BattleTech Alpha Strike Campaign Rules

Table of Contents

Introduction

This document includes guidelines on how to run a BattleTech Alpha Strike campaign. These rules can be used for a single engagement or an ongoing campaign.

You are the commander of a mercenary unit with the goal to be hired to execute missions, collect loot, upgrade your units, and prove your skills.

These rules are intended for 2 players and provide for a semi-blind game and an impartial third person may be required to resolve hidden movements.

These rules attempt to simulate a mission complete with air support, resupplies, reinforcements, secrecy, deception, and potentially big paydays.

Materials

In addition to the normal materials needed for a BattleTech game, each player needs 3x5 cards for Battlegroup tracking.

One card is used for each Battlegroup that they will command. This card must include the group name, a list of the units in the group (or paper-clipped to the card), a record of the unit's grid movement, and a record of any Loot recovered.

Source Data

All BattleTech Alpha Strike information will use the Master Unit List as the official source:

http://www.masterunitlist.info/

Additionally, you may use Mech Factory for additional information:

http://battletech.rpg.hu/mechfactory_frame.php

Currency

On the mercenary market, the value of a unit is determined by its combat effectiveness. As a result, all costs and currency are measured in Alpha Strike Point Value (PV).

Warchest Points

This book uses a modified Warchest Point (WP) system based on the guidelines in the Alpha Strike rules p118. All values have been converted from WP and SP into PV. 1 PV is treated as 10 SP or 1 WP.

Point Value Calculations

It may be necessary to calculate the PV of a unit separately if it is modified from the original design. You will need to create a BattleTech sheet for all modified units and follow the conversion and PV calculations provided in the Alpha Strike Companion.

Roster Register

It is highly recommended to use the Master Unit List force builder to track your units. You may also use Mech Factory or a spreadsheet as appropriate.

The following shows Randal's Vandals and includes the basic details needed for the Battle Force.

Randal's Vandals		Budget	Balance		
Total Point Value		300	0		
300	Totals	300			300
Unit	Lance	Base P	Skill	PV Mo	Modified PV2
Atlas-D	1	52	4	1.00	52
Banshee-3E	1	38	4	1.00	38
Catapult-C1	1	33	4	1.00	33
Cyclops-10-Z	1	34	4	1.00	34
Awesome-8Q	2	39	4	1.00	39
Grasshopper-5H	2	39	4	1.00	39
Quickdraw-4G	2	30	4	1.00	30
Zeus-6S	2	35	4	1.00	35

Drafting Your Battle Force

Before you begin you must build your Battle Force.

What's in a Name

Each Battle Force needs a name. Pick one! Your name is your reputation.

Starting Funds

New players start with 600 PV to draft their units and must include a minimum of 8 mechs or vehicles.

Unit skill affects the cost of the mech. Each pilot is a specialist to the unit and cannot be moved between vehicles/mechs unless their unit is destroyed. See the Purchase New Units section.

Alternatively, you can have a player roll 3d6 and compare the Starting Funds table:

3d6	Starting Funds (PV)
3	100
4	200
5	300
6	400
7	500
8	600
9	750
10	900
11	1,050
12	1,200
13	1,400
14	1,600
15	1,800
16	2,100
17	2,400
18	3,000

Starting Tech Level

All starting units must begin with Innersphere technology. You may choose any unit with an Intro date of 3050 or below. These mechs/vehicles can be upgraded and modified after the first mission and newer vehicles can be purchased as the campaign progresses.

Your reputation will modify technology available to you.

From the Master Unit List, click on the Units tab and choose the following filters:

- Basic Filter, Intro, Maximum = 3050*
- Technology = Inner Sphere
- Availability Era = Clan Invasion*

*If both players agree you may choose a different era and maximum Intro date.

Aerotech

The mercenary force can purchase VTOLs, but fighters cannot be purchased for missions. Instead, the players can purchase an airstrike or other air support.

Supply Pool

Each player can have a Supply Pool that provides the supplies needed for repairs and ammunition reloads. Any unit with the Cargo Transport (CT) or Infantry Transport (IT) ability can carry supplies. 1 ton of supplies costs 1 PV and must be purchased prior to the Jump Phase.

Supply vehicles normally do not enter combat, but they must accompany the Battlegroup in order to resupply it. A player must purchase supply vehicles as normal.

Each unit that reloads ammo and each point of damage repaired consumes 1 ton of supplies. If a Battlegroup runs out of supplies, they can no longer repair or reload ammo.

Battlegroups can refill their supply pool by Stripping Parts, Capturing an Objective with the Supplies resource, or requesting a Supply Drop. See the Strategic Actions section for more detail.

Supply Pool Cost	PV*
Per 1 Ton/CT	1
*PV costs double for Clan units and Supply Drops	

Purchasing New Units

All purchased units use the PV value of the unit modified by its skill per standard Alpha Strike rules.

Your Mercenary Force's reputation determines the maximum quality of pilot you can hire. Starting players can only hire Veterans and below (Skill 3 and up).

Getting Hired (optional)

Use the following options if you want more randomized contracts.

A mercenary force is not guaranteed a contract. Each month, the force will have an opportunity to find a contract.

Assuming the player is at a Standard Hiring Hall, they roll 2d6 and add 1/5th their Reputation score, rounded down (0 for a starting unit). If the result is 2-6, then no contracts could be found this month.

The type of Hiring Hall used by the player can modify their roll from -5 to +1. If a contract cannot be secured, then the player must pay their Monthly Upkeep (see below). If they do not have enough PV to cover the costs of the upkeep, they must sell units to cover the costs.

2d6	Offers	Employer Mod
2-6	0	--
7-10	1	-3
11-15	2	-2
16-20	3	-1
21-25	4	0
26-30	5	+1
31+	6	+2

Monthly Upkeep (optional)

When a Battle Force is not working a job, they cost the player due to paying salaries and performing maintenance on the units.

Recording Your Mercenary Force

Now that you have picked your units you should record the data in a spreadsheet or notebook to keep track of your units.

For simplicity, it costs 5% of the Battle Force's total PV per month of upkeep. Thus, a force of 900 PV worth of units will cost 45 PV per month on upkeep.

Employers

The results from the Getting Hired roll provides the Employer Mod. Roll 2d6 twice per Offer and add the Employer Mod. The first roll determines the Employer and the second roll determines the Max Pay.

The Max Pay shows the most the employer can afford to pay for the mission.

For Example: We received 2 offers but with a -2 modifier. Our first offer came from (8 roll or 6) a Minor Periphery State that can afford to pay (6 roll or 4 total) 200 PV.

The second offer is (5 roll or 3 total) a Noble capable of paying (10 roll or 8 total) 1200 PV.

2d6	Employer	Max Pay
4 or less	Noble	200 PV
5	Corporation	400 PV
6	Minor Periphery State	800 PV
7	Planetary Government	1200 PV
8	Mercenary	1200 PV
9	Independent World	1400 PV
10	Major Periphery State	1600 PV
11	Minor Power	2000 PV
12+	Major Power	Unlimited

Getting Started

Campaigns differ from standard BattleTech Alpha Strik play by allowing players to track their progress over time and through several different missions.

Each player rolls 2d6. The player with the higher total chooses if they will defend or attack. Reroll on a tie.

The Defender

If you have a Game Master, you may alter the guidelines below. Specifically, the GM may want to lower the defender's starting PV as the garrison forces will defend the primary objectives. The defender must do the following:

1. Choose/Design a World Map and provide a copy to the Attacker.
2. In secret, but with an impartial witness, roll 2d6 and consult the Defender PV table. Multiply the attacker's Battle Force PV by the modifier. The defender typically has a PV equal to the attacker, but they must split their forces to try and defend a greater area. If you do not wish to roll, then the defender gets a roll of 7.
3. Draft your Battle Force. You may use an existing Battle Force as long as the total PV is equal to or lower than the PV limit above. Thus, if the attacker has a 600 PV force and your roll was 10, then you can start with a force up to 1.1 times the attacker's value – 660 points.

Defender PV	
2d6	Multiplier
2	0.3
3	0.4
4	0.5
5	0.6
6	0.7
7	0.8
8	0.9
9	1
10	1.1
11	1.2
12	1.3

4. Defensive units are divided into Battlegroups and each group must be deployed anywhere on the world map. Record the starting location on each Battlegroup card. Keep in mind that the defender should not know the objective and must place his units on the map to protect as many objectives as possible.
5. Draft reinforcements. The defender can create up to 3 separate Reinforcement Battlegroups. Each group may cost up to 10% of the defender's starting PV. See the section on Reinforcements in the Special Rules chapter.

The Defender's Mission

The defender's mission is to prevent the attacker from accomplishing their mission's objectives AND to prevent the capture of 3 optional objectives.

The Attacker

The attacking player must perform the following steps:

1. Draft your Battle Force. You may build a new Battle Force or continue using an existing one.
2. The attacker must disclose the PV of their attacking force to the defender.
3. Review the world map provided by the Defender. (see below)
4. Choose a Mission (see the section on Missions below). The mission determines the objectives and payment and should be kept secret.
5. Record mission details on a separate piece of paper.

Attacker Missions

The Attacker must choose 1 mission. This becomes the player's primary objective. Each mission type has its own objectives. If the mercenary fails to achieve the objective, then they lose the remainder of their payment.

Unless specified in the description, the mission objective is secret. Do not reveal it to the defender.

Assassination

The employer wants a VIP killed. This happens to be a pilot of one of the defender's units. Pick a unit at random.

The defender must reveal the unit and its starting location. If this pilot is killed, then the objective is successful.

The players may negotiate terms for the battle if they choose.

Alternately, if the defender refuses to fight, then the Attacker will achieve the objective if they successfully Loot 3 different locations. The embarrassment of refusing to face the challenge is an effective political tool.

Asset Recovery

A spy leaked information to the attacking force and now needs to be extracted. However, their cover is blown and they are now hiding from the defender.

After the Intel phase, the attacker must disclose the location where the spy is hiding. This location cannot be a city, military base, or outpost.

When a player reaches the objective they can assign Infantry platoons the action to search for the spy. Each infantry platoon gathers 1 piece of information per point of Armor and Structure remaining.

The defender must gather 20 pieces of information to capture the spy. The attacker needs to gather 10 pieces of information.

If the spy is captured add the spy to the Battlegroup. Treat the spy as a Foot Infantry unit with 1 point of Structure and Move: 2". They can ride in a vehicle or mech.

The attacker must successfully transport the spy to the dropship. The defender must successfully transport the spy to a city, space port, or military base.

If the spy is killed as a result of battle, the mission fails.

Bank Robbery

The attacker must attack a City (Light), Modern City (Medium), Modern Capital City (Heavy), or Capital City (Medium) and designate one building on the defender's half of the map as "The Bank" (40 CV).

The Bank is defended by 1-3 platoons of Laser Foot Infantry, and the attacker must capture the building without destroying it. Capturing the building can be done as a Strategic Action or in combat by eliminating the defenders and having at least 1 platoon occupying the Bank.

Success grants the attacker 40 PV in loot in addition to normal payment.

Beachhead

The attacker must capture a Military Base (Medium), Air Base (Heavy), or Space Station (Heavy).

After defeating any defending forces, the attacker must hold the objective for 3 rounds. At the end of the 3rd round, the attacker's employer will arrive with reinforcements of three companies (36 mechs/vehicles and up to 15 platoons) in three Union Dropships. The attacker can choose the units which can be worth up to twice the attacker's starting PV.

Any anti-aircraft weapons can attempt to shoot down the dropships as normal.

Once the Union Dropships have landed, the attacker's mission is complete. The campaign can continue following the Beachhead campaign model.

For Example: If the attacker started with 600 PV then the reinforcements can be worth up to 1200 PV.

Capture & Loot

Capture a building or objective and successfully Loot the building. This mission requires infantry and the defender gains 1d6 Laser Foot Platoons that must defend the objective. The building must not be destroyed.

- 1d6 Laser Foot Platoon (MV 2", Skill 4, Armor 2, Structure 1, Damage 1/1/0)

Capture & Hold

Infantry required. Capture an objective and hold it for 3 rounds. The infantry enters the building and installs special hacking equipment, which allows your employer to crack security and collect data.

Once the objective has been held, the attacker must designate one unit to carry the data. The data module may be transferred to any other unit in the Battlegroup prior to entering combat. If the unit carrying the data is destroyed, then the mission failed.

Decoy

Select an objective on the map as a target. Draw the opponent's forces away from the target. To achieve the objective, all of the defender's forces must be 10 hexes away from the objective for 3 or more strategic rounds.

Once the objective has been met, the mercenaries can move towards the extraction point.

Destroy Target

The objective point must be destroyed by taking a minimum of 40 points of damage. The target must be in a city. If the target is not destroyed during combat it may be destroyed as a Strategic Action.

Targets generally include the following:

- Anti-Aircraft Bunkers
- Power Generators
- Mech/Vehicle repair facilities
- Communications hubs
- Ammunition/supply depot

These buildings are typically protected by anti-mech barricades and security forces.

If combat occurs, the attacker must designate a hex or object as the objective by writing it down on his Battlegroup card. The target may be destroyed as a Strategic Action or in combat.

Escort

The mercenary team is charged with escorting a supply caravan from the drop zone to another objective point. This route must be no less than 15 hexes away from the drop zone. The caravan includes 3 Heavy Battlemech Recovery Vehicles (MV 8w, A/S 1/3).

Raid the Countryside

In order to cause embarrassment and foster a sense of insecurity, the mercenary team must capture or Loot four different objectives.

Taking Hostages

The attacker's employer wants high value hostages to be used in future negotiations. The attacker must attack a Capital City (Medium) or Modern Capital City (Heavy) and must have a unit with the IT ability.

As a Strategic Action, the attacker must assign at least one platoon to Loot to find politicians in the area. Perform the Looting action as normal, but the value looted is reflected by the value of the hostages found. The employer requires a minimum of 30 PV worth of hostages which will occupy a minimum of IT3. Once 30 PV worth of hostages has been recovered, the attacker may begin extraction. The Attacker gets to keep any PV in excess of the 30 they collected.

Payment

Each mission will earn the mercenary force 50% of their attacking force's PV paid up front. In addition, if the mission is successful, they will receive an additional payment worth 50%.

Thus, a mercenary force that is worth 600 PV will earn 300 PV paid up front and 300 PV when the mission successfully completes.

All repairs to surviving units are included in the contract even if the mission failed.

Further, mercenaries are allowed to keep any loot and salvaged units that they recover from battlefields.

Objective Bonuses

Players that destroy key objectives will be paid extra. Destroying a building, such as a Comms Tower, is worth ½ the CV.

For Example: A destroyed Comms Array (40 CV) is worth 20 PV.

Battlegroups

Players must organize their units into Battlegroups. These are simply units that move together. If a player has more than five Battlegroups, then they may only take actions with five Battlegroups per Strategic Action Phase.

Multiple Battlegroups can occupy the same hex on the World Map.

The players should record the unit description of a Battlegroup on a 3x5 card or other record sheet. Units can split from a group to form their own group or they can move to another group so long as the two groups occupy the same location.

If two allied Battlegroups occupy the same hex, they can be merged into a larger group.

Battlegroup changes must be made at the beginning of the Strategic Action Phase. See Phases of the Mission for more details.

