

Wolfnet Alpha Strike Doubles Tournament Rules

Teams: Each team consists of 2 players.

Individual Army Construction:

1. Each player's army cannot exceed 250 PV and must follow the AS350 army construction rules.
2. Each player's army must designate a Commanding Officer for the entire match and/ or tournament. This unit must be Pilot Skill 4 or lower and must be CV or BM unit type.

Team Army Construction:

1. Each player will combine their 250 PV army with that of their teammate's for a maximum total of 500 PV.
2. Each team will have 2 Commanding Officers (1 from each player) that will be used as Bounty objectives as well as the Commanding Officers in Headhunter scenarios.
3. **Each Team is only allowed to fire 2 rounds of Artillery each turn from units that have ART values.**

Combat Group (CG): Each player must organize their army into Combat Groups. CG's are based on the Battle Armor squad size of your Faction/ Era army.

- All units within a CG move together during that player's movement phase.
- When a unit is destroyed from a CG, the CG still moves all remaining pieces together, Even if a CG only has 1 unit left.

Front Load Initiative: The side with the most CG's will move 2 CG's per turn until the balance is 1:1

Game Setup:

Playmat size = 4'x6' (home edge = 6')

Time per match: 2 hours (Time starts when units are deployed)

Terrain Pieces = 20

Terrain Setup: Follow the same rules as AS350 only each side sets 2 pieces of Terrain per turn.

Scoring:

Each Doubles match uses 2 scenarios from the AS350 rulebook and scores the same.

Round 1 = King of the Hill + Domination (Domination OAT's set to the same corner dimensions as stated in AS350, with the center OAT located in the center of the KoH template.

Round 2 = Hold the Line + Capture the Flag (Hold the Line OAT measurement would be 18" - 3' - 54". CtF measurements are the same corner dimensions as standard AS350 map size with center OAT located in the center of the 4x6 map.)

Round 3 = Stand Up Fight + Headhunter

Bounties: If a Commanding Officer is destroyed, that team receives a -1 to all Initiative rolls, to a maximum of -2 to all Initiative rolls.