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BattleMechs clash, fighters duel, and infantry swarm across the landscape. High above the clouds, mighty WarShips emerge from hyperspace, laden with DropShips filled with reinforcements. A host of new machines, new warriors, and new tactics are unleashed as war rages from the void of space to the earth below. The *BattleTech* universe is yours to conquer!

Alpha Strike Companion adds legions of new rules and expanded options for *BattleTech: Alpha Strike*, the miniatures war game. With this expansion, players will unlock new tactical abilities, special warrior options, design quirks, and unit types. But more than that, players will find within these pages an expanded abstract aerospace system that will enable them to wage war from planet to jump point, while a handy conversion system opens the path to translating the stats for any *BattleTech* unit to its fast-playing *Alpha Strike* equivalent.

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ALPHA STRIKE COMPANION™

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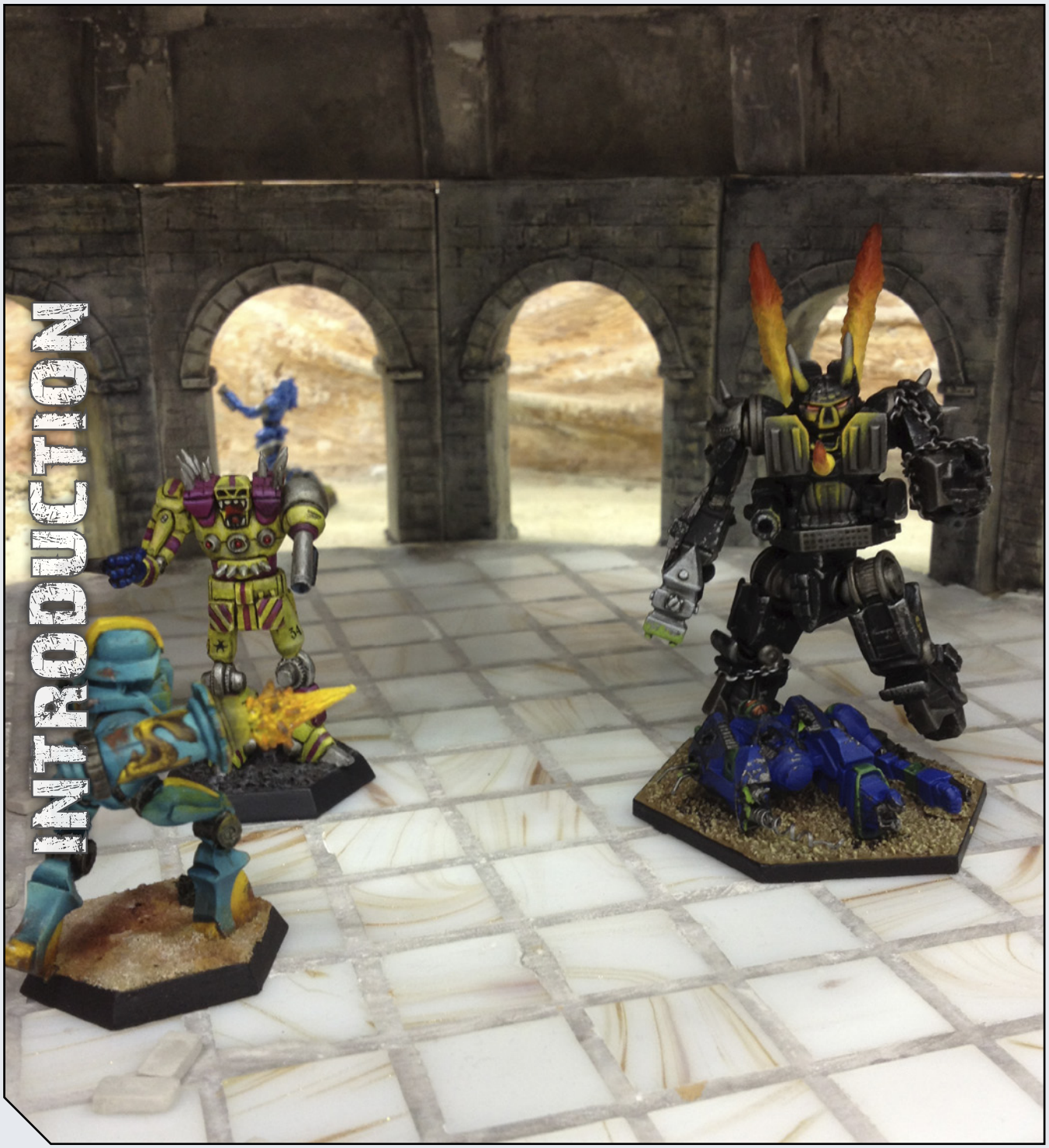
INTRODUCTION



A Steiner Stadium Free-for-All always brings out the most colorful personalities!

The war for the Inner Sphere may never be won, but that won't stop the realms and Clans who live there from trying.

Since before mankind even managed to explore the world of his birth, it has been in his nature to fight. Mighty empires and golden ages rose and fell for millennia before humanity ever ventured out into the stars. Even the vastness of space, with thousands of new worlds to settle, failed to satisfy the human lust for power. The Great Houses rose from the ashes of a fallen Terran Alliance, and the creation of the Star League served only to unify the human race for a fleeting instant in the grand scheme of history.

Since the Star League's fall, wars have ranged across the worlds man now calls home—fought for reasons as varied and as timeless as the stars themselves.

Now, it is your turn to join the battle!

ALPHA STRIKE BASICS

Alpha Strike (*AS*) is a fast-playing game of armored combat set in the *BattleTech* universe, where ongoing warfare and neo-feudalism have become the norm. In this future, the pinnacle of human technology is the BattleMech—a giant, walking war machine weighing 100 metric tons or more, and bristling with weapons and armor. Piloting these BattleMechs are MechWarriors, the elite soldiers of the Great House and Clan armies alike. While the battlefield is also home to the vast gamut of infantry, combat vehicles, and aerospace fighters, the BattleMech reigns supreme.

With the *Alpha Strike* rules, players simulate combat between armies, using miniatures to represent the various battlefield units, and model terrain to represent the battlefield itself. Statistical data for each combat element is tracked using data cards, which measure the element's mobility, armor, firepower, and special capabilities. Dice are used to resolve attacks between units, with successful strikes delivering damage that degrades each unit's performance.

The winner of an *Alpha Strike* scenario is often the player whose army is the last one standing, but—as in real life—tactics and mission objectives can evolve beyond even that simple definition of success.

ALPHA STRIKE VS. TOTAL WARFARE

Players familiar with the *BattleTech* universe through *Total Warfare* will notice some immediate differences between those game rules and the ones found in *Alpha Strike*. For example, where *Total Warfare* relies on the players using map sheets marked with a hexagonal grid to track movement and range, *Alpha Strike* is primarily a terrain-driven game.

In place of hexes, the ideal way to play *Alpha Strike* is to employ three-dimensional terrain. This can range from professional-quality, carved, painted and flocked foam boards with scale model buildings, to the most basic improvised approximations, such as various books for hills, and paper stand-ups for trees. Regardless of its nature, the goal for any simulated terrain used for *Alpha Strike* is to achieve a reasonable sense of scale for the miniatures the players will use to represent their forces.

The rules in *Alpha Strike* also reduce the detail level found in the *Total Warfare* style of play, abstracting away many of the subtle nuances found in each unit's weapons, armor, and structural designs to produce a faster-playing system. These rules are actually an adaptation of those presented most recently in our *Strategic Operations* advanced core rulebook (known there as Quick-Strike). As a result, they remain fundamentally compatible with the standard *BattleTech* game rules.

WHAT THIS COMPANION ADDS…

Alpha Strike Companion (*ASC*) expands on the core rules found in *Alpha Strike* with tactical and strategic options that enable players to take their battles to a whole new level. Beyond the stand-up fight—where victory goes simply to the player who commands the last 'Mechs standing—this book provides a host of supplemental rules all devised to add greater depth to the *Alpha Strike* playing experience, while retaining the fast-playing rules in the core book.

The rules in this companion are divided into seven broad sections, as follows:

Alpha Strike Tactical Annex: The Tactical Annex chapter provides expanded rules that can be used to enhance your gameplay on almost every level. This includes additional advanced play options, new technologies and unit types, as well as special command and pilot abilities, and unit design quirks.

Abstract Space Combat: The Abstract Space Combat chapter focuses more on what happens above the ground war, beyond even the atmospheric dogfights between aerospace fighters described in the *Alpha Strike* core rules. These rules will enable players to quickly resolve space battles between massive ships of all sizes—whether they take place at the distant jump points in interplanetary space, or in the orbital sectors high above your ground forces.

BattleTech Conversions: This chapter bridges the gap between the standard *Total Warfare* rules system and *Alpha Strike*, providing all the tools needed to translate units from the various *BattleTech Technical Readouts* to their *Alpha Strike* equivalents.

Alpha Strike Point Value Calculations: This chapter introduces an updated unit value system, tailored to the features of *Alpha Strike* for more accurate game balancing.

Alpha Strike Force Building: In this chapter, players will find the tools to build custom armies for their *Alpha Strike* campaigns, including a guide to valuable resources like the Master Units List and the means to tailor formations by mission role.

Alpha Strike Scenarios: This chapter provides additional scenario rules suitable for use in stand-alone games and campaigns alike.

Expanded Repair and Salvage Rules: This chapter goes deeper into the mechanics of maintaining armies between battles during an ongoing *Alpha Strike* campaign, providing a more realistic simulation of between-battle logistics and options for repairs, salvage, and healing warriors as time goes on.

INTRODUCTION
ALPHA STRIKE TACTICAL ANNEX
ABSTRACT SPACE COMBAT
BATTLETECH CONVERSIONS
ALPHA STRIKE POINT VALUE CALCULATIONS
ALPHA STRIKE FORCE BUILDING
ALPHA STRIKE SCENARIOS
EXPANDED REPAIR AND SALVAGE RULES

COMMON GAME TERMS

The following terms are commonly used when playing *Alpha Strike*, and most will appear repeatedly throughout this book:

Area of Effect (AoE) – An area of effect refers to an area surrounding a central point that may be affected by certain weapons or items. Areas of effect are almost always represented on terrain maps by circular templates defined by their diameter (in inches). Examples of items in *Alpha Strike* that use AoE include electronic countermeasures (ECM) suites, and attacks from artillery weapons.

Armor and Structure (A and S) – On an *Alpha Strike* unit's card, bubbles are most commonly used to indicate the how many points of external (Armor) and internal (Structure) damage a unit can sustain before being destroyed. (Particularly large units—such as WarShips—may identify their Armor and Structure Values as numbers instead, however.) Damage that strikes a unit's Structure dramatically increases the chances of the unit suffering a critical hit, which can dramatically reduce the unit's performance.

Base-to-Base Contact – When two miniatures are physically touching each other on the table, they are said to be adjacent to each other, or in base-to-base contact.

Critical Hit (Critical) – In *Alpha Strike*, a critical hit refers to a special form of internal damage that impairs a unit's functions without necessarily destroying it. Critical hits tend to occur as a result of damage to a unit's Structure, and can affect mobility, firepower, and effectiveness in a variety of ways.

D6 – *Alpha Strike* uses six-sided dice for game play, with "D6" used as shorthand for each die a player needs to roll to resolve attacks and other actions. A number preceding D6 indicates how many dice are required for a given roll (usually 2D6), with the roll's outcome determined by adding the dice values together. Thus, when a player rolls 2D6 and gets a 3 result on one die, and a 4 on the other, the roll's result is added up to 7 (3 + 4 = 7).

Damage Value (Damage) – A unit's Damage Value defines the number of points of Armor and/or Structure damage it can inflict against a target with a successful attack at each range bracket.

Design Quirk (Quirk) – While many units in *Alpha Strike* feature special abilities (see *Special Abilities*, p. 9), these features are well-defined and intentional products of their construction. Quirks, meanwhile, represent far more subtle and intangible aspects of unit designs, based on production quality, style, and other aesthetic factors that may help or hinder a unit's capabilities. Because their use is optional in *Alpha Strike* play, Quirks are not featured on a unit's data card.

Heat Scale – Some units—notably 'Mechs and aerospace fighters—can potentially overheat as a consequence of combat actions and other battlefield conditions. The Heat Scale is the part of the unit's card that is used to keep track of the unit's present heat levels in the event it does overheat. (See *Overheat Value*, p. 9). If a unit's heat scale reaches, or exceeds, "S", the unit is shutdown.

Inch – The distance measurement used most commonly to define range and height in *Alpha Strike* is the imperial inch, which uses a double quotation for shorthand (1 inch = 1"). For players converting to metric, 1 inch is equal to 2.54 centimeters, but a more easily remembered conversion of 2.5 cm to the inch is recommended for ease of play.

Initiative – In *Alpha Strike*, Initiative is the gameplay mechanism used to determine movement and combat resolution order. Because it represents greater tactical awareness and reaction to events that take place simultaneously within a given game turn, the first units moved are those of the player's force that lost the Initiative.

Line of Sight (LOS) – The direct line between two units is referred to as the unit's Line of Sight. This will be the straightest, shortest distance between the units. A "clear LOS" refers to a line of sight that is not blocked by intervening obstructions. An "obstructed LOS" may have one or more objects between the two units, but which may potentially be seen or fired through (such as smoke or trees). When two units cannot see each other at all through the objects and terrain between them via this straightest distance, their LOS is considered blocked entirely.

Margin of Failure (MoF) – The difference between a modified target number and a roll result that falls below that number, is referred to as the roll's Margin of Failure (or MoF, for short).

Margin of Success (MoS) – The difference between a modified target number and a roll result that equals or exceeds that number, is referred to as the roll's Margin of Success (or MoS, for short).

Modified Roll – The result of a dice roll, after all modifiers are applied, is referred to as a Modified Roll.

Modified Target Number – The target number (TN) for a dice roll, after all modifiers are applied, is referred to as a Modified Target Number.

Modifiers – Any number that is added to (or subtracted from) a dice roll, a target number, damage value, or heat value, is referred to as a modifier. Modifiers that apply to a target number are called TN modifiers. Modifiers that apply to the dice roll result are referred to as roll modifiers. Modifiers that apply to a damage result are referred to as damage modifiers. Modifiers may be added or subtracted as appropriate (positive modifiers are added; negative modifiers are subtracted).

Movement (Move) – *Alpha Strike* units measure the distance they can move in each turn of play in inches. When a letter appears after the number of inches an *Alpha Strike* unit possesses, it indicates a particular mode or type of movement the unit employs. This can include special options such as the ability to jump over interceding terrain, or the use of hovercraft-like movement to cross water features, and so forth.

COMMON GAME TERMS (CONTINUED)

Multipliers – Multipliers are special modifiers that require the player to *multiply* a roll result, target number, damage value, and so forth, instead of adding or subtracting.

Overheat Value (OV) – A unit with an Overheat Value (OV) is capable of delivering additional damage during a weapon attack, at the cost of suffering the effects of overheating (see *Heat Scale*, above).

Point Value (PV) – A unit's Point Value measures its approximate battlefield strength, based on a combination of its mobility, armor, structure, weaponry, special abilities, and even its pilot or crew's skill. This rulebook—*Alpha Strike Companion*—includes a new, improved Point Value system specifically intended for better balance in *Alpha Strike* play.

Point of Impact (POI) – A point of impact (occasionally also known as "Ground Zero") is the targeted center of an area-effect attack.

Range – The distance between two units is often referred to as the range between them. Weapons (and certain other items) have range values that are often described as Short, Medium, Long, or Extreme in range. These "range brackets" are used to describe a unit's overall ability to deliver damage to a target based on its distance from the attacker. Shorter-ranged attacks are usually more devastating and easier to deliver.

Round Up – Recurring rules (often involving multipliers) may request that a player "round up," "round down" or "round normally," depending upon the situation. Rounding up means to increase a value to the nearest desired number (usually the nearest whole number), regardless of how small the fraction may be. For example, if a value of 3.1 is achieved and a player is asked to "round up to the nearest whole number," that 3.1 becomes a 4.

Round Down – Rounding down means to decrease the value to the nearest desired number—once again, regardless of the decimal. For example, a value of 3.6 that the player must "round down to the nearest whole number" becomes a 3.

Round Normally – Rounding normally means that when the value to be rounded falls closer to a lower target number than a higher one, the player must round down. Conversely, values from the midpoint between two possible target numbers and up to the higher number must be rounded up. For example, a value of 3.4 that the player must "round normally" becomes 3, but a value of 3.5 or more (the midpoint between 3 and 4) would be rounded up to 4.

Skill Rating (Skill) – In *Alpha Strike*, a unit's Skill Rating refers to the unit's ability to deliver effective attacks and perform certain actions. Better Skill Ratings are generally coupled with lower base target numbers. For this reason, a unit's Skill may even be referred to by a number, which describes the unit's target number to execute attacks before applying any modifiers.

Special Ability (Special) – Many units in *Alpha Strike* feature special abilities as a result of specific equipment or design features they have been built with. These special unit abilities (also known simply as "Specials") are noted on the unit's data card using simple abbreviations. Each Special represents a unit bonus capability the unit might be able to use in combat.

Special Command Ability (SCA) – Many combat formations in the *BattleTech* universe employ tactics and abilities that they have learned or developed through a unique combination of training, equipment, and experience. These command abilities allow the units within such formations to perform special actions in combat.

Special Pilot Ability (SPA) – In addition to special command abilities, talented pilots and crews can perform unique tricks with the units they operate in *Alpha Strike* games. These pilot abilities grant the unit additional actions beyond those described by its data card, but are linked to the unit's pilot or crew, and thus can be transferred between units in an ongoing campaign.

Target Number (TN) – The number that a dice roll must equal or exceed to achieve a successful result. When referring to attack actions specifically, a target number may also be referred to as a to-hit roll.

Unit – In these rules, the term "unit" refers to any single unit or group that can be fielded in a *BattleTech* game and moves and attacks as one. When a group is referred to as a "unit", individual group members may be referred to as "Elements".

Unit Size (Size) – In *Alpha Strike* play, a unit's size refers to its weight class. This is generally given in a numerical format, with 1 indicating a Light unit, 2 indicating a Medium unit, and so forth. Particularly large units may also receive a Special that further elaborates on the unit's size, such as LG (Large), VLG (Very Large), or SLG (Super Large).

Unit Type (Type) – A unit's type is its broad classification, which helps identify the basic rules for how it moves and acts in gameplay. In the introductory-level rules, only BattleMech unit types are used. At standard-level rules, combat vehicles, infantry, and various aerospace unit types appear. In this book, a few more unit types will be introduced, including JumpShips, WarShips, space stations, and even a few hybrid units such as Land-Air BattleMechs and QuadVees.

The opening strike of the Kathil Uhlans upon the defenders of Warrior House Imarra is both shocking and brutal.

The following tactical rules are designed to add more depth and flavor to the basic *Alpha Strike* game system. As such, they may be considered advanced options, like those found in the core rulebook (see pp. 62-113, *AS*). Most of these may also be used in conjunction with the *Alpha Strike* campaign rules (see pp. 114-125, *AS*), as well as their expanded rules presented in the *Alpha Strike Scenarios* chapter in this book.

The majority of these rules are derived from similar material originally presented for the standard *BattleTech* board game as described in *Total Warfare*, *Tactical Operations*, and *Strategic Operations*. The versions presented in these pages, however, have been re-scaled for compatibility with *Alpha Strike*, and will not reference the original sources. Thus, players using the *Alpha Strike* system will not need to have access to the more detail-intensive *Total Warfare* series to make use of these rules.

There is, of course, a caveat to using this optional material. Even though these rules have been written for *Alpha Strike*'s streamlined play, they will still add to its complexity. This can result in longer games as rules exceptions and special abilities pile on. Players should feel free to choose only to apply those rules that they feel comfortable with adding to their *Alpha Strike* experience.

Standard Rule Modifications: Even with respect to the optional nature of this material, there are exceptions. A few of the rules presented in this chapter—notably those for Battlefield Intelligence, Deliberate Overheating, Minimal Damage, Occupying and Intervening Terrain, Rear-Firing Weapons, and Variable Movement Modifiers (see pp. 16, 18, 18, 18, 19, and 22, respectively)—are considered formal modifications to standard *Alpha Strike* game play. While each of these changes will be integrated into later reprints of *Alpha Strike* (starting with the Corrected Second Printing), they are presented here for player convenience in the interim. To clearly identify when a rule is meant to be applied as a modification to standard *Alpha Strike*, its header will be preceded and followed by diamond icons (♦).

ADVANCED MOVEMENT OPTIONS

The rules in this section apply primarily to actions that can be performed during a unit's Movement Phase, though they may have special impact in the Combat Phase as well.

HULL DOWN

As a special defensive maneuver, 'Mechs, ProtoMechs, and ground vehicles of all types may attempt to go "hull down" in an effort to reduce their profile. For 'Mech and ProtoMech units, this action is akin to ducking or crouching in their present position, while most vehicles instead take advantage of low-level cover in the immediate area and integral suspension system controls to settle deeper into their position.

How a unit can "go hull down" depends on its type and configuration, as described below. Note that a unit that chooses to go hull down becomes an effectively stationary target as long as it remains so. Thus, if a unit spends its entire Movement Phase in a hull down position, it should be treated as if it is standing still for movement modifier purposes (see *Variable Movement Modifiers*, p. 22).

'Mechs

All 'Mech units are capable of going hull down during their Movement Phase by simply spending extra Move to do so, but the cost varies based on whether the unit moves on two, three, or four legs (determined by the look of the miniature itself). Standard two-legged 'Mechs (bipeds) must spend 3 inches of non-jumping Move to go hull down, while three-legged 'Mechs (tripods) and four-legged 'Mechs (quads) need only spend 2 inches of non-jumping Move.

Once a 'Mech has gone hull down, it cannot move unless it first stands upright again. Leaving the hull-down position in this manner costs the same amount of Move the unit spent to go hull down (2 inches).

Because ground movement and jumping movement cannot be combined in the same Movement Phase, units may not go hull down or leave the hull down position in the same Movement Phase as they use jumping movement.

A 'Mech may go hull down in any terrain type, even clear and paved terrain. While in the hull down position, its height is effectively reduced by half for LOS purposes, but all attacks against the unit will suffer a +1 to-hit modifier due to the reduced profile.

Partial Cover: The new height of a 'Mech unit that goes hull down must be factored into the height of any adjacent terrain for line of sight purposes. In the case of partial cover—blocking terrain that rises high enough to obscure one- to two-thirds of the 'Mech's standing height—a hull down unit can only continue to treat such terrain as partial cover if the terrain still stands lower than the unit's new height. If the covering terrain is equal to or taller than two-thirds of the hull down 'Mech's height, it becomes blocking terrain instead.

ProtoMechs and Vehicles

Unlike 'Mechs, ProtoMechs and vehicles cannot go hull down in paved terrain, and may only go hull down in clear terrain if the terrain has been modified by deep snow, mud, planted fields, or sand terrain conditions (see *Advanced Terrain*, pp. 64-70, *AS*). If the terrain has been previously modified by a unit with the TRN or ENG special to act as a fortified position (see *Fortified Positions*, p. 32), it can also be used as a location where a ProtoMech or vehicle may go hull down.

For all of these unit types—regardless of their motive systems or chassis designs—the cost to go hull down is a flat 2 inches of non-jumping movement, after which the unit must remain stationary until deciding to leave the hull down position. Leaving the hull down position for these units also costs 2 inches of non-jumping Move.

For line of sight purposes, only vehicle units with the LG, VLG, or SLG specials may reduce their height by 1 inch for LOS purposes when going hull down. ProtoMechs and all other vehicle units—which are already treated as if they stand only 1 inch tall—will not reduce their height as 'Mechs do. Regardless of the unit type or size, however, the same +1 to-hit modifier for attacks against the hull down unit will apply, reflecting the advantages of the local cover and the unit's reduced profile.

While hull-down, a vehicle unit can only attack using weapons mounted in its turret (identified by the TUR#/#/# special). If the vehicle going hull down lacks a turret, it cannot execute any attacks. Hull down ProtoMechs likewise reduce their damage potential while going hull-down; to reflect this, reduce all attack values from a hull down ProtoMech by half (rounded down, to a minimum of 0).

LANCE/STAR MOVEMENT

Under normal *Alpha Strike* rules, all units move individually, but in actuality, the smallest level of organization for most forces in the *BattleTech* setting are teams of units known as lances or Stars. Among Inner Sphere and Periphery forces, a four-unit group of similar ground unit types ('Mechs or vehicles) is referred to as a lance, while Clan forces use a base-five system where five similar units are called a Star. (ComStar and Word of Blake, though Inner Sphere affiliations, use a base-six organizational scheme, with six units being known as a Level II or "ComStar Lance".)

When applying this to *Alpha Strike* play, instead of alternating between moving individual units, each player treats the surviving units in each of his force's lances (or Stars) as a single "unit" for movement and action purposes. The member units do not need to remain close together; they simply must all be moved at the same time, to reflect their team's cohesion.

To use Lance/Star Movement, the players' ground forces must be organized into 4-unit lances, 5-unit Stars, or 6-unit Level IIs, as appropriate to their forces' affiliations. These sub-groups must be defined before game play begins, and may not be reshuffled during play, even if elements from the same sub-group are destroyed or withdrawn. Any units remaining after forming all lances, Stars, or Level IIs in a player's force must be assigned to a single, understrength sub-group that will act as its own lance, Star, or Level II (as appropriate).

With this rule, all movement on the terrain map can be resolved with fewer alternations between players, and may even simplify the resolution of uneven force numbers. For example, a 12-'Mech Inner Sphere company (made up of three 4-'Mech lances), facing a 15-'Mech Clan Trinary (made up of three 5-'Mech Stars) would normally see the players alternate movement up to 12 times per turn (with the Clan player having to move more than one unit a few times). Using Lance/Star Movement, the players will instead only alternate 3 times per turn, with the Clan player moving one 5-'Mech Star for each of his opponent's 4-'Mech lances moved.

For more information on building forces using *BattleTech* organizational standards, see *Alpha Strike Force Building*, pp. 146-157.

MOVEMENT DICE

As an additional visual aid, players can use extra dice to indicate the target number modifiers created by their unit's movement, and to serve as a reminder of which units have moved during the current turn. This option is less of a rule and more of a handy tip that can help keep track of a large and busy *Alpha Strike* game.

Because the most common movement modifiers run from 0 to +5 (or +6 with jumping), 6-sided dice (D6s) generally make good movement dice, but 8-, 10-, and even 12-sided dice can work just as well. For best results, having dice of multiple colors can be even more helpful, allowing players to cover special movement-related conditions such as jumping and shutdown. For example, players could use black dice to indicate when a unit is shut down—and thus, immobile—during the current turn, while a red die can indicate that the unit is using its jumping movement, rather than ground-level movement.

If used, a unit's movement dice should be placed after it has completed its Movement Phase in the current turn, and all movement dice should be removed during the turn's End Phase. Movement dice may be placed either beside the miniature representing the unit, or on its related data card. Whichever of these methods is selected, all players should use the same approach, to minimize confusion. Note that though placing dice on the terrain map might disrupt the visual appeal of the miniature battlefield, and therefore encourage players to place any movement dice on their units' cards instead, placing the dice beside the actual minis can dramatically reduce confusion and make for smoother, more intuitive game play.

SHIELDING MOVEMENT

Shielding movement represents an effort by one unit to willingly place itself in harm's way in order to block weapon attacks against another (usually weaker or tactically more important) unit.

To perform this action, the shielding unit must have at least 1 inch of ground-based movement, which must be used to bring itself in base-to-base contact with whatever unit it is trying to shield by the end of the Movement Phase. The shielding unit may not use jumping movement when doing so, and must also be standing at equal or greater height than the unit it is trying to protect.

When all the above conditions are met, the shielding unit's presence will add a modifier to all attacks against the shielded unit, as long as the attack also passes through the shielding unit's position—as if the shielding unit were a piece of interceding terrain. If the shielding unit is a combat or support vehicle that lacks the LG, VLG, or SLG specials, this attack modifier is +1; if the shielding unit is a 'Mech or a ProtoMech, the modifier is +2.

The shielding modifier will not apply to attacks made directly against the shielding unit itself; it only applies to attacks made against the unit being shielded, and then only if the line of fire passes through the shielding unit's position and the shielding unit stands equal to or taller than the unit it is shielding.

Units with the LG, VLG, and SLG specials are automatically treated as blocking terrain for LOS purposes, and thus need not use shielding movement in *Alpha Strike*. Furthermore, if the unit being shielded is an infantry unit of any type, the players should consider the Using Non-Infantry Units as Cover rules instead (see p. 26).

A Strike Star from Clan Wolf's Gamma Galaxy rushes onto the battlefield from a forest.

Because only attacks that pass through the shielding unit are affected, a unit can be shielded by more than one unit at a time. If, for any reason, the line of sight for an attack against a shielded unit passes through two shielding units at once, add the shielding modifiers together before applying them to the incoming attack.

If an attack against the shielded unit fails by a MoF equal to (or less than) the to-hit modifier generated by one or more shielding units, a shielding unit will suffer the damage instead. If more than one shielding unit may be attacked for this reason, determine which shielding unit is struck randomly. For example, if an attack targets a command vehicle being shielded by a BattleMech, the shielding 'Mech adds a +2 to-hit modifier to the attack. If the attack roll fails by 1, the shielding 'Mech takes the hit instead.

Any attack that misses a shielded unit by a MoF greater than the to-hit modifier created by the shielding units, the attack misses entirely; neither the shielded unit nor any of the shielding units will take damage from such an attack.

Shielding movement provides no defense against area-effect attacks (such as those delivered by bombs and artillery), or against air-to-ground attacks of any kind.

SKIDDING

Skidding is an unintentional effect of moving too fast on paved or icy surfaces, and is a hazard to 'Mechs, ProtoMechs, and ground vehicles that use a tracked or wheeled movement. Skidding is more likely with units that produce a higher momentum, and thus it tends to be a bigger problem for faster units than it is for slower ones.

A 'Mech, ProtoMech, or ground vehicle unit with the tracked (t) or wheeled (w) movement codes must roll to avoid skidding when all of the following conditions are met:

- The unit ended its previous Movement Phase on pavement/road/bridge terrain types (see pp. 28-30, *AS*), or on ice terrain (see p. 65, *AS*).
- The unit is beginning its Movement Phase by travelling at least 1 inch on any one of those same terrain types.
- The unit is not using jumping movement during its current Movement Phase.

Resolving a Skid

To see if a unit skids, its player must make a special Control Roll as soon as the above conditions are met and the miniature has already moved 1 inch along its intended direction. This roll uses the unit's Skill Rating as its base target number, and applies the modifiers shown in the Skid Modifiers Table. If the roll result is equal to or higher than this modified target number, the unit will continue its move normally for that turn. Otherwise, it will skid for a number of inches equal to twice the roll's MoF—unless it collides with something that can stop it (see below). Thus, a unit that fails a skidding Control Roll by 5 may skid for up to 10 inches.

A skidding unit travels in a random direction based on its orientation at the start of its current Movement Phase. This skidding direction is found by rolling 1D6 and using the numbers in parentheses found on the 2-inch AoE template (see p. 161, *AS*), and aligning the direction indicated by a result of 3 or 4 to the unit's original facing.

Once a skid ends—either because the unit simply skidded for the entire distance described above, or via a collision, as described below—the skidding unit's Movement Phase is ended.

Skidding Damage and Collisions

Skidding units will automatically suffer 1 point of damage for every 4 inches they have skid (rounded down, to a minimum of 0). In addition, these units may strike and collide with buildings, terrain, and even other units while doing so. For this reason, players should check for and apply the effects of any possible collisions *before* applying damage caused by the skid itself. Any non-collision damage from a skid must be based on how many inches the unit actually moved, rather than how many it *could* have moved during its skid. Thus, if a unit that would otherwise skid for 10 inches finds itself colliding with a building after sliding only 6 inches, it will suffer 1 point of skidding damage after first applying the collision damage (6 inches actually skid ÷ 4 = 1.5, round down to 1).

All damage caused by a skid—including damage from any collisions that occur during a skid—are applied before the Combat Phase of game play, along with any critical hits that result from them.

Collisions: If the skidding unit encounters a building, a level change (up or down), water terrain, or any terrain restricted to its movement type before the end of its skid distance, the unit will come to an immediate stop and suffers collision damage (see below).

If the skidding unit encounters any non-infantry units during its skid (regardless of the other unit's affiliation), the players controlling the skidding unit must make another 2D6 roll against his unit's Skill Rating, applying all modifiers for a Charge attack against the other unit (see p. 37, *AS*), plus an additional +2 target modifier to reflect the unintentional nature of this "attack". If the roll fails, the skidding unit misses the other unit and continues its skid. Otherwise, it is treated as if it has collided with the other unit, and comes to an immediate stop, suffering collision damage as described below.

If a skidding unit encounters an infantry unit during its skid (conventional or battle armored), the same Charge attack roll is made against the infantry unit, but with a +4 "unintended target" modifier, instead of the +2 described above. The damage delivered by the unintentional charge is described below.

Collision Damage: If a skidding unit suffers a collision with terrain, buildings, or non-infantry units, it will suffer additional damage from this collision equal to its own Size value. If the skidding unit is a vehicle, it must also roll for Motive Systems Damage (see p. 42, *AS*) upon sustaining any collision.

If the skidding unit collides with a building or any non-infantry unit, it will also inflict damage to such unintended targets. For all of these unintended targets except infantry, this charge damage is equal to the number of inches the skidding unit moved, multiplied by the skidding unit's Size value, and divided by 8—rounding all fractions normally. Thus, a Size 3 unit that skids 6 inches before it collided with a building, would deliver 2 points of damage to the building (6 [inches] x 3 [Size] ÷ 8 = 2.25, round normally to 2).

For ease of reference, the Collision/Charging Table summarizes the damage inflicted by a skidding or charging unit, based on its Size and distance moved.

If the target of an unintended skid is an infantry unit of any kind, the damage delivered by the skidding unit will equal the skidding unit's Size value only, regardless of the skid's distance prior to collision. Furthermore, the skidding unit will continue on its skid after hitting the infantry, suffering no significant damage from the scattered troops it just struck.

SKID MODIFIERS TABLE

Condition	Modifier
Unit's Available Move is	0.68
4″ or less	–1
5″ to 8″	+0
9″ to 14″	+1
15″ to 20″	+2
21″ to 34″	+4
22″ to 48″	+5
49″ or more	+6
Sprinting (see p. 63, *AS*)	+2

COLLISION/CHARGING TABLE

Distance Moved (by Skidding/Charging Unit Size)				Damage
Size 1	Size 2	Size 3	Size 4+	Delivered
Less than 4″	Less than 3″	Less than 2″	Less than 1″	0
4″ to 12″	3″ to 6″	2″ to 4″	1″ to 3″	1
13″ to 20″	7″ to 10″	5″ to 7″	4″ to 5″	2
21″ to 28″	11″ to 14″	8″ to 9″	6″ to 7″	3
29″ to 36″	15″ to 18″	10″ to 12″	8″ to 9″	4
36″ to 43″	19″ to 22″	13″ to 14″	10″ to 11″	5
44″ or more	23″ or more	15″ or more	12″ or more	6

ADDITIONAL CHARGE ATTACK MODIFIERS

Condition	Modifier
Unit is Skidding	
Target is Terrain*	Auto-Hit
Target is any non-infantry unit	+2
Target is any infantry unit**	+4

Note: The charge attack modifiers presented here apply in addition to those found on p. 37, *AS*.

*Includes buildings, level changes, water, or restricted terrain features.

**Skidding units do not stop skidding on collision with infantry units.

ADVANCED COMBAT OPTIONS

While the previous rules in this section largely focused on unit movement, the following covers options that apply primarily to the Combat Phase of a typical *Alpha Strike* game turn.

ARTILLERY COUNTER-BATTERY FIRE

Under the advanced options found in *Alpha Strike*, artillery can be employed in either on-board or off-board forms. Although, technically, any artillery unit that is firing from a range of more than 34 inches may be considered "off-board artillery", such units can be subject to attack under the various standard game play rules as long as they are visually represented on the playing area. When an artillery unit is truly off the map, however, shooting back at it can become more problematic.

The following artillery counter-battery fire rules apply when attempting to attack any artillery unit that is striking from beyond the borders of the game map. These rules are based on the standard artillery rules found on pp. 73-75 of *Alpha Strike*. For the purposes of these rules, only units with an artillery weapon (represented by an ART special) may be used to deliver counter-battery fire; if players wish to engage off-map artillery units more directly, a new map should be set up to determine the actual local terrain in and around such units, and distances between the two maps should be well defined, to help determine how long any units would need to cross any terrain between them.

Units equipped with artillery weapons, and which wish to use them for artillery counter-battery fire, will be identified in these rules as counter-battery units.

Acquiring the Target: Artillery counter-battery fire is reactionary by its very definition. Until the first hostile shells land, there is little opportunity for the forces on their receiving end to know that the enemy even *has* artillery beyond the map—much less where this artillery is shooting from. An off-board artillery unit can only be acquired as a target after its first off-board artillery attack lands in an area within the LOS of one or more units friendly to a counter-battery unit.

Acquiring an off-board artillery target under these rules means that the counter-battery unit has gathered enough data to determine the off-board artillery unit's weapon type, general direction, and estimated distance. At this point, the counter-battery unit may begin to deliver counter-battery fire in the next turn's Combat Phase. Until a target is acquired, however, counter-battery fire may not be attempted, as the counter-battery units are too uncertain about their off-board targets' range and direction.

Resolving a Counter-Battery Attack: Counter-battery fire against an off-board artillery unit always uses the rules for indirect artillery fire (see pp. 73-75, *AS*), but can only be attempted by artillery weapons that have a maximum range equal to—or greater than—that of the off-board artillery unit they are firing back at. A list of these artillery ranges can be found in the *Alpha Strike* artillery rules (see p. 73, *AS*). For example,

a counter-battery unit equipped with a Long Tom artillery weapon (ART-LT special; Max Range: 1,020") may return fire on any off-board artillery unit using a Long Tom, Sniper, Thumper, or Arrow IV artillery weapon, but it cannot return fire against an off-board Cruise Missile/50 launcher, which has a maximum range of 1,700 inches.

Because counter-battery fire is almost always done based on guesses and estimates gleaned from the enemy artillery's hits, these attacks cannot benefit from friendly spotters or active probes (LPRB, PRB, or BH specials), nor can they be adjusted by the presence of a friendly spotter near the point of impact. Each subsequent shell that lands on the battlefield *from* the off-board artillery attack target, however, improves the counter-battery unit's ability to triangulate its target's position, providing an additional –1 to-hit modifier per shell (to a maximum modifier of –4). This bonus only applies if a unit friendly to the counter-battery unit had LOS to the shell's impact when it arrived.

A team deploys its Thumper artillery piece near fortified buildings hoping to gain some measure of protection.

If the counter-battery attack roll succeeds by a margin of 1 or more, the target off-board artillery unit suffers damage equal to what the counter-battery artillery weapon would deliver at the center of its impact area. If the attack only succeeds by a MoS of 0, the off-board artillery unit suffers half of the counter-battery unit's artillery damage (rounded down, to a minimum of 0). If the attack fails, the counter-battery fire has missed entirely.

Shell Flight: Damage from any successful (or partially successful) counter-battery fire cannot be applied until the counter-battery shells have flown to their target (see p. 74, *AS*). This "shell flight time" is the same number of turns used by the off-board artillery unit's own attacks against the battle map. Thus, if an off-board artillery unit's shells require 3 turns to reach the map, any counter-battery fire will take 3 turns to reach the off-board unit's position after they have been fired.

It is recommended that players reserve some extra dice to act as turn counters for artillery shells in flight.

ARTILLERY COUNTER-BATTERY FIRE MODIFIERS TABLE

Situation	To-Hit Modifier
Counter-Battery Fire	+7
Each successive shell from Target unit*	–1 (Max –4)

*Shell impact must be witnessed by at least one friendly unit with LOS to point of impact

ARTILLERY FLAK

If airborne units are in play during a scenario in which ground-based artillery weapons are also present and equipped with Cluster munitions (see pp. 76-77, *AS*), these artillery weapons may be able to execute a special anti-air attack known as artillery flak. Artillery flak attacks may be executed against any hostile aerospace units that pass over a ground map where such artillery weapons are located, or against aerospace units that end their Movement Phase in the Central Zone of the atmospheric Radar Map that corresponds to a ground map where the artillery weapon is located.

An artillery flak attack is resolved in the artillery unit's Combat Phase like a standard weapon attack. The base to hit for this attack is equal to the artillery unit's Skill Rating with a +3 target modifier. If the artillery unit moved and the Variable Movement Modifiers rule is in play (see p. 22), the artillery unit's movement modifier also applies. Finally, if the aerospace unit targeted by artillery flak is operating on the Central Zone of the atmospheric Radar Map, but is *not* currently flying directly over the ground map (i.e., the airborne unit is not engaging in an air-to-ground strike), an additional +2 to-hit modifier will also apply.

A successful artillery flak attack will strike the aerospace unit with damage equal to the artillery weapon's normal attack value, minus 1 point (the same damage as a ground unit would suffer from a hit delivered by artillery cluster munitions). This damage is assessed in the same Combat Phase that the attack was made, and any possible Critical Hit effects or Control Rolls required must be applied as well.

Artillery flak attacks that miss their target will explode harmlessly in the air.

♦ BATTLEFIELD INTELLIGENCE (MODIFIED) ♦

As presented originally in *Alpha Strike*, the Battlefield Intelligence rules—intended to simulate the practical effectiveness of a force's various reconnaissance and communications assets—were slightly flawed. The following rule modification thus replaces that material to improve and balance its usability.

BATTLEFIELD INTELLIGENCE SCORE

The effectiveness of a force's battlefield intelligence depends on the relative capabilities of each force's reconnaissance and communications assets. This is found by determining and comparing the opposing armies' battlefield intelligence (BI) score. To find a force's BI score, add up the appropriate point values for the intelligence-capable units each force has in its roster from the Battlefield Intelligence Scoring Table. Note that a unit or element described as "on-planet" indicates that the unit may be off the map, but must be part of the force's army roster, must be functional, and must be considered on the ground or no farther away than the operational range of the atmospheric Radar Map that corresponds to the current ground battle.

BATTLEFIELD INTELLIGENCE RATING TABLE

Item in Player's Force	BI Rating Points
Each ground unit with the Recon (RCN) special ability	2
Each non-DropShip aerospace unit	1
Each non-DropShip aerospace unit with the Recon special ability	2
Each DropShip aerospace unit (on-planet on in the field)	2
Each point of MHQ special ability in the battlefield	1

The first computation of each army's BI score must take place before the game begins. The force with the larger BI score at this point will then gain the benefits of Area Knowledge and Pre-Plotted Artillery, if the requisite rules are available (see below). In addition to this, at the start of every turn thereafter, both sides will need to recalculate their BI scores, to determine which side will unlock an additional BI Initiative Bonus ability that can give them a commanding influence in how the fight rages on.

BATTLEFIELD INTELLIGENCE BENEFITS

Most of these benefits for Battlefield Intelligence hinge on which force has the higher BI score between both sides. Most benefits are established before the scenario begins, but others may be gained or lost on a turn by turn basis. Thus, players should recheck their BI various again during the End Phase of any turn in which either force loses (or gains) a unit that can affect its BI rating. A changed ratio may alter the benefits applied in the following turn.

Each player must reveal his force's BI rating to use this rule, but they are not required to provide a detailed breakdown of points until the end of the game.

Area Knowledge

The Area Knowledge benefit only applies to the force that has a higher BI score at the start of the scenario, and may only be used if the Hidden Units rules are also in play (see p. 102, *AS*). With this benefit, the force that has the higher BI score may begin play with a number of units hidden.

The maximum number of units that may be hidden by virtue of a higher BI score equals the total number of units that force is bringing to the battlefield, divided by the number of those units that possess the Recon (RCN) special ability (see p. 108, *AS*), rounded normally. This number may not exceed half of the total force committed to the scenario.

If the force with the Area Knowledge benefit is the Attacker for this particular scenario type, the hidden units may only be placed in positions up to half way across the map from the force's deployment zone—and no less than 12 inches from the nearest deployed enemy unit. If this force is not the Attacker, the hidden units may be placed anywhere on the map area except the opposing force's deployment zone.

Pre-Plotted Artillery

The Pre-Plotted Artillery benefit only applies to the force that has the higher BI score at the start of the scenario, and may only be used if that force has artillery units in his force roster and artillery rules are also in play (see pp. 73-76, *AS*). With this benefit, the force that has the higher BI score may begin play with a number of pre-plotted points of impact for his artillery weapons.

The number of pre-plotted artillery impact points received by virtue of this benefit equals the difference between the force's BI score and that of its opponent. The maximum number of such pre-plotted points may not exceed the number of artillery-equipped units in the force's roster.

For example, Joshua's force includes a lance or artillery units—4 in all—in its roster, and has a total BI score of 8 going into his current battle against his opponent, Joel. Joel's army, meanwhile, has the same number of artillery units, but only brings a BI score of 2 to this fight.

Joshua's force enjoys the higher BI score, beating out Joel's score by 6 points (8 – 2 = 6), but because he only has 4 artillery units, the maximum number of pre-plotted artillery impact points he can designate before the scenario starts is 4.

BI Initiative Bonus

The BI Initiative Bonus provides a number of Initiative Bonuses to units on the field. These bonuses should be noted on the card of the unit it is assigned to, either by marking INIT on the special abilities of the card or placing a token on the card to represent the initiative bonus. If the unit is destroyed or is within an enemy ECM field during the Initiative Phase, that initiative bonus cannot be used that turn.

The player gets a +1 Initiative Bonus to place if there is at least one unit that features a Mobile Headquarters (MHQ#) special ability with a value of 4 or higher. This bonus must be placed on a unit with MHQ4 or higher. The player gets another +1 Initiative Bonus if the force has at least 1 unit with the Recon (RCN) special ability per 4 units in the force to place on one of the units with the RCN special ability. In addition, the player gets another +1 Initiative Bonus if the force has at least 1 unit with Mobile Headquarters (MHQ#) special ability with a value of 1 or higher per 4 units in the force, to be placed on one of the units with MHQ1 or higher. The maximum BI Initiative Bonus is a total of +3. Multiple bonuses can be stacked on a single unit, but if the unit is destroyed or in an ECM field, all the BI Initiative Bonuses on that unit are lost.

For example, Joshua's company-sized force of 12 units contains a dedicated Mobile HQ vehicle with a MHQ6 special, plus a lance of 'Mechs that feature one C³ Master Computer (which also counts as a MHQ5 special) and 3 C³ Slave Computers (each of which counts as a MHQ1). Joshua gets a +1 Initiative Bonus to place on one of either his dedicated Mobile HQ vehicle or C³ Master, and elects to place it on his dedicated Mobile HQ vehicle. Joshua gets a second +1 Initiative Bonus to place for having at least one MHQ per 4 units, and places this one on his C³ Master Computer unit. Joshua's force only has one unit with RCN, so there Joshua does not get the third Initiative Bonus to place.

At the start of the turn, the dedicated Mobile HQ vehicle is still in play and not in an ECM field. The opponent has managed to place a unit of his with ECM within 6" of Joshua's C³ Master unit however. Joshua gets a +1 Initiative Bonus from the mobile HQ, but no bonus from the ECM'd C³ Master.

CRITICAL SUCCESS (AND FAILURE)

The critical success (and failure) rule rewards the luckiest dice rolls, and punishes the unluckiest.

Under this rule, a "critical success" occurs any time an unmodified 2D6 roll of 12 is made for any attack or action that requires a to-hit roll (including weapon attacks, physical attacks, and Control rolls), while an unmodified 2D6 roll result of 2 in the same circumstances indicates a "critical failure"—also sometimes known as a fumble. Critical successes (and critical failures) *cannot* be applied to Initiative rolls, nor can they be applied to rolls made to determine the effects of an action (such as any random damage effects, critical hits, and hull breach checks).

Critical Success: When a critical success is achieved as described above, the action in question automatically succeeds, even if the conditional modifiers would otherwise require a roll of 13 or more. If the action is a weapon or physical attack, the only requirement is that the attacker has the ability to deliver damage against the target at the range it is attacking from, and that no blocking terrain (such as buildings or hills) lies along the line of sight between them. An example of this is an attack against a unit with a high target movement modifier, at long range, through 6 inches of woods, by an attacker with a poor Skill Rating. If the action is a Control Roll or other non-combat action, critical success simply allows the unit to accomplish its desired action.

Critical Failure: When a critical failure occurs as described above, the action in question automatically fails, even if the conditional modifiers would have otherwise reduced the required roll to 2 or less. No additional penalties or effects of this failure are applied as a result; given the fast-paced nature of *Alpha Strike* game play, simply failing is punishment enough.

Quality of Success (or Failure): For the purposes of rules where a Margin of Success or Margin of Failure is needed, a critical success is treated as having a MoS of 1, while the MoF for a critical failure is calculated normally—but only to a *minimum* MoF of 1.

♦ DELIBERATE OVERHEATING ('MECHS ONLY) ♦

Under normal *Alpha Strike* game play, heat-tracking units cannot overheat unless they opt to use whatever Overheat Value they have to do so, or are exposed to external heat sources such as fires and opposing units with the HT#/#/# special. For 'Mech units equipped with standard triple-strength myomers (i.e. the TSM special), this can be a problem when trying to attain the heat levels high enough to activate the unit's greater physical combat strength and lifting capacity, if neither of these options is available.

The deliberate overheating rule allows any 'Mech that lacks an OV of 1 or more to deliberately "spike" its heat level by simply declaring its intention to do so during the End Phase of any turn. This reflects the pilot willfully deactivating heat sinks in an effort to get his machine to run hotter than normal.

Because the unit lacks an actual Overheat Value, this heat spike cannot add to the unit's weapon attack value. Instead, it simply increases the unit's heat by 1 level on the Heat Scale—to a minimum level of 1. This increase is applied after all other heat factors have been resolved, including those created by fire, environmental factors, weapon attacks, and so forth.

A unit that deliberately overheats in this manner only continues to do so as long as its controlling player declares that it is deliberately overheating in each turn's End Phase. Otherwise, the unit's heat sinks will automatically reactivate and the unit will cool itself normally. While deliberately overheating, the unit obeys all relevant rules for its heat level, including the standard rules for Heat (see pp. 44-45, *AS*), and—if the unit possesses it—those for triple-strength myomer (see p. 48, *AS*).

♦ MINIMAL DAMAGE ♦

Some armed units in *Alpha Strike* deliver damage on a scale so low that their attacks can potentially have no effect on the targeted unit. This typically occurs with lightly armed units, such as ProtoMechs, armored personnel carriers, and the lightest battle armor types—most of which typically rely on numbers to make up for their limited firepower. As shown in the *Battletech Conversions* chapter (see pp. 90-137), units that fall into this category will feature a damage value of "0*" (zero, with an asterisk) at the appropriate range bracket. This value indicates that the unit can deliver minimal damage at that range, rather than no damage at all.

Every time a unit executes a successful attack at a range bracket that delivers 0* damage, its controlling player must make a 1D6 roll. If this die roll result is 4 or higher, the attack delivers a single point of standard damage. Otherwise, the attack still hits, but delivers no damage at all to the target. Successful minimal damage attacks that fail to deliver any actual damage may not resolve any Critical Hit or Motive Hit checks, but they *will* prompt hull breach checks if they occur in underwater or vacuum environments.

Minimal damage only applies to damage inflicted by a unit's weaponry; it cannot be applied to physical attacks, collisions, falling, and other non-weapon conditions, nor can it be applied to area-effect damage. In the case of special rules that modify a unit's damage and require rounding—such as glancing blows (see *Variable Damage*, p. 21)—minimal damage attacks always round down to 0.

Adapting Older ProtoMech Conversions

As mentioned above, a key unit type that tends to feature minimal damage effects is the ProtoMech. Older *Alpha Strike* unit cards presented the stats for ProtoMechs as a group of 5 such units (called Points), even though each member of a ProtoMech Point is treated as an individual element for movement and attack purposes. This prompted a rule for dividing ProtoMech Points into individuals (see p. 39, *AS*).

With the Minimal Damage rule in play, players may adapt these older ProtoMech Point data cards by replacing the Individual ProtoMech Values Table shown in *Alpha Strike* (see pp. 39 and 167, *AS*) with the Modified Individual ProtoMech Values Table presented here. Note that this table also adjusts the individual armor values of ProtoMech Points, in keeping with the conversion rules found in the *BattleTech Conversions* chapter.

♦ OCCUPYING AND INTERVENING TERRAIN ♦

Terrain is occupied if any part of the unit's base is in contact with the terrain. Terrain is intervening if the Line of Sight passes through it before reaching the target, and any terrain occupied by the attacker is considered intervening even if it does not pass through Line of Sight to the target.

MODIFIED INDIVIDUAL PROTOMECH VALUES TABLE

Value (Point)	Value (Individual)
0	0
1 to 4	0*
5 to 7	1
8 to 12	2
13 to 17	3
18 to 22	4
23+	5

*At the individual ProtoMech level, damage values delivered by ProtoMechs of this range fall under the Minimal Damage rule; individual ProtoMech armor at this range is treated as 0.

♦ REAR-FIRING WEAPONS ♦

Although rear-facing weapons are common enough on larger and less flexible units like mobile structures and DropShips, several smaller units also feature secondary weapons mounted to face into their rear fields of fire, to discourage pursuit. 'Mechs, vehicles, and fighters that possess such weaponry will feature the REAR (#/#/#) special unit ability to reflect this. As with most other special weapon abilities, the numbers associated with this ability indicate the damage that the unit's rear-facing weapons can inflict at each range bracket.

Ground Units: In *Alpha Strike* game play, any ground unit with rear-facing weapons may decide to use them against any targets that begin the Combat Phase outside of the unit's normal firing arc. This rear attack is resolved using all of the same rules as a normal weapon attack, but applies an additional +1 to-hit modifier due to the uncommon direction of fire.

Airborne Units: For fighter units equipped with rear-facing weapons, the same rules apply as for ground units. Because of the unique nature of *Alpha Strike*'s abstract aerospace combat, however, a fighter may only use its rear-facing weapons against units that are specifically tailing them (see pp. 58-60, *AS*), and within range of these rear weapons. Thus, if a fighter has rear-firing weapons that only deliver damage to the Short range bracket, it may only use these weapons against tailing enemies at Short range.

Combining Forward (or Turret) and Rearward Attacks: A unit with rear-firing weapons may still deliver normal forward-firing attacks in the same turn as it attempts a rear-firing weapon attack, but its ability to do so becomes somewhat limited. To reflect this, for every point of damage the unit's rear-firing weapons would inflict on a successful attack against their target, its forward-firing (or turret-based) weapons must reduce their damage on a successful attack. This forward-arc damage reduction is applied before the use of any additional attack damage made possible by overheating.

Additional Restrictions: Overheat damage cannot be applied to rear-firing weapon attacks, nor can a rear-firing weapon attack deliberately reduce its damage values to improve forward-firing (or turret-based) weapon attacks. Finally, attacks made using rear-firing weapons cannot make use of other special attack abilities, such as indirect fire, flak, or artillery.

For example, an AS7-K Atlas *possesses standard attack values of 3/3/3, and has an overheat value of 2 (with the OVL special) that allows it to hit targets harder at all three range brackets in its forward arc. It also possesses the REAR (1/1/0) special ability. The* Atlas *finds itself facing an enemy* Centurion *at Medium range, while a* Vulcan *has managed to slip behind it at Short range.*

The Atlas' *controlling player decides to attack both targets at once, but its rear-firing weapons—which can inflict 1 point of damage against the* Vulcan *at Short range—will reduce its ability to strike the forward target by an equal amount (1 point). This would mean the* Centurion *in front of the* Atlas *will suffer only 2 points of damage on a successful strike, unless the* Atlas *pilot decides to overheat his 'Mech to add more damage to its forward attack.*

PRACTICAL LINE OF SIGHT

Under the core *Alpha Strike* rules, line of sight (LOS) between units is generally based directly on the size of the miniatures being used. But this approach does not often take into consideration that the poses and scale of many *BattleTech* minis can fluctuate wildly, often creating a situation where a unit is disproportionately more or less visible than should technically be. Under the following Practical Line of Sight (PLOS) rule, players instead treat their *Alpha Strike* miniatures more like icons that represent the physical positions of each unit on the map—while generic templates are used to judge a target's visibility more fairly.

Practical LOS is only used in ground combat, and then only when the lines of sight between units may be in doubt. Against airborne units—even those flying directly over the ground map—templates are not required; the lines of sight by and against these units are effectively clear in both directions.

To find a unit's practical size and shape for targeting purposes, cross-reference its type and Size value with the dimensions found in the Practical Line of Sight Size Table. This table, which provides measurements for the most common units used in *Alpha Strike*, defines a cylinder-shaped area that represents the actual volume these units occupy. The dimensions in the table provide both the height and diameter (H x D, expressed in inches) of each cylindrical template that corresponds to the listed unit types. Players may then substitute an actual cylinder of this size for their minis when determining PLOS, or simply use the PLOS Template Rulers found at the back of this book, standing the rulers directly against the unit's base to show its actual profile (almost as if the player were measuring the unit's height manually).

Practical LOS between units begins at the center point of the top of the spotting unit's size template. If a straight line—created by a ruler, string, or laser pointer—can then draw a line of sight to the target's top without going through some form of blocking terrain (such as a building, an exceptionally large unit, or a hill), there is a chance the spotter has PLOS to its target. To determine how much, the spotter must also see if it can draw a similar line of sight at least low as one third of the way down the unit's template ruler height, or more than two thirds of the way down (these lines are also marked on the template rulers).

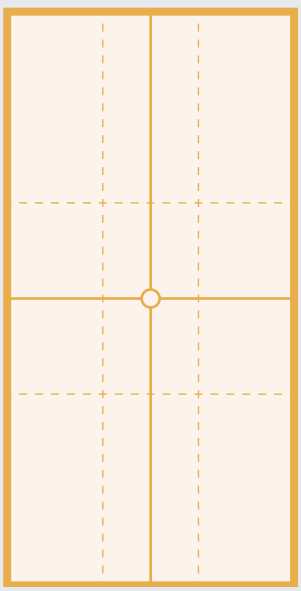
If the PLOS line can spot the target's template from its very top to as far down as the lowest one-third of the target's height, the target is fully visible for PLOS purposes—give or take any non-blocking terrain, such as intervening woods. If the PLOS line can only spot the target from its top to less than its lower one-third line due to blocking cover, the target will benefit from partial cover. If the PLOS line cannot even proceed one third of the way down from the target's height before encountering blocking terrain, the target unit is fully covered for PLOS purposes.

With this method, the same principle can even be applied vertically as well as horizontally. In this case, line of sight is still determined using a point on top of the spotting unit's template, but this origin point must be determined from the center of the spotting unit for maximum accuracy. If the PLOS line can see at least one-third of the target's width (and most or all of its height) from its vantage point, the target receives partial cover benefits.

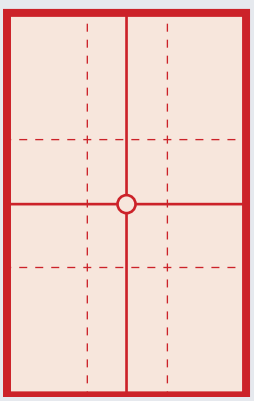
PRACTICAL LINE OF SIGHT SIZE TABLE

Unit Type (Size Class)	Size Template (H x D)
'Mech (1-4)	2" x 1.25"
Superheavy 'Mech (4 + LG)	3" x 1.5"
ProtoMech (All)	1" x 1"
Infantry (Any)	1" x 1.25"
Combat Vehicle (1-4)*	1" x 1.25"
Support Vehicle (1-3)	1" x 1.25"
Support Vehicle (4+)	Use Miniature or Suggested Template

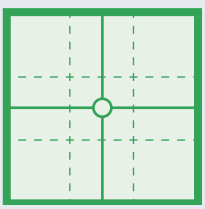
*This size template may also be used for grounded fighters and Small Craft units



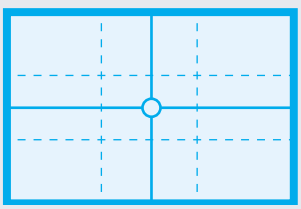
• SUPERHEAVY 'MECH •



• 'MECH •



• PROTOMECH •



• INFANTRY & VEHICLES •

• PRACTICAL LINE OF SIGHT TEMPLATES •

If the PLOS line can see two-thirds or more of the target's width, the target receives no partial cover. Once more, the template rulers include these one-third and two-third lines to aid the players that use them.

Under the PLOS rule, all units may benefit from partial cover if a line of sight can only see more than a third (but less than two-thirds) of the target's template without passing through blocking terrains.

Uncommon Units and PLOS

Grounded DropShips, buildings, Mobile Structures, and other exceptionally large units (those with the LG, VLG, or SLG special abilities) tend to have much more irregular shapes and sizes, which defy easy template creation. For this reason, players are encouraged to either create their own custom rulers expressly for such units, or simply treat the miniature itself as a truthful representation of the unit's size and shape.

Uncommon Unit Templates: If miniatures are not available for some reason, suggested templates for many of these uncommon unit types are given under the Uncommon Unit Templates Table. Unlike the standard PLOS templates, these suggested dimensions may describe more rectangular or oblong shapes (with a length, width, and height—such as may be found for large enough rail vehicles, landed airships, large naval vessels, and aerodyne DropShips), as well as spherical profiles (with a diameter and height—such as found with spheroid DropShips).

Buildings and Mobile Structures: For buildings and Mobile Structures, which can come in any shape desired, players are encouraged to create whatever template they desire, or even employ custom-build miniatures to represent their size relative to the units on the field. These constructs—which work as blocking terrain any time a line of sight passes through them—may never benefit from partial cover under any of the current rules, and are always treated as fully visible if any portion of their profile can be spotted over other blocking terrain features.

UNCOMMON UNIT TEMPLATES TABLE

Unit Type (Size Class)	Unit Special	Size Template (L x W x H)
Rail Support Vehicles (1+)	Any	(1" wide x 1.25" high) x 1" long per 2 total Size*
Airship Support Vehicle (3)	LG	4" long x 1.5" wide x 1.5" high
Airship Support Vehicle (4)	VLG	6" long x 2.5" wide x 2.5" high
Airship Support Vehicle (5)	SLG	9" long x 3.5" wide x 3.5" high
Naval Support Vehicle (3)	LG	6" long x 2" wide x 5" high**
Naval Support Vehicle (4)	VLG	12" long x 3" wide x 7" high**
Naval Support Vehicle (5)	SLG	18" long x 4" wide x 10" high**
Aerodyne Small Craft (Any)	LG	3" long x 2.5" wide x 2" high
Spheroid Small Craft (Any)	LG	2" diameter x 3" high
Aerodyne DropShip (1)	LG	5" long x 4" wide x 3" high
Aerodyne DropShip (2)	VLG	8" long x 6" wide x 5" high
Aerodyne DropShip (3)	SLG	12" long x 8" wide x 7" high
Spheroid DropShip (1)	LG	4" diameter x 6" high
Spheroid DropShip (2)	VLG	8" diameter x 10" high
Spheroid DropShip (3)	SLG	12" diameter x 14" high

*The length of a Rail support vehicle (in inches) may be found by adding together all size values for the train engine and its trailer cars, then dividing the result by 2, rounding normally. For example a Size 3 rail engine, with four Size 2 trailer cars attached, would have a total Size of 11 (3 + 2 + 2 + 2 + 2 = 11)

**These dimensions reflect the naval vessel's height above the water surface. Each of these template classes also occupies a submerged area 1" below its water line per 5" of unit height (rounded normally).

VARIABLE DAMAGE

The normal rules deliver all of the unit's potential damage in a successful attack, but this is rarely the case in actuality, as most units carry many weapon systems that feature subtle variances in their effective range, accuracy, and damage output. To better simulate this effect, any time a unit executes a successful weapon attack, its controlling player must roll 1D6 for each damage point the unit would deliver at that range under standard *Alpha Strike* rules. For each die result of 4 or more, the attack delivers 1 point of damage (up to its maximum damage potential).

If an attack fails to deliver any damage as a result of this rule, the attack will also fail to trigger any Critical Hit or Motive checks. If a variable damage attack is successfully delivered against a unit that is underwater or operating in vacuum, and is susceptible to hull breaches, the attack will prompt a hull breach check even if it delivers no damage at all.

For example, an AWS-9M Awesome *(attack values: 4/4/3) executes a successful attack against an enemy* Bushwacker *at its Medium range. This attack would deliver 4 points of damage—the* Awesome*'s normal Medium range attack value—under standard* Alpha Strike *rules, but the players are using Variable Damage instead, so the player rolls 4D6. The individual die results are 2, 4, 6, and 5. As three of those dice are 4 or higher, the* Awesome *delivers only 3 points of damage to its target.*

When the Bushwacker *returns fire, its standard* Alpha Strike *damage value of 3 at Medium range is likewise resolved by rolling 3D6. Unfortunately for its controlling player, the rolls are 1, 1, and 3. Despite executing a successful attack, the* Bushwacker *fails to deliver any actual damage to its opponent.*

Direct Hits and Glancing Blows

As an alternative to the variable damage rule above, players may instead use the following rule to inject a more controlled level of uncertainty into their attack results.

With the glancing blow rule, a unit executes a direct hit—and thus delivers its full standard damage potential to the target—if its attack hits by any MoS as normal, but if the attack fails by 1 point instead, a glancing blow occurs. A glancing blow delivers damage equal to half of the unit's attack value at the appropriate range, rounded down (to a minimum of 0).

As with the variable damage rule, any attack that finds itself reduced to 0 damage points as a result of a glancing blow outcome will also lose any chance to deliver a Critical Hit or Motive damage check. Glancing blows that deliver no damage will, however, still prompt hull breach checks if the proper conditions apply (the target is susceptible to hull breach checks and is submerged, or operating in vacuum).

Special Effects: In some cases, such as the use of Flak weapons (FLK special), missed attacks may still deliver damage to a target. For any of these special cases in which an attack with a margin of failure still delivers damage to the target, the glancing blow rule will not apply at all.

♦ VARIABLE MOVEMENT MODIFIERS ♦

Under standard *Alpha Strike*, a unit receives a defensive movement modifier regardless of its actual movement during the combat turn. This is meant to abstractly represent the unit's overall mobility, which gives its pilot the ability to react to threats better during a fluid battle. But sometimes, this can lead to the peculiar effect of a shot missing a highly mobile unit that technically spent the turn at a virtual standstill.

To better reflect the reality of the unit's mobility, the following variable movement modifiers are applied based on the *actual* movement performed by the unit in the current turn. The effects of these changes are described below, and also summarized in the Expanded Movement Modifiers Table, which replaces and adds details to the appropriate parts of the standard To-Hit Modifiers Table found on p. 37 (and p. 169) of *Alpha Strike*.

Immobile: A unit that has been rendered unable to move or act (typically due to shutdown effects) is classified as immobilized for game play purposes. Attacks against an immobile unit replace the unit's normal target movement modifier with a –4 to-hit modifier instead. Immobile units cannot execute any actions on their own.

Standstill: A unit that moved less than 1 inch in the current turn is considered to be at a standstill for game play purposes. Attacks against a unit that stands still replace its normal target movement modifier with a +0 to-hit modifier instead. At the same time, all attacks made *by* a unit that is standing still (including weapon, special ability attacks, and physical attacks) receive a –1 to-hit modifier.

Ground Movement: Any ground unit that has moved more than 1 inch along the ground, without declaring that it is jumping, is considered to be using its normal overland ground movement. Attacks against such units use their normal target movement modifiers, and cannot apply the +1 to-hit modifier normally associated with jumping capability. The use of non-jumping ground movement produces no additional to-hit modifiers when making attacks.

