

INTRODUCTION

The Rules Addendum and Errata for AS350 3.1 are as follows:

RULES UPDATES:

JUMPING IN PLACE:

A unit using jump movement that begins and ends on the same OAT must move at least 2" laterally to receive the full jump-enhanced TMM. If you use jump movement and move less than 2" laterally you only get your jump bonus for a total of TMM 1.

BUNKER TEMPLATE LOS

In order for a unit to attack the bunker door or to attack a CI or BA unit that is in base to base contact with the door, the attacking unit must have at least 50% of their base in the LOS Zone and have valid LOS to the target.

Units standing on top of the bunker will have LOS to units in the 0 height wedge area and may attack as normal.

SCENARIOS:

We are excited to introduce 4 new scenarios for AS350 Singles. These new scenarios will be active starting with Gencon 2026.

We will be monitoring the Discord channel #new-scenario-questions (<https://discord.com/channels/556311973571198981/1510288442309873704>) for any questions or clarifications needed for these new scenarios.

I would like to give a big THANK YOU to **John Thell** (Escalation) and **Sean "Diablo" Goolsby** (Hot Drop) for their contributions to this release. A HUGE Shout-out to all the play testers and their constructive feedback in bringing these scenarios to life. Also an even bigger shout-out to our proof readers for helping us have a higher standard.

ESCALATION

COMPONENTS:

Four (4) - 3" Objective Area Templates (OAT)

OBJECTIVE:

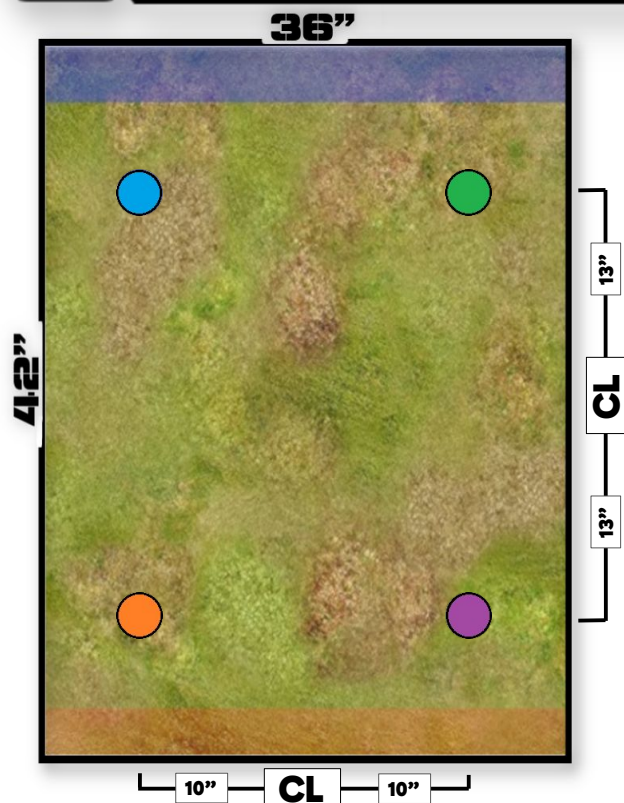
Destroy all your opponent units.

RULES:

Units can deploy ONLY from OAT's instead of the deployment zone. In any given round, no more than one unit can deploy on a single OAT. A unit deploys as they would during the normal deployment phase with their entire base being within the chosen deployment OAT. Having an in-play unit on an OAT does not prevent a unit from deploying to that OAT. If a deploying unit cannot deploy with their entire base in an OAT, they must deploy where the majority of their base fits within the deployment OAT.

During the initial deployment, 2 units will deploy to their home edge OATs, one to each. Every subsequent round, you must deploy 2 reserve units or the remaining unit on **ANY** available OAT after the initiative roll. Players alternate deploying one unit at a time until their units are deployed for this round. The player who won the initiative roll decides whether to deploy first or second. NOTE: If one player has only one unit left to deploy, follow rules for deploying unequal number of units.

When deploying CI or BA units, if there is an in-play unit on an available OAT that can carry said unit, that infantry unit may deploy mounted. VTOL's must be grounded to load.



SCORING:

After you destroy an opponent's unit, add that unit's PV to your score total..

OBJECTIVE POINT SCORING:

- 65 PV destroyed = 1 objective point
- 130 PV destroyed = 2 objective points
- 195 PV destroyed = 3 objective points
- All units destroyed = 4 objective points

WIN CONDITIONS:

If you have eliminated all your opponents units and they do not have any remaining units left to deploy you win the game.

If the match goes to time, the player with the most Objective Points win.

If Objective Points are tied, refer to the tie breaker rules on page 39 of the AS350 Tournament Rules Packet.

HELPFUL TIPS & TRICKS:

A SRM carrier suddenly showing up in your opponent backline tends to be taken negatively.

STRANGLEHOLD

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COMPONENTS:

2 Red Bunker Templates (3"), 2 Blue Bunker Templates (3")

OBJECTIVE:

Destroy your opponents Encampments and control your opponent's half of the battlefield.