For Example: Player 1 has two groups that consist of a light lance and a slower assault lance. When he first lands he wants to combine the two groups into a single Battlegroup. However, as he moves towards his objectives he separates the two lances to form two Battlegroups.

After the light lance completes its mission it rejoins the assault lance and becomes a single Battlegroup.

Organizing Battlegroups

Units are normally divided into Battlegroups based on their function. Fast units are normally assigned to a scouting battlegroup while support units may be separated into their own battlegroup. All units in a battlegroup are committed to the action assigned to the battlegroup.

For Example: Bravo Company has one Battlegroup of 12 mechs and 4 support units that are assigned the Action of Destroying a Building. All 16 units are assigned to that task.

However, the opponent moves a battlegroup into the same hex and engages in combat. Because the battlegroup engaged in combat, their action is interrupted, even units that did not enter combat.

Battlegroup Movement

Battlegroups move at the speed of the slowest unit in the group. Record this movement rate on the Battlegroup card and include all of the abbreviations for the types of movement of each unit. Jumping is ignored. Infantry can be loaded into APCs or other vehicles with the CT or IT ability. Any infantry that cannot be loaded into Transports must be treated as a standard unit for purposes of movement.

Movement on the World Map is discussed under the World Map section below.

For Example: A group of mechs (MV 8) that includes wheeled (MV 8w) and tracked units (MV 6t) will record its movement as (MV 6t/w).

Terrain Restrictions

A Battlegroup bogs down in terrain that is restricted for any single unit in the group. Moving through restricted terrain costs one additional Movement Point.

For Example: Hovercraft are restricted from entering light woods. A group with a lance of mechs and one hovercraft entering light woods would spend 3 MP instead of the usual 2.

World Map

World maps are generated from Hexographer. The free edition is available from http://www.hexographer.com/

You will need a minimum of 3 copies of the map. One for each player and one common map. The common map is used for tracking Radar Blips.

Map Design

When designing a world map, it is recommended that you use the following options:

- Size 35 wide x 40 tall for a 4-page map
- ☑ Grid Numbers
- Under the "Configuring Numbering" tab, delete the Row/Column Separator

Printing the Map

On the "File" menu, click "Print to PDF". We recommend changing the Hex size to 2 and Margin Units to CM. With these measurements, a single page will typically be 17.5 hexes wide by 20 hexes tall.
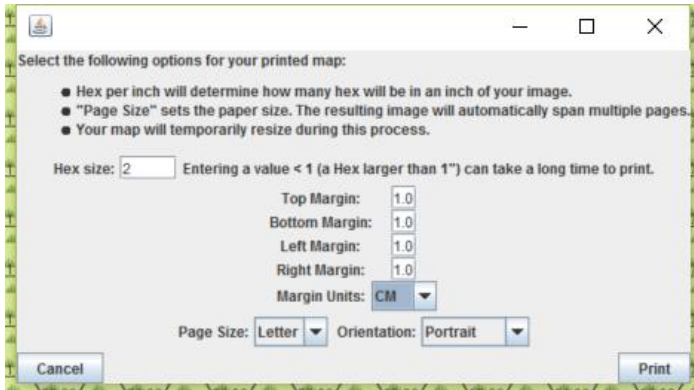
Time Scale/Movement

Each Strategic Round is two hours and each hex is roughly equal to 10 km. Moving through a clear hex will cost 1 Movement Point (MP).

A 40x40 hex map is roughly 400km (248 miles) square.

Tracking Movement/Radar Blips

When a Battlegroup completes its movement for the round, record its current grid location on the Battlegroup card. Remote sensors, satellites, orbiting aircraft, hidden ground units, etc. will report the location of Battlegroups. As a result, all Battlegroups not protected by ECM will be visible on the world map.

Both players must place markers on the world map to represent the location of their Battlegroups. When a Battlegroup moves, the token must also be moved. Units protected by ECM have special rules.
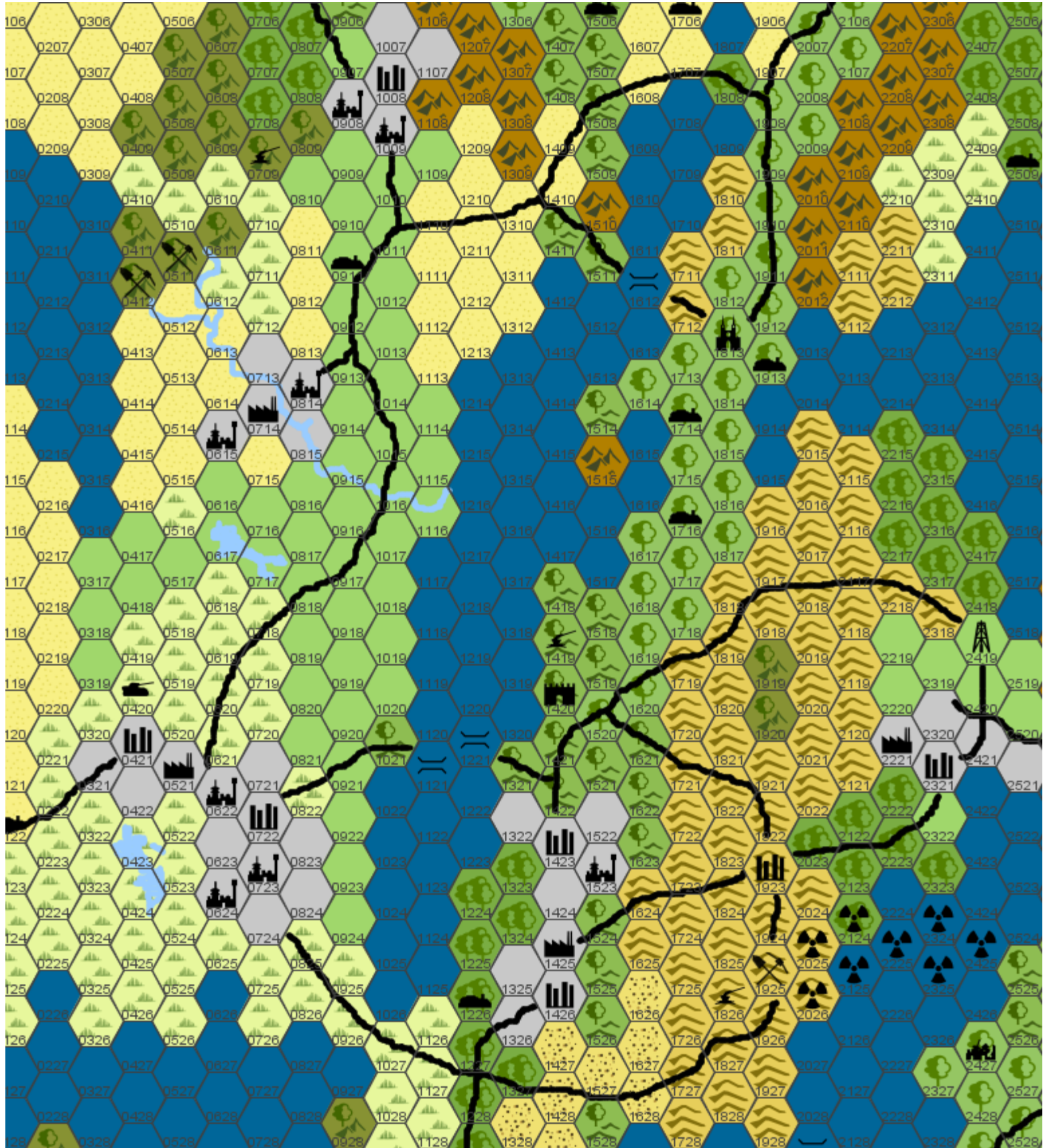
Terrain

Hexographer includes a large variety of terrain types. Moving a Battlegroup through a hex dominated by these types of terrain costs additional movement points. VTOLs and other aircraft can ignore underlying terrain and always cost 1 MP per hex.

Objectives (Varies)

Objectives on the map use the terrain cost of the underlying hex. Entering an objective controlled by an opponent ends the Battlegroup's movement.

Roads (1MP)

If your map includes roads a Battlegroup can follow the road to ignore terrain modifiers. Following roads always costs 1 MP.

Rivers/Water (1MP – All ground units)

Unless crossed by a road or bridge, all water hexes prevent ground units from crossing unless they have the AMP ability or movement type of G, H, N.

Prohibited Movement

Some units cannot effectively move through certain terrain. If a Battlegroups moves through terrain that is prohibited for at least one of its units then the Movement

Point cost increases by +1. Beside the MP cost of each terrain below is the summary of Prohibited movement types.

Clear (1 MP)
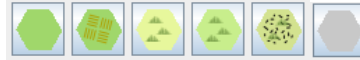
Hills (2 MP)

Light Woods (2 MP – B, H, W)

Heavy Woods (3 MP – B, H, W)

Forested Hills (3 MP – B, H, W)

Mountains (4 MP – B, H, T, W)

Locations/Features/Objectives

The following are some of the objectives and features on the map. Each entry includes a description and a list of resources that the location provides. Any defensive units are dedicated to defending each site and will not move away.

Any objective that shows up on the map, but does not have a description provides the "Loot" resource.

Defenses

Many of the Features/Objectives below include a level of defense in parenthesis. These levels are summarized below. Defenses and objectives specific to the location are listed under the Defenses.

Light

- Level 2 Walls (12 CV)
- Power Generator for Turrets (40 CV)
- 2d6 -6 Laser Foot Platoon (Skill 4, Armor 2, Structure 1, Damage 1/1/0)
- 2d6 -6 ER Large Laser Turrets (Skill 4, Armor 4, Structure 1, Damage 1/1/1)
- 2d6 -6 Heavy Wheeled APC (SRM) (MV 12w, Skill 4, Armor 2, Structure 1, Damage 1/1/0, Special: EE, IT3, SRCH)
- 2d6 -6 x30 PV Garrison Units

Medium

- Level 2 Walls (12 CV)
- Power Generator for Turrets (40 CV)
- 2d6 -3 Laser Foot Platoon (Skill 4, Armor 2, Structure 1, Damage 1/1/0)
- 2d6 -3 ER Large Laser Turrets (Skill 4, Armor 4, Structure 1, Damage 1/1/1)
- 2d6 -3 Heavy Wheeled APC (SRM) (MV 12w, Skill 4, Armor 2, Structure 1, Damage 1/1/0, Special: EE, IT3, SRCH)
- 2d6 -3 x 30 PV Garrison Units

Heavy

- Level 2 Walls (12 CV)
- Power Generator for Turrets (40 CV)
- 2d6 Hardened Bunkers (40 CV)

- 3d6 Laser Foot Platoon (Skill 4, Armor 2, Structure 1, Damage 1/1/0)
- 2d6 ER Large Laser Turrets (Skill 4, Armor 4, Structure 1, Damage 1/1/1)
- 2d6 Heavy Wheeled APC (SRM) (MV 12w, Skill 4, Armor 2, Structure 1, Damage 1/1/0, Special: EE, IT3, SRCH)
- 2d6 x 30 PV Garrison Units

Garrison Units

Garrison Units are second-line units that are no longer considered viable for front-line battle. As a result, they tend to be older technology and less effective than the latest equipment available.

When a defense force has Garrison Units you may choose any combination of units from the Garrison Units table or create your own list. Their total PV may not exceed the PV limit rolled for the garrison defense.

Garrison Units		Random
PV	Unit	%
6	Ferret Light Scout VTOL (Standard)	1-4
8	Laser Foot Platoon	5-8
9	Warrior Attack Helicopter H-7	9-12
10	Savannah Master Hovercraft (Standard)	13-16
11	Laser Jump Platoon	17-20
12	AC/2 Carrier (Standard)	21-24
15	Commando COM-2D	25-28
15	Cyrano Gunship (Standard)	29-32
15	Goblin Medium Tank (Standard)	33-36
16	Cicada CDA-2B	37-40
16	Spider SDR-5D	41-43
16	J. Edgar Light Hover Tank (Standard)	44-46
17	Bulldog Medium Tank (Standard)	47-49
17	Clint CLNT-1-2R	50-52
18	Assassin ASN-101	53-55
19	Partisan Heavy Tank (Standard)	56-58
20	Jenner JR7-D	59-61
20	Panther PNT-9R	62-64
20	Po Heavy Tank (Standard)	65-67
21	Hermes II HER-2S	68-70
22	LRM Carrier (Standard)	71-72
25	Schrek PPC Carrier (Standard)	73-74
26	SRM Carrier (Standard)	75-76
26	Whitworth WTH-1	77-78
26	JagerMech JM6-S	79-80
27	Enforcer ENF-4R	81-82
27	Rommel Tank (Standard)	83-84
27	Trebuchet TBT-5N	85-86

28	Vindicator VND-1SIC	87
28	Hunchback HBK-4G	88
30	Dervish DV-6M	89
30	Dragon DRG-1N	90
30	Quickdraw QKD-4G	91
31	Ontos Heavy Tank (Standard)	92
33	Catapult CPLT-A1	93
39	Grasshopper GHR-5H	94
39	Awesome AWS-8Q	95
40	Zeus ZEU-5T	96
42	BattleMaster BLR-1S	97
44	Cyclops CP-10-Q	98
45	Banshee BNC-3S	99
52	Atlas AS7-D	00

Industrial Mechs

If a location has Industrial Mechs use the following. Roll 1d6 to determine which mech is available.

Industrial mechs will only be used in combat if other defense forces are present and will surrender if the last military unit is destroyed.

1. Harvester Ant
2. Patron
3. Carbine
4. Dig Lord
5. Pompier
6. Scavenger

Advanced Tech Research Facility

Weapons R&D research facility.

Resources: Supplies, Loot x2, Mech Bay, Requisition Vehicles

Defenses: (Heavy)
- Hardened Research Building (40 CV)
- Mech Bay (25 CV)
- 2d6 Hardened Bunkers (40 CV)
- 2d6 x 10 PV worth of Mechs and Vehicles. Can include Clan units, Lostech, or next Era tech.

Air Base

All fighters and anti-air defense forces are in the air due to the invasion. All that remains are VTOLs and transport aircraft. Any aircraft on the base are damaged and require refueling and repair.

Resources: Supplies, Loot x2, Insurgency, Mech Bay, Requisition Vehicles

Defenses: (Heavy)
- Comms Array (40 CV)
- Hardened Aircraft Hangar (40 CV)
- Mech Bay (25 CV)

Anti-Aircraft Gun Emplacement

AA Emplacements are hardened bunkers with anti-aircraft weapon systems. These systems must be captured to disable air defenses in the area.

Resources: Supplies, Loot, Mech Bay, Requisition Vehicles

Defenses: (Heavy)
- 1d3 Anti-Aircraft Bunkers (40 CV)
- Aerospace Sensor Array (40 CV)
- Mech Bay (25 CV)

Biohazard Area

Contaminated. Roll 2d6 per unit. On a roll of 10+ the unit becomes sick and suffers +1 penalty to their Skill for the remainder of the mission.

Only one roll per round is required regardless of the number of contaminated hexes the player moved through.

Resources: Loot, Requisition Vehicles

City

Cities are heavily populated with sprawling urban environments. However, they are typically not heavily defended.