Jumping: A jump-capable unit must specifically declare that it is using its jumping movement during its Movement Phase for the following to apply. The jumping movement a unit possesses is whatever Move value it features that ends with the movement code of j. Attacks against a unit that has jumped in the current turn will apply the target movement modifiers for the unit's available jumping Move, plus the extra +1 to-hit modifier that comes with using this jump capability. A unit that jumps in the current turn, however, must also add a +2 to-hit modifier when resolving any of its own attacks, regardless of whether it is a weapon attack, a special attack, or a physical attack.

EXPANDED MOVEMENT MODIFIERS TABLE

Target's Available MP	Modifier
Unit is Shutdown/Immobile	–4
Unit Standing Still	+0
0″-4″	+0
5″-8″	+1
9″-12″	+2
13″-18″	+3
19″-34″	+4
35+″	+5
Unit Jumped	+1
Target	**Modifier**
Has Stealth Armor	Varies (as per p. 37, *AS*)
Is Dropping Unit	+3
Attacker	**Modifier**
Attacker Standing Still	–1
Attacker Jumped	+2

VTOL SPECIAL ATTACKS

Even though they are classified as airborne units, VTOLs in *Alpha Strike* are treated more like flying vehicles than true aerospace craft, due to their slower movement rates and lower operating altitudes when compared with even the smallest and weakest of fighters. Still, because they are flying units, the following rules enable VTOLs to execute strafing and bombing attacks normally reserved for fighters.

VTOL Strafing

A VTOL's strafing attack follows the same rules detailed for air-to-ground strafing attacks by a fighter (see pp. 55-58, *AS*), but with the following exceptions and modifications.

Movement Phase: The VTOL unit must declare that it is strafing during its Movement Phase, and identify its strafing area accordingly. As with a fighter-based strafing attack, this area runs 10 inches in length, by 2 inches in width, and will target all units in that area at the end of the Movement Phase—friend and foe alike.

The strafing line must still be straight, and the VTOL must pass over the area directly. During its strafing run, the VTOL cannot change its elevation. Thus, if a VTOL turns or changes its elevation in the same turn as its strafing run, it must do so either before or after the strafing run. For this reason, the VTOL player must also note his unit's height above the map during its strafing run. This height will be used to determine the range for all attack rolls between the VTOL unit and all of the targets within its strafe area.

Combat Phase: A VTOL's strafing run replaces its normal attack. The attack is resolved during the Combat Phase as normal, with all rolls made by the VTOL based on its effective range to the ground targets as it passed over them. In other words, the VTOL's height above the underlying terrain, in inches, becomes its attack range. Target movement and terrain modifiers will apply to this roll as normal, with all units in the strafe zone receiving one attack from the strafing VTOL.

The damage delivered by a successful VTOL strafing attack is that of its effective range bracket when it passed overhead, so a VTOL strafing from a height of 7 inches will deliver only the damage of its Medium range bracket.

VTOL Bombing

VTOLs that carry bombs can execute their bombing runs in accordance with the same rules defined for aerospace units (see pp. 55-58, *AS*), with the following exceptions and modifications:

Speed Reduction: Like aerospace fighters, VTOLs carrying external bombs will lose mobility as a result of the added weight and drag. This speed reduction is equal to 2 inches of VTOL movement per bomb carried. A VTOL cannot lift off if this reduction would reduce the VTOL's Move to 0 inches or less.

Bombing Attack Type: A VTOL bombing attack follows the rules for dive bombing only; VTOLs cannot execute an altitude bombing attack type, and thus may designate only one point of impact (POI) per turn.

Movement Phase: As with strafing, the VTOL unit must declare that it is bombing during its Movement Phase, and identify its bombing POI accordingly. As an area-effect attack, the bombs will target all units in their strike zone at the end of the Movement Phase—friend and foe alike.

Also as with strafing, the VTOL must note its height above the underlying terrain at the time of the bombing attack, and it must have passed over the designated bombing area on its way to its final position at the end of the Movement Phase. If the VTOL turns or changes its elevation in the same turn as its bombing run, it is presumed to have done so either before or after its bombing attack.

Combat Phase: A VTOL's bombing attack is resolved in the same fashion as an aerospace fighter's bombing attack, and replaces any other standard or strafing attacks the VTOL might otherwise attempt. As with an aerospace fighter dive-bombing attack, missed attacks will scatter away from the intended POI by 1D6 x 2 inches in a random direction.

The damage area of effect for each bomb dropped by a VTOL is the same as those dropped by fighters. VTOLs may deliver the same High-Explosive, Cluster, and Inferno bombs found in the standard rules (see *Bomb Types*, p. 57, *AS*), or any of the alternate bomb munitions available to fighters (see pp. 78-79, *AS*).

Other Air-to-Ground Attacks

VTOLs may not perform either of the other air-to-ground attack types described in *Alpha Strike*, including both Altitude Bombing and Striking.

Return Fire against Strafing and Bombing VTOLs

Ground units that return fire on a strafing or bombing VTOL must use different rules to resolve their fire, depending on whether or not they were within the intended attack area when they return fire.

Inside the Attack Area: For units that lie inside a VTOL's strafing or bombing area, the standard rules for ground-to-air combat are used (see p. 60, *AS*), but with the attack range based on the height the VTOL declared that it was at when it made its ground attack in the Movement Phase. While this means that weapon range modifiers will apply to the ground-to-air attack, these units will also ignore the VTOL's usual target movement modifiers as an airborne vehicle, replacing it instead with the +2 modifier for a ground-to-air attack against an aerospace unit.

Thus, a unit returning fire on VTOL that strafed or bombed it from a height of 8 inches would attack the VTOL as if it were at Medium range (rather than the normal default ground-to-air range of Short). This will add a +2 to-hit modifier to the attack due to the range, but because the unit is returning fire on a VTOL special attack from inside the strike zone, the unit also replaces the VTOL's normal target movement modifier with a flat +2.

Outside the Attack Area: Units returning fire on a strafing or bombing VTOL from *outside* of the VTOL's designated attack area use the normal rules for attacking an airborne vehicle. This includes targeting the unit at its final position and height over the map at the end of the VTOL's Movement Phase, and applying the VTOL's target movement modifier.

Armor Thresholds: VTOL units that suffer damage from either ground-to-air attack type ignore the armor threshold rules that aerospace units must apply (see p. 60, *AS*).

ADDITIONAL ADVANCED OPTIONS

The following section introduces special rules that can apply to various aspects of *Alpha Strike* game play beyond simple movement and weapon attacks. This includes expanded rules for buildings, infantry and cargo transport, as well as all-new tactical elements, such as engine explosions and morale effects.

ADVANCED BUILDINGS

In normal *Alpha Strike* gameplay, buildings are little more than an easy-to-damage terrain type that blocks line of sight, but some can serve as command posts, armed fortresses, and enemy encampments. These advanced buildings can be used when players are looking for something a bit harder and more dangerous to attack, or to serve as a challenging capture objective.

These optional are designed to work in concert with the rules for buildings found on pp. 83-86 of the *Alpha Strike* core rulebook.

Armed Buildings

Armed buildings are any structure that features weapons designed to oppose enemy units. These are often known as gun emplacements, and may be manned or automated, at the controlling player's option. If the building-mounted weapons are automated, apply an additional +1 to the weapon's Skill Rating value (so an armed building with Regular-rated automated weapons will have a Skill Rating of 5, rather than 4). Automated weaponry can never be given a Skill Rating better than Elite.

Resolving Attacks by Building-Mounted Weapons: Attacks by armed buildings are resolved in the same fashion as a standard weapon attack by a ground-based unit, including resolving lines of sight, and intervening terrain. Because buildings are stationary by nature, they always apply a –1 to-hit modifier when the Variable Movement Modifiers rules in play (see p. 22). Building-based weapons also may not benefit from Special Command Abilities, Special Pilot Abilities, or Design Quirks.

Resolving Attacks Against Building-Mounted Weapons: If a building-mounted weapon emplacement is located on a rooftop turret, it may be directly attacked by units on all sides of the building. If the weapon emplacement is wall-mounted, it can only be directly attacked by units that have line of sight to its wall's outer facing.

Attacks against building-mounted emplacements are resolved as if they were directed against the building itself, but will hit the emplacements on a MoS of 3 or more. Any time a building-mounted weapon emplacement takes the damage in this fashion, the attacker rolls 2D6. On a result of 7 or higher, the emplacement suffers damage that reduces its attacks by 1 at all ranges (to a minimum of 0). If the emplacement is reduced to a damage value of 0 at all range brackets, the emplacement is destroyed, even if the underlying building still has CF.

Arming a Building: When choosing to arm a building, players need to first determine the size and number of weapons. As this would delve into construction rules that are beyond the scope of this book, however, the following is a "quick and dirty" method for arming a building:

First, determine a maximum number of damage points the building's weapons may deliver per weapon emplacement by taking the building's CF, and dividing the result by 5, rounding the result normally. These damage points must then be distributed among the emplacement's Short, Medium, and Long range damage values. The distribution need not be even, but all damage values for closer range brackets must be equal to or higher than those of more distant ranges. For example, an armed Medium building with a CF of 15 may assign up to 3 points of damage for its weapon emplacements (CF 15 ÷ 5 = 3); the player may choose to distribute these points as 3/0/0, 2/1/0, or 1/1/1, but may not assign them as 0/0/3, 0/1/2, or 1/2/0.

Armed buildings receive no Overheat Value, and treat their weapons as a "generic" type under these rules. Thus they cannot use most weapon-specific special abilities such as FLK, IF, LRM, SRM, and so forth. Turret-mounted weapons on armed buildings are the sole exception to this rule, as they effectively receive the TUR special by default.

Weapon Placement: Once the damage is determined per emplacement, the building may mount its weapon emplacements in one of two ways: on the wall, or on the rooftop.

If the wall method is chosen, a building may place one weapon emplacement in each of its outer walls, as long as each wall has a different facing direction. These wall-mounted weapons gain a field of fire that is blocked only by the building itself, and must identify their height (relative to the building's base) for LOS purposes.

If the rooftop method is chosen, the armed building may feature one rooftop turret for every (non-overlapping) 2-inch diameter area the building's shape takes up on the underlying terrain. A building that occupies an area 1.5 inches by 3 inches, for instance, may possess up to 2 rooftop turrets, since it would take two 2-inch templates to cover its roof. Each rooftop turret enjoys a full 360-degree field of fire, and determines its LOS using the nearest edge of the building's rooftop to the target.

Artillery Emplacements

As an alternative to the weapon emplacements described above, some buildings may be armed with artillery weapons instead of standard weaponry. In this case, the building becomes an artillery emplacement.

An artillery emplacement resolves its attacks using the normal artillery weapon rules described on pp. 73-76 of *Alpha Strike*, but—as with other armed buildings—gains no benefits for standstill firing, even if the Variable Movement Modifiers rules are in play. Also like other armed buildings, artillery emplacements cannot benefit from any Special Pilot Abilities, Special Command Abilities, or Design Quirks. Attacks against an artillery emplacement are resolved in the same way as attacks against an armed building with a rooftop weapons turret (see *Armed Buildings*, p. 24).

An artillery emplacement can only mount 1 artillery weapon on its rooftop for every non-overlapping 2-inch diameter area that the building occupies on the underlying terrain. This artillery weapon is automatically treated as if it is mounted in a turret, and cannot be combined with standard weapons in the same area.

The artillery types that that can be mounted in this fashion must be defined before game play begins, and may not be of any artillery weapon type that delivers a base damage greater than one-half of the building's CF. This damage limit is determined by using the highest damage value the weapon delivers per attack when loaded with standard munitions (see the *Revised Artillery Range and Damage Table*, p. 28).

For example, a player wishing to arm a CF 30 building with artillery weapons could select a weapon as powerful as a Cruise Missile/70, which can deliver a maximum 11 points of damage per standard-ammo attack. But the same building may not mount the next size up in artillery weapons—the Cruise Missile/90—because its maximum damage value of 16 points exceeds half of the building's CF.

Capturing Buildings

In some scenarios, players may wish to play out the capture of a building more dramatically than by simply parking a unit next door. If so, players should assign the building a crew (CRW#) special, with a CRW value equal to the Building's CF, divided by 5 (rounded up).

With this data known, the players may then resolve a building capture by using the boarding actions rules found in *Alpha Strike* (see pp. 98-99, *AS*). Note that since they are static structures, buildings do not need to be grappled to "board" them.

Armored Buildings

An armored building is one that carries additional protection above and beyond even the capacity of the Hardened building type described in *Alpha Strike* (see p. 84, *AS*). Buildings identified as armored possess both an armor value and a construction factor (CF). This armor value is applied for every facing of the building that can be attacked from the outside—including the building's outer walls and its rooftop. When constructing an armored building for *Alpha Strike* game play, each facing receives the same armor value, but this armor value cannot exceed the underlying building's CF.

During game play, the armor value for each exposed facing of an armored building must be tracked separately. As long as a facing still possesses any armor, unfriendly non-infantry units cannot enter or pass through the building walls, nor can their attacks deliver any damage to the armored buildings CF, or to any units inside. Unfriendly infantry units can attempt to enter an armored building as if they were boarding an exceptionally large unit type (see pp. 98-99, *AS*).

The armor of an armored building will sustain damage as any other unit type. Any damage that exceeds this armor value in a given facing will then be applied to the CF of the building itself. As with any normal building, an armored building that has its CF reduced to 0 will collapse, even if armor remains intact on other facings. This reflects the destruction of the underlying structure.

Units inside or on top of an armored building when it collapses will suffer 1 point of damage for every 2 full inches of building height (rounded down to a minimum of 1 point), plus 2 points of damage if they were on the rooftop at the time of the collapse. (In other words, the damage for a collapsing armored building is twice as much as it is for a standard building of comparable height.)

ADVANCED INFANTRY OPTIONS

The following optional rules are unique to infantry unit types. Unless otherwise specified, they apply equally to both conventional and battle armored infantry unit types.

Digging In

As a special action, any conventional foot, jump, or motorized infantry unit (movement codes f, m, of j) may opt to dig into any terrain type other than roads, paved, buildings, and water. In this process, the unit improvises various cover from the surrounding terrain, building itself a semi-fortified position that makes attacks against the unit more difficult.

An infantry unit must declare that it is digging in at the start of its Movement Phase. During the turn the infantry unit is digging in, it may not move or execute any attacks, and all attacks against the infantry unit are resolved normally. No roll is required to successfully dig into the terrain; the process is completed by the turn's End Phase, at which point the terrain is modified for a 2-inch diameter area centered on the unit's position.

Modified Position Benefits: Once an infantry unit has successfully dug in, attacks against that unit will suffer an additional +2 to-hit modifier, but only as long as the unit remains in that modified position. This defensive modifier is lost to the infantry unit once it leaves that position, but any infantry unit types that subsequently enter this fortified terrain will be able to claim those same the defensive benefits as long as they remain there.

Other Infantry Units: Infantry units that feature the MECH special ability, or which do not use the foot, jump, or motorized movement types, cannot dig into the local terrain. However, infantry units that possess the Engineering (ENG) or Trenchworks (TRN) special abilities can fortify any non-water terrain position on the map using the Fortified Position rules described on p. 32.

Hitting the Deck

As an alternative to digging in, infantry may simply opt to throw themselves to the ground to gain the benefits of local cover. Unlike digging in, hitting the deck may be done by any infantry unit type, in any terrain type the unit can legally enter.

The act of hitting the deck counts as the infantry unit's entire movement during its Movement Phase, and thus the unit cannot leave its position in a turn where it declares that it is hitting the deck. Attacks against an infantry unit that has hit the deck suffer an additional +1 to-hit modifier, but so will any Anti-'Mech infantry attacks performed *by* a unit that has hit the deck.

Once an infantry unit that has hit the deck decides to move, it loses the benefits of hitting the deck.

Using Non-Infantry Units as Cover

A final defensive option available to infantry units is the ability to take advantage of their relatively smaller size to hide behind non-infantry units, such as vehicles and 'Mechs. An infantry unit can only use friendly non-infantry units for cover, and must be in base contact with the covering non-infantry unit at the end of the Movement Phase.

During the Combat Phase, the non-infantry unit being used for cover is treated like a piece of intervening terrain for attacks made against (and by) the covered infantry unit. Attacks against the infantry unit treat the non-infantry unit as intervening terrain that adds a +3 to-hit modifier to the attack if the line of fire passes through any part of the non-infantry unit's base. Attacks *by* an infantry unit that is using a non-infantry unit for cover, meanwhile, will treat the covering non-infantry unit as intervening terrain that adds only a +1 to-hit modifier to the infantry unit's to-hit number.

AUGMENTED WARRIORS

In an extremely limited number of instances throughout the history of the *BattleTech* setting, cybernetic technology and other prosthetic aids have been used in an effort to enhance the combat capabilities of elite volunteers. Because many of these modifications are dangerous to implant, difficult to maintain, and fraught with long-term side effects that often include madness, physical deterioration, and even death, only the most fanatical of forces have ever used them on a grand scale.

The following rules address the use of modified warriors in *Alpha Strike*, but only covers the cases where such augmentations have an effect at its tactical scale. While the effects of some of these enhancements may seem trivial, others can be quite unbalancing for normal games, and players should limit their use to forces rated Elite or better, to further reflect their rarity.

Belter Augmentations

The "Belters" is a term given to the minor and reclusive groups of settlers found throughout the asteroid belts of the Terran solar system, who have adapted over the past millennium to low-gravity environments and travel via shuttles and other small aerospace craft. The Belters have no dedicated military forces of their own, but pilots and marines used by the various stewards of Terra (the original Terran Hegemony, ComStar, Word of Blake, and the Republic of the Sphere) occasional include Belters among their number.

Belter warriors receive a –1 Skill modifier as long as the scenario in question takes place in space or under low-gravity conditions (G-ratings of 0.7 and under, see p. 93, *AS*). In addition to this, Belter aerospace fighter pilots receive an additional –1 Skill modifier, but only when operating in space.

Cybernetic Augmentations

The extreme implants and prosthetics used by special operatives and the most fanatical of warriors all come at the cost of flesh and long-term survival. For this reason, they have long been unheard of in the regular battlefield, only truly used by hyper-elite, hyper-dedicated commando operatives whose powerful realms found them too gifted to allow into retirement. It was not until the Jihad, in fact, that the Word of Blake's fanatical *Manei Domini* introduced the Inner Sphere to nightmare combinations of flesh and technology designed as much for terror as they were for combat. While these warriors were indeed formidable, no other faction has found the resources or the dedication to chop perfectly functional arms and legs and vital organs out of their soldiers, just for the sake of a short-term military advantage.

A Robinson Rangers Enforcer *is confronted by a squad of Donegal Guards Inner Sphere Standard Battle Armor.*

The cybernetic enhancements described below should only appear among forces rated Elite or better. If used among forces of lesser overall Skill Rating, the augmented warriors must possess at least a Veteran Skill Rating. These abilities may appear on a unit's data card, but it must be remembered when they come from the warrior's augmentations, rather than the features of his machine. If players are tracking casualties in an ongoing campaign, the abilities provided by an augmented warrior are lost if that augmented warrior is killed or captured, even if his vehicle or equipment are salvaged.

Communications Implants: If used as a spotter for indirect fire (see p. 35, *AS*), any unit controlled by a warrior with the Communications Implant (or Boosted Communications Implant) apply a –1 to-hit modifier to the indirect fire attack.

Boosted Communications Implants: In addition to receiving the benefits of a basic communications implant described above, a unit controlled by a warrior with a boosted communications implant will also receive the C^3I special unit ability (but not the MHQ special).

Sensory Implants: Any unit controlled by a warrior with sensory implants (including multi-modal sensory implants) receives the LPRB and RCN abilities. Multi-modal sensory implants will improve weapon damage by such units as well, but this must be factored at the time of the unit's conversion.

Enhanced Multi-Modal Sensory Implants: Units controlled by warriors with enhanced multi-modal sensory implants receive the PRB and RCN abilities, reflecting a greater detection range.

Filtration Implants: Infantry units exposed to atmospheric toxins from poisonous atmosphere to nerve gas weapons ignore these effects. They do, however, remain susceptible to drowning from an underwater hull breach, and cannot operate in vacuum.

Dermal Camouflage Armor: Conventional infantry units whose warriors possess this implant receive the LMAS special unit ability.

Triple-Strength Myomer Implants: Infantry units whose warriors possess this implant type receive the TSI special unit ability. These units will be susceptible to the effects of Anti-TSM warheads (see *New Alternate Munitions*, pp. 34-35).

Triple-Core Processor: A unit controlled by a warrior with a triple-core processor (TCP) implant applies a +2 Initiative modifier for that unit's force only as long as the pilot with the TCP is also the force's commander. Having a warrior with a TCP also adds a MHQ1 special to the warrior's unit for the purposes of battlefield intelligence (see *Battlefield Intelligence*, pp. 82-83, *AS*). If the unit already has the MHQ special and its warrior is the force commander, the Initiative modifier increases to +3, and the unit's MHQ# special increases by 1 point.

Finally, if the warrior's unit possess ECM of any type (including LECM, ECM, and WAT specials), the triple-core processor implant makes that warrior's unit immune to hostile ECM effects.

Direct Neural Interface (DNI) Implant: Only a pilot with a DNI implant (including the Prototype DNI, Vehicular DNI, or Buffered VDNI implants) may activate the features of a direct-neural control system in a unit that possesses one (see *Direct Neural Control System*, p. 36).

Prototype DNI Implant: In addition to the effects described for the Direct Neural Interface implant above, a unit piloted by a warrior using a prototype DNI implant must roll 2D6 *every* time the unit is hit. If the result of this roll is 8 or less, the unit suffers the effects of a Crew Stunned critical hit, regardless of its Unit type.

Prosthetic Leg MASC: Attacks against a conventional infantry unit whose warriors have been augmented with prosthetic leg MASC apply an additional +1 to-hit modifier.

Prosthetic Wings: A conventional infantry unit whose warriors have been augmented with prosthetic wings (including glider wings and powered flight wings) receives the PAR special unit ability (see p. 108, *AS*). If the unit possesses powered flight wings, it also receives the ability to move 4 inches per turn as a VTOL (movement code v).

BATTLE ARMOR ARTILLERY WEAPONS

A development only made recently in the *BattleTech* setting has been the addition of artillery weapons to battle armor units. This rare feature is reflected by a new special unit ability—ART-BA—that identifies a battle armor unit as possessing artillery capacity.

Battle armor units capable of delivering an artillery attack do so using the same rules presented for standard artillery in *Alpha Strike* (see pp. 73-76, *AS*). For the benefit of those rules, the Revised Artillery Range and Damage Table presented here adds battle armor tube artillery to the original Artillery Range and Damage Table found in *Alpha Strike* (see p. 73, *AS*).

Note: Also added to this table are prototype versions of the Arrow IV and Long Tom artillery weapons, which may occasionally appear on some units. In *Alpha Strike*, these weapons function identically to their modern equivalents.

Battle Armor Artillery Attack Restrictions

Unlike other units, a battle armor unit may not execute an artillery attack in the same turn that it executes any other type of attack. The unit may move in the same turn as it delivers an artillery attack, but it cannot execute another weapon or physical attack if it opts to fire its artillery weapons.

Furthermore, regardless of the battle armor unit's number of actual troopers or the unit's current damage level, it always resolves its artillery attack as a single volley. This is because the damage presented in the Revised Artillery Range and Damage Table reflects the average outcome of successful direct hit by a squad of 4 to 6 troopers.

ENGINE EXPLOSIONS

While the nature of fusion reactor engineering in the *BattleTech* universe technically makes the likelihood of catastrophic explosion almost unheard of, the appeal of a good "kaboom" is hard to deny. The following optional rule allows players to satisfy their craving for the cinematic effects of a catastrophic engine failure—be it one produced by a self-destruct sequence, or a devastating attack.

REVISED ARTILLERY RANGE AND DAMAGE TABLE

Artillery Name	Special	Max Range	Damage	Area of Effect
Arrow IV (Inner Sphere)	ART-AIS	272″	3 (2)	2″ (NA)
Arrow IV (Clan)	ART-AC	306″	3 (2)	2″ (NA)
Arrow IV (Prototype)	ART-AIS	272″	3 (2)	2″ (NA)
Thumper	ART-T	714″	2	2″
Sniper	ART-S	612″	3	2″
Long Tom	ART-LT	1,020″	5/2	6″
Long Tom (Primitive Prototype)	ART-LT	1,020″	5/2	6″
Cruise Missile/50	ART-CM5	1,700″	8	2″
Cruise Missile/70	ART-CM7	3,060″	11/2	6″
Cruise Missile/90	ART-CM9	4,080″	16/6	6″
Cruise Missile/120	ART-CM12	5,100″	22/14	6″
Battle Armor Tube Artillery	ART-BA	68″	2	2″
Artillery Cannons				
Thumper Cannon	ART-TC	28″	1	2″
Sniper Cannon	ART-SC	24″	2	2″
Long Tom Cannon	ART-LTC	40″	3	2″

Under this rule, any non-infantry unit operating on the ground map can suffer an engine explosion. Airborne units, even those technically classified as vehicles, may not make use of these rules, nor will engine explosions among such units have any effect in abstract aerospace combat at any level of play.

Unintentional Engine Explosions

A unit may suffer an unintentional engine explosion only under extreme combat damage—damage so severe, in fact, that these units would be effectively destroyed anyway. To determine if a unit suffers an unintentional engine explosion, roll 2D6 if it is destroyed by an attack that delivers 3 or more points of damage than was needed to finish off its remaining structure.

If this roll result is 12, the destroyed unit suffers an unintentional engine explosion, producing damage as described below. Otherwise, the unit is destroyed without any massive fireballs.

Intentional Engine Explosions

A unit may deliberately self-destruct by announcing its intention to do so during the End Phase of any turn. A self-destruct sequence completes itself during the following End Phase, resolving the explosion as defined below only at that time. In the meantime, the unit may move and attack normally—or its controlling player may have the unit's pilot or crew eject in place of the unit's normal Movement Phase.

If the pilot of a self-destructing unit opts to eject, an additional 2D6 roll must be made, using the unit's Skill Rating as the target number. If this roll fails, the unit will not self-destruct as planned, and is simply treated as shutdown for the rest of the game. If the roll succeeds (or if the pilot/crew never abandoned the unit to begin with), the self-destruct sequence will be completed, and the unit will explode so long as it is not destroyed by then.

A unit that is destroyed before it can complete its self-destruct sequence will not produce an intentional engine explosion (though it may still explode unintentionally, as above).

Booby Traps: Because they are specifically designed for this action, units with the Booby Trap (BT) special ability do not use these rules when self-destructing. Use the Booby Trap special ability's normal rules in *Alpha Strike* when resolving a self-destruct action by such units (see p. 105, *AS*).

A well-timed laser shot sets off a deadly reactor breach.

Engine Explosion Damage

The damage caused by an exploding unit in *Alpha Strike* play is directly related to the exploding unit's Size value. All units, structures, and terrain within 2 inches of an exploding unit will suffer damage equal to the exploding unit's Size. For targets between 2 and 4 inches away, reduce this damage by half (rounded down, to a minimum of 0 points). For targets 4 to 6 inches away, the explosion will deliver damage equal to one-fourth of the exploding unit's Size value (again, rounded down to a minimum of 0). Units over 6 inches away from an exploding unit are unaffected by the blast.

If the exploding unit also has the LG, VLG, or SLG special features, the explosion damage will be even larger. Multiply the exploding unit's effective Size value by 2 for the purposes of these rules if it possesses the LG special. If exploding unit has the VLG special, increase this Size multiplier to 3. For exploding units with the SLG special, the Size multiplier rises to 4.

Damage from an exploding unit is considered area-effect, like an artillery strike, and thus will strike all units, structures, and terrain within the blast area, regardless of movement modifiers, cover, and the like. The only exception to this is a unit located inside another unit or structure that is caught in the blast. In this case, the "interior" unit is only affected if the structure (or transport unit) around them is destroyed. If this occurs as a result of the blast, the unit inside the destroyed structure or transport will suffer the full effects of the exploding unit.

EXTERNAL CARGO

Units with on-board cargo capacity (as noted in the CT# and CK# specials) feature internalized bays and other allowances that enable them to transport other units or freight using the basic rules for Transporting Non-Infantry Units in *Alpha Strike* (see pp. 63-64, *AS*). For 'Mech, ProtoMech, and vehicle units that either lack this internal cargo capacity or are already fully loaded it is possible to carry additional cargo externally.

In general, a 'Mech, ProtoMech, or Combat Vehicle unit can carry external cargo up to its own Size class. Support Vehicles may also handle external cargo in this fashion, but will need to recalculate the cargo's size class as defined (see *Support Vehicles and External Cargo*, p. 30). If the weight of the object is given in tonnage and not size, use the Tonnage to Size Conversion Table to find its effective size for carrying purposes.

If the cargo is another unit which has a Size value and no weight value (or a CAR# special that defines its weight in tons outright), use the unit's Size value, but with the following conditions:

- If the unit is a Small Craft, DropShip, JumpShip, Space Station, or WarShip, it cannot be carried as external cargo by any 'Mech, ProtoMech, or Vehicle unit, regardless of its size.
- If the unit is a Support Vehicle of Size class 3 or higher, it cannot be carried as external cargo by any 'Mech, ProtoMech, or Vehicle unit.
- If the unit is a Support Vehicle of Size class 2, and the Support Vehicle is *not* a hover or VTOL unit, treat it as if it is a Size 3 unit for external cargo purposes. (A Size class 2 hover or VTOL Support Vehicle unit remains Size class 2.)
- If the cargo carrying unit uses any form of triple-strength myomer (i.e. possesses the I-TSM, TSM, or TSMX specials), double its effective Size capacity for external cargo carrying purposes (to a maximum rated value of 5).

Support Vehicles and External Cargo: Most support vehicles can also handle external cargo up to their own Size class under these rules, but must redefine the cargo's Size class when doing so. To determine a cargo's Size class by its weight, use the values given under Support Vehicles in the Tonnage to Size Conversion Table. If the Support Vehicle uses a hover motive type, multiply the cargo's weight by 2 to find its effective Size class for transport purposes. For VTOL Support Vehicles, multiply the external cargo's weight by 4. (These multipliers do not actually change the cargo's weight; they simply adjust its size relative to these generally lighter vehicle types.)

Picking Up External Cargo: 'Mech and ProtoMech units can pick up external cargo fairly easy, and accomplish this task by simply moving adjacent to the cargo during their Movement Phase and conducting no combat actions in that turn. During the End Phase of that turn, the unit has successfully picked up its cargo.

All other units capable of carrying external cargo under these rules use the same process, but must spend 1 additional full turn in base contact with the cargo they are planning to transport. As in the case of 'Mech or ProtoMech cargo carriers, these units cannot conduct weapon or physical attacks of any kind while attempting to pick up external cargo.

Picking Up Active Units: Picking up an active unit that is willing to be lifted follows the rules for listing external cargo as described above, but if the "external cargo" is actually an active unit that wants to *avoid* being picked up, the lifting effort becomes a modified physical combat sequence. In this case, during the Combat Phase before the End Phase where the cargo would be lifted, the players controlling each unit must each make a special physical combat roll.

For the unit attempting to do the lifting, this roll is treated as a physical attack against the target unit, with a +3 attack type modifier (the same as a Death from Above). For the target of the lifting action, this roll is treated as a standard physical attack, with no attack type modifier. If the lifting unit fails, or if its attack roll does not succeed by a higher MoS than that of its target, the targeted unit cannot be picked up in that turn. Otherwise, the target unit is lifted by its opponent during the following End Phase.

Movement Effects: A unit that carries external cargo up to one quarter of its Size value (rounded down, to a minimum of 1), reduces its movement rate by one-third (rounded down to the nearest inch) as long as it is carrying the cargo. If the external cargo is more than one quarter of the unit's Size value, reduce its movement rate by one-half (again, rounding down to the nearest inch). If the external cargo is extremely bulky (such that is has the LG, VLG, or SLG special), the unit attempting to carry it will be reduced to a minimum movement rate of 1 inch per turn.

Units carrying external cargo may not use Jumping MP when doing so.

Combat Effects: A unit carrying external cargo under these rules cannot execute any attacks when doing so.

If a unit is successfully attacked while carrying external cargo, its attacker must roll 1D6 and apply that many points—to a maximum equal to the original attack's full damage value—to the cargo instead of the cargo carrier. (Any remaining damage points from the original attack after the 1D6 damage is applied to the cargo will affect the cargo carrier unit normally.)

If the external cargo is not a unit that tracks damage with its own armor and structure points, treat the cargo's Size value as the number of structure points it possesses. Any external cargo that suffers enough damage to eliminate all of its structure points is considered destroyed.

Dropping External Cargo: Units carrying external cargo may drop their cargo at any point during their Movement Phase, but must declare when doing so whether the cargo is to be dropped "quickly" or "carefully".

If the carrying unit declares that it is dropping its cargo "quickly", it expends no Move inches doing so, but must roll 1D6 and apply that many points of damage to the external cargo as it haphazardly drops it on the spot. If this does not destroy the cargo (as described under *Combat Effects*, above), a marker must be placed where the cargo is dropped.

If the carrying unit declares that it is dropping its cargo "carefully", the unit expends 4 inches of Move to place its cargo on the ground in a far less destructive manner. No roll is required for this action, and the cargo suffers no damage when dropped this way. Once again, a marker must be placed where the cargo is dropped.

After dropping external cargo, the unit regains its normal mobility and ability to execute attacks, but will have to recalculate its remaining movement allowance if the cargo was dropped mid-movement. For example, a unit that can normally move 12 inches per turn would be reduced to half as much—6 inches per turn—while carrying external cargo equal to half its size. This means that the unit spends 2 inches of Move per inch of movement through open terrain. If, during its Movement Phase, the unit already moved 4 inches on the map before choosing to drop its external cargo "quickly", it will have already spent 8 inches of its normal Move rate by that point (4 inches moved x 2 inches spent per inch moved = 8 inches), leaving only 4 more inches remaining after the load is dropped.

Airborne Units and External Cargo: Under these rules, airborne units other than VTOLs may not carry external cargo.

Throwing ('Mechs Only)

If a unit is carrying external cargo that is at least 2 Size classes smaller than itself, and the carrying unit is a 'Mech, it may decide to heave its cargo for distance—presuming, of course, that the condition of the cargo afterward is of no concern to the carrier. For the purposes of this rule, treat a superheavy 'Mech (normally Size 4, with the LG special) as if it has a Size value of 5, thus enabling it to throw items up to Size 3.

A unit can attempt to throw its external cargo during the Combat Phase instead of executing a weapon attack, and will also prevent the unit from executing a physical attack in the same turn; the act of throwing is essentially considered a combination of weapon and physical attack. The maximum distance such cargo can be thrown is equal to 2 inches for every point of difference in Size ratings between the throwing unit and the cargo itself. Thus, a Size 4 'Mech could throw an external cargo item with a Size value of 1 up to 6 inches away from itself (4 – 1 = 3; 3 x 2" = 6").

Because throwing external cargo counts as an attack, the player must make a to-hit roll as if executing a weapon attack, but applies a range modifier of +1 for every 2 inches of distance the throw is made more, instead of the standard weapon range modifiers. The thrown cargo's Size value is also added as a special modifier. All other modifiers for target movement and terrain will also apply to this action. Finally, if the thrown object is an active unit (as opposed to something more inanimate), apply an additional +2 to-hit modifier—to reflect the tendency for such units to struggle against being hurled to their doom. These modifiers are summed up in the Throwing Attack Modifiers Table.

If the throwing attack succeeds, the thrown cargo hits what it was aimed at. If not, it scatters 1 inch in a random direction. (Use the 2-inch AoE template from *Alpha Strike* to determine the direction of this scatter, based on the location of the targeted unit or area.)

On a successful attack, the thrown cargo item will deliver damage equal to its Size to the target unit, building, or terrain. The thrown cargo item itself, meanwhile, will suffer damage equal to twice its own Size value, regardless of whether the attack succeeds or not.

Towing

Many tracked and wheeled ground vehicles feature trailer hitches for the express purpose of towing other vehicles. A unit must possess the Trailer Hitch Quirk or the Trailer Hitch special (HTC) to tow another unit. This trailer must also be a wheeled or tracked vehicle to use the following rules (otherwise, the unit can only be dragged or carried as above).

A unit may tow a trailer up to one Size class above its own, so a Size 2 vehicle can tow another vehicle up to Size 3. Towing other units or trailers in this fashion always reduces the towing unit's movement, but how much varies with the relative size of the unit or trailer being towed. If the unit or trailer is of a lower size class, the towing unit reduces its current Move rate

TONNAGE TO SIZE CONVERSION TABLE

Weight (Tons)	Size Class
'Mechs, ProtoMechs, Combat Vehicles	
0-39	1
40-59	2
60-79	3
80-100	4
101-200	4*
201-400	5*
401+	**
Support Vehicles†	
0-5	1
6-99	2
100-199	3
200-299	4
300-399	5
400-599	5*
600+	5*

*For external cargo transport purposes, items at this weight are also considered to have the LG special; Support Vehicles carrying cargo weighing 600 tons and up treat the cargo as if it has the VLG special.

**Items of this weight cannot be externally transported by 'Mechs, ProtoMechs, or Combat Vehicles of any size.

†For Hover Support Vehicles, multiply the cargo's weight by 2 before conversion; for VTOL Support Vehicles, multiply by 4 before conversion.

THROWING ATTACK MODIFIERS TABLE

Condition	Modifier
Target Range	+1 per 2 inches away*
Target Movement	As normal
Target Terrain	As normal
Intervening Terrain	As normal
Thrown Cargo Size	+Cargo Size value
Thrown Cargo is Active Unit	+2

*Replaces normal Range modifier for weapon attack; round down to minimum of +0

by 2 inches. If the towed unit or trailer is of equal size class to the towing unit, the towing unit's current Move rate is reduced by half (rounded down to the nearest inch). If the towed unit or trailer is of a larger Size class than the towing unit, the towing unit reduces its Move to one quarter of its current rate (rounded down to the nearest inch).

While being towed, the trailer or towed unit is always placed in base contact with the rear facing of its towing unit. Both units may attack and be attacked as separate units while connected in this manner, but any attacks made against them use the target movement modifier appropriate to the towing unit's current modified Move rate. Thus, if a Size 3 towing unit, with a normal Move of 6 inches is reduced to 4 inches because it is towing a Size 2 trailer, both the towing unit and its trailer may be attacked as if they have a Move of 4 inches.

Naval Tugs: These same rules apply on the surface of water features as long as both the towing vehicle and its trailer possess the ability to float, and the towing vehicle is capable of naval movement.

Dragging

Other ground units—including 'Mechs, ProtoMechs, ground vehicles with the hover or WiGE movement types, and even infantry units—can also opt to drag external cargo, rather than carrying it. Though far less elegant—and likely to cause damage to the cargo—dragging away salvage may be the best way to clear a field when one is short on time and recovery vehicles.

Basic Dragging Rules: As with the basic external cargo rules, the Size of the external cargo must be identified first (if it is only given in tons), and adjusted as necessary if the dragging unit is a Support Vehicle.

Dragging cargo use the same rules described under Towing, above, but does not require the towing unit to possess a trailer hitch, nor does the towed item need to be a wheeled or tracked trailer. However, if the cargo being dragged is *not* a wheeled or tracked vehicle (or trailer), the dragging unit runs the risk of damaging it as it moves. To reflect this risk, for every 2 inches of movement made while dragging external cargo, the dragging unit must make a 2D6 roll against its Skill Rating, adding any extra per-inch movement costs of the terrain to this number as a modifier (e.g., dragging such cargo through rough terrain—which cost +1 inch to move through—adds a +1 modifier to this roll target).

If this roll is less than the modified target number, the dragged cargo immediately sustains 1 point of damage from dragging. This roll must be repeated for every 2 inches of movement completed by the dragging unit, until it releases its cargo. If the dragged cargo is a unit that can sustain critical hits and motive damage, make any necessary checks as appropriate to the unit's type and condition any time the dragging action causes damage.

Dropping Dragged Cargo: As with dropping a carried object (see p. 30), dropping any external cargo that is being dragged can be accomplished either in haste (at no additional movement cost), or with extra caution at a cost of 2 inches of Move. In both cases, the action must be taken during the dragging unit's Movement Phase, after which the unit regains its full mobility (reduced only by the amount of its Move that was already spent while dragging the cargo or placing it down carefully).

If the dragged cargo is dropped in haste, it will sustain 1 additional point of damage as it lands—unless the dragged item is a vehicle or trailer with a wheeled or tracked movement type. If the dragged cargo is carefully dropped—or is hastily dropped, but possesses a wheeled or tracked motive type—the dropped cargo sustains no additional damage from being dropped.

FORTIFIED POSITIONS

Ground units and infantry that possess the Trenchworks/Fieldworks Engineering (TRN) special (see p. 109, *AS*) may quickly create special fortified positions usable by vehicles, ProtoMechs, and infantry for defensive purposes. These special positions can be made in any terrain type except for buildings or water.

To create a fortified position, the engineering unit must remain stationary for a full turn, during which time it also may not make any weapon or physical attacks of any kind. The act of fortifying a position requires no rolls, but it requires the unit's full attention to do so, during which time it may be targeted as if it were at standstill (see *Variable Movement Modifiers*, p. 22).

In the End Phase of the turn after the above conditions are met, a 2-inch diameter template marker must be placed on the map, centered upon the engineering unit's position. This marker indicates that the area has been fortified for added cover. For the remainder of the scenario, the fortified position may be used to provide extra cover for infantry units (see *Advanced Infantry Options*, p. 26) or ProtoMechs and vehicles going hull down (see *Hull Down*, p. 10).

MORALE

On the game table, it is easy to play out a scenario to the death, where victory goes to the force whose units are the last ones standing. Glorious as that can be, however, it overlooks the fact that most battlefield units are controlled by human beings—men and women who typically want to live to fight another day.

To better simulate this in-universe reality, the following rules will periodically require units to perform a special "morale check" roll at the end of any combat turn in which certain demoralizing conditions are met. Failure of this check may trigger a forced withdrawal effect, and thus players should familiarize themselves with those rules, as they are found in *Alpha Strike* (see p. 27, *AS*).

Morale Check Conditions

Unless exempted (see *Morale Check Exemptions*, p. 33), all ground unit types except for those that feature the LG, VLG, and SLG special features, fighters, airborne vehicles, and aerospace Small Craft units, will be subject to a morale check if any of the following conditions apply:

- The unit has suffered damage or heat from an Inferno ordnance attack (see *Alternate Munitions*, pp. 76-82, *AS*).
- The unit has suffered damage from any form of cruise missile artillery weapon (see *Artillery*, pp. 73-76, *AS*).
- The unit has sustained crippling damage (see p. 27, *AS*), and is *not* an infantry unit.
- The unit has sustained at least half its total damage capacity (armor and structure, combined), and *is* an infantry unit.

A Word of Blake Level II attempts to destroy the Ghosts of the Black Watch.

Morale Check Exemptions

The following unit types are exempt from making morale checks, but may still be subject to Forced Withdrawal conditions, if those rules are in play:

- **Large Units:** Any ground unit with the LG, VLG, and SLG special, including all Mobile Structures.
- **Large Aerospace Units:** All DropShips, JumpShips, WarShips, and space stations.
- **Drones:** Any unit with the DRO, RBT, or SDCS special features is exempt from morale checks—even if it is of a unit type and/or size that ordinarily would not be exempt.
- **Stationary Units:** Buildings, gun emplacements, and other units that possess no Move to begin with, are exempt from morale rules.

Making the Morale Check

The morale check is a 2D6 roll against a base target number equal to the unit's Skill Rating, plus all applicable modifiers listed in the Morale Check Table. If the roll result is equal to or higher than this modified target number, the unit's morale remains intact and it may continue to act normally. Otherwise, the unit's morale breaks, and it is considered to be routed.

A routed must begin to retreat per the rules for Forced Withdrawal (see p. 27, *AS*), starting with its next Movement Phase. If a routed unit does not recover its nerve before it leaves the map area (see *Recovering Nerve*, below), it is considered to have withdrawn entirely from battle and is removed from play. As with the Forced Withdrawal rules, routed units can still execute attacks while they are retreating, but may not act as spotters for indirect fire, nor may they deliberately move toward an enemy unit's position.

Recovering Nerve

Any unit that is routed must make an additional morale check at the End Phase of every turn after its morale has broken, to see if it can recover its nerve. This roll uses the base target number and modifiers that applied when the unit's morale broke to begin with, but also applies the Additional Nerve-Recovery Modifiers shown in the Morale Check Table.

If the roll equals or exceeds the modified target number, the unit regains its morale and may once again function normally (at which point it may stop retreating and does not need to make any further morale checks until it sustains damage again). If not, the routed unit continues to flee from battle for another turn.

MORALE CHECK TABLE

Base Target Number = Unit's Skill Rating

Condition	Modifier
Attacked by Inferno ordnance	+1
Attacked by Cruise Missile	+2
Unit is a BattleMech or ProtoMech	–2
Unit is an IndustrialMech	+0
Unit is a Combat Vehicle	+0
Unit is a Support Vehicle	+3
Unit is Battle Armor Infantry	–1
Unit is Conventional Infantry	+2
Unit is currently Routed	+3
Unit is a Drone/Robotic Unit	No Roll Required
Pilot has Iron Will Special Pilot Ability	–2
Infantry-Only Modifiers	
Attacker is a BattleMech	+1
Unit is inside a Building	–2

ADDITIONAL NERVE-RECOVERY MODIFIERS

Condition	Modifier
Friendly Force Commander in LOS*	–2
Friendly Force Sub-Commander in LOS*	–1
Infantry-Only Modifiers	
Any Friendly Routed Units in LOS	+1
Friendly (non-Routed) 'Mechs in LOS	–2
Friendly (non-Routed) Vehicles in LOS	–1
Fire in LOS (see pp. 100-101, AS)	+2

*A friendly force commander or sub-commander is only considered to be "present" when a unit has been specifically designated as the force's commander and this unit is active and on the map within 35 inches of the routed unit. Only one unit per lance (or Star) in a given force may be designated as a force sub-commander.

NEW ALTERNATE MUNITIONS

The following alternate munitions represent specialty ammunition types not previously covered in the *Alpha Strike* core rules (see pp. 76-82, *AS*), largely because they all emerged as short-lived, experimental concepts. As with the specialty munitions found in *Alpha Strike*, these new ammo types may only be employed by units that possess the appropriate abilities, and will affect attacks made by such units accordingly.

Anti-TSM Warheads

Required Special: LRM or SRM

Anti-TSM warheads are available only to units with the LRM or SRM specials. When making a successful ranged attack by such units—either while using just the unit's IF, LRM, or SRM special abilities, or as part of a standard attack—reduce the attack damage by 1 point. If the target possesses the TSMX or TSI specials, it sustains 2 additional points of damage and one additional critical hit, even if there is still armor remaining.

In addition to these effects, Anti-TSM warheads generate a 2-inch radius area of smoke centered on the unit they hit, which will linger, drift, and affect LOS as per the rules for normal smoke (see pp. 81 and 83, *AS*). Units with the TSMX or TSI specials that enter this smoke area—or which begin their Movement Phase within a smoke area created by Anti-TSM warheads—will immediately suffer 1 point of structure damage if they do not possess any armor at that time, resolving Critical Hits accordingly.

Note: While it seems odd, in retrospect, to find a munition specifically dubbed "Anti-TSM" that has no effect against the common form of triple-strength myomer in use today, this nomenclature references the missiles' historical use. At the time Anti-TSM munitions were first employed, only prototype forms of triple-strength myomer existed (TSMX). Indeed, it was specifically to avoid the danger of anti-TSM warheads that modern, standard triple-strength myomer—identified by the TSM special—emerged to begin with. This improved TSM quickly eclipsed the original, and all but spelled the end of anti-TSM munitions by the mid-3050s.

Listen-Kill Warheads

Required Special: LRM or SRM

Listen-Kill missions are available only to units that possess the LRM or SRM specials. Use of these warheads applies a –1 to-hit modifier to the weapon attack, whether it is made using only the LRM or SRM special ability, or as part of the unit's standard weapon attack.

Note: Historically, simple tweaks to communications suites of the day eliminated the effectiveness of Listen-Kill warheads within just two years of their debut. To reflect this, if playing scenarios where the in-universe date is a factor, these missiles only provide the above benefits if used from 3037 (the year the missiles were introduced) to 3039 (the year they ceased to be effective). After 3039, Listen-Kill warheads are treated as standard missiles.

Dead-Fire Missiles

Required Special: LRM or SRM

Dead-fire missiles are available only to units that possess the LRM or SRM specials. When delivering an attack using these missiles, increase the damage delivered by the unit's LRM or SRM special by 1 point, but decrease the maximum range for these special abilities by 1 bracket. (For example, with dead-fire missiles, the LRM1/2/2 special would become LRM2/3/0, while the SRM3/3 special would become SRM4/0.)

When using dead-fire missiles as part of a standard weapon attack, remember to adjust the unit's normal damage values accordingly (e.g. eliminating the Long range LRM damage values for units with LRM specials while increasing their Short and Medium range damage by 1; or eliminating the Medium range SRM damage values for units with SRM specials, while increasing their Short range damage by 1).

Shoot and Sit Missiles

Required Special: NARC

Shoot-and-sit (SS) missiles are available only to units with the standard Narc (SNARC) special ability. These warheads were an early version of the explosive Narc pods that could either be detonated immediately on contact (like the explosive pods, as defined on p. 79, *AS*), or detonated later.

When making a weapon attack, the unit using shoot-and-sit missiles can declare when attacking that it is either using these warheads as normal contact-explosive pods—in which case the explosive pod rules are used, delivering 1 point of damage per 2 pods, rounded down—or is withholding the detonation for later. If the attacker opts for a later detonation, it must track each successful attack the unit makes against its target using its SNARC special. To detonate these missiles later, the attacker must begin its Combat Phase with a valid LOS to a target that has been "seeded" with SS missiles, and declare it is setting off the explosives as part of its own weapon attack. The detonation delivers damage to the target equal to 1 point for every 2 successful SNARC attacks that were made against the target using SS munitions. When detonated later in this manner, all of the SS missiles are set off at once; the attacker cannot choose to set some off and leave others for a later attack.

A unit using SS missiles can only detonate its own missiles in this manner. If the unit using SS munitions is destroyed before it can set off its explosives, the unexploded missiles will not be detonated (and can be safely removed post-battle).

NEW SPECIAL UNIT ABILITIES

The following additional special unit abilities reflect technologies and components that have recently been introduced in various other sourcebooks, and which may appear on newer unit cards.

Advanced Tactical Analysis Computer (ATAC#)

A unit with this special is able to feed improved tactical input to robotic units. This ability provides a –1 to-hit modifier to a number of SDCS or RBT units equal to this ability's numerical value (so a unit with an ATAC3 special may provide this modifier to up to 3 robotic units).

Anti-Penetrative Ablation Armor (ABA)

A unit protected by anti-penetrative ablation armor—often simply called ablative armor—is resistant to specialty munitions designed to pierce most other armor types. A unit with this special ignores attacks by taser weapons (MTAS# and BTAS# specials), and negates the bonus critical hit check made for attacks that use armor-penetrating ammunition and tandem-charge missile munitions (see pp. 78 and 82, *AS*).

Ballistic-Reinforced Armor (BRA)

A specialty armor developed to counter projectile weapons and missiles, ballistic-reinforced armor reduces all damage delivered by attackers that make use of the AC, IATM, IF, LRM, or SRM specials, by half (rounding up). This reduction is applied whether the attack is delivered using the unit's normal damage values, or by just the listed special abilities.

Thus, if a unit that delivers normal attack values of 5/4/2, with an AC2/2/0 special, delivers a successful normal attack against a unit with the BRA special at Medium range, the attack will be reduced by 1 point (half the AC attack value at Medium range), dropping the normal total of 4 points to 3.

Though similar to reactive armor in many ways, ballistic-reinforced armor will not reduce damage from attacks made using the ART, BOMB, MSL, or FLK specials.

BattleMech HarJel II and III (BHJ2, BHJ3)

Improved versions of the hull-sealing technology known as BattlMech HarJel appeared in the mid-thirty-second century. In addition to providing the same hull breach resistance of standard HarJel (see p. 105, *AS*), units protected by HarJel II or HarJel III will recover armor points lost to damage as long as they begin the End Phase with at least 1 point of armor remaining. The amount of armor recovered at this point is 1 point for units that have the BHJ2 special, or 2 points for units with the BHJ3 special.

The maximum armor points a unit may recover with BattleMech HarJel II or III may never exceed the unit's original armor value. BHJ2 and BHJ3 special abilities will not recover structure points or critical damage, and these abilities will cease to function entirely if the unit is reduced to 0 armor points before its End Phase.

Bimodal Land-Air BattleMech (BIM (#a))

A BattleMech with this special has been built to convert between BattleMech and aerospace fighter modes of operation. The rules for Land-Air BattleMechs (LAMs), may be found on pp. 43.

Direct Neural Control System (DN)

A unit controlled with a direct neural control system is designed to be piloted by warriors fitted with an advanced cybernetic brain implant, enabling more enhanced control. This technology is exceedingly rare and dangerous in the *BattleTech* setting, with its use invariably leading to madness and death in less than a decade or so. Developed only in the wake of the Clan Invasion, it was almost exclusively limited to the fanatics of the Word of Blake faction, even though other groups researched their own versions.

If a warrior or crew controlling a unit with this special ability is *not* fitted with a DNI implant—including the prototype DNI, vehicular DNI, or buffered VDNI implants (see *Augmented Warriors*, pp. 26-28)—the control system provides no benefits or drawbacks at all. Otherwise, the use of this feature applies a –1 modifier to the pilot's Skill Rating, so a unit with a Skill Rating of 2 will drop to 1. However, any Fire Control critical hit the unit receives during a scenario will result in a Crew Stunned effect to the unit (regardless of the unit's type). If this happens to an aerospace unit operating within the Radar Map above a ground battle, treat the stunned unit as if it has shut down, and resolve the outcome per the rules found on p. 61 of *Alpha Strike*.

Glider ProtoMech (GLD)

A ProtoMech unit with this special ability has been built with a special low-level flight capability similar to a Wing-in-Ground Effect vehicle. Rules for using Glider ProtoMechs in game play may be found on p. 41.

Hyperpulse Generator (HPG)

The hyperpulse generator is a transmission device used to send communications signals through hyperspace. Rare and expensive in the extreme, it is almost never seen on the battlefield, and many factions in the *BattleTech* universe consider attacking or willfully endangering such devices a crime against humanity. Nevertheless, some mobile versions of the HPG do exist, and thus can make an appearance in battle under extreme circumstances.

If a unit equipped with a mobile HPG (noted by the HPG special) is operating inside an atmosphere, it may use the device to send a signal once every 6 turns. Doing so, however, draws incredible amounts of power and produces an immense electromagnetic pulse that affects all units in the general vicinity—including the HPG-carrying unit itself. These effects can vary with the operating unit.

Aerospace units operating in space may use an HPG in any turn they wish, but will generate no significant game effects when doing so.

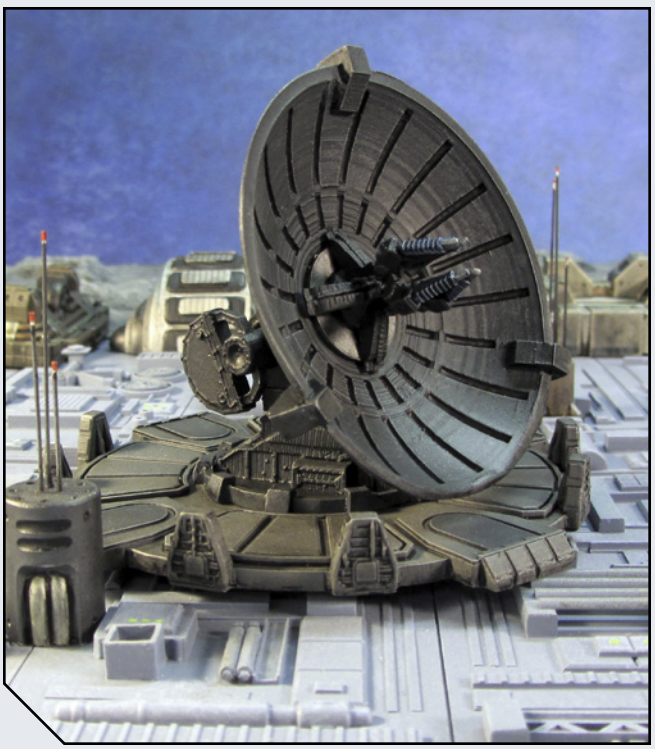
Charging and Firing: Charging and firing an HPG requires two full, consecutive combat phases to perform, during which time the HPG unit cannot move or use any weaponry. If the unit is an extremely large unit in the process of being boarded or repelling a boarding action, its marines and other infantry defenses may continue to function normally, but all mounted weaponry is inert. At the end of the second combat phase, the HPG fires, instantly shutting down the firing unit for 1 turn. (The unit reactivates in the End Phase of the following turn.)

HPG Effects Radius: As long as there is an atmosphere (or, if the Atmospheric Density rules are in effect per pp. 92, *AS*, an atmosphere of Thin or greater density), the HPG pulse will affect all units within a radius of 16 inches if the firing unit is not a Mobile Structure, a DropShip, a building, or a Support Vehicle of Size Class 3+. If the firing unit is a Mobile Structure, a DropShip, a building, or a Support Vehicle of Size Class 3+, the pulse will affect all units on the ground map, and all units in the Central Zone and Inner Ring of the atmospheric Radar Map above the HPG's position.

HPG Effects: The HPG pulse inflicts a +4 to-hit modifier on all non-conventional infantry units within the area of effect for a period of 6 combat phases after the firing takes place. This effect persists even if an affected unit subsequently moves outside of the initial effect radius. This modifier will apply only to weapon attacks and most special ability attacks during this time, however; physical attacks (including those using the MEL special) will remain unaffected, as will any special Control Roll target numbers.

Receiving HPG Signals: Technically, the receiving of an HPG signal is far beyond the scope of these rules, but should an event happen within an atmosphere, there will be no significant game effects in *Alpha Strike* play.

Note: Where the signal from an HPG goes is irrelevant to *Alpha Strike* game play. As an HPG is a hyperspace-capable communications system intended to send signals up to 50 light years at a shot, anywhere the message is sent will simply be too far beyond the scope of the game at hand to have any relevance. An HPG cannot be used to directly attack a target unit; the pulse is merely a secondary effect.



Impact-Resistant Armor (IRA)

Originally developed for use in dueling arenas, where melee attacks are often as common as weapons fire, impact-resistant armor provides increased protection in physical combat. When a unit with this special sustains damage as a result of a physical attack (including those delivered using a MEL special, or self-inflicted damage from a Death from Above attack), the damage sustained by the unit is reduced by 1 point, to a minimum of 1 point.

In addition to this, all critical hit rolls and hull breach checks made against this unit apply a +1 modifier to the roll result. For critical hits, treat any modified result over 12 as an Engine Hit critical.

Improved ATM (IATM#)

Units with the IATM# special may conduct missile attacks using Improved ATM munitions. These alternate munitions are:

Indirect Fire: This represents an IATM firing standard long-range missiles, which enables the unit to execute an attack as if it has an IF special of equal value (i.e., an IATM2 special can also act as an IF2 special).

Magnetic Pulse: Using this alternate munition attack, the unit's normal attack is reduced by 1 point at Short range. But if this attack hits a target in the Short range bracket, the target suffers a loss of 2 inches of Move, as well as a –1 to-hit modifier for all weapon attacks, throughout the following turn. (Multiple magnetic pulse hits will not stack these modifiers.)

Improved Inferno: using this alternate munition attack, the unit's normal attack is reduced by 1 point at Short range. But if this attack hits a target in the Short range bracket, the target suffers the effects of a HT#/#/# special attack equal to the numerical value of the unit's IATM# special, out to medium range (i.e., an ITAM2 will translate to a HT2/2/- effect).

Land-Air BattleMech (LAM (#g/#a))

A BattleMech with this special has been built to convert between BattleMech, AirMech, and aerospace fighter modes of operation. The rules for Land-Air BattleMechs (LAMs), may be found on pp. 43.

Magnetic Clamp System (MCS, UCS)

ProtoMechs with magnetic clamps may ride on a BattleMech as if they were a battle armor infantry unit with the XMEC special (see p. 47, *AS*). No more than 2 ProtoMechs with the MCS special (or 1 with the UCS special) may ride on a single transporting 'Mech at the same time.

When transporting ProtoMechs via the MCS or UCS special, the transport 'Mech will lose 2 inches of Move, per ProtoMech, so long as the ProtoMechs remain attached to it.

Mobile Army Surgical Hospital (MASH#)

A unit with MASH equipment can tend to wounded warriors, and helps to recover their injuries between battle. During game play, a unit with MASH equipment can accommodate infantry units as if it has an Infantry Transport (IT#) special equal to half its MASH# value, rounded up. (For example, a unit with a MASH6 special can act as a unit with the IT3 special.)

Between battles, MASH-equipped units provide a bonus to "repairing" infantry units. See the Expanded Repair and Salvage rules (pp. 168-179) for more information.

Mobile Field Base (MFB)

A unit with a mobile field base is one that is equipped to handle technical servicing, maintenance, and even battlefield repairs on other units. During game play, a mobile field base has no direct effect, but between battles, its presence enables bonuses to repairing other combat units. See the Exapnded Repair and Salvage rules (pp. 168-179) for more information.

Naval C^3 (NC3)

This special represents an advanced large-scale version of the C^3 network system, developed for spacecraft. Up to 6 large craft units may link into a single NC^3 network. In abstract aerospace combat (including capital-scale combat), all units in a NC^3 network receive a –1 to-hit modifier. Naval C^3 networks are immune to ECM, but not to the SDS Jammer (JAM) system.

Nova Composite EW System (NOVA)

A unit with the NOVA special mounts a special electronics warfare system that not only provides the abilities of the ECM and PRB specials, but also acts as a C^3i network that can link up to 3 units (see pp. 49-51, *AS*). Unlike a normal C^3i system, the Nova cannot be disrupted by ECM, LECM, and WAT specials; it can only be disrupted by a hostile unit with the NOVA special.

Prototype CASE (CASEP)

When a unit with prototype CASE (CASEP) suffers an Ammo Explosion critical hit, the attacker rolls 1D6. On a 3 or higher, the critical hit is ignored. On a result of 2 or less, the unit suffers an explosion and is destroyed.

Prototype Triple-Strength Myomer (TSMX)

Units with the prototype form of triple-strength myomer TSMX deliver 1 additional point of damage to all successful physical attacks they execute, regardless of the unit's current heat level. If the External Cargo rules are in play (see pp. 29-32), a unit with TSMX also doubles its lifting capacity.

Unlike standard and industrial TSM, prototype TSM does not provide a movement boost. More importantly, prototype TSM is susceptible to Anti-TSM Warheads alternate munitions (see p. 34).

QuadVee (QV)

A 'Mech unit with this special ability has been constructed as a QuadVee. The rules for these units may be found on pp. 43-44.

Radical Heat Sink System (RHS)

A unit with the radical heat sink system (RHS) can perform a special coolant flush action in any End Phase where its Heat Scale is 1 point or higher. This coolant flush will reduce the unit's heat level by 1 point (to a minimum of 0), but the controlling player must then roll 1D6. If the roll result is 1, the RHS special must be marked off, and the unit fails to reduce its heat level for that turn. A radical heat sink system that has been marked off in this fashion is no longer usable for the remainder of the scenario.

Re-Engineered Lasers (REL)

A unit that carries re-engineered lasers is able to offset many of the benefits presented by several types of specialty armors, such as reflective. When a unit with this ability successfully attacks a unit featuring reflective armor (RFA special), ignore that armor's damage-reducing effects. Furthermore, if a unit with this ability successfully attacks a unit that features the critical-resistant (CR) special, replace the target's normal –2 modifier for any critical hit rolls with –1.

RISC Advanced Point Defense System (RAMS)

A unit equipped with a RISC advanced point defense system may use this special ability to reduce incoming missile fire against itself as a standard anti-missile system (see *Anti-Missile System*, p. 46, *AS*), or it may use the system to reduce the missile damage to any other friendly unit within 2 inches of its position by 1 point.

The use of the RAMS special to defend its own unit or a friendly unit must be made when the missile attack is resolved; a RAMS ability used to defend its own unit cannot be used to defend a friendly unit (and vice versa) in the same term.

RISC Emergency Coolant System (ECS)

The RISC emergency coolant system is a more powerful variation on the radical heat sink system (RHS special), but its effects in the event of a system failure can be much more dire. Like the RHS special, this system is activated in the End Phase of the turn, but will only do so if the unit has reached a Heat Scale of 4 (Shutdown). Also like the RHS, the system requires a 1D6 check to determine if it suffers a failure when attempting to flush coolant through its unit.

If the 1D6 roll result is 2 or higher, the ECS reduces the unit's Heat Scale by 2 points. If the result of the 1D6 roll is 1, the ECS special must be marked off and, just like the RHS, it will fail to reduce the unit's heat level. In addition to this, the ECS's failure will *also* inflict one Engine Hit critical on the unit itself. The ECS remains inoperable for the remainder of the scenario once it is marked off.

RISC Viral Jammers (DJ, HJ)

RISC Viral Jammers are active electronic warfare systems designed to counter opposing electronics within the user's general vicinity. Available in two forms—the anti-ECM decoy jammer (DJ) or the communications-disrupting homing jammer (HJ)—a viral jammer may be activated at the start of the unit's Movement Phase, and will have the effects outlined below for its jammer type against all units that are within 34 inches of the jamming unit and have an LOS to it at the end of their Movement Phase. Note that this jamming will affect friendly and opposing units alike.

Once engaged, a RISC viral jammer remains active for 5 turns and cannot be shut off before then except through the destruction or shutdown of the operating unit. Once a jammer is disabled in any way (or its 5 turns of operation elapse), its negative effects on opposing electronics will dissipate, and the jammer's special ability is marked off the unit's stat card.

Decoy Jammers (DJ): Once a decoy jammer is activated, all units within LOS of the jamming unit and a range of 34 inches or less must roll 2D6. If this roll result is 9 or higher, the unit is unaffected by the jammer. Otherwise, any AECM, ECM, LECM, STL, or WAT specials the unit possesses will be rendered inoperative for the duration of the jammer's effect.

Homing Jammer (HJ): Once a homing jammer is activated, all units within LOS of the jamming unit and a range of 34 inches or less must roll 2D6. On a result of 9 or more, the units will function normally. Otherwise, the affected unit may not use any TAG, C^3 systems of any kind (including C3BSM, C3BSS, C3EM, C3I, C3M, C3RS, or C3S), or the NOVA special for the duration of the jammer's effect. In addition, if the unit features an IATM, LRM, CNARC, SNARC, or SRM special, all attacks made that include these weapons' damage or effects will suffer a +1 to-hit modifier.

Robotic Drone (RBT)

Units with this special are driven by autonomous programming that enables them to function as a drone that does not require remote human direction. The rules covering how robotic units work may be found on pp. 39-40.

SDS Drone Control System (SDCS)

Units with this special have an extremely sophisticated and highly adaptive robotic control system not seen since the fall of the original Star League. This enables the unit to operate as a superior form of robotic drone, per the rules found on pp. 39-40.

SDS Jammer (JAM)

A unit with this special cancels the –1 to-hit modifier provided by an opposing unit with the ATAC or Naval C^3 specials. This effect only works when the unit that would benefit from the enemy ATAC or NC3 is within the jamming unit's Extreme range weapon bracket (or closer).