RULES:

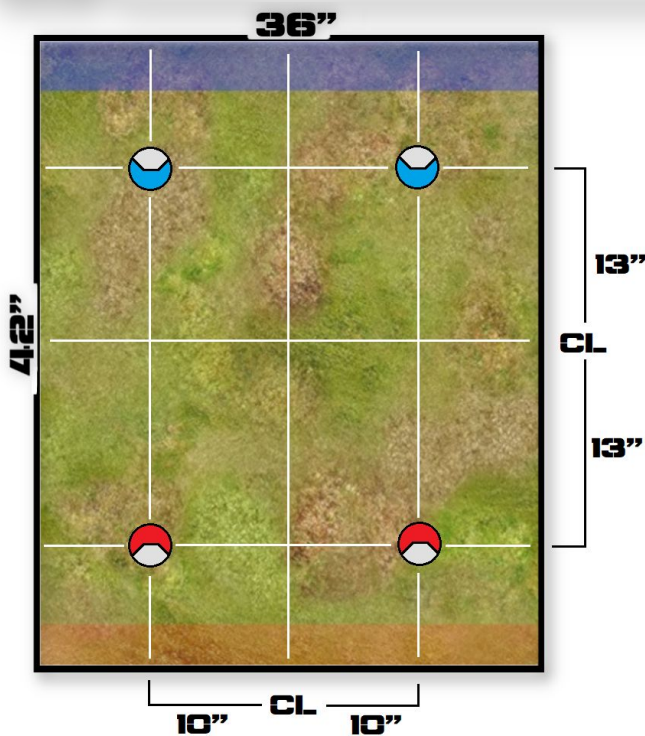
The battlefield is divided in half along the center line between the players, representing a Zone of Control for each player. Units that have their base on the center line must declare which Zone they are in when they end their movement. If this declaration did not occur, they are considered in their player's Home Zone.

Encampments use the 3" Bunker OAT to represent hidden tunnel entrances.

To destroy an Encampment, a player must have a unit with a minimum of 1 damage at short range and be in base contact with the door portion of the OAT. During the attack phase the unit may make an "Aimed Shot" in place of a standard attack. This consists of a 2d6 roll with the following to-hit calculation: Skill + 2 + Attacker Movement Modifier (does not receive immobile target modifier).

If the Aimed Shot is successful, the encampment is immediately destroyed and the Bunker OAT is removed from the battlefield. Any units on the OAT and not in the wedge portion of the template suffer 3 points of damage.

Encampments cannot be Infiltrated by CI or BA and cannot be Physically Attacked.



HELPFUL TIPS & TRICKS:

Your Units can block the entrance to your Encampments forcing your opponent to eliminate that Unit before it can perform an Aimed Shot.

SCORING:

During the End Phase which ever player has a higher combined unit size in their opponent's Zone of Control, they receive 1 objective point.

For each Encampment destroyed, the attacking player receives one objective point.

WIN CONDITIONS:

First player to score 4 objective points wins the game.

If the game goes to time, the player with the most objective points wins the game.

If points are tied, the player who destroyed the most Encampments wins the game.

If there is still a tie, follow the Tie Breaker rules on page 39.

RESOURCE RECOVERY

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COMPONENTS:

2 Red Bunker Templates (3"), 2 Blue Bunker Templates (3"), 4 D20's (for damage trackers)
2 Red tokens, 2 Blue tokens

OBJECTIVE:

Destroy your opponent's bunkers and return any resource(s) to your deployment zone. Resources are treated like a flag for hand off and scoring purposes.

RULES:

To access your opponent's resources you must first destroy their bunker. Bunkers have a CF 20. Score 1 objective point for each opponent's bunker you destroy. Once the bunker has been destroyed, replace it with a 1" token of like color. You may pick this up same way as you would pick up a dropped Capture the Flag token. Once you have acquired the token, return it to your deployment zone to score an objective point.

THE TWIST:

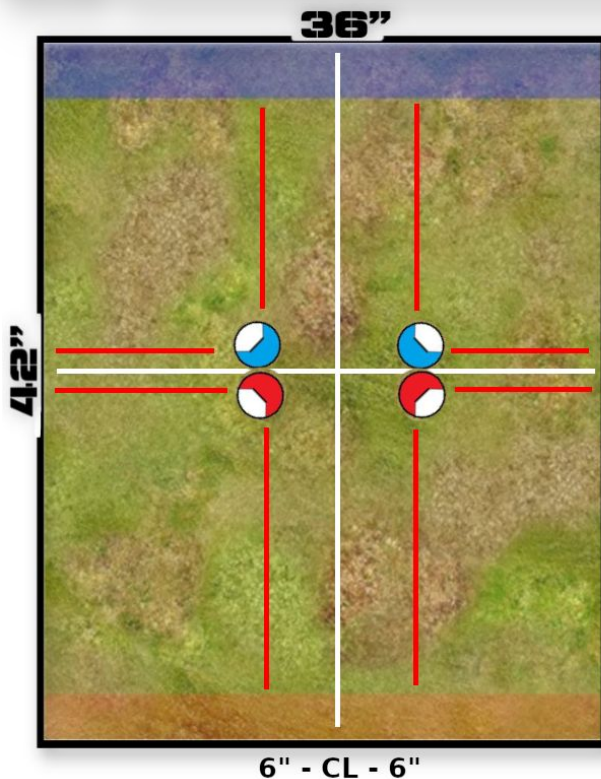
- Once any resource has been exposed, it may be picked up and scored by ANY team. Yes, you can recover your own resources!
- If you destroy the bunker with CI or BA, that unit exits the bunker in control of the resource token.
- If a unit is standing in the bunker's wedge when destroyed, it receives 3 damage from the bunker's destruction but gains immediate control of the resource token. You may acquire a resource from a destroyed infiltration unit with this method.