Resources: Insurgency, Loot, Primitive Repair, Recruit, Requisition Vehicles

Defenses: (Light)

City, Modern

Modern cities are technological marvels and centers of commerce, politics, and industry. Their value to a region is matched by its moderate defense forces.

Resources: Loot x2, Recruit, Requisition Vehicles, Anti-Aircraft Defenses, Mech Bay

Defenses: (Medium)
- 1d3 Anti-Aircraft Bunkers (40 CV)
- Aerospace Radar (40 CV)

City, Modern Capital

Capital cities hold the center of power for the region and pose a political and strategic advantage. They tend to be heavily populated and house a substantial defense force.

Resources: Anti-Aircraft Defenses, Insurgency, Loot, Mech Bay, Recruit, Requisition Vehicles

Defenses: (Heavy)
- 1d3 Anti-Aircraft Bunkers (40 CV)
- Aerospace Radar (40 CV)
- Mech Bay (25 CV)

City, Capital

With older buildings and outdated infrastructure compared to the Modern Capital, these cities are still quite valuable to the government.

Resources: Insurgency, Loot, Mech Bay, Recruit, Requisition Vehicles

Defenses: (Medium)
- Mech Bay (25 CV)

Dangerous Creatures

This area is known to have large, rare predators. Potential damage to infantry. Roll 2d6 for each platoon. On a roll of 10+ that platoon takes 1 damage.

Resources: Loot

Factory

Factories build all sorts of objects from mech and military vehicles, civilian transports, to solar panels, and other consumer goods.

Resources: Loot x2, Insurgency, Primitive Repair, Recruit, Requisition Vehicles

Defenses: (Light)
- 1d6 Chemical Storage Containers (4 CV)
  *Destruction causes 2" diameter fire/smoke.
- 1d6 Factories (25 CV)
- 1d6 Industrial Mechs

Fort

Forts are little more than light military outposts or barracks. They tend to have a handful of defenders.

Resources: Loot, Requisition Vehicles

Defenses: (Light)

Mine

Mining facilities

Resources: Loot, Primitive Repair, Recruit, Requisition Vehicles

Defenses:
- 1d6 Industrial Mechs

Oil Well

These sites tend to include fuel processing plants, fuel storage tanks, and a supply of industrial equipment and vehicles.

Resources: Loot, Requisition Vehicles

Defenses: (Light)
- 1d6 Industrial Mechs
- 2d6 Fuel Storage Tanks (4 CV) *Destruction causes 2 Damage in a 4" template.
- Fuel Processing Plant (25 CV) *Destruction causes 2 Damage in 2" of the Plant building.

Military Base

All military bases are on high alert. However, their primary forces are deployed with the Defender's units. As a result, only a small garrison force remains.

Resources: Supplies, Insurgency, Loot x2, Requisition Vehicles, Mech Bay

Defenses: (Medium)
- Mech Bay (25 CV)

Radiated Area

Contaminated. Roll 2d6 per unit. On a roll of 10+ the unit becomes sick and suffers +1 penalty to their Skill for the remainder of the mission.

Only one roll per round is required regardless of the number of contaminated hexes the player moved through.

Resources: None

Ruins

Ruins are ghost towns, abandoned factories, or other formerly inhabited urban environment.

Resources: Loot

Space Station

The space station includes a dropship platform and interstellar communications array. Destruction of all of the aerospace radar disables all anti-aircraft defenses in the map area.

Resources: Anti-Aircraft Defenses, Dropship landing zone, Loot, Repair, Recruit, Requisition Vehicles, Mech Bay

Defenses: (Heavy)
- 1d3 Anti-Aircraft Defenses (40 CV)
- Aerospace Radar (40 CV)
- Sub-Space Comms Array (40 CV)

Town

Smaller communities tend to sprout up along trade routes and along roads. Towns are lightly populated and feature some urban and rural terrain.

Resources: Loot, Recruit, Requisition Vehicles (Light only)

Village

Villages are little more than a small cluster of buildings or residences. Most villages tend to be farm communities or are tied directly to a factory or mine.

Resources: Loot, Recruit, Requisition Vehicles

Phases of the Mission

When the attacker and defender have their battle forces created you can begin the campaign. Campaigns are staged in phases.

1. **Intel Phase** – First, your employer provides relevant Intelligence details about the forces that you are expected to face. These briefings may or may not reveal useful information, but you are given the map of your objectives and potential targets.
2. **Jump Phase** – Your employers have provided jump ship transportation for the attacking force. However, the defenders have launched a counter attack.
3. **Drop Phase** – From the jump ship, your dropship maneuvers into orbit to prepare for atmospheric entry. However, the defenders are trying to intercept and your dropship might be damaged.
4. **Landing Phase** – You break into the atmosphere and begin your descent to the surface. You must choose your landing zone carefully as air defenses might target your dropship. Once landed, your troops unload and prepare for their mission.
5. **Strategic Action Phase** – Your forces scan the horizon looking for the enemy and march towards their objectives. Radar blips show the location of your enemies, but you have no idea just how powerful they really are. Here you plan your movement through the terrain and eventual battle ahead and you can hear the frantic calls for reinforcements, recon, and supplies over your coms. All the while, the blips on the screen march closer and closer.
6. **Combat Phase** – All of the planning is over. The enemy is upon us as we warm up our weapons and set our sights across the battlefield. Today, you will earn that paycheck – or die trying.
7. **Dust Off Phase** – It's time to bug out. Call the dropship and let's get off this rock.

Intel Phase

At this point the world map is revealed to both the attacker and defender. The defender chooses hex grids where each Battlegroup is deployed and **SECRETLY** records their locations on their Battlegroup card.

The attacker may be able to collect intelligence about the troop strength of enemy positions. Roll 2d6 and consult the Intelligence Report table.

The Attacker may pay 10 PV to gain a +1 bonus to the Intelligence Report or 50 PV to gain a +2 bonus. However, doing so allows the Defender an opportunity to discover the attacker's mission on a roll of 10+ on 2d6.

Intelligence Report	
2d6	**Result**
2-7	No information gathered
8-9	Reveal number of Battlegroups and starting positions
10-11	As above, but include count of individual units and type (E.G. 3 mechs, 2 vehicles, 2 platoons)
12	Reveal entire force in detail including starting positions

Dropship Details

Prior to deployment, the invading player must decide how many dropships to deploy. The player may choose from the Dropships summarized in the table below. A player may not select a dropship unless it is at least half-full. Thus, in order to select an Overlord dropship, you must have a minimum of 18 units loaded.

Units are vehicles or mechs. Infantry do not count towards the unit count. In addition to the basic stats shown in the Alpha Strike cards at the end of this book, dropships include infantry defenders.

All dropship units have a skill of 4.

Dropship	Units	Defense Force
Leopard	4	2x Laser Foot Platoon
Union	12	3x Laser Foot Platoon
Overlord	36	4x Laser Foot Platoon

Dropship Speed

A dropship can travel the entire length of the World Map in less than one turn.

Dropship Hit

During the Jump, Drop and Landing Phases, a Dropship may become damaged by aerospace defenses.

Follow the instructions during each phase. If the dropship is hit, the Dropship Hit Result table shows the amount of damage caused and how long it will take to get the dropship repaired.

When a dropship is damaged, the units it holds may take damage. For each vehicle, mech, or platoon of infantry, roll 2d6. On a roll of 12, the unit takes 1 point of damage.

Dropship Hit Result	
2d6	Result
10	2 Turns/4 Damage
11	4 Turns/8 Damage
12	8 Turns/16 Damage

Dropship Damaged

If the dropship was damaged, add the results of the damage together. The dropship cannot take off until it is repaired.

If a dropship receives enough damage to reduce its Structure to 0 then it is destroyed. If the dropship was airborne, then all units carried by the dropship are also destroyed.

For Example: During the Jump phase the ship was damaged for 4 Turns/8 Damage. Then during the landing phase, it was damaged for an additional 2 Turns/4 Damage. As a result, the dropship cannot move from its location for 6 Turns and has received 12 points of damage.

Repairing a Dropship

The crew of a dropship will work on repairing it at a rate of 2 points per Strategic Action Phase. The player may choose to assign a Battlegroup to perform additional repairs. This follows the guidelines provided in the Special Rules section for Repairs. Repairing the dropship does not consume the Supply Pool as the dropship carries its own repair supplies.

Dropship Resources

Dropships are mobile bases, and as a result gain special resources.

- All dropships include the Supplies resource and teams may refill their Supply Pool.
- Union and Overlord dropships may use their weapons to attack aircraft. As a result, the opponent must treat the dropship as Anti-Aircraft defenses. An opponent's Supply Drops must be made more than 10 hexes from the dropship.
- Any units that are salvaged from the hex occupied by the dropship may be loaded into the dropship without first being repaired or requiring a replacement pilot.

Jump Phase

The first step to completing a mission is getting there. The Jump Ship has dropped out of hyper-space and entered the system. Dropships and fighters are deployed in combat formations. System defenders scramble to intercept the invading forces while the attacker's aerospace fighters swarm to protect the dropships.

For each of the attackers Dropships, the **Defender** rolls 2d6. On a roll of 10 or higher, the defender was able to cause damage to the dropship. See the Dropship Hit Result table.

Drop Phase

In a desperate battle, the defenders and attackers scramble for dominance as the dropships enter orbit and begin to descend into the atmosphere. Meanwhile the defense forces select the dropships as their primary targets.

For each of the attackers Dropships, the **Defender** rolls 2d6. On a roll of 10 or higher, the defender was able to cause damage to the dropship. See the Dropship Hit Result table.

Landing Phase

Lighting up the sky with retro-rockets and blasts of energy weapons, the dropships fall towards their landing zones. Ground based capital cannons track multiple targets as they blast holes in armor plating.

At this point, the dropships have entered the atmosphere and are heading for the drop zones. The attacker must choose one hex per dropship for a landing zone unless the attacker controls a Space Station, Military Base, or Air Base. Additionally, each dropship must declare a flight path.

Dropships are not very maneuverable. The attacker must choose his entry point from anywhere on the map's edge. The dropship must move five spaces in one direction before it can turn one hex face. The landing zone must be clear, flat terrain (no hills, woods, or mountains).

If this path comes within 10 hexes of Anti-Aircraft Defenses, the **Defender** rolls 2d6. On a roll of 10 or higher the dropship is hit and damaged. See the Dropship Hit Result table.

Strategic Action Phase

Strategic Action Phase is when the action really starts.

1. **Reorganize** Battlegroups.
2. Call for **Reinforcements**. See Special Rules.
3. Roll **Initiative**. The player that wins chooses to move first or last.
4. **Declare Movement & Actions –** The player that moves first must declare the actions for all of its Battlegroups. After each player completes movement check for **ECM** failure and **High Altitude Aerial Recon Drones**. See Special Equipment. Place a marker on the world map for each group that is visible on the map.
5. The player that moves last then declares the actions for all of his Battlegroups and checks for ECM failure.
   Note: If an opponent's force occupies the same hex, then the Battlegroups cannot move this turn as these Battlegroups are now entering the

Combat Phase. However, any Battlegroups that are not engaging can be assigned to other actions.
6. If the opponents' Battlegroups occupy the same hex, then begin the **Combat Phase**.
7. Complete Actions. Return to Step 1.

Combat Phase

Before beginning the Combat Phase, declare all other Strategic Actions. Combat affects all Battlegroups located in the hex. Both sides must decide which Battlegroups are entering into combat or are performing other Actions.

For Example: A battlegroup including 12 mechs and 4 support vehicles is attacked by an opponent. The controlling player decides that all 12 mechs will engage in combat while the 4 support vehicles capture objectives. As a result, only the 12 mechs are placed on the battlefield.

Recon

Before Battlegroups enter combat they will have an opportunity to recon their opponent's force. Recon occurs when opposing Battlegroups end their turn in the same hex. At this point, the units are close enough to gather detailed intelligence on their opponent's forces.

Both players roll 2d6 and compare the result to the Recon Report table. After collecting intelligence, the players can attempt to **Retreat** or **Engage** in combat.

Battlegroups with special resources gain modifiers to the Recon roll. All of these modifiers are added together but only apply once per type of bonus. Your opponent must be made aware of any bonuses that you employ.

- If a unit has an active probe (PRB) then add 1.
- If a unit has the Recon (RCN) ability, then add 1.
- If the opponent has ECM, then subtract 2.
- If a unit is a VTOL add 2.

For Example: A Battlegroup with a VTOL that has RCN and PRB gains +4 bonus. However, the opponent has 3 units with ECM, but that only gives a single -2 modifier.

Recon Report	
2d6	**Result**
2-7	No information gathered
8-9	Reveal the number and type of vehicles and mechs (E. G. 2 mechs, 3 vehicles, 2 VTOLs)
10-11	Reveal size of vehicles, mechs, and number of infantry
12	Reveal entire force in detail

Retreat

If both players choose to retreat, then disengagement is automatically successful. However, if one side wants to retreat and the other wants to engage in combat, then dice will be rolled.

To retreat, both players roll 2d6 and add their Battlegroup's TMM from the Alpha Strike combat tables. If the retreating player's total was higher, then they successfully disengaged and avoided combat. Move the retreating Battlegroup one hex. If the Retreat failed, then begin the Engagement.

For Example: A medium lance with a movement of 8 (+1) engages a light lance with movement 16 (+3). The light lance attempts to retreat so both players roll 2d6. The medium lance gets a +1 modifier and the light lance gets a +3 modifier. If the light lance lost, then move to Engagement. But if the retreating light lance won, then they have successfully retreated.

Engagement

There are several ways that a battle could begin. Setup the battlefield as described in Alpha Strike to match the terrain of the hex in the World Map. These guidelines assume a standard 4x6-foot playing surface.

When the players' Battlegroups engage in combat there are two primary ways to set up the board:

Head to Head

If both opponents chose to enter combat rather than attempting to retreat, then start each opposing force at least 24 inches apart.

Both players can choose to have units Off-Board. See the special rules for Off-Board Units.

Failed Retreat

If one Battlegroup failed to retreat, then they start facing in the center of the battlefield a minimum of 32 inches from the edge of their side of the battlefield. The pursuing Battlegroup begins at least 15 inches from the center.

The pursuing player can choose to have units Off-Board, but the retreating player must place all units On-Board including support vehicles and infantry.

Leaving the Battlefield

If a unit reaches the edge of the map on their side or gets 50 or more inches away from all opponents, then the unit has left the battlefield.

Concluding Combat

After combat, any units that were off-board or successfully left the battlefield remain in the same hex as the attacker. This ends the current Combat Phase.

The following Strategic Action Phase both players must declare if they are retreating or engaging in combat. However, since both sides occupy the same Hex, they may not move this Phase. If either side attempts to retreat, then follow the guidelines for retreating.

Dust Off Phase

When the attacker is ready to leave the mission area he must call the dropship for extraction or move to rejoin the dropship. However, if the dropship was damaged, it may not have taken off yet.

Once the dropship is repaired, it can be called to land at an extraction zone. Record the dropship's landing zone on a piece of paper.

The Defender should not know the location.

If the dropship took off and left the battlefield, the landing will take 1d6 rounds. If the dropship did not leave the battlefield, it will take one round to take off and another to land. A flying dropship must follow the guidelines listed in the Landing Phase above.