Tight-Stream Electromagnetic Pulse Weapons (TSEMP#)

A unit with this special ability carries tight-stream EMP weapons (TSEMPs), which function much like an energy-based version of the taser (see p. 109, *AS*).

As with taser weapons, the numerical value for this special ability indicates the number of TSEMP weapon attacks the unit may attempt per turn. If this numerical value is preceded by a "-O", then the unit is only carrying one-shot TSEMPs, and the number instead indicates how many TSEMP attacks it may attempt for the entire scenario.

TSEMP attacks may only be attempted in the unit's Combat Phase, and may only be directed against targets within the unit's Short or Medium range brackets on the ground map. (TSEMP weapons are ineffective in airborne combat, but may be part of an air-to-ground attack by fighters so equipped.)

A successful TSEMP attack will have no effect against conventional infantry unit, DropShips, or any other units that possess the VLG or SLG specials. For all other unit types, a successful TSEMP attack must be followed by a second 2D6 roll, applying a –1 roll modifier if the target is a BattleMech or aerospace unit, a –2 if the target has the LG special, and a +2 if the target is a support vehicle unit.

If the modified roll result is 8 or higher, the target shuts down for 1 turn. On a 7 or less, the target instead suffers a +1 target modifier for all attacks and Control Rolls required of it for 1 turn.

Multiple TSEMP attacks against the same target will not increase these modifiers, but each attack each should make its effects roll as long as the target has not been shut down. TSEMP effects against a target automatically wear off in the End Phase of the following turn.

Trailer Hitch (HTC)

A vehicle unit with this special has the ability to tow other wheeled or tracked units and trailers. The rules for towing may be found under *External Cargo*, pp. 29-32.

Triple-Strength Implants (TSI)

Infantry with this special have been augmented with triple-strength myomer implants. While most gameplay effects are covered under *Augmented Warriors* (see pp. 26-28), these units are also susceptible to the effects of anti-TSM munitions (see p. 34).

Virtual Reality Piloting Pod (VR)

A unit controlled with a virtual reality piloting pod has replaced its normal cockpit with an internalized bay sealed deep inside its chassis. Though this early-Clan Invasion experiment promised to better safeguard MechWarriors from harm, it proved dangerously susceptible to electronic interference and made safe egress from a doomed machine nearly impossible.

A unit with this special applies a –1 target modifier to any special Control Rolls required of the unit (such as those to avoid skidding or becoming stuck in bog-down terrain, but the unit becomes unable to use the Ejection rules (see p. 91, *AS*). Furthermore, if the unit begins its Combat Phase within an area affected by hostile ECM of any type (such as those generated by LECM, ECM, and WAT specials), the unit may not attempt any ranged weapon attacks, and suffers a +2 to-hit modifier for any physical attacks it attempts.

NEW UNIT TYPES

The following new unit types were either not covered under the *Alpha Strike* core rules, or were not clearly differentiated from units of the same general class. Most—like tripod 'Mechs, superheavy 'Mechs, LAMs, and QuadVees—are rare in routine play, having been out of service for a long time in the universe at large, or entirely new to the setting. Others—such as four-legged 'Mechs and robotic drones—are not quite so foreign, but their distinctions were largely glossed over under the core rules.

DRONES AND ROBOTIC UNITS

Virtually all unit types found in *Alpha Strike* may be constructed as drones. Drones are either driven remotely by human operators, or controlled by their own on-board artificial intelligence software. For the sake of these rules, a unit with the Drone (DRO) special is considered to be a remote-controlled unit, while those with the Robotic (RBT or SDCS) specials operate independently.

Remote-Operated Drones

The use of remote-operated drone units is largely covered already by the rules for the Drone and Drone Carrier Control System special unit abilities found in *Alpha Strike* (see pp. 106-107, *AS*). Additional rules regarding these drones are covered further below.

Robotic Drones

Robotic units are designed to operate independently of human operators, and thus do not rely on constant communication for combat directions, nor do they require the presence of a control unit as remote drones do. But even though they are meant for autonomous operation, robotic drones can still be impaired by hostile ECMs as their sensor suites become blinded or disoriented by the interference.

Robotic Initiative: As a unit type specifically designed to operate independent of human control, any time a force of robotic units is present in a scenario, the robotic forces fielded by each side must roll their own Initiative. Being less intuitive than humans, however, these robotic forces suffer a –2 modifier to their Initiative roll (if the robotic unit features the SDCS special, change this Initiative modifier to –1).

For example, if a scenario pits an attacking force of entirely human-controlled 'Mechs against a defending force of human-piloted 'Mechs, backed up by robotic tanks, three Initiative rolls must be made—one for the attacker, one for the human-piloted defenders, and a third for the robotic defenders. The robotic defenders, furthermore, apply a –2 modifier to their Initiative roll. The turn order will then proceed as if there are three "sides" on the map, based on their roll results. If the attackers in this scenario also brought along some robotic units, four Initiative rolls would be required instead.

Robotic Skill Ratings: As with remote drones, robotic drones that lack the SDCS special receive a Skill Rating 1 point higher than an equivalent human-operated unit. Thus, a Regular-rated non-SDCS robotic tank would possess an effective Skill of 5, rather than 4. Robotic units with the SDCS special receive a Skill Rating equal to any human-operated unit of a given Skill Rating.

Because few robotic AIs can match the intuitive abilities of a human, the maximum Skill Rating a robotic unit may possess is Elite. This means that a robotic unit without the SDCS special may not receive a Skill Rating better than 3, while the best Skill Rating a robotic drone *with* the SDCS special may attain is 2.

Robotic Aggression Modes: Prior to the start of a scenario involving robotic units, the player controlling such units should give each one an Aggression Mode to determine its actions in combat. This Aggression Mode, which establishes the drone's general mission and tactical functions for the scenario, may be Aggressive, Defensive, Passive, or Suicidal.

- **Aggressive Mode:** An aggressive robotic unit will take an active role in combat, targeting and attacking any hostile unit that comes within its weapons' range and line of sight. The aggressive unit may pursue its enemies as the controlling player sees fit, and will continue to pursue for any distance unless the drone suffers crippling damage (at which point it will follow Forced Withdrawal rules and return to its base).

- **Defensive Mode:** A defensive robotic unit will stay close to an objective or designated map area that it is tasked with protecting, never straying farther than 24 inches from its charge. Defensive drones will only target hostile units that enter their weapons' range, and may seek better positions to strike at them from, but they will never allow themselves to be drawn too far away from their defensive objective. If a defensive drone does find itself farther than 24 inches from the focus of its defense, it will move back toward it at the earliest opportunity. As with aggressive drones, defensive drones return to base per Forced Withdrawal rules once they have sustained crippling damage.
- **Passive Mode:** A passive robotic unit is even less apt to move and engage enemies than a defensive one. These units will only attack a hostile target that has entered their Short range bracket, and are always susceptible to Forced Withdrawal rules if they sustain crippling damage. A passive drone will not move farther than 6 inches from its assigned position.
- **Suicidal Mode:** Robotic drones set to a suicidal level of aggression will always attempt to close with and engage the nearest hostile unit to its position during combat. Suicidal drones will also ignore Forced Withdrawal rules under all conditions. If a suicidal drone is crippled and rendered unable to attack a target, it may—at the controlling player's option—initiate a self-destruct sequence if either the Engine Explosion rules are in play (see p. 28), or if the drone has been equipped with a Booby Trap device (BT special).

Aerospace Drones: When using the above Aggression Modes for robotic aerospace units using the abstract aerospace combat rules, disregard the range references described, and replace the movement range limitations of the defensive and passive modes as follows:

For defensive robotic units, all movement must be restricted to the Central Zone and the Inner, and Middle Rings of the standard Radar Map (or Engagement Map) the unit is operating in. Passive robotic units, meanwhile, will restrict their movement range to the Central Zone and Inner Ring only. If forced to retreat for any reason, a robotic unit will return to its base vessel or landing area, or—if none has been defined—simply move to stay as close to the Central Zone as possible.

ECM Effects on Robotic Units: Unlike remote-controlled drones, robotic units caught within a hostile ECM field will not simply shut down. Instead, whenever a robotic unit begins its Movement Phase inside the area of a hostile ECM field, the unit's controlling player must roll 1D6.

On a result of 4 or less, the robotic unit becomes blinded for that turn. While blinded, the robotic unit will behave as a crippled unit under Forced Withdrawal rules, and retreat toward its home area.

On a result of 5, the robotic unit becomes dazed for that turn. While dazed, the unit will simply move in a random direction (turning only to avoid entering illegal terrain), and will attempt no attacks in the Combat Phase.

On a 6 result, the robotic unit goes berserk. In this state, the robotic unit behaves as if it has been set to a Suicidal Aggression Mode, and will target, close with, and attack the nearest unit. Unfortunately, because its sensors are disrupted at this time, the berserking robotic unit will not be able to tell friend from foe in this state, and will attack the nearest unit of any side.

ECM effects against robotic units end at the start of any turn in which the robotic unit is no longer within a hostile ECM field.

Drones and Special Game Rules

Neither of the drone types covered by these rules—remote or robotic-controlled—may benefit from Special Command Abilities or Special Pilot Abilities (see pp. 44-49 and 49-58, respectively), but they can benefit (or suffer) from Design Quirks. Drone and robotic units may also benefit from most of the other on-board special unit abilities noted on their unit cards, with the exception of the Mobile Headquarters (MHQ#) special.

Drones and Psychological Warfare: Drones are also immune to the effects of special command abilities, special pilot abilities, and design quirks that would demoralize, distract, intimidate, or enrage human-crewed units. This includes the Zone of Control special command ability (see p. 46), the Animal Mimicry, Antagonizer, and Demoralizer special pilot abilities (see pp. 51, 51, and 52, respectively), and the Distracting design quirk (see p. 62).

Drones and Morale: All Drones are immune to Morale rules (see p. 32).

FOUR-LEGGED (QUAD) 'MECHS AND PROTOMECHS

Although bipedal (two-legged, humanoid or semi-humanoid) movement is by far the most popular style in which the 'Mechs and ProtoMechs of the *BattleTech* universe are made, some 'Mechs and ProtoMechs have been built to walk on four legs, rather than two. For most rules purposes in *Alpha Strike*, the differences between four-legged and two-legged 'Mech and ProtoMech movement are so similar that no special rules have been identified, but under more advanced rules, their differences can become more pronounced.

The following rules therefore modify the standard 'Mech and ProtoMech rules for such units that have four-legged movement. Four-legged movement is not indicated on the unit's stats or as a special ability, but is clearly indicated by the use of a four-legged unit miniature.

Movement: A four-legged 'Mech or ProtoMech cannot use the advanced Climbing movement rules found in *Alpha Strike* (see p. 62, *AS*), nor may it make use of any of the External Cargo rules presented in this book (see pp. 29-32).

Firing Arcs: Four-legged 'Mechs (but not ProtoMechs) have a much more restrictive firing arc, due to their inability to rotate their torsos properly. Because of this, the four-legged 'Mech can only execute its own attacks using the 90-degree Fore firing arc described for Large Support Vehicles (see p. 35, *AS*). Note that even though the unit's forward arc is reduced in size, its rear arc remains the same for attack purposes.

Control Rolls: If a four-legged unit must make any special Control Rolls or similar movement-induced rolls (such as when avoiding skids per p. 13, or checking for bog-down in certain terrain types as described on p. 70, *AS*), the unit receives a –2 modifier for its four-legged stability.

THREE-LEGGED (TRIPOD) 'MECHS

In some very rare cases, 'Mechs have been built as tripods, rather than in the standard two- or four-leg configurations. Though fairly unpopular when introduced during the Star League, tripods appeared sporadically as IndustrialMechs, and later in the form of the superheavy tripod "Colossus" 'Mechs of the Dark Age era.

The following rules additional rules apply to tripod 'Mechs in *Alpha Strike*:

Weapon Attack Arcs: Tripods possess a 360-degree weapon attack arc, as if all weapons are mounted on a vehicle turret, and will represent this with a TUR (#/#/#) special, accordingly. Despite this feature, tripod 'Mech units may still be attacked from the rear as a normal 'Mech.

Control Rolls: If a tripod 'Mech must make any special Control Rolls or similar movement-induced rolls (such as when avoiding skids per p. 13, or when checking for bog-down in certain terrain types as described on p. 70, *AS*), the tripod receives a special –1 target modifier.

GLIDER PROTOMECHS

A more sophisticated ProtoMech design built for sustained low-level flight, so-called Glider ProtoMechs appeared only briefly in the waning days of the Jihad, and largely vanished in the decades since. A few odd models have appeared sporadically from time to time, but most of these tend to be experimental in nature, or otherwise limited in use.

The following rules modify the standard ProtoMech rules for those that have glider movement capability, which will be indicated on the unit's stats by a GLD special unit ability.

Movement: A Glider ProtoMech must declare which movement type it is using at the beginning of every movement phase: either ground (as a 'Mech) or gliding (as a WiGE vehicle). Glider ProtoMechs that opt to use normal ProtoMech movement use the standard Move rates list on their data cards (left of the slash, the value with no movement code).

Glider ProtoMechs that opt to use their WiGE movement mode use the Move rate shown to the right of the slash (the value with a movement code of g). A ProtoMech using its

Unleashed at last, this Republic of the Sphere's superheavy tripod pummels a Wolf Clan assault.

WiGE movement rate is subject to the same movement rules as a WiGE vehicle (see p. 31, *AS*). This includes the requirement that such units must maintain at least 4 inches of movement per turn to remain aloft.

If the Variable Movement Modifier Rules are in play (see pp. 22), a Glider ProtoMech using its WiGE movement is treated as if it were jumping.

Combat: If an attack against a Glider ProtoMech misses its modified to-hit number by 1 point, the attacker must roll 1D6. If this result is 5 or 6, the Glider ProtoMech suffers a glancing hit to a wing that reduces its WiGE Move rate by 1 inch (to a minimum of 0 inches), but otherwise delivers no other damage to the unit.

SUPERHEAVY 'MECHS

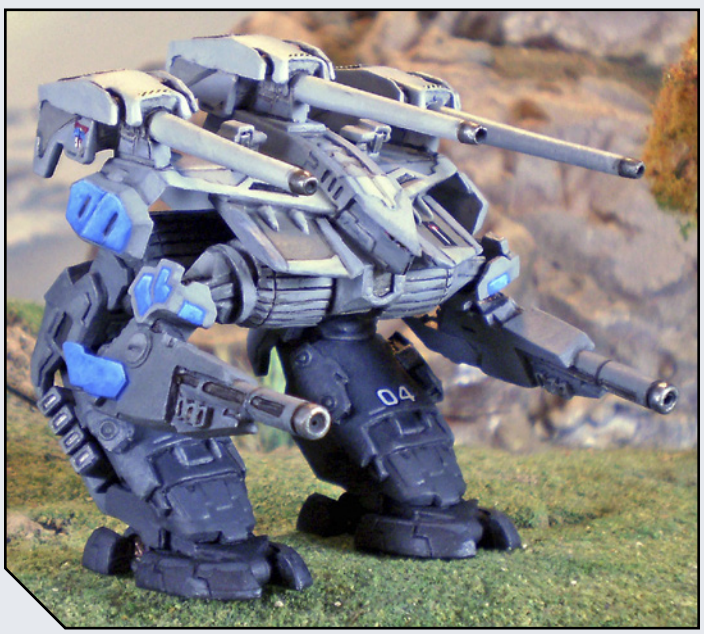
Superheavy 'Mechs are over-sized BattleMechs and IndustrialMechs that are an extremely rare sight on the battlefield. While functionally identical to their smaller, more conventionally-sized kin, their increased weight and bulk affects their use in game play somewhat.

The stat card for a superheavy 'Mech will show it as having a Size of 4, with the LG special.

Movement Phase

Superheavy 'Mechs in *Alpha Strike* use the standard movement rules for 'Mech units, except as modified below:

Unit Size: For practical LOS purposes, a superheavy 'Mech stands 3 inches tall, rather than 2, and fills an area 1.5 inches in diameter, rather than 1.25 inches. Because of its massive size, a superheavy 'Mech does not gain partial cover from blocking terrain unless the terrain is at least 2 inches tall (and likewise does not receive partial cover benefits from water terrain unless the water terrain is 2 inches deep).



The superheavy Omega *was a triumph of Word of Blake engineering.*

Stacking Limits: Superheavy 'Mechs are so massive that all non-infantry units must maneuver around them, even if they are friendly. This differs from the normal allowances for stacking found on page 27 of *Alpha Strike*, which allows friendly units to pass through terrain occupied by a friendly unit during the Movement Phase.

Movement: Superheavy 'Mechs reduce the per-inch Move costs for all Woods, Jungle, Rough, Rubble, and Buildings terrain by 1 inch. For all other terrain types and conditions (including level changes and lateral movement for quads), the Move costs for a superheavy 'Mech are the same as they would be for a standard size 'Mech unit.

Combat Phase

Superheavy 'Mechs in *Alpha Strike* modify the standard combat rules for 'Mechs as indicated below:

Attack Modifiers: All weapon and physical attacks made against a superheavy 'Mech receive the –1 to-hit modifier appropriate for targets classified as Large. Meanwhile, all physical attacks performed *by* a superheavy 'Mech will suffer a +1 to-hit modifier, to reflect the reduced agility that comes with their outsized actuators and structure.

Infantry: Anti-'Mech infantry physical attacks against a superheavy 'Mech receive a –2 to-hit modifier in place of the normal –1 to-hit modifier for Large units. This reflects the greater ease of such attacks due to the combination of the superheavy 'Mech's great size and lower range of motion.

Mechanized Infantry: Even though superheavy 'Mechs are substantially larger than normal 'Mechs, they still may not carry more than one battle armor squad per 'Mech under the Mechanized Battle Armor rules (see pp. 32-33, *AS*).

Critical Hits: Superheavy 'Mechs in *Alpha Strike* resolve critical hits using the same rules for a normal 'Mech of equivalent type. If the superhavy 'Mech is an IndustrialMech, this includes rolling twice for critical hits upon damage to the unit's structure points.

Additional Superheavy 'Mech Rules

Superheavy 'Mechs also apply the following additional rules during *Alpha Strike* game play:

Buildings: When using the Buildings rules (see pp. 83-86, *AS*), superheavy 'Mechs operate as normal sized 'Mechs, except that they cannot climb buildings, and have an effective Size value of 5 for the purposes of the building's weight capacity. (This essentially means that even a Hardened building cannot support the weight of a superheavy 'Mech.) Furthermore, in addition to the movement cost reduction indicated earlier, superheavy 'Mechs passing through a building will inflict 2 points of damage for every inch traveled inside the building.

Advanced Movement and Piloting: If any Bog Down special rules (see p. 70, *AS*), superheavy 'Mechs apply an additional +1 target modifier is applied for the roll needed to avoid becoming bogged down.

Transporting Superheavy 'Mechs: Superheavy 'Mechs may not be transported as standard 'Mechs via the MT# special. They may only be transported by units that have a cargo capacity listed in tonnage, as long as that cargo capacity is at least 220 tons per superheavy 'Mech. This lack of dedicated superheavy 'Mech transport cubicles also means that superheavy 'Mechs cannot use the Dropping Troops rules (see pp. 90-91, *AS*), and must always be transported as cargo (see *Units as Cargo*, p. 64, *AS*).

LAND-AIR BATTLEMECHS

A unit that is built as a Land-Air BattleMech (LAM) will have either a LAM (#g/#a) special, or a BIM (#a) special to identify itself as such.

A Land-Air BattleMech (LAMs) is a rare BattleMech unit type that can change modes from that of a BattleMech to that of an aerospace fighter. This enables a broader range of movement options, from standard BattleMech movement (in BattleMech mode), to aerospace fighter movement (in Fighter mode). LAMs not indicated as bimodal-only (those with the BIM special) also include a hybrid configuration known as AirMech mode, in which the BattleMech moves as a wing-in-ground effect (WiGE) unit.

Regardless of their current mode of operation, LAMs are considered BattleMech units, and thus will function in accordance with the standard *Alpha Strike* rules for 'Mech units except as follows:

Conversion and Movement

When a LAM switches between modes, its conversion always takes place at the start the unit's Movement Phase. The action is incidental to the unit's movement, and switches the unit to the movement type of its chosen form:

- LAMs in BattleMech mode function as jump-capable BattleMechs, and may only use the movement rules and modifiers applied to standard ground and jumping movement types in this mode. These movement ranges will be shown on the unit's basic Move stats.
- LAMs in AirMech mode function as BattleMechs with a WiGE movement type (the movement mode ending in g after the LAM special), and may only use the movement rules and modifiers applied for WiGE units in this mode. Note that the amount of movement a WiGE receives may be different from the amount of Move it receives in 'Mech mode.
- LAMs in Fighter mode function as aerospace units for movement purposes. Once the conversion to this mode occurs, the unit's Thrust is identified by the aerodyne movement value (the movement mode ending in a after the LAM or BIM special).

Combat Phase

The following rules additional rules apply to Land-Air BattleMechs in combat:

Target Movement Modifiers: Attacks against LAMs use the target movement modifiers appropriate to their current mode of operation. LAMs in Fighter and AirMech mode are considered airborne units for targeting purposes, with attacks against AirMech-mode LAMs treated as an attack against an airborne BattleMech, and attacks against Fighter-mode LAMs treated as an attack against an airborne aerospace fighter.

Weapon Attack Arcs: LAMs in all modes use the same weapon attack arcs as a BattleMech.

Control Rolls: LAMs in fighter mode make Control Rolls whenever they would normally be required for aerospace units.

Damage and Critical Hits: In all three modes, LAMs suffer damage and critical hits as a BattleMech. Unlike fighters, LAMs do not check for critical hits from damage that exceeds their armor threshold (as described on p. 60, *AS*).

Additional Land-Air BattleMech Rules

Land-Air BattleMechs also apply the following additional rules during *Alpha Strike* game play:

Bimodal LAMs: A LAM identified as bimodal—with the BIM (#a) special—cannot make use of the AirMech mode. Bimodal LAMs can only convert between standard BattleMech and fighter configurations.

Unit Transports: Another advantage to LAMs is that they can be carried by transports intended for either BattleMechs or fighters by simply switching to the appropriate mode. A LAM in BattleMech mode can be transported and deployed by units that possess 'Mech cubicles (MT# special), while one in fighter mode can be carried and launched from units that possess fighter cubicles (AT# special).

QUADVEES

A unit that is built as a QuadVee will have the QV special to identify itself as such, as well as a base movement code given as either "qt" or "qw". Because the torso of a QuadVee functions as a turret, these units will also feature a TUR (#/#/#) special ability.

Similar to a LAM, but entirely ground-based, a QuadVee is a 'Mech unit type designed to change modes from that of a BattleMech to that of a ground vehicle. This enables the unit to switch between 'Mech and vehicle movement options. Unlike LAMs, QuadVees never have a hybrid mode of operation.

QuadVees are considered BattleMech units regardless of their current mode, and thus will function in accordance with the standard *Alpha Strike* rules for 'Mech units except as follows:

Conversion and Movement

When a QuadVee switches between modes, its conversion always takes place at the start the unit's Movement Phase. The action is incidental to the unit's movement, and switches the unit to the movement type of its chosen form:

- QuadVees in 'Mech mode function as four-legged 'Mechs, and thus may use the standard movement rules and modifiers applied to 'Mech units (including jump capability, if indicated in the unit's stats). These movement ranges are as those shown on the unit's basic Move stats.
- QuadVees in vehicle mode function as ground vehicles for movement purposes, but the type of movement used in this mode varies with unit's movement code. A QuadVee movement code of "qt" indicates that the unit uses tracked movement when in vehicle mode, while a code of "qw" indicates that the unit uses wheeled movement in vehicle mode. The base movement rate in vehicle mode identical to the unit's non-jumping 'Mech mode. While in vehicle mode, a QuadVee must obey all terrain restrictions for vehicles of their movement type, and cannot use jumping movement even if they possess that ability in 'Mech mode. However, vehicle-mode QuadVees *will* gain other benefits unique to vehicles (such as the extra 2 inches of movement on paved terrains).

Combat Phase

The following rules additional rules apply to QuadVees in combat:

Line of Sight: Attacks against QuadVees use the LOS (or practical LOS) rules appropriate to their current mode of operation. QuadVees in 'Mech mode are considered BattleMechs of standard height for targeting purposes, while QuadVees in vehicle mode determine their LOS as if they stand only as tall as a vehicle (half the height of a 'Mech).

Target Modifiers: Attacks against QuadVees all target modifiers rules appropriate to their current mode of operation.

Weapon Attack Arcs: QuadVees in both modes possess a 360-degree weapon attack arc, as indicated by the fact that the unit's damage values are also given as a TUR (#/#/#) special. Despite this, the unit retains a rearward facing and may still be attacked through its rear arc as a normal BattleMech.

Damage and Critical Hits: In both modes, QuadVees suffer damage and critical hits as a BattleMech. Unlike vehicles, QuadVees do not check for Motive Systems Damage under any circumstances (see p. 42, *AS*).

Other QuadVee Rules

QuadVees also apply the following additional rules during *Alpha Strike* game play:

Control Rolls: If a QuadVee in either mode must make any special Control Rolls or similar movement-induced rolls (such as when avoiding skids per pp. 13, or when checking for bog-down in certain terrain types as described on p. 70, *AS*), the QuadVee must apply the modifiers appropriate to the movement type it is using. In 'Mech mode, the QuadVee receives a –2 modifier for its four-legged stability (as per *Four-Legged (Quad) 'Mechs and ProtoMechs*, see p. 40).

Unit Transports: Another advantage to QuadVees is that they can be carried by transports intended for either 'Mechs or vehicles by simply switching to the appropriate mode. A QuadVee in 'Mech mode can be transported and deployed by units that possess 'Mech cubicles (MT# special), while one in vehicle mode can be carried and launched from units that possess vehicle bays (VTM#, VTH#, or VTS# specials).

The only concern when carrying vehicle-mode QuadVees in this manner is that the QuadVee must be within the size limits described for the appropriate bay type (see p. 109, *AS*).

SPECIAL COMMAND ABILITIES

Many of the veteran regiments and other formations in the *BattleTech* universe demonstrate special command abilities such as those outlined below. These abilities represent enhanced tactical expertise that comes from a combination of intense training, acclimation, and leadership. For this reason, unless otherwise indicated, special command abilities are assumed to apply to a player's entire force, rather than to its individual units.

Adapting Previous Sources: Many published forces in the *BattleTech* setting will use special command abilities such as these in various *Era Report*, *Field Manual* and *Field Report* sourcebook supplements. When using such sourcebooks as reference for playing out games under the *Alpha Strike* system, be sure as use the special command ability of the same name as it is presented here, in order to maintain compatibility with the miniatures rules.

Assigning Special Command Abilities: If the players are not selecting a force that has special command abilities published in a source as above (such as when running custom forces through a straight pick-up game), the best recommendation for choosing special command abilities is to assign them based on the force's average Skill Ratings of the forces that may use them. Low-rated forces—those identified as Green, Very Green, or Wet Behind the Ears—should receive no special command abilities (or may select one of the general environmental, tactical, or enemy specializations). Middle-grade forces—those with a Regular Skill Rating—may receive one special command ability. Experienced forces—those rated as Veteran or Elite—may receive up to two different special command abilities. Truly superior forces—those with an average Skill Rating of Heroic or Legendary—may receive up to three different special command abilities.

To find a force's average Skill Rating, add together the Skill Ratings for all of the units in that force, divide this sum by the total number of units, and round the result normally to the nearest whole number. Use that number to find the force's final Skill Rating using the Point Value Skill Table found on p. 24 of *Alpha Strike*.

For example, a company of 12 'Mechs, where four 'Mechs have a Skill Rating of 4, three have a Skill Rating of 3, two have a Skill Rating of 2, and three more have a Skill Rating of 5, would have a sum of 44 for its Skill Ratings ([4 x 4] + [3 x 3] + [2 x 2] + [3 x 5] = 44). With 12 units in total, this yields an average Skill Rating of 3.67, which rounds normally to 4. At a rating of 4, the Point Value Skill Table defines the entire force as having a Regular Skill Rating. Given this average rating, the force should limit its special command abilities to only one selection.

Commanders and Command Abilities: Because they actually reflect an interaction of training, experience, and—most importantly—leadership, the special command abilities assigned to a player's force are tied to the presence of one or more field commanders. These officers must be operating from the immediate vicinity, in order to provide direction and inspiration to their troops. Because special command abilities are tied to the officers in this fashion, the loss of these officers—be it from destruction, capture, or withdrawal—also costs their force the special abilities they provide.

When assigning special command abilities to their forces, players must designate a maximum of one key officer for every 6 units in their total force (or fraction thereof). Of these officers, one must be designated as the force's overall commander, while all of the other designated officers serve as key sub-commanders.

In game play, the loss of the force's senior commanding officer will apply a –2 Initiative modifier to that force for the remainder of the scenario. In addition to this, if the commanding officer *and* all of his sub-commanders are lost, the player's force will lose all of its special command abilities as well.

BANKING INITIATIVE

With this special command ability, the force's leader essentially concedes the momentum of the battle to his opponent in order to seize the initiative at a later time. This particular tactic is ideal for scenarios where the commander's force is operating on the defensive, or when it has reserve units waiting for the right moment to ambush an attacking army.

To use this command ability, the player acting as the leader of his particular must declare—before any Initiative rolls are made—that he is yielding the Initiative to his opponent. For the purposes of any abilities where Initiative margins are considered, this allows the opposing force to automatically win its Initiative at a 1-point Margin of Success.

For every two turns (consecutive or otherwise) that the commander yields the Initiative in this fashion, his force "banks" an automatic 1-point Initiative success of its own. This banked Initiative victory can be declared at a later point—once again before any rolls are made. A maximum of two automatic Initiative successes can be stored up in this fashion, at the cost of a total of four Initiatives conceded without a dice roll.

Banked Initiative successes will not carry over to another scenario, even if the players are running a continuous campaign; they may only be used during the current scenario. Any unspent Initiative successes that are banked at the time of the scenario's end are lost.

FORCING THE INITIATIVE

Forcing the Initiative is a command ability often favored during offensive missions. It relies on aggressive tactics and rapid assaults that combine to provoke fear and hesitation in an enemy through sheer, brute force.

With this ability, the commanding player applies a modifier to his Initiative roll equal to the number of opposing units his force destroyed in the previous turn, minus the number of its own units lost to the enemy. For example, if a force with this ability destroyed 6 enemy 'Mechs in the previous turn, but lost 3 of its own, the Initiative modifier would equal +3 (6 – 3 = 3). Only the kills made during the previous turn may be applied toward this Initiative modifier; kills and losses made two or more turns in the past will not apply.

As with Banking the Initiative, using this ability requires the commanding player to declare his intent to do so before the dice are rolled for Initiative. This ability cannot be used in the first turn of any scenario.

OFF-MAP MOVEMENT

The Off-Map Movement special command ability represents a force's superior flanking tactics. This ability cannot be used in a scenario type that would specifically violate its rules, such as by an attacking force in a Breakthrough scenario, or by a defending force in a Hold-the-Line scenario.

Each unit that uses this ability must designate an exit point on the map edge that the unit will leave from, along with a corresponding reentry point that it will return from. These designated points must be written down in advance of the actual maneuver, even if only in the turn the unit actually begins its off-map movement. Along with these points must also be noted the minimum number of turns the off-map units must *remain* off the map before reentering. To find this minimum Off-Map Movement time, determine the total distance traveled between the exit and reentry points along the outer edges of the map that correspond to the off-map units' positions. Then, divide this travel distance by the unit's Move value, rounding up to the nearest whole number. For example, if a unit with a Move of 6" per turn uses Off-Map Movement by leaving the western edge of the map, with a designated reentry point 19 inches farther north along the same edge, the controlling player measures 19 inches along the west edge, divides that result by 6 (the unit's Move), and finds that the unit must spend at least 4 turns off the map to do this (19 ÷ 6 = 3.167, round up to 4). Units using Off-Map Movement may remain off the map for longer than the minimum number of turns, at the controlling player's discretion.

The player whose units are making use of Off-Map Movement need not inform his opponent of these exit and reentry points, or the minimum turns each unit must remain off the map, until the unit returns. At this point, the written orders may be reviewed by the opposing player, to ensure that they made was a legal off-map move. If a unit attempts to return earlier than its minimum number of off-map turns, or returns in a different position than its designated reentry, the move may be considered illegal, and the unit is considered destroyed for gameplay purposes. (As a special excuse to this condition, a returning unit may arrive at or after its minimum number of turns in a position adjacent to its predetermined reentry point, but only if the destination position is presently occupied by another unit at the time of arrival.)

Units using Off-Map Movement are placed on the edge of the map at their designated reentry point during the End Phase of their turn of arrival. If unfriendly units find themselves in base contact or within 1 inch of a unit returning to the map via Off-Map Movement, those hostile units may attack the returning unit as per the rules for point blank shots against Hidden Units (see p. 43, *AS*).

Units using Off-Map Movement are not counted toward a given side's force for Initiative purposes while they are off the map. If all on-map forces for a given side are destroyed or retreat while that side still has units moving off the map in this fashion, those off-map forces are considered withdrawn and the scenario ends.

OVERRUN COMBAT

Overrun Combat is another example of aggressive tactics in action. Unlike Forcing the Initiative, this special command ability is less about capitalizing on the relative amount of damage done to an enemy force, and more about taking advantage of even the slightest hesitation among its ranks.

Overrun Combat works any time a force with this ability wins an Initiative roll by a margin of 2 points or more. When this occurs, the player divides the number of points by which he has won the Initiative roll by 2, rounding all results down (to a minimum of 0). This becomes the number of units the player may move and attack with before any other units can act in the current turn.

For the purposes of the rest of the turn's actions, the overrunning units fall outside of the normal sequence, leaving the remaining units to alternate according to how many units the overrunning force has left to move after its other units have already acted. For example, if a 12-unit force has the Overrun Combat ability and wins its Initiative roll by 5, two of its units can move and attack before any of the opposing force even have the chance to move (5 ÷ 2 = 2.5, round down to 2). After these units have acted, the rest of the turn is resolved as if the overrun-capable force has only 10 units left to alternate with its opponent under the normal turn sequence.

The benefits of Overrun Combat apply on a turn-by-turn basis. This means that even if the Initiative roll success is so high that the number of overrunning units is would actually be more than the force actually has, those "extra" units will not carry over to the next turn.

COMMUNICATIONS DISRUPTION

The Communications Disruption special command ability represents a continuous effort by comm.-tech specialists within a given force to tap into enemy transmissions and scramble or confuse them. Because this command ability does not require the presence of elaborate electronics gear, its benefits often vary in the field.

This ability only truly works when the opposing armies are organized into proper formations, with distinct, pre-assigned sub-groups (4-unit lances, 5-unit Stars, or 6-unit Level IIs). If no sub-groups are identified at the time of gameplay, presume all forces are using 4-unit lances, and identify which units belong to each lance.

At the beginning of each turn, the player controlling a force with the Communications Disruption command ability rolls 1D6. If the result of this roll is 6, all of the units in one random lance (or Star, or Level II) of the opposing force is affected by confusing communications that impairs their ability to coordinate properly. During the Movement Phase of that turn, the affected sub-group reduces its available Move by 4 inches (to a minimum of 1 inch). If the unit is an aerospace element that uses Thrust Points instead, reduce its base Thrust by 1.

The disruptive effects pass by the end of the turn.

Battlefield Intelligence: If the battlefield intelligence rules are in play (see pp. 82-83, *AS*), a force may only use the Communications Disruption special command ability if it has a BI ratio of 2:1 (or higher) over its opponent. If the force's BI ratio is less than 2:1, the Communications Disruption special command ability has no effect.

ZONE OF CONTROL

A force that possesses the Zone of Control special command ability can effectively discourage an enemy's movement in close quarters, forcing their opponents to either fall back or otherwise swing wide around its positions. This tactic is good for both defensive and offensive operations, particularly when the force has numbers or terrain on its side, but is only useful when the units involved are using ground-based movement.

To exert a Zone of Control, the unit must end its Move in base contact with one or more opponents, and have at least 2 inches of unused Move when it does so. The opposing units it comes into base contact with in this fashion must be in the unit's forward firing arc (see p. 163, *AS*), and will be affected only if they have not already moved at this point in the turn, or if they attempt to move through this area within less than 2 inches of the zone-controlling unit. Any opponents that meet these criteria fall under the unit's "zone of control".

Units within another unit's "zone of control" must spend an additional 4 inches of Move to proceed in any direction other than directly away from the zone-controlling unit, unless they are using Jumping or VTOL movement to do so. If this would reduce the affected unit's Move to less than 1 inch, the unit cannot move unless it proceeds directly away from the zone-controlling unit. For the purposes of this rule, "directly away" is considered the direction opposite any facing that would directly contact the zone-controlling unit's base.

If the zone-controlling unit is infantry (including battle armor), it may only exert a zone of control over other infantry unit types.

SHARP SHOOTERS

A force that possesses the Sharp Shooters special command ability is especially adept at long-ranged attacks, but at a cost in short-range accuracy. It is uncommon for an entire force to possess this special command ability, so players are advised to limit this option to no more than one-third of a deployed force (such as a single lance in a company-sized formation, or a single Star in a Clan Trinary).

Sharp Shooters replace the normal range modifiers used for their attacks with the following: Short Range +1; Medium Range +2; Long Range +3; Extreme Range +4.

BRAWLERS

The diametric opposite of the Sharp Shooters' emphasis on long-range fighting is the Brawlers special command ability. A force that possesses this ability is brutal at short-range, but ill-suited to long-range sniping. Once again, it is uncommon for an entire force to possess this ability, so players are advised to limit this option to no more than one-third of a deployed force (such as a single lance in a company-sized formation, or a single Star in a Clan Trinary).

Brawlers replace the normal range modifiers used for their attacks with the following: Short Range –1; Medium Range +2; Long Range +5; Extreme Range +10.

ANTI-AIRCRAFT SPECIALISTS

A force that possesses the Anti-Aircraft Specialists special command ability has honed its skills specifically to counter the threat of airborne opponents. Like Sharp Shooters and Brawlers, it is uncommon for a whole force to possess this ability, so players are advised to limit this capability to a pre-determined portion of their deployed forces.

Anti-Aircraft Specialists apply a –2 to-hit modifier to all attacks made against an airborne target, including ground vehicles with a VTOL (v) or WiGE (g) movement type, aerospace and conventional fighters, Small Craft, DropShips, and so forth. Against all other ground-based units (including those that use jumping movement), or airborne-capable units that are grounded at the time of the attack, this to-hit modifier becomes +1 instead.

Aerospace units may not make use of the Anti-Aircraft Specialists command ability.

A desperate Clan Wolverine MechWarrior fends off an aerospace attack.

GROUND ATTACK SPECIALISTS

The Ground Attack Specialists special command ability is available only to aerospace units or other units that use airborne movement (including VTOLs and WiGE ground vehicles). The opposite of Anti-Aircraft Specialists, these units have honed their skills to deliver more effective attacks against ground-based opponents. Once again, it is uncommon for an entire aerospace force to possess this ability, so players are advised to limit this capability to a pre-determined portion of their deployed aerospace forces.

Ground Attack Specialists receive a –2 to-hit modifier to all attacks made against ground-based target, including units that use jumping movement, and air-capable units that are landed at the time of the attack. Against airborne aerospace units, including ground units with the VTOL (v) or WiGE (g) movement types, this to-hit modifier becomes +1 instead.

Ground units incapable of VTOL, WiGE, or aerospace movement (Thrust), may not make use of the Ground Attack Specialists command ability.

ENVIRONMENTAL SPECIALIZATION

A force with this special command ability has mastered or prefers combat in certain, specific types of terrain or environments. Before game play begins, the specific nature of this environmental specialization must be identified. The terrain types chosen for this specialization may be any type except for clear, and any other environmental conditions (including atmospheric density, darkness, gravity, and other conditions described on pp. 92-95, *AS*) must be of a non-standard nature (e.g. vacuum, night, high gravity, and so on). To keep things simple, a force's environmental specialization must not include more than one terrain type or environmental condition at a time.

Once the specific terrain and/or environment is determined, the player must then choose a number of rules that apply from the Environmental Specialist Benefits List, based on the entire force's average Skill Rating. This average is determined by adding together all of the units' Skill Ratings, dividing that sum by the number of units in the force, and rounding the result normally to the nearest whole number. Consult p. 24 of *Alpha Strike* for a definition of these Skill Ratings.

If the force's average Skill Rating of all units in the force is Green, Very Green, or Wet Behind the Ears, it may not receive any benefits for environmental specialization, but will still suffer the –1 Initiative modifier if the focus of its specialization does not apply to the scenario (reflecting the force's training focus on honing its skills to one particular tactical area). If its average Skill Rating is Regular, it receives one of the listed benefits. If the average Skill Rating is Veteran or Elite, two different benefits may be applied. If the average Skill Rating is Heroic or Legendary, a third different benefit may be applied, or one of the two benefits received may be applied twice.

In addition to applying any benefits for environmental specialization, a force with this command ability will also suffer a –1 Initiative modifier when forced to play in a scenario where the environmental condition they are specialized for is not present.

ENVIRONMENTAL SPECIALIST BENEFITS LIST

Benefit	Rules
Improved Mobility	Reduce movement costs for passing through any terrain of specialization by 1 inch per inch of movement. However, this reduction may never lower movement costs below 1 inch of Move per inch of terrain.
Improved Combat	Apply a –1 to-hit modifier for all attacks made into and/or through the terrain or environmental condition of specialization (to a minimum modifier to +0). This modifier applies to the total modifiers used for the attack, rather than per any increment of distance.
Improved Initiative	Receive a +1 Initiative roll modifier if the selected terrain or environment type covers at least half of the map area.

TACTICAL SPECIALIZATION

A force with this special command ability has mastered or prefers combat under certain, specific mission parameters, with predefined roles and options. Before game play begins, the specific nature of this tactical specialization must be identified. This can be either a preference for attacking over defense (and vice versa), or a preference for specific scenario types.

As with environmental specialization, the specific nature and extent of these specializations is limited by the force's average Skill Rating (determined by adding up the Skill Ratings for all of the units in the force, then dividing by the number of units in the force, and rounding that result normally to the nearest whole number). (See p. 24, *Alpha Strike*, for a definition of these Skill Ratings.)

If the force's average Skill Rating of all units in the force is Green, Very Green, or Wet Behind the Ears, it may not select any benefits for tactical specialization, but will still suffer the –1 Initiative modifier if the focus of its specialization does not apply to the scenario (reflecting the force's training focus on honing its skills to one particular tactical area). If its average Skill Rating is Regular, it may select only one of the benefits listed under the Tactical Specialist Benefits List. If the average Skill Rating is Veteran or Elite, two benefits may be applied. If the average Skill Rating is Heroic or Legendary, a third different benefit may be applied, or one of the two benefits received may be applied twice.

Noted that, the Attack and Defense specialization benefits may both be taken at the same time, but their presence will cancel each other when taken together. This effect, however, only occurs when the two are of equal levels. If a force selects Attack Specialization benefits twice, and Defense Specialization benefits once. The result will be the equivalent of taking one "level" of Attack Specialization.

ENEMY SPECIALIZATION

A force with the Enemy Specialization special command ability has one enemy faction or group that it favors fighting above all others, and makes a point to train heavily in dealing with the common tactics and equipment found among that particular enemy. Before game play begins, the specific focus of this specialization must be identified. This can be either an entire faction (e.g. a specific House, a specific Clan, or a specific Periphery state), or a particular group (e.g. the Davion Heavy Guards or the Wolf's Dragoons).

As with the environmental and tactical specializations described earlier, the benefits and drawbacks of enemy specialization increase with the force's average Skill Rating. This is defined by adding the Skill Ratings of all units in the force, dividing thus sum by the number of units, and rounding the result normally to the nearest whole. Then consult p. 24 of *Alpha Strike*, for a definition of these Skill Ratings.

A force rated Green, Very Green, or Wet Behind the Ears receives no benefits from enemy specialization, but will still suffer the –1 Initiative modifier if the focus of its specialization does not apply to the scenario (reflecting the force's training focus on honing its skills to one particular tactical area). If the force is rated Regular, it will receive a +1 Initiative modifier when facing its selected enemy, but will suffer a –1 Initiative modifier when facing any other opposing force. If the force is rated Veteran, it may either double the modifier for facing its selected enemy (while also doubling the negative modifier for opponents of other affiliations), or it may select a second preferred enemy to apply the same modifiers with. If the latter option is chosen, the negative modifiers will not stack, so the specialized force will receive a +1 Initiative modifier when facing its two chosen enemies, but will only suffer a –1 Initiative roll modifier against all other forces.

TACTICAL SPECIALIST BENEFITS LIST

Benefit	Rules
Attack Specialization	The force receives a +1 Initiative roll modifier when acting as the Attacker in a scenario of any type, but suffers a –1 Initiative roll modifier when acting as the Defender.
Defense Specialization	The force receives a +1 Initiative roll modifier when acting as the Defender in a scenario of any type, but suffers a –1 Initiative roll modifier when acting as the Attacker.
Scenario Specialization	Receive a +1 Initiative roll modifier if the force is taking part in a specified scenario type. For all other scenario types, the force suffers a –1 Initiative roll modifier.

If the force is rated Elite, in addition to the Initiative modifiers described above, it may add the ability to negate one of its preferred enemy force's special command abilities (if any, chosen at the time of the scenario). If the force is rated Heroic or Legendary, it may negate two of the preferred enemy force's special command abilities, or add a special command ability to itself that only "activates" when facing its enemy of choice. Under these rules, a force cannot negate command abilities possessed by enemies it has not specialized itself to fight.

SPECIAL PILOT ABILITIES

While most of the *BattleTech* universe is one where forces clash as armies, and troops often share the same combat experiences, it remains possible for superlative warriors to emerge and set themselves apart from the crowd. These abilities represent a unique combination of experience, talent, and personal traits that can vary from individual to individual.

For this reason, unless otherwise indicated, special pilot abilities (SPAs) are assumed to apply to a single warrior, vehicle crew, or infantry unit as appropriate, rather than to an entire force. These abilities will augment those of the warrior or crew's unit, but can "move" with them between machines—a particularly useful feature, if the players are involved in a campaign where salvage and unit replacements are common.

Adapting Previous Sources: Many published forces in the *BattleTech* setting will reference special pilot abilities such as these in various *Era Reports*, and supplements designed for use with the *A Time of War* role-playing system. When using such sources as reference for playing out games under the *Alpha Strike* system, be sure as use the special pilot ability of the same name as it is presented here, in order to maintain compatibility with the miniatures rules.

Assigning Special Pilot Abilities: If the players are interested in running an *Alpha Strike* with special pilot abilities, but without any of the notable warriors found in published sources, they may choose to purchase such abilities from the list below, based on the individual unit's Skill Rating, and the type of unit they control.

Not all special pilot abilities are created equal, however, so a point value has also been assigned to these abilities, to reflect their complexity and effectiveness in battle. Low-level warriors and crews—those identified as Green, Very Green, or Wet Behind the Ears—should receive no special pilot abilities. Middle-grade units—those with a Regular Skill Rating—may receive one special pilot ability with a point value of 2 or less. Experienced units—those rated as Veteran or Elite—may receive up to two different special pilot abilities with a combined point value of 4 or less. Truly superior units—those with a Skill Rating of Heroic or Legendary—may receive up to three different special pilot abilities, with a combined point value of 6 or less.

Finally, unless the players are making use of the Alpha Strike Force Building rules (see pp. 146-157), the total number of warriors or crews that receive special pilot abilities should also be limited, to avoid over-complicating the game at hand. The rule of thumb here is that a player's force should try to avoid assigning SPAs to more than 1 unit for every 4 units fielded in the scenario. These special pilots may be assigned together, or spread out among the force's various sub-groups however the controlling player sees fit.

Notes: All of special pilot abilities presented here are designed to modify already existing features of the units that the pilot or crew is operating, but will not fundamentally alter the unit's normal capabilities unless specifically noted otherwise. Thus, they cannot be applied to pilots or crews of unit types other than those listed in their ability descriptions. In practical terms, this means that SPAs that modify damage for a specific type of attack—such as the Swordsman SPA's focus on units with the MEL special unit ability—require that the unit actually possess that type of attack in order to make use of the pilot's talent. If the unit cannot ordinarily meet that requirement—such as a Swordsman who finds himself operating a 'Mech that lacks any MEL special—the SPA will simply not apply, as there is nothing for it to modify.

This same principle also applies to special pilot abilities that modify movement, or which do not list the unit in question among the types the ability works for. Thus, a special pilot ability designated for 'Mech units only cannot be used with a vehicle unit type. Furthermore, movement modifications that do not apply to the unit (such as abilities that might modify wheeled ground movement on a vehicle unit that has a tracked motive type) cannot be granted, even if the special pilot ability is otherwise compatible with the unit, and all terrain restrictions that affect the unit type itself will remain in effect—unless the special ability notes otherwise.

SPECIAL PILOT ABILITIES

Ability	Cost	Brief Description
Animal Mimicry	2	Quadruped unit gains mobility bonus and ability to demoralize opponents
Antagonizer	3	Unit can enrage an opponent for a brief period
Blood Stalker	2	Unit may focus its attacks better on a preferred target until it is destroyed
Cluster Hitter	2	Unit can deliver extra damage in an attack using missiles or flak weapons
Combat Intuition	3	Unit may move and resolve fire before any other unit acts
Cross-Country	2	Ground vehicle unit may enter some illegal terrain types, but at high Move cost
Demoralizer	3	Unit can intimidate an opponent for a brief period
Dodge	2	Unit can attempt to evade physical attacks
Dust-Off	2	Enables airborne unit types to land or liftoff in non-clear terrain
Eagle's Eyes	2	Unit gains (or augments) its ability to spot hidden units and avoid mines
Environmental Specialist	2	Reduces movement and combat modifiers in a preferred environment
Fist Fire	2	Unit delivers extra damage in physical attacks
Forward Observer	1	Unit improves accuracy of indirect fire when used as a spotter
Golden Goose	3	Improves accuracy for air-to-ground strafing, strike, and bombing attacks
Ground-Hugger	2	Airborne unit may execute a double-strafe or double-strike air-to-ground attack
Heavy Lifter	1	Enables increased carrying capacity with External Cargo rules
Hopper	1	Unit may avoid being reduced below 1 inch of Move by MP Hits
Hot Dog	2	Increases the Heat a unit can sustain before shutdown
Human TRO	1	Unit can ignore the Concealing Unit Data rules vs. non-hidden opponents
Iron Will	2	Unit can resist psychological attacks and receives a bonus during Morale checks
Jumping Jack	2	Improves accuracy of any attack made when the unit uses jumping Move
Lucky	1-4	Unit may reroll a limited number of failed attacks and Control Rolls per scenario
Maneuvering Ace	2	Reduces Move costs for woods/jungle terrain and aerospace atmospheric control
Marksman	2	If unit attacks while stationary, may score extra critical after delivering 1 damage
Melee Master	2	Unit increases its physical attack damage by half its Size (round up)
Melee Specialist	1	Unit delivers physical attacks with greater accuracy
Multi-Tasker	2	Unit can divide its weapon attack between two targets per turn
Natural Grace	3	Unit gains 360-degree field of fire; reduces Move costs in ultra-heavy terrain
Oblique Artilleryman	1	Improves accuracy and reduces scatter for all artillery weapon attacks
Oblique Attacker	1	Improves accuracy for indirect fire, and enables indirect attacks without a spotter
Range Master	2	Unit swaps normal range modifier for Medium, Long, or Extreme range with Short
Ride the Wash	4	Unit reduces atmospheric combat modifiers; may execute special air-to-air attack
Sandblaster	2	Unit improves accuracy and damage when only using AC and missile weapons
Shaky Stick	2	Airborne unit is harder to hit from the ground during air-to-ground attacks
Sharpshooter	4	If unit attacks while stationary, may score an extra critical after delivering full damage
Slugger	1	'Mech unit can improvise its own melee weapons from suitable terrain
Sniper	3	Unit reduces Medium, Long, and Extreme range modifiers by half.
Speed Demon	2	Unit can move faster than normal

SPECIAL PILOT ABILITIES (CONTINUED)

Ability	Cost	Brief Description
Stand-Aside	1	Unit can pass directly through enemy units at extra Move cost
Street Fighter	2	Unit may pre-empt an attack against it by enemies in base contact
Swordsman	2	Unit can deliver improved damage or critical hits when using MEL special
Tactical Genius	3	Enables command unit to reroll Initiatives once every 2 turns
Terrain Master		
(Drag Racer)	3	Ground vehicle unit gains extra speed on ice or pavement; avoids skidding better
(Forest Ranger)	3	Unit moves more easily through (and gains extra cover from) woods and jungle
(Frogman)	3	Unit moves more easily than others while fully submerged
(Mountaineer)	3	Unit moves more easily through level changes and rough terrain types
(Nightwalker)	3	Unit ignores combat modifiers for darkness
(Swamp Beast)	3	Unit moves more easily through mud and swamp terrain; ignores bog down in same
Weapon Specialist	3	Unit can deliver a more accurate attack as long as it uses only half its firepower
Wind Walker	2	Unit ignores atmospheric combat modifiers and gains a bonus to landing and liftoff
Zweihander	2	'Mech unit delivers more damage in physical attacks
Infantry Only Abilities	**Cost**	**Brief Description**
Light Horseman	2	Beast-mounted infantry unit moves faster, even through difficult terrain
Heavy Horse	2	Beast-mounted infantry unit can inflict extra damage at point-blank range
Foot Cavalry	1	Foot-based infantry unit moves faster, even through difficult terrain
Urban Guerrilla	1	Infantry unit is harder to attack in urban terrain, and may "spawn" support

Animal Mimicry

Unit Type: 'Mechs, ProtoMechs (only if the model has four legs)

SPA Cost: 2 points

The pilot with this SPA has combined an exceptional understanding of animal behavior with his own natural aptitude at the controls to give the movements of his machine an uncanny—even frightening—resemblance to that of a wild animal.

This ability, which works only with 'Mech and ProtoMech units where the model has four legs, reduces the unit's Move cost for passing through ultra-heavy woods terrain, ultra-heavy jungle terrain, or any buildings by 2 inches per inch of movement. Furthermore, any enemy units that come within 6 inches of this unit must make a 2D6 roll, and will become Intimidated on a roll result of 8 or less. Units that are Intimidated in this fashion reduce their Move by half (round down) and suffer a +1 to-hit modifier for all attacks made against the animal-mimicking unit.

Antagonizer

Unit Type: Any

SPA Cost: 3 points

As combat talents go, the ability to enrage the enemy may seem ill-conceived at first, but few can overstate how effective it is when it draws fire from a wounded friend—or exposes the berserking target's weaker back armor at the worst possible moment.

Every enemy unit that comes within 6 inches of a unit using this SPA must roll 2D6. If the roll is 8 or less, the enemy unit becomes enraged. Enraged units must close with the Antagonizer unit, attacking it exclusively until either unit is destroyed, or until the end of any Movement Phase in which the Antagonizer and its enraged opponent have lost line of sight to each other or become separated by a distance of more than 24 inches (i.e. the distance between them exceeds Medium range). The recklessness of this rage even prevents the enraged unit from dealing with any more important threats or easier-to-hit targets in the vicinity; as long as the Antagonizer can be seen, its enraged opponent *must* try to close with and kill it.

Iron Will: If an Antagonizer is subject to a similar psychological attack by another unit with the Animal Mimicry, Antagonizer, or Demoralizer SPAs, treat the unit as if it has the Iron Will SPA, and apply a +2 modifier to the roll result to resist being intimidated or enraged.

Blood Stalker

Unit Type: Any

SPA Cost: 2 points

A pilot with this SPA could be said to have a one-tracked mind, and focuses all of his energies on the destruction of only one enemy at a time. While in a dueling situation, with only one target to worry about, this talent can be ideal, on an active battlefield, the stalker is far less effective against any other opponents he is forced to fight as long as his chosen prey remains active.

The Blood Stalker unit must designate a "chosen enemy" at the start of each game. All attacks against the chosen enemy receive a –1 to-hit modifier, but all attacks made against any other enemies suffer a +2 to-hit modifier until the chosen enemy is destroyed. Once its chosen enemy is destroyed, the Blood Stalker must choose a new enemy to stalk.

Cluster Hitter

Unit Type: Any

SPA Cost: 2 points

The Cluster Hitter is a pilot who has become a marksman with some of the least precise weapons available—such as missiles and flak weaponry. This allows him to focus his fire in tighter groupings, for more telling damage potential.

As long as this unit with this SPA does not move during its Movement Phase, it will add 1 point of damage to any successful weapon attack that uses the FLK, LRM, SRM, or TOR special abilities (or an AC special in conjunction with the Flak and Flechette alternate munitions; see p. 78, *AS*). This includes attacks that use only the ability itself, as well as a "standard" weapon attack.

Combat Intuition

Unit Type: Any

SPA Cost: 3 points

The pilot or crew commander with this SPA has a knack for accurately predicting an enemy's actions if he focuses hard enough on them. Though this intuition is not quite powerful enough to pass along to an entire force before the enemy has time to react, the warrior can make use of his insight to cut off a single opponent once in a while.

If this unit's side wins Initiative, the unit whose pilot has this SPA can move and resolve all of its attacks during the Movement Phase, applying all damage effects immediately—before any target units can act. This ability can only be used once every 3 turns.

Cross-Country

Unit Type: Combat Vehicles (but only those that use ground movement types)

SPA Cost: 2 points

The vehicle driver with this SPA is not merely able to get his ride into and out of tight spots; he can get it into some places it's just not meant to enter!

This ground unit may enter woods, rough, or rubble terrain, as well as water terrain up to 1 inch deep, even if the vehicle's movement type would ordinarily prohibit such movement. When entering terrain ordinarily prohibited to the unit, consider all Move costs for these terrains as double the cost to traverse as they would be for a 'Mech unit (see p. 30, *AS*).

Demoralizer

Unit Type: Any

SPA Cost: 3 points

A warrior with the Demoralizer SPA can make his unit a holy terror on the battlefield, projecting an intimidating presence that manifests in the way he maneuvers and taunts his enemies—with or without the use of communications.

Every enemy unit that comes within 6 inches of this unit must roll 2D6 before attempting to make a weapon or physical attack. If the roll is 8 or less, the enemy unit is Intimidated. Intimidated units reduce their Move by half (round down) and suffer a +1 to-hit modifier for all attacks made against the Demoralizer.

Iron Will: If a Demoralizer is subject to a similar psychological attack by another unit with the Animal Mimicry, Antagonizer, or Demoralizer SPAs, treat the unit as if it has the Iron Will SPA, and apply a +2 modifier to the roll result to resist being intimidated or enraged.

Dodge

Unit Type: 'Mechs, ProtoMechs

SPA Cost: 2 points

The pilot with this SPA is able to execute evasive actions in close quarters combat. Though not quite fast enough to evade weapons fire, it is more than enough to avoid or deflect an incoming physical blow.

Any opposing unit that attempts to deliver a physical attack against a unit with this SPA will suffer a +2 to-hit modifier.

Dust-Off

Unit Type: VTOLs (combat and support), Fighters (aerospace and conventional), Small Craft, DropShips

SPA Cost: 2 points

With skills likely honed for emergency medical rescues and other evac operations, this pilot can "read" difficult landing terrain better than the average aerojock. This makes it possible for him to find and set his aircraft down in clearings that are barely larger than its wingspan, where most other pilots wouldn't dare.

When making landing or liftoff rolls (see pp. 70-73, *AS*), this unit reduces the Control Roll target modifier for Inappropriate Landing Area from +2 to +1.

Eagle's Eyes

Unit Type: Any

SPA Cost: 2 points

For some warriors, even thirty-first century sensors are superfluous. The warrior with this SPA is so alert and sensor-savvy that he can practically identify threats before his tactical computers can identify them, a vital edge in spotting hidden surprises before it's too late.

This unit adds 2 inches of detection range to any probe special abilities it already possesses (including BH, PRB, and LPRB), and confers the RCN special to the unit even if it does not possess such abilities normally. In addition, any hidden units within 2 inches of this unit are automatically detected, even if they possess ECM specials (including AECM, ECM, and LECM). Finally, this unit adds +2 to the target number to avoid minefield "attacks" of any density.

Environmental Specialist [Condition]

Unit Type: Any

SPA Cost: 2 points

The pilot with the Environmental Specialist SPA has not only learned how to survive in a harsh environment, but can actually thrive in it. This ability specifically focuses on atmospheric and weather aspects of a given environment (as opposed to terrain mastery), and the nature of this specialization must be identified when assigned.

The conditions that apply to this SPA must be specified for this unit before the scenario begins, and may include any one condition described under *Environmental Conditions* (see pp. 92-95, *AS*). If the given environmental condition applies to the scenario, this reduces any additional Move costs created by that condition by 2 inches (to a minimum of +0 inches), and any to-hit modifiers applied by the condition are also reduced by –1 (to a minimum of +0).

Fist Fire

Unit Type: 'Mechs, ProtoMechs

SPA Cost: 2 points

While BattleMechs and ProtoMechs often mimic the human form, it is only the superlative warriors who can make the most of their dexterity in battle. The warrior who has developed the First Fire SPA demonstrates this by using his machines onboard weapons to augment his physical attacks.

This pilot with this ability adds half of his unit's Short range damage value (round up) to any damage delivered by a successful standard or melee weapon (MEL special) physical attack. This SPA may not be combined with Street Fighter, nor can it be used to increase damage for charging or Death from Above attacks.

Forward Observer

Unit Type: Any

SPA Cost: 1 point

The Forward Observer is a warrior whose finely honed direction sense, keen eyesight, and intelligence have combined into a talent for hyper-accurate artillery direction.

When a unit piloted by a warrior with this SPA is used to spot for artillery or indirect-fire attacks (ART or IF), the attack receives a –2 to-hit modifier.

Golden Goose

Unit Type: VTOLs (combat and support), Fighters (aerospace and conventional), Small Craft

SPA Cost: 3 points

The pilot with this ability is a true ace when it comes to high speed air-to-ground attacks, often delivering accurate fire with a minimal amount of collateral damage.

When resolving air-to-ground combat rules (see pp. 55-58, *AS*) this SPA applies a –1 to-hit modifier for air-to-ground strafing or striking attacks, and a –2 to-hit modifier for bombing attacks. Furthermore, if a bombing attack misses, the scatter distance is reduced by 2 inches (to a minimum of 0 inches).

Ground-Hugger

Unit Type: VTOLs (combat and support), Fighters (aerospace and conventional), Small Craft

SPA Cost: 2 points

Another special skill for ace aviators with a burning hatred for those damned "ground-pounders", the Ground Hugger SPA reflects a pilot whose fast reflexes and sense of timing enable him to deliver more damage in a single pass than most others.

When resolving air-to-ground combat rules (see pp. 55-58, *AS*) the pilot with this SPA can execute either "double strafe", or a "double strike" attack in a single ground-attack pass. The double strafe attack allows the unit to break its normal 10-inch strafing run into two strafing areas, each at least 2 inches long (and 2 inches wide), with a total combined strafe line of 10 inches. The double strike attack, meanwhile, allows the unit to deliver two strike attacks in a single pass over the battlefield. All attacks made using this SPA must be along the airborne unit's flight path.

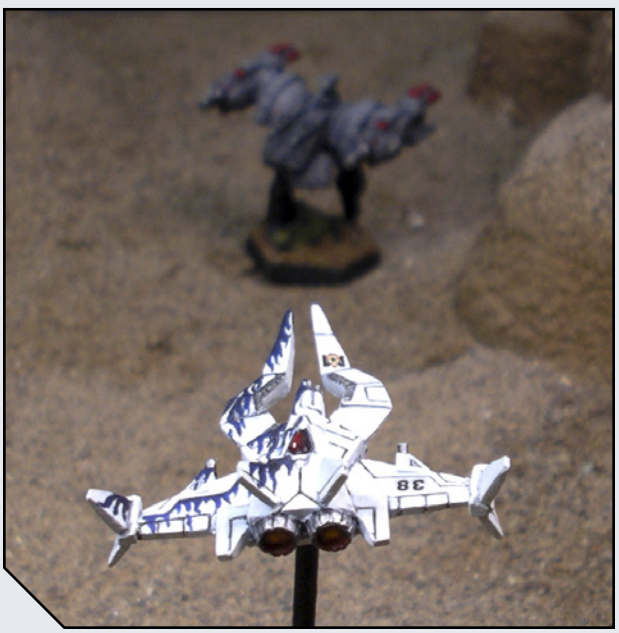
Heavy Lifter

Unit Type: 'Mechs

SPA Cost: 1 point

The Heavy Lifter is a MechWarrior or IndustrialMech pilot who has mastered the finer points of balance and control when using his machine to lift and carry external cargo. With this SPA, the unit adds 1 level to the maximum Size of any cargo (or units) his 'Mech can lift, drag, or throw using the External Cargo Carriers rules (see pp. 29-32). If this would exceed a Size of 5, the unit can lift cargo or units that also have the LG special. If the maximum Size allowance already includes the LG special, the unit can lift Very Large cargo or units (VLG).

Furthermore, if the Size of the cargo or unit being carried by the Heavy Lifter is more than 3 levels smaller than that of his own 'Mech, the Heavy Lifter's unit only reduces its movement by 2 inches, rather than half.



Hopper

Unit Type: BM, IM

SPA Cost: 1 point

The MechWarrior with this special pilot ability has an extremely fine sense of balance—so fine, in fact, that he can even remain mobile after one of his 'Mech's legs has been blown off. A unit controlled by a pilot with this SPA can make a special Control Roll any time it suffers enough MP Hit criticals to reduce its movement to 1 inch or less. If this special roll equals or exceeds a target number equal to 2 plus the unit's Skill Rating, the unit remains mobile, with a minimum ground Move of 2 inches. Subsequent MP Hit criticals may prompt more than one of these rolls per scenario.

Note: This ability does *not* grant movement if the unit has been immobilized for other reasons—such as when shutdown or stuck in bog down terrain.

Hot Dog

Unit Type: BM, IM, AF

SPA Cost: 2 points

This MechWarrior or fighter pilot knows how to ride the "heat envelope". This unit can sustain 4 points of Heat before automatically shutting down, rather than the usual 3. At 4 points of Heat, the unit loses 8 inches of ground movement and suffers a +4 to-hit modifier instead of shutting down.

Human TRO

Unit Type: Any

SPA Cost: 1 point

Everyone has a hobby; this guy's happens to be memorizing the specs for thousands of 'Mechs—and he won't let you forget it! If the Concealing Unit Data rules are in play (see pp. 87-89, *AS*), this unit will automatically identify any non-hidden unit within 12 inches, revealing the subject's data card as if the Human TRO's unit has the LPRB special. This ability applies even if the Human TRO's unit does not have an active probe of any kind, but it does not confer the ability to reveal hidden units.

Iron Will

Unit Type: Any

SPA Cost: 2 points

This warrior knows no fear. A unit with this ability is resistant to "psychological attacks" by opposing units, and can even overcome his natural impulse to flee when all hope seems lost. When forced to make a roll against the intimidating or enraging effects of an opponent using the Animal Mimicry, Antagonizer, or Demoralizer SPAs, a unit whose pilot or crew has the Iron Will SPA, applies a +2 modifier to the roll result to resist these effects.

Furthermore, if the Morale rules are in play (see p. 32), a unit controlled by a pilot or crew with this ability adds a –2 target modifier to avoid being routed or when recovering its nerve.

Jumping Jack

Unit Type: BM, IM, PM

SPA Cost: 2 points

While jumping 'Mechs generally demonstrate all the grace once can expect from brute technological force overpowering physics, some pilots have turned these maneuvers into an art form. A pilot with the Jumping Jack SPA is so comfortable with the use of jumping movement that his unit receives an additional –1 to-hit modifier for any weapon attack it attempts during a turn where it has used jumping movement.

