

Wolfnet Alpha Strike Doubles Tournament Rules

Teams: Each team consists of 2 players.

Individual Army Construction:

1. Each teammate's army cannot exceed 250 PV and must follow the AS350 army construction & Faction and Era rules. (AS350 pg. 1-4)
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 individual 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 scenario.

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. If a faction has more than 1 BA group size, a player must choose one and use that group size for all Combat Groups.

- 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. (AS350 pg 19)

Scoring:

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

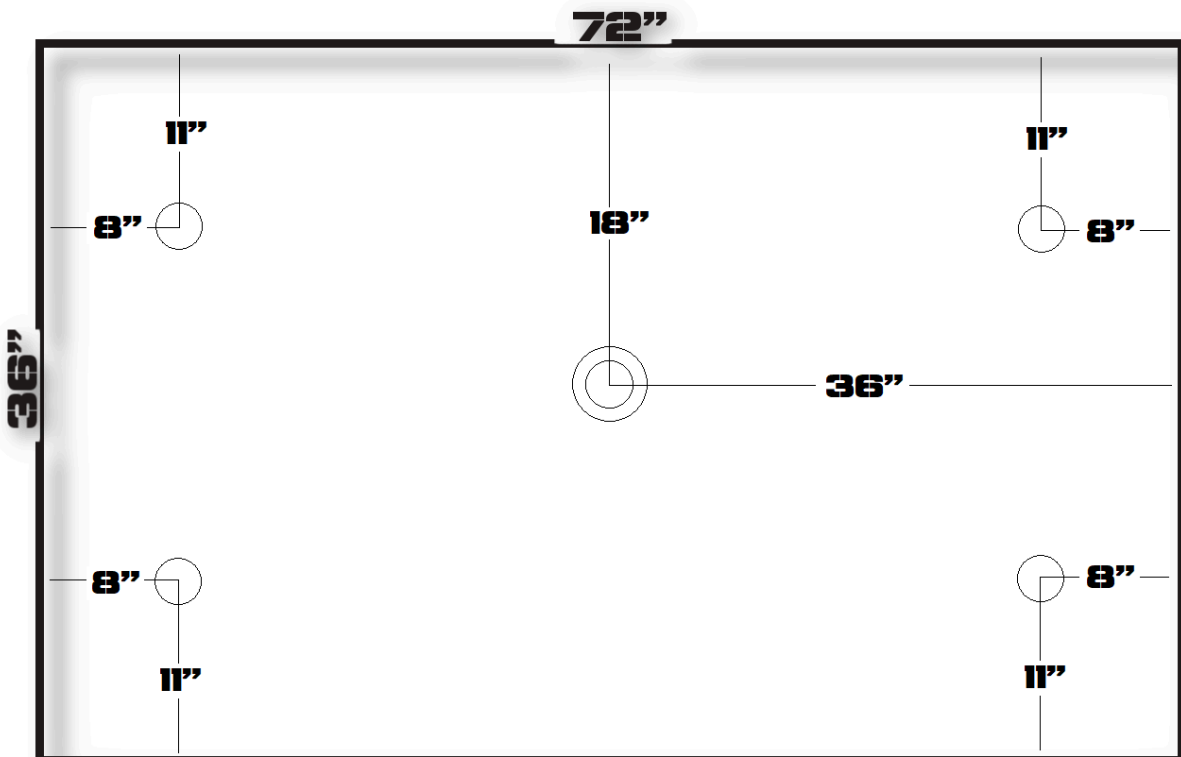
Round 1

DOMINATION & KING OF THE HILL (AS350 pg. 8 & 9)

(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.)

- 5th Domination OAT (3") located inside the 5" KotH OAT

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.



Scoring:

DOMINATION

When a team has control of 4 Domination OAT's during the End Phase, that team is rewarded 4 objective points and cannot score Domination points any further.

Otherwise if the game goes to time, each team adds 1 Objective Point to their total for each Domination OAT they control during the End Phase.

KING OF THE HILL

Each round the Team who has the most combined size in the KotH OAT receives 1 point.

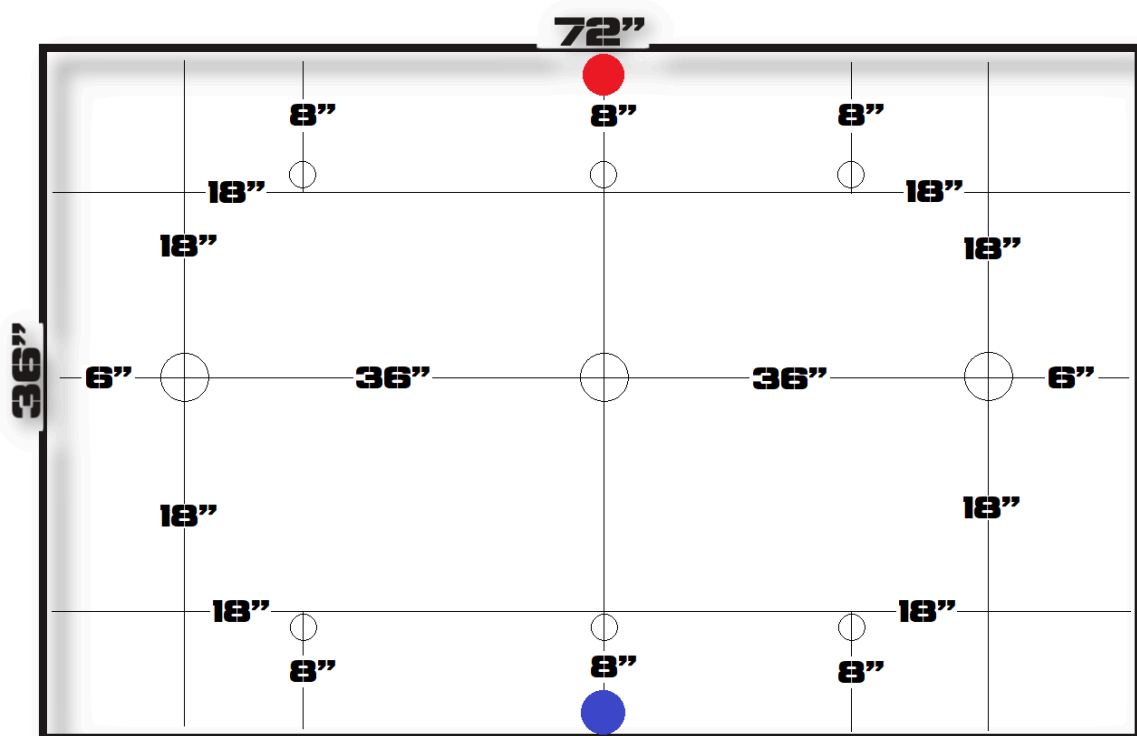
First team to 6 points wins the game.