If the attacker makes it to the extraction zone and the dropship has landed, then the attacker is considered safe from the defender's forces.

However, if the defender is in the dropship's landing zone then the dropship cannot land. The attacking player must chart a flight path out of the combat area.

It will take an additional 2d6 rounds to line up a new drop zone. When the dropship returns, they must choose a new extraction hex.

Strategic Actions

Each round during the Strategic Action Phase the player can have their Battlegroups perform the following actions.

In parenthesis beside the action is a list of unit types that must be present in the Battlegroup in order to attempt the action. Each Battlegroup can attempt one action per round. If skill checks are required, the player may roll once per unit that qualifies for that function.

For Example: If you have 4 Combat Repair Crews in a Battlegroup then all four Platoons must work on the same task. However, the player would be able to make four skill checks.

Note: You can take actions with up to 5 Battlegroups per Strategic Action Phase.

Capture Building (Any)

If a Battlegroup enters an objective hex, they must spend one full round without engaging in combat to capture an objective building. Each unit assigned to the Battlegroup may capture 1 building.

For Example: A Major City includes 2 Anti-Aircraft Defenses, Mech Repair, Power Generator, and Turrets. A Battlegroup of 2 Infantry platoons can capture any two of these objectives.

Destroy Building (Any)

During the Strategic Action Phase each unit in a Battlegroup can be assigned to destroy one building inside location.

Entrench (Any)

Entrenching cannot be interrupted.

If a player chooses to entrench his Battlegroup then they can change the initial engagement rules. Their units can be placed anywhere they want on their half of the battle map. Up to ½ of the entrenched Battlegroup can be hidden (rounded down), plus an additional number of units per the Battlefield Intelligence guidelines.

Entrenching allows the player to choose 2 pre-plotted artillery targets in addition to any granted by Battlefield Intelligence.

In addition, if the player has mines they may choose where to hide them once the battlefield is ready. A Mine Deployment unit can make 4, 2 inch minefields per mine layer.

Loot (Platoon)

Platoons may attempt to recover Loot. Loot includes stolen C-Bills, valuable intelligence, replacement parts, ammunition, and so on.

For each platoon that is assigned to looting, roll 1d6, and multiply the amount times the number of armor points and structure remaining on the platoon. The result is how many PV worth of loot the platoon has recovered.

Record the Loot value on the Battlegroup's card. If this Battlegroup survives the mission, then the Loot is added to the player's total PV.

Loot can be transferred to a different Battlegroup as long as both Battlegroups occupy the same hex at the beginning of the Strategic Action Phase.

Move (Any)

Movement on the World Map is measured in hexes equal to Alpha Strike movement rates. Moving through some terrain costs additional movement points just like in standard combat. You do not need to spend movement points to change direction. See the World Map section on movement point costs.

Regardless of the movement cost, a Battlegroup can move a minimum of 1 hex per round.

If a Battlegroup enters a hex occupied by an opponent's Battlegroup then movement for all units in those hexes ends, even if they have not attempted to move this round. Entering an objective controlled by an opponent will also end a Battlegroup's movement.

Negotiate Surrender (Any)

If the Attacking Player enters a hex that includes Defenses, but none of the Defending Player's units, they may spend one Strategic Action Round negotiating the terms of surrender.

Compare the PV of the defense force to the PV of all attacking units in the Hex. If the defense force has a lower PV, there is a chance that they will surrender without a fight.

Both players roll 2d6 and add modifiers. If the Attacker's roll wins, then the Garrison Force surrendered without a fight.

The following round, the attacker may Requisition Vehicles to capture any defense force units.

Negotiate Surrender	
Resource	Modifier
Defender	
-Loyalty	+2
-Defender within 10 hexes	+2
Attacker	
-Per 100 PV over defender	+1
-Has artillery	+1
-Per 5 MHQ	+1

Recruit (Platoon)

A platoon can attempt to recruit new crew members. Roll 2d6 and on a roll of 8 or higher, someone is willing to be recruited. Defending players get a +2 bonus to their roll due to local loyalty. The player must then spend PV to secure the crew member's contract.

New crew or mech pilots are assumed to be green level of experience, 5 skill. Use the cost discussed under Replacement Crew/Pilots.

Recruited platoons must be of any standard Foot or Motorized type. Jump, VTOL, and Mechanized infantry are unavailable.

Recruiting	
2d6	**Result**
8-9	1 Pilot/Crew/Platoon
10-11	2 Pilot/Crew/Platoon
12	4 Pilot/Crew/Platoon
*Defender gains +2 loyalty bonus	

Refit (Special)

A refit action allows the Battlegroup to take several actions including Reload, Repair, Salvage, and Strip Parts. Players must declare which units will be performing each of the following actions prior to any skill rolls.

A unit may receive the benefits of multiple Refit actions as long as the player has resources available. Thus a unit can be salvaged, reloaded, and repaired in one Strategic Action Phase.

For Example: A Battlegroup chooses to Refit. It includes 6 mechs and 2 infantry platoons assigned to reload, 4 mechs and 5 Combat Repair Crews assigned to repair, and 2 Combat Repair Crews assigned to Salvage.

Reload (Platoon (any), Battle Armor, Supply Pool)

Any unit that was not reloaded after combat and does not have the ENE special ability will run out of ammunition during the next combat if they roll a 2 for an attack roll. Running out of ammunition reduces the unit's damage rating by 1 for each Range category. (This is a modified version of the rule presented under Repairs, Purchases, and Rearming in Alpha Strike p119)

Each unit that is reloaded will consume 1 ton from the Supply Pool. A unit using special ammo consumes 2 tons.

If the Battlegroup includes ammunition carriers, then 8 mechs or vehicles can be reloaded per ammo carrier.

Infantry Platoons and Battle Armor can also reload vehicles and mechs. One platoon or battle armor can reload one mech or vehicle per point of Armor and Structure remaining. A standard fully healed Foot Platoon can reload 3 mechs or vehicles.

Repair (Combat Repair Crew, Supply Pool)

Each Combat Repair Crew that is deployed with the Battlegroup can attempt a field repair of critical hits, structure, or armor. The repair Target Number is equal to the skill of the Combat Repair Crew plus modifiers from the Repair Skill Check table.

Roll 2d6. If the Repair roll is successful then the Platoon gains 1 Repair Point per point of armor and structure remaining on the platoon. A fully healed platoon has 3 Repair Points.

Each dot of damage on the unit card will cost one Repair Point and 1 ton from the Supply Pool. Thus if your movement took 2 hits, it will take 2 Repair Points and 2 tons of supplies to fully repair movement.

Excess repair points can be applied to other vehicles or mechs.

All Structure points must be repaired before armor.

Any unused Repair Points may be used to salvage or strip parts instead.

Repair Skill Check	
Resource	**Modifier**
None	+4
Primitive Repair	+2
Mech Bay	0
MFB Special*	-2
*See Special Equipment	

Salvage Mech/Vehicle (Combat Repair Crew)

If the Battlegroup includes Combat Repair Crew, they can be put to work salvaging wrecked mechs and vehicles. See the Special Rules for Destroyed vs. Wrecked Units.

A Combat Repair Crew platoon can make one salvage skill test per Repair Point. Only one roll can be made per wrecked unit. If that roll fails, then the unit is treated as if it was destroyed and cannot be salvaged.

The target number is equal to the Combat Repair Crew's skill +5. On a successful roll the unit is salvaged. A salvaged vehicle/mech can be repaired enough to get it running by spending time on repairs. (See repairs)

In order to get a salvaged mech/vehicle working, Combat Technicians must repair a minimum of 1 Structure and the engine must be fully repaired.

If the Battlegroup does not have a spare pilot or crew, see the special rules for Captured Units.

If both teams leave a battlefield, then they cannot return to collect salvage. Local militias, scavengers, etc. will have claimed any remaining units. However, if a single unit is left behind, then the salvage may be claimed later.

Strip Parts (Combat Repair Crew)

If a unit is Destroyed or the player does not wish to salvage it, you can strip the unit to recover useful parts. Combat Repair Crew can strip parts from one unit per Repair Point. Stripping a unit will provide 10% of the unit's standard PV, rounded normally. All salvaged PV are based on a skill of 4. Thus if you strip an Atlas worth 55 PV you will recover 6 PV by stripping the unit.

Any PV collected from stripping parts can be added to the Supply Pool at a cost of 1 PV per 1 ton of supplies. The Battlegroup must include a unit with the CT ability in order to transport it.

Requisition Vehicles (Platoon)

A platoon can be sent into a city or outpost to steal civilian vehicles. These vehicles are treated as unarmored wheeled vehicles. Attacks made against these vehicles causes damage directly to the platoon occupying them.

Requisitioned vehicles require a pilot/crew. See the special rules for Captured Units.

- Swift Wind Scout Car (ICE Cargo) – MV 16w, Armor 1, Structure 1, CT3
- Battlemech Recovery Vehicle (Standard) – MV 12w, Armor 0, Structure 2, Cargo: CT10
- Heavy Battlemech Recovery Vehicle (Standard) – MV 8w, Armor 1, Structure 3, Cargo: CT30
- Paramour Mobile Repair Vehicle (Standard) – MV 8t, Armor 2, Structure 3, Cargo: CT15, IT5

Resupply (Supplies)

Any unit carrying the Supply Pool may be assigned to Resupply. A unit with the CT ability may fully reload their

Special Equipment

Active Probes

If a unit is equipped with an active probe such as Beagle or Watchdog, it will reveal any hidden opponent vehicle or mech units within 6 hex range on the World Map.

Units using active probes cannot be hidden or protected by ECM. However, active probes can be turned off, thus enabling the unit to benefit from ECM. Follow the guidelines for Searching For Hidden Units under the Special Rules section, except that the range is increased to six hexes.

Ammunition Carriers

The following units are considered ammunition carriers:

- J-27 Ordinance Transport
- J-37 Ordinance Transport

Combat Repair Crew

In order for a unit to be repaired, it requires a Combat Repair Crew. Combat Repair Crews gain 1 Repair Point per

Supply Pool. Thus a unit with CT10 that used 6 tons of supplies can resupply back to its maximum of 10 tons.

Supply Drop (any)

A Battlegroup can request a supply drop for reinforcements, supplies, and replacement troops. The drop zone must be more than 10 hexes from any Anti-Aircraft defenses. If the Supply Drop includes replacement mechs, vehicles, or infantry, the drop location may be in any Clear hex and is treated as a new Battlegroup. Otherwise, the Supply Drop must be in the same hex as the requesting unit.

New units purchased this way cost twice the normal PV for the unit including modifiers due to skill.

Supply Pool must be requested by the ton and costs 4 PV per ton instead of the usual 2 PV. Any Supply Pool provided by a Supply Drop can be used the following round.

point of Structure and Armor. A fully healed platoon provides 3 Repair Points.

For simplicity, use the following Alpha Strike Unit. These units are available for all eras and ignore restrictions based on date or technology:

For purposes of calculating costs in the Master Unit List, use the following unit as a proxy for the Combat Repair Crew: http://www.masterunitlist.info/Unit/Details/664/combat-engineer-royal-engineer-platoons-royal-guards

ECM

If units have ECMs they are invisible to radar and other electronic tracking devices except for Active Probes. However, units hidden by ECM will still show up on the map if they are within Visual Range of an objective or enemy Battlegroup.

Players with ECM must track their locations on their Battlegroup sheet, but do not need to disclose the

locations to their opponent. However, there is a chance that a signal gets through and a radar echo is caught.

Before the ECM unit is moved, roll 2d6 for each ECM enabled unit in the Battlegroup. If the total on **all** ECM systems is 10 or higher, then the Battlegroup is exposed. Place a marker on the map as if the Battlegroup did not have ECM. The Battlegroup remains visible until it moves again and passes an ECM check.

Ground Sensors

1 Ground Sensors cost 1 PV and occupy 1 hex on the Strategic Map. Any ground unit that is protected by ECM that comes within Visual Range of a Ground Sensor will be revealed until the Battlegroup moves again.

The Defender may deploy Ground Sensors during the Intel Phase and must mark their locations on the Strategic Map. Alternately, Ground Sensors may be deployed as an Entrenchment action and cost 1 ton from the Supply Pool.

A Ground Sensor network can be destroyed, but the Battlegroup must stop on the hex as if engaged in combat.

High Altitude Aerial Reconnaissance Drones

Prior to deployment, a player can purchase Aerial Reconnaissance Drones that can reveal units protected by ECM and hidden units. These drones can scan one grid space per Strategic Action Phase. Each drone costs 1 PV and must be purchased before the Drop Phase.

Recon drones are disposable and are left behind at the end of a mission.

Mash Unit

Mash units help to keep troops healthy and may be used as a Refit action. The unit's MASH rating determines how many units it can treat in one Strategic Action Phase. Any

unit treated by MASH may receive one of the following treatments per Strategic Action Phase:

- Remove one skill penalty due to entering contaminated areas.
- Infantry can recover 1 point of Structure or Armor per platoon.
- Wounded crew/pilots may return to combat.
- Critical crew/pilots become Wounded.

Mobile Mech Bay

The following units are considered mobile mech bays for purposes of the repair bonus:

- JI-100 TRANSPORTABLE FIELD REPAIR (3074)
- JI-50 JIFTY TRANSPORTABLE FIELD REPAIR UNIT (3069)
- PARAMOUR MOBILE REPAIR VEHICLE (2557)
- SAVIOR REPAIR VEHICLE (3059)
- WAYLAND MOBILE BASE (STANDARD) (2541)
- GLAIVE MEDIUM TANK (MFB) (3068)
- Nifty Transportable Field Repair Unit (Standard) (3071)

Mobile Field Base (MFB)

Units with the MFB special ability reduce the cost for repairs. For every 3 Repair Points that a Combat Repair Crew provides, MFB grants 1 free Repair Point.

Rumbler Mines (MDS#)

Rumbler Mines require a mine-layer unit and are designed as a decoy. If the Battlegroup chooses to Entrench, the mine-layer can deploy Rumbler Mines as special ammunition.

Rumbler Mines vibrate in a sequence to simulate heavy vehicles and mechs moving into an area. Place a radar marker on the hex where Rumbler Mines are deployed. If an opponent enters the hex where Rumbler Mines are deployed remove the marker from the map.

Special Rules

This section includes special rules on how to handle unusual situations. The player affected by the rule is listed in parenthesis.

Artillery (Any)

Artillery can be used by either player. When entering an Engagement, the owner of the Artillery must declare if the Artillery units are on-board or off-board.

Off-board artillery will have a minimum of 2 round flight time.

Attacking a Dropship (Any)

Dropships are exceptionally valuable. If a dropship is attacked and damaged where all of its armor is depleted, the dropship and its defenders will surrender unless protected by a player's forces.

The player that loses a dropship in this way must pay the ransom price for the dropship. A destroyed dropship will cost twice the ransom price.

Dropship	Ransom	Destroyed
Leopard	64	128
Union	56	112
Overlord	66	132

Battle Armor as Infantry (Any)

When Looting or Searching, battle armor is not as effective as Infantry due to their smaller numbers. Battle Armor provides ½, of any resources provided. Round up.