Lucky

Unit Type: Any

SPA Cost: (1 to 4) points

It's not really skill that's placing this pilot's shots, but nobody cares as long as he gets the job done. For every point spent on purchasing this special pilot ability, this unit may reroll 1 failed attack roll or 1 failed Control Roll per scenario. The second roll result stands, even if it fails or is worse than the first.

This special pilot ability may not be used to change the outcome of other roll types, such as critical hit checks, hull breach checks, Initiative, or Morale rolls.

Maneuvering Ace

Unit Type: Any

SPA Cost: 2 points

This pilot knows how to get his ride into and out of tight spots in a hurry. This unit reduces the cost for moving through all woods and jungle terrain types by 1 inch per inch of movement. For aerospace units, a pilot with this SPA reduces the unit's Control Roll target modifier for atmospheric combat from +2 to +1.

Marksman

Unit Type: Any

SPA Cost: 2 points

He may not be a sniper yet, but the gunner with this SPA is really good at landing his shots for maximum effect. As long this unit stands still during its Movement Phase, any successful weapon attack it executes against a target within its weapon's range will deliver only 1 point of damage—but if the attack scores a MoS of 3 or more, the Marksman also makes an additional Critical Hit check against its target. This critical check is made even if the target still has armor.

Melee Master

Unit Type: BM, IM, PM

SPA Cost: 2 points

This MechWarrior is a martial artist who's managed to teach his 'Mech a few of his own tricks. A pilot with this SPA adds additional damage equal to half his unit's Size value (rounded up), upon delivering a successful physical attack of any kind, including standard, melee, charging, and Death from Above attacks.

Melee Specialist

Unit Type: BM, IM, PM

SPA Cost: 1 point

The Melee Specialist SPA reflects a warrior who mastered the use of physical attacks using his machine's arms, legs, hands, and feet—a talent that translates to greater accuracy in a melee. A pilot with this ability applies an additional –1 to-hit modifier when making any physical attacks.

Multi-Tasker

Unit Type: Any

SPA Cost: 2 points

This battle-focused warrior can engage multiple targets far more accurately than most of his comrades. At the player's option, any unit whose gunner possesses this SPA may select two targets to attack in the same turn, and resolves fire against each one separately in the same combat phase. Each attack is resolved using the modifiers appropriate to the target's movement, range, and other conditions; the divided attack will not impose any further to-hit modifiers. Each successful attack divided in this way will deliver half of the damage (rounded down, to a minimum of 1) that the unit would ordinarily inflict against a single target at the appropriate range bracket.

For example, a Multi-Tasker unit with a damage value of 4/3/2 may decide to target two separate enemies—one at Short range, and the other at Medium. If both attacks succeed, the target at Short range will receive 2 points of damage (4 ÷ 2 = 2), while the Medium-range target will receive only 1 point of damage (3 ÷ 2 = 1.5, round down to 1).

Natural Grace

Unit Type: BM, IM, PM

SPA Cost: 3 points

They just don't teach the piloting skills this warrior can demonstrate the normal academies! This unit may make attacks as if it has a 360-degree firing arc (but still suffers 1 additional damage point if attacked through the rear facing). It also reduces its Move cost for passing through ultra-heavy woods terrain, ultra-heavy jungle terrain, or any buildings by 1 inch per inch of movement.

Oblique Artilleryman

Unit Type: Any

SPA Cost: 1 point

The Oblique Artilleryman SPA represents a gunner whose accuracy with indirect artillery weapons is downright uncanny. A unit benefiting whose gunner possesses this special pilot ability receives an additional –1 to-hit modifier for attacks using any ART special abilities. Furthermore, the scatter distance for any artillery shells that *do* miss their target is reduced by 2 inches (to a minimum of 0 inches).

If the Oblique Artilleryman is delivering counter-battery fire against an off-board artillery position—see *Artillery Counter-Battery Fire*, pp. 14-15—this ability ensures that the artillery weapon will deliver its full damage to its off-board target even if the attack misses by a MoF of 1. If the MoF for a counter-battery attack against an off-board position is 2 or 3, the weapon will deliver half its normal damage to the off-board target instead. If Oblique Artilleryman misses by 4 points or more, his shells miss the off-board target entirely.

Oblique Attacker

Unit Type: Any

SPA Cost: 1 point

Darting behind cover can't save an enemy from this warrior's artillery and missile fire. This unit receives a –1 to-hit modifier for attacks using ART or IF special abilities, and may even make indirect fire attacks without a friendly spotter. If attempting to use indirect fire without a friendly spotter, however, the unit trades its –1 to-hit modifier for a +2 to-hit modifier (which replaces any and all spotter-related modifiers).

Range Master

Unit Type: Any

SPA Cost: 2 points

This warrior's ability to strike at his enemies has a certain "comfort zone" few would ever suspect. The gunner for this unit specializes in attacks at any range bracket except for Short and Horizon ranges, effectively swapping the attack modifier for his preferred range bracket modifier for the Short range modifier. For example a Long range Master would suffer a +4 to-hit modifier at Short range, in exchange for a +0 to-hit modifier at Long range.

Ride the Wash

Unit Type: Any airborne unit

SPA Cost: 4 points

This pilot has logged hundreds of flight hours with his aircraft, and has learned to use its own unique wake turbulence ("wash") to enhance its maneuverability and even use it as an improvised attack against opposing aerospace that flies too close. A pilot with this ability reduces the unit's Control Roll target modifiers for atmospheric combat from +2 to +0.

In addition to this, if the unit is an aerospace or conventional fighter (AF or CF) that is tailing another aerospace unit in air-to-air combat, *and* the engagement is taking place at Short range on any part of the atmospheric Radar Map, this pilot can forego a weapon attack and instead force his target to make a second Control Roll with a +3 target number modifier. If the opposing unit fails this roll, it falls one zone "inward" on the Radar Map, and will crash if the zone it has fallen from is the Central Zone.

Sandblaster

Unit Type: Any

SPA Cost: 2 points

Much like the Cluster Hitter, the gunner with the Sandblaster SPA has honed his accuracy with weapons that normally disperse damage, rather than focus it, but where the Cluster Hitter goes for concentrated fire, the Sandblaster is a specialist who works best with *just* his cluster weapons. When this unit delivers a weapon attack using only one of the following specials—AC, FLK, IATM, LRM, SRM, or TOR—it receives a –1 to-hit modifier, and delivers an additional 1 point of damage (increased to 2 points if the attack is made at Short range).

Shaky Stick

Unit Type: Any airborne unit

SPA Cost: 2 points

This fighter jock has really learned to respect fire when it comes from the ground. When exposed to ground-to-air fire (see p. 60, *AS*), this SPA adds a +1 to-hit modifier to all attacks against the unit from ground-based attackers. This modifier will not apply to other airborne units that attack the pilot's craft.

Sharpshooter

Unit Type: Any

SPA Cost: 4 points

The Sharpshooter is an improved version of the Marksman SPA, representing a more accomplished gunner who can strike at his enemy's weakest points with deadly accuracy while still delivering a powerful barrage. Similar to the Marksman SPA, if this warrior's unit stands still during its Movement Phase, and delivers attack that succeeds by a margin of 3 or more, the attack receives an additional Critical Hit check, even if the target still has armor. Unlike the Marksman, however, this attack delivers the unit's full damage value at the target's range (rather than only 1 point).

Slugger

Unit Type: BM, IM

SPA Cost: 1 point

Some 'Mechs have built in swords and hatchets to fight with, but this MechWarrior knows how to improvise his own. This unit can make use of an improvised melee weapon by simply spending 2 extra inches of movement in a woods, jungle, rubble, or building terrain to find an appropriate weapon. This action requires no roll and creates no special modifiers, but must be declared during the unit's Movement Phase.

After obtaining a suitable weapon, the unit may execute physical attacks as if it has the MEL special ability, even if it ordinarily does not. This SPA has no effect if the unit already possesses the MEL special.

Sniper

Unit Type: Any

SPA Cost: 3 points

The sniper prefers to fight from a distance. This gunner's SPA reduces his unit's to-hit modifiers at Medium, Long, and Extreme range by half, but does not affect the Short or Horizon range modifiers.

Speed Demon

Unit Type: Any

SPA Cost: 2 points

A pilot with the Speed Demon SPA can really pour it on! Ground units of all motive types (including VTOLs and WiGE vehicles) receive an additional 2 inches of Move per turn when driven by a pilot with this ability, and increase their Sprinting movement (see p. 63, *AS*) by 4 inches per turn. This speed boost will not change the unit's Target Movement Modifier, however.

Aerospace units piloted by a pilot with this ability receive an effective Thrust value 1 point higher than is listed on their stat cards, which is used to determine how many zones or sectors than can move on Radar Maps.

Stand-Aside

Unit Type: Any

SPA Cost: 1 point

This unit can move through hostile units during its Movement Phase, at an additional cost of 1 inch of Move. This action causes no damage to either unit; it simply negates the normal "stacking restriction" that prevents units from moving directly through enemy-occupied positions on the map.

Zone of Control: A unit piloted by a warrior with this SPA is also immune to the maneuver-limiting effects of any opposing unit using the Zone of Control special command ability against it (see p. 46).

Street Fighter

Unit Type: BM, IM, PM

SPA Cost: 2 points

This unit is able to deliver physical attacks with such blinding speed that it can essentially pre-empt those of an opposing unit once it gets close enough. If an opponent in base contact with the Street Fighter's unit attempts to make an attack before the Street Fighter has resolved his own, the Street Fighter may attempt a special "preemptive strike" of his own against that opponent.

This preemptive strike receives a +1 to-hit modifier, and effectively counts as the Street Fighter unit's weapon and physical attack for the turn. If successful, the preemptive strike delivers damage equal to the Street Fighter unit's Short range attack value, plus its normal physical attack damage (including any extra

Customized for arena duels, a chainsaw-wielding Thor *surprises a hapless* Victor.

damage provided by a MEL or TSM special ability)—in a single volley. All damage effects from a Street Fighter's preemptive strike must be determined before the opponent's attack against the Street Fighter are resolved. Thus, it is possible in this way for a Street Fighter to cripple or destroy his opponent before it can even land its blow…regardless of Initiative order.

Dueling Street Fighters: If *both* units in base contact are Street Fighters, the ability for each to pre-empt the other's attacks will cancel out, and all attacks between them must be resolved normally.

Swordsman

Unit Type: BM, IM, PM

SPA Cost: 2 points

A MechWarrior or ProtoMech pilot with the Swordsman SPA has taken his own experience with melee weapons and translated it to a finesse rarely seen in a multi-ton war machine, granting its own physical combat weapons enough skill and accuracy to deliver far more telling blows. On a successful physical attack made while using the unit's MEL special, this pilot may choose one of two options: deliver 1 extra point of damage to the opponent, or roll one additional Critical Hit against the target—even if it still has armor remaining. Note that if the unit lacks the MEL special, the Swordsman SPA will have no effect.

Tactical Genius

Unit Type: Any

SPA Cost: 3 points

An officer with this special pilot ability has a superior grasp of the battlefield situation, and can tap into this combat sense to maintain control even under the most chaotic firefights. If this unit is the command unit for its side, its controlling player may roll a second time for Initiative if the first roll was beaten by his opponent. This Initiative reroll result stands, even if it is worse. An Initiative reroll may only be attempted once every 2 turns.

In addition, if the Battlefield Intelligence rules are in play (see pp. 82-83, *AS*), this unit is treated as if it has the MHQ special ability.

Terrain Master [Drag Racer]

Unit Type: CV (only if the unit has the tracked or wheeled motive types)

SPA Cost: 3 points

A vehicle driver with this SPA isn't just a speed demon; he's practically a professional racer. This unit receives an additional 2 inches to its normal movement allowance any turn it remains entirely on paved or ice terrain (in addition to the normal pavement movement bonus). If Sprinting movement is used (see p. 63, *AS*), the Drag Racer adds 4 inches (plus any pavement bonus) as long as his vehicle remains on the paved or ice terrain. Furthermore, if the Skidding rules are in play (see p. 13), the Terrain Master [Drag Racer] SPA applies a –2 target number modifier to the unit's Control Roll.

Terrain Master [Forest Ranger]

Unit Type: Any non-airborne unit

SPA Cost: 3 points

This warrior with this ability is truly at home in woodlands. A unit piloted by a warrior with this SPA reduces its additional Move costs when travelling through woods or jungle terrain (including heavy and ultra-heavy woods and jungle) by 1 inch per inch of movement (to a minimum added cost of +0 inches). In addition to this, attacks against this warrior's unit suffer an additional +1 to-hit modifier if it ends its movement inside wooded or jungle terrain.

Terrain Master [Frogman]

Unit Type: BM, IM, PM

SPA Cost: 3 points

This MechWarrior or ProtoMech pilot is uncommonly good at maneuvering his machine underwater, even without the benefits of UMU mobility. This SPA reduces the unit's movement costs for underwater movement by 1 inch per inch of travel, to a minimum added Move cost of +0 inches. This benefit only applies when the unit is fully submerged.

Terrain Master [Mountaineer]

Unit Type: Any non-airborne unit

SPA Cost: 3 points

The Mountaineer is a warrior or vehicle pilot who has an affinity for steep slopes and rocks. This SPA reduces the additional Move costs for changing levels, using Climbing movement (see p 62, *AS*), or for passing through rough and rubble terrain types (including ultra-rough and ultra-rubble) by 1 inch per inch of travel, to a minimum added Move cost of +0 inches.

Terrain Master [Nightwalker]

Unit Type: Any non-airborne unit

SPA Cost: 3 points

The warrior with this special piloting ability likes things nice and dark. This unit ignores all modifiers for darkness without having to activating any searchlight (SRCH) special ability it may have.

Terrain Master [Swamp Beast]

Unit Type: Any non-airborne unit

SPA Cost: 3 points

Terrain masters have honed their piloting skills under particularly treacherous conditions; the "swamp beast" knows how to handle mud, marsh—even quicksand, if it comes up. This unit reduces the additional Move costs for passing through swamp terrain by 1 inch per inch of travel, to a minimum added cost of +0 inches. In addition to this, the Swamp Beast ignores the bogging down rules (see p. 70, *AS*) when traveling through mud or swamp terrain. Finally, attacks against this pilot's unit will suffer an additional +1 to-hit modifier as long as the unit is occupying mud or swamp terrain.

Weapon Specialist

Unit Type: Any

SPA Cost: 3 points

The weapon specialist is a superlative expert with certain types of weapons, and can deliver much more accurate fire when he sticks to those guns alone. Instead of delivering a normal attack using all of its weapons, this unit may deliver a "specialized weapons" attack that receives a –1 to-hit modifier, but delivers only half of the unit's listed damage at the appropriate range bracket (rounded down, to a minimum of 1 point).

Because this SPA abstractly presumes that only a portion of the unit's weapons are covered by the pilot's specialty, this attack may not use Overheat effects.

Wind Walker

Unit Type: Any airborne unit

SPA Cost: 2 points

The Wind Walker is an accomplished pilot who has a knack for using thermals and wind currents for a smoother flight and pinpoint landings. A unit whose pilot has this SPA ignores the +2 Control Roll target modifier for operating in atmospheric conditions, and receives an additional –1 Control Roll target modifier for all landings and liftoffs.

Zweihander

Unit Type: BM, IM

SPA Cost: 2 points

This MechWarrior *really* puts his machine's back into physical combat. A pilot with this SPA adds +1 damage to the damage delivered by any successful standard- or melee-type physical attacks his 'Mech executes (but does not apply to damage from charging or Death from Above attacks). This damage modifier is in addition to any others provided by special unit abilities such as MEL or TSM.

A fantastic dragon-like branth of Lopez, Fifth Free Worlds Legionnaires (Free Worlds League)

INFANTRY-ONLY ABILITIES

The following special pilot abilities only apply to infantry units, and reflect special abilities either resulting from the unit's squad leadership, or demonstrated by all troops in the infantry team.

Light Horseman

Unit Type: CI (unit must be beast-mounted)

SPA Cost: 2 points

Yes, it may be the future, but that doesn't mean horse (or horse-analog) infantry doesn't still exist—or that there are troops out there who specialize in their use. A beast-mounted infantry unit with this SPA receives an additional 2 inches of movement per turn, and reduces the additional movement costs for wooded or rough terrain types by 1 inch per inch of travel (to a minimum added movement cost of +0 inches).

Heavy Horse

Unit Type: CI (unit must be beast-mounted)

SPA Cost: 2 points

Heavy horse infantry have developed ways to maximize the load-bearing capabilities of their mounts to allow for extra support weaponry, and are effective in using it in close combat. A beast-mounted infantry unit with this SPA delivers 1 additional point of damage upon any successful attack against a unit that it is in base contact with. This damage does not apply to physical attacks, however.

Foot Cavalry

Unit Type: CI (unit must be of foot motive type)

SPA Cost: 1 point

The foot cavalry's squad leader has trained himself for endurance running, even in full combat gear—and he pushes his troops hard to keep them up to his level. A conventional foot infantry unit with this SPA receives an additional 2 inches of movement per turn, and reduces the additional movement costs for all wooded, jungle, rough, rubble, and building terrain types by 1 inch per inch of travel (to a minimum added movement cost of +0 inches).

Urban Guerrilla

Unit Type: CI, BA

SPA Cost: 1 point

Nobody knows the streets like this infantry force—but is this really a regular outfit, or a street gang? Attacks against an infantry unit with this SPA suffer a +1 to-hit modifier, and a –1 damage point reduction if the unit is occupying building, rough, rubble, or paved terrain types.

In addition, once per any scenario that takes place in urban (or suburban) terrain, this unit can "spawn" a second infantry unit friendly to itself during the turn's End Phase. This new infantry unit appears within 6 inches of the urban guerilla unit, and is treated as a conventional infantry unit with 2 inches of Move (using the f movement code), 1 point each of armor and structure, and can deliver 1 point of damage against targets at Short range. The new infantry unit's Skill Rating is 2 points higher than that of the unit that spawned it (to a maximum Skill Rating of 8). Once created, the new infantry unit operates as a separate unit.

UNIT DESIGN QUIRKS

In the *BattleTech* universe, manufacturing standards can be something of an imprecise science. Even though the construction rules are regulated by game rules that apply regardless of the factory used, subtle variances in quality and engineering can introduce unique features and drawbacks that can't be accounted for with tonnage and slot space alone. These features are often referred to as design quirks.

Adapting Previous Sources: Starting with *Technical Readout: Prototypes*, official design quirks are now being published alongside the detailed construction data for most *BattleTech* units. These design quirks were first developed for use with the *Total Warfare* game system, but are adapted here for use with *Alpha Strike*'s streamlined rules (as applicable). When using *Technical Readouts* and other sources as reference for playing out games under the *Alpha Strike* system, be sure as use the unit design quirk of the same name as it is presented here, in order to maintain compatibility with the miniatures rules.

Design quirks that appear in published sourcebooks, but not in this book, have no effect in *Alpha Strike* play.

Assigning Unit Design Quirks: If the players are not selecting unit quirks from among those published in previous sources, they may employ design quirks to spice up their units by choosing one or more of these features from the Unit Design Quirks list presented here.

To help in balancing quirks, each one has been given a generic "cost" value that reflects its complexity and game play impact. When choosing quirks for a unit, players may assign as many or as few as desired (as long as the quirk's description lists its availability to that unit's type)—but they should also try to avoid creating unbalanced units by offsetting every positive design quirk with a negative design quirk of the same or greater negative value. For example, a 'Mech unit may take the Extended Torso Twist and Improved Sensors quirks (each worth +3 quirk points, for a total of 6 points), but might offset those advantages by also applying the Cramped Cockpit, Hard to Pilot, and Prototype quirks (each of which is worth –2 quirk points, for a total of –6 points).

As a general rule, when assigning design quirks to a unit, all units of the same model type should possess the same design quirks, regardless of which side they are on. For example, if the players opt to assign design quirks to a *Commando* BattleMech, and there are three *Commando*s in the scenario between the players' forces, all three *Commando*s should possess the same design quirks.

Developer's Note: As a final rule of thumb, the official design quirks given to published units have largely been tied to each unit's basic stats, its flavor text, and visual cues from its printed image (or miniature). A unit with a large and bulky physique, for example, would not really mesh well with a Narrow/Low Profile design quirk, nor would a unit built almost entirely around energy weapons and lacking any ammo-dependent special ability like AC#/#/# really fit with the Ammunition Feed Problem design quirk.

POSITIVE DESIGN QUIRKS

The design quirks presented here reflect all of those that are considered beneficial to units in *Alpha Strike* play. Positive design quirks that will not appear below have no game play effect in *Alpha Strike* games.

Accurate Weapon

One or more of this unit's weapons is more accurate than the rest. To reflect this, any time the unit misses a ranged attack by only 1 point, it will deliver an amount of damage equal to the value of this Quirk. This "accuracy damage", may not equal or exceed the damage this unit would normally deliver at its Short range bracket.

Unit Type: All

Cost: +1 point per point of "accurate" damage.

Anti-Aircraft Targeting

This unit's sensors and targeting systems are calibrated for airborne targets. As a result, the unit uses the same to-hit modifiers found for a unit operating under the benefits of the Anti-Aircraft Specialists command ability (see p. 47). If a unit with this Quirk is also assigned to a force that would provide it with the Anti-Aircraft Specialists command ability, it receives an additional –1 to-hit modifier to attack airborne targets.

Unit Type: BM, IM, CV, SV

Cost: +1 point per point of damage this unit can deliver at its most damaging attack range.

POSITIVE DESIGN QUIRKS

Quirk	Cost	Brief Description
Accurate Weapon	+Variable	Unit may deliver damage on a near miss
Anti-Aircraft Targeting	+Variable	Unit is more effective against airborne targets
Atmospheric Flyer	+3	Aerospace unit handles better in atmospheric combat
Battle Computer	+5	Unit provides an Initiative bonus
Battlefists	+2	'Mech unit receives improved chance to strike with standard physical attacks
Combat Computer	+3	Unit can use Overheat damage with less Heat effect
Command BattleMech	+2	Unit provides an Initiative bonus
Compact 'Mech	+1	Allows 2 units of same Quirk to occupy one transport slot
Cowl	+4	'Mech unit ignores first Unit Destroyed critical hit
Distracting	+1	Unit has improved ability to demoralize opponents
Docking Arms	+1	Aerospace unit receives a bonus during docking actions
Easy to Maintain	+1	Unit receives a bonus to repair rolls
Easy to Pilot	+2	Unit receives a bonus to physical attacks and Control Rolls
Extended Torso Twist	+3	'Mech/ProtoMech possesses a 360-degree attack arc
Hyper-Extending Actuators	+1	Unit may deliver a reduced-damage attack into its rear arc
Improved Communications	+2	Unit can ignore effects of some ECM systems
Improved Sensors	+3	Unit gains (or improves) active probe (PRB) abilities
Improved Targeting (Short)	+3	Unit receives bonus to-hit at Short range
Improved Targeting (Medium)	+4	Unit receives bonus to-hit at Short range
Improved Targeting (Long)	+5	Unit receives bonus to-hit at Short range
Internal Bomb Bay	+3	Airborne unit may use cargo bay to deliver bombs
Modular Weapons	+1	Unit receives a bonus to repair rolls and repair times
Multi-Trac	+2	Unit may execute two half-strength weapon attacks per turn
Narrow/Low Profile	+3	Unit is harder to hit
Overhead Arms	+2	Unit may execute a special overhead shot from cover
Protected Actuators	+1	Unit is resistant to anti-'Mech infantry attacks
Reinforced Legs	+1	Unit is resistant to self-inflicted Death from Above damage
Searchlight	+1	Unit gains the SRCH special
Trailer Hitch	+1	Vehicle unit gains trailer hitch (HTC) abilities
Variable Range Targeting	+Variable	Unit gains bonus to-hit for all weapon attacks

NEGATIVE DESIGN QUIRKS

Quirk	Cost	Brief Description
Ammunition Feed Problem	–1	Unit may lose attack damage from ammo-fed weapons
Atmospheric Flight Instability	–2	Aerospace unit is harder to operate in atmosphere
Cooling System Flaws	–3	Unit's cooling systems are prone to severe damage
Cramped Cockpit	–2	Unit suffers penalties to Control Rolls and physical attacks
Difficult Ejection	–1	Chance for failure when using Ejection rules
Difficult to Maintain	–1	Unit suffers penalties to repair rolls
EM Interference	–1	Attacks using non-ammo weapons may overload electronics
Exposed Actuators	–1	Unit is more susceptible to anti-'Mech infantry attacks
Exposed Weapon Linkage	–2	Every hit to this unit scores a chance for a Weapon Hit critical
Fragile Fuel Tank	–2	Extra chance for explosion any time unit suffers a critical hit
Gas Hog	–2	Aerospace fighter units consume more fuel in Capital Radar Map play
Hard to Pilot	–2	Unit suffers penalties for Control Rolls and physical attacks
Illegal Design	–0	Unit may spontaneously break down at any point; much harder to repair
Inaccurate Weapon	–Variable	Unit delivers reduced damage on any attack with MoS of 1 or 0
Large DropShip	–1	DropShip unit requires 2 docking ports instead of 1
Low-Mounted Arms	–2	'Mech unit's arm weapons draw LOS from waist level
No/Minimal Arms	–2	'Mech unit cannot using Climbing movement or External Cargo rules
No Ejection System	–2	Unit's pilot may not use Ejection rules
No Torso Twist	–2	'Mech or ProtoMech unit has reduced firing arc
Obsolete	–4	Unit suffers penalties to repair rolls
Oversized	–3	Attacks against unit receive bonus to-hit; harder to transport and drop
Poor Life Support	–1	Unit may suffer Crew Stunned effects if it overheats
Poor Performance	–3	Attacks against unit use reduced target movement modifiers
Poor Sealing	–2	Unit has increased chance for hull breach in vacuum and underwater
Poor Targeting (Short)	–2	Unit suffers penalties for attacks made at Short range
Poor Targeting (Medium)	–3	Unit suffers penalties for attacks made at Medium range
Poor Targeting (Long)	–4	Unit suffers penalties for attacks made at Long range
Poor Workmanship	–1	Unit is more susceptible to critical hits
Prototype	–2	Unit is more susceptible to critical hits
Sensor Ghosts	–2	Unit suffers to-hit penalty for all weapon attacks
Static Ammo Feed	–2	Unit cannot switch between standard and alternate munitions
Unstreamlined	–2	Aerospace unit cannot operate in atmosphere
Weak Legs	–1	Unit prone to extra damage when executing Death from Above attacks
Weak Undercarriage	–1	Aerospace suffers damage on landing MoS of 0

Atmospheric Flyer

This aerospace unit is especially well designed for atmospheric operations. As a result, it reduces the normal +2 Control Roll target modifier applied for operating within an atmosphere to +1.

Unit Type: AF, CF, SC, DS

Cost: +3 points

Battle Computer

This unit features a powerful tactical computing system that aids commanders in coordinating a fluid battle. To reflect this, a force that includes one or more units with this Quirk will receive a +2 Initiative roll modifier if this unit is active and operating on the field as the command element of a formation 4 units (1 lance) or larger. Multiple units with this Quirk will not add to this effect, nor will this ability stack with the Command BattleMech Quirk effects.

If the battlefield intelligence rules are in play (see pp. 82-83, *AS*), a Battle Computer adds the equivalent of 2 points of MHQ special unit ability to the unit's force. As with the Initiative modifier effect, this benefit will not stack with other units that possess this Quirk (or the Command BattleMech Quirk) in the same force.

Unit Type: BM, IM, CV, SV

Cost: +5 points

Battlefists

This 'Mech unit features hand actuators that are better designed for melee combat than normal. When delivering a normal physical attack only (as opposed to a charge, Death from Above, or melee weapon attack) the unit with this Quirk applies a –1 to-hit modifier to the attack. This Quirk cannot be taken by a unit that has the No/Minimal Arms Quirk (see p. 66).

Unit Type: BM, IM

Cost: +2 points

Combat Computer

This unit has a more efficient combat computer that helps manage the power and heat levels generated by the unit's weaponry. As a result, heat-tracking units with this Quirk that use Overheat Value reduce their effective heat level by 1 point (to a minimum of 1 Overheat).

Unit Type: BM, IM, CF, AF

Cost: +3 points

Command BattleMech

This unit features a suite of communications and tactical sensors that help field commanders manage a battle from the front. To reflect this, a force that includes one or more units with this Quirk will receive a +1 Initiative roll modifier if this unit is active and operating on the field as the command element of a formation 4 units (1 lance) or larger. Multiple units with this Quirk will not add to this effect, nor will this ability stack with the Battle Computer Quirk effects.

If the battlefield intelligence rules are in play (see pp. 82-83, *AS*), a Command BattleMech adds the equivalent of 1 point of MHQ special unit ability to the unit's force. As with the Initiative modifier effect, this benefit will not stack with other units that possess this Quirk (or the Battle Computer Quirk) in the same force.

Unit Type: BM, IM

Cost: +2 points

Compact 'Mech

This unit is not so small and narrow that it becomes harder to hit (for that, the Narrow/Low Profile Quirk would apply, see p. 63), but it is small enough to share transport bay space with another unit of equal size. For the purposes of the transporting non-infantry units (see p. 63, *AS*), two 'Mechs with this Quirk may occupy a single bay, but only if the transporting unit is using proper 'Mech transport bays (MT# special). This Quirk does not modify the number of 'Mechs that can be dropped at a time under the Dropping Troops rules (see pp. 90-91, *AS*).

For example, a *Leopard*-class DropShip normally has 4 'Mech bays (MT4), but if a force made up of 5 'Mechs includes 2 'Mechs with the Compact 'Mech Quirk, the two compact 'Mechs could share one of the bays, while the remaining three 'Mechs would deploy from individual bays—for a total of 5 'Mechs transported.

Unit Type: BM, IM

Cost: +1 point

Cowl

This 'Mech features a specially designed head structure that helps protect its pilot from damage. The first time a unit with this Quirk suffers a Critical Hit roll of 12 during a scenario (a "Unit Destroyed" result for a 'Mech), reroll the Critical Hit. This second Critical Hit result stands, even if it is also a result of 12. This Quirk can only be restored when the unit is repaired after the battle.

Unit Type: BM, IM

Cost: +4 points

Distracting

This unit is designed in a way that is physically intimidating or confusing enough to have a psychological effect on the battlefield by just being there. If the morale rules are in play (see *Morale*, pp. 32-34), this unit adds a +1 target modifier to a target's ability to resist being demoralized by this unit.

Distracting and Demoralizing: If the unit with this Quirk is also being controlled by a pilot or crew with the Demoralizer special pilot ability (see p. 87), the target number to demoralize its enemy drops from 8 to 7.

Unit Type: BM, IM, PM, BA, CV, SV, CF, AF

Cost: +1 point

Docking Arms

If using the Docking rules for aerospace units (see p. 52), the JumpShip, space station, or WarShip with this Quirk adds a –1 target modifier to the docking unit's Control Roll, reflecting advanced manipulators that assist with the process.

Unit Type: JS, SS, WS

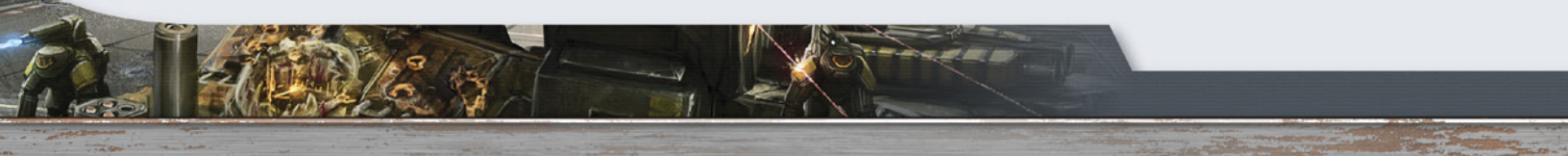
Cost: +1 point

Easy to Maintain

If the repair rules are in play (see pp. 168-179), all repairs and salvage rolls for a unit with this Quirk receive a –1 target number modifier.

Unit Type: All

Cost: +1 point



Easy to Pilot

This unit is much more intuitive and responsive to its operator's control, allowing for finer and more fluid combat maneuvers. Units with this Quirk receive a –1 target number modifier for all physical attacks and any Control Rolls required.

Unit Type: All except CV, SV

Cost: +2 points

Extended Torso Twist

Even though this unit still has a rear arc through which it may be attacked, it may deliver weapon attacks as if it has a full 360-degree field of fire.

Unit Type: BM, IM, PM

Cost: +3 points

Hyper-Extending Actuators

Even though this unit still has a rear arc through which it may be attacked, it may deliver a weapon attack equal to one-third of its normal attack value (rounded down, to a minimum of 0) against any targets in its rear arc. Note that if the damage from a successful attack does round down to 0, the attack qualifies for the Minimum Damage rule (see p. 18), and will deliver 1 point to the target on a subsequent 1D6 roll of 4+.

Unit Type: BM, IM

Cost: +1 point

Improved Communications

This unit ignores the effects of ECM, LECM, but remains susceptible to AECM.

Unit Type: All

Cost: +2 points

Improved Sensors

This unit is treated as if it is equipped with an active probe (PRB). If it already possesses an active probe of any type (PRB, BH, LPRB), the effective detection range for that item is extended by 4 inches.

Unit Type: BM, IM, PM, CV, SV

Cost: +3 points

Improved Targeting (Short)

This unit receives a –1 to-hit modifier for weapon attacks made at Short range. This modifier does not apply to physical attacks of any kind. This ability cannot be combined with the Variable-Range Targeting quirk.

Unit Type: All except BA

Cost: +3 points

Improved Targeting (Medium)

This unit receives a –1 to-hit modifier for weapon attacks made at Medium range. This ability cannot be combined with the Variable-Range Targeting quirk.

Unit Type: All except BA

Cost: +4 points

Improved Targeting (Long)

This unit receives a –1 to-hit modifier for weapon attacks made at Long range. This ability cannot be combined with the Variable-Range Targeting quirk.

Unit Type: All except BA

Cost: +5 points

Internal Bomb Bay

This unit has an internal bomb bay. As a result, it may treat any cargo transport tonnage (CT#) special as a BOMB# special of the same value. (If the unit carries cargo by the kiloton—CK# special—the number of bombs it can carry is equal to 1,000 times its CK value.) Remember that some special bomb types, such as the space bombs described on p. 85, will count as more than 1 "bomb", even for the purposes of this ability.

When carrying bombs internally, the unit ignores the normal Thrust reduction effect of its external bombs.

Unit Type: CF, AF, SC, DS

Cost: +3 points

Modular Weapons

If the repair rules are in play (see pp. **1**68-179), all repair rolls for a unit with this Quirk receive a –1 target number modifier. Furthermore, repairing this unit takes as much as time as repairing a unit that features the OMNI special.

Unit Type: BM, IM, CV, SV

Cost: +1 point

Multi-Trac

A unit with this Quirk may choose to divide its ranged weapon damage in half (rounding the final value down, to a minimum of 1 point) and direct each "half-damage" attack against a separate target in the same turn. Each attack is resolved using all of the modifiers applicable to that target; no secondary target modifiers will apply to either attack.

Multi-Trac and Multi-Tasking: If a unit with this Quirk is also piloted by a warrior with the Mulit-Tasker special pilot ability (see p. 55), the unit can deliver up to three attacks, rather than two, in a single turn. When selecting three targets in a turn, the Multi-Tasking Multi-Trac unit must divide the amount of damage it can deliver to each target's range by 3, rounding down. Unlike a dual attack, however, if this rounding would result in less than 1 point of damage in a successful attack, the attacker must instead resolve the outcome using the Minimum Damage rule (see p. 18). This means that the target will only receive 1 point of damage if the attacker makes an extra 1D6 roll of 4 or higher.

Unit Type: BM, IM

Cost: +2 points

Narrow/Low Profile

All weapon attacks made against a unit with this Quirk suffer an additional +1 to-hit modifier. This modifier does not apply to physical attacks.

Unit Type: BM, IM, CV, SV

Cost: +3 points

Overhead Arms

If this 'Mech unit is standing immediately behind blocking cover of equal height to itself (such as a building or hill), the unit may attempt an "overhead shot" over this cover. This shot ignores the first 2 inches of blocking terrain that it passes over on its way to the target, though additional obstructions of equal or greater height may still intervene from 2 inches and onward.

An overhead attack receives an additional +2 to-hit modifier, and, if successful, delivers only half of the unit's damage at the relevant attack range (rounded down, to a minimum of 1 point).

Unit Type: BM, IM
Cost: +2 points

Protected Actuators

If this unit is targeted by an anti-'Mech attack (see p. 43, *AS*), the attacking infantry unit suffers an additional +1 to-hit modifier to the attack. This Quirk provides no modifier to ranged weapon attacks.

Unit Type: BM, IM
Cost: +1 point

Reinforced Legs

If this unit performs a successful Death from Above physical attack (see p. 43, *AS*), reduce the damage delivered to itself by 1 point (to a minimum of 0 points). If the unit fails its DFA attack, it suffers damage normally.

Unit Type: BM, IM
Cost: +1 point

Searchlight

A unit with this Quirk is treated as if it possesses the Searchlight (SRCH) special ability. This searchlight, however, is automatically destroyed any time the unit suffers a critical hit with an effect other than "No Critical Hit".

Unit Type: BM, IM, CV, SV
Cost: +1 point

Trailer Hitch

This Quirk is available only to combat vehicles that use tracks or wheels for movement (t and w movement codes). A unit with this ability gains the ability to tow another vehicle up to one size larger than itself, conferring the same capability as the Trailer Hitch (HTC) special (see *Towing*, p. 31).

Unit Type: CV (Tracked and Wheeled movement modes only)
Cost: +1 point

Variable Range Targeting

This unit's sensors and targeting systems can reconfigure their calibrations on the fly, optimizing their accuracy at whichever attack range the operator wants to favor at that moment. This translates to a –1 to-hit modifier for all weapon attacks made by this unit. Physical attacks do not receive this benefit.

This Quirk cannot be combined with any Improved Targeting Quirks; if used in conjunction with an attack type that can strike multiple targets in a turn—such as when using the Multi-Trac Quirk or Multi-Tasker special pilot ability—the –1 to-hit modifier may only be applied to the targets in one Range bracket, while a +1 modifier is applied instead to any additional targets that are selected outside of that bracket.

Unit Type: BM, IM, PM
Cost: +2 points per point of damage this unit can deliver at its most damaging attack range.

NEGATIVE DESIGN QUIRKS

The design quirks presented here reflect all of those that are considered a hindrance to units in *Alpha Strike* play. Negative design quirks that will not appear below have no game play effect in *Alpha Strike* games.

Ammunition Feed Problem

This Quirk may only be taken by a unit that also possesses artillery, ballistic, or missile weaponry—as indicated by the following special abilities: ARTX-#, AC#/#/#, FLK#/#/#, IF#, LRM#/#/#, MSL#/#/#/#, SRM#/#, TOR#/#/#, and so forth. When a unit with this Quirk delivers a weapon attack that either uses its specific artillery, ballistic or missile special ability, or even executes a normal (non-special) weapon attack, its controlling player must roll 2D6. If this roll is 4 or less, the weapon misfeeds, and the unit's damage value is reduced by half of its largest artillery, ballistic, of missile special damage value (rounding up). A unit with this Quirk can only suffer one misfeed per scenario.

This damage reduction is applied to the unit's appropriate special as well as its full damage in a normal attack, for all range brackets where the misfed weapon applies. For example, if a unit with the LRM1/1/2 special, and a normal attack value of 2/2/2 rolls a misfeed, its damage is reduced by 1/1/1 (half of the LRM damage values, rounded up). In addition to now having a modified special of LRM0/0/1, this unit's normal attack values are now 1/1/1.

Unit Type: All
Cost: –1 point

Atmospheric Flight Instability

This aerospace unit is poorly designed for atmospheric operations. As a result, it increases the normal +2 Control Roll target modifier applied for operating within an atmosphere to +3.

Unit Type: AF, CF, SC, DS
Cost: –2 points

Cooling System Flaws

This unit has weak points in its heat management systems that can be compromised by combat. Any time this unit is struck by a physical attack, or suffers more than 2 points of damage from a single weapon attack, the attacker rolls 2D6. On a result of 10+, the unit automatically increases its Heat scale by 1 point. After this, and for the remainder of the scenario, the unit may cool down normally, but will always generate 1 extra point of Heat every time it moves and executes a weapon attack in the same turn.

This Heat point applies in addition to any Heat generated by heat-causing weapons (HT#/#/# special) or by using Overheat damage.

Unit Type: BM, IM
Cost: –3 points

Cramped Cockpit

Because of confined space and a corresponding lack of ergonomics, operators of a unit with this Quirk suffer a +1 target modifier for all Control Rolls. This impairment also extends to physical attacks of all types, applying a +1 to-hit modifier for those actions as well.

Unit Type: BM, IM, AF, CF
Cost: –2 points

Difficult Ejection

If the Ejection/Abandoning Units rules are in play (see p. 91, *AS*), a unit with a Difficult Ejection Quirk must make a 2D6 roll against a target number equal to the unit's Skill Rating when its pilot ejects. A failure on this roll means the pilot or crew fails to eject, and remains trapped inside the unit. If the unit is destroyed, a pilot who fails to eject is destroyed along with it.

Unit Type: BM, IM, AF, CF
Cost: –1 point

Difficult to Maintain

If the repair rules are in play (see pp. 168-179), all repairs and salvage rolls for a unit with this Quirk receive a +1 target number modifier.

Unit Type: All
Cost: –1 point

EM Interference

In any turn where this unit attempts an attack that is *not* exclusively delivered by artillery, ballistic, or missile weaponry (indicated by the following special abilities: ARTX-#, AC#/#/#, FLK#/#/#, IF#, LRM#/#/#, MSL#/#/#/#, SRM#/#, TOR#/#/#), the unit suffers the effects of being inside a hostile ECM field for that turn. This disruption applies only to the unit with this Quirk when it fires such non-specialized attacks; it does not count as an ECM field to any other units.

Unit Type: BM, IM, CV, SV, BA, AF, CF, SC, DS
Cost: –1 point

Exposed Actuators

If this unit is targeted by an anti-'Mech attack (see p. 43, *AS*), the attacking infantry unit receives an additional –1 to-hit modifier to the attack. This Quirk provides no modifier to ranged weapon attacks.

Unit Type: BM, IM
Cost: –1 point

Exposed Weapon Linkage

Any time a unit with this Quirk suffers damage, its attacker must make a special 2D6 roll result against a target number of 10. If successful, the unit suffers the effects of a Weapon Hit critical (see p. 41, *AS*). This effect occurs in addition to any other effects of the original attack (such as normal Critical Hits, hull breach checks, and motive damage checks).

Unit Type: BM, IM, PM, CV, SV
Cost: –2 points

Fragile Fuel Tank

If an attack against a unit with this Quirk requires a Critical Hit roll, the attacker must make a second 2D6 roll against a target number of 10, regardless of any other Critical Hit effects. If this second 2D6 roll succeeds, the unit suffers a catastrophic fuel tank rupture and is destroyed.

Unit Type: IM, CV, SV, AF, CF, SC, DS, JS, SS, WS
Cost: –2 points

Gas Hog

Although this Quirk can be applied to any of the unit types listed here, it only applies to aerospace fighters in *Alpha Strike* games when they operate under the rules for Capital-Scale Aerospace Movement (see pp. 72-76). When using the Fuel Endurance rules found in that section, aerospace fighters with this Quirk burn 1 additional point of fuel per turn of operation in the Inner and Middle Zones. In the Outer and Peripheral Zones, this extra fuel consumption increases to 2 points per turn.

Unit Type: IM, CV, SV, AF, CF, SC, DS, JS, SS, WS
Cost: –2 points

Hard to Pilot

This unit is saddled with a combination of confusing or outdated controls and poor responsiveness to its operator's commands, resulting in awkward and sloppy combat maneuvering. Units with this Quirk suffer a +1 target number modifier for all physical attacks and any Control Rolls required of them.

Unit Type: All
Cost: –2 points

Illegal Design

Something in this unit's construction so violates the normal rules of engineering that it is a miracle it even made it to the field to begin with, and it's bound to only get worse for the user from there! At the start of every sixth turn of standard-scale play (or every turn of capital-scale play), the controlling player must roll 2D6. If the result of this roll is 8 or less, the player must roll on the unit's Critical Hit Table, applying a +2 modifier to that roll's result (even if the unit is undamaged). All critical hits rolled in this manner apply immediately; if the modified Critical Hit roll is 12 or higher, the unit is destroyed.

Furthermore, if the repair and salvage rules are in play, a unit with this Quirk applies a +4 target modifier to all repair and replacement rolls, and the unit is automatically considered destroyed on any unmodified repair roll of 2. Because their development is so radical and tenuous to maintain, units that have an Illegal Design quirk are always one-off machines; if destroyed, they cannot be replaced by an identical unit.

Unit Type: All
Cost: –0 points

Inaccurate Weapon

One or more of this unit's weapons is less accurate than the rest. To reflect this, any time the unit succeeds in delivering a ranged attack by a MoS of 1 or less, it must reduce the damage delivered by an amount equal to the value of this Quirk (to a minimum of 0).

Inaccurate Weapons and Glancing Blows: If the Direct Hits and Glancing Blows rule is in play (see *Variable Damage*, p. 21), the damage from a glancing blow is half of the unit's damage after being modified for this Quirk.

Unit Type: All
Cost: –1 point per point of "inaccurate" damage

Large DropShip

This Quirk reflects a DropShip that is so physically large or ungainly that it requires 2 docking ports to dock, rather than the normal 1.

Unit Type: DS
Cost: –1 point

Low-Mounted Arms

The arms of this 'Mech unit are effectively located at hip-level, which causes some rather obvious targeting problems. Any time this unit delivers a weapon attack that passes over blocking cover—such as a building or hill—taller half its own height, the attack will deliver only half its normal damage value at that range (rounded down, to a minimum of 1 point).

Unit Type: BM, IM
Cost: –2 points

No/Minimal Arms

A 'Mech unit with this Quirk cannot use the advanced Climbing movement rules (see p. 62, *AS*), nor may it make use of any of the External Cargo rules presented earlier in this chapter (see pp. 29-32).

Unit Type: BM, IM
Cost: –2 points

No Ejection System

If the Ejection/Abandoning Units rules are in play (see p. 91, *AS*), the pilot or crew of a unit with this Quirk cannot eject in combat. The unit may still be shut down and the pilot can abandon it properly afterward, but automatic ejection to escape imminent unit destruction is impossible.

Unit Type: BM, IM, AF, CF
Cost: –2 points

No Torso Twist

A 'Mech or ProtoMech with this Quirk is unable to rotate its torso as far as most others due to a mechanical limitation of some kind. As a result, the unit's field of fire is more restricted. While its rear arc remains the same for the purposes of determining an attack against the unit, the unit can only execute its own attacks using the Fore firing arc shown for a Large Support Vehicle (effectively covering a forward-facing, 90-degree field of fire; see p. 35, *AS*).

Unit Type: BM, IM, PM
Cost: –2 points

• NO TORSO TWIST QUIRK FIRING ARCS DIAGRAM •

Obsolete

If the repair rules are in play (see pp. 168-179), all repairs and salvage rolls for a unit with this Quirk receive a +2 target number modifier. In addition, if a unit with this Quirk is destroyed, it may not be replaced by an identical unit.

Unit Type: All
Cost: –4 points

Oversized

This unit is so large, it's easier to hit, has difficulty effectively finding effective cover on the battlefield, tends to cause more collateral damage when passing through buildings, and poses problems for transports. This ability cannot be combined with the Compact 'Mech or Low/Narrow Profile Quirks, nor can it be taken by units with a Size class of 2 or less.

Attacks against units with this Quirk apply the same –1 to-hit modifier used when attacking any unit that has a LG, VLG, or SLG special. In addition to this, when using the Buildings rules (see pp. 83-86, *AS*), an oversized unit will suffer 1 point of damage to itself for every 2 inches of buildings it passes through, while inflicting 2 points of damage for every inch of travel through such structures. Finally, when using the Dropping Troops rules (see pp. 90-91, *AS*), increase the target number for a successful drop landing from 5 to 6.

Unit Type: BM, IM, CV, SV
Cost: –3 points

Poor Life Support

Any time a unit with this Quirk ends a turn with a heat level other than 0, roll 2D6 and add the current heat level to the result (if the unit is shutdown from overheating, treat it as a heat level of 4). If this modified roll result is 11 or higher, its pilot or crew becomes stunned and the unit is treated as a vehicle with the Crew Stunned effect (see p. 41, *AS*) until the following turn's End Phase. If the stunned unit is airborne unit operating above the ground map, it is treated as though it has shutdown (see p. 61, *AS*).

Unit Type: BM, IM, AF, CF
Cost: –1 point

Poor Performance

This unit has difficulty getting up to its top speeds in combat. For ground-based units, this makes the unit slightly easier to hit, reducing its target movement modifier by 1 (to a minimum of 0). For example, a BattleMech with this Quirk and a Move of 10" would produce a target movement modifier of +1, rather than +2.

For aerospace units, treat the unit as if it has 1 Thrust Point less than shown on its stats when calculating movement on all Radar Maps. A fighter with a Thrust of 10 would thus only be able to move 1 zone per turn on the standard Radar Map, rather than 2.

Unit Type: BM, IM, PM, CV, SV, AF, CF, SC, DS, WS
Cost: –3 points

Poor Sealing

A unit with this Quirk is not well protected against hostile environments such as vacuum atmospheres or underwater. If this unit does enter such environments for any reason, any hull breach checks required (such as those for Vacuum and Trace atmospheres; see p. 39, *AS*) receive a +2 modifier to the dice roll (see p. 92, AS. The same applies to any Critical Hit rolls made due to underwater damage, with any modified result of 12 or higher indicating that the unit has been destroyed by a catastrophic breach.

Unit Type: BM, IM, PM, CV, SV, BA
Cost: –2 points

Poor Targeting (Short)

This unit suffers a +1 to-hit modifier for weapon attacks made at Short range. This modifier does not apply to physical attacks of any kind. This ability cannot be combined with the Variable-Range Targeting quirk or any of the Improved Targeting quirks.

Unit Type: All
Cost: –2 points

Poor Targeting (Medium)

This unit suffers an additional +1 to-hit modifier for weapon attacks made at Medium range (for a Medium range modifier of +3). This ability cannot be combined with the Variable-Range Targeting quirk or any of the Improved Targeting quirks.

Unit Type: All
Cost: –3 points

Poor Targeting (Long)

This unit suffers an additional +1 to-hit modifier for weapon attacks made at Long range (for a Long range modifier of +5). This ability cannot be combined with the Variable-Range Targeting quirk or any of the Improved Targeting quirks.

Unit Type: All
Cost: –4 points

Poor Workmanship

When rolling for a Critical Hit on a unit with this quirk, reroll any No Critical Hit results. The unit will avoid suffering the critical hit effect only if second roll *also* yields a No Critical Hit result.

Unit Type: All
Cost: –1 point

Prototype

Lacking the redundancy and resilience found in production models, prototype units tend to fail much more easily in combat conditions. Any time a unit with this quirk suffers a Critical Hit, roll one additional Critical Hit against the unit, applying both effects.

Unit Type: All
Cost: –2 point

Sensor Ghosts

The unit's sensors are constantly generating false images and misleading data. As a result, all weapon attacks by this unit suffer an additional +1 to-hit modifier. This modifier does not apply to physical attacks.

Unit Type: All
Cost: –2 points

Static Ammo Feed

A unit with this Quirk cannot switch between alternative ammunition types. As a result, even if the Alternate Munitions rules are in play (see pp. 76-82, *AS*), the unit cannot switch between standard and non-standard munitions types.

If a player controlling a unit with this Quirk wishes to use an alternative munitions type, the unit must always use that same ammo type throughout the scenario, and must modify its standard attack values accordingly. For example, if a 'Mech with this Quirk possessed standard damage values of 3/3/3, but possessed an LRM1/1/1 special, its player must either settle for standard munitions to deliver 3/3/3 damage throughout the scenario, or pick an alternate LRM munition the unit will use all scenario long. If the player chose to load the 'Mech with smoke missiles instead of standard LRMs, the unit's LRM attack would deliver no damage, and thus a standard attack would deliver only 2/2/2 damage, while the smoke ammo does nothing.

Unit Type: All
Cost: –2 points

Unstreamlined

An aerospace unit with this Quirk is unable to manage stable flight within an atmosphere. If forced to enter a planetary atmosphere for any reason, this unit will be immediately destroyed.

Unit Type: AF, SC, DS
Cost: –2 points

Weak Legs

If this unit performs a Death from Above physical attack (see p. 43, *AS*), its controlling player must roll 2D6 after resolving the attack—regardless of the attack's success. If this 2D6 roll result is 8 or more, the unit will suffer the effects of an MP Hit critical result (see p. 41, *AS*).

Unit Type: BM, IM
Cost: –1 point

Weak Undercarriage

An aerospace unit with this quirk does not handle hard landings very well. If this unit attempts a landing (see pp. 72-73, *AS*), but only succeeds in doing so by a margin of 0, it will suffer damage equal to its Size value as the landing gear collapses beneath it. An aerospace unit with collapsed landing gear cannot lift off again until it is repaired.

Unit Type: AF, CF, SC, DS
Cost: –1 point

On 5 November 2784, the ships of the Star League Defense Force abandoned the Inner Sphere, heralding hundreds of years of unrelenting war.

Because *Alpha Strike* largely focused on ground-based combat, the abstract aerospace combat rules presented in that rulebook reflect the use of *BattleTech* aerospace units as supporting elements to the main fight below. For that reason, the simplified game system provided (based on the standard Radar Map) represented only the airspace directly above and around the terrain table where the rest of the action takes place.

In this chapter, the abstract aerospace combat system is extended even farther away from the ground battle, into deeper space where larger vessels such as JumpShips, space stations, and WarShips do battle. Since these rules are specifically designed for compatibility with the *Alpha Strike* system, and actually intersect at the atmospheric level of gameplay found in the core rules, they are considered an expansion to the abstract aerospace combat system. They are suitable for advanced-level *Alpha Strike* games.

CONTROL ROLLS

As in the case of the basic abstract aerospace game, piloting takes on significant importance in the way these rules are structured. Control Rolls, a special Skill check aerospace units often make to avoid collisions or outmaneuver their opponents in aerospace engagements, are thus a key part of this rules expansion as well.

Once again, this Control Roll uses the aerospace unit's Skill Rating for its base to-hit (so an aerospace unit with a Skill of 4 not only has a base to-hit of 4 for weapon attacks, it is also presumed to have a base to-hit of 4 for its Control Rolls as well). When a Control Roll is required of a unit, its controlling player must roll 2D6, with success measured by meeting or exceeding the base to-hit, plus any modifiers imposed by the situation. If a roll is less than the Control Roll's modified base to-hit number, it fails.

EXPANDED AEROSPACE SETUP

The abstract aerospace setup described in the core *Alpha Strike* game adds one new element to the system in the form of the Capital Radar Map. This map represents a much larger space battle area that can either be centered over a ground battle or a stationary space-based objective like a hyperspace jump point or space station.

If a ground battle lies at the heart of this map, the standard Radar Map as defined in *Alpha Strike*'s abstract aerospace system must also be present, since it reflects the atmospheric battle area that extends "above" the ground battle, but "below" the space battle happening on the Capital Radar Map.

In addition to these maps, players should also keep several extra copies of the standard Radar Map handy, as these will be used for additional space-based Engagement Maps as necessary.

As always, the order of setup for all units—on the Capital Radar Map, the standard atmospheric Radar Map, and the ground map—is the same as that of a basic ground scenario. For the sake of simplicity, it is recommended that the players set up all of their terrain and ground forces for one map at a time, as switching between maps repeatedly during game setup can get confusing.

For the aerospace maps, any miniatures used to represent aerospace units should be placed on the Capital Radar Map, while either duplicate miniatures or counters are kept handy for use on the standard atmospheric Radar Map and any Engagement Maps that may be created in play. In addition to the rules governing the standard atmospheric Radar Map found in *Alpha Strike*, details discussing the Capital Radar Map are covered below, and the rules for the Engagement Maps are found later in this chapter.

THE CAPITAL RADAR MAP

The Capital Radar Map sheet, located at the back of the book, represents the space around a playing area. This map is divided into a series of concentric rings, each of which reflects areas of increasing distance from the ground battle or other point of interest. Each ring is further divided into one or more sectors to regulate movement.

Unlike the standard Radar Map found in the *Alpha Strike* core rulebook, the Capital Radar Map almost always represents a volume of space outside of any planetary atmosphere. If the battle in question is centered on a ground-level action, only the central sector of the Capital Radar Map (the Central Zone) will intersect with a planetary atmosphere, and this sector in turn will correspond to the standard-scale Radar Map for abstract aerospace actions covered in *Alpha Strike*. Because of this, only space-capable aerospace units—aerospace fighters, Small Craft, DropShips, JumpShips, WarShips, space stations, and satellite Support Vehicles—are considered legal for play on the Capital Radar Map.

A copy of the Capital Radar Map (either photocopied from this book, or hand-drawn on a sheet of paper or poster board of suitable size), should be kept on or near the table where the central battle is being played, so that players can easily move between the various maps. If a ground battle is the focus of the battle, both the Capital Radar and a standard-scale Radar Map (to cover all air actions over the ground map) will be required.

As with the standard Radar Map, the Capital Radar Map is an abstraction that does not have a fixed scale; aerospace movement on this map will thus not be measured in inches, but between the zones and sectors on the map, as described below.

EXPANDED ABSTRACT AEROSPACE TERMINOLOGY

The following are some additional terms that will be used throughout this chapter.

Capital Radar Map – This is the primary map for tracking combat at the space-exclusive level of play. It is always centered on either a ground battle or a stationary point in space. Even if centered over a ground battle, the central zone of this map is considered to be situated above a planetary atmosphere.

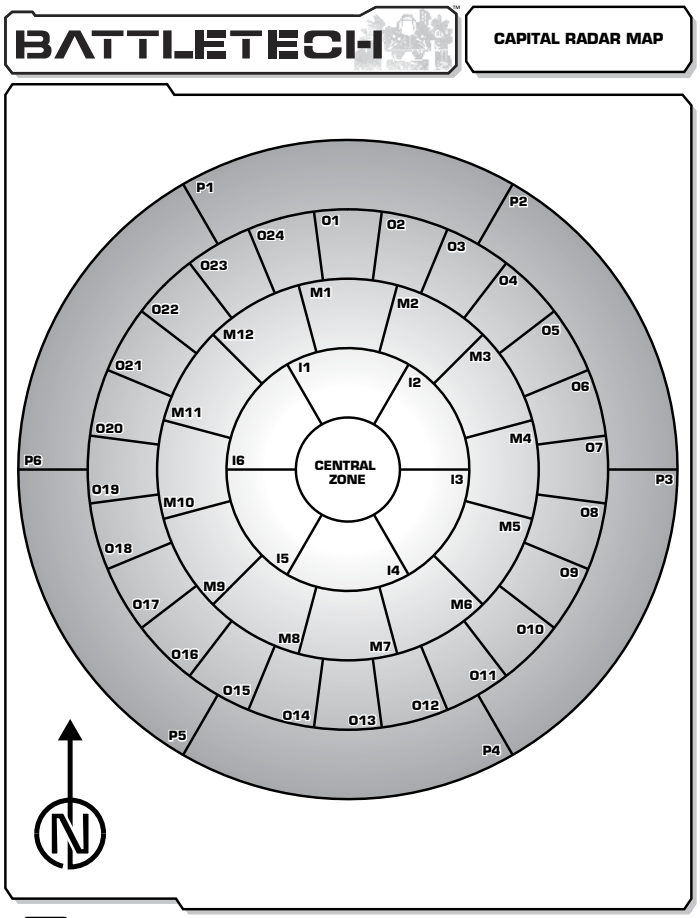
Atmospheric Radar Map – The atmospheric Radar Map (also called the "standard Radar Map") is the term used here for the normal Radar Map as presented in *Alpha Strike*, when used in accordance with the rules for air combat over a ground battle area. Though it uses many of the same mechanics for gameplay, the atmospheric Radar Map always represents the battle region directly over a ground map. This map essentially represents the Central Zone for any Capital Radar Map used in a scenario where a ground-based objective is also present.

Engagement Map – Engagement Maps use the normal Radar Maps from *Alpha Strike* to resolve aerospace engagements in space as they happen. An Engagement Map represents a single "sector" on the Capital Radar Map, but may not always be in play, as these maps are only required when opposing units in the same sector opt to engage in battle.

Sector – A single, undivided segment of the Capital Radar Map is known as a sector under these rules. On the Capital Radar Map, sectors are used to further sub-divide capital aerospace zones.

Zone – On the Capital Radar Map, each zone is represented by concentric circular regions, radiating outward from the map's center, and divided into sectors. Capital Radar Map zones are an abstraction of a vaguely spherical area of space surrounding the battle area, roughly analogous to a "ring" of zones on the standard Radar Map.

On standard Radar Maps—including both atmospheric Radar Maps and Engagement Maps—zones are the smallest undivided segments of the playing area, analogous to the sectors on the Capital Radar Map. To avoid confusion, players will be reminded throughout these rules which map is being referenced whenever the term "zone" is used.



• CAPITAL RADAR MAP DIAGRAM •

The Central Zone

The Central Zone of the Capital Radar Map corresponds to any fixed point around which the space battle at large is taking place. This can be a ground-level area on the surface of a planet, a gravitationally-stable point used as a solar system's jump point, or even interplanetary space surrounding a free-floating station.

Even though capital-scale aerospace combat takes place entirely in space, players should designate the direction on both maps that represents "north" for the purposes of the scenario. This helps to establish common points of reference for all players, and should correspond to where the "north" direction lies on any lower-level Radar Maps and ground table battlefields that may intersect with the Capital Radar Map.

For purposes of capital-scale movement, the Central Zone consists of a single sector.

The Inner Zone

The Inner Zone of the Capital Radar Map reflects a roughly spherical region of space closest to the Central Zone, but just beyond the immediate reach of the points around which the greater space battle is taking place. Aerospace units in this area can quickly react to events in the Central Zone.

The Inner Zone is divided into six sectors (numbered I1 through I6), which are used to determine a moving unit's position relative to the Central Zone. Here, sector I1 represents the area "due north" of the Central Zone, while sector I4 represents the area "due south" of the Central Zone. Unlike the standard Radar Map, these sectors are *not* treated as part of a single game zone; each serves as its own sector for the purposes of capital-scale movement.

The Middle Zone

The Middle Zone represents an intermediate distance from the Central Zone. Aerospace units in this area are a considerable distance from the center of the battlefield, but fast enough elements can still react to events in the heart of the fight.

This zone is divided into 12 sectors, numbered M1 through M12. As with the Inner Zone, each represents a sector position relative to the Center Zone, with sector M1 positioned "due north" of the Center Zone (and also "due north" of sector I1), and sector M7 positioned "due south" of the Center Zone (also "due south" of sector I4).

To reflect the larger volume of space at this scale, units maneuvering within the Middle Zone sectors will require proportionately more Thrust to maneuver in combat here. This is explained further under *Capital-Scale Aerospace Movement* (see p. 72). Furthermore, units that have limited fuel reserves—such as fighters—will discover their combat endurance even more limited by the cost to maneuver in these areas (see *Fuel Endurance*, p. 75).

The Outer Zone

The Outer Zone represents the next farthest distance from the Center Zone, and this region is only easily reachable from the Center Zone by units that possess both high Thrust rates *and* high fuel endurance. Each of the 24 sectors this zone is divided into (numbered O1 through O24) represents an even larger area of space than a corresponding Middle Zone sector. This also means that a proportionately higher Thrust and fuel costs will be required for combat maneuvers here, as defined under *Capital-Scale Aerospace Movement* and *Fuel Endurance* rules (see pp. 72 and 75, respectively).

The Peripheral Zone

The Peripheral Zone represents the farthest distance from the Central Zone at which capital-scale aerospace units may still be considered part of the battle. If the Central Zone is placed over a ground-based target area, this zone would correspond to anywhere from the opposite side of the planet to the local lunar orbit. If the Central Zone is located in deeper space, this area reflects a sphere approximating the maximum effective radar and communication ranges of any participating units to the central area.

The Peripheral Zone is divided into 6 oversized sectors, numbered P1 to P6. These sectors align with those of the Inner Zone, with the P1 sector located "due north" of the Central Zone, and P4 sector located "due south" of it. These sectors represent an expanse that is truly vast, even when compared to those of the Outer Zone. Because of this, combat and maneuvering here cannot be adequately represented by the standard-scale Radar Maps that will serve throughout these rules in such a capacity.

Units subject to the fuel endurance rules (see p. 75) will almost certainly run out of any remaining fuel reserves in the Peripheral Zone sectors, and may run out of fuel attempting to maneuver from a Peripheral Zone sector to an Outer Zone sector. Meanwhile, larger aerospace units in these sectors may only resolve actions against each other using the High-Speed Attack rules (see p. 86).

PLACING AEROSPACE FORCES ON THE CAPITAL RADAR MAP

Unless a scenario's rules dictate otherwise (by calling for aerospace units to be placed in specific zones), aerospace forces should begin play in the Outer or Peripheral Zones, directly opposite each other on the Capital Radar Map. Alternately, if one player is the attacker of a fixed objective or planetary landing zone represented by the Central Zone, the defending player may set up his forces in the Central and Inner Zone sectors, while the attacker begins play in the Peripheral Zones.

If a ground battle is at the heart of the battle, and both sides already have forces deployed on the ground map, the starting positions of each force on the Capital Radar Map should be placed in Middle and Outer Zone sectors best corresponding to its side's ground force deployment on the ground playing area. This will make it easier to visualize the battle from the start as the forces from both sides clash on land and in the space above.

As with ground setup, if the aerospace force sizes are unequal, refer to the *Unequal Number of Units* rule in the Standard *Alpha Strike* rules to place the aerospace units (see pp. 27-28, *Alpha Strike*).

CAPITAL-SCALE AEROSPACE GAMEPLAY

The capital-scale aerospace game derives its basic rules from the same abstract aerospace system used in the *Alpha Strike* core rulebook, but has been modified to account for the greater scale of play that takes place above the planetary atmosphere. Here, combat often takes place between larger craft, over volumes of space that are far greater than those of the ground-level battle.

Because of the scale and focus of play, the following rules will apply only to aerospace units capable of operating outside of a planetary atmosphere (units that possess the SPC special ability). Even in cases where the Central Zone of the Capital Radar Map represents a ground-level battle, all units on the Capital Map will be treated as though they are effectively operating in or above the boundary where a planet's atmosphere meets the vacuum of space (known as the atmospheric or space/atmosphere interface).

At the capital scale of play, standard Radar Maps will also be used to track actions within any sector where units might clash. These standard maps are known by two terms: Engagement Maps and the atmospheric Radar Map. Engagement Maps are used when resolving combat in space between units in the same Capital Map sector, while the atmospheric Radar Map tracks any air battles taking place directly above any ground battles featured in the scenario. Because many of these maps are only required when engagements happen within these conditions, the number of standard Radar Maps needed to resolve a scenario where the Capital Map is in play can vary.

TURN SCALE

Because the Capital Radar Map abstracts combat so high above any ground battles that the sheer volume of space—and the speeds required to do battle within it—are incredibly large, the relative time scale between actions on the Capital Map differ significantly from that of the war on—and directly above—the ground. A single turn of capital-scale aerospace gameplay thus covers a period equal to 6 turns of play on (and directly above) any related ground battles.

