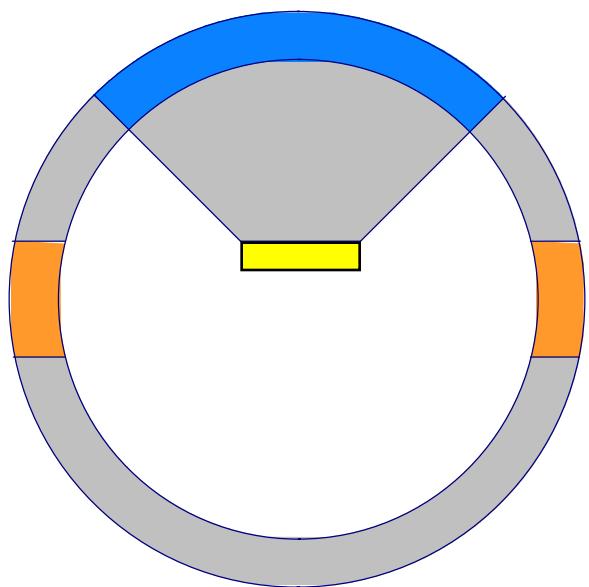
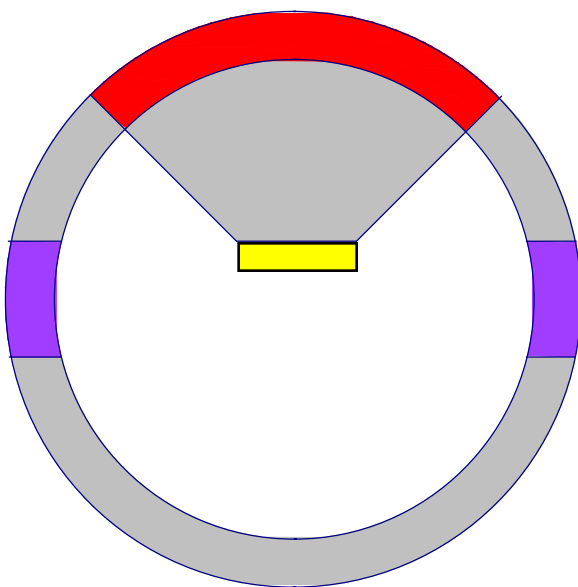
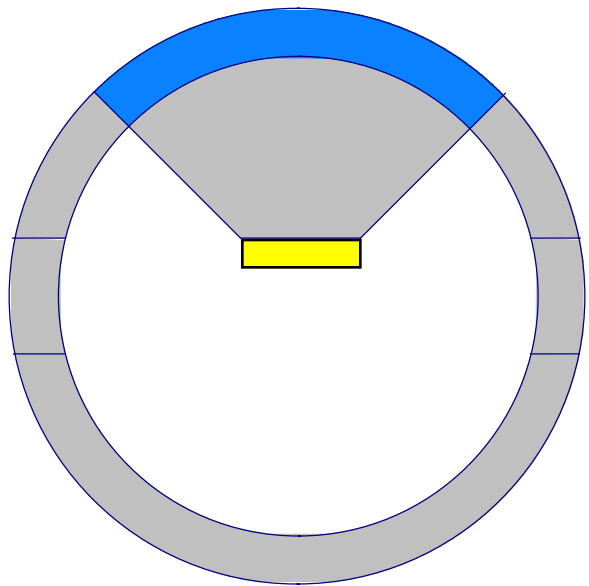
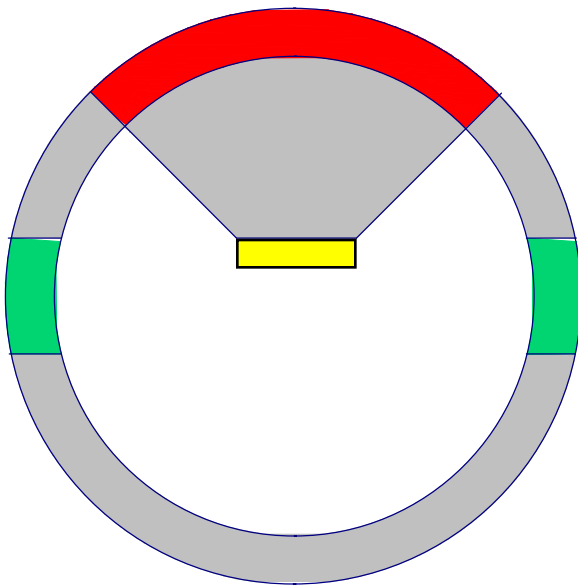
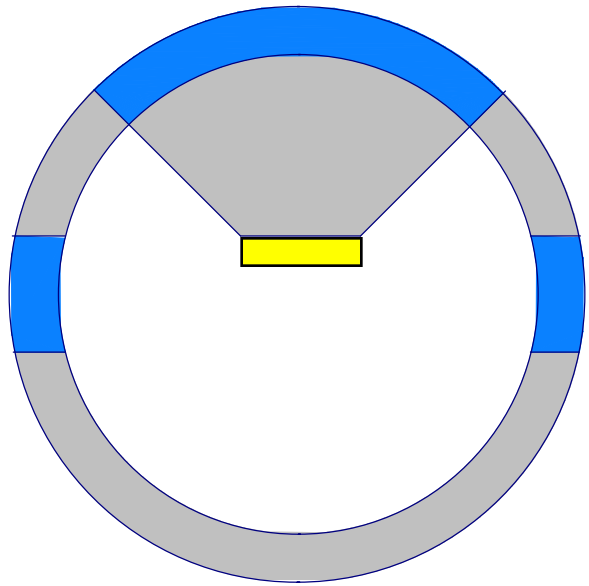
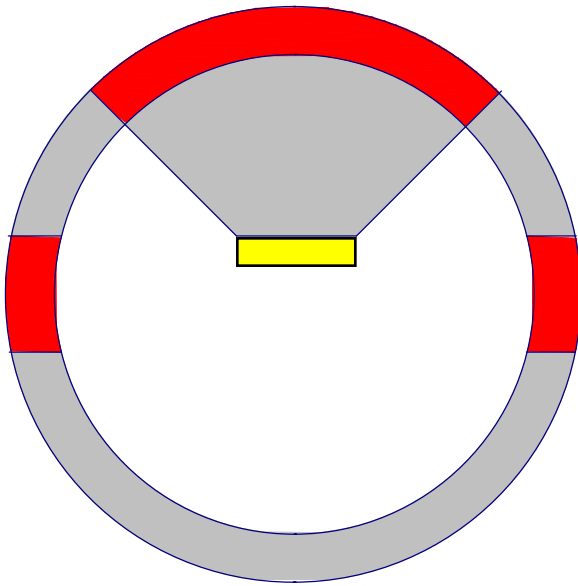
The first Player to eliminate all of their Opponents' Units during the end phase, wins the game.

