DRAFTED FOR WAR V1.4

Participation Requirements (Provided by the Players and Organizer)

- Knowledge of the Alpha Strike Rules
- Unopened "Clan Invasion Salvage Blind Box" boosters or Force packs. The number of Mechs will be determined by the organizer
- 8 Dice minimum.
  - Six, minimum, for tracking movement (different colors as recommended in ASCE pg 37)
  - Two dice to use for resolving actions (same color)
- A way to track Construction Factor, unit armor, unit structure, unit critical damage, and Smoke markers (if allowed)
- If playing Hexless Alpha Strike: Flexible tape ruler and 4 pieces of terrain that will not exceed 6 inches in length or width.
- If playing with Hexed Alpha Strike: 4 pieces of cut out terrain from either Battletech *Beginner* box set, *Clan Invasion* box set*, Game of Armored Combat* box set*,* or *Reinforcements Clan Invasion* Box set.

Definitions

Home Edge: The first full hexes or within 2 inches along a 36" map side

Play area: two paper maps or a neoprene map from Catalyst Game Lab's inventory with a 22" x 36" total play area

Legendary Pilot: This is the pilot card that came with the figure in the booster box. The pilot can only be used with the unit they are qualified for (listed on the card after **Rank, Affiliation,** and **Unit**). The Alpha Strike skill of the Legendary pilot is the average (rounded down) of the Gunnery and Pilot skill listed at the top of the pilot card.

Abbreviations:

ASCE - Alpha Strike Commanders Edition
SPA - Special Pilot Ability

Rules that the players and organizer need to be familiar with:

- Adjusting PV for Skill: ASCE pg. 29
- Converting Alpha Strike to Hex Maps: ASCE pgs. 68 – 71
- Building: ASCE pgs. 72 – 74
- Skidding: ASCE pgs. 74 – 75
- Special Pilot Abilities: ASCE pgs. 92 – 101
- Crippled rules: ASCE pg. 127
- Woods (Advanced): ASCE pgs. 136 – 137
- Smoke Munitions: ASCE pg. 150
- Variable Damage, Multiple Attack Rolls: ASCE pg. 175

Force Creation

Initial Force Formation

Organizers will determine the number of boosters or Force Packs each player needs before the event begins and how the players will build their lance.

The initial Force Formation can be done one of five ways:

- Conscription: Players use all the sealed Salvage Boxes they obtained/purchase
- Drafting with Salvage Boxes: The organizer will gather all players participating in a central location. All the Salvage Boxes will be removed from the display trays and placed in a central location. All the players will pick one sealed box at a time until all players have the required number of sealed salvage boxes to create a Force. The organizer will put players into groups of four. The players open all the boxes they have, keep one box (figure and both cards that came in the booster box). The remaining boxes and its contents are passed to the player to their left. Players continue to pass their remaining boxes and contents until each player has the appropriate number of units to build a formation.
- Drafting with Force Packs: The organizer will follow the Drafting rules above. Instead picking sealed boosters, the players will draft units from Force packs. Each group should draft from the same Force pack in each round. The number of rounds will be determined by the number of units that will be in a Formation.

  For the first round, each player in a group will roll a d6. The player with the highest die roll will be the first to pick one unit from a Force pack. The remaining players will pick from the remain Mechs, starting with the player to the left of the player with the highest die roll.

  Round 2 will start with the players that did not win the first-round dice roll and will roll a d6 again. The winner of Round 2's die roll will pick a Mech first from the new Force Pack. The remaining players will pick from the remaining Mechs, starting with the player to the left of Round two's dice roll winner.

  Subsequent Drafting rounds will follow the same procedure. For the third Force Pack, the two players that did not picked first will roll a d6 to determine who picks first. If there is a fourth round, the last player to pick a Mech first will pick first.

  If there is a fifth round or if a group of players is less than the number of Mech in a Formation, then whole process will start over with all the players in a group rolling a d6.

- Drafting with Force Packs and Salvage Boxes: If an organizer decides to draft from a predetermine number of Force Packs and Salvage boxes, the force packs will be drafted first and the Sealed Boosters last. The Force Packs in a drafting round must be the same for all group of players.
- Volunteer Force: An Organizer can forgo the drafting procedure by allowing players to bring a formation built from the minis in a player's existing collection. The formation must still follow the Final Force Formation rules below.

Final Force Formation

Players will construct a force with the units they acquired. These units will be used throughout the entirety of the event and cannot be changed between rounds. The Total PV for a force is determined by the number of units in a force

Number of Units	PV Total
3	150
4	175
5	200

The Players need to build a force by determining which version of the unit they will use, what pilot they will use, and the final PV the unit costs.

Units

The player will review the card that corresponds to the figure they acquired in conscription or drafting. The player should pick the side that best suits their playstyle. The player will write down the unit version that they want to use on their roster list.

Pilots

The players must determine what pilot they want to use in the unit. The choice of a pilot will determine the final PV cost of a unit. They have the following choices:

Type of Pilot	Skill rating
Green	5-7
Regular (Default)	4
Veteran	2-3
Elite	1
Legendary	Named Pilot and abilities

 If the player decides to place a Legendary pilot in a unit, the Legendary Pilot must be qualified for that unit (listed on the card after **Rank, Affiliation,** and **Unit**). A force **CANNOT** have multiple versions of the same Legendary pilot. The Legendary pilot's Alpha Strike skill and Special Pilot Ability (SPA) must be calculated into the cost of the assigned unit. The AS Skill of the pilot is the average (rounded down) of the Gunnery and Pilot skill listed at the top of the pilot card. The SPA is counted as an additional PV level increase. Only Legendary pilots must have SPA that are accorded by their pilot card. An individual Legendary Pilot can activate their SPAs in total only twice per round.