To reflect this in games where a Capital Radar Map is being used in conjunction with a ground map—or even just a standard "atmospheric" Radar Map that reflects the aerial combat area immediately above a ground battle—players may only resolve a single turn's worth of actions on the Capital Radar Map at the start of every sixth turn of actions on the ground map (and any atmospheric Radar Map that interacts directly with said ground map). At this scale, even the Radar Maps that are used as Engagement Maps are resolved only once per six ground map turns; only the atmospheric Radar Map will maintain the same scale as the ground fight.

In addition to this, because the actions of units in capital-scale play are so far removed from the rest of the action, a separate Initiative roll must be made for the participating sides at the space levels of play. Thus, it is possible for a player to win Initiative for his forces in space, while losing the Initiative on the ground level. (Normal Initiative rules will then apply to the aerospace units on the capital-scale maps, determining which player moves his aerospace units first in that turn.)

In any turn where both the actions on the Capital Radar Map and the ground-level maps are to be resolved (i.e. every sixth turn on the ground map), players *must* resolve all actions that take place on the Capital Radar Map before resolving the actions on the ground map and its related atmospheric Radar Map. After that, the process continues again, with five more turns of play at the ground and atmospheric maps' level taking place before the next Capital Radar Map turn happens.

Thus, in a game that features a ground battle, an aerospace battle above it, and capital-scale aerospace actions, the first moves (after setup) on the Capital Radar Map may not begin until after the players have first completed five turns of action on the atmospheric Radar Map and the ground map below. At the start of the sixth turn, each player will then make an Initiative roll for all of their aerospace assets operating on the Capital Radar Map, and resolve all actions by those units. Once those are done, another Initiative is rolled to resolve their sixth turn of play on the atmospheric Radar Map and the ground battle itself.

For the ease of tracking standard-scale and capital-scale turns, use the Standard-to-Capital Scale Turn Tracker.

STANDARD-TO-CAPITAL SCALE TURN TRACKER

Standard Turn	Capital Turn
0	Set-Up
1	0
2	**0**
3	**0**
4	**0**
5	**0**
6*	**1**

*At the end of this turn, return to Standard Turn 1

CAPITAL-SCALE AEROSPACE MOVEMENT

As with the standard aerospace rules in *Alpha Strike*, capital-scale aerospace movement on the Capital Radar Map is greatly abstracted to represent the collective effects of mass, maneuvering, and thrust during a battle in three-dimensional space. Aerospace units on the Capital Radar Map thus have a limited amount of movement between regions, based on their current Thrust ratings, and which zone of play (Central, Inner, Middle, Outer, and Peripheral) they are presently in.

Only aerospace units with the spacecraft (SPC) special ability can function on the Capital Radar Map under these rules.

CALCULATING MOVEMENT RATES

To find an aerospace unit's capital movement rate, begin with the unit's Thrust rating at the start of the turn, applying any modifiers for damage, and subtracting 1 point of Thrust for every bomb the unit is carrying, if any. (Even in space, bombs reduce the overall efficiency of a unit's engines and maneuverability.) As long as this does not reduce the unit's "actual Thrust" to 0 or less, and the unit is not identified as using station-keeping Thrust (see the Aerospace Movement Mode Table), this value is then modified as follows:

- If the unit begins its Movement Phase in the Central or Inner Zone sectors of the Capital Radar Map, its actual Thrust value is not modified further.
- If the unit begins its Movement Phase in the sectors of the Middle Zone, multiply its actual Thrust value by 0.5, then round down to a minimum of 1 Thrust.
- If the unit begins its Movement Phase in the sectors of the Outer Zone, multiply its actual Thrust value by 0.25, then round down to a minimum of 1 Thrust.
- If the unit begins its Movement Phase in the sectors of the Peripheral Zone, multiply its actual Thrust value by 0.1, then round down to a minimum of 1 Thrust.

After these modifiers, a unit that possesses less than 10 points of actual Thrust at the start of a turn may move only 1 Capital Radar Map sector per turn, in any direction. Units with a modified actual Thrust of 10 or higher can move up to 2 Capital Radar Map sectors per turn.

STATION KEEPING AND ZERO THRUST

Units which have a Station-Keeping (k) movement mode code, or which have been reduced to a Thrust of 0 for any reason (such as damage or fuel loss), may not move at all on the Capital Radar Map unless they are affected by gravity (see *Gravity*, p. 75).

MINIMUM MOVEMENT

Unlike standard Radar Map play, where all combat is presumed to be taking place within a gravity well, aerospace units on the Capital Radar Map are not required to move every turn of play, nor are they required to expend Thrust unless they are specifically influenced by gravity.

STACKING LIMITS

All abstract aerospace zones and sectors—on both the standard and capital-scale Radar Maps—are large enough to accommodate any number of aerospace units, even if they are on opposing sides. There is thus no stacking limit on the Capital Radar Map.

FACING

Facing is not tracked in abstract aerospace movement, though it is a consideration when resolving combat engagements.

ENTERING AND LEAVING THE CENTRAL ZONE

The effect of entering and leaving the Central Zone on the Capital Radar Map depends on whether the scenario is taking place over a ground battle, or around a deep space location.

AEROSPACE MOVEMENT MODE TABLE

Movement Mode	Movement Code
Aerodyne	a
Spheroid	p
Station-Keeping	k

Space-Centered Capital Maps

If a scenario is taking place in space (that is, no ground map battle is taking place upon which the Capital Radar Map is centered), the Central Zone is treated as a single sector of travel, typically focused on a single point of interest such as a hyperspace jump point or space station. Because this single-sector zone intersects with all six sectors of the Inner Zone, this makes the Central Zone a handy means of crossing directly from one Inner Zone sector to its opposite side without passing through all intervening Inner Zone sectors.

Ground-Centered Capital Maps

If the Capital Radar Map is centered on a ground battle, any aerospace unit that ends its movement in the Central Zone on the Capital Radar Map is also be considered to be present on the atmospheric Radar Map that corresponds to that zone. In this case, the atmospheric Radar Map—also known as the standard Radar Map from the *Alpha Strike* core rulebook—treats its Outer Ring as the region just above the planet's atmosphere.

Units attempting to land (or to simply enter the planet's atmosphere to engage in battle directly over the ground fight) essentially do so by entering the atmospheric Radar Map via the Central Zone of the Capital Radar Map, and then descending "inward" from the atmospheric map's Outer Ring. Once such units enter any atmospheric Radar Map zone inward of the Outer Ring, they are removed from the Capital Radar Map and presumed to be operating wholly inside the planetary atmosphere. In this way, the unit has exited the Capital Map via its Central Zone.

Conversely, any aerospace units on the atmospheric Radar Map that move outward from that map's Middle Ring—thus entering the Outer Ring—are considered to have ascended high enough to enter the Capital Radar Map as well.

Units that are executing ground attacks, or attempting to land on the ground map (see below), must be assigned a flight line across the ground battle table, representing the terrain that the unit will pass over as it flies over the field. This flight line must always follow a straight path. Assigning this flight line is as simple as placing the aerospace unit's miniature on any edge of the ground table desired, with its front side facing any direction that crosses over at least 24 inches of the ground map. If miniatures are in short supply and are already being used to track the unit's place on the atmospheric Radar Map (and the Capital Radar Map above that), the mini can be removed from the Radar Map and represented by a token for the turn (or turns) in which it is in the Central Zone.

Aerospace units leaving the ground playing area are placed in the Central Zone of the Radar Map at the start of their movement.

Landing and Liftoff

As described above, units attempting to land on the planetary surface via the Central Zone of the Capital Radar Map effectively exit the Capital Radar Map the moment they descend inward of the atmospheric Radar Map's Outer Ring. At this point, the landing units will then be governed by the appropriate landing rules defined in *Alpha Strike*.

Units that are incapable of landing—JumpShips, space stations, and WarShips—may only enter the Outer Ring of a standard-scale Radar Map set over a planetary surface, and thus remain present on the Capital Radar Map's Central Zone. If forced to go lower on the atmospheric Radar Map (see *Gravity*, p. 75), these units will be removed from the Capital Radar Map and are considered destroyed during planetary entry.

Fighters, Small Craft, and DropShips operating above a planetary surface may liftoff from the ground using all appropriate rules from *Alpha Strike* (see *Aerospace Units on the Ground Map*, pp. 70-73, *AS*). Once again, as soon as any of these units enters the atmospheric map's Outer Ring, it is also placed in the Central Zone of the Capital Radar Map.

AEROSPACE ENGAGEMENTS

If aerospace units from opposing sides end their turn in the same sector on the Capital Radar Map, the possibility exists for these units to engage each other in combat. If this occurs in any Capital Radar Map sector other than those of the Peripheral Zone, the aerospace units must set up (or join) a special Engagement Map to resolve any possible combat within that sector (see *Engagement Maps*, p. 76). This Engagement Map essentially serves as a magnified view of the sector.

As long as opposing units are present within a sector, none of those units may exit the Engagement Map, though units not engaged in combat may pass through and exit an Engagement Map as outlined below (see *Engagement Maps*, p. 76). As with standard abstract aerospace combat, any units that are currently engaged in aerospace combat must end their combat engagements before they can maneuver off an Engagement Map and enter a new sector (see *Capital-Scale Aerospace Combat*, p. 77).

Engagements in the Peripheral Zone

Because of the sheer volume of space represented by the Peripheral Zone sectors, and the Thrust and fuel needed to make any meaningful maneuvers across such area, fighters and Small Craft may not engage in combat actions in the Peripheral Zone of the Capital Radar Map.

DropShips, JumpShips, space stations, and WarShips may engage in combat in the Peripheral Zone, but do not do so using Engagement Maps. Combat between such units in the Peripheral Zone can only be performed via the *Advanced Capital Missile Attacks* and *High-Speed Attacks* rules (see pp. 83 and 86, respectively).

Engagements in the Central Zone

If the Central Zone of the Capital Radar Map does not focus on a ground battle, the Central Zone is treated as a single sector on the Capital Radar Map. Any engagements within this sector are thus resolved using a standard Radar Map as any other Engagement Map.

If the Central Zone of the Capital Radar Map is centered above a ground battle, the atmospheric Radar Map that also tracks combat above the ground map also acts as an Engagement Map. Because of their proximity to the ground battle, aerospace units interacting with one another on the atmospheric Radar Map will resolve any actions at the turn scale of the ground battle, rather than the capital scale.

EXITING THE CAPITAL RADAR MAP

Aerospace units moving outward from the Peripheral Zone of the Capital Radar Map are treated as though they have retreated entirely from battle. Such elements are removed from play and cannot reenter the game for the remainder of the scenario.

Units on the Central Zone of the Capital Radar Map may only exit the map if the map is centered above a ground battle, in which case the unit exits the Capital Radar Map and enters the atmospheric Radar Map if attempting to land or is falling under the influence of gravity (see *Gravity*, p. 75).

If the Capital Radar Map is not centered over a ground battle, the only way to exit the map is by moving outward from the Peripheral Zone.

FUEL ENDURANCE (FIGHTERS ONLY)

All aerospace units in space require fuel to maintain their propulsion at combat-viable rates. For station-keeping craft, long-distance shuttles, DropShips, and other larger spacecraft, on-board fuel reserves are normally significant enough to maintain days of steady acceleration thanks to very low consumption rates or sophisticated fuel expansion systems. The relatively brief periods in which combat occurs rarely drains such units outright, and so fuel is not tracked for all Small Craft, DropShip, JumpShip, satellites, space station, and WarShip units.

Aerospace fighters lack these systems, however. For this reason, these units typically only operate in close proximity to their landing zones or mother ships, and thus their fuel is not tracked when using only the standard abstract aerospace system found in the *Alpha Strike* core rules. But at the scale of the Capital Radar Map, the ever-larger volumes of space and thrust needed to remain mobile are much more taxing to a fighter's limited fuel tanks.

To track fuel on fighter units operating on the Capital Radar Map, a new special ability (FUEL#) has been introduced in this book. The numerical value of this special represents the unit's fuel reserves at full capacity, and may vary from fighter to fighter. If a fighter unit does not have the FUEL# special, assign it a FUEL4 special. This provides the fighter with a total reserve of 4 fuel points that it may burn for movement on the Capital Radar Map before the unit runs out. At the start of any scenario using the Capital Radar Map, fighters are always considered fully fueled unless the scenario rules indicate otherwise.

Each fighter that executes any maneuvers on the Capital Radar Map will expend fuel based on its zone that it ends it movement in on the map. This fuel is expended at the end of the turn, regardless of the unit's Thrust value or whether its maneuver actually changed its sector position on the Capital Radar Map.

If a fighter's position or action reduces its fuel to 0 or less at the end of the turn, the fighter has run out of fuel. A fighter unit that runs out of fuel can no longer expend Thrust and begins to drift. A drifting fighter will not actually move on the Capital Radar Map unless it is under the influence of gravity (see *Gravity*, p. 75). Otherwise, it remains in its current Capital Radar Map sector and is considered crippled game play purposes. Attacks against a fighter crippled by fuel loss receive a –2 to-hit modifier.

FIGHTER FUEL COSTS TABLE

Location	Fuel per Turn
Central Zone	0
Inner Zone	0
Middle Zone	1
Outer Zone	3
Peripheral Zone	5

GRAVITY

Gravity only affects units that end their turn in the Central Zone on the Capital Radar Map when that zone also corresponds to a ground battle on a planetary surface. Scenarios where the Capital Radar Map is focused on a space-based objective—such as a hyperspace jump point or deep space station—are not affected by gravity conditions.

A unit under the influence of gravity must possess at least 2 points of Thrust to avoid "falling" off the Capital Radar Map at the end of any turn in which the unit occupies the map's Central Zone. If the unit has been reduced to 1 TP or less, or is otherwise unable to expend Thrust during the turn in which its movement ended in the Central Zone, the unit is removed from the Capital Radar Map at the end of the capital-scale game turn. The unit is then placed in any zone of the controlling player's choice on the Outer Ring of the atmospheric Radar Map.

If the aerospace unit entering the Outer Ring from the Capital Radar Map is a fighter, Small Craft, or DropShip, the unit follows all of the normal abstract aerospace rules for operating on the standard Radar Map, including the rules for Thrust loss found on p. 61 of *Alpha Strike*. These units may even attempt emergency landings, if the advanced *Aerospace Units on the Ground Map* rules are in play (see pp. 71-73, *AS*).

If the aerospace unit entering the Outer Ring from the Capital Radar Map is a JumpShip, space station, or any other unit type that uses Station-Keeping movement, it is automatically destroyed when it "falls" inward from the Outer Ring of the atmospheric Radar Map. Because these units break apart high up in the atmosphere, there are no further effects.

If the aerospace unit falling inward from the Outer Ring of the atmospheric Radar Map is a WarShip, it must make an immediate Control Roll with a +10 target modifier. Success with this roll will allow the vessel to climb back to the Capital Radar Map again only if it possesses 4 or more Thrust to do so. Otherwise, the ship will continue to fall into the atmosphere as if it were a spheroid DropShip unit that has been reduced to a Thrust of 0 (see p. 61, *AS*). If the advanced *Aerospace Units on the Ground Map* rules are in play, the WarShip cannot attempt a landing roll; it will instead plummet to the surface with effects similar to a crashing DropShip.

Like a DropShip, a WarShip's crash fills its impact area with ultra rubble terrain (see p. 67, *AS*). This impact area, however, has a diameter equal to 6 inches, times the unit's Size value. The crashing WarShip will also ignite the crash area on a 2D6 roll of 6 or higher, filling the area with fire and smoke per those rules (see pp. 100-101, *AS*).

Never designed for atmospheric entry, a crashing WarShip is much harder to control than DropShips. Thus, when determining where the ship crashes on the map, the controlling player selects an impact point as normal, but must make a Control Roll to hit it, applying the same +10 target modifier noted above. If this roll succeeds, the ship hits its designated impact point directly. Otherwise, it scatters in a random direction (see p. 75, *AS*) by a number of inches equal to 6 times the roll's margin of failure.

Any units transported within an aerospace unit that is destroyed as a result of a crash or high altitude breakup are automatically destroyed along with the aerospace unit in the process.

ENGAGEMENT MAPS

When opposing aerospace units meet in any Capital Radar Map sector other than those of the Peripheral Zone, a standard-scale Radar Map—known as an Engagement Map under these circumstances—must be set up. The Engagement Map essentially serves as a magnified view of the sector, and is used to track all aerospace units operating within it, should they engage in combat. Note that an Engagement Map is not required if all units in a given sector are on the same side; sectors where no opposing units are present—and thus no combat maneuvering is necessary—do not require an Engagement Map.

Only one Engagement Map may be created per Capital Radar Map sector. If a sector to be represented by an Engagement Map is already occupied by other opposing units, any new units entering the sector are added to the existing map.

The starting position for any unit entering an Engagement Map—either a map that is already in play or one created by entering an opponent-occupied sector for the first time—must be an Outer Ring zone appropriate to the direction in which the incoming unit entered the sector. For example, if a unit enters a sector from the "north", its controlling player places the arriving unit on the sector's Engagement Map in one of the three northern-most zones of that map's Outer Ring (zones 1, 11, and 12).

The starting position for any friendly units already on an Engagement Map when it is set up for the first time is always presumed to be the sector map's Central Zone. If the Engagement Map is already in play, all units on the map when new units arrive continue as they were.

All unit placed on an Engagement Map must still be represented on the Capital Radar Map as well, to keep track of their position in the greater battle area. If sufficient miniatures are unavailable, any proxies—such as chits, dice, or tokens—can be used to represent the units in play. (In order to retain visual consistency, it is recommended, in such a case, that the proper miniatures be used on the Capital Radar Map, with substitute markers used on the Engagement Maps.)

Turn Scale: Although they use the standard Radar Map, all Engagement Maps used in conjunction with the Capital Radar Map are played using capital-scale turns. The only exception to this is the atmospheric Radar Map, which is used to represent an air battle directly above a ground battle. This air battle map is treated instead as an extension of the ground battle, and uses the same 6-to-1 ratio noted under the *Turn Scale* rules (see p. 72).

Movement and Fighter Fuel: The movement rates for each Engagement Map are the same as those used for moving about the equivalent sectors on the Capital Radar Map, (see *Capital-Scale Aerospace Movement*, p. 72). This means that units moving from one zone to another on an Engagement Map will be slower for units engaged on maps that represent the outer sectors of the Capital Radar Map than it will be for sectors closer to the Central Zone.

Furthermore, because the turn duration is the same for units on the Engagement Maps versus their counterparts elsewhere on the Capital Radar Map, any fighter fuel spent in combat is consumed at the same per-turn rate, based on the unit's present combat sector.

Attack Range: Unless they are equipped with capital missiles (see *Advanced Capital Missile Attacks*, p. 83), units operating on the Engagement Map cannot attack one another until they have entered the same zone. Because of this, even though the units on an Engagement Map represent vessels and fighters that may be actively maneuvering to combat range, it remains possible to evade combat by simply staying beyond an enemy's attack range while on this map.

Leaving an Engagement Map: Units may only exit an Engagement Map by either eliminating all opponents in the sector (at which point the Engagement Map may simply be removed from play), or by maneuvering outward from the map's Outer Ring. Units that exit by moving outward from its Outer Ring have left the sector entirely, and are removed from its Engagement Map.

Any unit that exits an Engagement Map by moving out of it automatically moves to an adjacent Capital Radar Map sector that corresponds to its direction of travel as well. If more than one possible sector might apply, the controlling player picks the unit's new sector. For example, if a unit exits an Engagement Map representing Capital Map sector M3 (Middle Zone 3) by heading due "east" off its Outer Ring, the unit would likely choose O6 (Outer Zone 6) as its new Capital Map sector.

Multiple Engagement Maps: In large enough scenarios, where a great many units are in play, it is possible that the players will need multiple Engagement Maps to resolve combat across several sectors of the Capital Radar Map. When this occurs, all the aerospace units on a given side still use the same Initiative roll to determine their turn sequences. However, rather than determining the actions of units spread out over multiple sectors in a single massed force, all actions must be resolved for each active Engagement Map in turn, to avoid confusion. If the proportion of units involved in an action on an individual Engagement Map is uneven, each unit moves and acts in accordance with the standard rules for unequal unit numbers (see pp. 27-28, *AS*).

After resolving the actions on all Engagement Maps in play, players may then resolve all remaining actions on the greater Capital Radar Map. (Units that have acted on any of the Engagement Maps are treated as though they have already acted on the Capital Radar Map as well.) If a unit on the Capital Map enters an opponent-occupied sector during this part of the turn, it is placed on the appropriate Engagement Map as per normal, and will become part of that map's combat sequence starting in the next turn.

If a ground map and/or its corresponding atmospheric Radar Map are in play, and this is a turn where Capital Map actions must be resolved, actions on the ground and air maps may only be resolved after all active Engagement Maps *and* the Capital Radar Map are resolved.

Engagements in the Peripheral Zone: No Engagement Maps are used to resolve combat in the Peripheral Zone sectors of the Capital Radar Map. Instead, any attacks made here must be resolved using the appropriate special actions, such as advanced capital missile attacks and high-speed attacks.

Also, because of the high fuel costs and far reach needed to effectively do battle in these sectors, only DropShips, JumpShips, WarShips, and space stations may engage in combat in the Peripheral Zone. Fighters and Small Craft operating in the Peripheral Zone may not engage any targets, even if they occupy the same sector.

CAPITAL-SCALE AEROSPACE COMBAT

Unless an aerospace unit is large enough to feature multiple firing arcs and/or attack types (often only the case for DropShips, JumpShips, space stations, and WarShips), each aerospace unit in the abstract aerospace system may deliver only one attack per turn. Aerospace units in the Central Zone of the Capital Radar Map can declare air-to-ground attacks, but only if there is a ground map in play. Aerospace units occupying the same Capital Radar Map sector can also declare aerospace attacks against opposing aerospace units, but for most units, this can only be done if the opposing units also occupy the same zone on the Engagement Map.

Air-to-Ground Actions: Most air-to-ground attacks that can be performed by aerospace units in this scale of play—strafing, striking, and bombing—are already covered by the rules in *Alpha Strike*, and are not further modified by the presence of a Capital Radar Map. Orbit-to-surface combat, a new option available to any units equipped with capital weapons, is a special action that is discussed later. Thus, the following rules will focus on direct combat between aerospace units.

Overheat Damage: If an aerospace unit has an Overheat value (OV), it must announce its intention to use OV points to increase its attack damage. Overheat for aerospace units follows the same rules as presented for ground units in standard *Alpha Strike* (see p. 44, *AS*), but cannot be used to augment air-to-ground bombing attacks, or orbit-to-surface combat attacks.

Other Special Actions: While the rules below presume the various units in play are engaging in direct aerospace combat, a number of alternative special actions are available to select unit types.

RESOLVING AEROSPACE ATTACKS

Unless the unit is equipped to deliver an advanced capital missile attack (see p. 83), the only way two aerospace units may engage in combat on the Capital Radar Map is if the opposing units end their Movement Phase in the same zone on the same Engagement Map. At this point, the aerospace unit that declares its attack first essentially initiates an engagement as the attacker for the purposes of these rules.

An aerospace engagement automatically forces both units to maneuver for advantage. At this time, if the defending unit in an aerospace attack has not already declared its own attack yet, it may decide immediately whether it will return fire on its attacker, or save its attack for a different target (such as another opposing aerospace unit in the same zone. If the defender chooses not to return the attack when an engagement is initiated, it cannot choose to engage its attacker later in the same turn.

Aerospace engagements automatically end when one of the engaged units is destroyed and has no other opposing units engaging it. For other ways to end an engagement, consult the *Ending Aerospace Engagements* rules (see p. 83). A unit involved in an aerospace engagement is unable to leave its current zone on the Engagement Map until the engagement ends.

The sequence for resolving aerospace attacks follows basically the same process defined under *Alpha Strike*'s abstract aerospace combat system:

Step 1: Verify line of sight (LOS)
Step 2: Establish Engagement Control
Step 3: Determine range
Step 4: Determine to-hit number
Step 5: Roll to hit
Step 6: Determine and apply damage
Step 7: Roll for critical hits (if applicable)

Step 1: Verify Line of Sight

All aerospace units in the same zone on Engagement Map (or an atmospheric Radar Map) always have line-of-sight (LOS) to each other for aerospace combat purposes.

Aerospace units on the Capital Radar Map always have LOS to each other for combat purposes as long as they are in the same or adjacent sectors. Aerospace units more than one sector apart on the Capital Radar Map are considered to be too distant for effective combat (though, in reality, the sensors on most large spacecraft will still register the presence of such units).

Step 2: Establish Engagement Control

When two aerospace units engage in aerospace combat, the pilots or crews of both units must make Control Rolls to determine their levels of control over the engagement. This roll's outcome is used to define the units' respective firing positions and range at the time the attack is made. In abstract aerospace combat on the Capital Radar Map—and all related Engagement Maps—this Control Roll uses the pilots' Skill Ratings as its base to-hit (see *Control Rolls*, p. 68).

The additional +2 target modifier to each unit for operating within an atmosphere will only apply if the scenario is focused on a ground battle *and* the units are operating on the atmospheric Radar Map. Even in this case, if the units engaged in combat are operating in the Central Zone sector of the Capital Radar Map, but are no closer to the planetary surface than the Outer Ring of the standard Radar Map for that sector, they are still considered to be "above" the atmosphere, and thus will also ignore the +2 modifier for atmospheric combat.

Unlike the standard abstract aerospace rules in *Alpha Strike*, these rules will not presume that the aerospace units involved in an engagement are fighters or Small Craft with limited firing options. For this reason, the following rules apply to the outcome of the engagement Control Rolls in place of those described in the core rulebook (see p. 59, *AS*).

Fighters and Small Craft: Only fighters and Small Craft may successfully "tail" one another under these rules. Tailing occurs when one unit succeeds at its Control Roll while its opponent fails. When this happens, the successful unit achieves a tailing position that grants it a –2 to-hit modifier to its attack roll, while the opponent being tailed loses the ability to return fire. Any successful attack against a tailed unit by its tailing unit is factored as if the target has been struck from the rear. DropShips and WarShips cannot be tailed, nor can station-keeping units such as JumpShips, space stations, and satellites.

DropShips and WarShips: For DropShips and WarShips, a successful Control Roll by one unit, and a failure by its opponent, still indicates that the successful unit has attained its ideal position against its opponent. In this case, the unit that achieved the successful roll gets to choose both the firing arc it will use to deliver its attack, and its opponent's facing for return-fire purposes. If the target unit is a fighter or Small Craft, this can include facing away from the successful DropShip or WarShip, but no tailing modifier will apply in such cases, as DropShips and WarShips are too large and bulky to maintain an effective tailing position. (Such positioning, however, will still generally render such fighters and Small Craft unable to fire back.)

Station-Keeping Units: Regardless of the Control Roll's outcome, any aerospace unit type with the station-keeping movement code (k) is treated as if it has automatically failed its Control Roll for positioning purposes (but not for range). Like DropShips and WarShips, station-keeping units cannot be tailed, and not only provide no special tailing modifiers for attacks made against their rear arc, but also grants no damage modifier for that facing. Thus, the victorious unit for this Control Roll only benefits in controlling what weaponry the station-keeping unit can fire back at them.

All Units: If both units fail their Control Rolls—or both units succeed—neither one achieves the positioning advantages stated above. In these cases, each unit may choose which of its firing arcs faces the other (e.g. while fighters and Small Craft might prefer to face each other head-on, players controlling DropShip and WarShip units may instead opt to face their opponents with side- or aft-mounted weapons instead).

Attack Range: The outcome of each engagement Control Roll also affects the range used for all weapon attacks between the two units. This is explained further in Step 3.

Multiple Weapon Classes and Firing Arcs: Fighters and Small Craft generally receive only one set of attack values, representing the standard-class weaponry that fires into their forward-facing direction. DropShips, WarShips, and other larger aerospace units, however, often possess multiple weapon classes spread across more than one firing arc.

Units with multiple weapon classes and/or firing arcs may execute more than one attack per turn, but must designate a single "primary" attack target when making their Engagement Control Rolls. All attacks to be made against the primary target must be declared when that target is designated, with each class of weapon per arc fired a maximum of one time each, per capital-scale turn. Any additional, unassigned attacks may then be made against other "secondary" targets as determined by the player.

The maximum number of total weapon attacks per turn that can be made by any units capable of multiple attacks is based on the unit's type, as shown in the Large Craft Attack Limits Table. This reflects limitations of crew, heat sink capacity, targeting load, and other combat conditions unique to aerospace combat.

Screen Launchers: The screen launcher (SCR#) special ability enables units with that feature to produce obscurants that impair weapons fire. Using a screen launcher special ability counts against the unit's maximum number of attacks per turn, and applies a to-hit modifier to both the screen launcher's attacker and the screen launcher unit itself, based on the unit's number of screen launchers (see *Screen Launcher*, p. 89).

LARGE CRAFT ATTACK LIMITS TABLE

Unit Type	Max Attacks/Turn
DropShips	4
JumpShips	4
Satellites	4
Space Stations	6
WarShips	8

Side A has two aerospace fighters and one DropShip, A1, A2 and AD1. Side B has one fighter, and two DropShips, B1, BD1 and BD2. All units are Skill 4; all of the fighters have a Thrust rating of 6, while the DropShips all have a Thrust rating of 4. This engagement is taking place outside of the atmosphere, and of the units involved, only BD2 possesses capital weapons—in the form of capital missiles on its side arcs (in addition to standard weapons).

The fighters each receive only 1 attack per turn, but the DropShips may each attempt up to 4 attacks per turn. Of the DropShips, BD2 is the only one capable of delivering 2 attacks in the same arc, thanks to the combination of capital missiles and standard weapons there.

Side A won Initiative for this turn, and both sides moved all their units into the same zone of the same Engagement Map.

Side A starts the Combat Phase as the Initiative winner. A1 makes an attack on B1. B1 chooses to return fire.

Both A1 and B1 will make Control Rolls. Both have a target of the Skill Rating 4, which becomes their target numbers to control the engagement. A1 rolls 2D6 and succeeds with a 7 result. A1 adds half its Thrust rating of 6 for a modified Control Roll of 10 (7 + [6 ÷ 2] = 7 + 3 = 10). B1 rolls 2D6 and also succeeds at its Control Roll with a 5. B1 thus also adds half its Thrust rating of 6, for a modified Control Roll of 8 (5 + [6 ÷ 2] = 5 + 3 = 8).

Because A1 and B1 both succeeded, each fighter may determine its own facing relative to each other. Unsurprisingly, both opt to face one another, but because A1's modified Control Roll is higher than B1's modified Control Roll, A1 gets to choose its attack range, and selects Short range. Both A1 and B1 can attack each other using their Short range damage value.

A2 also declares an attack on B1. B1 is already committed to firing on A1, so it cannot return fire on A2 this turn.

Still, B1's player rolls to control the fighter's engagement position and range against A2. A2 succeeds with a roll of 6, and adds half its Thrust rating of 6 for a modified Control Roll of 9 (6 + [6 ÷ 2] = 6 + 3 = 9). B1 also succeeds, but with a roll of 11, and thus achieves a modified Control Roll of 14 (11 + [6 ÷ 2] = 11 + 3 = 14). Since both fighters succeeded, each one picks its own facing; A2 naturally chooses to face B1, while B1 chooses to face its attacker once again, rather than present its tail. Because B1's modified Control Roll is higher than A2's, B1 chooses the combat range between itself and selects the Extreme range bracket. This keeps A2 nice and far away while B1 deals with A1.

Side A's DropShip, AD1, now opts to take on Side B's DropShip, BD1, as its "primary" target. BD1 decides it will be firing back, with AD1 designated at its "primary" target.

AD1 rolls a 3 and thus fails its Control Check, while BD1 rolls an 8 and succeeds. Because BD1 succeeded and AD1 failed, BD1 chooses the facing for both units, and declares that it will direct its front-mounted weapons against AD1's aft-facing. When determining the attack range, AD1 adds only one-fourth of its Thrust to its roll result because its Control Roll failed, achieving a final result of 4 (3 + [4 ÷ 4] = 3 + 1 = 4). Meanwhile, BD1 adds half its Thrust, for a modified roll result of 10 (8 + [4 ÷ 2] = 8 + 2 = 10). This means BD1 also gets to pick the attack range, and chooses Short range. AD1 will still be able to fire at BD1—since a DropShip cannot be tailed—but AD1 may only use its aft-mounted weapons to do so.

Patrolling otherwise unguarded worlds is stock-in-trade for the Periphery Star Guard mercenary force.

DropShip AD1 leaves its remaining three possible weapon attacks undeclared, partially because Side A's player doesn't yet know what Side B's remaining DropShip will be doing. BD1 also leaves its remaining weapon attacks undeclared.

Now it is Side B's turn for the Combat Phase, and it still has one unit left that has yet to declare any attacks: DropShip BD2.

Fighter B1 already declared its attack on A1 during Side A's attacks, and is thus skipped. The same goes for DropShip BD1, which has declared its intent to fire on AD1 as its primary target.

DropShip BD2 decides to add its guns to the attack on AD1, and declares an attack with that vessel as its primary target. BD2 makes a successful Control Roll with a result of 7, and adds half its Thrust of 4, for a final modified total of 9. AD1 also makes a successful Engagement Control Roll of 7, and adds half its Thrust to achieve a the same modified total of 9.

Because both ships tied, their controlling players may determine their facings independently, and all combat between them in this round will take place at Medium range. DropShip AD1 decides to put its front facing toward BD2, and declares one of its three unused attacks against BD2 as a "secondary" target. DropShip BD2—deciding to take advantage of its capital missiles' reach—decides to face its left side toward AD1 instead. This will give BD2 two possible attacks against its primary target; the capital missiles will attack as if they are at Short range, while the non-capital weapons in the same arc still resolve fire in the Medium range bracket.

Step 3: Determine Range

If *both* units failed at their engagement Control Rolls in the previous step, all combat between them in the current round takes place using the standard Long-range bracket, and the players proceed to Step 4.

If either or both of the two units succeeded at its Engagement Control Roll, half of the successful unit's current Thrust rating (rounded down) is added to its Control Roll result. If one unit succeeded and its opponent failed, the unit that failed its Control Roll only adds one-quarter of its current Thrust (rounded down) to its Control Roll result.

The unit with the higher of these two Thrust-modified Control Roll results may then decide the range bracket at which combat takes place. If both Thrust-modified results are identical, then the aerospace unit with the highest margin of success (MoS) from Step 2 decides the range bracket that will apply between them. Only standard range brackets may be chosen under these rules; the range brackets available are Short, Medium, Long, and Extreme.

If both units' Thrust-modified Control Roll results *and* their unmodified MoS values are the same, combat takes place using the standard Medium-range bracket.

Capital Weapons: When using capital or sub-capital weapons—including capital and sub-capital missiles—to attack, reduce the selected range bracket by 1 level (to a minimum of Short range), regardless of the Control Roll outcomes.

Step 4: Determine To-Hit Numbers

The Aerospace To-Hit Modifiers Table (see p. 81) provides the to-hit modifiers that are used in abstract aerospace combat, both when using these capital-scale rules, and the air combat rules from *Alpha Strike*. When delivering an aerospace attack, the attacking unit's Skill Rating is its base to-hit number, with any applicable modifiers added to account for conditions such as range, damage to the attacking aerospace unit, atmospheric effects, and so forth. Aerospace attacks generally do not factor in a target's movement or terrain, although some exceptions—such as attacks from grounded DropShips, or attacks against drifting aerospace units—will apply as shown on the table.

Capital and Standard Weapons: Some larger aerospace units may possess up to three broad classes of weapons in any given attack arc. These classes include capital weapons (which includes non-missile capital and sub-capital weapons), capital missiles (which includes all capital and sub-capital missiles), and standard weapons. During the Combat Phase, units with more than one class of weapons in the same arc may decide to execute as many attacks in the same turn as it has weapon classes in the appropriate firing arc.

Each weapon class fired in this case will require its own to-hit roll. Remember that capital weapons and capital missiles will apply additional modifiers for targeting smaller units and firing upon units with Point Defense special abilities (PNT#), but benefit from reduced range brackets as noted above.

Step 5: Roll to Hit

Roll 2D6 for each unit and compare the total to the modified to-hit number identified in the previous step. If the dice roll equals or exceeds the modified to-hit number, the attack is successful. Otherwise, the attack fails.

Step 6: Determine and Apply Damage

When an attack is successful, its damage is applied immediately, but damage effect will not take place until the End Phase. Before damage can be applied, the attack direction and amount of damage must be determined.

Attack Direction: Under these rules, the direction an aerospace unit is attacked from is determined during Step 2: Establish Engagement Control.

Amount of Damage: As with ground units, the base amount of damage delivered by a successful aerospace weapon attack is equal to the attacking unit's damage value at the appropriate range bracket. Remember that aerospace units have four range values, rather than three. For targets at Short range, the base damage is that listed in the attacking unit's S value. For a target at Medium range, the M value is used. For a target at Long range, the L damage value applies. For targets at Extreme range, the E damage value is used. All of the weapon classes that may be employed under these expanded abstract aerospace combat rules (including capital/sub-capital weapons, capital/sub-capital missiles, and standard weapons) employ this same mechanic.

Damage to Rear: Add 1 point of damage to any successful attack that strikes its target in the rear if the target is any unit type other than a station-keeping aerospace unit (movement mode k).

Overheat Damage: Aerospace units that track heat may inflict additional damage on their targets at the expense of overheating, in the same manner as 'Mechs can. The decision to overheat for additional damage potential must be made when the attack is declared, but before it is resolved (see *Overheating*, p. 44, *AS*).

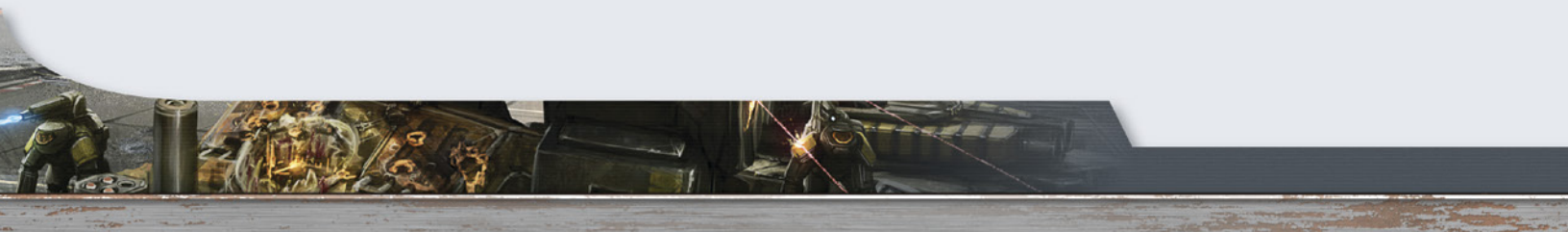
Special Ability Damage: Aerospace units do not use damage-modifying special abilities under these rules.

Heat Special Ability: Aerospace units may not use Heat special abilities under these rules.

Step 7: Roll for Critical Hits

As with standard *Alpha Strike*, any damage to an aerospace unit that marks off structure bubbles will require a roll on the Determine Aerospace Critical Hits Table, using the column appropriate for the aerospace unit type that suffered the damage (see p. 81).

Armor Thresholds: In addition, aerospace units must also roll on the Determine Aerospace Critical Hits Table if the damage from a single attack exceeds the unit's damage threshold, even if the damage does not strike off any structure bubbles. If an aerospace unit's "armor threshold" does not appear on its unit card, its value is equal to the aerospace unit's starting armor value, divided by 3, and rounded up. Damage delivered to an aerospace unit throughout the scenario will not reduce the unit's armor threshold.



AEROSPACE TO-HIT MODIFIERS TABLES

RANGE MODIFIERS	
Range	**Modifier**
Short	+0
Medium	+2
Long	+4
Extreme	+6

WEAPON MODIFIERS	
Weapon Class Used	**Modifier**
Capital Non-Missiles (CAP or SDS-C)	+5
Sub-Capital Non-Missile (SCAP or SDS-SC)	+3
Capital or Sub-Capital Missiles (MSL or SDS-CM)	+0
Standard Weapons	+0

MISCELLANEOUS MODIFIERS	
Condition	**Modifier**
Advanced Capital Missile Attack	
Vs. target in same sector	+0
Vs. target in adjacent sector	+2
Air-to-Ground Capital/Sub-Capital Weapon Attacks	
Attack from Central Zone (Atmospheric Map)	+0
Attack from any other zone (Atmospheric Map)	+3
Orbit-to-surface attack	+3
Ground target designated by friendly TAG	–2
Attacker is a Drone	+1
Attacker is in a Naval C^3 Network (in same sector)	–1
Attacker is Overheating	+Heat Level (1-3)
Attacker is Tailing the Target	–2*

MISCELLANEOUS MODIFIERS	
Condition	**Modifier**
Attacker is Support Vehicle/Satellite with:	
Advanced Fire Control (AFC)	+0
Basic Fire Control (BFC)	+1
No AFC or BFC special	+2
Attacker's Fire Control damaged (per hit)	+2**
High-Speed Attack	+8
Point Defense (PNT#) vs. Capital/Sub-Capital Missiles	
Point Defense damage (1 point)	+1
Point Defense damage (2+ points)	Auto-Fail
Screen Launchers used (SCR#)	+SCR special (max +4)
Secondary Target	+1
Target has Grappled the Attacker	–4
Target is Crippled/Drifting	–2
Teleoperated Missiles (TELE + MSL/SDS-CM)	–1

ATMOSPHERIC COMBAT MODIFIERS

GENERAL MODIFIERS	
Condition	**Modifier**
Atmospheric Combat	+2
Attacker is Grounded DropShip	–2

TARGET TYPE MODIFIERS	
Target Element Type	**Modifier**
Airborne Aerospace	+2†
Airborne DropShip	–2
Airborne VTOL or WiGE	+1
Small Craft	–1

AIR-TO-GROUND ATTACK MODIFIERS	
Attacker	**Modifier**
Altitude Bombing	+3
Dive Bombing	+2
Strafing	+4
Striking	+2

Notes: Weapon Class modifiers only apply when attacking unit types other than DropShips, JumpShips, space stations, and WarShips. (Screen Launcher modifiers apply to both the screen launcher unit and its attacker.) Atmospheric Combat Modifiers apply only if both the attacking unit and its target are operating in/below the space-atmosphere interface.

*Tailing modifiers only apply to fighters and Small Craft units.

**Fire Control critical hits may apply multiple times.

†This modifier applies only if the attacker is not an airborne aerospace unit. Airborne aerospace also includes fixed-wing support vehicles, conventional fighters, Small Craft, and DropShips.

DETERMINING AEROSPACE CRITICAL HITS TABLE

2d6 Roll	Aerospace*	DropShip**	JumpShip†
2	Fuel Hit	KF Boom Hit	Door Hit
3	Fire Control Hit	Docking Collar Hit	Dock Hit
4	Engine Hit	No Critical Hit	Fire Control Hit
5	Weapon Hit	Fire Control Hit	No Critical Hit
6	No Critical Hit	Weapon Hit	Weapon Hit
7	No Critical Hit	Thruster Hit	Weapon Hit
8	No Critical Hit	Weapon Hit	Thruster Hit
9	Weapon Hit	Door Hit	No Critical Hit
10	Engine Hit	No Critical Hit	KF Drive Hit
11	Fire Control Hit	Engine Hit	Engine Hit
12	Crew Killed	Crew Hit	Crew Hit

*Includes fixed-wing support vehicles, airships, and conventional fighters.

**Includes Small Craft.

†Includes WarShips, space stations, and satellite support vehicles.

RANDOM WEAPON CLASS TABLE

1D6 Roll	Weapon Class Hit
1	Standard Weapons
2	Standard Weapons
3	Capital Non-Missile Weapons
4	Capital Non-Missile Weapons
5	Capital Missile Weapons
6	Capital Missile Weapons

Note: The Random Weapon Class Table is used only when the target unit has multiple weapon classes in a single firing arc.

Aerospace Critical Hit Effects

The following describes the effects of each critical hit type described in the Determining Critical Hits Table.

Crew Hit: For all DropShip units and satellite support vehicles, the first Crew Hit critical applies a +2 to-hit modifier to all weapon attacks and Control Rolls required by the unit for the remainder of the scenario, and the second Crew Hit critical kills the crew, and the unit is treated as destroyed.

For all JumpShip, space station, and WarShip units, each Crew Hit critical applies a +2 to-hit modifier to all weapon attacks and Control Rolls required by the unit for the remainder of the scenario. If the unit sustains 4 or more Crew Hit criticals, the crew is killed, and the unit is treated as destroyed.

Crew Killed: The unit's crew is killed. The unit is treated as destroyed.

Docking Collar Hit: This unit cannot dock with a JumpShip. Small Craft units ignore this effect, since they do not possess docking collars; they are launched or recovered from Small Craft bays.

Dock Hit: This hit reduces the unit's DropShip-transport capacity (represented by the DT# special) by 1. If the unit has no DT# special, or this effect reduces its docking capacity to 0, the unit can no longer dock with any DropShips.

Door Hit: All doors on one randomly determined cargo bay are damaged and no longer function. Units may no longer enter or exit this cargo bay.

Engine Hit (Aerospace Fighters, Conventional Fighters, and Fixed-Wing Support Vehicles): The unit's power system is damaged. For fighters and fixed-wing support vehicles, the first engine hit reduces the unit to half its Thrust rating (round down, to a minimum of 1 Thrust lost). A second Engine Hit critical will reduce the unit's Thrust to 0 and cause it to crash if it is operating in an atmosphere or under the influence of gravity. Aerospace units already on the ground, or in space outside of the effects of gravity, will shut down and are considered destroyed for gameplay purposes.

Engine Hit (DropShips, WarShips, and Small Craft): For Small Craft, DropShips, and WarShips, the first Engine Hit critical will reduce the unit's Thrust by 25 percent (round normally, with a minimum of 1 Thrust lost). The second hit will reduce the unit's Thrust by 50 percent of its original Thrust rating (once more, round normally, to a minimum of 1 Thrust lost). A third Engine Hit critical will reduce the unit's Thrust to 0 and cause it to crash if it is under the influence of gravity. Aerospace units already on the ground, or in space outside of the effects of gravity, will shut down and are considered destroyed for gameplay purposes.

Engine Hit (JumpShips, Satellite Support Vehicles, and Space Stations): For JumpShips, satellites, and space stations, the effects of each Engine Hit critical has no noticeable effect, since these units essentially already have a Thrust rating of 0. Nevertheless, each hit must be tracked; as with all other aerospace units, these units can sustain 3 Engine Hits before the unit is considered shutdown and destroyed for gameplay purposes.

Fire Control Hit: Mechanisms and/or sensors used to control and direct the unit's weapons have been damaged. Each Fire Control Hit adds a cumulative to-hit modifier of +2 for all subsequent weapon attacks by the damaged unit.

Fuel Hit: The unit's fuel tank is hit. If in atmosphere or under the effects of gravity, the unit crashes and is treated as destroyed. If the unit is in space, and tracks fuel (see *Fuel Endurance*, p. 75), reduce its fuel level by 4 points (to a minimum of 0).

KF Boom Hit: This unit cannot be transported to another system by a JumpShip. This critical hit has no effect on standard *Alpha Strike* play.

KF Drive Hit: This unit sustains damage to its KF drive (if any). JumpShips can sustain a number of KF Drive hits equal to the unit's Size value; WarShips can sustain a number of KF Drive hits equal to twice the unit's Size value. Once a JumpShip or WarShip suffers more KF Drive hits than it can sustain, the unit cannot execute a hyperspace jump. Otherwise, this critical hit has no effect in gameplay.

Thruster Hit: The unit loses 1 Thrust. If a unit is reduced to 0 Thrust while in the atmosphere or under the effects of gravity, it crashes and is destroyed. If it is in space and outside of the effects of gravity when reduced to 0 Thrust, the unit is considered crippled and adrift for the remainder of the scenario. A Thruster Hit critical may only occur once to an aerospace unit; future critical hits to the same unit are treated as a No Critical Hit result.

No Critical Hit: The hit causes no critical effect.

Weapon Hit: This hit represents the destruction of a number of weapons on the affected unit. All damage values—including those of special abilities that have damage values (such as AC, ARTX, FLK, HT, IF, LRM, SRM, TOR, and TUR) are reduced by 1 (to a minimum of 0) if the unit has only one set of attack values in a single firing arc.

For aerospace units with multiple attacks and firing arcs (such as DropShips and WarShips), a Weapon Hit critical will reduce the damage values at all ranges by 25 percent for a randomly determined weapon class in the arc that faces the attacker. For the purposes of this rule, a unit may have up to three distinct classes of weapon: standard, capital non-missile, and capital missile weapons. If the unit has only one class of weapons in that arc, that class suffers the reduction effect. If two classes are present (such as capital weapons and capital missiles), use a 1D6 to determine the weapon class that gets reduced, using the Random Weapon Class Table, rerolling any results that do not apply.

Round all modified fractional damage values down, to a minimum of 0.

Capital-Scale Aerospace End Phase

The capital-scale aerospace End Phase follows the same basic rules described for standard-scale abstract aerospace in *Alpha Strike* (see pp. 60-61, *AS*). Aside from ending aerospace engagements (see below), these actions—like others in the End Phase—may be completed simultaneously, rather than in any form of Initiative order.

After resolving all End Phase actions for capital-scale aerospace turn, players must begin the next appropriate turn for the scenario, as appropriate to the *Turn Scale* rules (see p. 72).

ENDING AEROSPACE ENGAGEMENTS

During the End Phase of a turn, the players controlling units involved in an aerospace engagement can choose to continue the battle into the next turn or break off the engagement. Each ending of an aerospace engagement must be resolved separately, with the turn's Initiative winner choosing the order of engagements to resolve for his aerospace units.

If both players choose to continue the engagement, the engaged aerospace units must remain in the same zone on the Engagement Map during the next turn's Movement Phase.

If both players choose to end the engagement, the units disengage and may move freely (assuming they are not still engaged in combat with other opposing units).

If one player chooses to continue the engagement and the other wishes to end it, both players must repeat the engagement Control Roll in Step 2 of the aerospace combat rules (see p. 78) to determine if the engagement continues. In the event of a tie this time, the unit with the higher unmodified MoS decides if the engagement continues. If the unmodified MoS is also a tie, the decision lies with the player controlling whichever unit has the higher current Thrust (if that too is tied, the Control Roll must be repeated until there is a winner). If both sides *fail* their Control Rolls, the engagement automatically breaks off as if the players agreed to disengage.

Only if a unit has no engagements remaining can it move to another zone on the Engagement Map during the next Movement Phase (see *Capital-Scale Aerospace Movement*, p. 72).

AEROSPACE DAMAGE

As with the standard abstract aerospace rules, all damage inflicted against aerospace units in capital-scale play will take effect during the Capital Turn's End Phase, unless a special ability indicates otherwise. This also includes all Critical Hit effects. All aerospace units that are destroyed must be removed from play at this time.

For any aerospace units operating within the atmospheric Radar Map, all other damage effect rules apply as described on p. 61 of *Alpha Strike*.

Thrust Loss and Aerospace Shutdown

On the Capital Radar Map scale of play, units that are reduced to a Thrust of 0 or shutdown for any reason are considered to be adrift and crippled, but will not fall unless they are operating under the influence of gravity (see *Gravity*, p. 75). If not under the influence of gravity, a drifting unit on the Capital Radar Map (or any of its Engagement Maps) will not leave its current sector unless and until it expends Thrust.

Attacks against an aerospace unit that is crippled or adrift due to Thrust loss or shutdown receive a –2 to-hit modifier.

SPECIAL ACTIONS

The following special actions can be taken by units operating under these rules. Most are restricted to specific unit types, features, and game play conditions.

ADVANCED CAPITAL MISSILE ATTACKS

Thanks to self-guidance packages built into to their design, capital missiles offer alternate launch techniques, such as bearings-only fire and pre-programmed guidance, which effectively enable them to seek spaceborne targets outside of normal combat ranges. Though these attack methods are less accurate, due to increased distances and missile flight times, this grants a vessel equipped with capital missiles the ability to strike at targets without directly engaging them.

Unit Requirements

Only DropShips, JumpShips, space stations, and WarShips that feature capital missiles (represented by the MSL special) may execute an advanced capital missile attack under these rules. All other aerospace units equipped with capital missiles may not execute an advanced capital missile attack.

While a unit executing an advanced capital missile may do so from any sector on the Capital Radar Map—including any of its Engagement Maps—such units *must* be outside of a planetary atmosphere.

Declaring the Attack

Advanced capital missile attacks must be declared during the attacking unit's Combat Phase. A unit executing an advanced capital missile attack may not be engaged in normal aerospace combat at the time it declares an advanced capital missile attack, nor may it engage another aerospace target in combat on its own initiative. (The unit may, however, be engaged by an opposing unit in the same turn *after* it has executed its advanced capital missile attack.)

An advanced capital missile attack may only be made using the capital missile weapons of a single firing arc on the attacking unit. Its designated target must be located in the same Capital Radar Map sector as the attacker, or in any sector adjacent to it. This target must be a unit of DropShip size or larger (i.e. only a DropShip, JumpShip, space station, or WarShip unit), and may not be located inside a planetary atmosphere or on a planetary surface.

If an attacker is engaged in aerospace combat in the same turn it has already declared an advanced capital missile attack, the advanced capital missile attack counts as one expended weapon attack against the unit's normal limits (see the Large Craft Attack Limits Table, p. 78). A unit that is engaged in the same turn in which it has already launched an advanced capital missile attack may not return fire using the capital missiles of the same arc it used for said attack.

Peripheral Zone: If the advanced capital missile attack is attempted in the Peripheral Zone, the target must either be in the same Peripheral Zone sector or an Outer Zone sector adjacent to it. Advanced capital missile attacks cannot be attempted by a Peripheral Zone attacker against a target in an adjacent Peripheral Zone sector.

Engagement Control Rolls

Because they are fired from outside of an active engagement, no Engagement Control Roll is made by either the attacker or the target of an advanced capital missile attack.

Resolving the Attack

An advanced capital missile attack is resolved in the same turn in which it is fired. Its base to-hit is the same as a normal capital missile attack, with an automatic Extreme range attack modifier. An extra +2 to-hit modifier is applied if the target is not in the same Capital Radar Map sector as its attacker.

Any additional to-hit modifiers for the target's point defense, attacker's fire control system damage, and similar combat conditions, will also apply as normal.

Damage

Capital missiles that successfully hit their targets deliver the missiles' Extreme range damage value. The damage is recorded during the End Phase of the turn in which they are fired, rather than the normal Combat Phase, to represent the extra time these missiles take from firing to finding their targets.

The facing used when resolving damage from an advanced capital missile attack is determined randomly by rolling 1D6 and using the scatter directions found on the artillery AoE templates in *Alpha Strike*. This roll treats a direction result of 1 as a hit against the target's front facing, and a direction result of 4 as a hit to the target's rear.

ORBIT-TO-SURFACE COMBAT

Of the units that can interact with the Capital Radar Map, only fighters, Small Craft, DropShips, and WarShips may attempt to attack ground targets (although doing so potentially exposes them to return fire as well).

For fighters, Small Craft, and DropShips, the rules for air-to-ground attacks—and vice versa—are defined in the *Alpha Strike* core rules (see pp. 55-58, *AS*). These rules cover strafing, striking, and bombing attacks by these aerospace units against ground targets, all of which require these aerospace units to be operating on the standard Radar Map over the ground battle.

For DropShips with capital and sub-capital weapons (indicated by the CAP, SCAP, and MSL special abilities), *Alpha Strike* also provides rules for engaging ground targets with those weapons under its advanced rules (see pp. 86-87, *AS*). This covers capital and sub-capital weapon attacks made both within the atmospheric battle represented by most of the standard Radar Map, as well as the close-orbital space represented by the standard Radar Map's Outer Ring.

WarShips, meanwhile, may *only* attack ground targets from close orbit, and may do so only with their capital weapons (as opposed to standard weapons). As with DropShips, a WarShip must be present in the Outer Ring on the standard Radar Map, and thus situated over the ground battle, to be considered in close orbit. On the Capital Radar Map, this location is also represented by the Central Zone above the planet surface.

An aerospace unit that is engaged in aerospace combat cannot deliver a surface-to-orbit attack. If engaged in aerospace combat in the same capital turn *after* executing a surface-to-orbit attack, the unit cannot return fire using any of the weapon arcs used to deliver its surface-to-orbit attack.

Resolving Orbit-to-Surface Fire

WarShips and DropShips in the Outer Ring of the standard Radar Map resolve orbit-to-surface fire as described in the *Alpha Strike* under the air-to-ground attack rules for *Capital and Sub-Capital Weapons* (see pp. 86-87, *AS*), but with the following modifications.

- WarShips and DropShips may only execute orbit-to-surface attacks during the weapon attack phase of a Capital Radar Map turn. (DropShips operating at lower altitudes may execute capital and sub-capital weapon attacks as normal.)
- WarShips and DropShips may only execute orbit-to-surface attacks using all of the capital (CAP) weapons, sub-capital (SCAP) weapons, and capital missiles (MSL) fired from a single firing arc. If, for example, the unit is a WarShip that has both capital weapons and capital missiles in the same arc, it may execute two attacks in that turn—one for its capital weapons, and another for its capital missiles. Each of these attacks may be directed against a different target point on the ground map.
- The Attacking in Atmosphere modifier will not apply to an orbit-to-surface attack; an orbit-to-surface attack is always treated as an Air-to-Ground Attack from the Outer Ring Zone, and so applies the +3 modifier for that.
- Orbit-to-surface fire always targets a stationary point of impact, not a unit, so modifiers for small targets will not apply. Friendly TAG, however, may be used to improve targeting.
- When delivering an orbit-to-surface attack, all damage from non-missile capital and sub-capital weapons will arrive at

Striking Serpents, members of the 2nd Sword of Light, form their Shilone *aerospace fighters into a tight assault formation.*

their impact points in the same Combat Phase of the turn in which they are fired (i.e. the first ground battle Combat Phase that corresponds to the Capital Turn). Capital and sub-capital missiles will arrive at their impact points during the Combat Phase of the ground battle 1D6 – 1 turns later. This delay is rolled by the attacker in secret.

- The area affected by an orbit-to-surface attack varies with the volume of fire produced. For every 50 points of total damage delivered by a single orbit-to-surface strike (counting missile and non-missile orbit-to-surface attacks as separate strikes), the attacker may select a different point of impact on the ground map. Each of these impact points may be designated no further than 6 inches apart. If no separate target points are selected, all damage will focus on the same impact point.
- As per the rules in *Alpha Strike*, each individual impact area will deliver its full damage to all units, structures, and terrain within 4 inches of its center point, with half as much damage (rounded down) delivered to all units, structures, and terrain located from 4 to 6 inches away.

Surface-to-Orbit Return Fire

To resolve return fire from surface-based capital and sub-capital weapons against an orbital attacker, use the capital and sub-capital weapons rules found for attacking airborne targets in *Alpha Strike* (see p. 86, *AS*). Remember that any orbital targets are automatically treated as if they lie within the Outer Ring of the atmospheric Radar Map.

SPACE BOMBERS

The following alternative bomb munitions expand on the alternative options already covered in the advanced rules for *Alpha Strike*, (see pp. 78-79, *AS*). Because they are specifically designed for aerospace operations, all three of these munitions may be useful in games played on the Capital Radar Map. For this reason, units equipped with these weapons may be referred to as "space bombers".

Of the three space bomb munitions presented here, the Air-to-Air Arrow IV (AAA) missiles were previously covered by the rules in *Alpha Strike*. The following additional rules will not invalidate their use in atmospheric-level play, but instead are intended to add functionality in space combat.

It is worth noting that all three of these special bombs are oversized compared to the standard munitions available to bomb-capable units. To reflect this, each individual alternate bomb type will be treated as an indicated number of standard bombs for the sake of movement rate calculations and the like. Each bomb remains a single-use device, however, so while a fighter carrying two anti-ship missiles may move as though it is carrying 12 standard bombs, it can only execute 2 bomb attacks using those munitions.

Unless otherwise noted by the rules for their bomb type (see below), space bombs will essentially function in accordance with the rules for capital missiles in combat, whether they are used in direct aerospace combat, or to deliver surface-to-orbit attacks. If the unit deploying these weapons is not DropShip, JumpShip, space station, or WarShip, however, it cannot use space bombs to deliver an advanced capital missile attack.

Air-to-Air Arrow Missile

Each Air-to-Air Arrow (AAA) missile counts as 5 normal bombs for the purposes of movement rate calculations. The weapon suffers a +3 to-hit modifier for any attacks made when it is fired from the Inner Ring or Central Zone on the atmospheric Radar Map. In all other respects, these munitions engage targets using the modifiers and range brackets of a sub-capital missile, including a 1-level reduction in all range brackets for aerospace combat (to a minimum of Short range).

A single AAA missile delivers 2 points of damage to any target.

Anti-Ship Missile

Each Anti-Ship (AS) missile counts as 6 normal bombs for the purposes of movement rate calculations. The weapon cannot be fired from the Inner Ring or Central Zone on the atmospheric Radar Map. In all other respects, these munitions engage targets using the modifiers and range brackets of a capital missile, including a 1-level reduction in all range brackets for aerospace combat (to a minimum of Short range).

A single AS missile delivers 3 points of damage to any target.

Anti-Ship Electronic Warfare Missile

Anti-Ship Electronic Warfare (ASEW) missiles are devices that deliver heavy electronic interference to the targeted unit. Each counts as 6 normal bombs for the purposes of movement rate calculations. Like AS missiles, these warheads cannot be fired from the Inner Ring or Central Zone on the atmospheric Radar Map. They also suffer a +4 to-hit modifier if used to attack targets other than a DropShip, JumpShip, space station, or WarShip. ASEW munitions otherwise engage targets using the modifiers and range brackets of a capital missile, including a 1-level reduction in all range brackets for aerospace combat (to a minimum of Short range).

An ASEW missile delivers no physical damage to its target. Instead, it imposes a +4 to-hit modifier against all of that unit's attacks until the second End Phase of the capital-scale turn following the attack. If the target possesses a naval C^3 system (NC^3 special), that system is also disabled during this effect.

BOARDING ACTIONS

Much as can happen to exceptionally large units on the ground (see pp. 98-99, *AS*), large units in space—specifically, DropShips, JumpShips, space stations, and WarShips—can be targeted by boarding actions in an effort to capture such units instead of destroying them outright. Accomplishing a boarding action in space, however, is a far more dangerous proposition

The process of performing a boarding action in abstract space combat follows the same rules as presented for other large vessels, with the following modifications:

Infantry Transport Units

Only Small Craft and DropShips are equipped to act as suitable infantry transport units to perform a boarding action in space. All other aerospace units are too large or ungainly to achieve the necessary maneuvers to grapple their targets.

Grappling

A grappling attempt cannot be made unless the target unit and the infantry transports are in the same zone on the same Engagement Map. Grappling attempts cannot be made while in a planetary atmosphere.

In place of the normal grapple check described in *Alpha Strike*, a grapple in space is resolved as a modified form the normal aerospace combat process (see *Step 2: Establish Engagement Control*, p. 78). In this case, the unit attempting a grapple must apply an additional +4 to-hit modifier to its engagement Control Roll. If the grappling unit's engagement Control Roll succeeds and its opponent's engagement Control Roll fails, the infantry transport unit successfully attains the positioning and range needed to secure its target. Otherwise, the grapple check fails, and the positions and range of the two units is determined as per normal aerospace engagement rules.

An infantry transport unit attempting to grapple its target cannot fire any weapons at the target unit in the same turn it is attempting a grapple, regardless of the grapple's success or failure. The target of a grapple attack is under no such constraints, however. In fact, if the grapple check succeeds, the target unit receives an additional –4 to-hit modifier for any weapon attack rolls made against its grappling opponent.

Maintaining and Ending a Grapple: Once a grappling action succeeds, the grappling unit can end its grapple at will during the End Phase of any capital turn. If it does not choose to do so, the grappling unit must reroll its grapple check every turn to maintain the connection as long as the target can execute any maneuver other than station-keeping. This effort to maintain a grapple, once established, applies a +2 modifier in place of the original attack's +4.

Resolving Boarding Combat

After a successful grapple action, the process of resolving a boarding action in space proceeds in the same manner as a boarding attempt against any other exceptionally large unit (see p. 99, *AS*).

HIGH-SPEED ATTACKS

Given the sheer volume of space in the Peripheral Zone sectors of the Capital Radar Map, units on both sides of an aerospace battle tend to be widely dispersed and operating at high accelerations to either move inward, toward the battle area, or outward from it. As a result, combat in these regions tends to be a fleeting affair, little more than an exchange of quick fire between vessels barely passing close enough to one another for a decent targeting lock.

A high-speed attack is resolved using the same rules described for an advanced capital missile attack (see pp. 83-84), but with the following modifications:

- A high-speed attack can be made using capital weapons *or* capital missiles, but only if the unit has an Extreme range damage value for those weapon classes.
- A high-speed attack can only be attempted by a unit in a Peripheral Zone sector, and may only target a DropShip, JumpShip, space station, or WarShip target in the same Peripheral Zone sector.

- A high-speed attack cannot be attempted by any unit that has a Thrust of 0 or uses station-keeping movement.
- The to-hit modifier for a high-speed attack is +8, and cannot be combined with modifiers for special abilities such as Naval C^3 or Teleoperated Missiles.
- Point Defense and Screen Launcher special abilities have no effect on a high-speed attack.
- Upon a successful high-speed attack, add 1 point of damage to the target for every point by which the attacker's current Thrust is higher than the target's; if the target's Thrust is higher, reduce the damage by 2 points for every point of difference. The minimum amount of damage delivered by a successful high-speed attack is always 1 point.

DOCKING/UNDOCKING

DropShip units in the same Capital Radar Map sector as a friendly target unit equipped with docking ports (DT# special) may attempt to dock with these friendly units as long as the unit has unoccupied docking ports available. Docking enables DropShips to travel through hyperspace with a parent JumpShip, or to exchange cargo and passengers in space.

Docking

To perform a docking maneuver, the friendly units must spend at least 3 consecutive turns in the same Capital Radar Map. During this time, neither unit may move out of the sector or initiate a combat engagement. If either unit is engaged in combat, both docking units are treated as if they are station-keeping units until they either complete the docking maneuver or abort it. (An aborted docking attempt must be started all over again from the beginning.)

At the end of the 3-turn period, the DropShip's controlling player must make a docking Control Roll, applying the modifiers shown in the Docking Control Roll Table. Modifiers listed under DropShip Conditions apply to the DropShip performing the docking action, while those listed under Parent Unit Conditions refer to the vessel or station that the DropShip is attempting to dock with. If the roll succeeds, the units are safely docked. If the roll fails, each vessel suffers 1D6 damage and remains undocked.

Effects of Docking: A docked DropShip can no longer maneuver effectively or engage in combat. If the DropShip successfully docked while engaged in combat, the DropShip's parent unit must resolve all engagement Control Rolls on the DropShip's behalf, using its own Skill Rating, Thrust value, and other appropriate modifiers.

Attacks on Docked Units: A docked DropShip's attacker automatically transfers its combat engagement to the DropShip's parent unit, but rolls 1D6 every time it executes a successful attack against this vessel. If this 1D6 roll is 5 or 6, the docked DropShip suffers damage instead of its parent vessel. (If more than one DropShip is docked with a parent vessel that comes under attack in this way, determine the affected DropShip randomly.) Damage to a docked DropShip always strikes it on the front facing.