Round 2

CAPTURE THE FLAG & HOLD THE LINE (AS350 pg. 7 & 13)

(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.)

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.



Scoring:

CAPTURE THE FLAG

Teams can score as many flags as they can before the end of the game. Each Flag scored is 1 Objective point for that Team.

HOLD THE LINE

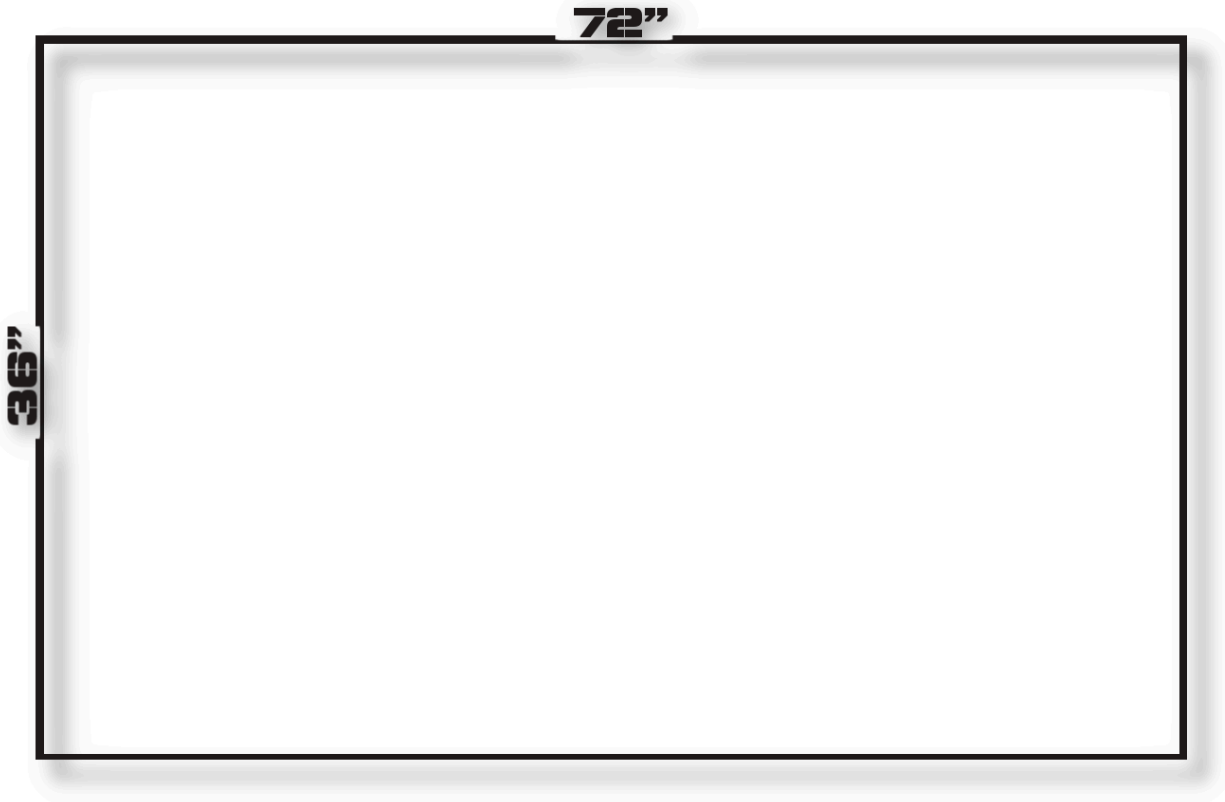
Each outer 1" OAT's are worth 1 Objective Point, while the Center 1" OAT is worth 2 objective points.

First team to 6 points wins the game.

Round 3

STAND UP FIGHT & HEADHUNTER (AS350 pg. 10 & 12)

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.



STAND UP FIGHT

For each 100 PV of an opponent's army that is destroyed, that Team receives 1 objective point.

HEADHUNTER

For Each Commanding Officer (2 total) that is destroyed the opposing Team receives 1 objective point.

Each Commander that is destroyed drops a 1" OAT. If an opposing player is overlapping that OAT during the End Phase, that Team receives 1 Objective Point.

First team to 6 points wins the game.