Bombing Run (Combat, Any)

Either player can call in an Altitude Bombing Strike during the Combat Phase. However, resources are limited as there is a battle going on overhead for control of the skies.

At the beginning of the round, players can declare if they are calling for a bombing run and they roll 2d6 on the Bombing Run Availability table. If the roll is 10 or higher, then a bombing run is available.

Only one bombing run can be purchased or requested per combat round. Mercenary players must pay 10 PV for each bombing run. Non-mercenary defenders can request a bombing run at no cost.

When the air strike arrives, the player makes a single Altitude Bombing run with up to 3 bombs of the same type. The bomb type must be declared before the attack is made.

Altitude Bombing attacks are made from high altitude to evade ground-fire. A roll of 9+ hits its target.

Bombing Run Availability	
Roll	Result
2-4	None available for remainder of combat
5-9	Not possible this round
10-12	Air Strike Available

Captured Units (Any)

If a vehicle or mech are captured, either due to damage or surrender, the capturing Battlegroup can add the captured unit to their Battlegroup as long as they have a pilot to operate the unit.

If the Battlegroup does not have a spare pilot or crew, then you can cause 1 point of damage to an infantry unit to pilot the recovered vehicle. These pilots are assumed to have a 5 skill.

Crew/Pilot Survival

When a vehicle or mech is destroyed in combat there is a chance that the pilot and crew are rescued.

Any unit that is destroyed due to bombs, artillery, or critical hits will kill the crew automatically. Critical hits that will kill the crew include ammo hits that destroy a unit, a 2nd engine hit, unit destroyed, and crew killed.

For all destroyed units roll 2d6 and compare the results to the Crew Survival table. A VTOL that is destroyed will gain a +1 modifier per elevation at the time the VTOL was destroyed. Thus if a VTOL is cruising at 4 levels above the ground then it would have a +4 modifier to the roll.

Uninjured and Mobile Crew are treated as infantry with 1 point of structure and movement of 2 inches. Wounded

crew cannot return to combat unless healed following the rules in Alpha Strike.

Wounded, Immobile crew survived the destruction of their unit, but cannot move due to serious injuries. Units that are Critical cannot move and will die unless the player has a unit with the MASH ability. Critical wounds are healed in the same way as normal wounded units.

Crew/Pilot Survival	
Description	**Base T#**
Uninjured	2-4
Wounded, Mobile	5-6
Wounded, Immobile	7-8
Critical, Immobile	9-10
Killed	11-12
Notes: +1 for non-mech units +1 each for VTOL elevation	

Defender & Dropships

A defending player has access to dropships following the same rules as the attacker. All defender dropships in the area are only available at the Space Station objective.

Destroyed vs. Wrecked Units

For purposes of these rules when a unit loses all of its armor and structure it is considered "wrecked". You can attempt to salvage wrecked units. A "destroyed" unit is so badly damaged that it cannot be salvaged.

Units become destroyed if:

- A wrecked unit takes additional damage.
- The unit is wrecked by artillery, bombs, ammunition explosion, a second engine hit, or unit destroyed critical result.
- An airborne VTOL that was wrecked due to standard damage.

Disbanding a Force (Any)

If a mercenary force's PV value falls below the starting PV value, then the player can disband the force and start over with a new force.

Forced Withdrawal (Non-Player Units)

Players may ignore the Forced Withdrawal rules if they choose (AS p27). Units provided by the objective's defenses must adhere to the Forced Withdrawal rules.

Off-Board Units (Any)

If the engagement rules allow for Off-Board Units, then all Off-Board Units are assumed to be no more than 34 inches past the edge of the battlefield.

When two Battlegroups begin standard combat, a player must declare which units are on-board or off-board. If units are on-board they may be attacked by the opponent's force. If they are off-board, the opponent must defeat the on-board forces before engaging the off-board units. This allows the off-board units an opportunity to Retreat.

A player that attempted to retreat and failed must have all units on-board.

Insurgency (Defender)

If the attacker remains in an objective with the Insurgency resource, the local community will form a militia. Roll 2d6 and compare to the Insurgency table. If the roll is 10 or higher, then the defending player gets to choose which actions to interrupt. If the roll is 12, then the militia was able to interrupt all actions that round.

Thus if the attacker is attempting to repair, capture an objective, and Loot and the insurgency gets two critical hits, then the defender can choose which two actions to interrupt.

Insurgency	
Description	**2d6**
No Effect	2-9
Disrupt 1 Action	10
Disrupt 2 Actions	11
Disrupt All Actions	12

Interrupting Actions (Any)

When a Battlegroup declares their actions during the Strategic Action Phase, they do not complete the action until the end of the Strategic Action Phase. Any action other than movement can be interrupted by combat.

Combat affects all Battlegroups in the location. The players must declare which Battlegroups are engaged in combat. Any Battlegroup that engages in combat will have their actions interrupted. Battlegroups that are not engaged in combat will have their actions interrupted only if their team is defeated.

Interrupted actions are negated and the action is not completed.

For Example: Bravo Company has three Battlegroups in one hex. The support group will capture objectives. The repair battlegroup will repair damaged units. And the mech Battlegroup is prepared for battle.

The opponent chooses to engage in combat with a large force. As a result, Bravo Company has their mechs engage. Combat ensues and Bravo Company loses. As a result, all remaining Bravo Company Battlegroups in that hex have their actions interrupted.

Ransom (Any)
If a team captures a pilot, crew, or infantry, they can attempt to ransom them back to their opponent at the end of the mission. The capturing player must have transports available to transport the captured pilots.

Pilots/Crew are valued equal to the difference between the unit's cost with skill 7 and the Pilot/Crew's skill. Ransom is equal to ½ of this cost.

Non-mercenary teams must pay the ransom. If the mercenary force fails to pay, they lose one point of reputation.

For Example: A Po Heavy Tank crew is captured. The unit normally costs 20 PV or 14 PV with skill 7. The crew is worth 6 PV or 3 PV for ransom.

Running Out of Time
If you are in the middle of combat and need to stop the game due to lack of time, both forces disengage while they regroup.

When you resume the campaign both forces begin their next Strategic Action Phase in the same hex. A player may

not leave the hex unless they successfully Retreat as described in the Combat Phase.

If combat resumes, you may completely rebuild the battlefield. This represents the forces attempting to maneuver within the terrain before reengaging.

Reinforcements (Defender)
At the beginning of the Strategic Action Phase, the defender can request reinforcements from other regions. Roll 2d6. On a roll of 10 or higher reinforcements have arrived.

The reinforcements begin as a single Battlegroup and cannot exceed 10% of the defender's starting PV. The new Battlegroup must start at the edge of the map chosen by the defender. The defender gains a maximum of 3 waves of reinforcements.

For example: Our defender originally started with 600 PV. That gives us 60 PV to use for reinforcements.

Replacement Crew/Pilots
If a player needs to replace a pilot or crew, the price for the replacement crew is equal to the difference in PV cost between a Skill 7 unit and the desired skill.

For Example: A Commando COM-1B costs 9 PV at skill 7 or 18 PV at skill 3. To replace this pilot will cost 9 PV.

An Atlas AS7-D costs 37 PV with skill 7 or 52 PV at skill 4. Thus it costs 15 PV to replace this Atlas pilot.

Replacement Units
After a mission, a player may replace any units lost during the prior mission. If the player has a pilot or crew from another destroyed unit, then replacement units use the cost for a skill value of 7. Otherwise, they must pay full price based on the skill of the pilot/crew.

Pilot skill is limited based on the Reputation of the Mercenary force. See Reputation under Skill Improvement.

Retreating from Garrison Units

If a player chooses to retreat from Garrison Units protecting an objective, treat the Garrison Battlegroup as if it has a TMM of 0.

Searching for Hidden Units (Any)

If a Battlegroup is hidden by ECM, players may search for and engage hidden Battlegroups. The player must declare if their Battlegroup is actively searching. Searching Battlegroups move at ½ their normal movement. This searching group must disable ECM and cannot be hidden.

The player controlling the searching group must move the Battlegroup one grid space at a time and the hidden player must declare if their hidden units are located within two hexes of the searching group. If so, then the hidden unit is revealed until the end of the round.

Setting up the Battle Map (Any)

When battle commences, both players must choose terrain appropriate based on the terrain on the World Map. Follow the guidelines in Alpha Strike p 12. The base terrain should match the terrain of the World Map. Thus a Hill hex should include several hills.

Optionally, each player then rolls 2d6. The result is the number of pieces of terrain they can place on the battlefield. Terrain features such as walls are considered one piece as long as it is a single continuous piece.

Selling Units

When a mercenary force sells units, parts or other objects, they receive full price based on the skill of the unit. All damaged units must be repaired prior to sale. A unit without a pilot may be sold as if it had a skill of 7.

Selling the Supply Pool

At the end of a mission, the mercenary unit must sell back any remaining Supply Pool at a rate of 2 PV per ton.

Tracking Garrison Units

It may be necessary to keep track of defenses inside a location. As a result, you may want to keep a campaign journal that includes the hex number and any garrison units and surviving objective buildings.

Transports

For purposes of Strategic Movement, you may interchange the CT and IT abilities. For example, a unit with CT30 can carry 30 tons of infantry or a unit with IT6 can carry 6 tons of cargo.

However, in combat, any infantry carried as cargo will take 1 damage each time the transport is hit due to lack of proper seating.

Visual Range

All units and objectives on the map have a visual range of 2 hexes including Battlegroups. Any attacking Battlegroup that is hidden due to ECM that passes within this distance must place a movement token on the map until the next Strategic Action Phase.

Upgrading Units

After a mission the mercenary is awarded their PV for completing the mission and they can purchase new mechs and vehicles.

Players may also sell their old mechs for stock price. If the player wishes to retain their pilot, the replacement unit price is treated as though it has a skill of 7.

Transferring Pilots to New Units

Pilots may only be transferred to units of the same size. Thus a skill 3 pilot of a Size 1 Locust can be moved to a Size 1 Jenner if you wanted, but could not be moved to a Size 4 Atlas.

Reputation

A character gains reputation points based on the number and quality of their missions. A higher reputation score grants you access to more advanced tech and even Clan tech.

The following gains you Reputation:

Attacker

- Take a mission +2
- Succeed a mission +2
- Capture 2 optional objectives +1
- Complete mission without casualties +2
- Defeat an Objective with Medium Defenses +1
- Defeat an Objective with Heavy Defenses +2

Defender

- Take a mission +2
- Prevent attacker from capturing more than 3 objectives +1
- Destroy all attacking units +2
- Prevent attack from capturing any objectives +2

Tech Limitations

The campaign starts with 3050 technology and the player can only purchase units that were introduced up to this date or before. Your reputation is added to date.

Thus if your Reputation is 15 then you can purchase units introduced in 3065 and earlier.

Pilot Skill Limit

The Pilot Skill Availability table shows the number of skilled pilots a player may **HIRE** based on their Reputation. This does not restrict the skill of pilots that were improved over time.

For Example: A merc unit with a Reputation of 8 can hire up to 50% of his pilots with skill 3, and one pilot with a skill of 2. However, that merc unit had improved its skill after three missions so has several units with a skill of 2 and even has a couple units with a skill of 1. If these pilots are killed and the player wants to replace them then the limits in the table apply.

Pilot Skill Availability				
	Max Pilots			
Reputation	Skill 3	2	1	0
0-5 Unknown	25%	0	0	0
6-10 Green	50%	1	0	0
11-15 Veteran	Unlimited	2	1	0
16+ Elite	Unlimited	4	2	1

Skill Improvement

After the mission is concluded, each player may pay to improve the skill of any units. A unit's skill can only improve by 1 point per mission. The cost of improving the unit's skill is equal to the difference between the unit's current PV cost and the new PV cost with the improved skill.

For Example: An Atlas AS7-D costs 52 PV with a skill of 4. With a skill of 3 that same unit costs 62 PV. Thus, improving the pilot's skill costs 10 PV.

Special Pilot Abilities (Any)

After each mission, the player can choose 10% of his force to provide a Special Pilot Ability. SPAs cost 10 PV per Point Value of the SPA.

SPA purchases are permanent and follow the pilot. If the pilot is killed, then the SPA is lost.

For Example: Cluster Hitter costs 2 points as an SPA or 20 Alpha Strike PV.

Clan Tech

Players can purchase Clan units, but for twice the standard PV cost. A player's reputation limits the number of Clan units they can purchase. This limit does not apply to units salvaged or captured.

Reputation	Clan Units
0-5	0
6-10	1
11-15	2
16-20	3
21-25	4

Alternate Campaign Formats

The default campaign rules are intended to simulate a hit-and-run mission with a short duration. However, several other types of campaigns are possible using these guidelines.

Beachhead

A Beachhead campaign begins with the Attacking Player in control of several objectives on the map. Roll 1d6+2. The result is the number of features and objectives that the attacker controls. These objectives must be located on the border of the map and an imaginary line is drawn between the most forward objectives to form the "contested border".

Rule Changes

- Both players may roll for Intel.
- A Beachhead campaign ignores the Jump Phase and Drop Phase.
- Players may use Dropships to cross into enemy territory. Follow all rules listed under the Landing Phase.
- The Attacking Player may call reinforcements which must begin play on the border behind the contested border.
- Destroying a defense force or capturing an objective will change the contested border.
- Objectives that are captured by destroying the defending forces will have allied defenses move in the following round.
- Each player is rewarded bonus PV for each objective captured.

Objective Defense	PV
None	50
Light	100
Medium	200
Heavy	400

Missions

Beachhead missions are the same as the default game.

Siege Line

A siege is where both sides in the battle control roughly half of the map.

Rule Changes

- Both players may roll for Intel.
- Siege ignores the Jump Phase and Drop Phase.
- Players may use Dropships to cross into enemy territory. Follow all rules listed under the Landing Phase.
- Both players may call reinforcements which must begin starting on the border on their side. A player that has lost objectives that cut off access to all borders may not call in reinforcements.
- Destroying a defense force or capturing an objective will change the contested border.
- Objectives that are captured by destroying the defending forces will have allied defenses move in the following round.
- Each player is rewarded bonus PV for each building captured. Captured buildings are worth 1 PV per point of CV remaining.

Missions

Both player's missions are to capture as many objectives as possible.

Breakout

A breakout campaign starts with the Attacker's forces surrounded. The controls 2d6 +4 objectives in the center of the map. They must capture objectives to create a supply line between their controlled zone and the map border.

Rule Changes

- Both players may roll for Intel.
- A Breakout campaign ignores the Jump Phase and Drop Phase.
- Players may use Dropships to cross into enemy territory. Follow all rules listed under the Landing Phase.
- The Attacking Player may call reinforcements only if they control an objective closest to the map border.

- Destroying a defense force or capturing an objective will change the contested border.
- Objectives that are captured by destroying the defending forces will have allied defenses move in the following round.
- Each player is rewarded bonus PV for each objective captured.

Objective Defense	PV
None	50
Light	100
Medium	200
Heavy	400

Missions

The attacker's mission is to capture objectives to create a supply line from the border. The Defender's mission is to stop the attacker.

