

## **350 Alpha Strike Tournament Rules Erratta v1.2**

### **Terrain:**

Change "Hill Terrain" to "Primary Terrain"

Primary Terrain are Hills (elevation changing Terrain) or Buildings.

Buildings Rule: Buildings must cover 2/3rds of the Primary Terrain area and can not be closer than 2" to other buildings on the same Primary Terrain template.

Change "Additional Terrain" to "Secondary Terrain"

Each game board must have the designated sizes and number of Primary Terrain (1 Large, 2 Medium, and 2 Small) and Secondary Terrain (1 Large, 2 Medium and 2 small)

### **Artillery:**

There can only be 2 ART values represented in an 350 pt Army.

Example: ARTAIS-2 is considered a value of 2 therefore no other ART values can be present in the Army.

### **Cargo Transport vs Infantry Transport:**

If you are converting CT to IT, the amount of CT you convert is reduced by half, rounded up."

Example, A Flatbed Truck (Standard) has CT6. If you wanted to convert all that CT to IT it would end up IT3. This is intentionally different to the established rule in the AS:CE page 84.

### **Tournament Setup:**

Add to Tournament Setup

- Players receive their first round opponents and table Numbers
- Players then set up armies for Parade pictures and inspection

### **Premier Color Rule:**

3 colors for Premier Event is defined as 3 colors anywhere on the model will qualify as having 3 colors. (model material color does not count as a color on the model)

### **Modified Wins:**

Modified Win = 2 Objective Points and 100 MOV, this includes Byes.

**No Opponent Protocol:** During the end phase, when an opponent does not have any remaining units on the map, the game is over. The Player with units left on the board is awarded 1 additional Objective Point added to their total (maximum of 4 Objective Points able to be scored).

### **Game Setup:**

For each individual game, the Terrain Initiative Winner's home edge is considered to be the North Direction.

**Shutdown Units:**

Units that are Shutdown for any reason cannot perform actions or contest an objective area template.

**Special Abilities:**

Add BOMB ability to Banned Special Abilities

Trailer Units must be deployed attached to a unit with HTC

**Unit Availability:**

**Unique Designation**

Any unit that has the Unique tag in every era it is available, is not allowed in the 350.

Units with Rules Level: Unknown are not available for 350 Tournament play.

**King of the Hill:**

Change scoring for King of the Hill: At the end phase each player combines the total size of their grounded units (not Battle Armor or Infantry) inside the King of the Hill Objective Area Template. The player with the most combined size is awarded 1 objective point. If the Combined Sizes are equal, there are no points awarded to either player.

**Off Board Artillery Support**

Players must include their Off Board Artillery Support cards in their 350 point Army total at the beginning of the tournament and/or game.

Off Board Artillery is declared during the controlling player's Attack Phase.

Rules and Point Cost are reflected on the Card.

Players can not use Off Board Artillery if they have any on board Artillery Units.

Off Board Artillery follows the same rules for ART values (maximum of 2)


## OFF BOARD ARTILLERY SUPPORT

PV: 10

DAMAGE  
**2**

BASE TO HIT NUMBER  
**7**

TEMPLATE SIZE  
**2"**



FLIP CARD OVER AFTER USE

Off Board Artillery Modifiers Table pg 151-152 AS:CE

Each successive shot at 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

ALPHA STRIKE STATS

BATTLETECH™


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### Terrain Rules:

Each game must consist of 5 Primary Terrain templates and 5 Secondary Terrain Templates.

#### Primary Terrain Template Maximum Size

- (1) Large = 15"
- (2) Medium = 10"
- (2) Small = 5"

#### Secondary Terrain Template Maximum Size

- (1) Large = 8"
- (2) Medium = 6"
- (2) Small = 4"

Terrain Templates cannot exceed maximum measurements

Terrain Templates Coverage: Each terrain template must be covered by at least  $\frac{2}{3}$  of the template areas with whatever Terrain Type is chosen.

- Example: If a player is choosing their Large Primary Terrain Template to be Buildings, that template must have 1 building that covers  $\frac{2}{3}$  of the base template or have enough buildings to cover  $\frac{2}{3}$  of the template.
- Terrain Templates can only have 1 Type of Terrain on the Template (cannot have boulders and buildings on the same Template.)
- If there are multiple terrain types on a single template (example: multiple buildings) each terrain piece must have 2" of clearance between each piece.

Elevation: There is no limit on Elevation of a Terrain piece, but Objectives are not allowed to be placed on a terrain piece higher than 2" high and there must be a path for vehicles to access the objective area template.

- Example if you are stacking two 1" inch hills and placing the OAT on the top hill, there must be 2" of clearance going up the bottom hill for ground vehicles to access the OAT.

Models on Terrain Pieces: If the model can be placed on top of a Terrain piece and remain there by itself it is allowed to remain on that terrain piece.

Measurement of Terrain Height is rounded up after the  $\frac{1}{2}$ " mark, rounded down if below the  $\frac{1}{2}$ " mark.

Objective Area Templates cannot be placed within Secondary Terrain Templates

**Note: Large Terrain Templates can only have 1" Hills or Buildings**

Primary Terrain Template Types Allowed

1. Hills
2. Buildings: Buildings cannot be attacked or destroyed. They cannot do anything other than block LOS
3. Dropships (Dropships serve as buildings only and cannot attack or do anything other than block LOS)
4. Boulders

Secondary Terrain Template Types Allowed

1. Buildings
2. Trees (woods)
3. Water (max depth 1)
4. Deep Snow
5. Jungle
6. Swamp

7. Mud
8. Lava
9. Boulders
10. Rough Terrain
11. Rubble (obey the 2" clearance of each terrain piece if multiple rubble pieces are on the template)
12. Craters: Use Water rules for determining line of sight