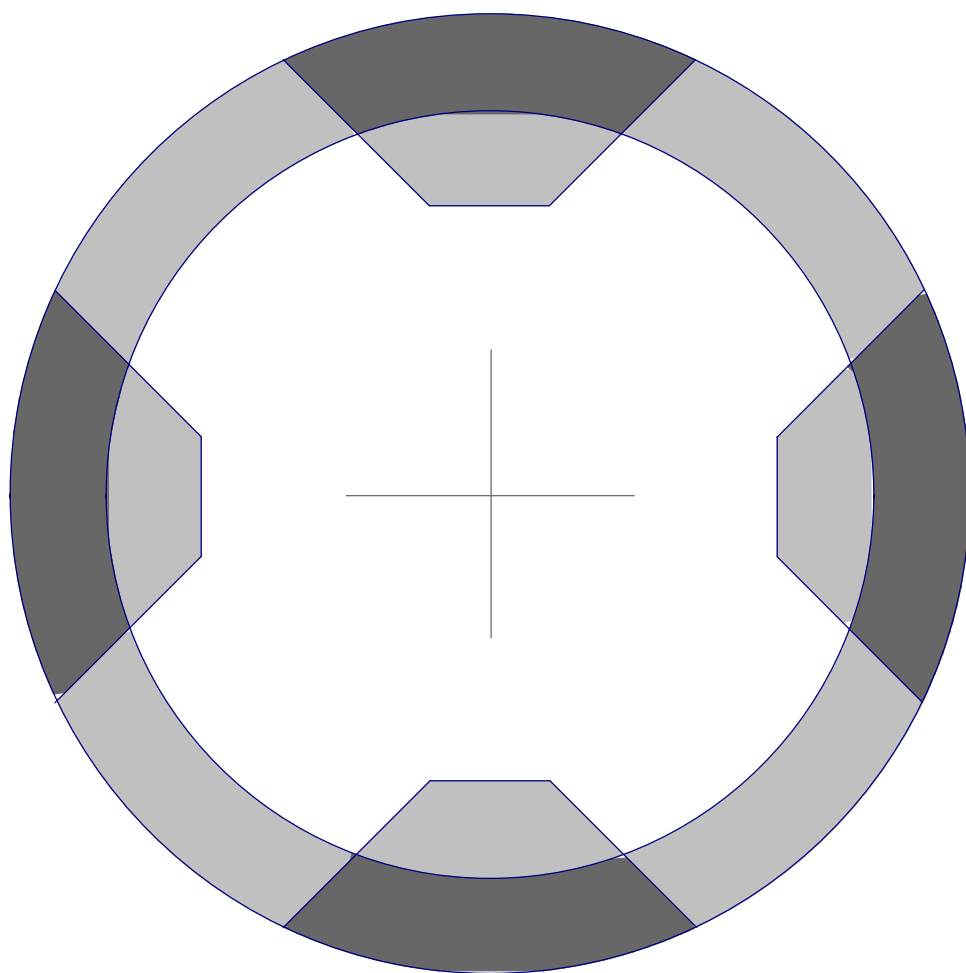
The Player with the most points scored in the end phase after time has been called wins the game.