DOCKING CONTROL ROLL TABLE

Condition	Modifier
DropShip Conditions	
Adrift/Crippled	+4
Docking Collar Hit	Docking Impossible
Engaged in combat	+2
Taking Extra Time	–1 per capital turn
Thruster Hit	+1 per Hit
Unit Size 1	–1
Unit Size 3	+2
Parent Unit Conditions	
No Docking Ports	Docking Impossible
Adrift/Crippled	+4
Engaged in Combat	+2

Maneuvering while Docked: If a unit with DropShips docked to it attempts to move on the Capital Radar Map, the parent vessel must make a Control Roll, with its current Thrust value added to the target number along with all other appropriate modifiers. If this roll fails, for every point by which the roll failed, one of the docked DropShips will tear free of the parent vessel. Each DropShip that is torn free in this manner suffers 1D6 damage points, as well as an automatic critical hit to its Docking Collar, while the parent vessel suffers 1D6 damage and reduces its docking capacity by 1.

Attacks by Docked Units: A parent vessel engaged in combat while docked with DropShips may deliver attacks using the docked DropShip's front-arc weapons as a free bonus attack in any turn. If using a DropShip to augment its firepower in this way, the parent vessel's controlling player must use the DropShip's Skill Rating to resolve the weapon attack itself, even though the parent vessel's Skill and Thrust are still used to make the engagement Control Rolls.

Undocking

Undocking from a parent unit is child's play compared to docking. No roll is required for a DropShip to undock from a friendly parent unit, unless the DropShip currently has no Thrust. The DropShip's controlling player must simply declare its intent to undock during the parent unit's Movement Phase, and the process is safely completed by the End Phase of the same turn.

If an undocking DropShip has no Thrust, a Control Roll is needed to undock, using the parent unit's Skill instead, with a +4 target modifier added due to the DropShip's crippled nature. If this roll fails, the units are still separated, but both will suffer 1D6 damage points and the parent vessel will reduce its docking port capacity by 1 as the DropShip tears away.

HYPERSPACE JUMPS

Hyperspace jumps are possible only by units that are equipped with functional Kearny-Fuchida hyperspace drives (represented by the KF special ability). A KF-equipped unit that has suffered a destroyed KF Drive (see *Aerospace Critical Hit Effects*, p. 82) cannot execute a hyperspace jump.

Hyperspace jumps are typically performed to bring a jump-capable vessel from one star system to another, but some units have used them for in-system jumps. KF jumps are sensitive to gravitational forces, making them progressively more dangerous the closer one gets to a major gravitational body, such as a planet, moon, or star. This is why most JumpShip traffic arrives at a safe distance far above or below the local star and off the planetary orbital plane. These safe points are known as the zenith and nadir standard jump points for a solar system, though gravitationally neutral points—known as non-standard or "pirate" points—are often found within systems due to the interactions of all the various solar and planetary bodies within.

During a jump process, powerful energies are released that are highly destructive to nearby units, especially if they are also equipped with a KF drive. This fact can make attacking a KF-equipped unit a dangerous prospect for all concerned. This also means that a KF drive requires a week or more of recharge time before it can be used again, though lithium-fusion (LF) batteries can provide vessels so equipped the ability to execute two jumps before requiring such a recharge.

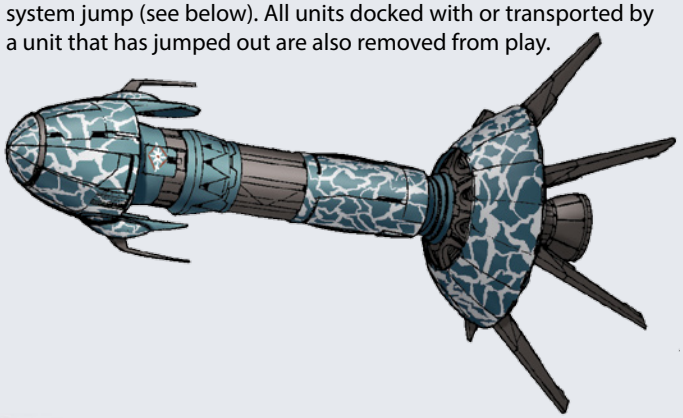
Jumping In

If a KF-capable unit jumps in during a scenario, it cannot jump out again for the rest of the scenario unless it also has a lithium-fusion battery (represented by a LF special ability). To represent a jump in, the jumping unit's controlling player must declare the target sector for his vessel's arrival, on the Capital Radar Map, during the End Phase of the capital-scale turn prior to its arrival.

In the following capital turn's End Phase, a special Control Roll (known as the Jump Roll) is then made. If successful, the jump-capable vessel immediately and safely materializes in its targeted Capital Radar Map sector. If the sector is occupied by opposing units at this time, the vessel arrives in the Central Zone of that sector's Engagement Map and may cause damage to units in that zone (see *Jump Damage to Nearby Units* at right).

Jumping Out

If a unit jumps out during a scenario, it is considered to have retreated and is removed from play, unless it is executing an in-system jump (see below). All units docked with or transported by a unit that has jumped out are also removed from play.



In-System Jumps

In-system KF jumps are special, short-range jumps often only performed by WarShips equipped with both a KF drive and a lithium-fusion battery. To represent an in-system jump, the player must first designate the target sector on the Capital Radar Map in the same fashion as described when jumping in. For the purposes of these rules, the target jump point must be on the same Capital Radar Map as the scenario is taking place.

Once the target point is selected, the unit must make a successful Jump Roll to jump out of its current sector, applying all of the applicable modifiers described under *The Jump Roll* (see below). If the jump-out succeeds, the player moves the jumping vessel into its target sector on the Radar Map must make a second Jump Roll to arrive safely at this destination. All of this occurs in the same End Phase.

If both rolls succeed, the jumping unit safely moves from its origin sector to its destination without incident (though damage to nearby units may still occur, see below). If the jump-out roll fails, however, the unit never leaves its sector of origin and suffers all the normal effects of a jump failure. If the jump-in roll fails, the unit arrives at its destination, but with all damage effects appropriate to a failed jump.

The Jump Roll

The Jump Roll is a special Control Roll made when a KF-capable unit executes a hyperspace jump. This roll applies all applicable modifiers found in the Jump Roll Modifiers Table, with all locations determined regardless of whether the unit is jumping in or out.

A unit that fails its Control Roll fails to jump and suffers 1D6 damage points to its front facing, and may not attempt another hyperspace jump for the rest of the scenario unless it has a functioning lithium-fusion battery and its KF drive remains operational. In addition to this, the failed jump will cause a number of critical hits to the jumping unit equal to the roll's margin of failure.

Jump Damage to Nearby Units

Units in the same zone on an Engagement Map when a KF-capable unit executes a hyperspace jump there will suffer damage caused by the powerful energies released in the process unless they

JUMP ROLL MODIFIERS TABLE

Condition	Modifier
Attempting in-system jump	+4
Per KF Drive critical hit	+1
Jumping unit moved this turn	+1
Capital Map centered over Ground Map	
Peripheral Zone sectors	+2
Non-Peripheral Zone sectors	+4
Capital Map not centered over Ground Map	
Central or Inner Zone sectors	+0
Middle to Peripheral Zone sectors	+2

make a Control Roll when the jump takes place. An additional +2 modifier applies to this Control Roll if the unit is engaged in active combat during the turn in which this occurs, to reflect the pilot or crew's attention on the battle at hand, while units that only possess station-keeping drives (movement code k) must apply a +4 modifier in addition to all other modifiers.

Units that are docked with or are being transported by an aerospace unit making this Control Roll use the roll result of their transport to determine success.

If this Control Roll succeeds, the nearby unit suffers no damage from the jump. Otherwise, the aerospace unit (and all of the units docked with or transported by it at this time) will receive 1D6 damage points. All damage from this effect is applied automatically to its front facing direction.

If the unit being damaged has a KF drive of its own, apply another 1D6 damage points to that unit due to the devastating interactions between the jumping drive and that of the nearby vessel. In addition to this, both the damaged unit and the jumping unit also receive 1D6 critical hits directly to their KF Drives.

ADDITIONAL SPECIAL ABILITIES

While most aerospace unit special abilities are covered in the pages of the *Alpha Strike* core rulebook, the following additional special abilities reflect features that add effects relevant to the capital-scale level of play. As with the other special abilities, most of these provide units with additional benefits, but some may reflect handicaps or restrictions. If a special ability contradicts the basic gameplay rules, the ability takes precedence.

Units may have multiple special abilities. If two special abilities contradict each other, refer to the detailed ability description for additional instructions.

The special ability descriptions below describe abilities usable in advanced-level *Alpha Strike* games. These abilities add to those already discussed in the introductory and standard *Alpha Strike* rules.

SPECIAL ABILITY DESCRIPTIONS

These abilities are listed by name, with their common abbreviation given in parentheses. Special abilities followed by a numeric designator (#) indicate indicates that may have variable effect based on the number used. If multiple numbers, separated by slashes, appear by a special ability's abbreviation, those values indicate an ability that delivers damage in the Short, Medium, Long, and Extreme range brackets.

Atmospheric Only (ATMO)

An aerospace unit with this special ability uses an "air-breathing" engine or structural design, and thus cannot exit a planetary atmosphere. This includes operating at the Outer Ring of an atmospheric Radar Map.

DropShip Transport (DT#)

A unit with this special ability can dock with the indicated number of DropShip units (see *Docking/Undocking*, p. 87). A Dock Hit critical hit to a unit with this ability will reduce its docking capacity by 1, to a minimum of 0.

Kearny-Fuchida Drive (KF)

A unit with this special ability can execute hyperspace jumps (see *Hyperspace Jumps*, p. 88).

Lithium-Fusion Battery (LF)

A unit with this special ability is capable of storing a charge for a second hyperspace jump immediately after one has already been attempted (see *Hyperspace Jumps*, p. 88). Without this special ability, a KF-equipped unit can only attempt one jump per scenario.

Naval C³ (NC³)

Up to six friendly units with this special ability may be linked to a C³ network as long as they are all present in the same sector of the Capital Radar Map. As long as at least two members of the same NC³ network are present in the same sector, those units receive a –1 to-hit modifier for all weapon attacks. Naval C³ is immune to ECM, but not to Anti-Ship EW missiles (see *Space Bombers*, p. 85).

Screen Launchers (SCR#)

This special ability enables a unit to deploy clouds obscuring chaff in space designed to impair weapons fire. In capital-scale abstract aerospace play, this ability, when used, can apply a +1 to-hit modifier (to a maximum of +4) to all weapon attacks against (and by) the SCR-equipped unit per point of Screen Launchers indicated by the special ability. For instance, if a unit has a SCR3 special, attacks against it will apply a +3 to-hit modifier if the controlling unit decides to use its screens, while a unit with the SCR6 special cannot apply more than a +4 to-hit modifier.

Any unit that uses its screen launchers reduces a unit's available attacks in that turn by 1.

Spaceflight-Capable (SPC)

In order to operate in any sector on the Capital Radar Map (or on the Outer Ring of an atmospheric Radar Map), a unit must possess this special ability, which represents the life-support, thrusters, and all other equipment needed to function outside of a planetary atmosphere. Aerospace fighters, Small Craft, DropShips, JumpShips, satellites, space stations, and WarShips all possess this ability by default.

Teleoperated Missiles (TELE)

Units with this special ability apply a –1 to-hit modifier for all attacks made using capital missiles, including those made using the Advanced Capital Missile Attack and High-Speed Attack rules.

This Federated Suns Bushwacker *pilot prepares to greet his unwelcome visitor on a backwater world's remote training base.*

As *Alpha Strike* relies on several abstractions to accomplish its simplified form of *BattleTech* game play, the following section does not provide a means to build *Alpha Strike* units from scratch. Instead, this chapter details how players may convert the detailed data found in *BattleTech*'s many *Technical Readout* sourcebooks (see p. 157, *AS*) into an *Alpha Strike* format.

CONVERTING BATTLETECH UNITS TO ALPHA STRIKE

The *Alpha Strike* capabilities for all unit are derived from their *BattleTech* statistics, which may be found in the various *Technical Readout* sourcebooks that are available both in print and electronically. Players with access to the *TechManual* and *Tactical Operations* rulebooks—both of which are part of the core *Total Warfare* line of rules—may also use the material in those sources to create their own custom units, which can in turn be converted to *Alpha Strike* play using the process presented here.

CONVERSION PROCESS

Converting a *BattleTech* unit into its *Alpha Strike* equivalent follows an eleven-step process as outlined below.

1. Determine Unit Type
2. Determine Weight/Size Class
3. Convert Movement and Movement Modes
4. Convert Armor
5. Convert Structure
6. Convert Weapons
7. Convert Heat
8. Determine Final Damage Values
9. Calculate Overheat Value ('Mechs and aerospace fighters only)
10. Convert Special Equipment to Special Abilities
11. Define Unit Role

DETERMINE UNIT TYPE

'Mechs, ProtoMechs, combat and support vehicles, aerospace units, and Mobile Structures, are all converted to *Alpha Strike* as individual *units*. Battle armor infantry units are converted in *Alpha Strike* units as groups known as squads or Points (which can vary in numbers by faction). Conventional infantry units convert to *Alpha Strike* by platoon (or platoon equivalents).

The specific unit types available in *Alpha Strike* are identified in the Alpha Strike Unit Type Table. This code, used to quickly identify the unit's overall classification, appears on the unit's *Alpha Strike* card in the Type (TP) field.

ALPHA STRIKE UNIT TYPE TABLE

Unit Type	TP Code
Ground Units	
BattleMech	BM
IndustrialMech	IM
ProtoMech	PM
Combat Vehicle	CV
Support Vehicle*	SV
Mobile Structure	MS
Battle Armor Infantry	BA
Conventional Infantry	CI
Aerospace Units	
Aerospace Fighter	AF
Conventional Fighter	CF
Small Craft	SC
DropShip (Spheroid)	DS
DropShip (Aerodyne)	DA
JumpShip	JS
WarShip	WS
Space Station	SS

*Airship, Fixed-Wing, and Satellite support vehicles are considered aerospace units, rather than ground units, but still receive a SV unit type classification

DETERMINE WEIGHT/SIZE CLASS

The Size class of an *Alpha Strike* unit helps to define its weight class in game play, which can affect the unit's line of sight, external cargo capacity, damage in physical combat, and other game play effects. When converting a unit from *BattleTech* to *Alpha Strike*, the unit's type and its weight (in tons) are the primary keys to finding its Size class, which then appears on its *Alpha Strike* stat card in the Size (SZ) field.

To determine the size class of an individual unit, cross-reference the unit's type—including its motive system, where applicable—and its mass, in tons, against the Alpha Strike Size Class Table.

For example, a BattleMech or IndustrialMech weighing 45 tons would fall under the category of "'Mechs (All Types)", with a mass that places it in the medium weight class (which runs from 40 to 59 tons). This gives the unit a size class of 2.

Exceptionally Large Units

Certain units, when operating on the ground map, will also receive the LG, VLG, or SLG special as a consequence of their oversized nature. The specific special unit ability assigned to them is indicated by an appropriate footnote on the Alpha Strike Size Class Table.

ALPHA STRIKE SIZE CLASS TABLE

Support Vehicles (all types)		
Unit Type	**Weight (Tons)**	**Size Class**
All Types	Under 5 tons	1
Airship	5-300	2
Airship	300.5-600	3*
Airship	600.5-900	4**
Airship	900.5-1,000	5†
Fixed-Wing	5-100	2
Fixed-Wing	100.5-200	3
Hover	5-50	2
Hover	50.5-100	3
Naval	5-300	2
Naval	300.5-6,000	3*
Naval	6,000.5-30,000	4**
Naval	30,000.5-100,000	5†
Rail	5-300	2
Rail	300.5-600	3
Satellite	5-100	2
Satellite	100.5-300	3
Tracked	5-100	2
Tracked	100.5-200	3
VTOL	5-30	2
VTOL	30.5-60	3
Wheeled	5-80	2
Wheeled	80.5-160	3
WiGE	5-80	2
WiGE	80.5-240	3

'Mechs (All Types), ProtoMechs, Combat Vehicles		
Unit Weight Class	**Weight (Tons)**	**Size Class**
Light	Under 40	1
Medium	40-59	2
Heavy	60-79	3
Assault	80-100	4
Superheavy	Over 100	4*

Aerospace and Conventional Fighters		
Unit Weight Class	**Weight (Tons)**	**Size Class**
Light	Under 50	1
Medium	50-74	2
Heavy	75 and over	3

Small Craft and DropShips (All types)		
Unit Weight Class	**Weight (Tons)**	**Size Class**
Small	Under 2,500	1*
Medium	2,500-9,999	2**
Large	10,000 and over	3†

JumpShips and Space Stations		
Unit Weight Class	**Weight (Tons)**	**Size Class**
Small	Under 100,000	1
Medium	100,000-299,999	2
Large	300,000 and over	3

WarShips		
Unit Weight Class	**Weight (Tons)**	**Size Class**
Small	Under 500,000	1
Medium	500,000-799,999	2
Large	800,000-1,199,999	3
Very Large	1,200,000 and over	4

Other Unit Types		
Unit Type	**Weight (Tons)**	**Size Class**
Conventional Infantry	N/A	1
Battle Armor Infantry	N/A	1
Mobile Structures	N/A	5†

*These units automatically receive the LG special unit ability when operating on the ground map

**These units automatically receive the VLG special unit ability when operating on the ground map

†These units automatically receive the SLG special unit ability when operating on the ground map

CONVERT MOVEMENT (MP) AND MOVEMENT MODES

Except as noted otherwise below, all ground units in *Alpha Strike* receive 2 inches of Move for every Walking or Cruising MP its *BattleTech* version possesses. Thus, a BGS-4T *Barghest* BattleMech, with its 4 Walking MPs, would receive an *Alpha Strike* Move of 8" (4 Walk MP x 2 inches = 8 inches), while a Pegasus scout hover tank, with its 8 Cruising MPs, would receive an *Alpha Strike* Move of 16" (8 Cruise MP x 2 inches = 16 inches).

Aerospace units (including conventional fighters, aerospace fighters, airship and fixed-wing support vehicles, DropShips, and WarShips) use Thrust Points instead of Movement Points. Like ground units, they use their cruising rate—known as their Safe Thrust value—when converting from *BattleTech* rules to *Alpha Strike*. Unlike ground units, this value is not multiplied in the conversion process, but simply translates directly to *Alpha Strike* as Thrust. Thus, a CSR-12D *Corsair* aerospace fighter, with its Safe Thrust of 8, would receive an *Alpha Strike* Move value of 8.

The numerical value for a unit's movement must be recorded on its stat card in the field labeled Move, along with the movement mode (or, in some cases, modes) it uses in game play.

Movement Modes

Most units use a movement mode defined by their unit type, which must also be recorded on their stat cards accordingly. The movement modes used in *Alpha Strike* are summarized in the Alpha Strike Movement Mode Table. For most units, the default movement mode is clearly identified on the unit's *BattleTech* stats, allowing for a single movement code. For instance, the *Barghest* described above would receive no movement code, because it is a BattleMech with no special mode of travel apart from its normal ground movement. The Pegasus scout tank, meanwhile, would receive a movement code of h, to define its movement type as that of a hovercraft.

Additional rules for handling special movement conditions and effects—including units that possess more than one movement mode, or which possess movement-altering equipment like MASC and superchargers—are discussed further below.

Jumping Movement Conversion

Many ground units possess jump jets that enable them to overcome difficult terrain without having to move around it. In the case of 'Mechs, ProtoMechs, and vehicles that have a BattleTech Jumping MP equal to their Walking or Cruising MP, this feature simply adds a jumping movement code ("j") to their Move stat. (For infantry units—including battle armor—see the Infantry Movement Conversion rules, below.

Thus, a PNT-10K *Panther*, which possesses 4 Walking MPs and 4 Jumping MPs in *BattleTech*, would convert these abilities to an *Alpha Strike* Move of 8"j (4 MPs x 2 inches = 8 inches; jumping code added because Walk and Jump are the same).

If the jumping-capable unit possesses a different Jumping MP than its Walk or Cruise MP, however, both of these movement options must appear on the unit's Move stat, separated by a slash. In this format, the non-jumping movement mode is always shown first (left of the slash), followed by the jumping mode movement on the right. This dual-movement stat applies whether or not the unit's Jumping MPs are higher or lower than its Walking MPs.

The JR7-D *Jenner*, for example, is a BattleMech that has 7 Walking MP, but only 5 Jumping MP. When converted to *Alpha Strike*, its normal ground movement translates to 14" (7 Walk x 2 inches = 14 inches), but the unit must also record that it has 10" of jumping (5 Jump MP x 2 inches = 10 inches). On the unit's stat card, this is recorded as 14"/10"j.

Infantry Movement Conversion

Even though each infantry unit represents a group of soldiers in personal armor, weapons, and motive equipment, these troops never mix armor and motive equipment of different capabilities at the unit level, for the sake of tactical cohesion and ease of operation. Thus, when finding an infantry unit's movement rate, everyone within the unit is treated as if he has been equipped with the same make and model of armor, mounts, and so forth.

Instead of using a base Walk or Cruise MP, infantry units use the fastest of their available ground-based, jumping, or airborne (VTOL) movement rates to find their *Alpha Strike* Move values. Unlike other jump-capable units, infantry units do not identify separate Move values for ground and jumping movement. Note that, for infantry, any unit that possesses a ground movement mode other than motorized, mechanized, VTOL, or jumping, will be considered a foot unit—even if the unit is battle armored.

MOVEMENT MODE TABLE

Movement Type	Movement Code
'Mechs, ProtoMechs, Battle Armor	
Ground	None
Jumping	j
UMU	s
QuadVee (Tracked)	qt
QuadVee (Wheeled)	qw
Vehicles (Combat and Support)	
Airship	i
Fixed-Wing	a
Hover	h
Naval (Surface)	n
Naval (Submersible)	s
Rail	r
Satellite	k
Tracked	t
VTOL	v
Wheeled	w
Wheeled (bicycle)	w(b)
Wheeled (monocycle)	w(m)
Wing-in-Ground Effect	g
Aerospace Units	
Fighters (All)	a
Small Craft (Aerodyne)	a
Small Craft (Spheroid)	p
DropShips (Aerodyne)	a
DropShips (Spheroid)	p
JumpShips	k
Space Stations	k
WarShips	None
Conventional Infantry	
Foot	f
Jump	j
Motorized	m
Mechanized (Hover)	h
Mechanized (Wheeled)	w
Mechanized (Tracked)	t
Mechanized (VTOL)	v

For instance, a squad of Kobold battle armor troops has a *BattleTech* ground MP of 1, and a Jumping MP of 3. When converted to *Alpha Strike*, this translates to 6 inches of jumping Move (6"j), because the unit's Jump MP was the higher of its movement values.

Movement-Inhibiting Equipment: If the battle armor suit is equipped with a detachable weapon pack (DWP) or detachable missile pack, ignore this item's impact on the battlesuit's movement when determining the unit's fastest movement mode. Thus, a Nephilim assault battle armor squad in "capture team" configuration would still convert its *BattleTech* ground movement rate of 2 MP to 4 inches of *Alpha Strike* Move, even though the DWP-mounted 'Mech Tasers its suits carry would ordinarily reduce it to only half of this speed.

Underwater Maneuvering Systems: If the infantry unit is capable of submersible movement—either because it is a battle armor unit with UMU systems, or because it is a convention infantry unit equipped for SCUBA or Frogmen operations—it must list both its best non-aquatic movement rate and its water-based movement rate, separated by a slash. Ground-based units with an extra underwater movement capability normally refer to this as UMU movement in *BattleTech* play, and this movement converts to *Alpha Strike* at the same 2 inches per 1 MP rate as other *BattleTech* movement modes.

Any infantry unit that possesses underwater maneuvering equipment also receives the UMU special ability automatically.

For instance, a conventional blue water marine response team unit has 1 ground MP and 2 UMU MP under *BattleTech* rules. When converted to *Alpha Strike*, this unit receives a Move of 2"f/4"s. Likewise, a Point of Sea Fox amphibious armor—3 ground MP and 3 UMU MP in *BattleTech*—will receive an *Alpha Strike* Move of 6"f/6"s.

Reverse engineered for its unusual environment, this Dervish *can easily gain the upper hand on opponents ill-prepared for underwater combat.*

MASC and Superchargers

Units equipped with Myomer Acceleration Signaling Circuitry (MASC) or engine superchargers, will receive an additional boost in *Alpha Strike* to account for the use of this equipment.

If a unit has one of these two systems, multiply its ground-based Move value by 1.25 and round normally to the nearest whole number. If it has both systems, multiply its MP by 1.5 and round normally to the nearest whole number.

Jumping Movement: Neither MASC nor superchargers will modify a unit's jumping movement values.

VTOL Movement: MASC and superchargers also have no effect on a unit's VTOL movement value (if any), but a VTOL vehicle equipped with a VTOL Jet Booster treats this item as a supercharger, and thus multiplies its *Alpha Strike* Move by 1.25, rounding normally.

Naval and Underwater Movement: MASC and superchargers have no effect on UMU equipment, and will not modify a unit's submersible movement rate unless the unit is specifically built as a surface naval or submarine naval vehicle. In the case of such naval vehicles (including combat and support vehicle classes), the unit's water-based movement rates will only benefit from an engine supercharger. Naval vehicles with a supercharger receive the standard 1.25 Move multiplier, rounded normally.

Mobile Structures

Mobile Structures always use their maximum MP value to find their *Alpha Strike* Move rate. As with all other unit types, each Mobile Structure MP is equal to 2 inches of Move in *Alpha Strike*. Unlike most *BattleTech* units, Mobile Structures commonly possess fractional MPs. To reflect this, do not round the Move values that result when converting a Mobile Structure to *Alpha Strike* rules.

For movement codes, ground-based Mobile Structures always use the Tracked movement mode (t), while airborne Mobile Structures always use VTOL movement (v). Water-based Mobile Structures will use either the surface naval movement code (n), or the submersible movement code (s), depending on their abilities.

Permanent Movement Penalties

If a unit has an MP penalty (such as from carrying hardened or modular armor types, or a BattleMech shield), use its modified Walking or Cruising MP when converting to *Alpha Strike*. Remember that this MP penalty is applied before the unit's movement rate is converted, but after other movement-improving modifiers for MASC, engine superchargers, and VTOL jet boosters. For easy reference, this movement-reducing equipment is defined below.

Hardened Armor: Hardened Armor reduces a unit's *BattleTech* ground MP by 1. This is after adjusting movement for MASC, superchargers, and the like.

BattleMech Shields: 'Mechs that carry a Large or Medium BattleMech shield reduce their *BattleTech* ground MPs by 1. This is after adjusting movement for MASC, superchargers, and the like.

For example, the SGS-TH-002 *Sasquatch* would ordinarily receive a Walking MP of 5, based on its weight and engine size, but its Large Shield reduces its Walking MP to 4. Thus, when converted to *Alpha Strike,* this unit will receive only 8 inches of Move (4 MP x 2 inches = 8 inches).

Station-Keeping Drives

In *BattleTech* play, units with station-keeping drives receive 0.2 Thrust for every 0.10 G their engines can generate. As with all aerospace units, this translates to an equal number of *Alpha Strike* Move points, with no rounding applied.

Regardless of the Move value, a unit with station-keeping engines receives the station-keeping movement code (k).

Underwater Maneuvering Units (UMU)

Like infantry, ground-based units outfitted with underwater maneuvering (UMU) equipment must display both their ground-based movement mode and their underwater (submersible) movement mode together on the unit's stat card, with the two values, separated by a slash. The Move value left of the slash will indicate the unit's primary ground movement type, and receives an appropriate movement code for the unit type. The value to the right of the slash indicates the unit's underwater movement, and is always noted with a submersible movement code (s). A ground unit that also features underwater maneuvering equipment also receives the UMU special.

For example, the AQS-3 *Aquagladius* is a BattleMech that features 6 Walking MPs for its ground movement, no jump jets, and 5 UMU MPs. When translated to *Alpha Strike*, both of these movement modes must be featured, and both convert with the same 2 inch to 1 MP ratio as all other non-aerospace units. This gives the *Aquagladius* an *Alpha Strike* Move value of 12"/10"s.

CONVERTING ARMOR

A unit's *Alpha Strike* armor value is determined based on the total number of armor points it possesses. This figure is identified in the *Technical Readout* entries for most *BattleTech* units as an "Armor Factor"—which merely is the sum of all armor values found on the unit's various hit locations. For units that lack an armor factor entry, players will need to compute it manually, by adding together the values for each of the unit's *BattleTech* armor locations.

Remember that a unit's armor values must not be confused with its internal structure values, as these represent the unit's "skeleton".

Determining Base Armor Factors

For all non-infantry units, the armor factor used in the *Alpha Strike* conversion process must be that of a single unit (e.g. one 'Mech, ProtoMech, vehicle, fighter, or spacecraft). For example, an upgraded Condor hover tank—which features 31 armor points on its front facing, 21 on its left and right side facings, 14 on its rear facing, and 20 on its turret in *BattleTech* play—would have an armor factor of 107 (the total of all five locations together).

For battle armor infantry units, the armor factor used in the conversion process is equal to total of all armor values for all of the troopers who make up the battle armor squad or Point (but not counting the "+1" indicated on the suit's stats for the troopers inside). For example, a four-man squad of Void battle armor—which each have a *BattleTech* armor value of "5 + 1"—would have an armor factor of 20 (4 troopers x 5 armor per trooper = 20).

For conventional infantry units, the base armor factor can vary with the unit's motive type and personal armor. As a result, the armor conversion process for such units is covered later.

Special Case Modifications: Some special unit and armor types may further modify a unit's *BattleTech* armor factor before it can be converted properly to its *Alpha Strike* armor value. Be sure to review the following additional rules in this part of the conversion process to account for these variables.

Converting Base Armor Factors to Alpha Strike Armor

The following process converts the *BattleTech* armor factors calculated above to *Alpha Strike* armor values for all unit types except for conventional infantry, and units that use capital armor. For conventional infantry and capital armor units, consult the special case rules below.

To find a unit's *Alpha Strike* armor value, divide its *BattleTech* armor factor by 30, and round the result normally. In the case of the examples given above, the upgraded Condor tank would thus have an *Alpha Strike* armor value of 4 (107 armor factor ÷ 30 = 3.57, round normally to 4), while the Void battle armor squad would have an *Alpha Strike* armor value of 1 (20 armor factor ÷ 30 = 0.67, rounded normally to 1).

Some special unit and armor types may modify a unit's *Alpha Strike* armor value further, as described below, but once the final armor value is determined, it is tracked on the unit's card with an equal number of white bubbles (located on the unit cards beside the letter "A:", for Armor). A unit that possesses 4 points of *Alpha Strike* armor would thus show 4 white bubbles.

Aerospace Armor Thresholds

In addition to receiving an *Alpha Strike* armor value, aerospace units—including fighters, Small Craft, DropShips, JumpShips, space stations, and WarShips—also receive a special value called the unit's Threshold. This Threshold value equals the unit's *Alpha Strike* armor value, divided by 3, and then divided by the number of firing arcs (1 for aerospace, 4 for others), rounding up.

For example, a *Rusalka* aerospace fighter, with an *Alpha Strike* armor value of 7, would receive a Threshold of 3 (7 ÷ 3 ÷ 1 = 2.33, round up to 3). Meanwhile, a *Merlin*-class DropShip, which possesses an *Alpha Strike* armor value of 29, would receive a Threshold of 3 as a result (29 ÷ 3 ÷ 4 = 2.42, round up to 3).

Capital Armor Conversion

Units that use capital-scale armor in their *BattleTech* stats include JumpShips, space stations, and WarShips. These special units disregard the normal armor conversion rules, and instead take the unit's capital armor factor—the sum of the capital-scale armor points found on all facings—and multiply the result by 0.33, rounding normally. This value becomes the unit's final *Alpha Strike* armor value.

Thus, an *Agamemnon*-class heavy cruiser—which has 57 capital armor on its nose, 55 capital armor on each fore-side facing, 52 capital armor on each aft-side facing, and 53 capital armor on its aft facing—would have a capital armor factor of 324 points in *BattleTech*. This would convert to 107 *Alpha Strike* armor points (324 x 0.33 = 106.92, rounding normally to 107).

Note that an aerospace unit that uses capital armor remains subject to aerospace armor threshold rules. Thus, in the case of the *Agamemnon* example, the cruiser would also receive a Threshold value of 36 (107 ÷ 3 = 35.67, round up to 36).

Conventional Infantry Conversion

Because most infantry is not armored in the same manner as the heavier combat units in *BattleTech* play, they do not have an "armor factor" per se. Instead, the *Alpha Strike* armor value of a conventional unit is based mainly on the number of troopers within the unit, modified further if these troops are beast-mounted (riding on animal mounts), mechanized (riding on semi-portable, but highly mobile vehicles), or carrying heavier than normal personal armor. The following rules reflect the impact of these special conditions on the unit's armor conversion.

To reflect the extra damage-absorbing effects of better personal armors or the presence of beast-mounts, most conventional infantry units in *BattleTech* game play feature a "Damage Divisor" value. Most beast-mounted infantry units, or other conventional infantry unit types where the troopers have been outfitted with superior armor, tend to possess a damage divisor greater than 1, representing increased resilience against damage. But some infantry units may have damage divisors less than 1.

If no damage divisor is given in the *BattleTech* stats for an infantry unit's stats, presume that the unit has a damage divisor of 1. If the unit is mechanized—meaning that it is not a beast-mounted infantry unit, and it features one of the following vehicle movement codes of h, n, s, t, w, or v—it must multiply its damage divisor by 2. This means that a mechanized infantry unit that otherwise possesses no special armor or beast mounts will have an damage divisor of 0.5, while the same type of infantry unit, equipped with a base damage divisor of 2, would have a modified damage divisor of 1 (2 ÷ 2 = 1).

Once the unit's final damage divisor is known, divide the number 15 by that damage divisor value. Then divide the total number of troops in the platoon by that number, and round the result normally. This is the unit's *Alpha Strike* armor value.

For example, a standard, 28-man foot infantry unit, with a default damage divisor of 1, will find itself with an Alpha Strike armor value of 2 (15 ÷ 1 [Damage Divisor] = 15; 28 [Troops] ÷ 15 = 1.87, round normally to 2). If another infantry platoon of similar size, but beast-mounted and possessing a damage divisor of 2, were converted to *Alpha Strike*, its armor value would be 4 (15 ÷ 2 [Damage Divisor] = 7.5; 28 [Troops] ÷ 7.5 = 3.73, round normally to 4). If yet another infantry platoon—this one a mechanized (hover) unit, but sporting a damage divisor of 3—were converted to *Alpha Strike*, that unit would receive an armor value of 3 (3 [Damage Divisor] ÷ 2 [Mechanized] = 1.5; 15 ÷ 1.5 [Modified Divisor] = 10; 28 [Troops] ÷ 10 = 2.8; round normally to 3).

Special Armor Types

Not all armor types are equal. Although most non-infantry units are assumed to mount standard, military-grade armors, some units—mostly IndustrialMechs and support vehicles—are known to make use of weaker protection, either identified specifically as "Commercial Armor", or by a Barrier Armor Rating (BAR) less than 10. Likewise, some more cutting-edge units may sport advanced or specialty armors that offer improved benefits over the standard. These various armor types (and BAR values) are noted clearly on the unit's *Technical Readout* entries when they apply.

The following rules address the use of special armor types as they affect the armor conversion process. These rules are designed to work directly with the standard rules (see *Converting Base Armor Factors to Alpha Strike Armor*, p. 95), unless noted otherwise.

Conventional infantry units do not apply any modifiers for the use of the armor types described here; instead they use their own armor conversion method, as discussed at left.

Anti-Penetrative Ablation Armor: If a unit features anti-penetrative ablation armor, do not modify its *BattleTech* armor factor before converting it to its *Alpha Strike* armor value. The unit also receives the Anti-Penetrative Armor (ABA) special ability, as long as all of its armor is of this type.

Ballistic-Reinforced Armor: If a unit features ballistic-reinforced armor, do not modify its *BattleTech* armor factor before converting it to its *Alpha Strike* armor value. The unit also receives the Ballistic-Reinforced Armor (BRA) special ability, as long as all of its armor is of this type.

BAR 1-9 Armor: If a unit features armor that has a Barrier Armor Rating of less than 10 (other than Commercial armor, which is already covered below), multiply the unit's *BattleTech* armor factor by one-tenth of its BAR value. For example, a unit with armor that has a BAR value of 7 would multiply its *BattleTech* armor factor by 0.7 (BAR 7 ÷ 10 = 0.7). Round this modified armor factor normally before converting it to its *Alpha Strike* armor value.

Units with a BAR of less than 10 automatically receive the BAR special in *Alpha Strike* play if all of their armor has a BAR value below 10.

Commercial Armor: If a unit carries Commercial Armor, divide its *BattleTech* armor factor by 2 and round normally before converting it to its *Alpha Strike* armor value, to reflect the fact that this armor type has an effective BAR of 5 (as above). In addition, like other units with BAR values below 10, this unit receives the BAR special if all of its armor is Commercial (or otherwise has a BAR value less than 10).

Ferro-Lamellor Armor: If a unit features ferro-lamellor armor, multiply its *BattleTech* armor factor by 1.20, and round up before converting it to its *Alpha Strike* armor value. In addition to this, as long as all of the unit's armor is ferro-lamellor, it will receive the Critical-Resistant (CR) special ability.

Hardened Armor: If a unit features hardened armor, multiply its *BattleTech* armor factor by 2 before converting it to its *Alpha Strike* armor value. In addition to this, as long as all of the unit's armor is hardened, it will receive the Critical-Resistant (CR) special ability.

Heat-Dissipating Armor: If a unit features heat-dissipating armor, do not modify its *BattleTech* armor factor before converting it to its *Alpha Strike* armor value. The unit also receives the Fire Resistant (FR) special ability, as long as all of its armor is of this type.

Impact-Resistant Armor: If a unit features impact-resistant armor, do not modify its *BattleTech* armor factor before converting it to its *Alpha Strike* armor value. The unit also receives the Impact-Resistant Armor (IRA) special ability, as long as all of its armor is of this type.

Modular Armor: If a unit features modular armor, each ton of modular armor mounted on it adds 10 more points to the unit's *BattleTech* armor factor before converting it to *Alpha Strike* armor.

Reflective Armor: If a unit features reflective armor, multiply its *BattleTech* armor factor by 0.75, and round up before converting it to its *Alpha Strike* armor value. In addition to this, the unit receives the Reflective Armor (RFA) special ability, as long as all of its armor is reflective.

Reactive Armor: If a unit features reactive armor, multiply its *BattleTech* armor factor by 0.75, and round up before converting it to its *Alpha Strike* armor value. In addition to this, the unit receives the Reactive Armor (RCA) special ability, as long as all of its armor is reactive.

Patchwork Armor: Patchwork armor is a rare oddity in which the unit features multiple different armor types. To find the *BattleTech* armor factor, it is necessary to group like armor types together and apply their appropriate multipliers (if any) before finding the final sum. For example, a 'Mech unit which features hardened armor over its torso, but reflective armor on its arms, and standard armor on its legs and head, would double the armor point value of its torso (to account for the hardened armor), and multiple the total number of armor points on its arms by 0.75 (to account for the reflective armor). These values would then be added together with the total number of standard (and thus unmodified) armor points covering the unit's head and legs, for a final armor value that only then may be converted to *Alpha Strike*.

Patchwork armor provides none of the special abilities described for other special armor types above, even when it includes them in the mix.

Mobile Structures

In *BattleTech* game play, Mobile Structures are treated as large, moving buildings, made up of conjoined hexagonal sections equal in size to the hexes used in the game's standard mapsheets. But in *Alpha Strike*, each of these hexes translates into three-dimensional segments up to 2 inches wide by 2 inches long, and standing as high as the Mobile Structure's miniature stands above the terrain. When converting such units to *Alpha Strike*, the armor assigned to each of the unit's *BattleTech* structure hexes becomes the base armor factor for a corresponding cubic section of its *Alpha Strike* miniature equivalent.

This armor factor is then translated to *Alpha Strike* armor points on a per-section basis (e.g. a 3-hex *BattleTech* Mobile Structure would translate the armor for each of its 3 hexes to 3 cubic sections of roughly equal size and position on the *Alpha Strike* miniature that represents it).

CONVERTING STRUCTURE

Calculating a unit's *Alpha Strike* structure value depends mainly on the unit's type. The following paragraphs describe the process for each. The structure value for each unit, once determined, is represented by gray bubbles on the unit's stat card, next to the letter "S:" (for "Structure").

'Mech Units

The *Alpha Strike* Structure value of a 'Mech is based on the 'Mech's weight (in tons), as well as the type of engine it uses. Because larger engines make a 'Mech more vulnerable to critical damage and destruction, 'Mechs carrying such engines will receive a lower Structure value than other 'Mechs.

To find a 'Mech's Structure value in *Alpha Strike*, consult the 'Mech Unit Structure Conversion Table, and cross reference the unit's weight (in tons) with the type and technology base of the engine it uses. For example, a 45-ton BattleMech that uses an Inner Sphere-made light fusion engine would receive an *Alpha Strike* Structure value of 2.

ProtoMechs

Like infantry, ProtoMechs have a fixed Structure value in *Alpha Strike*, regardless of the unit's weight. This Structure value is 1 point. Note that under this conversion system, ProtoMechs are now treated individually, rather than as part of a five-unit Point.

'MECH STRUCTURE CONVERSION TABLE

	Standard 'Mech Weight (in tons)																		
Engine Type	**10**	**15**	**20**	**25**	**30**	**35**	**40**	**45**	**50**	**55**	**60**	**65**	**70**	**75**	**80**	**85**	**90**	**95**	**100**
Technology Base: Inner Sphere																			
Compact Engine	1	2	2	3	3	4	4	5	5	6	7	7	7	8	8	9	10	10	10
Standard Fusion*	1	1	2	2	3	3	3	4	4	5	5	5	6	6	6	7	7	8	8
Large Fusion**	1	1	1	2	2	2	2	3	3	4	4	4	4	5	5	5	6	6	6
Light Fusion	1	1	1	1	2	2	2	2	3	3	3	4	4	4	4	5	5	5	5
XL Fusion+	1	1	1	1	1	2	2	2	2	3	3	3	3	3	4	4	4	4	4
Large XL Fusion	1	1	1	1	1	1	2	2	2	2	3	3	3	3	3	3	4	4	4
XXL Fusion	1	1	1	1	1	1	1	1	2	2	2	2	2	2	3	3	3	3	3
Large XXL Fusion	1	1	1	1	1	1	1	1	1	2	2	2	2	2	2	2	3	3	3
Technology Base: Clan																			
Standard Fusion*	1	1	2	2	3	3	3	4	4	5	5	5	6	6	6	7	7	8	8
XL Fusion	1	1	1	1	2	2	2	2	3	3	3	4	4	4	4	5	5	5	5
Large XL Fusion	1	1	1	1	1	2	2	2	2	3	3	3	3	3	4	4	4	4	4
XXL Fusion	1	1	1	1	1	1	2	2	2	2	3	3	3	3	3	3	4	4	4
Large XXL Fusion	1	1	1	1	1	1	1	2	2	2	2	2	2	3	3	3	3	3	3

	Superheavy 'Mech Weight (in tons)																		
Engine Type	**105**	**110**	**115**	**120**	**125**	**130**	**135**	**140**	**145**	**150**	**155**	**160**	**165**	**170**	**175**	**180**	**185**	**190**	**195**	**200**
Technology Base: Inner Sphere																				
Compact Engine	11	11	12	12	13	13	14	14	15	15	16	16	17	17	18	18	19	19	20	20
Standard Fusion*	8	8	9	9	10	10	10	11	11	11	12	12	13	13	13	14	14	14	15	15
Large Fusion**	6	7	7	7	8	8	8	8	9	9	9	10	10	10	11	11	11	11	12	12
Light Fusion	5	6	6	6	6	7	7	7	7	8	8	8	8	9	9	9	9	10	10	10
XL Fusion†	5	5	5	5	5	6	6	6	6	6	7	7	7	7	8	8	8	8	8	9
Large XL Fusion	4	4	4	5	5	5	5	5	6	6	6	6	6	6	7	7	7	7	7	8
XXL Fusion	3	3	4	4	4	4	4	4	4	5	5	5	5	5	5	5	6	6	6	6
Large XXL Fusion	3	3	3	3	3	4	4	4	4	4	4	4	5	5	5	5	5	5	5	5
Technology Base: Clan																				
Standard Fusion*	8	8	9	9	10	10	10	11	11	11	12	12	13	13	13	14	14	14	15	15
XL Fusion	5	6	6	6	6	7	7	7	7	8	8	8	8	9	9	9	9	10	10	10
Large XL Fusion	5	5	5	5	5	6	6	6	6	6	7	7	7	7	8	8	8	8	8	9
XXL Fusion	4	4	4	5	5	5	5	5	6	6	6	6	6	6	7	7	7	7	7	8
Large XXL Fusion	4	4	4	4	4	4	5	5	5	5	5	5	6	6	6	6	6	6	7	7

*Also Includes: Combat Vehicle Fission, Combat Vehicle Fuel Cell, and ICE engines. **Also Includes: Large ICE engine types †Also Includes: Large Light Fusion engine types

Combat Vehicles

Under *BattleTech* construction rules, all combat vehicles—regardless of their motive type—receive 1 point of internal structure (per hit location) for every 10 tons of vehicle weight (rounded up). This means that a 70-ton Manteuffel attack tank, for example, would receive 7 points of internal structure to its front, sides, rear, and turret hit locations—for a total of 35 points of internal structure.

To find the *Alpha Strike* Structure value for a combat vehicle, divide the sum of the unit's internal structure by 10, and round the result up to the nearest whole number. Thus, the aforementioned Manteuffel attack tank would receive an *Alpha Strike* Structure value of 4 points (35 points ÷ 10 = 3.5, round up to 4).

Aerospace Units

For aerospace and conventional fighters, airship support vehicles, fixed-wing support vehicles, Small Craft, and DropShips, the aerospace unit's structure value is equal to one half of its Structural Integrity (SI) value, rounded up to the nearest whole number. Thus, a *Chaeronea* aerospace fighter, which has a *BattleTech* SI value of 11, would receive 6 Structure points in *Alpha Strike* (11 ÷ 2 = 5.5, round up to 6).

JumpShips, Satellites and Space Stations: If the aerospace unit is a JumpShip, satellite support vehicle, or a space station, it receives a Structure value of 1.

WarShips: The Structure value of a WarShip is equal to its *BattleTech* Structural Integrity (SI) value. Thus, a *Mjolnir*-class battlecruiser, with its Structural Integrity of 140 in *BattleTech*, also receives an *Alpha Strike* Structure value of 140.

Infantry Units

The *Alpha Strike* Structure values for infantry units are the same regardless of the design, weight, or troop numbers assigned to the unit. For battle armor units, the *Alpha Strike* Structure value is 2, while conventional infantry units receive a Structure value of 1.

Support Vehicles

The *Alpha Strike* Structure value for a support vehicle depends on its motive type and may be influenced further by its weight.

Airship, Fixed-Wing and Satellite Units: These support vehicles use Structural Integrity, which convert to *Alpha Strike* Structure values using the rules for *Aerospace Units,* below.

Hover, Tracked, VTOL, Wheeled, and WiGE Units: For support vehicles using hover, tracked, VTOL, wheeled, or WiGE motive systems, find the sum of the unit's internal structure values with the same method used for combat vehicles (1 point per location for every 10 tons of unit weight, rounded up). Divide this sum by 10, and round the result up to its nearest whole number to determine the unit's *Alpha Strike* Structure value.

Rail Units: For support vehicles that use the rail motive system, find the sum of the unit's internal structure values with the same method used for combat vehicles (1 point per location for every 10 tons of unit weight, rounded up). Divide this sum by 10 if the unit's total weight is 300 tons or less, and round the result up to its nearest whole number to determine the unit's *Alpha Strike* Structure value.

If the rail unit's total weight is more than 300 tons, divide its total internal structure by 15, and round the result up for its final *Alpha Strike* Structure value.

Naval Units: For support vehicles with a naval (or submersible) motive system, the same process outlined for rail units above applies, with the sum of the unit's total internal structure divided by a value based on the unit's total weight (in tons), and rounding up:

For naval vessels 300 tons and under, the *Alpha Strike* Structure is equal to the sum of its internal structure points, divided by 10.

For naval units weighing 300.5 to 500 tons, divide the internal structure points by 15.

For naval units 500.5 to 6,000 tons in weight, divide by 20.

For naval units weighing 6,000.5 to 12,000 tons, divide by 25.

For naval units weighing 12,000.5 to 30,000 tons, divide by 30.

For naval units weighing more than 30,000 tons, divide the total number of internal structure points by 35.

Mobile Structures

For Mobile Structures, the *Alpha Strike* Structure value of the unit is equal to its BattleTech construction factor (CF) value, divided by 30. Round this figure up to the nearest whole number. Like armor, the Structure value for a Mobile Structure applies on a per-section basis, rather than across the entire unit.

Special Structure Types

Some units—typically 'Mechs—may feature specialty structure types that further modify their *Alpha Strike* Structure values. These special structure types are defined below.

Composite Internal Structure: Composite internal structure is less durable than most other 'Mech internal structures. When determining the *Alpha Strike* Structure value of a unit that uses this type of internal structure, multiply the final value by 0.5 and round the result up to the nearest whole number.

Reinforced Internal Structure: Reinforced internal structure is much more resilient than other structure types. When determine the *Alpha Strike* Structure value of a unit using this type of internal structure, multiply the final value by 2.

CONVERTING WEAPONS

The following rules cover the conversion of a unit's weaponry for *Alpha Strike* play. Many of the weapons and other components used in standard *BattleTech* have varied battlefield effects. Because *Alpha Strike* tries to account for these effects even under its simplified rules, the damage conversion process can get complicated. For this reason, players should familiarize themselves thoroughly with the conversion rules presented below—and all of the additional conditions that may apply to the unit they are converting—before simply diving into this process.

General Conversion Rules

Under *Alpha Strike*, a unit's standard attack value comes from the combination of most—if not, all—of its weaponry. While some special attacks, such as those made using artillery and melee weapons, are covered under the rules determining which special unit abilities apply, the rest fall under the rules presented here.

All of a unit's weaponry may be found within its *Technical Readout* entry under the Weapons and Equipment heading. This part of the entry will not only list the number and types of weapons a unit carries, but also each weapon's location on the unit's chassis, and the weapons' ammunition (if any). Weapon- or unit-enhancement equipment (such as Artemis fire control systems and triple-strength myomer), will also appear on this part of the unit's entry.

At the most basic level, determining the attack value an *Alpha Strike* unit has at each range bracket is a simple matter of combining all of the appropriate *Alpha Strike*-converted damage values for the weapons shown in its *Technical Readout* entry. If the sum is greater than 0 at any Range bracket, but less than 0.5, the unit receives a damage notation of 0* for that bracket, as per the Minimal Damage rule (see p. 18). Otherwise, round all damage values up to the nearest whole number.

Adjustment for Heat: For 'Mech and fighter units, the damage values determined here may need to be adjusted for heat management. These rules are covered in *Converting Heat* (see pp. 115-116).

General Firing Arc Restrictions

Unless noted otherwise (per the rules described below), all of the weapons and equipment counted toward a unit's *Alpha Strike* attack values are those designed to fire into its forward arc, plus any turrets mounted on the unit.

For 'Mech and ProtoMech units, all weaponry not specifically noted as having a rear facing (signified by an "(R)" in its location) is considered to have a forward firing position. If, however, the unit can deliver more damage to its rear arc than its front, use the rear arc weapons *instead* of the forward-firing weapons when finding its base attack values.

For vehicle units, all weaponry mounted in the unit's front and side locations, plus the vehicle's turret—including any pintle-mounted or sponson-turret weapons—are counted as forward firing weapons, and added to the unit's base attack values.

For aerospace and conventional fighter units, all weaponry mounted in the unit's nose and wing locations (again, when not specifically identified as rear-firing) are counted toward the unit's base attack values. Bombs are not counted toward these damage values.

For infantry units—both conventional and battle armored—all weapons are presumed to have a forward facing.

For all other unit types—specifically, aerospace Small Craft, DropShips, JumpShips, WarShips, mobile structures, and even Large, Very Large, and Super-Large support vehicles, multiple firing arcs must be computed instead. These exceptions are described in further detail below.

Rear Weapons: Note that 'Mechs, ProtoMechs, and fighter units equipped with rear-mounted weapons may receive a special unit ability to reflect this feature. The rules for this ability will be covered under *Special Unit Abilities* (see pp. 116-133).

Turrets: If a unit possesses turret-mounted weapons (not counting sponson turrets or pintles) all of the weapons mounted in the turret must be added together to find the turret's own attack value (per the Turret (TUR) special ability see p. 133). Bear in mind that any turret-mounted weapons that also have their own special abilities (such as AC, FLK, IF, LRM, and so forth) will also need to be assessed to the turret as well.

Particularly large units—such as mobile structures and large-size support vehicles—may possess multiple turrets. The rules for converting attack values for those units are explained under their specific headings.

> *For example, the stats given for the* Mad Cat Mk II *(a Clan BattleMech found in* Technical Readout: 3067*) shows that the 'Mech carries 2 Gauss rifles, 4 ER medium lasers, and 2 LRM 10 launchers (which are not augmented by Artemis fire control systems). All of this firepower is of Clan technology, so the Clan standard weapons table is used, where it is revealed that the Short range damage value for each Gauss rifle is 1.245 points, while each ER medium laser delivers 0.7 points at Short range, and each LRM 10 launcher delivers 0.6 points at the same bracket. Combined, this means the* Mad Cat Mk II*'s Short range value would be 6 points ([1.245 x 2 Gauss rifles] + [0.7 x 4 ER medium lasers] + [0.6 x 2 LRM 10s] = 6.49, rounded normally to 6.)*
>
> *At Medium range, the* Mad Cat Mk II*'s Gauss rifles deliver 1.5* Alpha Strike *damage points each, while the ER medium lasers still deliver 0.7 apiece and the LRM 10s each still deliver 0.6. Combined, this yields a medium range attack value of 7 ([1.5 x 2 Gauss rifles] + [0.7 x 4 ER medium lasers] + [0.6 x 2 LRM 10s] = 7).*
>
> *Finally, at Long range, the Clan Gauss rifles continue to deliver 1.5 points per weapon, but the ER medium lasers deliver nothing as they are now out of range. The LRM 10s aren't, however, and continue to produce 0.6 damage each at this bracket. This yields a Long range value of 4 ([1.5 x 2 Gauss rifles] + [0.6 x 2 LRM 10s] = 4.2, round normally to 4).*
>
> *Before adjusting for any other factors—such as the* Mad Cat Mk II*'s heat management capabilities—this gives the 'Mech an* Alpha Strike *damage value of 6/7/4.*

Alpha Strike Weapon Conversion Tables

The Alpha Strike Weapons Conversion Tables provided in this chapter list all of the weapons and equipment that can deliver damage in combat to the appropriate Short, Medium, Long, and Extreme range brackets. These tables also provide information on how much heat these weapon systems will generate (for use with the *Converting Heat* rules, see pp. 115-116), whether they are compatible with a targeting computer (for damage modification purposes), and what damage-delivering special unit abilities may apply when mounted (see *Special Unit Ability Damage Values*, p. 116).

When converting units from *BattleTech Technical Readouts*, particular attention should be paid to the Technology Base and unit types being converted, so the proper tables are used in the process. Units built using a Clan technology base must always use the tables for Clan weapons. Units built using an Inner Sphere (or Primitive) technology base must always use the appropriate tables for Inner Sphere weapons. If a unit is built using "Mixed" technology bases, the unit's core tech base will be identified as either Inner Sphere or Clan, and items from the other tech base will be identified by a letter code of C for Clans, or IS for Inner Sphere.

The artillery and capital weapon tables are a special exception, as they feature a smaller selection of weapons, many of which are identical across tech bases. For units that possess such weapons, these tables are used regardless of the unit's design base, with any tech-restricted items clearly marked for the appropriate base.

These tables provide "raw" damage values at each weapon range, which may be affected by other equipment featured on the unit in question—such as targeting computers and reduced ammunition loads. Other factors, like the unit's heat management, may further impact its damage values accordingly. The variations that apply to the *Alpha* Strike conversion process will be explained further below.

Special Notes: The weapon conversion tables presented in this chapter also include helpful notes that indicate when the weapon's presence may qualify for a special unit ability. For example, a unit that mounts a flamer will find that it may qualify for the Heat (HT#/#/#) special ability. The full details of whether and how a special unit ability applies will be found under that ability's description, later in this section.

Ammunition

The damage value for any ballistic or missile weapon that does not have at least 10 shots assigned to it must be multiplied by 0.75, with the following additional conditions.

Ultra Autocannons: If the weapon is an Ultra autocannon, the 0.75 multiplier applies if the weapon carries less than 20 shots.

Rotary Autocannons: If the weapon is a Rotary autocannon, the 0.75 multiplier applies if the weapon has less than 60 shots.

Multi-Missile Launchers (MMLs): For multi-missile launchers (MMLs), use the average value for the weapon's ammunition (add together both ammo counts, divide by 2, and round down), to determine how many shots the weapon has available.

Rocket Launchers: Do not modify the damage for rocket launchers (their one-shot nature is already accounted for in the conversion tables).

Other One-Shot Missile Weapons: Any missile launchers described as "One-Shot" (OS) must multiply their damage value by 0.1.

Battle Armor Weapons: For battle armor units, the 0.75 multiplier applies only to missile launchers, not ballistic or energy weapons of any type.

Artillery Weapons

When adding up the attack values for a unit's weaponry, artillery weapons are treated as a special unit ability, and thus do not add their damage values to the unit's standard attacks. The only notable exception to this is when an aerospace unit mounts an artillery cannon (Thumper Cannon, Sniper Cannon, or Long Tom Cannon), as these weapons function more like giant autocannons in air-to-air combat.

A Rifleman *outmaneuvers a* Tempest *and is rewarded with an easy target.*

Physical Combat Weapons

A number of 'Mech units feature equipment that can be used in physical combat, such as swords, hatchets, lances, and even industrial equipment like chainsaws and pile drivers. The damage delivered by these weapons is not factored into a unit's attack values, however, but instead is treated as part of the Melee (MEL) special unit ability. To find the list of which weapons fall into this category, consult that ability's description on p. 127.

Targeting Computers

Any unit that includes a targeting computer in its stats will automatically affect that damage values for all weapons linked to those targeting computers. The weapons linked to a targeting computer are all of those the unit carries which are targeting computer-compatible (noted by a "Y" under the TC column header).

If a unit possesses a targeting computer, multiply the damage value for all weapons that are compatible with it by 1.10.

Missile Launchers (LRMs, SRMs, MMLs, and MRMs)

In the standard conversion tables, players will find that several missile weapon types possess more than one damage value at each range bracket. This reflects the weapons' damage when augmented by special fire control equipment known as Artemis (for LRM, SRM, and MML launchers) or Apollo (MRM launchers). On a unit's *Technical Readout*, such fire control systems will appear either as part of the weapon's nomenclature (e.g. LRM 15 w/ Artemis IV), or they will be listed immediately after the weapons they modify.

If a missile launcher lacks any sort of Artemis or Apollo fire control systems, the damage value furthest to the left must be applied for each of the weapon's range brackets. If the launcher is working with an Artemis IV or Apollo system, the second value is used instead.

For Clan missile launchers, which have access to an even more enhanced version of Artemis (Artemis V), a third value is used if the launchers are using that equipment.

Other Weapons and Equipment

Other items may appear on a unit's *Technical Readout* entry that do not appear in any of the weapon conversion tables provided here. Players will likely find many of these items are special equipment that do not deliver damage, such as active probes and ECM suites. The effects of these items, if any, will be addressed in the special unit abilities section on pp. 116-133.

Items not found in the weapon conversion tables and not accounted for in any other way within these conversion rules have no effect in *Alpha Strike* game play, and are thus ignored.

Aerospace Small Craft, DropShips and JumpShips

Aerospace Small Craft, DropShips, and JumpShips have four firing arcs: Nose, Left, Right, and Rear. The damage values for each arc must be calculated separately. When translating these units from *BattleTech* to *Alpha Strike*, the rules in this section apply as normal, except as follows:

Spheroid Small Craft, DropShips and JumpShips: In *Alpha Strike*, the nose arc for spheroid Small Craft, spheroid DropShips, and JumpShips include the damage for the unit's Nose arc in BattleTech, plus one-half of the unit's fore-left and fore-right arcs. The side arcs for these units then each combine one-half of the corresponding side's fore-side and aft-side weapons. Finally, the aft arc for these units combine the unit's aft weapons with one-half of its aft-left and aft-right firing arcs.

Aerodyne Small Craft and DropShips: Under *Alpha Strike*, the nose, left-wing, right-wing, and aft arcs for aerodyne Small Craft and aerodyne DropShips remain largely unchanged. If, however, the unit features rear-mounted wing weapons, these rear-firing weapons are counted as part of the unit's aft firing arc, rather than its wing arcs.

Capital and Sub-Capital Weapons: In addition to the combined firing arcs noted above, DropShips and JumpShips may possess up to four attack types per arc: capital (CAP) weapons, sub-capital (SCAP) weapons, capital/sub-capital missiles (MSL), and standard weapons. The damage for each of these types of weapons must be added up separately for each arc as defined above. These classes of weapons will then retain that separation in the unit's final stats.

Point Defense Weapons: Weapons specifically identified on the standard weapon conversion tables as Point Defense weapons still add their damage values to all of an aerospace unit's attack damage calculations, but their presence will also grant the unit the Point Defense (PNT#) special ability (see p. 128).

Battle Armor Infantry

Battle armor infantry units are comprised of multiple battle suit troopers. When determining the damage values for these units, begin by adding up the relevant weapon damage values for a single battlesuit's weapons and equipment as found in the weapon conversion tables. (Remember that some weapons used by battle armor—such as small lasers and machine guns—may also appear on the standard weapon tables.)

Once the damage values for an individual suit are added up, multiply this damage by the Troop Factor value that corresponds to the squad's size on the Infantry Troop Factor Table (at right). Note that battle armor units add +0.5 to their Troop Factors. Thus, standard Inner Sphere and Clan battle armor squads of 4 or 5 troopers will multiply their per-suit damage by a Troop Factor of 3.5, while 6-man ComStar squads will multiply by a Troop Factor of 4.5.

Battle Armor Anti-Personnel Weapons: Anti-personnel (AP) weapons, when listed on a battle armor unit's *Technical Readout*, refer to small arms that can be added for more effective damage against conventional infantry units. For the purposes of these rules, a suit receives the damage value for each AP Weapon Mount built into its design, plus 1 if it has at least one "armored glove" manipulator. The damage value for AP weapons is applied per suit, and thus is multiplied by the Troop Factor accordingly.

Battle Armor Vibro-Claws: Add 1 point of damage to the total damage value a battle armor unit delivers at Short range if its individual suits are equipped with one vibro-claw manipulator of any kind. If the suits are equipped with 2 vibro-claw manipulators, increase the unit's total damage added to the unit to 2 points at Short range. This damage modifier is applied after the suits have been multiplied by their appropriate Troop Factor, and thus is the same regardless of the number of actual troopers assigned to the unit.

Conventional Infantry

In *BattleTech* game play, conventional infantry units are already abstracted in terms of damage, so their *Alpha Strike* values must be computed differently than it is for other units. When reading a conventional infantry unit's *Technical Readout* stats, damage is listed as a maximum level per number of active troopers, starting with the unit's potential damage at full strength, and descending from there for smaller platoon or squad sizes (troops sizes shown in parentheses).

For example, a standard Clan foot infantry unit—full sized at 25 troops—lists its maximum damage as "12 (25-24)", meaning the unit could deliver up to 12 points of *BattleTech*-scale damage as long as it has 24 to 25 surviving troopers. This same data also shows that if the unit were educed to only 12 surviving troopers, its maximum damage would be reduced to 6 points—as the entry shows "6 (13-12)".

Alpha Strike uses a roughly average damage per unit when determining the attack capabilities of a conventional infantry unit, and thus uses as its basis the infantry's *BattleTech* damage value at an "average" number of troops. This is found by taking the unit's maximum troop size and cross-referencing it against the Infantry Troop Factor Table. The "Troop Factor" obtained with this table identifies the number of troopers that should be used to find the unit's damage value for conversion purposes. For example, an infantry unit made up of 28 troopers would have a Troop Factor of 17, and would thus assess convert its *Alpha Strike* damage using the unit's damage at 17 troops in strength.

Once the *BattleTech* damage value for a given infantry unit size is determined, divide that damage value by 10. If the result is less than 0.5, but still greater than zero, the unit will receive an *Alpha Strike* damage value of 0* (indicating that it is a Minimal Damage unit; see *Minimal Damage*, p. 18). Otherwise, round the unit's damage value up to the nearest whole number; this is the unit's *Alpha Strike* damage value.

The range a conventional infantry unit may execute attacks at must be identified next. This also appears on the unit's *Technical Readout*,

INFANTRY TROOP FACTOR TABLE

Max Size (Troopers)	Troop Factor*
2	1
3	2
4-5	3
6-7	4
8-9	5
10	6
11	7
12-13	8
14-15	9
16-17	10
18-19	11
20	12
21	13
22	14
23	15
24-25	16
26-28	17
29-30	18

*For battle armor units, add +0.5 to the unit's Troop Factor

as a list of *BattleTech* attack modifiers, followed by their corresponding range in *BattleTech* hexes in parentheses. For *Alpha Strike* conversions, the longest range in hexes is needed. This will be found in the last of the unit's listed to-hit modifiers. For example, the last of the to-hit modifiers shown for a standard Clan foot infantry unit is "+4 (3 Hexes)". This indicates that the unit's maximum effective range is 3 hexes in *BattleTech* play.

For the purposes of *Alpha Strike* conversion, an infantry unit is only capable of attacking at Short range if it has a maximum range of 3 *BattleTech* hexes or less. If the unit can reach 4 to 15 hexes of range, it qualifies for Medium range in *Alpha Strike*. If the unit can reach ranges greater than 15 *BattleTech* hexes, it can reach Long range in Alpha Strike. For conventional infantry units, the *Alpha Strike* damage determined above is then assigned to all range brackets it can reach.

Large, Very Large and Super Large Support Vehicles

Much like DropShips, exceptionally large support vehicles typically have multiple firing arcs, with all having four distinct arcs (front, left, right, and rear), plus 1 additional arc per turret. Calculate the damage for each of these arcs as indicated below:

Forward Arc: Add up all the damage for the unit's front-mounted weapons.

Left/Right Side Arcs: Combine the damage values for all weapons mounted in the unit's corresponding fore-side and aft-side arcs to find its side arc damage.

Rear Arc: The rear arc of these units combined all weapon damage for the rear-mounted weapons.

Turrets: Each turret mounted on an exceptionally large support vehicle adds up its weapons separately. Unlike standard-size units with turret capabilities, these weapons are not added to the standard attack values of any firing arc.

Mobile Structures

In *Alpha Strike*, Mobile Structures receive four basic firing arcs: Front, Left, Right, and Rear—plus up to one turret per facing direction, for a maximum of eight firing arcs. Thus, when converting a mobile structure to *Alpha Strike*, the unit's Front facing must first be identified, after which all non-turreted weapons along that facing are then combined to find the unit's base damage values for its Front firing arc. This includes the weaponry from all sections along the Mobile Structure's forward edge; unlike armor and structure values, weapons are not dispersed by section.

Once this Front arc is determined, all other arcs in turn must also be added up accordingly, until all non-turret weaponry has been distributed to their appropriate arcs.

Capital or Sub-Capital Weapons: Some Mobile Structures may even possess capital or sub-capital weapons (including capital or sub-capital missiles) in their capabilities. If so, the unit must combine these weapons by arc separately from the standard-scale weapons it otherwise carries. These capital and sub-capital weapons are assigned their own damage values per firing arc, rather than combined with the other weapon types, in the same fashion as found with DropShip or WarShip conversions.