Tables

Supply Pool Cost	PV*
Per 1 Ton	1
*PV costs double for Clan units and Supply Drops	

Defender Starting Actions	
1.	Choose World Map
2.	Roll for Defender PV
3.	Draft Battle Force
4.	Record Battlegroup Positions
5.	Draft Reinforcements

Defender PV	
2d6	Multiplier
2	0.5
3	0.6
4	0.7
5	0.8
6	0.9
7	1
8	1.1
9	1.2
10	1.3
11	1.4
12	1.5

Attacker Starting Actions	
1.	Draft Battle Force
2.	Disclose PV to Defender
3.	Review World Map
4.	Choose Mission
5.	Record Mission Details

Attacker Missions
Assassination
Asset Recovery
Beachhead
Capture & Loot
Capture & Hold
Decoy
Destroy Target
Escort
Raid the Countryside

Payment
50% Battle Force PV up front
50% Battle Force PV on mission success

Terrain Movement Cost	
MP	Terrain (Prohibited +1 MP)
1	Clear, Roads
2	Hills, Light Woods (B,H,W)
3	Heavy Woods (B,H,W), Forested Hills (B,H,W)
4	Mountains (B,H,T,W)

Defenses	
Light	Lvl 2 Walls (12 CV) Generator (40 CV) 2d6 Laser Foot Platoons 2d6 ER Lg Laser Turrets 1d6 Heavy Wheeled APC (SRM) 1d6-3 x30 PV Garrison Units
Medium	Lvl 2 Walls (12 CV) Generator (40 CV) 2d6 Laser Foot Platoons 2d6 ER Lg Laser Turrets 1d6 Heavy Wheeled APC (SRM) 1d6 x30 PV Garrison Units
Heavy	Lvl 2 Walls (12 CV) Generator (40 CV) 2d6 Hardened Bunkers (40 CV) 3d6 Laser Foot Platoons 2d6 ER Lg Laser Turrets 2d6 Heavy Wheeled APC (SRM) 2d6 x30 PV Garrison Units

Phases of the Mission	
1.	Intel Phase
2.	Jump Phase
3.	Drop Phase
4.	Landing Phase
5.	Strategic Action Phase
6.	Combat Phase
7.	Dust Off Phase

Intelligence Report	
2d6	Result
2-7	No information gathered
8-9	Reveal number of Battlegroups and starting positions
10-11	As above, but include count of individual units and type (E.G. 3 mechs, 2 vehicles, 2 platoons)
12	Reveal entire force in detail including starting positions
*Attacker may spend 10 PV for a +1 bonus or 50 PV for a +2 bonus. The defender rolls 2d6. On 10+ they uncover the Attacker's Mission.	

Dropship	Units	Defense Force
Leopard	4	2x Laser Foot Platoon
Union	12	3x Laser Foot Platoon
Overlord	36	4x Laser Foot Platoon

Dropship Hit Result

2d6	Result
10	2 Turns/4 Damage
11	4 Turns/8 Damage
12	8 Turns/16 Damage

Strategic Action Phase

1.	Reorganize Battlegroups
2.	Reinforcements
3.	Initiative
4.	First Player Moves, Checks ECM
5.	Second Player Moves, Checks ECM
6.	If opponents occupy the same hex, begin Combat Phase
7.	Complete Actions

Recon Bonuses

Resource	Bonus
PRB	+1
RCN	+1
Enemy ECM	-2
VTOL	+2

Recon Report

2d6	Result
2-7	No information gathered
8-9	Reveal the number and type of vehicles and mechs (E. G. 2 mechs, 3 vehicles, 2 VTOLs)
10-11	Reveal size of vehicles, mechs, and number of infantry
12	Reveal entire force in detail

Strategic Actions

Capture Building
Destroy Building (any)
Entrench (any)
Loot (platoon)
Move (any)
Negotiate Surrender (any)
Recruit (platoon)
Refit (special)
--Reload (platoon, supply pool)
--Repair (repair crew, supply pool)
--Salvage (repair crew)
--Strip Parts (repair crew)
Requisition Vehicles (platoon)
Resupply (supplies)
Supply Drop (any)

Negotiate Surrender

Resource	Modifier
Defender	
-Loyalty	+2
-Defender within 10 hexes	+2
Attacker	
-Per 100 PV over defender	+1
-Has artillery	+1

Recruiting

2d6	Result
8-9	1 Pilot/Crew/Platoon
10-11	2 Pilot/Crew/Platoon
12	4 Pilot/Crew/Platoon
*Defender gains +2 loyalty bonus	

Repair Skill Check

Resource	Modifier
None	+4
Primitive Repair	+2
Mech Bay	0
MFB Special*	-2
Salvage**	+5
*See Special Equipment	
**Salvage is unaffected by repair resources	

Dropship	Ransom	Destroyed
Leopard	64	128
Union	56	112
Overlord	66	132

Bombing Run Availability

Roll	Result
2-4	None available for remainder of combat
5-9	Not possible this round
10-12	Air Strike Available

Crew/Pilot Survival

Description	Base T#
Uninjured	2-4
Wounded, Mobile	5-6
Wounded, Immobile	7-8
Critical, Immobile	9-10
Killed	11-12
Notes:	
+1 for non-mech units	
+1 each for VTOL elevation	

Insurgency

Description	2d6
No Effect	2-9
Disrupt 1 Action	10
Disrupt 2 Actions	11
Disrupt All Actions	12

Pilot Skill Availability				
	Max Pilots			
Reputation	Skill 3	2	1	0
0-5 Unknown	25%	0	0	0
6-10 Green	50%	1	0	0
11-15 Veteran	Unlimited	2	1	0
16+ Elite	Unlimited	4	2	1

Alpha Strike Cards

Dropships

Leopard [3056]

PV: 64

TP: DA **SZ:** 1 **DT:** 1 **MV:** 4a **YIS:** 3056
ROLE: ? **SKILL:** 4

DAMAGE	SR(+0)	MR(+2)	LR(+4)	ER(+6)
F:	5	4	4	
R:	4	3	3	
L:	2	1	1	
A:	2	1	1	

A: ○○○○○○□○○○○
S: ○○○○

SPECIAL: ATMO, FUEL7, SPC

CRITICAL HITS

DRIVE ○○○○○○ -1/4 and -1/2 Thrust
FIRE CONTROL ○○○○ +2 To-Hit Each
WEAPONS ○○○○ -1 Damage Each
THRUSTER ○○○○ -1 Thrust
CREW ○○ +2 Skill Rolls Each
KF BOOM ○ **COLLAR** ○ No Docking
BAYS ○ CT72 ○ MT4D4 ○ AT2D2

Union [3055]

PV: 56

TP: DS **SZ:** 2 **DT:** 2 **MV:** 3p **YIS:** 3055
ROLE: ? **SKILL:** 4

DAMAGE	SR(+0)	MR(+2)	LR(+4)	ER(+6)
F:	13	12	12	
R:	4	3	3	
L:	3	2	2	
A:	3	2	2	

A: ○○○○○○○○○○○○□○○○○○□○○
S: ○○○○○○○

SPECIAL: ATMO, FUEL16, SPC

CRITICAL HITS

DRIVE ○○○○○○ -1/4 and -1/2 Thrust
FIRE CONTROL ○○○○ +2 To-Hit Each
WEAPONS ○○○○ -1 Damage Each
THRUSTER ○○○○ -1 Thrust
CREW ○○ +2 Skill Rolls Each
KF BOOM ○ **COLLAR** ○ No Docking
BAYS ○ MT4D2 ○ CT72D1 ○ MT8D2 ○ AT2D2

Overlord
[3056l]

PV: 66

TP: DS SZ: 2 DT:2 MV: 3p YIS: 3056
ROLE: ? SKILL: 4

DAMAGE	SR(+0)	MR(+2)	LR(+4)	ER(+6)
F:	7	7	7	
R:	3	2	2	
L:	6	4	4	
A:	6	4	4	

A:
S:

SPECIAL: ATMO, CRW1, FUEL23, SPC

CRITICAL HITS

DRIVE
FIRE CONTROL -1/4 and -1/2 Thrust
WEAPONS +2 To-Hit Each
THRUSTER -1 Damage Each
CREW -1 Thrust
KF BOOM +2 Skill Rolls Each
BAYS No FTL Travel   COLLAR No Docking
  CT98.5D1 MT36D6 AT6D2

Defenses

(Laser)
FOOT PLATOON

PV: 7

TP: CI SZ: 1 TMM: 0 MV: 2"f
ROLE: Ambusher SKILL: 4

DAMAGE	S (+0)	M (+2)	L (+4)
	1	1	0

A: ○○
S: ●

SPECIAL: AM, CAR3

ALPHA STRIKE STATS BATTLETECH

ER Large Laser
TURRET (EMPLACEMENT)

PV: 9

TP: CI SZ: 1 TMM: 0 MV: 0
ROLE: SKILL: 4

DAMAGE	S (+0)	M (+2)	L (+4)
	1	1	1

A: ○○
S: ●

www.3DRT.com

ALPHA STRIKE STATS BATTLETECH

(SRM)
HEAVY WHEELED APC

PV: 10

TP: CV SZ: 1 TMM: 2 MV: 12"w
ROLE: Scout SKILL: 4

DAMAGE	S (+0)	M (+2)	L (+4)
	1	1	0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○
S: ●

SPECIAL: EE, IT3, SRCH

CRITICAL HITS

ENGINE ○ ½ MV and Damage
FIRE CONTROL ○○○○ +2 To-Hit Each
WEAPONS ○○○○ -1 Damage Each
MOTIVE ○○ -2 MV ○○ ½ MV ○ 0 MV

ALPHA STRIKE STATS BATTLETECH

Industrial Mechs

Roll 1d6

1.

KIC-3 AgroMech — PV: 4
HARVESTER ANT

TP: **IM** SZ: **1** TMM: **1** MV: **6"**
ROLE: **Ambusher**   SKILL: **4**

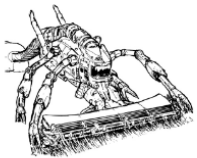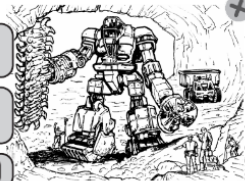DAMAGE S (+0) **0**   M (+2) **0**   L (+4) **0**

OV: **0** | HEAT SCALE 1 2 3 S

A: ○
S: ●●

SPECIAL: BAR, BFC, CT2, EE, MEL

CRITICAL HITS
ENGINE ○ +1 Heat/Firing Weapons
FIRE CONTROL ○○○○ +2 To-Hit Each
MP ○○○○ ½ MV Each
WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE STATS BATTLETECH

4.

RCL-4 MiningMech — PV: 12
DIG LORD

TP: **IM** SZ: **3** TMM: **1** MV: **6"**
ROLE: **Juggernaut**   SKILL: **4**

DAMAGE S (+0) **2**   M (+2) **0**   L (+4) **0**

OV: **0** | HEAT SCALE 1 2 3 S

A: ○○○○
S: ●●●●●

SPECIAL: BFC, ENG, FC, MEL

CRITICAL HITS
ENGINE ○ +1 Heat/Firing Weapons
FIRE CONTROL ○○○○ +2 To-Hit Each
MP ○○○○ ½ MV Each
WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE STATS BATTLETECH

2.

(Standard) LoaderMech — PV: 2
PATRON

TP: **IM** SZ: **1** TMM: **0** MV: **4"**
ROLE: **Ambusher**   SKILL: **4**

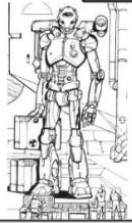DAMAGE S (+0) **0**   M (+2) **0**   L (+4) **0**

OV: **0** | HEAT SCALE 1 2 3 S

A:
S: ●

SPECIAL: BAR, BFC, CT0.5, ENE, FC

CRITICAL HITS
ENGINE ○ +1 Heat/Firing Weapons
FIRE CONTROL ○○○○ +2 To-Hit Each
MP ○○○○ ½ MV Each
WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE STATS BATTLETECH

5.

GM-3CD FireMech — PV: 7
POMPIER

TP: **IM** SZ: **1** TMM: **0** MV: **4"**
ROLE: **Scout**   SKILL: **4**

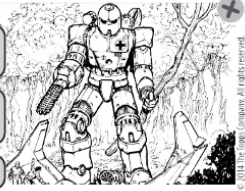DAMAGE S (+0) **0**   M (+2) **0**   L (+4) **0**

OV: **0** | HEAT SCALE 1 2 3 S

A: ○
S: ●

SPECIAL: AFC, FC, PRB, RCN, SEAL, SRCH

CRITICAL HITS
ENGINE ○ +1 Heat/Firing Weapons
FIRE CONTROL ○○○○ +2 To-Hit Each
MP ○○○○ ½ MV Each
WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE STATS BATTLETECH

3.

CON-1 ConstructionMech — PV: 6
CARBINE

TP: **IM** SZ: **1** TMM: **1** MV: **8"**
ROLE: **Ambusher**   SKILL: **4**

DAMAGE S (+0) **0**   M (+2) **0**   L (+4) **0**

OV: **0** | HEAT SCALE 1 2 3 S

A: ○
S: ●●●

SPECIAL: BFC, EE, ENG, MEL

CRITICAL HITS
ENGINE ○ +1 Heat/Firing Weapons
FIRE CONTROL ○○○○ +2 To-Hit Each
MP ○○○○ ½ MV Each
WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE STATS BATTLETECH

6.