If the player does not want a Legendary Pilot, then they can either use the default pilot (Skill 4) or place another generic pilot with a better or lower skill in the unit. The Default pilot will not change the cost of the unit they are in. A Green, Veteran, Elite, and Legendary pilot will definitely change the PV cost of the unit they are in.

Final PV of a Unit

Green, Veteran, Elite and Legendary pilots affect the PV cost of the unit it is in. Please refer to ASCE pg. 29 for full guidance on modifying a unit's PV based on a skill change. If a Legendary pilot is placed in the unit they are qualified for, the *Special Pilot Abilities* cost for the Legendary pilot is the equivalent to 1

Skill increase that is added to the base cost of the Unit's PV along with any cost associated with a pilot skill change.

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

Final Unit PV = **Base cost of Unit** + **Skill Change Cost** + **Pilot Special Abilities Cost**

Example: James is building a force of four Mechs. He has 175 PV to use and decided to have one default pilot, two adjusted pilot, and one Legendary Pilot

MECH	LOCUST LCT-3M	GRIFFIN GRF-6S	Stone Rhino (Behemoth)	VINDICATOR VND-6L
BASE PV	20	37	56	31
PILOT	DEFAULT	ADJUSTED	ADJUSTED	Irphan Bakker
PILOT SKILL	4	1	5	3
PV COST	0	21 (7pts/skill level [3])	-6	6
SPA PV COST	0	0	0	6
FINAL PV	20	58	50	43
TOTAL	20 + 58 + 50 + 43 = 171			

Round Setup and Gameplay

The Map

Each round will be played on either two paper maps side by side longways or on a neoprene mat from Catalyst Game Labs inventory. Regardless of the type of map, the total play area will be 22" x 36".

Each player in a round must bring 4 pieces of terrain. Players will roll 2D6 to determine who will place terrain on the map first. The player that won initiative can place one piece of terrain on the map from either terrain pool. Placing terrain will alternate until the players place 4 terrain pieces total. Terrain must be placed at least 2" or 1 hexes from either Home Edge

Terrain levels

Any buildings placed on the map will be Heavy Buildings with a CF of 8. Organizers must declare the levels of all buildings in a player's terrain pool before the tournament starts.

Hills must be two levels minimum.

Any water placed will be Level 1 Water.

Players will roll 2D6 to determine who will place units on the map first. Player that won will choose a Home edge. That player will place one unit on their Home edge, either in a full hex or within 2" from the

map edge. The player that lost will place a unit on their Home edge. Players will continue to alternate placing units on their home edge until both players have placed all their units on their home edge.

Game Play
A match will last 30 minutes or until one side has destroyed all opposing units on the map. Forced Withdrawal will not be used in Game Play.

Determine Round winner
The winner of a round is the player that wins a majority of three Victory Conditions.

- Victory Condition 1: This Victory Condition is the opponent's destroyed PV
- Victory Condition 2: This Victory Condition is a total of two PV
    - the Owning player's Surviving PV (minus any crippled units [ASCE pg. 127])
    - the Opposing player's crippled PV outside of their appropriate Home edge. At least half (1/2) of a unit's base must be outside the owning player's Home Edge to count for this victory condition (see ASCE pg. 127 for Crippled Unit rules)
- Victory Condition 3: This Victory condition is the disruption of supply lines, munition stockpile, and rear-echelon unit. Players will score 1 Victory point at each End Phase for each unit in an Opponent's home edge

Victory Condition	Calculation	Determining Victors
Victory Condition 1 and 2	End of a match	End of a match
Victory Condition 3	Tallied throughout a match	End of a match

Tie Breakers
No one wins a victory condition if there is a tie for points in that Victory Condition.

If there is a tie in the number of Victory Conditions won, the player who scored the most Victory Condition 2 points wins. If this total is also tied, the player who scored the most Victory Condition 1 points wins. If this total is also tied, the player who rolls highest on a six-sided die wins

Determining Tournament Winners
Round 1: The organizer will determine pairings randomly.

Round 2: All pairing will be determined by Win/Loss record, number of Victory conditions won, Victory Condition 2 points, and then by Victory Condition 1 points (in that order).

Subsequent rounds: All pairings will be determined by Win/Loss record, number of Victory conditions won, total Victory Condition 2 points, and then by total Victory Condition 1 points (in that order).

Tournament Winner will be determined by Win/Loss record, number of Victory conditions won, total Victory Condition 2 points, and then by total Victory Condition 1 points (in that order).

Optional Rule

Alternate Munitions

Allow players to use ??

Determine Round Winners

The winner will be the player with most units or PV on the map at the end of a round

Playtesters

James O'Laughlin, Jermey Weyland, Tom "That Guy" Sprang, Ron Buller, William Woolworth, Shane Snavely, Mike Topa, Tim Kropf, John Wireback, Sam Gaskill, Brian Gaskill, Charles Gideon, Matt "Bloodbath" Behrens, Bob Mahoney, Kevin Witt, Jared Schneider, Zenna "Cyclone" Krull, Sebastian Jensen, Steve Leske, Daniel Bovee, Thomas Krueger, Chris Hesby, Tom Bovee, Matthew Sobotka, Ben "Bourben" Klinefelter, Derek King