Mobile Structure Turrets: As defined above, turret-mounted weapons on a mobile structure are likewise differentiated by facing direction, with all turret-mounted weapons closest to the unit's outer edge in each facing direction combined into a single Turret (TUR) special ability for the corresponding *Alpha Strike* facing. If a turret is mounted in a position that falls within two distinct firing arcs, the weaponry must be assigned to one facing's turret or another. Unlike most other turret-equipped units, the damage values from a Mobile Structure's turrets are not combined with the rest of the unit's base damage by facing; they are treated in gameplay as a wholly separate firing arc.

Satellites and Space Stations

Satellite and space station units possess six firing arcs in all (Front, Fore-Left, Fore-Right, Aft-Left, Aft-Right, and Aft), and must calculate damage separately for each one. Though satellites are too small for anything but standard weaponry, space station units may possess up to four attack types per arc: capital (CAP) weapons, sub-capital (SCAP) weapons, capital/sub-capital missiles (MSL), and standard weapons. The Alpha Strike Capital and Sub-Capital Weapon Conversion Table (see p. 114) defines all of the "non-standard" weapons, and differentiates which of the CAP, SCAP, or MSL attack types each of these weapons belong to. Any additional weapons not found in this table will be found in the Standard Weapons tables.

If a unit possesses multiple damage types per arc, the attack values must be added up by type, and must retain that separation in the unit's final stats. Thus, a space station armed with both standard weapons and capital missiles in its front facing would receive 2 different sets of attack values for its Front arc: one for the standard weapons, and the other for the missiles.

Point Defense Weapons: Weapons specifically identified on the standard weapon conversion tables as Point Defense weapons still add their damage values to all attack damage calculations, but their presence will also grant the unit the Point Defense (PNT#) special ability (see p. 128).

WarShips

In *BattleTech* play, WarShips possess eight firing arcs, and calculate damage separately for each, but under the *Alpha Strike* rule system, these arcs are condensed into 4, with both "Fore-Side" arcs added together and combined with the "Nose" arc, while each "Aft-Side" arc is merged into its respective "Broadside" arc to produce an *Alpha Strike* "side arc". (The "Aft" arc of a WarShip unit is left unmodified.)

In addition to this, WarShips may possess up to four attack types per arc: capital (CAP) weapons, sub-capital (SCAP) weapons, capital/sub-capital missiles (MSL), and standard weapons. As with JumpShips, the attack values for each of these weapon types must be added up separately per arc, and will retain that separation in the unit's final stats.

Point Defense Weapons: Weapons specifically identified on the standard weapon conversion tables as Point Defense weapons still add their damage values to all attack damage calculations, but their presence will also grant the unit the Point Defense (PNT#) special ability (see p. 128).

ALPHA STRIKE WEAPON CONVERSION TABLE
INNER SPHERE STANDARD WEAPONS

Weapon	Heat	Short	Medium	Long	Extreme	TC	Notes
Direct-Fire Ballistic Weapons							
Thumper Artillery Cannon	5	0.375	0.5	—	—	N	ART-TC
Sniper Artillery Cannon	10	0.83	1	—	—	N	ART-SC
Long Tom Artillery Cannon	20	1.32	3	3	—	N	ART-LTC
Autocannon/2	1	0.132	0.2	0.2	0.2	Y	AC
Autocannon/5	1	0.375	0.5	0.5	—	Y	AC
Autocannon/10	3	1	1	—	—	Y	AC
Autocannon/20	7	2	2	—	—	Y	AC
Fluid Gun (w/ Corrosive Ammo only)	0	0.4	—	—	—	N	
Light Gauss Rifle	1	0.6	0.8	0.8	0.8	Y	
Gauss Rifle	1	1.245	1.5	1.5	—	Y	
Heavy Gauss Rifle	2	1.65	2	1	—	Y	
Improved Heavy Gauss Rifle	2	1.65	2.2	2.2	—	Y	
MagShot Gauss Rifle	1	0.2	0.2	—	—	Y	
Silver Bullet Gauss Rifle	1	0.784	0.945	0.945	—	Y	Flak
Hyper-Velocity AC/2	1	0.15	0.2	0.2	0.2	Y	
Hyper-Velocity AC/5	3	0.5	0.5	0.5	0.5	Y	
Hyper-Velocity AC/10	7	1	1	1	1	Y	
LB 2-X Autocannon	1	0.069	0.105	0.105	0.105	Y	Flak
LB 5-X Autocannon	1	0.236	0.315	0.315	—	Y	Flak
LB 10-X Autocannon	2	0.63	0.63	0.63	—	Y	Flak
LB 20-X Autocannon	6	1.26	1.26	—	—	Y	Flak
Light Autocannon/2	1	0.2	0.2	0.2	—	Y	AC
Light Autocannon/5	1	0.5	0.5	—	—	Y	AC
Light Machine Gun	0	0.1	0.1	—	—	N	Point Defense
Machine Gun	0	0.2	—	—	—	N	Point Defense
Heavy Machine Gun	0	0.3	—	—	—	N	Point Defense
Nail Gun/Rivet Gun	0	0.05	—	—	—	N	
Light Rifle	1	0.3	0.3	—	—	Y	
Medium Rifle	2	0.552	0.6	—	—	Y	
Heavy Rifle	4	0.747	0.9	0.9	—	Y	
Rotary Autocannon/2	6	0.8	0.8	0.8	—	Y	
Rotary Autocannon/5	6	2	2	—	—	Y	
Ultra Autocannon/2	2	0.225	0.3	0.3	0.3	Y	
Ultra Autocannon/5	2	0.623	0.75	0.75	—	Y	
Ultra Autocannon/10	8	1.5	1.5	1.5	—	Y	
Ultra Autocannon/20	16	3	3	—	—	Y	
Primitive Prototype AC/2	1	0.132	0.2	0.2	0.2	N	AC
Primitive Prototype AC/5	1	0.375	0.5	0.5	—	N	AC
Primitive Prototype AC/10	3	1	1	—	—	N	AC
Primitive Prototype AC/20	7	2	2	—	—	N	AC

ALPHA STRIKE WEAPON CONVERSION TABLE
INNER SPHERE STANDARD WEAPONS (CONTINUED)

Weapon	Heat	Short	Medium	Long	Extreme	TC	Notes
Prototype LB 10-X Autocannon	2	0.63	0.63	0.63	—	N	Flak
Prototype LB 10-X Autocannon (3030)	2	0.63	0.63	0.63	—	Y	Flak
Prototype Gauss Rifle	1	1.245	1.5	1.5	—	N	
Prototype Gauss Rifle (3038)	1	1.245	1.5	1.5	—	Y	
Prototype Ultra Autocannon/5	2	0.623	0.75	0.75	—	Y	
Direct-Fire Energy Weapons							
ER Large Laser	12	0.8	0.8	0.8	—	Y	
ER Medium Laser	5	0.5	0.5	—	—	Y	
ER Small Laser	2	0.3	0.3	—	—	Y	Point Defense
Binary Laser Cannon	16	1.2	1.2	—	—	Y	
Bombast Laser	12	1.02	1.02	—	—	Y	
Flamer	3	0.2	—	—	—	N	Heat, Point Defense
Flamer (Vehicle)	3	0.2	—	—	—	N	Heat, Point Defense
Heavy Flamer	5	0.4	0.4	—	—	N	Heat
ER Flamer	4	0.2	0.2	—	—	N	Heat
Large Laser	8	0.8	0.8	—	—	Y	
Medium Laser	3	0.5	0.5	—	—	Y	
Small Laser	1	0.3	—	—	—	Y	Point Defense
Plasma Rifle	10	1	1	—	—	Y	Heat
Light PPC	5	0.375	0.5	0.5	—	Y	
PPC	10	0.75	1	1	—	Y	
Heavy PPC	15	1.125	1.5	1.5	—	Y	
ER PPC	15	1	1	1	—	Y	
Snub-Nose PPC	10	1	0.65	—	—	Y	
Light PPC w/ Capacitor	5	0.375	0.5	0.5	—	Y	
PPC w/ Capacitor	10	0.563	0.75	0.75	—	Y	
Heavy PPC w/ Capacitor	15	0.75	1	1	—	Y	
ER PPC w/ Capacitor	15	0.75	0.75	0.75	—	Y	
Snub-Nose PPC w/ Capacitor	10	0.75	0.5	—	—	Y	
Large Pulse Laser	10	0.99	0.99	—	—	Y	
Medium Pulse Laser	4	0.66	0.66	—	—	Y	
Small Pulse Laser	2	0.33	—	—	—	Y	
Large Variable-Speed Pulse Laser	14	1.265	0.863	—	—	Y	
Med. Variable Speed-Pulse Laser	6	1.035	0.648	—	—	Y	
Small Variable-Speed Pulse Laser	3	0.575	0.378	—	—	Y	
Large X-Pulse Laser	14	0.99	0.99	—	—	Y	
Medium X-Pulse Laser	6	0.66	0.66	—	—	Y	
Small X-Pulse Laser	3	0.33	0.33	—	—	Y	Point Defense

ALPHA STRIKE WEAPON CONVERSION TABLE
INNER SPHERE STANDARD WEAPONS (CONTINUED)

Weapon	Heat	Short	Medium	Long	Extreme	TC	Notes
Primitive Prototype Large Laser	12	0.8	0.8	—	—	N	
Primitive Prototype Medium Laser	5	0.5	0.5	—	—	N	
Primitive Prototype Small Laser	2	0.3	—	—	—	N	Point Defense
Primitive Prototype PPC	15	0.75	1	1	—	N	
Prototype Large Pulse Laser	13	0.945	0.945	—	—	N	
Prototype Medium Pulse Laser	7	0.63	0.63	—	—	N	
Prototype Small Pulse Laser	4	0.315	—	—	—	N	
Prototype ER Large Laser	18	0.76	0.76	0.76	—	Y	
Prototype Med. Pulse Laser (3031)	7	0.66	0.66	—	—	Y	
Large Re-engineered Laser	10	0.9	0.9	—	—	Y	REL
Medium Re-Engineered Laser	7	0.6	0.6	—	—	Y	REL
Small Re-Engineered Laser	5	0.4	—	—	—	Y	REL, Point Defense
ER Large Laser w/ Laser Pulse Module	14	0.84	0.84	0.84	—	Y	
ER Medium Laser w/ Laser Pulse Module	7	0.525	0.525	—	—	Y	
ER Small Laser w/ Laser Pulse Module	4	0.315	0.315	—	—	Y	Point Defense
Large Laser w/ Laser Pulse Module	10	0.84	0.84	—	—	Y	
Medium Laser w/ Laser Pulse Module	5	0.525	0.525	—	—	Y	
Small Laser w/ Laser Pulse Module	3	0.315	—	—	—	Y	Point Defense
RISC Hyper Laser	24	2	2	2	2	Y	
Missile Weapons							
LRM 5*	2	0.15/0.2	0.3/0.4	0.3/0.4	—	N	LRM, Indirect Fire
LRM 10*	4	0.3/0.4	0.6/0.8	0.6/0.8	—	N	LRM, Indirect Fire
LRM 15*	5	0.45/0.6	0.9/1.2	0.9/1.2	—	N	LRM, Indirect Fire
LRM 20*	6	0.6/0.8	1.2/1.6	1.2/1.6	—	N	LRM, Indirect Fire
Enhanced LRM 5*	2	0.225/0.3	0.3/0.4	0.3/0.4	—	N	LRM, Indirect Fire
Enhanced LRM 10*	4	0.45/0.6	0.6/0.8	0.6/0.8	—	N	LRM, Indirect Fire
Enhanced LRM 15*	5	0.675/0.9	0.9/1.2	0.9/1.2	—	N	LRM, Indirect Fire
Enhanced LRM 20*	6	0.9/1.2	1.2/1.6	1.2/1.6	—	N	LRM, Indirect Fire
Extended LRM 5*	3	0.1	0.3	0.3	0.3	N	Indirect Fire
Extended LRM 10*	6	0.15	0.6	0.6	0.6	N	Indirect Fire
Extended LRM 15*	8	0.25	0.9	0.9	0.9	N	Indirect Fire
Extended LRM 20*	12	0.3	1.2	1.2	1.2	N	Indirect Fire
'Mech Mortar-1	1	0.085	0.17	0.17	—	N	Indirect Fire
'Mech Mortar-2	2	0.085	0.17	0.17	—	N	Indirect Fire
'Mech Mortar-4	5	0.255	0.51	0.51	—	N	Indirect Fire

ALPHA STRIKE WEAPON CONVERSION TABLE
INNER SPHERE STANDARD WEAPONS (CONTINUED)

Weapon	Heat	Short	Medium	Long	Extreme	TC	Notes
'Mech Mortar-8	10	0.425	0.85	0.85	—	N	Indirect Fire
MML 3*	2	0.4/0.4	0.3/0.3	0.2/0.2	—	N	LRM, SRM, Indirect Fire
MML 5*	3	0.6/0.8	0.45/0.6	0.3/0.4	—	N	LRM, SRM, Indirect Fire
MML 7*	4	0.8/1.2	0.6/0.9	0.4/0.6	—	N	LRM, SRM, Indirect Fire
MML 9*	5	1.0/1.4	0.75/1.05	0.5/0.7	—	N	LRM, SRM, Indirect Fire
MRM 10*	5	0.57/0.6	0.57/0.6	—	—	N	
MRM 20*	6	1.14/1.2	1.14/1.2	—	—	N	
MRM 30*	10	1.71/1.8	1.71/1.8	—	—	N	
MRM 40*	12	2.28/24	2.28/2.4	—	—	N	
Rocket Launcher 10	3	0.06	0.06	0.06	—	N	
Rocket Launcher 15	4	0.09	0.09	—	—	N	
Rocket Launcher 20	5	0.12	0.12	—	—	N	
SRM 2*	2	0.2/0.4	0.2/0.4	—	—	N	SRM
SRM 4*	3	0.6/0.6	0.6/0.6	—	—	N	SRM
SRM 6*	4	0.8/1	0.8/1	—	—	N	SRM
Streak SRM 2*	2	0.4	0.4	—	—	N	
Streak SRM 4*	3	0.8	0.8	—	—	N	
Streak SRM 6*	4	1.2	1.2	—	—	N	
Thunderbolt 5	3	0.29	0.5	0.5	—	N	Indirect Fire
Thunderbolt 10	5	0.58	1	1	—	N	Indirect Fire
Thunderbolt 15	7	0.87	1.5	1.5	—	N	Indirect Fire
Thunderbolt 20	8	1.16	2	2	—	N	Indirect Fire
Primitive Prototype LRM 5	2	0.15	0.3	0.3	—	N	LRM, Indirect Fire
Primitive Prototype LRM 10	4	0.3	0.6	0.6	—	N	LRM, Indirect Fire
Primitive Prototype LRM 15	5	0.45	0.9	0.9	—	N	LRM, Indirect Fire
Primitive Prototype LRM 20	6	0.6	1.2	1.2	—	N	LRM, Indirect Fire
Primitive Prototype SRM 2	2	0.2	0.2	—	—	N	SRM
Primitive Prototype SRM 4	3	0.4	0.4	—	—	N	SRM
Primitive Prototype SRM 6	4	0.6	0.6	—	—	N	SRM
Prototype Rocket Launcher 10	3	0.06	0.06	0.06	—	N	
Prototype Rocket Launcher 15	4	0.09	0.09	—	—	N	
Prototype Rocket Launcher 20	5	0.12	0.12	—	—	N	

Notes:

Artillery Cannons: The damage values given in this table for the Thumper, Sniper, and Long Tom Artillery Cannons apply only when used by aerospace units; ground units with these weapons use the Artillery Table instead,

LRM, MML, and SRM Damage: The value left of the slash indicates the Weapon's damage when employed without any Artemis FCS; the value right of the slash indicates the weapon's damage when employed with an Artemis IV FCS (including Prototype Artemis). LRMs, MMLs, and SRMs using Artemis-improved damage values cannot apply those values to the LRM or SRM special.

MRM Damage: The value left of the slash indicates the Weapon's damage when employed without the Apollo FCS; the value right of the slash indicates the weapon's damage when employed with an Apollo FCS.

One-Shot Weapons: Weapons noted with as **asterisk (*)** are available as one-shot items. One-shot weapons multiply damage values by 0.10.

Torpedoes: Torpedo launchers (LRTs and SRTs) represent an alternate form of the standard LRM and SRM launchers, respectively. LRTs and SRTs receive the same damage values as a comparable LRM or SRM weapon, and may benefit from Artemis damage values, but are not available in any of the other missile forms (including MMLs, MRMs, Streak, Enhanced LRMs, or Extended LRMs).

ALPHA STRIKE WEAPON CONVERSION TABLE
CLAN STANDARD WEAPONS

Weapon	Heat	Short	Medium	Long	Extreme	TC	Notes
Direct-Fire Ballistic Weapons							
LB 2-X Autocannon	1	0.069	0.105	0.105	0.105	Y	Flak
LB 5-X Autocannon	1	0.236	0.315	0.315	—	Y	Flak
LB 10-X Autocannon	2	0.63	0.63	0.63	—	Y	Flak
LB 20-X Autocannon	6	1.26	1.26	—	—	Y	Flak
Fluid Gun (w/ Corrosive Ammo only)	0	0.4	—	—	—	N	
AP Gauss Rifle	1	0.3	0.3	—	—	Y	
Gauss Rifle	1	1.245	1.5	1.5	—	Y	
Hyper-Assault Gauss (HAG) 20	4	1.328	1.2	1.2	—	Y	Flak
Hyper-Assault Gauss (HAG) 30	6	1.992	1.8	1.8	—	Y	Flak
Hyper-Assault Gauss (HAG) 40	8	2.656	2.4	2.4	—	Y	Flak
Light Machine Gun	0	0.1	0.1	—	—	N	Point Defense
Machine Gun	0	0.2	—	—	—	N	Point Defense
Heavy Machine Gun	0	0.3	—	—	—	N	Point Defense
Nail Gun/Rivet Gun	0	0.05	—	—	—	N	
ProtoMech Autocannon/2	1	0.2	0.2	0.2	—	Y	AC
ProtoMech Autocannon/4	1	0.4	0.4	—	—	Y	AC
ProtoMech Autocannon/8	2	0.8	0.8	—	—	Y	AC
Rotary Autocannon/2	6	0.8	0.8	0.8	0.8	Y	
Rotary Autocannon/5	6	2	2	2	—	Y	
Ultra Autocannon/2	2	0.249	0.3	0.3	0.3	Y	
Ultra Autocannon/5	2	0.75	0.75	0.75	—	Y	
Ultra Autocannon/10	6	1.5	1.5	1.5	—	Y	
Ultra Autocannon/20	14	3	3	—	—	Y	
Improved Autocannon/2	1	0.132	0.2	0.2	0.2	Y	AC
Improved Autocannon/5	1	0.375	0.5	0.5	—	Y	AC
Improved Autocannon/10	3	1	1	—	—	Y	AC
Improved Autocannon/20	7	2	2	—	—	Y	AC
Improved Gauss Rifle	1	1.245	1.5	1.5	—	Y	
Prototype LB 2-X Autocannon	1	0.069	0.105	0.105	0.105	Y	Flak
Prototype LB 5-X Autocannon	1	0.236	0.3	0.3	—	Y	Flak
Prototype LB 20-X Autocannon	6	1.26	1.26	—	—	Y	Flak
Prototype Ultra Autocannon/2	2	0.225	0.3	0.3	0.3	Y	
Prototype Ultra Autocannon/10	8	1.5	1.5	1.5	—	Y	
Prototype Ultra Autocannon/20	16	3	3	—	—	Y	

ALPHA STRIKE WEAPON CONVERSION TABLE
CLAN STANDARD WEAPONS (CONTINUED)

Weapon	Heat	Short	Medium	Long	Extreme	TC	Notes
Direct-Fire Energy Weapons							
Large Chemical Laser	6	0.8	0.8	—	—	Y	
Medium Chemical Laser	2	0.5	0.5	—	—	Y	
Small Chemical Laser	1	0.3	—	—	—	Y	Point Defense
ER Large Laser	12	1	1	1	1	Y	
ER Medium Laser	5	0.7	0.7	—	—	Y	
ER Small Laser	2	0.5	0.5	—	—	Y	Point Defense
ER Micro Laser	1	0.2	—	—	—	Y	Point Defense
Large ER Pulse Laser	13	1.05	1.05	1.05	—	Y	
Medium ER Pulse Laser	6	0.735	0.735	—	—	Y	
Small ER Pulse Laser	3	0.525	0.525	—	—	Y	
Flamer	3	0.2	—	—	—	N	Heat, Point Defense
Flamer (Vehicle)	3	0.2	—	—	—	N	Heat, Point Defense
Heavy Large Laser	18	1.52	1.52	—	—	Y	
Heavy Medium Laser	7	0.95	0.95	—	—	Y	
Heavy Small Laser	3	0.57	—	—	—	Y	Point Defense
Improved Heavy Large Laser	18	1.6	1.6	—	—	Y	
Improved Heavy Medium Laser	7	1	1	—	—	Y	
Improved Heavy Small Laser	3	0.6	—	—	—	Y	
Plasma Cannon	7	0	0	0	—	Y	Heat
ER PPC	15	1.5	1.5	1.5	—	Y	
Large Pulse Laser	10	1.1	1.1	1.1	—	Y	
Medium Pulse Laser	4	0.77	0.77	—	—	Y	
Small Pulse Laser	2	0.33	0.33	—	—	Y	
Micro Pulse Laser	1	0.33	—	—	—	Y	Point Defense
Prototype ER Medium Laser	5	0.5	0.5	—	—	Y	
Prototype ER Small Laser	2	0.3	0.3	—	—	Y	Point Defense
Improved Large Laser	8	0.8	0.8	—	—	Y	
Improved Large Pulse Laser	10	0.99	0.99	—	—	Y	
Improved PPC	10	0.75	1	1	—	Y	
Enhanced PPC	15	1.2	1.2	1.2	—	Y	
ER PPC w/ Capacitor	15	1	1	1	—	Y	
Missile Weapons							
ATM 3	2	0.6	0.4	0.2	0.2	N	
ATM 6	4	1.5	1	0.5	0.5	N	
ATM 9	6	2.1	1.4	0.7	0.7	N	
ATM 12	8	3	2	1	1	N	
LRM 5*	2	0.3/0.4/0.42	0.3/0.4/0.42	0.3/0.4/0.42	—	N	LRM, Indirect Fire
LRM 10*	4	0.6/0.8/0.84	0.6/0.8/0.84	0.6/0.8/0.84	—	N	LRM, Indirect Fire
LRM 15*	5	0.9/1.2/1.26	0.9/1.2/1.26	0.9/1.2/1.26	—	N	LRM, Indirect Fire
LRM 20*	6	1.2/1.6/1.68	1.2/1.6/1.68	1.2/1.6/1.68	—	N	LRM, Indirect Fire

ALPHA STRIKE WEAPON CONVERSION TABLE
CLAN STANDARD WEAPONS (CONTINUED)

Weapon	Heat	Short	Medium	Long	Extreme	TC	Notes
'Mech Mortar-1	1	0.085	0.17	0.17	—	N	Indirect Fire
'Mech Mortar-2	2	0.085	0.17	0.17	—	N	Indirect Fire
'Mech Mortar-4	5	0.255	0.51	0.51	—	N	Indirect Fire
'Mech Mortar-8	10	0.425	0.85	0.85	—	N	Indirect Fire
SRM 2*	2	0.2/0.4/0.42	0.2/0.4/0.42	—	—	N	SRM
SRM 4*	3	0.6/0.8/0.84	0.6/0.8/0.84	—	—	N	SRM
SRM 6*	4	0.8/1/1.05	0.8/1/1.05	—	—	N	SRM
Streak LRM 5*	3	0.5	0.5	0.5	—	N	
Streak LRM 10*	4	1	1	1	—	N	
Streak LRM 15*	5	1.5	1.5	1.5	—	N	
Streak LRM 20*	6	2	2	2	—	N	
Streak LRM (ProtoMech, per tube)*	1	0.1	0.1	0.1	—	N	
Streak SRM 2*	2	0.4	0.4	—	—	N	
Streak SRM 4*	3	0.8	0.8	—	—	N	
Streak SRM 6*	4	1.2	1.2	—	—	N	
Fusillade Launcher	0	0.45	0.3	—	—	N	IATM
Improved LRM 5	2	0.15/0.2	0.3/0.4	0.3/0.4	—	N	Indirect Fire
Improved LRM 10	4	0.3/0.4	0.6/0.8	0.6/0.8	—	N	Indirect Fire
Improved LRM 15	5	0.45/0.6	0.9/1.2	0.9/1.2	—	N	Indirect Fire
Improved LRM 20	6	0.6/0.8	1.2/1.6	1.2/1.6	—	N	Indirect Fire
Improved SRM 2	2	0.2/0.4	0.2/0.4	—	—	N	
Improved SRM 4	3	0.6/0.6	0.6/0.6	—	—	N	
Improved SRM 6	4	0.8/1	0.8/1	—	—	N	
Prototype Streak SRM 4	3	0.84	0.84	—	—	N	
Prototype Streak SRM 6	4	1.26	1.26	—	—	N	
Improved ATM 3	2	0.9	0.6	0.3	0.3	N	IATM
Improved ATM 6	4	1.8	1.2	1	0.6	N	IATM
Improved ATM 9	6	2.7	1.8	0.9	0.9	N	IATM
Improved ATM 12	8	3.6	2.4	1.2	1.2	N	IATM

Notes:

LRM and SRM Damage: The value left of the slash indicates the Weapon's damage when employed without any Artemis FCS; the value right of the slash indicates the weapon's damage when employed with an Artemis IV FCS (including Prototype Artemis). The third value shown (if any), indicates the weapon's damage when used with the Artemis V FCS. LRMs and SRMs using Artemis-improved damage values cannot apply those values to the LRM or SRM special.

One-Shot Weapons: Weapons noted with as asterisk (*) are available as one-shot items. One-shot weapons multiply damage values by 0.10.

Torpedoes: Torpedo launchers (LRTs and SRTs) represent an alternate form of the standard LRM and SRM launchers, respectively. LRTs and SRTs receive the same damage values as a comparable LRM or SRM weapon, and may benefit from Artemis damage values, but are not available in any of the other missile forms (including MMLs, MRMs, Streak, Enhanced LRMs, or Extended LRMs).

ALPHA STRIKE WEAPON CONVERSION TABLE
ARTILLERY WEAPONS

Weapon	Heat	Max Range	Damage	Notes
Artillery Weapons				
Primitive Prototype Long Tom	20	1,020″	5/2	ART-LT
Prototype Arrow IV	10	272″	3(2)	ART-AIS
Arrow IV (Inner Sphere)	10	272″	3(2)	ART-AIS
Arrow IV (Clan)	10	306″	3(2)	ART-AC
Thumper	6	714″	2	ART-T
Sniper	10	612″	3	ART-S
Long Tom	20	1,020″	5/2	ART-LT
Cruise Missile/50	50	1,700″	8	ART-CM5
Cruise Missile/70	70	3,060″	11/2	ART-CM7
Cruise Missile/90	90	4,080″	16/6	ART-CM9
Cruise Missile/120	120	5,100″	22/14	ART-CM12
Battle Armor Tube Artillery	NA	68″	2	ART-BA
Artillery Cannons				
Thumper Cannon	5	28″	1	ART-TC
Sniper Cannon	10	24″	2	ART-SC
Long Tom Cannon	20	40″	3	ART-LTC

Notes:

Artillery Cannons: Artillery cannons mounted on aerospace units use the appropriate range and damage values found in the Standard Weapon Conversion Table – Inner Sphere Weapons instead.

Battle Armor Tube Artillery: In *Alpha Strike*, battle armor-mounted artillery delivers the same damage regardless of the squad size; an artillery attack from a battle armor squad always presumes that all troopers are firing together.

Artillery Damage: Damage values with a slash indicates the damage delivered from the impact point to half of the weapon's radius of effect (left of slash), and from mid-radius to the edge of the blast template (right of slash). Damage values in parentheses are used by aerospace units.

ALPHA STRIKE WEAPON CONVERSION TABLE
ADDITIONAL INNER SPHERE BATTLE ARMOR WEAPONS

Weapon	Short	Medium	Long	Extreme	Notes
Direct-Fire Ballistic Weapons					
"Firedrake" Support Needler	0.1	—	—	—	
"David" Light Gauss Rifle	0.1	0.1	—	—	
"King David" Light Gauss Rifle	0.1	0.1	—	—	
Grand Mauler Gauss Cannon	0.1	0.1	—	—	
MagShot Gauss Rifle	0.2	0.2	—	—	
Tsunami Gauss Rifle	0.1	0.1	—	—	
Micro Grenade Launcher	0.1	—	—	—	
Grenade Launcher	0.1	—	—	—	
Light Mortar	0.276	—	—	—	Indirect Fire
Heavy Mortar	0.249	—	—	—	Indirect Fire
Light Recoilless Rifle	0.2	0.2	—	—	
Medium Recoilless Rifle	0.3	0.3	—	—	
Heavy Recoilless Rifle	0.3	0.3	—	—	
Anti-Personnel Weapon Mount	0.05	—	—	—	
Direct-Fire Energy Weapons					
Flamer	0.2	—	—	—	Heat
Heavy Flamer	0.4	0.4	—	—	Heat
Man-Portable Plasma Rifle	0.2	0.2	—	—	
Support PPC	0.2	0.2	—	—	
Medium Variable-Speed Pulse Laser	1.035	0.525	—	—	
Small Variable-Speed Pulse Laser	0.575	0.315	—	—	
Missile Weapons					
LRM 1*	0.05	0.1	0.1	—	Indirect Fire
LRM 2*	0.05	0.1	0.1	—	Indirect Fire
LRM 3*	0.1	0.2	0.2	—	Indirect Fire
LRM 4*	0.15	0.3	0.3	—	Indirect Fire
LRM 5*	0.15	0.3	0.3	—	Indirect Fire
MRM 1*	0.095	0.095	—	—	
MRM 2*	0.095	0.095	—	—	
MRM 3*	0.19	0.19	—	—	
MRM 4*	0.285	0.285	—	—	
MRM 5*	0.285	0.285	—	—	
Rocket Launcher 1	0.01	0.01	—	—	
Rocket Launcher 2	0.01	0.01	—	—	
Rocket Launcher 3	0.19	0.19	—	—	
Rocket Launcher 4	0.29	0.29	—	—	
Rocket Launcher 5	0.29	0.29	—	—	
SRM 1*	0.2	0.2	—	—	
SRM 2*	0.2	0.2	—	—	
SRM 3*	0.4	0.4	—	—	
SRM 4*	0.6	0.6	—	—	
SRM 5*	0.6	0.6	—	—	
SRM 6*	0.8	0.8	—	—	

Notes:
Other Weapons: All other weapons and equipment found on battle armor units is equal to that of its standard equivalent.
One-Shot Weapons: Weapons noted with as asterisk (*) are available as one-shot items. One-shot weapons multiply damage values by 0.10
Anti-Personnel Weapons: Battle armor units apply the damage value for Anti-Personnel weapon once per AP weapon mount on the suit itself, plus 1 if the suit has at least 1 armored glove manipulator.

ALPHA STRIKE WEAPON CONVERSION TABLE
ADDITIONAL CLAN BATTLE ARMOR WEAPONS

Weapon	Short	Medium	Long	Extreme	Notes
Direct-Fire Ballistic Weapons					
Battle Armor LB-X Autocannon	0.315	0.315	—	—	
"Bearhunter" Superheavy Autocannon	0.3	—	—	—	
Heavy Grenade Launcher	0.1	—	—	—	
Light Recoilless Rifle	0.2	0.2	—	—	
Medium Recoilless Rifle	0.3	0.3	—	—	
Heavy Recoilless Rifle	0.3	0.3	—	—	
Anti-Personnel Weapon Mount	0.05	—	—	—	
Direct-Fire Energy Weapons					
Flamer	0.2	—	—	—	Heat
Heavy Flamer	0.4	0.4	—	—	Heat
Support PPC	0.2	0.2	—	—	
Medium ER Pulse Laser	0.735	0.735	—	—	
Small ER Pulse Laser	0.525	0.525	—	—	
Missile Weapons					
Advanced SRM 1*	0.2	0.2	—	—	
Advanced SRM 2*	0.4	0.4	—	—	
Advanced SRM 3*	0.4	0.4	—	—	
Advanced SRM 4*	0.6	0.6	—	—	
Advanced SRM 5*	0.6	0.6	—	—	
Advanced SRM 6*	0.8	0.8	—	—	
LRM 1*	0.1	0.1	0.1	—	Indirect Fire
LRM 2*	0.1	0.1	0.1	—	Indirect Fire
LRM 3*	0.2	0.2	0.2	—	Indirect Fire
LRM 4*	0.3	0.3	0.3	—	Indirect Fire
LRM 5*	0.3	0.3	0.3	—	Indirect Fire
SRM 1*	0.2	0.2	—	—	
SRM 2*	0.2	0.2	—	—	
SRM 3*	0.4	0.4	—	—	
SRM 4*	0.6	0.6	—	—	
SRM 5*	0.6	0.6	—	—	
SRM 6*	0.8	0.8	—	—	

Notes:

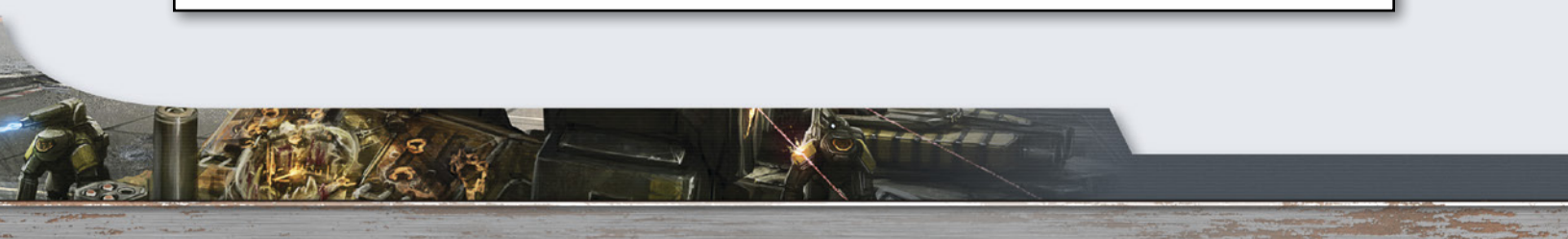
Other Weapons: All other weapons and equipment found on battle armor units is equal to that of its standard equivalent.

One-Shot Weapons: Weapons noted with as asterisk (*) are available as one-shot items. One-shot weapons multiply damage values by 0.10.

Anti-Personnel Weapons: Battle armor units apply the damage value for Anti-Personnel weapon once per AP weapon mount on the suit itself, plus 1 if the suit has at least 1 armored glove manipulator.

ALPHA STRIKE CAPITAL AND SUB-CAPITAL WEAPON CONVERSION TABLE

Weapon	Heat	Short	Medium	Long	Extreme	Notes
Capital Ballistic Weapons						
Light Mass Driver	30	54	54	54	—	CAP
Medium Mass Driver	60	90	90	90	—	CAP
Heavy Mass Driver	90	126	126	126	—	CAP
Naval Autocannon/10 (NAC/10)	30	10	10	10	—	CAP
Naval Autocannon/20 (NAC/20)	60	20	20	20	—	CAP
Naval Autocannon/25 (NAC/25)	85	23	25	25	—	CAP
Naval Autocannon/30 (NAC/30)	100	30	30	30	—	CAP
Naval Autocannon/35 (NAC/35)	120	35	35	—	—	CAP
Naval Autocannon/40 (NAC/40)	135	40	40	—	—	CAP
Light Naval Gauss	9	15	15	15	15	CAP
Medium Naval Gauss	15	25	25	25	25	CAP
Heavy Naval Gauss	18	30	30	30	30	CAP
Capital Energy Weapons						
Light Naval PPC	105	7	7	7	—	CAP
Medium Naval PPC	135	9	9	9	9	CAP
Heavy Naval PPC	225	15	15	15	15	CAP
Naval Laser 35 (NL35)	52	3.5	3.5	3.5	—	CAP
Naval Laser 45 (NL45)	70	4.5	4.5	4.5	4.5	CAP
Naval Laser 55 (NL55)	85	5.5	5.5	5.5	5.5	CAP
Sub-Capital Ballistic Weapons						
Light Sub-Capital Cannon	12	2	2	2	—	SCAP
Medium Sub-Capital Cannon	30	5	5	—	—	SCAP
Heavy Sub-Capital Cannon	42	7	7	—	—	SCAP
Sub-Capital Energy Weapons						
Sub-Capital Laser/1 (SCL/1)	24	1	1	1	—	SCAP
Sub-Capital Laser/2 (SCL/2)	28	2	2	—	—	SCAP
Sub-Capital Laser/3 (SCL/3)	32	3	3	—	—	SCAP
Capital and Sub-Capital Missiles						
Killer Whale	20	4	4	4	4	MSL
White Shark	15	3	3	3	3	MSL
Barracuda	10	2	2	2	2	MSL
AR 10 Launcher	15	3	3	3	3	MSL
Kraken-T	50	10	10	10	10	MSL, TELE
Killer Whale-T	20	4	4	4	4	MSL, TELE
White Shark-T	15	3	3	3	3	MSL, TELE
Barracuda-T	10	2	2	2	2	MSL, TELE
Piranha	9	3	3	3	—	MSL
Stingray	12	3.5	3.5	—	—	MSL
Swordfish	15	4.5	—	—	—	MSL
Manta Ray	21	5	—	—	—	MSL



CONVERTING HEAT

Only units that track heat need follow this next step, so the following section will apply solely to 'Mechs, aerospace fighters, Small Craft, DropShips, JumpShips, satellite support vehicles, space stations and WarShips,

In this phase, the units' damage values may be adjusted, based on the heat their weapons and equipment generate in a *BattleTech* turn, versus how much of that waste heat they can dissipate. Units that possess more firepower than their heat sinks can handle will find their maximum potential damage reduced as a result, but may also receive an Overheat Value that can be used to deliver more punch as needed.

To begin, find the unit's maximum heat output. This is the heat generated by firing all weapons, including defensive equipment such as anti-missile systems, and the special-case heat rules described further below. 'Mech units must also add the maximum heat generation possible for their most heat-intensive movement mode. This added movement heat is +2 if the unit is a BattleMech that lacks jump jets, or +1 per 2 inches of jumping Move if the unit is a BattleMech or IndustrialMech that has jump jets (to a minimum of +3 heat for such jumping units). None of the other heat-tracking units covered by these rules (including non-jumping IndustrialMechs) add heat for their movement actions.

Next, determine the unit's heat dissipation rate by adding up all of the heat modifiers shown in the Heat Dissipation Table. Note that the heat modifiers for heat sinks and coolant pods are applied for each sink or pod the unit mounts, while the heat modifiers for other special equipment like the partial wing, radical heat sink system, and RISC the emergency coolant system apply only once. For example, a unit with 10 double heat sinks and a coolant pod would have a heat dissipation rate of –21 ([10 double heat sinks x –2] –1 [coolant pod] = –21).

Long-Range Weapons: The above process applies to all units that generate heat for attacks made in the Short and Medium range brackets. If the unit can deliver damage at Long range (or better), calculate a second maximum heat output for the Long range attack, but do not count any weapons that have a Short range damage value and no Long-range damage value. This long-range maximum heat output represents the pilot or crew's ability to better manage heat when attacking more distant targets.

A second heat dissipation rate need not be computed to go with this Long-range damage value; the unit's heat dissipation system will function the same, regardless of the unit's attack range.

HEAT DISSIPATION TABLE

Equipment	Heat Modifier
Heat Sink, Standard or Compact	–1*
Heat Sink, Double or Laser	–2*
Coolant Pod	–1**
Partial Wing	–3
Radical Heat Sink System (RHS)	–1
RISC Emergency Coolant System (ECS)	–1

*Multiply this by the number of heat sinks the unit has
**Multiply this by the number of coolant pods the unit has

Determining Overheat: A unit will overheat if its maximum heat output at a given range bracket exceeds its total heat dissipation rate by 4 points or more, at which point the unit's damage values for that bracket must be modified to account for the excess heat. For units that possess the ability to fire multiple weapon attacks in the same arc (e.g. WarShips and DropShips with standard weapons, capital or sub-capital weapons, and capital missiles), the heat-modified damage must be computed separately by weapon class.

Heat-Modified Damage: The heat-modified damage for a unit is found using the Heat-Modified Damage Formula shown here, and must be calculated for each range bracket the unit may deliver damage to. In this formula, the total base damage for the unit at each bracket is multiplied by its total heat dissipation rate. This value is then divided by the unit's maximum heat output (minus 4). This final value is rounded up to the nearest tenth place to produce the unit's heat-modified damage at that range.

Remember to account for any difference in the heat output for Long-range weapons when finding a unit's heat-modified damage value at the Long and Extreme range brackets. If a unit's Long range heat output does not exceed its heat dissipation rate by 4 points or more, the Long- and Extreme- range weaponry will not require damage modification for heat.

HEAT-MODIFIED DAMAGE FORMULA

Heat-modified damage* =
(Base damage* x total heat dissipation)
÷ (maximum heat output – 4)

*Damage at each range bracket, computed separately

Special Case Heat Rules

The following additional special-case rules apply to heat calculations.

Anti-Missile Systems: Add 1 point to the unit's heat output for every Anti-Missile System, 5 points for every Clan-made Laser Anti-Missile System, and 7 points for every Inner Sphere Anti-Missile System the unit lists on its *Technical Readout* entry.

Rear-Firing Weapons: Do not include heat for weapons that face into the unit's rear unless the unit possesses no front-firing weapons at all, or is a unit type capable of delivering attacks into multiple firing arcs (such as a DropShip, space station, or WarShip). If the unit's front-firing weapons deliver less damage than its rear-firing weapons, count the heat for its rear-firing weapons *instead* of the heat for its front-firing weapons.

Rocket Launchers and One-Shot (OS) Missiles: Do not include the heat generated by rocket launcher weapons or one-shot missile launchers of any type.

Stealth Armor: If the unit features stealth armor, add 10 points of heat to its heat output.

XXL Engine: If the unit's *Technical Readout* shows that it mounts an XXL engine type, double its movement heat.

Improved Jump Jets: If the unit's *Technical Readout* shows that it uses improved jump jets, reduce its jumping movement heat by half (to a minimum of +3 heat for jumping).

DETERMINING FINAL DAMAGE VALUES

For standard and sub-capital weapons (including sub-capital missiles), after adding together all damage values, round the sum up to the next whole number for the unit's base damage values at each range bracket. For special ability damage values (such as AC, FLK, IF, LRM and SRM damage), round the sum of these abilities' damage values normally for each range bracket. If the unit's damage values have already been modified for heat, use those heat-modified damage values instead.

Capital Weapons: Capital weapons and capital missiles are each added together and recorded separately by group (one for capital non-missile weapons, and another for capital missiles). Round the final sums for each of these weapon classes up.

Minimal Damage: As noted under the general conversion rules for weapons (see p. 99), any weapon bracket that delivers more than 0 points of damage, but less than 0.5 damage (before rounding), receives a Minimal Damage value (0*) at that range bracket.

Calculating Overheat Value

Only 'Mechs and fighters may intentionally overheat under *Alpha Strike* rules, and thus only these units may receive an Overheat Value if the unit's damage has been heat modified as above.

To find a unit's Overheat Value, compare its maximum *Alpha Strike* damage at Medium range before and after it has been adjusted for heat using these rules. If the unit cannot deliver damage at Medium range, use its Short-range bracket instead. The difference between these damage values becomes the unit's Overheat Value. If this difference is more than 4 points, the unit receives an Overheat Value of 4.

Long-Range Weapons: If this same comparison also shows a difference between the unit's Long range damage values and its heat-modified damage at Long range, the unit gains the Overheat Long (OVL) special ability, enabling it to use Overheat damage at its Long range bracket.

CONVERTING SPECIAL EQUIPMENT TO SPECIAL ABILITIES

Many *BattleTech* items function as special abilities in *Alpha Strike*. The special unit abilities described starting below discuss the key features of these special abilities and the requisites a unit must meet to receive their benefits. Note that some equipment may grant multiple special unit abilities, while some special unit abilities might require multiple pieces of equipment to "activate".

SPECIAL UNIT ABILITIES

The special unit abilities covered in *Alpha Strike* and within this book are also found during the conversion process, based on the unit's specific capabilities. The rules for using these components and features in game play are found in both the core rulebook and this companion. Nevertheless, for ease of reference, the Alpha Strike Special Unit Abilities Table presented here not only lists them all, along with their official data card codes, but also includes the page and source where such game rules may be found.

For the sake of translating published units into *Alpha Strike* card stats, the rules found on the following pages will provide the requirements a unit must meet to receive one or more of these special unit abilities. Also provided—where applicable—will be the means to "fill in the blanks" when it comes to special abilities that require additional information, such as damage values and specific weapon types.

Special Unit Ability Damage Values

As a general rule, the attack values for damage-delivering special unit abilities such as AC#/#/#, LRM#/#/#, and SRM#/# are computed by adding together the specific damage values for all of the appropriate weapons involved, then rounding the result normally. This is similar to how a unit's normal attack values are computed, except that these values include only those for the weapons specified by the ability, and are not subject to heat modification. The special unit ability that applies for any given weapon system is noted in its entry on the appropriate conversion tables.

Remember that, unless specifically noted otherwise, all weapons reflected by a unit's special abilities are already counted as part of the unit's normal attack values; they do not add to them. For example, a unit that has already calculated a normal attack value of 4/4/2 may also possess an AC1/1/1 special, and an SRM2/2 special, but the weapons these special ability values describe are also included the unit's normal attack. Their listing thus serves mainly to identify what portion of the unit's overall damage comes from its autocannons or SRMs, and may be modified later, if special munitions and armor are in play.

Active Probe (PRB)

A unit with this ability is equipped with an advanced active probe that offers an extended view of the battlefield.

Conversion: Any unit equipped with a Beagle Active Probe or Clan standard Active Probe (or their Prototype equivalents) receives this special ability. A unit with this ability also receives the Recon (RCN) special by default.

Advanced Fire Control (AFC)

Although this equipment comes standard with all military units—including BattleMechs, ProtoMechs, fighters, combat vehicles, and large spacecraft, advanced fire control systems are uncommon on civilian, commercial, or industrial units, such as support vehicles or IndustrialMechs.

Conversion: To receive this special ability, the unit must be an IndustrialMech or Support Vehicle specifically equipped with Advanced Fire Control. (This will appear in the unit's notes, or its weapons and equipment inventory.) All other units that possess this equipment do not need to state its presence on their stat cards.

Advanced Tactical Analysis Computer (ATAC#)

A unit with this special is equipped with a special command computer designed to coordinate robotic and remote-operated drones.

Conversion: To receive this ability, the unit must list an Advanced Tactical Analysis Computer in its notes or equipment inventory. The numerical value of this ability is equal to that indicated for its listing on the unit's specs. For example, if a unit lists in its notes "Advanced Tactical Analysis Computer (up to 20 drones)", its *Alpha Strike* equivalent will receive the ATAC20 special.

Aerospace Transport (AT#)

A unit with this ability has dedicated space to transporting aerospace units of some kind.

Conversion: This special ability varies with the unit type and specific equipment used for aerospace transport purposes.

If a unit is equipped with fighter bays that have door launches (often listed on a unit's specs as aerospace fighter bays, aerospace transport bays, or simply as "Fighters"—followed by a number of Doors), this ability is recorded as AT#D#. The first number is the number of actual transport bays/number of fighters indicated on the unit, while the second number indicates the number of bay doors assigned to that area. For example, an *Overlord*-class DropShip lists "Fighters (6)", followed by "2 Doors"; this would translate to an *Alpha Strike* special of AT6D2.

If the unit is equipped with flight decks or helipads (generally listed in the unit's notes, or as part of its equipment Inventory), this ability is recorded as AT#F# for flight decks, or AT#H# for helipads instead. As with the door-launched fighters mentioned above, the first number indicates the number of aerospace units (or VTOL vehicles) associated with these items, followed by the actual number of flight decks or helipads the unit carries, respectively. Note that these units will still carry fighter bays for flight decks, while helipads generally use light vehicle bays for helipads. For instance, the *Luftenburg*-class supercarrier—a massive, sea-going support vehicle with 100 fighter bays and 3 flight decks—would list this ability as AT100F3.

If a unit equipped to carry Small Craft also indicates fighters in the same bay (usually by an entry of "Fighters/Small Craft"), the unit must use the Small Craft Transport special instead of the Aerospace Transport special (see p. 131).

Amphibious (AMP)

A unit with this ability is a ground unit capable of amphibious mobility.

Conversion: To receive this special ability, the unit must be a non-naval combat or support vehicle unit equipped with an Amphibious Chassis Modification. Support vehicles will indicate such a modification in the unit's notes, while combat vehicles will note this modification in the unit's equipment listing. Naval vehicles, submersibles, and other units capable of water movement (such as 'Mechs with UMU equipment) do not list this special.

Angel ECM (AECM)

A unit with this ability has a more advanced Angel-class ECM suite.

Conversion: To receive this special ability, the unit must be equipped with an Angel ECM suite.

Anti-'Mech Infantry (AM)

Infantry units with this ability are specially trained or equipped to make swarming attacks against 'Mechs and combat vehicles.

Conversion: This special ability is available only to infantry units (including battle armor and conventional infantry). To receive this ability, the unit must be able to make anti-'Mech attacks. For battle armor units, this ability is available if the unit's technical specs indicate "Yes" to either (or both) Swarm and Leg Attack. For conventional infantry units, players may consider any such unit anti-'Mech capable unless its game notes specify otherwise.

Anti-Missile System (AMS)

A unit with this ability features an anti-missile defense system.

Conversion: This special ability is applied to any unit equipped with an anti-missile system (AMS) or laser anti-missile system. (Units equipped with the RISC advanced point defense system use the RAMS special instead.)

Note that non-fighter, space-capable aerospace units (Small Craft, DropShips, JumpShips, satellite support vehicles, space stations, and WarShips) combine the unit's anti-missile systems with other weapons specifically identified as Point Defense weapons, and thus use the PNT# special instead of the AMS special.

Anti-Penetrative Ablation Armor (ABA)

A unit with this ability features specialty armor designed to reduce the effects of armor-piercing munitions.

Conversion: This special ability is applied to any unit equipped with anti-penetrative ablation armor in all body locations. In the unit's *Technical Readout*, this armor type will be listed in the same area where its Armor Factor is found.

ALPHA STRIKE SPECIAL UNIT ABILITIES TABLE

Ability	Code*	Game Rules
Active Probe	PRB	see p. 104, *AS*
Advanced Fire Control	AFC	see p. 45, *AS*
Advanced Tactical Analysis Computer	ATAC#	see p. 117
Aerospace Transport	AT#	see p. 104, *AS*
Amphibious	AMP	see p. 46, *AS*
Angel ECM	AECM	see p. 46, *AS*
Anti-'Mech Infantry	AM	see p. 46, *AS*
Anti-Missile System	AMS	see p. 46, *AS*
Anti-Penetrative Ablation Armor	ABA	see p. 117
Armored Components	ARM	see p. 46, *AS*
Armored Motive System	ARS	see p. 46, *AS*
Artillery	ARTX-#**	see pp. 104-105, *AS*
Atmospheric Only	ATMO	see p. 120
Autocannon	AC#/#/#	see p. 105, *AS*
Ballistic-Reinforced Armor	BRA	see p. 120
Barrier Armor Rating	BAR	see p. 46, *AS*
Basic Fie Control	BFC	see p. 46, *AS*
BattleMech HarJel	BHJ	see p. 105, *AS*
BattleMech HarJel II and III	BHJ2, BHJ3	see p. 120
BattleMech Shield	SHLD	see p. 46, *AS*
Bimodal Land-Air 'Mech	BIM(#a)	see p. 120
Bloodhound Active Probe	BH	see p. 105, *AS*
Bomb	BOMB#	see p. 46, *AS*
Booby Trap	BT	see p. 105, *AS*
Bridgelayer	BRID	see p. 105, *AS*
C^3 Systems		
C^3 Boosted Master	C3BSM#	see p. 51, *AS*
C^3 Boosted Slave	C3BSS#	see p. 51, *AS*
C^3 Emergency Master	C3EM#	see p. 51, *AS*
C^3 Master Computer	C3M#	see p. 51, *AS*
C^3 Remote Sensor	C3RS	see p. 51, *AS*
C^3 Slave Computer	C3S	see p. 51, *AS*
C^3 Improved Computer	C3I	see p. 51, *AS*
Capital Weapons	CAP	see pp. 105-106, *AS*
Cargo	CAR#	see p. 46, *AS*
Cargo Transport, Kilotons	CK#	see p. 106, *AS*
Cargo Transport, Tons	CT#	see p. 106, *AS*
CASE	CASE	see p. 46, *AS*
CASE II	CASEII	see p. 46, *AS*

Ability	Code*	Game Rules
Crew	CRW#	see p. 106, *AS*
Critical-Resistant	CR	see p. 106, *AS*
Direct Neural Control Interface	DN	see p. 122
Door	D#	see p. 106, *AS*
Drone	DRO	see p. 106, *AS*
Drone Carrier Control System	DCC#	see p. 106, *AS*
DropShip Transport	DT#	see p. 123
Dune Buggy	DUN	see p. 106, *AS*
Ejection Seat	ES	see p. 106, *AS*
Electronic Countermeasures	ECM	see pp. 46-47, *AS*
Elementary or Fuel Cell Engine	EE, FC	see p. 47, *AS*
Energy	ENE	see p. 47, *AS*
Engineering	ENG	see p. 106, *AS*
Environmental Sealing	SEAL	see p. 106, *AS*
Extended Mechanized	XMEC	see p. 47, *AS*
Firefighter	FF	see p. 107, *AS*
Fire Resistant	FR	see p. 47, *AS*
Flak	FLK#/#/#	see p. 47, *AS*
Flight Deck	FD	see p. 107, *AS*
Glider ProtoMech	GLD	see p. 124
Heat	HT#/#/#	see p. 47, *AS*
Helipad	HELI	see p. 107, *AS*
Hyperpulse Generator	HPG	see p. 125
Impact-Resistant Armor	IRA	see p. 125
Improved Advanced Tactical Missiles	IATM	see p. 125
Improved Narc Missile Beacon	INARC	see p. 107, *AS*
Indirect Fire	IF#	see p. 47, *AS*
Industrial Triple-Strength Myomer	I-TSM	see p. 47, *AS*
Infantry Transport	IT#	see p. 47, *AS*
Land-Air 'Mech	LAM(#g/#a)	see p. 125
Large Unit	LG	see p. 107, *AS*
Light Active Probe	LPRB	see p. 107, *AS*
Light ECM	LECM	see p. 47, *AS*
Light Target Acquisition Gear	LTAG	see p. 107, *AS*
Lithium-Fusion Battery	LF	see p. 126
Long-Range Missiles	LRM#/#/#	see p. 107, *AS*

ALPHA STRIKE SPECIAL UNIT ABILITIES TABLE (CONTINUED)

Ability	Code*	Game Rules
MagLev	MAG	see p. 107, *AS*
Magnetic Clamp System	MCS, UCS	see p. 126
'Mech Transport	MT#	see p. 107, *AS*
Mechanized	MEC	see p. 47, *AS*
Melee	MEL	see p. 47, *AS*
Mimetic Armor System	MAS, LMAS	see p. 48, *AS*
Mine Dispenser	MDS#	see p. 107, *AS*
Minesweeper	MSW	see p. 107, *AS*
Missile	MSL#/#/#/#	see p. 107, *AS*
Mobile Army Surgical Hospital	MASH#	see p. 127
Mobile Field Base	MFB	see p. 127
Mobile Headquarters	MHQ#	see p. 107, *AS*
Mountain Troops	MTN	see p. 107, *AS*
Narc Missile Beacon	CNARC, SNARC	see pp. 107-108, *AS*
Naval C^3	NC3	see p. 128
Nova Composite EW System	NOVA	see p. 128
Off-Road	ORO	see p. 48, *AS*
Omni	OMNI	see p. 48, *AS*
Overheat Long	OVL	see p. 48, *AS*
Paratroopers	PAR	see p. 108, *AS*
Point Defense	PNT#	see p. 108, *AS*
ProtoMech Transport	PT#	see p. 108, *AS*
Prototype CASE	CASEP	see p. 129
Prototype Triple-Strength Myomer	TSMX	see p. 129
QuadVee	QV	see p. 129
Radical Heat Sink System	RHS	see p. 129
Rail	RAIL	see p. 108, *AS*
Reactive Armor	RCA	see p. 108, *AS*
Rear Weapons	REAR	see p. 22
Recon	RCN	see p. 108, *AS*
Reengineered Lasers	REL	see p. 130
Reflective Armor	RFA	see p. 108, *AS*
Remote Sensor Dispenser	RSD#	see p. 108, *AS*
RISC Advanced Point Defense System	RAMS	see p. 130
RISC Emergency Coolant System	ECS	see p. 130

Ability	Code*	Game Rules
RISC Viral Jammers	DJ, HJ	see p. 130
Robotic Drone	RBT	see p. 130
Saw	SAW	see p. 108, *AS*
Screen Launchers	SCR#	see p. 130
SDS Drone Control System	SDCS	see p. 130
SDS Jammer	JAM	see p. 130
Searchlight	SRCH	see p. 108, *AS*
Short-Range Missiles	SRM#/#	see pp. 108-109, *AS*
Small Craft Transport	ST#	see p. 109, *AS*
Space Defense System	SDS-X#/#/#/#**	see p. 109, *AS*
Space Operations Adaptation	SOA	see p. 109, *AS*
Spaceflight-Capable	SPC	see p. 131
Stealth	STL	see p. 48, *AS*
Sub-Capital	SCAP	see p. 109, *AS*
Super Large Unit	SLG	see p. 109, *AS*
Target Acquisition Gear	TAG	see p. 109, *AS*
Taser	MTAS#, BTAS#	see p. 109, *AS*
Tele-Operated Missiles	TELE	see p. 132
Tight-Stream EMP Weapons	TSEMP#, TSEMP-O#	see p. 132
Torpedo	TOR#/#/#	see p. 48, *AS*
Trailer Hitch	HTC	see p. 132
Trenchworks/Fieldworks Engineers	TRN	see p. 109, *AS*
Triple-Strength Implants	TSI	see p. 132
Triple-Strength Myomer	TSM	see p. 48, *AS*
Turret	TUR#/#/#	see p. 48, *AS*
Underwater Maneuvering Units	UMU	see p. 48, *AS*
Variable-Range Targeting	VRT	see p. 109, *AS*
Vehicle Transport	VTM#, VTH#, VTS#	see p. 109, *AS*
Very Large Unit	VLG	see p. 109, *AS*
Very-Short Takeoff and Landing	VSTOL	see p. 109, *AS*
Virtual Reality Piloting Pod	VR	see p. 131
Watchdog Composite EW System	WAT	see p. 48, *AS*

*Codes with a number sign (#) indicate numerical values that can vary from unit to unit
**These codes may vary with the specific weapon system used (see item rules for more information)

Armored Component (ARM)

A unit with armored components has reinforced one or more parts of its chassis, internal equipment, or armament for added resiliency in battle.

Conversion: If a unit's stats specify that any of its components are armored (usually by the word "Armored" in parentheses after the item's listing), it receives this special ability.

Armored Motive System (ARS)

A vehicle unit with this special ability has reinforced its delicate motive systems for added protection against debilitating attacks.

Conversion: Only combat and support vehicle units that list an Armored Motive System in their equipment inventory may receive this special ability. This ability is not available to any other unit type.

Artillery (ART-X#)

A unit with this ability features one (or more) artillery weapon systems.

Conversion: Any unit equipped with an artillery weapon (including artillery cannons and battle armor tube artillery weapons) receives this special ability. The exact listing on a unit's stat card replaces the "X" with a shorthand for the weapon's type, and the # indicates the quantity of these weapons the unit carries. See the Alpha Strike Weapon Conversion Table – Artillery Weapons on p. 111 for the specific weapon codes.

Atmospheric Only (ATMO)

Airborne units with this ability are unable to operate in atmosphere.

Conversion: This ability applies only to airborne units and thus is not listed on ground units of any type. To receive this special, the unit must be an airship support vehicle, conventional fighter, fixed-wing support vehicle, or VTOL vehicle type.

Autocannon (AC#/#/#)

This special ability tracks damage from a unit's light and/or standard autocannon weapons, and indicates an ability to use alternate autocannon munitions.

Conversion: A unit receives this special if it carries any number of light or standard autocannons that can deliver 1 or more points of damage at Medium range after heat-modification and before final damage value rounding. To find the final damage values for this ability, add up the damage for all of the unit's light and standard autocannons (indicated on the weapon conversion tables by any weapons with the "AC" note), and round all sums normally. Record this ability as AC#/#/# where # is the final damage value for each range bracket.

Ballistic-Reinforced Armor (BRA)

A unit with this ability features specialty armor designed to reduce the effects of ballistic weaponry.

Conversion: This special ability is applied to any unit equipped with ballistic-reinforced armor in all body locations. In the unit's *Technical Readout*, this armor type will be listed in the same area where its Armor Factor is found.

Barrier Armor Rating (BAR)

A unit with this special ability carries weaker armor types than the modern combat standard.

Conversion: A unit receives this ability if it specifically indicates that it is equipped with either Commercial Armor, or an armor with a BAR value of 1 through 9. These armor types will typically be indicated in the unit's stats where its Armor Factor appears.

Basic Fire Control (BFC)

This ability indicates that a unit has been equipped with rudimentary fire control systems, which are generally below modern battlefield standards, but provide civilian, commercial, or industrial units with a modicum of target tracking capacity.

Conversion: To receive this special ability, the unit must be an IndustrialMech or Support Vehicle specifically equipped with Basic Fire Control. (This will appear in the unit's notes, or its weapons and equipment inventory.)

BattleMech HarJel (BHJ)

This special unit ability indicates that the 'Mech has been equipped with HarJel hull-sealing technology.

Conversion: To receive this special ability, the unit must be a 'Mech equipped with BattleMech HarJel systems in the Center, Left and Right torso body locations.

BattleMech HarJel II and III (BHJ2, BHJ3)

This special unit ability indicates that the 'Mech has been equipped with an advanced HarJel hull-sealing system capable of limited armor repairs.

Conversion: To receive this special ability, the unit must be a 'Mech equipped with BattleMech HarJel II or III repair systems in the Center, Left and Right torso body locations. If the unit features HarJel II repair systems, it receives the BHJ2 special. If the unit features HarJel III repair systems, it receives the BHJ3 special.

BattleMech Shield (SHLD)

A 'Mech with this special carries an armored shield that adds additional protection against weapons fire and physical attacks.

Conversion: If the unit is a 'Mech equipped with a Shield (of any size), it receives this special.

Bimodal Land-Air 'Mech (BIM(#a))

A 'Mech with this ability has been built to convert from a BattleMech to an aerospace fighter and back.

Conversion: If a 'Mech unit features Safe Thrust and Max Thrust values in addition to its normal Walking, Running, and Jumping MPs, but does not feature AirMech Cruising or AirMech Flanking MPs in its *Technical Readout*, it is a bimodal Land-Air 'Mech, and must receive this special ability. The numeric value (in parentheses, followed by the letter "a"), is equal to the unit's Safe Thrust value. For example, the SHD-X2 *Shadow Hawk LAM*, with its Safe Thrust of 4, would receive the BIM(4a) special.

Bloodhound Active Probe (BH)

A unit with this special carries a more sophisticated version of the Beagle active probe.

Conversion: Any unit that lists a Bloodhound active probe in its weapons and equipment inventory receives this special ability. As with a standard active probe (PRB), the presence of a Bloodhound probe also adds the Recon (RCN) special to the unit's *Alpha Strike* stats as well.

Bomb (BOMB#)

A unit with this ability is equipped with the ability to carry and drop bombs in combat.

Conversion: A unit receives this special ability if it is a conventional fighter or an aerospace fighter, a Land-Air 'Mech with internal bomb bays, or if it is a fixed-wing support vehicle, a VTOL, or battle armor unit equipped with external hardpoints or bomb racks. The number assigned to this special is then based on the unit's type. For aerospace and conventional fighters, this numerical value is equal to the unit's Size value. Fixed-wing support vehicles, LAMs, and VTOL units receive a value equal to the number of internal bomb bays or external hardpoints the unit carries, divided by 5 and rounding up.

Battle armor units receive 1 BOMB point for every 5 bomb racks in the unit, rounding normally. Remember that this counts the entire squad as a single unit, so if each member of a 4-trooper unit carries a bomb rack, the unit will receive a BOMB1 special ability ([4 troopers x 1 bomb rack per trooper] ÷ 5 = 0.8, round to 1).

Booby Trap (BT)

A unit with this special ability carries a booby trap as a devastating weapon of last resort.

Conversion: Any unit type (except ProtoMechs or infantry of any kind) receives this special ability if it features a Booby Trap item in its weapons and equipment inventory.

Bridgelayer (BRID)

A vehicle unit with this special ability is capable of extending a temporary bridge that enables units to cross small expanses of water or deep chasms.

Conversion: A unit receives this special ability if it carries a bridgelayer of any size. This item will be listed in the unit's *Technical Readout* entry under its weapons and equipment inventory.

C³ Systems

A number of command, control, and communications (C^3) systems are available to units in *Alpha Strike*. While they all work along the same principles in game play, the various systems require different notations on a unit's data card, as described below, and will appear in the weapons and equipment inventory of the unit's *Technical Readout* entry.

C^3 **Boosted Master (C3BSM#):** A unit receives this special ability if it lists at least one C^3 Boosted Master Computer in its inventory. The number value for this special indicates how many such systems are mounted on the unit, but is only applied if the unit carries 2 or more such systems. If a unit carries only one C^3 Boosted Master Computer, it receives the C3BSM special, with no number.

C^3 **Boosted Slave (C3BSS#):** A unit receives this special ability if it lists at least one C^3 Boosted Slave Computer in its inventory. The number value for this special indicates how many such systems are mounted on the unit, but is only applied if the unit carries 2 or more C^3 Boosted Slaves. If a unit carries only one C^3 Boosted Slave, it receives the C3BSS special, with no number.

C^3 **Emergency Master (C3BSM#):** A unit receives this special ability if it lists at least one C^3 Emergency Master Computer in its inventory. The number value for this special indicates how many such systems are mounted on the unit, but is only applied if the unit carries 2 or more such systems. If a unit carries only one C^3 Emergency Master Computer, it receives the C3EM special, with no number.

C^3 **Master (C3M#):** A unit receives this special ability if it lists at least one standard C^3 Master Computer in its inventory. The number value for this special indicates how many such systems are mounted on the unit, but is only applied if the unit carries 2 or more such systems. If a unit carries only one C^3 Master Computer, it receives the C3M special, with no number.

C^3 **Remote Sensor (C3RS):** A unit receives this special ability if it lists at least one C^3 Remote Sensor launcher in its weapons and equipment inventory. No number is added to this ability notation, even if the unit carries more than one of these items.

C^3 **Slave Computer (C3S):** A unit receives this special ability if it lists at least one standard C^3 Slave computer in its weapons and equipment inventory. No number is added to this ability notation, even if the unit carries more than one of these items.

C^3 **Improved Computer (C3I):** A unit receives this special ability if it lists at least one Improved C^3 Computer system in its weapons and equipment inventory. No number is added to this ability notation, even if the unit carries more than one of these items.

Capital Weapons (CAP)

Capital weapons are extremely heavy versions of the lasers, particle cannons, autocannons, and Gauss rifles found on ground units, adapted for use in space combat between WarShips.

Conversion: A unit receives this special ability if it carries any of the non-missile capital weapons—identified as such by a "CAP" notation in the Alpha Strike Capital and Sub-Capital Weapon Conversion Table (see p. 114).