Bunkers are:

- Immobile
- Size 4
- Use Bunker LOS (AS350 page 30)
- 20 HP

If you destroy a unit carrying a resource, it is dropped just like Capture the Flag and may be re-acquired by being G.U.D., just like Capture the Flag.

INFILTRATION RULES FOUND ON PAGE 7



HELPFUL TIPS & TRICKS:

Red lines indicate the wedge of the Bunker.
Remember Bunker LOS Rules on page 30.

SCORING:

Score one objective point for destroying an opponent's bunker.

Score one objective point for capturing ANY resource on the table by returning it to your deployment zone.

WIN CONDITIONS:

First player to score 4 objective points wins the game.

If the game goes to time, the player with the most objective points wins the game.

If objective points are tied the player who scored the most resources wins followed by most bunker points destroyed.

If all conditions are still tied, follow the Tie Breaker rules on page 39.

HOT DROP

COMPONENTS:

Six (6) 3" OATs

OBJECTIVE:

Earn an objective point by controlling an OAT for 2 rounds.

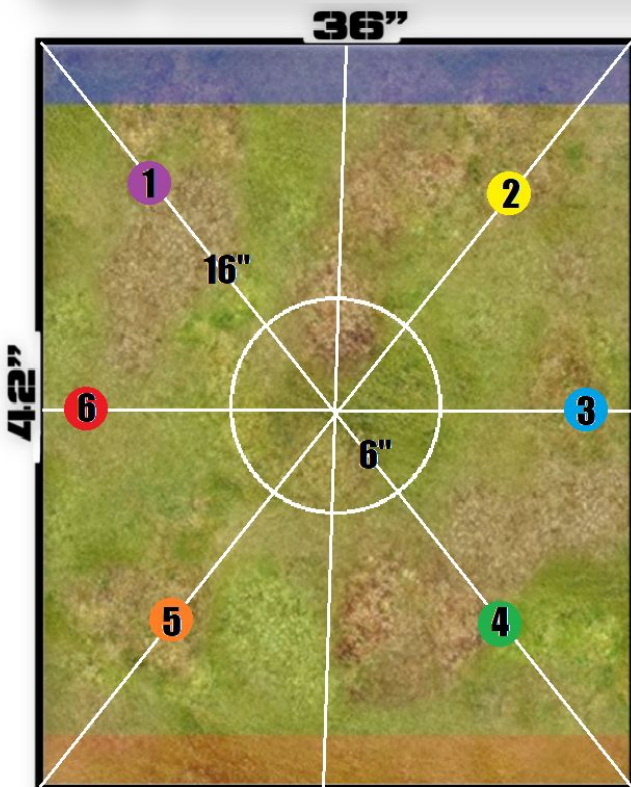
RULES:

Place the six OATs as indicated below and number them 1-6. Roll 6d6 and match numbers together. If any number appears on more than two dice, put two of the matching dice aside and reroll the others. Assign the dice to the OATs as rolled, then remove any OATs which did not have their number rolled. Assign point values to the OATs according to the number of dice that matched their number. No OAT may be worth more than 2 points.

No terrain may be placed within 6" of the center of the map; otherwise, follow normal terrain placement rules.

THE TWIST: Your deployment zone is within 6" of the center dot on your side of the map. You may not have any part of your base over the centerline into your opponent's half of the map. If a deploying unit cannot completely deploy within the deployment zone, you must deploy where the majority of the base fits into the deployment zone.

Any GUD unit may contest control of an OAT. During the End Phase, whichever player has a greater combined weight touching the OAT places or replaces a control marker indicating their control of that OAT. Only a single control marker from either player may be present on any given OAT. If an OAT is contested by an equal weight of both players' units during the End Phase, remove any control markers. If in the end phase an OAT has two control markers of the same color, the team whose color that is scores the value of said OAT as determined during setup.



HELPFUL TIPS & TRICKS:

Be mindful of how many OATs are on the board and their point value.

SCORING:

Having the most size on a given OAT in the end phase will give you control of said OAT. In order to score the OAT you must have 2 control markers in the end phase. If this condition is met you score the value of the OAT (1 or 2 points) and the OAT is removed from the table.

WIN CONDITIONS:

First player to score 4 objective points wins the game.

If the game goes to time, the player with the most objective points wins the game.

If all conditions are still tied, follow the Tie Breaker rules on page 39.