SC-V SalvageMech — PV: 15
SCAVENGER

TP: **IM** SZ: **4** TMM: **1** MV: **8"**
ROLE: **Ambusher**   SKILL: **4**

DAMAGE S (+0) **0**   M (+2) **0**   L (+4) **0**

OV: **0** | HEAT SCALE 1 2 3 S

A: ○○○○
S: ●●●●●●

SPECIAL: BFC, CT12, FC, SRCH

CRITICAL HITS
ENGINE ○ +1 Heat/Firing Weapons
FIRE CONTROL ○○○○ +2 To-Hit Each
MP ○○○○ ½ MV Each
WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE STATS BATTLETECH

Requisitioned Vehicles

(ICE - Cargo)
SWIFT WIND SCOUT CAR
PV: **6**

TP: **CV** SZ: **1** TMM: **3** MV: **16"w**
ROLE: **Scout**   SKILL: **4**

DAMAGE
S (+0) **0**   M (+2) **0**   L (+4) **0**

OV: **0** | HEAT SCALE 1 2 3 S

A: ○
S: ●

SPECIAL: CT3, EE, ENE, SRCH

CRITICAL HITS
ENGINE ○ ½ MV and Damage
FIRE CONTROL ○○○○+2 To-Hit Each
WEAPONS ○○○○-1 Damage Each
MOTIVE ○○-2 MV ○○½ MV ○0 MV

ALPHA STRIKE STATS +BATTLETECH

(Standard)
HEAVY BATTLEMECH RECOVERY VEHICLE
PV: **6**

TP: **CV** SZ: **3** TMM: **1** MV: **8"w**
ROLE: SKILL: **4**

DAMAGE
S (+0) **0**   M (+2) **0**   L (+4) **0**

OV: **0** | HEAT SCALE 1 2 3 S

A: ○
S: ●●●

SPECIAL: CT30, EE, ENE, SRCH

CRITICAL HITS
ENGINE ○ ½ MV and Damage
FIRE CONTROL ○○○○+2 To-Hit Each
WEAPONS ○○○○-1 Damage Each
MOTIVE ○○-2 MV ○○½ MV ○0 MV

ALPHA STRIKE STATS +BATTLETECH

(Standard)
BATTLEMECH RECOVERY VEHICLE
PV: **4**

TP: **CV** SZ: **2** TMM: **2** MV: **12"w**
ROLE: SKILL: **4**

DAMAGE
S (+0) **0**   M (+2) **0**   L (+4) **0**

OV: **0** | HEAT SCALE 1 2 3 S

A: ○○
S: ●●

SPECIAL: CT10, EE, ENE, SRCH

CRITICAL HITS
ENGINE ○ ½ MV and Damage
FIRE CONTROL ○○○○+2 To-Hit Each
WEAPONS ○○○○-1 Damage Each
MOTIVE ○○-2 MV ○○½ MV ○0 MV

ALPHA STRIKE STATS +BATTLETECH

(Standard)
PARAMOUR MOBILE REPAIR VEHICLE
PV: **4**

TP: **SV** SZ: **2** TMM: **1** MV: **8"t**
ROLE: **None**   SKILL: **4**

DAMAGE
S (+0) **0***   M (+2) **0**   L (+4) **0**

OV: **0** | HEAT SCALE 1 2 3 S

A: ○○
S: ●●●

SPECIAL: BAR, BFC, CT15, IT5

CRITICAL HITS
ENGINE ○ ½ MV and Damage
FIRE CONTROL ○○○○+2 To-Hit Each
WEAPONS ○○○○-1 Damage Each
MOTIVE ○○-2 MV ○○½ MV ○0 MV

ALPHA STRIKE STATS +BATTLETECH

Combat Repair Crew

Foot
COMBAT REPAIR CREW
PV: **8**

TP: **CI** SZ: **1** TMM: **0** MV: **2f**
ROLE: **Ambusher**   SKILL: **4**

DAMAGE
S (+0) **1**   M (+2) **0**   L (+4) **0**

A: ○○
S: ●

SPECIAL: AM, CAR5, REPAIR

ALPHA STRIKE STATS +BATTLETECH

Foot
COMBAT REPAIR CREW
PV: **8**

TP: **CI** SZ: **1** TMM: **0** MV: **2f**
ROLE: **Ambusher**   SKILL: **4**

DAMAGE
S (+0) **1**   M (+2) **0**   L (+4) **0**

A: ○○
S: ●

SPECIAL: AM, CAR5, REPAIR

ALPHA STRIKE STATS +BATTLETECH

Garrison Units

(Standard)
FERRET LIGHT SCOUT VTOL
PV: 6

TP: **CV** SZ: **1** TMM: **4** MV: **30"v**
ROLE: **Scout** SKILL: **4**

DAMAGE
S (+0)	M (+2)	L (+4)
0*	0	0

OV: **0** | HEAT SCALE 1 2 3 S

A:
S: ●

SPECIAL: ATMO, EE, IT1, SRCH

CRITICAL HITS
ENGINE ○ ½ MV and Damage
FIRE CONTROL ○○○○ +2 To-Hit Each
WEAPONS ○○○○ -1 Damage Each
MOTIVE ○○ -2 MV ○○ ½ MV ○ 0 MV

ALPHA STRIKE STATS

(Standard)
SAVANNAH MASTER HOVERCRAFT
PV: 10

TP: **CV** SZ: **1** TMM: **4** MV: **26"h**
ROLE: **Scout** SKILL: **4**

DAMAGE
S (+0)	M (+2)	L (+4)
1	1	0

OV: **0** | HEAT SCALE 1 2 3 S

A: ○
S: ●

SPECIAL: ENE, SRCH

CRITICAL HITS
ENGINE ○ ½ MV and Damage
FIRE CONTROL ○○○○ +2 To-Hit Each
WEAPONS ○○○○ -1 Damage Each
MOTIVE ○○ -2 MV ○○ ½ MV ○ 0 MV

ALPHA STRIKE STATS

(Laser)
FOOT PLATOON
PV: 7

TP: **CI** SZ: **1** TMM: **0** MV: **2"f**
ROLE: **Ambusher** SKILL: **4**

DAMAGE
S (+0)	M (+2)	L (+4)
1	1	0

A: ○○
S: ●

SPECIAL: AM, CAR3

ALPHA STRIKE STATS

(Laser)
JUMP PLATOON
PV: 11

TP: **CI** SZ: **1** TMM: **1** MV: **6"j**
ROLE: **Ambusher** SKILL: **4**

DAMAGE
S (+0)	M (+2)	L (+4)
1	1	0

A: ○○
S: ●

SPECIAL: AM, CAR4

ALPHA STRIKE STATS

H-7
WARRIOR ATTACK HELICOPTER
PV: 9

TP: **CV** SZ: **1** TMM: **3** MV: **18"v**
ROLE: **Scout** SKILL: **4**

DAMAGE
S (+0)	M (+2)	L (+4)
1	1	0*

OV: **0** | HEAT SCALE 1 2 3 S

A: ○
S: ●

SPECIAL: ATMO, EE, SRCH

CRITICAL HITS
ENGINE ○ ½ MV and Damage
FIRE CONTROL ○○○○ +2 To-Hit Each
WEAPONS ○○○○ -1 Damage Each
MOTIVE ○○ -2 MV ○○ ½ MV ○ 0 MV

ALPHA STRIKE STATS

(Standard)
AC/2 CARRIER
PV: 12

TP: **CV** SZ: **3** TMM: **1** MV: **6"t**
ROLE: **Sniper** SKILL: **4**

DAMAGE
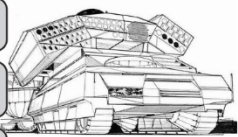| S (+0)	M (+2)	L (+4)
1	1	1

OV: **0** | HEAT SCALE 1 2 3 S

A: ○○
S: ●●●

SPECIAL: AC1/1/1, EE, SRCH

CRITICAL HITS
ENGINE ○ ½ MV and Damage
FIRE CONTROL ○○○○ +2 To-Hit Each
WEAPONS ○○○○ -1 Damage Each
MOTIVE ○○ -2 MV ○○ ½ MV ○ 0 MV

ALPHA STRIKE STATS

COM-2D COMMANDO

PV: **15**

TP: **BM** SZ: **1** TMM: **2** MV: **12"**
ROLE: **Striker** SKILL: **4**

DAMAGE: S (+0) **2** M (+2) **2** L (+4) **0**

OV: **0** | HEAT SCALE 1 2 3 S

A: ⊘⊘
S: ⬤⬤

SPECIAL: SRM1/1

CRITICAL HITS
ENGINE ○ +1 Heat/Firing Weapons
FIRE CONTROL ○○○○ +2 To-Hit Each
MP ○○○○ ½ MV Each
WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE STATS   BATTLETECH

CDA-2B CICADA

PV: **16**

TP: **BM** SZ: **2** TMM: **3** MV: **16"**
ROLE: **Scout** SKILL: **4**

DAMAGE: S (+0) **2** M (+2) **1** L (+4) **0**

OV: **0** | HEAT SCALE 1 2 3 S

A: ⊘⊘
S: ⬤⬤⬤

SPECIAL: ENE

CRITICAL HITS
ENGINE ○ +1 Heat/Firing Weapons
FIRE CONTROL ○○○○ +2 To-Hit Each
MP ○○○○ ½ MV Each
WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE STATS   BATTLETECH

(Standard) CYRANO GUNSHIP

PV: **15**

TP: **CV** SZ: **1** TMM: **4** MV: **24"v**
ROLE: **Scout** SKILL: **4**

DAMAGE: S (+0) **1** M (+2) **1** L (+4) **0**

OV: **0** | HEAT SCALE 1 2 3 S

A: ○
S: ⬤⬤

SPECIAL: ATMO, ENE, PRB, RCN, SRCH

CRITICAL HITS
ENGINE ○ ½ MV and Damage
FIRE CONTROL ○○○○ +2 To-Hit Each
WEAPONS ○○○○ -1 Damage Each
MOTIVE ○○ -2 MV ○○ ½ MV ○ 0 MV

ALPHA STRIKE STATS   BATTLETECH

SDR-5D SPIDER

PV: **16**

TP: **BM** SZ: **1** TMM: **3** MV: **16"j**
ROLE: **Scout** SKILL: **4**

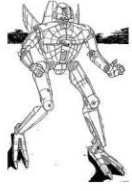DAMAGE: S (+0) **1** M (+2) **1** L (+4) **0**

OV: **0** | HEAT SCALE 1 2 3 S

A: ⊘⊘
S: ⬤⬤⬤

SPECIAL: ENE

CRITICAL HITS
ENGINE ○ +1 Heat/Firing Weapons
FIRE CONTROL ○○○○ +2 To-Hit Each
MP ○○○○ ½ MV Each
WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE STATS   BATTLETECH

(Standard) GOBLIN MEDIUM TANK

PV: **15**

TP: **CV** SZ: **2** TMM: **1** MV: **8"t**
ROLE: **Brawler** SKILL: **4**

DAMAGE: S (+0) **1** M (+2) **1** L (+4) **0**

OV: **0** | HEAT SCALE 1 2 3 S

A: ○○○○
S: ⬤⬤⬤

SPECIAL: EE, IT1, SRCH, TUR(1/1/-)

CRITICAL HITS
ENGINE ○ ½ MV and Damage
FIRE CONTROL ○○○○ +2 To-Hit Each
WEAPONS ○○○○ -1 Damage Each
MOTIVE ○○ -2 MV ○○ ½ MV ○ 0 MV

ALPHA STRIKE STATS   BATTLETECH

(Standard) J. EDGAR LIGHT HOVER TANK

PV: **16**

TP: **CV** SZ: **1** TMM: **4** MV: **22"h**
ROLE: **Scout** SKILL: **4**

DAMAGE: S (+0) **1** M (+2) **1** L (+4) **0**

OV: **0** | HEAT SCALE 1 2 3 S

A: ○○○
S: ⬤⬤

SPECIAL: SRCH, TUR(1/1/-)

CRITICAL HITS
ENGINE ○ ½ MV and Damage
FIRE CONTROL ○○○○ +2 To-Hit Each
WEAPONS ○○○○ -1 Damage Each
MOTIVE ○○ -2 MV ○○ ½ MV ○ 0 MV

ALPHA STRIKE STATS   BATTLETECH

(Standard) BULLDOG MEDIUM TANK — PV: 17

TP: **CV** SZ: **3** TMM: **1** MV: **8"t**
ROLE: **Brawler**   SKILL: **4**

DAMAGE	S (+0)	M (+2)	L (+4)
	3	2	0

OV: **0** | HEAT SCALE [1] [2] [3] [S]

A: ○○○
S: ●●○

SPECIAL: EE, SRCH, SRM1/1, TUR(2/2/-, SRM1/1)

CRITICAL HITS
ENGINE ○ ½ MV and Damage
FIRE CONTROL ○○○○ +2 To-Hit Each
WEAPONS ○○○○ -1 Damage Each
MOTIVE ○○ -2 MV ○○ ½ MV ○ 0 MV

ALPHA STRIKE STATS — BATTLETECH

(Standard) PARTISAN HEAVY TANK — PV: 19

TP: **CV** SZ: **4** TMM: **1** MV: **6"t**
ROLE: **Sniper**   SKILL: **4**

DAMAGE	S (+0)	M (+2)	L (+4)
	2	2	2

OV: **0** | HEAT SCALE [1] [2] [3] [S]

A: ○○○
S: ●●●●

SPECIAL: AC2/2/2, EE, SRCH, TUR(2/2/2, AC2/2/2)

CRITICAL HITS
ENGINE ○ ½ MV and Damage
FIRE CONTROL ○○○○ +2 To-Hit Each
WEAPONS ○○○○ -1 Damage Each
MOTIVE ○○ -2 MV ○○ ½ MV ○ 0 MV

ALPHA STRIKE STATS — BATTLETECH

CLNT-1-2R CLINT — PV: 17

TP: **BM** SZ: **2** TMM: **2** MV: **12"**
ROLE: **Striker**   SKILL: **4**

DAMAGE	S (+0)	M (+2)	L (+4)
	2	2	0

OV: **0** | HEAT SCALE [1] [2] [3] [S]

A: ○○
S: ●●○

SPECIAL: AC1/1/-

CRITICAL HITS
ENGINE ○ +1 Heat/Firing Weapons
FIRE CONTROL ○○○○ +2 To-Hit Each
MP ○○○○ ½ MV Each
WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE STATS — BATTLETECH

JR7-D JENNER — PV: 20

TP: **BM** SZ: **1** TMM: **3** MV: **14"/10"j**
ROLE: **Striker**   SKILL: **4**

DAMAGE	S (+0)	M (+2)	L (+4)
	2	2	0

OV: **1** | HEAT SCALE [1] [2] [3] [S]

A: ○○
S: ●●○

CRITICAL HITS
ENGINE ○ +1 Heat/Firing Weapons
FIRE CONTROL ○○○○ +2 To-Hit Each
MP ○○○○ ½ MV Each
WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE STATS — BATTLETECH

ASN-101 ASSASSIN — PV: 18

TP: **BM** SZ: **2** TMM: **3** MV: **14"/10"j**
ROLE: **Scout**   SKILL: **4**

DAMAGE	S (+0)	M (+2)	L (+4)
	2	1	0*

OV: **0** | HEAT SCALE [1] [2] [3] [S]

A: ○○
S: ●●○

CRITICAL HITS
ENGINE ○ +1 Heat/Firing Weapons
FIRE CONTROL ○○○○ +2 To-Hit Each
MP ○○○○ ½ MV Each
WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE STATS — BATTLETECH

PNT-9R PANTHER — PV: 20

TP: **BM** SZ: **1** TMM: **1** MV: **8"j**
ROLE: **Brawler**   SKILL: **4**

DAMAGE	S (+0)	M (+2)	L (+4)
	2	2	1

OV: **0** | HEAT SCALE [1] [2] [3] [S]

A: ○○○
S: ●●○

CRITICAL HITS
ENGINE ○ +1 Heat/Firing Weapons
FIRE CONTROL ○○○○ +2 To-Hit Each
MP ○○○○ ½ MV Each
WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE STATS — BATTLETECH

PO HEAVY TANK

(Standard)

PV: 20

TP: CV   SZ: 3   TMM: 1   MV: 8"t
ROLE: Brawler   SKILL: 4

DAMAGE	S (+0)	M (+2)	L (+4)
	2	1	0

OV: 0 | HEAT SCALE   1 2 3 S

A: ○○○○○○
S: ●●●

SPECIAL: AC1/1/-, EE, SRCH, TUR(2/1/-, AC1/1/-)

CRITICAL HITS
ENGINE ○ ½ MV and Damage
FIRE CONTROL ○○○○ +2 To-Hit Each
WEAPONS ○○○○ -1 Damage Each
MOTIVE ○○ -2 MV ○○ ½ MV ○ 0 MV

ALPHA STRIKE STATS

SCHREK PPC CARRIER

(Standard)

PV: 25

TP: CV   SZ: 4   TMM: 1   MV: 6"t
ROLE: Sniper   SKILL: 4

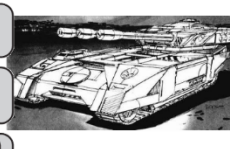| DAMAGE	S (+0)	M (+2)	L (+4)
	3	3	3

OV: 0 | HEAT SCALE   1 2 3 S

A: ○○○○
S: ●●●●

SPECIAL: ENE, SRCH, TUR(3/3/3)