Objective Point Scoring:

For every 50 PV destroyed from an Opponents list, the Player receives 1 Objective Point.







Round # _____ Scenario: KotH ☐ CtF ☐ Dom ☐ Ram ☐ SuF ☐

Player Name _____

Winner Objective Points (OP) Points Destroyed

☐

Player Name _____

Winner Objective Points (OP) Points Destroyed

☐

Round # _____ Scenario: KotH ☐ CtF ☐ Dom ☐ Ram ☐ SuF ☐

Player Name _____

Winner Objective Points (OP) Points Destroyed

☐

Player Name _____

☐

Round # _____ Scenario: KotH ☐ CtF ☐ Dom ☐ Ram ☐ SuF ☐

Player Name _____

Winner Objective Points (OP) Points Destroyed

☐

Player Name _____

☐

Round # _____ Scenario: KotH ☐ CtF ☐ Dom ☐ Ram ☐ SuF ☐

Player Name _____

Winner Objective Points (OP) Points Destroyed

☐

Player Name _____

☐

Round # _____ Scenario: KotH ☐ CtF ☐ Dom ☐ Ram ☐ SuF ☐

Player Name _____

Winner Objective Points (OP) Points Destroyed

☐

Player Name _____

☐

Code of Conduct

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

The following are not tolerated:

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

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

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

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

Poor Personal Hygiene – Body odor, and general “unkempt” appearance that can offend others around you is distracting and unnecessary. We can and will ask you to leave and “freshen up” before continuing your game.

Drugs or Alcohol – illegal drugs are a hard no. Alcohol will be at the discretion of tournament organizers and venue. Please know your limits and don't exceed them. If it becomes a problem, you will be asked to leave.

All individuals should be respectful of our venue and clean up after their games. Food is to be single-serving only.

Pictures may be taken during the event. If you do not want to be photographed please let your TO know.

Please keep the following in mind while playing:

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

Fairness: Games cease to be fun when players break the rules to achieve victory. A player should prefer to lose a game than to win by cheating.

All decisions of the judge are final. Remember things can be interpreted differently. If there is a disagreement. A 2D6 will be rolled. The winner of the roll decides the outcome.

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

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

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

Children under the age of 13 MUST be accompanied by an adult at all times.

Above all have FUN!

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