CRITICAL HITS
ENGINE ○ ½ MV and Damage
FIRE CONTROL ○○○○ +2 To-Hit Each
WEAPONS ○○○○ -1 Damage Each
MOTIVE ○○ -2 MV ○○ ½ MV ○ 0 MV

ALPHA STRIKE STATS

HERMES II

HER-2S

PV: 21

TP: BM   SZ: 2   TMM: 2   MV: 12"
ROLE: Scout   SKILL: 4

DAMAGE	S (+0)	M (+2)	L (+4)
	2	1	1

OV: 0 | HEAT SCALE   1 2 3 S

A: ○○○○
S: ●●●

CRITICAL HITS
ENGINE ○ +1 Heat/Firing Weapons
FIRE CONTROL ○○○○ +2 To-Hit Each
MP ○○○○ ½ MV Each
WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE STATS

SRM CARRIER

(Standard)

PV: 26

TP: CV   SZ: 3   TMM: 1   MV: 6"t
ROLE: Ambusher   SKILL: 4

DAMAGE	S (+0)	M (+2)	L (+4)
	6	6	0

OV: 0 | HEAT SCALE   1 2 3 S

A: ○○
S: ●●●

SPECIAL: EE, SRCH, SRM6/6

CRITICAL HITS
ENGINE ○ ½ MV and Damage
FIRE CONTROL ○○○○ +2 To-Hit Each
WEAPONS ○○○○ -1 Damage Each
MOTIVE ○○ -2 MV ○○ ½ MV ○ 0 MV

ALPHA STRIKE STATS

LRM CARRIER

(Standard)

PV: 22

TP: CV   SZ: 3   TMM: 1   MV: 6"t
ROLE: Missile Boat   SKILL: 4

DAMAGE	S (+0)	M (+2)	L (+4)
	2	3	3
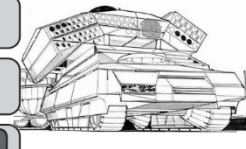
OV: 0 | HEAT SCALE   1 2 3 S

A: ○○
S: ●●●

SPECIAL: EE, IF3, LRM1/3/3, SRCH

CRITICAL HITS
ENGINE ○ ½ MV and Damage
FIRE CONTROL ○○○○ +2 To-Hit Each
WEAPONS ○○○○ -1 Damage Each
MOTIVE ○○ -2 MV ○○ ½ MV ○ 0 MV

ALPHA STRIKE STATS

WHITWORTH

WTH-1

PV: 26

TP: BM   SZ: 2   TMM: 1   MV: 8"j
ROLE: Missile Boat   SKILL: 4

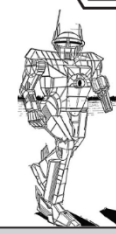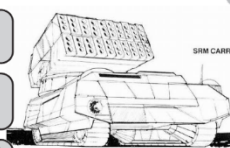| DAMAGE	S (+0)	M (+2)	L (+4)
	2	2	2

OV: 1 | HEAT SCALE   1 2 3 S

A: ○○○○
S: ●●●

SPECIAL: IF1

CRITICAL HITS
ENGINE ○ +1 Heat/Firing Weapons
FIRE CONTROL ○○○○ +2 To-Hit Each
MP ○○○○ ½ MV Each
WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE STATS

JM6-S JAGERMECH — PV: 26

TP: **BM** SZ: **3** TMM: **1** MV: **8"**
ROLE: **Sniper**   SKILL: **4**

DAMAGE
S (+0)	M (+2)	L (+4)
3	3	2

OV: **0** | HEAT SCALE 1 2 3 S

A: ○○○
S: ●●●●●

SPECIAL: AC1/1/1

CRITICAL HITS
ENGINE ○ +1 Heat/Firing Weapons
FIRE CONTROL ○○○○ +2 To-Hit Each
MP ○○○○ ½ MV Each
WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE STATS — BATTLETECH

TBT-5N TREBUCHET — PV: 27

TP: **BM** SZ: **2** TMM: **2** MV: **10"**
ROLE: **Missile Boat**   SKILL: **4**

DAMAGE
S (+0)	M (+2)	L (+4)
2	2	2

OV: **1** | HEAT SCALE 1 2 3 S

A: ○○○○
S: ●●●○

SPECIAL: IF1

CRITICAL HITS
ENGINE ○ +1 Heat/Firing Weapons
FIRE CONTROL ○○○○ +2 To-Hit Each
MP ○○○○ ½ MV Each
WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE STATS — BATTLETECH

ENF-4R ENFORCER — PV: 27

TP: **BM** SZ: **2** TMM: **1** MV: **8"j**
ROLE: **Skirmisher**   SKILL: **4**

DAMAGE
S (+0)	M (+2)	L (+4)
3	2	0

OV: **0** | HEAT SCALE 1 2 3 S

A: ○○○○○
S: ●●●○

SPECIAL: AC1/1/-

CRITICAL HITS
ENGINE ○ +1 Heat/Firing Weapons
FIRE CONTROL ○○○○ +2 To-Hit Each
MP ○○○○ ½ MV Each
WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE STATS — BATTLETECH

VND-1SIC VINDICATOR — PV: 28

TP: **BM** SZ: **2** TMM: **1** MV: **8"j**
ROLE: **Brawler**   SKILL: **4**

DAMAGE
S (+0)	M (+2)	L (+4)
2	2	1

OV: **0** | HEAT SCALE 1 2 3 S

A: ○○○○○
S: ●●●○

SPECIAL: IF1

CRITICAL HITS
ENGINE ○ +1 Heat/Firing Weapons
FIRE CONTROL ○○○○ +2 To-Hit Each
MP ○○○○ ½ MV Each
WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE STATS — BATTLETECH

(Standard) ROMMEL TANK — PV: 27

TP: **CV** SZ: **3** TMM: **1** MV: **8"t**
ROLE: **Juggernaut**   SKILL: **4**

DAMAGE
S (+0)	M (+2)	L (+4)
3	3	0*

OV: **0** | HEAT SCALE 1 2 3 S

A: ○○○○○
S: ●●●○

SPECIAL: AC2/2/-, SRCH, TUR(3/3/0*, AC2/2/-)

CRITICAL HITS
ENGINE ○ ½ MV and Damage
FIRE CONTROL ○○○○ +2 To-Hit Each
WEAPONS ○○○○ -1 Damage Each
MOTIVE ○○ -2 MV ○○ ½ MV ○ 0 MV

ALPHA STRIKE STATS — BATTLETECH

HBK-4G HUNCHBACK — PV: 28

TP: **BM** SZ: **2** TMM: **1** MV: **8"**
ROLE: **Juggernaut**   SKILL: **4**

DAMAGE
S (+0)	M (+2)	L (+4)
4	3	0

OV: **0** | HEAT SCALE 1 2 3 S

A: ○○○○○
S: ●●●○

SPECIAL: AC2/2/-

CRITICAL HITS
ENGINE ○ +1 Heat/Firing Weapons
FIRE CONTROL ○○○○ +2 To-Hit Each
MP ○○○○ ½ MV Each
WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE STATS — BATTLETECH

DV-6M
DERVISH
PV: **30**

TP: **BM** SZ: **2** TMM: **2**   MV: **10"j**
ROLE: **Missile Boat**   SKILL: **4**

	S (+0)	M (+2)	L (+4)
DAMAGE	2	2	2

OV: **1** | HEAT SCALE [1 2 3 S]

A: ○○○○
S: ●●●●●

SPECIAL: IF1

CRITICAL HITS
ENGINE ○ +1 Heat/Firing Weapons
FIRE CONTROL ○○○○ +2 To-Hit Each
MP ○○○○ ½ MV Each
WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE STATS   *BATTLETECH*

© 2014 The Topps Company. All rights reserved.

(Standard)
ONTOS HEAVY TANK
PV: **31**

TP: **CV** SZ: **4** TMM: **1**   MV: **6"t**
ROLE: **Juggernaut**   SKILL: **4**

	S (+0)	M (+2)	L (+4)
DAMAGE	5	5	1

OV: **0** | HEAT SCALE [1 2 3 S]

A: ○○○○
S: ●●●●●

SPECIAL: EE, IF1, SRCH, TUR(5/5/1, IF1)

CRITICAL HITS
ENGINE ○ ½ MV and Damage
FIRE CONTROL ○○○○ +2 To-Hit Each
WEAPONS ○○○○ -1 Damage Each
MOTIVE ○○ -2 MV ○○ ½ MV ○ 0 MV

ALPHA STRIKE STATS   *BATTLETECH*

© 2014 The Topps Company. All rights reserved.

DRG-1N
DRAGON
PV: **30**

TP: **BM** SZ: **3** TMM: **2**   MV: **10"**
ROLE: **Skirmisher**   SKILL: **4**

	S (+0)	M (+2)	L (+4)
DAMAGE	2	2	2

OV: **0** | HEAT SCALE [1 2 3 S]

A: ○○○○○
S: ●●●●●

SPECIAL: IF1, REAR1/1/-

CRITICAL HITS
ENGINE ○ +1 Heat/Firing Weapons
FIRE CONTROL ○○○○ +2 To-Hit Each
MP ○○○○ ½ MV Each
WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE STATS   *BATTLETECH*

© 2014 The Topps Company. All rights reserved.

CPLT-A1
CATAPULT
PV: **33**

TP: **BM** SZ: **3** TMM: **1**   MV: **8"j**
ROLE: **Missile Boat**   SKILL: **4**

	S (+0)	M (+2)	L (+4)
DAMAGE	1	2	2

OV: **0** | HEAT SCALE [1 2 3 S]

A: ○○○○○○
S: ●●●●●

SPECIAL: IF2, LRM1/2/2

CRITICAL HITS
ENGINE ○ +1 Heat/Firing Weapons
FIRE CONTROL ○○○○ +2 To-Hit Each
MP ○○○○ ½ MV Each
WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE STATS   *BATTLETECH*

© 2014 The Topps Company. All rights reserved.

QKD-4G
QUICKDRAW
PV: **30**

TP: **BM** SZ: **3** TMM: **2**   MV: **10"j**
ROLE: **Skirmisher**   SKILL: **4**

	S (+0)	M (+2)	L (+4)
DAMAGE	2	3	1

OV: **0** | HEAT SCALE [1 2 3 S]

A: ○○○○
S: ●●●●●

SPECIAL: IF1, REAR1/1/-

CRITICAL HITS
ENGINE ○ +1 Heat/Firing Weapons
FIRE CONTROL ○○○○ +2 To-Hit Each
MP ○○○○ ½ MV Each
WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE STATS   *BATTLETECH*

© 2014 The Topps Company. All rights reserved.

GHR-5H
GRASSHOPPER
PV: **39**

TP: **BM** SZ: **3** TMM: **1**   MV: **8"j**
ROLE: **Skirmisher**   SKILL: **4**

	S (+0)	M (+2)	L (+4)
DAMAGE	3	4	0*

OV: **0** | HEAT SCALE [1 2 3 S]

A: ○○○○○○○
S: ●●●●●●

SPECIAL: IF0*

CRITICAL HITS
ENGINE ○ +1 Heat/Firing Weapons
FIRE CONTROL ○○○○ +2 To-Hit Each
MP ○○○○ ½ MV Each
WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE STATS   *BATTLETECH*

© 2014 The Topps Company. All rights reserved.

AWS-8Q AWSOME — PV: 39

TP: **BM** SZ: **4** TMM: **1** MV: **6"**
ROLE: **Sniper**   SKILL: **4**

DAMAGE
S (+0)	M (+2)	L (+4)
3	3	3

OV: **0** | HEAT SCALE 1 2 3 S

A: ○○○○○○○
S: ●●●●●○

SPECIAL: ENE

CRITICAL HITS
ENGINE ○ +1 Heat/Firing Weapons
FIRE CONTROL ○○○○ +2 To-Hit Each
MP ○○○○ ½ MV Each
WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE STATS   BATTLETECH

CP-10-Q CYCLOPS — PV: 44

TP: **BM** SZ: **4** TMM: **1** MV: **8"**
ROLE: **Missile Boat**   SKILL: **4**

DAMAGE
S (+0)	M (+2)	L (+4)
3	3	2

OV: **1** | HEAT SCALE 1 2 3 S

A: ○○○○○○○
S: ●●●●●○

SPECIAL: IF1, LRM1/1/1

CRITICAL HITS
ENGINE ○ +1 Heat/Firing Weapons
FIRE CONTROL ○○○○ +2 To-Hit Each
MP ○○○○ ½ MV Each
WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE STATS   BATTLETECH

ZEU-5T ZEUS — PV: 40

TP: **BM** SZ: **4** TMM: **1** MV: **8"**
ROLE: **Sniper**   SKILL: **4**

DAMAGE
S (+0)	M (+2)	L (+4)
3	4	3

OV: **0** | HEAT SCALE 1 2 3 S

A: ○○○○○○○
S: ●●●●●○

SPECIAL: IF1, REAR1/1/-

CRITICAL HITS
ENGINE ○ +1 Heat/Firing Weapons
FIRE CONTROL ○○○○ +2 To-Hit Each
MP ○○○○ ½ MV Each
WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE STATS   BATTLETECH

BNC-3S BANSHEE — PV: 45

TP: **BM** SZ: **4** TMM: **1** MV: **6"**
ROLE: **Juggernaut**   SKILL: **4**

DAMAGE
S (+0)	M (+2)	L (+4)
4	4	2

OV: **2** | HEAT SCALE 1 2 3 S

A: ○○○○○○○○
S: ●●●●●●●○

CRITICAL HITS
ENGINE ○ +1 Heat/Firing Weapons
FIRE CONTROL ○○○○ +2 To-Hit Each
MP ○○○○ ½ MV Each
WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE STATS   BATTLETECH

BLR-1S BATTLEMASTER — PV: 42

TP: **BM** SZ: **4** TMM: **1** MV: **8"**
ROLE: **Brawler**   SKILL: **4**

DAMAGE
S (+0)	M (+2)	L (+4)
3	4	1

OV: **0** | HEAT SCALE 1 2 3 S

A: ○○○○○○○○
S: ●●●●●●○

SPECIAL: IF1

CRITICAL HITS
ENGINE ○ +1 Heat/Firing Weapons
FIRE CONTROL ○○○○ +2 To-Hit Each
MP ○○○○ ½ MV Each
WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE STATS   BATTLETECH

AS7-D ATLAS — PV: 52

TP: **BM** SZ: **4** TMM: **1** MV: **6"**
ROLE: **Juggernaut**   SKILL: **4**

DAMAGE
S (+0)	M (+2)	L (+4)
5	5	2

OV: **0** | HEAT SCALE 1 2 3 S

A: ○○○○○○○○○
S: ●●●●●●●●○

SPECIAL: AC2/2/-, IF1, LRM1/1/1, REAR1/1/-

CRITICAL HITS
ENGINE ○ +1 Heat/Firing Weapons
FIRE CONTROL ○○○○ +2 To-Hit Each
MP ○○○○ ½ MV Each
WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE STATS   BATTLETECH