Note that units only receive this special if they are aerospace units with capital non-missile weapons listed in their weapons and equipment inventories. Ground-based units with similar weapons, including support vehicles and mobile structures incapable of spaceflight, use the SDS-C#/#/#/# special instead (see p. 131).

Attack values are not listed as part of this special ability; instead capital weapons receive their own attack value listings (for each appropriate firing arc) on the unit's data card.

Cargo (CAR#)

This special ability indicates the weight of any infantry units that can be transported by units that possess the Cargo Transport (CK# or CT#) special ability.

Conversion: Only infantry unit types (including battle armor) may receive this special ability. For a conventional infantry unit, the value assigned to this special ability is equal to the unit's Transport Weight (in tons). For battle armor units of any size, the value of this special ability is equal to the number of troops in the squad. For example, a House Steiner conventional heavy infantry unit weighing 6 tons would receive the CAR6 special, while a 5-trooper Point of Clan Hell's Horses Golem battle armor would receive the CAR5 special.

Cargo Transport–Kilotons (CK#)

A unit with this special ability has an internal, general-purpose carrying capacity of at least 1,000 tons of cargo.

Conversion: A unit receives this special ability if it has at least 1,000 tons of transport bay space not specifically assigned to aerospace units, vehicles, infantry, 'Mechs, ProtoMechs, Small Craft, or DropShips. The value assigned to this ability is equal to the number of tons assigned to the unit's non-specific cargo capacity, divided by 1,000. This may be expressed as a decimal value.

If the transport unit is a spacecraft of any kind (e.g., a DropShip, space station, JumpShip, or WarShip), the ability also must include in its notation any doors assigned to the cargo bay, in the same fashion as a unit that launches fighters (see *Aerospace Transport*, p. 117). For example, the 1,515-ton cargo bay on an *Aesir*-class DropShip—which also lists 2 Doors assigned to that bay—would appear on the unit's *Alpha Strike* card as CK1.515-D2.

Cargo Transport–Tons (CT#)

A unit with this special ability has an internal, general-purpose carrying capacity under 1,000 tons.

Conversion: A unit receives this special ability if it has less than 1,000 tons of transport bay space not specifically assigned to aerospace units, vehicles, infantry, 'Mechs, ProtoMechs, Small Craft, or DropShips. The value assigned to this ability is equal to the number of tons assigned to the unit's non-specific cargo capacity. This may be expressed as a decimal value.

If the transport unit is a spacecraft of any kind (e.g., a Small Craft, DropShip, satellite, space station, JumpShip, or WarShip), the ability also must include in its notation any doors assigned to the cargo bay, in the same fashion as a unit that launches fighters (see *Aerospace Transport*, p. 117). For example, the 72-ton cargo bay on a *Union*-class DropShip—which also lists 1 Door assigned to that bay—would appear on the unit's *Alpha Strike* card as CT72-D1, but a Tyr infantry support vehicle, with its 5-ton cargo bay, would list this ability simply as CT5.

CASE (CASE)

Units with this ability feature equipment designed to safeguard them against internal ammunition explosions.

Conversion: Any non-infantry unit built with a Clan technology base that carries ammunition or Gauss rifles will receive the CASE special ability. Any non-infantry unit built with an Inner Sphere technology base will only receive the CASE special ability if the unit lists CASE among its weapons and equipment inventory.

Infantry units may never receive this special ability.

CASE II (CASEII)

Units with this ability feature improved explosion-venting equipment.

Conversion: A non-infantry unit may only receive the CASEII special ability if it lists CASE II among its weapons and equipment inventory.

Infantry units may never receive this special ability.

Crew (CRW#)

This unit has a significant number of crew, who can be used to act against boarding parties.

Conversion: This special ability applies only to Mobile Structures, DropShips, JumpShips, space stations, satellites, or any support vehicle with the LG, VLG, or SLG special unit ability. To determine this ability's value, first find the unit's base crew complement: the total number of crew members the unit carries that are not specifically listed as marines or passengers. (This usually appears as a single text line in the unit's *Technical Readout* specs.)

If the unit is a DropShip, satellite support vehicle, or any other support vehicle type with the LG special, divide this crew complement by 60. If the unit is a support vehicle with the VLG special, divide its crew complement by 90. If the unit is a Mobile Structure, JumpShip, space station, WarShip, or a support vehicle with the SLG special, divide the crew complement by 120. In all cases, round the final result normally. If the rounded result comes to 1 or more, the unit receives a CRW special with that value.

Critical Resistant (CR)

This unit features an armor or structure type that reduces the effectiveness of armor-defeating weapons and munitions.

Conversion: This special ability is applied to any unit equipped with hardened or ferro-lamellor armor in all body locations. In the unit's *Technical Readout*, this armor type will be listed in the same area where its Armor Factor is found.

Direct Neural Control Interface (DN)

This unit features a cockpit control system designed to work with direct neural interface implants.

Conversion: This special ability is applied to any unit that features a direct neural interface (DNI) cockpit modification. This feature will be listed in the notes area of the unit's *Technical Readout*.

Door (D#)

This special ability is fairly unique in that it often appears as part of other transport-related special abilities, because it reflects the number of entrance and egress hatches assigned to a given transport bay.

Conversion: A unit receives this special if it specifically lists bay doors in its notes or equipment inventory. This special ability does not appear by itself, but must be assigned as part of another non-DropShip transport special ability (including AT#, CK#, CT#, IT#, MT#, PT#, VTM#, VTH#, and VTS#). Non-spacecraft transport

units, which generally do not track doors, may lack a door allotment as a result. Otherwise, the numerical value assigned to this special ability equals the number of doors assigned to its respective transport bay.

Drone (DRO)

A unit with this special ability is designed for remote operation, and thus generally lacks a pilot or crew of its own.

Conversion: A unit receives this special if it indicates that it has a Drone Operating System in either its cockpit description or its weapons and equipment data.

Drone Carrier Control System (DCC#)

A unit with this special ability is equipped with a specialized communications system for controlling remote-operated drones.

Conversion: A unit receives this special ability if it is equipped with a Drone Carrier Control System or a Remote Drone Command Console. This ability is recorded on the unit's *Alpha Strike* card as DCC#, where # is the number of drones that the unit can control (as listed in the unit's *Technical Readout* notes). A unit equipped with a Remote Drone Command Console receives a DCC1 special, as that system can only command a single drone at a time.

DropShip Transport (DT#)

A unit with this special ability can dock with DropShips, a feature typically found on larger spacecraft such as JumpShips, WarShips, and space stations.

Conversion: A unit receives this special ability if it possesses at least one docking collar. (Large spacecraft *Technical Readout* entries indicate the number of collars via a line titled DropShip Capacity; each DropShip a unit can accommodate counts as 1 docking collar.) This ability is recorded on a unit's *Alpha Strike* card as DT#, where the numerical value is equal to the unit's number of docking collars.

Dune Buggy (DUN)

Ground units with this ability have been specifically modified for operations in sandy environments, such as deserts and beaches.

Conversion: This ability applies only to ground vehicle units that have been given the Dune Buggy chassis modification. Such modifications will either appear as part of the unit's weapon and equipment inventory, or as a special note in the unit's *Technical Readout* entry.

Ejection Seat (ES)

Ejection seats are standard equipment on BattleMechs, aerospace fighters, and conventional fighters. Other units—including IndustrialMechs, fixed-wing support vehicles, and some ground vehicles—may pick them up as an option.

Conversion: Ejection seats need not be indicated on BattleMech or fighter units, since they are considered a standard cockpit component for those unit types. Other units will only receive this special ability if they specifically indicate the presence of either an Ejection Seat or a Combat Vehicle Escape Pod.

Electronic Countermeasures (ECM)

A unit with this special ability has been equipped with a high-power electronic countermeasures system capable of disrupting most modern military electronics and sensors.

Conversion: To receive this special ability, the unit must list a Guardian ECM, Prototype Guardian ECM, a standard Clan ECM Suite, an Electronic Warfare Equipment system, or the Nova or Watchdog composite EW systems. Note that many of these other systems include the addition of the ECM special in their own conversion rules.

Elementary or Fuel Cell Engines (EE, FC)

These special abilities indicate that the unit is powered by a non-fusion engine types, which rely on fuel and/or atmosphere to enable proper functionality.

Conversion: If a unit indicates that it is powered by a steam engine or an internal combustion engine (ICE), it receives the EE special automatically. If the unit is powered by a fuel cell engine of any kind, it receives the FC special.

Energy (ENE)

A unit with this ability does not rely on ammunition-fed weaponry or fuels, and lacks any components that might explode except under the most extreme conditions.

Conversion: This special is assigned to any non-infantry unit type that carries no explosive components. Explosive components that disqualify units from receiving this ability include all weapons that use ammunition (including artillery, autocannons, Gauss weapons, some flamers, chemical lasers, plasma weapons, and missile launchers), improved heavy lasers, A-Pods, B-Pods, and M-Pods, fuel tanks, booby traps, and coolant pods of any type.

Engineering (ENG)

Units with this special ability are able to clear rubble and aid in constructing fortifications and the like.

Conversion: Non-infantry units receive this special ability if they feature any of the following equipment items: Backhoe, Bulldozer, Heavy Duty Pile-Driver, Mining Drill, Rock-Cutter or Wrecking Ball. Infantry units designated as engineers use a different special ability to reflect their capabilities.

Environmental Sealing (SEAL)

Units with this ability are designed to operate in hostile environments, underwater, and even in vacuum. This feature comes standard with BattleMechs, ProtoMechs, most battle armor, all spacecraft, and aerospace fighters.

Conversion: BattleMechs, aerospace fighters, Small Craft, all other space craft (e.g. DropShips, JumpShips, WarShips, and space stations), ProtoMechs, and battle armor not specifically classified as exo-skeletons intrinsically benefit from this special ability and thus do not need to note it on their *Alpha Strike* cards. Combat and support vehicle submarines also possess this ability for the purposes of operating underwater only.

All other units need to have an Environmental Sealing chassis modification noted either in their weapons and equipment inventory, or as part of the unit's notes, in order to receive this special.

Extended Mechanized (XMEC)

Battle armor units with this special ability gain the ability to attach themselves even to non-Omni units for mechanized deployment.

Conversion: Only battle armor units equipped with Magnetic Clamps may receive this special ability.

Firefighter (FF)

Infantry units with this special ability are equipped to battle or contain fires.

Conversion: Infantry units designed with firefighting specialty will be designated as such in the unit's notes. If the unit has this description, it receives this special ability.

Fire Resistant (FR)

Units with this special ability are less susceptible to damage from fires and heat-causing weapons.

Conversion: A unit receives this special ability if it is equipped with Fire Resistant or Heat-Dissipating armor in all body locations. In the unit's *Technical Readout*, this armor type will be listed in the same area where its Armor Factor is found.

Flak (FLK #/#/#)

Units with this ability possess weaponry that is somewhat more effective at engaging airborne units.

Conversion: Weapons that qualify for this special ability are identified by the word "Flak" in the Notes column of their appropriate Alpha Strike Weapon Conversion Tables. To find the final damage values for this ability, add up the damage for all of the unit's Flak-capable weapons, and round all sums normally. Record this ability as FLK#/#/# where # is the final damage value for each range bracket.

Flight Deck (FD)

Only found on Very Large aerospace transport units operating on a planetary surface—such as naval aircraft carriers, or Mobile Structures built for a similar role—flight decks are essentially portable runways for aircraft to launch from and land upon.

Conversion: A unit receives this special if it has at least one flight deck in its weapons and equipment inventory or its unit notes.

Glider ProtoMech (GLD)

This special ability indicates that the ProtoMech has been built as a Glider ProtoMech, granting it additional movement options.

Conversion: A ProtoMech built as a Glider will list WiGE Cruise and Flank MP values in addition to the normal Walking and Running MPs found in its *Technical Readout* entry. When converting such units to *Alpha Strike*, in addition to noting the GLD special, the Glider ProtoMech must list two Move values, separated by a slash. The first (left of the slash) is the unit's ground movement, which equals 2 inches for every 1 MP of Walking movement. The second (right of the slash) is the unit's WiGE movement, which equals 2 inches for every 1 MP of WiGE Cruise MP the unit has, and is followed by a WiGE movement code (g). Thus, a Svartalfa Glider ProtoMech, with its Walking MP of 1 and WiGE Cruise MP of 4, would receive an *Alpha Strike* Move of 2"/8"g.

Heat (HT#/#/#)

Units with this ability are equipped with incendiary weapons or some kind.

Conversion: Units receive this special ability only if they carry weaponry capable to generating heat against an opposing unit. Weapons capable of doing so will have the Heat notation in their conversion tables, but are also summarized in the Heat-Generating Weaponry Table. To find the numerical value for this ability, reference this table and add up all the Heat Values for the unit's heat-generating weapons at each range bracket. If any of the range brackets total 5 or more, the unit will get the HT# special ability. For a total of 5 to 10, the value is 1 at that range bracket. If the total is 11 or more, the unit receives a 2.

When converting conventional infantry that have the ability to deliver heat—as found in the notes for such units—the unit's HT special receives a value equal to its Short range attack damage (to a maximum of 2 points).

HEAT-GENERATING WEAPONRY TABLE

Weapon	Heat Values (S/M/L)
Flamer*	2/0/0
Flamer (Vehicle)	2/0/0
Heavy Flamer*	4/0/0
ER Flamer	2/2/0
Plasma Rifle	3/3/0
Plasma Cannon	7/7/7

*Includes battle armor versions

Helipad (HELI)

Helipads are much smaller flight decks, designed for use with VTOL-capable aircraft.

Conversion: A unit receives this special if it has at least one helipad in its weapons and equipment inventory or its unit notes.

Hyperpulse Generator (HPG)

Hyperpulse generators allow for interstellar communication between star systems up to fifty light-years apart. Though this item has no direct effect on *Alpha Strike* game play, they may appear on units assigned to a strategic command—such as the command company of an invading army.

Conversion: A unit receives this special if it carries any form of Hyperpulse Generator in its equipment inventory or unit notes (including Mobile HPGs and Ground-Mobile HPGs).

Impact-Resistant Armor (IRA)

A unit with this ability features specialty armor designed to reduce the effects of physical attacks.

Conversion: This special ability is applied to any unit equipped with impact-resistant armor in all body locations. In the unit's *Technical Readout*, this armor type will be listed in the same area where its Armor Factor is found.

Improved Advanced Tactical Missiles (IATM #)

This special ability tracks damage from a unit's improved ATM and Fusillade launcher weapons, and indicates an ability to use alternate IATM munitions.

Conversion: A unit receives this special if it carries any number of improved ATM launchers and Fusillade launchers that, when combined, are capable of delivering 1 or more points of damage at Medium range before rounding. To find the final attack values for this ability, add up the damage for all of the unit's improved ATM launchers and Fusillade launchers (indicated on the weapon conversion tables by any weapons with the "IATM" note), and round all sums normally.

Record this ability as IATM#/#/# where # is the final damage value for each range bracket.

Improved Narc Missile Beacon (INARC)

A unit with this special ability is equipped with at least one improved-model Narc missile beacon launcher.

Conversion: A unit receives this special if it carries one or more iNarc launchers in its weapons and equipment inventory.

Indirect Fire (IF#)

This special ability indicates that the unit is capable of executing attacks even without having a line of sight to its target. It is particularly common on units equipped with LRM weapons.

Conversion: A unit receives this special if it is equipped with non-artillery weapons that can be fired indirectly. Weapons capable of attacking indirectly so will have the Indirect Fire notation in their conversion tables, and includes most LRMs, MMLs, Thunderbolt launchers, or 'Mech Mortars. This ability receives a numerical rating equal to the Long range attack value for all these weapons combined, rounded normally. (If the unit's Indirect Fire attack value, after heat-modification and before final damage rounding, is greater than 0, but less than 0.5, the unit receives an IF0* special, indicating that its indirect attack is subject to the Minimal Damage rule, see p. 18.)

Airborne units—including all aerospace units, airships, and fixed-wing support vehicles, may not receive this special ability, regardless of the weapons they carry.

Industrial Triple-Strength Myomer (I-TSM)

A 'Mech unit with this special ability features industrial-grade triple-strength myomer musculature.

Conversion: A unit receives this special if it has Industrial Triple-Strength Myomer (Industrial TSM) in its weapons and equipment inventory.

Infantry Transport (IT#)

This special ability indicates a unit that has allotted internal storage space specifically for the transport of infantry units.

Conversion: A unit receives this special if it lists infantry (or infantry transport bays of any kind, be they conventional or battle armor bays) in its weapons and equipment inventory. This ability is recorded as IT#, where the numerical value is the total carrying capacity devoted to infantry (in tons). Unlike most other transport bay types, doors are not recorded for infantry bays.

Kearny-Fuchida Drive (KF)

This special ability indicates that the unit is built for hyperspace travel, and thus is a JumpShip (or WarShip) of some kind. The Kearny-Fuchida drive is what enables such vessels to make jumps up to thirty light-years.

Conversion: Only JumpShips and WarShips may receive this special, which applies to any type of K-F drive (including compact, sub-compact, and standard core drives).

Land-Air 'Mech (LAM(#g/#a))

A 'Mech with this ability has been built to convert from BattleMech to aerospace fighter modes and back again, with an added hybrid "AirMech" mode for low-altitude operation.

Conversion: If a 'Mech unit features Safe Thrust and Max Thrust values in addition to its normal Walking, Running, and Jumping MPs, and also features AirMech Cruising and AirMech Flanking MPs in its *Technical Readout*, it is a standard Land-Air 'Mech, and must receive this special ability. The first numeric value in parentheses (the one followed by the letter "g"), is equal to 2 inches for every point of AirMech Cruising MP the unit has. The second numeric value (followed by the letter "a"), is equal to the unit's Safe Thrust value. For example, the PHX-HK1 *Phoenix Hawk LAM*, with its AirMech Cruising MP of 15, and Safe Thrust of 5, would receive the LAM(30"g/5a) special.

Large Unit (LG)

A unit with this special is physically larger than most units in play.

Conversion: A unit receives this special if it is any 'Mech over 100 tons in total weight, a support vehicle of any type with an *Alpha Strike* Size Class of 3, an aerospace Small Craft of any size, or a DropShip with an *Alpha Strike* Size Class of 1.

Light Active Probe (LPRB)

As the term implies, a light active probes is a smaller version of standard active probe, suitable for use by battle armor units and the like.

Conversion: Any unit type that features a Light Active Probe in its weapons and equipment inventory receives this special.

Light ECM (LECM)

Like the light active probe, the light ECM suite is a smaller and less powerful version of the vehicle-grade ECMs.

Conversion: Battle armor units carrying an ECM suite receive this special ability, as do any non-battle armor units that list the Electronic Warfare (EW) Equipment item in their weapons and equipment inventory.

Light Target Acquisition Gear (LTAG)

This special ability indicates that the unit is equipped with a lighter, short-range version of the target acquisition gear (TAG) system.

Conversion: Any unit listing a Light TAG in its weapons and equipment inventory receives this ability.

Lithium-Fusion Battery (LF)

This special ability indicates that the hyperspace-capable unit (e.g. a JumpShip or WarShip) possesses a special battery that allows for a second jump before recharging is needed.

Conversion: Only JumpShips and WarShips may receive this special ability, and then only if they list a lithium-fusion battery in the unit's notes or equipment inventory.

Long-Range Missiles (LRM #/#/#)

This special ability tracks damage from a unit's long-range missile weapons, and indicates an ability to use alternate LRM munitions.

Conversion: A unit receives this special if it carries any number of standard or enhanced LRM and/or MML launchers that, when combined, are capable of delivering 1 or more points of damage at Medium range after heat-modification and before final damage value rounding. To find the final attack values for this ability, add up the damage for all of the unit's standard or enhanced LRM launchers (indicated on the weapon conversion tables by any weapons with the "LRM" note), and round all sums normally. If the weapon lists multiple damage values at a given range bracket, use the first (left-most) damage values.

Record this ability as LRM#/#/# where # is the final damage value for each range bracket.

LRMs: When you want to touch someone before they even notice you're there!

MagLev (MAG)

A variation of the Rail special ability, MagLev (magnetic levitation) units are limited to travelling only on maglev railways.

Conversion: Rail-based vehicle types (movement code r) receive this special if they feature a MagLev engine/controls system (as indicated in the unit's *Technical Readout* stats).

Magnetic Clamp System (MCS, UCS)

A ProtoMech unit with this special ability may be transported externally by OmniMechs and other Omni-capable units in the same manner as a mechanized battle armor unit.

Conversion: This special ability is available only to ProtoMechs that have the Magnetic Clamp System listed in their weapons and equipment inventories. If the ProtoMech with magnetic clamps weighs 9 tons or less, it receives the MCS special. If the ProtoMech weighs 10 tons or more, it receives the UCS special instead. Quadruped ProtoMechs and Glider ProtoMechs may not make use of this special ability.

'Mech Transport (MT#)

A unit with this ability has dedicated space to transporting 'Mech units, including an apparatus for maintaining such units, and cocooning and dropping them from high altitudes.

Conversion: A unit receives this special if it is equipped with 'Mech bays (often listed on a unit's specs as 'Mech bays, BattleMech transport bays, or simply as "BattleMechs"—followed by a number of Doors), this ability is recorded as MT#D#. The first number is the number of actual transport bays/number of 'Mechs carried by the unit, while the second number indicates the number of bay doors assigned to that area. For example, a *Leopard*-class DropShip lists "BattleMechs (4)", followed by "4 Doors"; this would translate to an *Alpha Strike* special of MT4D4.

Mechanized (MEC)

A battle armor unit with this special ability may be transported externally by OmniMechs and other Omni-capable units.

Conversion: This special ability is available only to battle armor units. To receive this ability, the unit must be able to use the Mechanized infantry rules by being both humanoid (two-legged) in configuration design and possessing the proper manipulators for the job. This ability is thus available if the unit's *Technical Readout* specs indicate "Yes" to Mechanized.

If this cannot be found on the unit's *Technical Readout* entry, a battle armor unit receives this special if it is a PA(L) or Light weight class suit with 2 armored gloves, 2 basic manipulators, or 1 battle claw; or of it is a Medium or Heavy weight class suit with 2 basic manipulators or 1 battle claw. Battlesuits that use a four-legged (quadruped) chassis, or are of the Assault weight class, may not receive this special.

Melee (MEL)

This special ability indicates that the unit is equipped with a physical attack weapon. While somewhat common for 'Mechs, this ability can even be found on ProtoMechs or even vehicles.

Conversion: A unit receives this special if it has one or more of the following items in its weapons and equipment inventory (though having multiple items will not grant an additional bonus): Backhoe, Chain Whip, Chainsaw, Claws, Combine, Dual Saw, Flail, Hatchet, Heavy Duty Pile Driver, Lance, Mace, Mining Drill, Retractable Blade, Rock Cutter, Shield (any size), Spikes, Spot Welder, Sword, Talons, Vibroblade (any), Wrecking Ball, the ProtoMech Melee Weapon, or the ProtoMech Quad Weapon Melee System.

Mimetic Armor System (MAS, LMAS)

Units with this ability possess an active visual camouflage system that render them more difficult to target in combat.

Conversion: Units that list a Void-Signature System or Chameleon Light Polarization Shield in their weapons and equipment inventory receive the MAS special ability, as do battle armor units equipped with the Mimetic armor type. Battle armor equipped with a camouflage (Camo) system in their weapons and equipment inventories, or conventional infantry outfitted with dermal camouflage (see *Augmented Warriors*, pp. 26-28), receive the LMAS special instead.

Mine Dispenser (MDS#)

Units with this ability are equipped to deploy minefields.

Conversion: Units that list mine dispensers in their weapons and equipment inventories (or in the unit's notes), receive this special ability. The numerical value of this ability is equal to the number of mine dispensers the unit possesses.

Minesweeper (MSW)

Units with this ability feature devices meant to clear minefields.

Conversion: Non-infantry units receive this special ability if they list at least one minesweeper in their weapons and equipment inventories. Battle armor units that list mine clearance equipment as a manipulator type also receive this special ability, as to any conventional infantry that indicate minesweeping capability in the unit's notes.

Missile (MSL#/#/#/#)

Units with this special ability have been outfitted with capital and/or sub-capital scale missile launchers. This ability is all but unheard of among most aerospace units smaller than a DropShip, but is much more common among WarShips.

Conversion: A unit receives this special if it is an aerospace unit with capital missile or sub-capital missile launchers listed in its weapons and equipment inventory. Ground-based units, including support vehicles and mobile structures incapable of spaceflight, use the SDS-CM special instead (see p. 131).

The *Alpha Strike* damage values for all capital and sub-capital weapons may be found in the Alpha Strike Capital and Sub-Capital Weapon Conversion Table on p. 114. When assigning damage values to this special ability, all of the unit's capital and sub-capital missiles covering a single firing arc must be added together, then rounded normally. Repeat as applicable for all of the unit's firing arcs per the unit's basic core conversion rules.

Mobile Army Surgical Hospital (MASH#)

A unit with this special ability is equipped with surgical stations to tend to wounded soldiers, crews, and other human casualties of war.

Conversion: Any unit equipped that lists at least 1 MASH unit in its weapons and equipment inventory (or its notes) receives this special ability. Record this as MASH# where # is the total number of operating theatres indicated in its *Technical Readout* specs.

Mobile Field Base (MFB)

A unit with this special ability carries the necessary equipment and structure to erect a temporary field repair and service station in short order. This allows for better and faster salvage, repairs, and reloading between battles.

Conversion: A unit receives this special ability if it features a mobile field base in its weapons and equipment inventory or its descriptive notes. Units that feature transport bays other than cargo (CT# or CK#), infantry (IT#), or DropShips (DT#) also receive this ability, indicating the support features built into their transport bay systems.

Mobile Headquarters (MHQ#)

A unit equipped as a mobile headquarters features an array of communications, sensors, and tactical aids all designed to assist in coordinating a battlefield force.

Conversion: A unit receives this ability if it features any one or more of the items listed in the Mobile Headquarters Equipment Table in its weapons and equipment inventory or unit notes. To find the numerical value for this special, add up the MHQ points for all of the equipment mounted on the unit, and round the final result down to the nearest whole number.

MOBILE HEADQUARTERS EQUIPMENT TABLE

Item	MHQ Points
C^3 Boosted Master Computer	6
C^3 Boosted Slave Computer	2
C^3 Master Computer	5
C^3 Slave Computer	1
Improved C^3 Computer	2.5
Battle Armor C^3	1*
Battle Armor Improved C^3	2*
Nova Combined EW System	1.5
Communications Equipment	1 per ton

*Applies once per battle armor unit (not per suit), regardless of squad size

Mountain Troops (MTN)

Infantry units with this ability are trained and equipped for climbing over rugged terrain and managing colder, higher altitudes.

Conversion: A conventional infantry unit receives this special ability if it indicates that it has been equipped with mountain climbing gear and immunity to Thin Atmospheres in the unit's notes.

Narc Missile Beacon (CNARC, SNARC)

A unit with this special ability is equipped with at least one compact or standard Narc missile beacon launcher.

Conversion: A unit receives the SNARC special if it carries one or more standard (or prototype) Narc missile beacon launchers in its weapons and equipment inventory. If the unit carries a compact Narc missile beacon launcher, it receives the CNARC special instead.

Naval C^3 (NC3)

Aerospace units equipped with the Naval C^3 are able to coordinate their attacks better in space combat.

Conversion: Only aerospace units may receive this special ability. This ability is assigned if the unit lists the Naval C^3 system in the weapons and equipment inventory or the unit notes for its *Technical Readout* entry.

Nova Composite EW System (NOVA)

A combination of active probe, electronic countermeasures, and limited C^3 capability, the experimental Nova Composite EW system debuted in the Jihad era, and its continued existence ever since remains a guarded secret among the Clans.

Conversion: A unit receives this special ability if it list a Nova CEWS within the weapons and equipment inventory of its *Technical Readout*. Possession of this ability also adds the PRB and ECM specials to the unit.

Off-Road (ORO)

This special indicates that a non-military vehicle has been modified for use off prepared terrains such as roads and other paved surfaces.

Conversion: A ground-based support vehicle unit only receives this special if its *Technical Readout* entry indicates that it has the Off-Road chassis and controls modification.

Omni (OMNI)

Modular (Omni) technology enables not only rapid reconfiguration between battles, but also makes it possible for ground-based units such as 'Mechs and vehicles to carry mechanized battle armor infantry into the fight without sacrificing mobility.

Conversion: Only 'Mechs, vehicles, and fighters may receive the OMNI special ability. Such units are identified on their *Technical Readout* entries by the presence of multiple weapons and equipment configurations, and/or an Omni chassis modification indicated in the unit's notes.

Overheat Long (OVL)

A unit with this special ability can improve its damage potential at the risk of overheating even at long range.

Conversion: A unit receives this ability if the total heat for its Medium- and Long-range weapons only (i.e. when not counting any weapons that can only deliver damage at the Short-range bracket) still exceeds the unit's ability to dissipate that heat. See *Converting Heat*, p. 115.

Paratroopers (PARA)

Infantry units with this ability are equipped to drop into combat zones from airborne units, including VTOLs, hovering DropShips, and other perfectly good aircraft.

Conversion: Only infantry units (including battle armor) may receive this special. Battle armor units will receive this ability if they list a Parafoil in their weapons and equipment inventory. Conventional infantry units will receive this ability if they list paratroop equipment in the unit's notes.

Point Defense (PNT#)

This special ability indicates that the unit is carrying weaponry capable of intercepting incoming missiles, including not only LRMs and SRMs, but also capital missiles, sub-capital missiles, and Arrow IV homing artillery missiles.

Conversion: This ability is used only by aerospace units (including fighters, Small Craft, DropShips, JumpShips, WarShips, space stations, and satellite support vehicles). Ground-based units only gain point-defense via the appropriate Anti-Missile System abilities (AMS or RAMS specials).

Weapons that can be used for Point Defense are indicated by a "Point Defense" note in the Alpha Strike Weapon Conversion Tables. To determine the numerical value of this special, add up all of the Short range attack values for these weapons. If the unit carries anti-missile systems of any kind (including standard, laser, or prototype AMS, or the RISC Advanced Point Defense System), treat each of these systems as having a Short range attack value of +0.3 points, and add these to the total. Round this final value up to the nearest whole number for the PNT# special value.

ProtoMech Transport (PT#)

A unit with this ability has dedicated space to transporting ProtoMech units, including an apparatus for maintaining such units, as well as cocooning and dropping them from high altitudes.

Conversion: A unit receives this special if it is equipped with ProtoMech bays (often listed on a unit's specs as ProtoMech bays, ProtoMech transport bays, or simply as "ProtoMechs"—followed by a number of Doors), this ability is recorded as PT#D#. The first number is the number of actual transport bays/number of ProtoMechs carried by the unit, while the second number indicates the number of bay doors assigned to that area. For example, an *Arcadia*-class DropShip lists "ProtoMechs (5)", followed by "1 Door", three times on its *Technical Readout* entry; this would translate to an *Alpha Strike* special of PT15D3.

Members of an urban response platoon hope to delay a Gorgon *ProtoMech from reaching its objective.*

Prototype CASE (CASEP)

Units with this ability feature an early version of the CASE equipment meant to safeguard them against internal ammunition explosions.

Conversion: A unit will receive this special if its *Technical Readout* entry lists Prototype CASE among its weapons and equipment inventory.

Prototype Triple-Strength Myomer (TSMX)

'Mech units with this special ability have been fitted with the original prototype-grade triple-strength myomer musculature, which carried with it a fatal design flaw that rendered them susceptible to a weaponized catalyst.

Conversion: A unit receives this special ability if it lists Prototype Triple Strength Myomer (TSM) in its weapons and equipment inventory. If the unit is equipped with Industrial Triple-Strength Myomer, use the ITSM special instead. If the unit is equipped with standard, non-prototype Triple-Strength Myomers, use the TSM special instead.

QuadVee (QV)

A 'Mech with this ability has been built to convert from BattleMech to combat vehicle modes and back again.

Conversion: If a 'Mech unit features Cruising and Flanking MPs in its *Technical Readout* in addition to Walking and Running MPs, it is a QuadVee, and must receive this special ability. Furthermore, all attack values for a QuadVee unit are considered to be turret-based, and thus the unit will receive the TUR(#/#/#) special, with all standard (and special) attack values assigned to the turret.

Also, QuadVees receive a movement code of "qt" if they possess Tracks in their weapons and equipment inventory, indicating that their vehicle mode movement is track-based. QuadVees with Wheels in their weapons and equipment inventory receive the "qw" movement code instead. In *Alpha Strike* game play, the actual Move (in inches) for both QuadVee types is equal to 2 inches for every Walking MP the unit possesses. Thus, a QuadVee that lists Tracks in its equipment inventory and has 4 Walking MPs in its *Technical Readout* will receive a Move of 8"qt.

Radical Heat Sink System (RHS)

A unit with this special is equipped with the enhanced—but somewhat unreliable—coolant flush system that debuted in the Dark Age era of the *BattleTech* setting.

Conversion: Only heat-tracking units can be equipped with a radical heat sink system. A unit receives this special if it features a Radical Heat Sink system in its weapons and equipment inventory.

Rail (RAIL)

A unit with this special ability may only move along railway terrain.

Conversion: Any vehicle unit built with the Rail motive type receives this special

Reactive Armor (RCA)

A unit with this ability features specialty armor designed to reduce the effects of explosive munitions, such as missile warheads.

Conversion: This special ability is applied to any unit equipped with reactive armor in all body locations. In the unit's *Technical Readout*, this armor type will be listed in the same area where its Armor Factor is found.

Rear Weapons (REAR#/#/#)

This special ability indicates that this unit is a 'Mech, vehicle, or fighter that has been equipped with a significant number of rear-facing weapons.

Conversion: A unit receives this special if it carries any number of weapons specifically identified as rear-facing on its *Technical Readout* entry, and it is not a unit type that would otherwise receive a rear firing arc (such as a DropShip). The damage values for this special ability are found by adding up all *Alpha Strike* values for the unit's rear-firing weapons only at each range bracket, and rounding normally, with pre-rounded damage values between 0 and 0.5 represented as a Minimal Damage (0*) value.

Unlike other weapon-based special abilities, those covered by the Rear #/#/# special do not modify their damage values for heat.

Recon (RCN)

A unit with this ability features sensors and communications packages that aid it in reconnaissance missions, and enable it to work in concert with units that possess mobile headquarters capabilities.

Conversion: A unit receives this special ability if it has any form of active probe (including the PRB, LPRB, BH, NOVA, or WAT specials), or if 5 percent or more of its total weight has been devoted to communications equipment. Units also receive this special ability if they feature one or more of the following in their weapons and equipment inventories or notes: Lookdown Radar, Remote Sensor Dispenser, Recon Camera, High-Res Image Camera, Hyperspectral Imager, Infrared Imager Camera, Battle Armor Improved Sensors, or Electronic Warfare Equipment.

Reengineered Lasers (REL)

A unit with this special ability features improved laser weaponry designed to cut through the added defenses of many specialty armor types.

Conversion: To receive this special ability, a unit must be able to deliver a combined damage value of 1 point or more at Medium range with just its re-engineered laser weapons. These weapons are identified with a "REL" note in the Alpha Strike Weapon Conversion Tables.

Reflective Armor (RFA)

A unit with this ability features specialty armor designed to reduce the effects of energy weapons, such as lasers and PPCs.

Conversion: This special ability is applied to any unit equipped with armor reflective (also known as laser-reflective or glazed armor) in all body locations. In the unit's *Technical Readout*, this armor type will be listed in the same area where its Armor Factor is found.

Remote Sensors Dispenser (RSD#)

A unit with this ability carries one or more remote sensor dispensers, which can be used to enhance its reconnaissance capabilities, spot for indirect fire and artillery, or locate hidden units.

Conversion: A unit receives this ability if it has at least one Remote Sensor Dispenser in its weapons and equipment inventory. The numerical value for this ability is equal to the number of dispensers installed on the unit.

RISC Advanced Point Defense System (RAMS)

A unit with this ability features a cutting-edge new anti-missile defense system that can even extend itself to protect nearby units from inbound missile attacks.

Conversion: A unit receives this special ability if it has at least one RISC Advanced Point Defense System in its weapons and equipment inventory.

RISC Emergency Coolant System (ECS)

The RISC emergency coolant system is a variation on the radical heat sink system (see p. 129) that is potentially more potent—but also potentially more harmful to its user in the event of failure.

Conversion: A unit receives this special ability if it has a RISC Emergency Coolant System in its weapons and equipment inventory.

RISC Viral Jammers (DJ, HJ)

A unit with either of these abilities is equipped with an active electronic countermeasures system tailored to specific EW systems. The viral decoy jammer specifically targets enemy ECM and similar obscuring technologies, while the viral homing jammer specifically targets enemy C^3 systems, TAG, and missile targeting systems.

Conversion: A unit receives these special abilities if it has one or more of the RISC Viral Jammer systems in its weapons and equipment inventory. If the unit carries a RISC Decoy Jammer, it receives the DJ special. If it carries a RISC Homing Jammer, it receives the HJ special.

Robotic Drone (RBT)

A unit with this special ability is designed for autonomous operation, without a pilot or crew of its own.

Conversion: A unit receives this special if it indicates that it has a Robotic Drone Operating System in either its cockpit description or its weapons and equipment data. A unit is considered a robotic drone if it features the Smart Robotic Control System (SRCS), the SDS (Caspar) drone control system, the Caspar II advanced SRCS (ASRCS), and the shielded aerospace SRCS (AS-SRCS).

Saw (SAW)

While also considered a melee weapon, this special also indicates that the unit has the means to clear woods and other thick brush terrain.

Conversion: A unit receives this special if it lists a Chainsaw**,** Dual Saw, or Retractable Blade in its weapons and equipment inventory. Infantry units—including battle armor—may not receive this special ability.

Screen Launchers (SCR#)

Screen launchers are a capital-scale defensive system seen on some large aerospace craft, and are used to deflect or scatter incoming fire by deploying clouds of debris.

Conversion: A unit receives this special if it lists any Screen Launchers in its weapons and equipment inventory. The numerical value of this special is equal to the total number of screen launchers mounted on the unit, regardless of their facing.

SDS Drone Control System (SDCS)

Units with this special have an even more sophisticated robotic control system not seen since the fall of the original Star League. This enables the unit to operate as a superior form of robotic drone, per the rules found on pp. 39-40.

Conversion: A unit receives this ability if it features a SDS (Caspar) control system in the notes for its *Technical Readout* entry.

SDS Jammer (JAM)

A unit with this ability carries one of the late-Star League jamming devices used to impair the capabilities of SDS drone units.

Conversion: A unit receives this ability if it features a SDS jammer device in the notes for its *Technical Readout* entry.

Searchlight (SRCH)

Units equipped with a searchlight can use this item to eliminate combat modifiers for darkness.

Conversion: 'Mechs and combat vehicles automatically receive this ability and need not list it on their data cards. All other unit types receive this ability if they carry at least one mounted searchlight in their weapons and equipment inventory. Units equipped with a handheld searchlight instead do not receive this special.

Short-Range Missiles (SRM #/#)

This special ability tracks damage from a unit's short-range missile weapons, and indicates an ability to use alternate SRM munitions.

Conversion: A unit receives this special if it carries any number of standard SRM and/or MML launchers that, when combined, are capable of delivering 1 or more points of damage at Medium range after heat-modification and before final damage value rounding. To find the final attack values for this ability, add up the damage for all of the unit's standard SRM launchers (indicated on the weapon conversion tables by any weapons with the "SRM" note), and round all sums normally. If the weapon lists multiple damage values at a given range bracket, use the first (left-most) damage values.

Record this ability as SRM#/#, where # is the final damage value for each range bracket.

Small Craft Transport (ST#)

A unit with this ability has dedicated space to transporting aerospace Small Craft, including an apparatus for launching and recovering such units.

Conversion: A unit receives this special if it is equipped with Small Craft bays (often listed on a unit's specs as Small Craft bays, Small Craft transport bays, or simply as "Small Craft"—followed by a number of Doors), this ability is recorded as ST#D#. The first number is the number of actual transport bays/number of Small Craft carried by the unit, while the second number indicates the number of bay doors assigned to that area. For example, an *Inazuma*-class corvette WarShip lists "Small Craft (2)", followed by "1 Door" on its *Technical Readout* entry; this would translate to an *Alpha Strike* special of ST2D1.

If a unit equipped to carry Small Craft also indicates fighters in the same bay (usually by an entry of "Fighters/Small Craft"), record this as a ST#/D# special instead of an AT#D# special.

Space Defense System (SDS)

Units with this special ability are ground-based elements that have been outfitted with capital and/or sub-capital scale weapons. These weapons are used to track orbiting threats or—in more unusual circumstances—to deliver far-reaching artillery support.

Conversion: A unit receives this special if it is a ground-based unit that is incapable of spaceflight, but which nevertheless mounts capital missile or sub-capital weapons in its weapons and equipment inventory. The *Alpha Strike* damage values for all capital and sub-capital weapons may be found in the Alpha Strike Capital and Sub-Capital Weapon Conversion Table on p. 114.

If the unit carries capital non-missile weapons, it receives the SDS-C#/#/#/# special ability, with damage values calculated using the same rules for capital weapons on aerospace units (see *Capital Weapons*, p. 119).

If the unit carries sub-capital non-missile weapons, it receives the SDS-SC#/#/#/# special ability, with damage values calculated using the same rules for capital weapons on aerospace units (see *Sub-Capital*, p. 131).

If the unit carries capital and/or sub-capital missile weapons, it receives the SDS-CM#/#/#/# special ability, with damage values calculated using the same rules for capital and sub-capital missiles on aerospace units (see *Missile*, p. 127).

Space Ops Adaptation (SOA)

A unit with this special ability is capable of operating in vacuum, but is not capable of spaceflight on its own.

Conversion: BattleMechs, and ProtoMechs automatically receive this ability, but do not need to list it on their data cards. Battle armor units only receive this ability if they list the space operations adaptation in their weapons and equipment inventory. IndustrialMechs and support vehicles receive this ability only if they have both the Environmental Sealing feature and a Fusion, Fission, or Fuel Cell engine type. Conventional infantry may also receive this special ability, if they are noted as being capable of space operations in their *Technical Readout* notes.

Spaceflight-Capable (SPC)

Aerospace units with this special ability can operate outside of a planetary atmosphere.

Conversion: All aerospace fighters, Small Craft units, DropShips, JumpShips, satellite support vehicles, space stations, and WarShips receive this special ability.

Stealth (STL)

A unit with this ability features some form of visual or electronic masking technology used to conceal its position in combat.

Conversion: A unit receives this special ability if it lists any of the following items or armor types in its *Technical Readout*: Stealth Armor, Chameleon Light Polarization Shield or Null-Signature System, Basic Stealth Armor, Improved Stealth Armor, Prototype Stealth Armor, Standard Stealth Armor, Vehicle Stealth Armor, or the Void Signature System.

Sub-Capital (SCAP)

A unit with this special has been outfitted with sub-capital weapons, which boast the ranges and hull-penetrating potential of capital weapons, but are smaller and deliver less damage overall.

Conversion: A unit receives this special ability if it carries any of the non-missile sub-capital weapons—identified as such by a "SCAP" notation in the Alpha Strike Capital and Sub-Capital Weapon Conversion Table (see p. 114).

Note that units only receive this special if they are aerospace units with sub-capital non-missile weapons listed in their weapons and equipment inventories. Ground-based units with similar weapons, including support vehicles and mobile

structures incapable of spaceflight, use the SDS-SC#/#/#/# special instead (see p. 131).

Attack values are not listed as part of the Sub-Capital special ability; instead sub-capital weapons receive their own attack value listings (for each appropriate firing arc) on the unit's data card.

Super Large (SLG)

A unit with this special is so physically large it is basically moving terrain.

Conversion: A unit receives this special if it is a support vehicle of any type with an *Alpha Strike* Size Class of 5, a DropShip with an *Alpha Strike* Size Class of 3, or a Mobile Structure.

Target Acquisition Gear (TAG)

A unit with this special carries the standard-grade target acquisition gear (TAG) system, or its rough equivalent.

Conversion: A unit receives this special if it lists any of the following in its weapons and equipment inventory: TAG, Prototype TAG, or the C^3 Master Computer

Taser (MTAS#, BTAS#)

A unit with one of these specials is equipped with an armor-piercing weapon designed specifically to stun vehicles, 'Mechs, and similar units.

Conversion: A unit receives the MTAS# special if it lists at least one 'Mech Taser in its weapons and equipment inventory. If the unit is equipped with a battle armor taser instead, it receives the BTAS# special. The numerical value of each special is equal to the number of tasers carried by the unit. (For infantry units, this number indicates the total number of battle armor tasers in the entire unit.)

Tele-Operated Missiles (TELE)

A unit with this ability uses an improved form of capital missile launchers that can be guided after launch by the vessel's crew.

Conversion: A unit with capital missiles (the MSL special) receives this ability if its missile weapons are tele-operated. Tele-operated missiles are indicated as such in *Technical Readout* entries by the suffix "-T" beside the missile launcher's name, and are also identified in the Alpha Strike Capital and Sub-Capital Weapons Conversion Table by the "TELE" code in the item's notes.

Tight-Stream Electromagnetic Pulse Weapons (TSEMP#, TSEMP-O#)

A unit with this special ability carries tight-stream EMP (TSEMP) weapons of some kind, which function much like an energy-based version of the taser.

Conversion: A unit receives the TSEMP# special ability if it lists one or more TSEMP Cannons in its weapons and equipment inventory. If the unit is equipped with One-Shot TSEMP weapons instead, it receives the TSEMP-O# special. The numerical value of this ability is equal to the total number of TSEMP weapons (of either type) carried by the unit.

Torpedo (TOR #/#/#)

Torpedo launchers are modified versions of standard LRM and SRM weapons designed to fire exclusively when underwater, against targets on or below the water's surface.

Conversion: A unit receives this special if it lists any torpedo missile rack in its weapons and equipment inventory (usually appearing as LRT for long-range torpedo launchers, or SRT for short-range torpedo launchers). Torpedo racks use the same range and damage profiles as their LRM and SRM counterparts of equal "rack size", so an LRM 20 and an LRT 20 deliver the same damage values, but torpedo-equipped units always combine the damage from these weapons into a single attack value, regardless of the number and type of racks used (or, in the case of Large, Very Large, and Super Large units, a single attack per arc).

Torpedo launchers always use the left-most damage values from the equivalent missile launcher's attack numbers in the Alpha Strike Weapon Conversion tables. Round all final attack values for torpedoes normally.

For example, the damage values for a unit that carries a pair of SRT 6 launchers (0.8/0.8 each) and a single LRT 20 (0.6/1.2/1.2) would be recorded as TOR 2/3/1 (1.6/1.6 for the SRTs, plus 0.6/1.2/1.2 for the LRTs = 2.2/2.8/1.2, rounding normally to 2/3/1).

Trailer Hitch (HTC)

A vehicle unit with this special is able to tow other wheeled or tracked units and trailers.

Conversion: A unit receives this special ability if its *Technical Readout* entry lists a Trailer Hitch in its Design Quirks, or unit notes, or if it specifically mentions having the "Tractor" chassis and controls modification.

Trenchworks/Fieldworks Engineers (TRN)

An infantry unit with this special is capable of creating fortified positions in the local terrain that other infantry units can use for cover.

Conversion: A unit receives this special ability if the notes in its *Technical Readout* entry indicates that it has Trench/Fieldworks equipment.

Triple-Strength Implants (TSI)

Infantry with this special have been augmented with triple-strength myomer implants. While most gameplay effects are covered under *Augmented Warriors* (see pp. 26-28), these units are also susceptible to the effects of anti-TSM munitions (see p. 34).

Conversion: Only conventional Infantry units receive this special ability, and receive it if its troops have been augmented with triple-strength myomer implants. This will be indicated in the notes for the unit's *Technical Readout* entry.

Triple-Strength Myomer (TSM)

'Mech units with this special ability have been fitted with enhanced production-grade triple-strength myomer musculature.

Conversion: A unit receives this special ability if it lists standard Triple Strength Myomer (TSM) in its weapons and equipment inventory. If the unit is equipped with Industrial Triple-Strength Myomer, use the ITSM special instead. If the unit is equipped with Prototype Triple-Strength Myomers, use the TSMX special instead.

Turret (TUR #/#/#)

Units equipped with this ability have placed one or more weapons in turrets that afford them a 360-degree field of fire.

Conversion: A unit receives this special if its design features one or more turrets, including 'Mech turrets. If the unit has multiple turrets, but is not a unit type that can feature multiple firing arcs (such as a standard-size vehicle), it must combine all turret-mounted weapon attack values into its Turret special. Larger units—including support vehicles of Size class 3 and up, and Mobile Structures, may have multiple turrets.

If weapons that qualify for other special unit abilities—such as AC, FLK, IF, and so forth—are also mounted in the turret, the values covering only the turret-mounted versions of those weapons must be calculated as well, and added to the unit's TUR special accordingly. For example, the Behemoth Heavy Tank carries enough autocannons, SRMs, and LRMs to require special unit abilities for those weapon systems, but only the autocannons and SRMs are in the vehicle's turret. These items convert to an AC2/2/0 and a SRM 2/2 special, respectively, and—since both are mounted wholly in the turret, this yields a Turret special that appears on the Behemoth's stat card as "TUR (4/4/0, SRM2/2, AC2/2/0).

Underwater Maneuvering Unit (UMU)

A ground unit with the UMU special uses the submarine movement rules when underwater, instead of the normal underwater movement rules.

Conversion: A unit receives this ability if it is equipped with Underwater Maneuvering Units (UMU) or has listed UMU Movement Points in its *Technical Readout* entry. The presence of UMU movement capability may require the unit to list its UMU movement rate as part of its *Alpha Strike* data card's Move value, in which case, each UMU Movement Point translates to 2 inches of Move, with the submarine (s) movement code. For example, the Undine battle armor—which features 1 ground MP and 3 UMU MP in *BattleTech* play, would receive the UMU special, and *Alpha Strike* Move values of 2"/6"s.

Variable Range Targeting (VRT)

A unit with this special features an enhanced targeting system that optimizes its attack capability at any range.

Conversion: A unit receives this special if it lists a Variable Range Targeting system in the notes for its *Technical Readout* entry.

Vehicle Transport (VTX#)

A unit with this ability has dedicated space to transporting vehicle units, including equipment for servicing such units between missions. Unlike most other transport bays, however, vehicle transport bays are divided into three size classes: medium, heavy, and super-heavy.

Conversion: A unit receives the special if it is equipped with vehicle bays of any type, but may receive more than one special if it features bays of varying size. Medium size vehicle bays are indicated by the VTM# special, and appear on a unit's *Technical Readout* as light vehicle bays (or simply as "Vehicles (Light)", followed by a number of Doors). Heavy vehicle bays are indicated by the VTH# special, and will appear on a unit's *Technical Readout* entry as heavy vehicle bays (or as "Vehicles (Heavy)", followed by a number of Doors). Super-heavy vehicle bays, which are indicated in *Alpha Strike* by the VTS# special, will appear on a transport unit's Technical Readout entry as super-heavy vehicle bays (or as "Vehicles (Superheavy)", followed by the number of associated Doors).

As with other transport bays, the vehicle transport bay ability is recorded as VTX#D#, with the "X" replaced by the appropriate weight class code described above. The first number is the number of actual transport bays/number of vehicles the unit can carry of that size class, while the second number indicates the number of bay doors assigned to those vehicle bays. For example, the upgraded version of the *Triumph*-class DropShip lists "Vehicles (24 Heavy)", followed by "1 Door" on its *Technical Readout* entry, as well as "Vehicles (12 Light)", followed by "1 Door"; this would translate to two *Alpha Strike* specials: VTH24D1 for the heavy vehicles, and VTM12D1 for the light vehicles.

Very Large (VLG)

A unit with this special is even larger than units that would be considered Large in standard play.

Conversion: A unit receives this special if it is a support vehicle of any type with an *Alpha Strike* Size Class of 4, or a DropShip with an *Alpha Strike* Size Class of 2.

Very-Short Takeoff and Landing (VSTOL)

A unit with this ability is able to lift off and land in a shorter amount of runway space than most other aerodyne units.

Conversion: An aerospace unit or fixed-wing support vehicle unit receives this special ability if it indicates that it has the VSTOL chassis and controls modification in its *Technical Readout* entry, or if it is an aerospace fighter, Small Craft, or DropShip unit that has the aerodyne movement code (a).

Virtual Reality Piloting Pod (VR)

A unit with this special ability is designed for operation with a virtual reality piloting pod, an experimental technology originally intended to safeguard MechWarriors by moving their cockpit location into the 'Mech's more heavily armored torso location.

Conversion: A unit receives this special if it features a Virtual Reality Piloting Pod for its cockpit description.

Watchdog (WAT)

The Watchdog Composite Electronic Warfare System (CEWS) provides a unit with a combination of a light active probe and light ECM suite, while saving weight and space for more weaponry.

Conversion: A unit receives this special ability if it lists a Watchdog CEWS in its weapons and equipment inventory. In addition to this ability, a unit with a Watchdog system also receives the LPRB, ECM, and RCN specials.

UNIT ROLE CLASSIFICATION

For the purposes of force-building (see *Alpha Strike Force-Building*, pp. 146-157), most ground and aerospace units may be classified by mission role. This classification can be extremely subjective, as many units in the *BattleTech* setting can easily qualify for multiple mission roles. Nevertheless, the following guidelines are designed to aid players in assigning their *Alpha Strike* units to the best formations for their capabilities.

Forces from the Fifteenth Marik Militia clash with Anton's Rebels in a guerrilla raid.

Keep in mind that, ultimately, the unit's stats do not always define its role, so much as how the unit is *intended* to be used. The role definitions provided in this chapter are merely a guide for players working from raw stats, and may not always appear on the unit's stat cards.

GROUND UNIT ROLES

All armed, non-infantry, ground units—including BattleMechs, ProtoMechs, combat vehicles, and armed support vehicles—may be broken down into eight broad classifications: Ambusher, Brawler, Juggernaut, Missile Boat, Scout, Skirmisher, Sniper, and Striker.

Unarmed or otherwise non-military ground units—including IndustrialMechs and unarmed support vehicles—are classified simply as support units. Infantry units are not classified by role under this system; their unit type is sufficient enough for force-building purposes.

Ambusher

Ambusher units are typically lighter, or slower-moving units that are meant to lie in wait and strike at any unwary targets that venture too close. This can include almost any ground unit type, though lighter 'Mechs and light- to medium-weight vehicles are often favored, to free up the bigger and more flexible units.

In *Alpha Strike* terms, a unit may be considered an Ambusher if it meets the following criteria:

Speed: Slow (Move value 2 to 6 inches)

Armor: Light (0 to 5 Armor points)

Preferred Range: Short (Ambushers wants to wait until it's assured a devastating).

Special: Ambushers require no special abilities, but ECM and Stealth capabilities (including STL, MAS, and LMAS) are a plus, as they help keep these units concealed until their moment comes.

Brawler

Brawlers are line units, commonly deployed among battle lances. They have enough speed, armor and range to keep up with most enemies, but they're rarely the fastest or the toughest units in their force. Brawlers tend to be 'Mechs or tanks, though ProtoMechs can also serve in a pinch.

In *Alpha Strike* terms, a unit may be considered a Brawler if it meets the following criteria:

Speed: Medium-Fast (Move value 8 to 12 inches)

Armor: Any

Preferred Range: Medium (Brawlers are able to utilize terrain and concentrate fire on the enemy).

Special: Brawlers require no special abilities; whatever does the job suits a brawler just fine.

Juggernaut

Juggernaut units are the heavy hitters in any attack force: big, well armored, and carrying devastating firepower—particularly at close range. Because they tend to be slow as well, Juggernauts often serve as the anchors of assault lances, or as "bodyguards" for command lances. Juggernauts are meant to take and hold areas, and dominate their immediate vicinity, so BattleMechs tend to make the best Juggernauts, though heavy tanks can also do the job.

In *Alpha Strike* terms, a unit may be considered a Juggernaut if it meets the following criteria:

Speed: Slow (Move value 2 to 6 inches)

Armor: Heavy (7+ Armor points)

Preferred Range: Short (Juggernauts are capable of unleashing devastating firepower to keep the enemy from getting away). In addition, a Juggernaut should be able to deliver enough damage to shatter its own armor in one or two volleys.

Special: Juggernauts require no special abilities, but may find physical attack enhancements like MEL and TSM useful, along with enhanced defensive features like critical resistance (CR), reactive or reflective armor types (RCA and RFA, respectively), and anti-missile systems (such as AMS, LAMS, or RAMS).

A Savage Coyote *and* Mad Cat (Timber Wolf) *patrol a Clan Coyote enclave.*

Missile Boat

While it is technically true that any unit carrying more missiles than other weapons could meet the basic definition of a "missile boat", true Missile Boats are those that act as heavy, long-range fire support. Because of this, these units are often as slow and big as a Juggernaut, devoting a great deal of their total mass to launchers and ammo. Since they are not meant for close-quarters fighting, Missile Boats tend to work on their own, or with defensive support close at hand. Like Juggernauts, the best Missile Boats tend to be BattleMechs or heavy tanks.

In *Alpha Strike* terms, a unit may be considered a Missile Boat if it meets the following criteria:

Speed: Any

Armor: Any

Preferred Range: Long (Missile Boats will often attack from behind cover if possible). To be an effective Missile Boat, the unit must be able to deliver at least 1 point of damage to its Long range bracket via an Indirect Fire (IF) attack or an Artillery (ART#) attack.

Special: A Missile Boat must have LRMs and Indirect Fire (or Artillery) special abilities. Given their intended role, virtually all other special abilities are optional.

Scout

Scout units are the speedsters of any force. Designed to serve in the forefront of any action, where they act as reconnaissance elements, Scouts favor mobility over all other considerations. Most Scouts, therefore, tend to be small, lightly armored, and barely armed. Because of this, these units should avoid combat unless in swarms.

More sophisticated armies may prefer to equip these units with advanced electronics, to boost their sensors and foil enemy ECM. Nearly any ground unit can serve as a potential Scout, but to be truly effective in a major battle, most of these units are light 'Mechs, ProtoMechs, hovercraft, or VTOLs.

In *Alpha Strike* terms, a unit may be considered a Scout if it meets the following criteria:

Speed: Fast (Move value 9 to 12 inches); Jumping, WiGE, or VTOL movement modes are helpful, but not a requirement.

Armor: Light (0 to 4 Armor points)

Preferred Range: Short (Scouts would prefer not to engage in combat at all). Units that can deliver more than 1 point of damage at Long range often make poor Scouts, as it indicates that more weight than necessary has gone to weaponry that might encourage a pilot to engage in more combat than his role requires.

Special: Scouts technically require no special abilities, but typically have the recon ability (RCN) and become much more effective when equipped with electronic warfare systems, especially active probes (BH, PRB, LPRB, WAT, and so forth) and ECM.

Skirmisher

Skirmishers combine mobility and resiliency in a way that places them somewhere between the Scout and the Brawler. Using better than average speed to harass the enemy, Skirmishers carefully balance their armor and weaponry in the hopes of giving and good as they might get, while darting to and from cover. BattleMechs often make the best Skirmishers, but ProtoMechs, medium-weight tanks, hovercraft, and even VTOLs can all perform these duties as well.

In *Alpha Strike* terms, a unit may be considered a Skirmisher if it meets the following criteria:

Speed: Fast (Move value 9 to 12 inches), or Medium (8 inches) with jumping ability

Armor: Medium-Heavy (4 to 8 Armor points)

Preferred Range: Medium (Skirmishers mix effective attacks and defense).

Special: Skirmishers have no special ability requirements.

Sniper

The Sniper is the direct-fire alternative to the Missile Boat—a heavy, long-range platform built to do its damage from as far off as possible. Many of these units are slow and large, like Juggernauts and Missile Boats, and thus leave much of their mass to specialized weaponry. Because of this, they also tend to be less protected against close-range opponents, and so—much like Missile Boats—they often rely on stealth, distance, or nearby support to keep them from harm. Ideally, a Sniper unit would be a BattleMech or heavy tank, but in truth, virtually any non-infantry ground unit can qualify for this role.

In *Alpha Strike* terms, a unit may be considered a Sniper if it meets the following criteria:

Speed: Any

Armor: Any

Preferred Range: Long (Sniper often stand still to make attacks more effective). To be an effective Sniper, the unit must be able to deliver at least 1 point of damage to its Long range bracket without using LRMs.

Special: A Sniper unit may have LRMs and Indirect Fire special abilities, but should not rely on those to deliver its Long-range damage. Snipers can benefit most from any special abilities that improve their accuracy at long range, such as C^3, but may also find defensive features such as anti-missile systems, ECM, and stealth gear, quite useful.

Striker

Strikers are similar to Skirmishers, but favor less armor in exchange for greater mobility. Strikers rely on speed to survive by avoiding attention (moving out of sight or just making themselves too hard to hit). Because of this, Strikers tend to be lighter than Skirmishers, but better armed for battle than Scouts. BattleMechs, ProtoMechs, and fast vehicles often serve as Striker units.

In *Alpha Strike* terms, a unit may be considered a Juggernaut if it meets the following criteria:

Speed: Fast (Move value 9 to 12 inches)

Armor: Light to Medium (0 to 5 Armor points)

Preferred Range: Short (Strikers preferably attack from behind the target or from cover).

Special: Strikers have no special ability requirements.

AEROSPACE UNIT ROLES

All fighters—including aerospace and conventional fighters—may be broken down into five broad classifications: Attack Fighter, Dogfighter, Fast Dogfighter, Fire Support, and Interceptor. A special sixth classification—Transport—is also available for aerospace units of any type that feature transport capacity of any significance.

Unarmed or otherwise non-military aircraft—including airship and fixed-wing support vehicles, and unarmed aerospace and conventional fighter units—are classified simply as air-support units. All other aerospace units—including Small Craft, DropShips, JumpShips, space stations, satellite support vehicles, and WarShips—are typically classified by their unit type under *Alpha Strike*, but (as indicated above) many of these units may be treated as Transport units as well.

Attack Fighter

Attack Fighters are usually medium or heavy fighters that mount heavy firepower at the expense of performance and/or armor. These units often favor heavier weapons to achieve this punch, which tends to leave them somewhat slower and lacking in long-range power compared to other fighters. These features make them particularly effective in air-to-ground attack missions.

In *Alpha Strike* terms, a unit may be considered an Attack Fighter if it meets the following criteria:

Speed: Slow (Thrust value up to 5)

Preferred Range: Short (Attack Fighters should deliver as much damage as possible and be willing to take damage in return).

Specials: Attack Fighters have no special ability requirements.

Dogfighter

Dogfighters are medium or heavy fighters, equipped for extended toe-to-toe engagements with fighters of comparable performance and war-load. Meant for the long haul, many dogfighters typically feature a heavy energy armament and good heat-dissipation.

In *Alpha Strike* terms, a unit may be considered a Dogfighter if it meets the following criteria:

Speed: Medium (Thrust value 5 to 7)

Preferred Range: Medium (Dogfighters mix effective attacks and defense).

Specials: Dogfighters have no special ability requirements.

Fast Dogfighter

Fast Dogfighters are typically light or medium fighters. These units are intended to act as a "second shell interceptor", able to engage anything that gets past the normal Interceptors, or to assist and support dedicated Interceptors once battle is joined.

In *Alpha Strike* terms, a unit may be considered a Fast Dogfighter if it meets the following criteria:

Speed: Fast-Medium (Thrust value 7 to 9)

Preferred Range: Medium (Or on the target's tail).

Specials: Fast Dogfighters have no special ability requirements.

Fire Support

Fire Support craft are usually medium or heavy fighters equipped with long-range weapons. These units are intended to keep up with dogfighters en route to the battle, and contribute meaningful amounts of firepower at stand-off distances. Because many fire support units are also heavy fighters with bomb-capable hardpoints, these units are also often conscripted for heavy ground support missions as well.

In *Alpha Strike* terms, a unit may be considered a Fire Support craft if it meets the following criteria:

Speed: Medium (Move value 5 to 7)

Preferred Range: Long (Fire Support craft should be able to lend support wherever needed).

Specials: Fire Support craft have no special ability requirements, but will find BOMB# specials handy any time they are deployed for air-to-ground action.

Interceptor

Interceptors are light, fast fighters intended to engage the enemy at the furthest possible distance from friendly assets that they may wish to target, causing early attrition and ideally holding the enemy at that maximum separation for as long as possible.

In *Alpha Strike* terms, a unit may be considered an Interceptor if it meets the following criteria:

Speed: Fast (Move value 10 and up)

Preferred Range: Medium (Or on the target's tail).

Specials: Interceptors have no special ability requirements.

Transport

Transports are airborne and aerospace units that carry units, troops, or materiel to or from the battlefield. Unlike the other classifications given above, this one is uncommon to fighters, but may apply to Small Craft, DropShips, and other large airborne units such as Airship and Fixed-Wing support vehicles.

In *Alpha Strike* terms, a unit may be considered a Transport if it meets the following criteria:

Speed: Any

Attack: Any (Transport units have no attack requirements of any kind).

Specials: In order to be classified as a Transport, the unit must have any of the transport bay special abilities (including CK#, CT#, IT#, AT#, PT, VTM#, VTH#, or VTS#, MT#, CT#, CK# or ST#). If the potential transport only possesses a small amount of generic cargo capacity (indicated by a CT# special with none of the other listed specials), the unit falls into the Transport classification only if the capacity is 50 tons or more (i.e., CT50 or higher).

POINT VALUE CALCULATIONS

A trueborn MechWarrior of Clan Jade Falcon surveys the inferior Spheroid machinery at a captured factory complex.

Once a unit has been converted from its *BattleTech* stats into *Alpha Strike* format, players interested in balancing their games will want to determine its combat value, relative to other game play units. Although the *BattleTech* system reflected by *Total Warfare* and *TechManual* featured a combat rating system (known as Battle Value), which in turn appears on a unit's *Technical Readout* entry, this rating system does not carry over perfectly in the conversion to *Alpha Strike*'s simplified, faster-playing game mechanics. Thus, for a truer sense of balance, the Alpha Strike Point Value system is recommended.

This new Point Value system will be used when generating PVs for all future *Alpha Strike*-related publications (including in the Era Setting: The Clan Invasion army listings section of *Alpha Strike*, starting with the Corrected Second Printing, as well as the Master Unit List).

The exact method for finding the Point Value (PV) of a given unit in *Alpha Strike* varies slightly between ground-based units ('Mechs, most vehicles, ProtoMechs, infantry, and so forth), aerospace units (fighters, fixed-wing support vehicles, and Small Craft), and large aerospace units (DropShips, JumpShips, space stations, and WarShips). Nevertheless, regardless of the unit type in question, the process centers on determining each unit's offensive and defensive ratings, adding the two values, and applying any special modifiers for special unit features.

At the end of the conversion process, a unit's Point Value can be adjusted for the pilot or crew's Skill Rating, if it varies from the normal base Skill Rating of 4. This reflects the unit's increased (or decreased) effectiveness as a result of its operator's ability.

DETERMINING THE POINT VALUE OF ALPHA STRIKE GROUND UNITS

The following process is used to determine the Alpha Strike Point Value for all ground based units, including BattleMechs, IndustrialMechs, ProtoMechs, infantry (conventional and battle armor), combat and support vehicles of all sizes and types (other than those built as airships, fixed-wing vehicles, or satellites), and mobile structures.

Step 1: Determine Unit's Offensive Value

To find a ground unit's Offensive Value, add together the following Offensive Factors:

Attack Damage Factor: Combine the unit's standard weapon attack values at each range bracket (Short, Medium, and Long) with the unit's Medium range attack value. For example, a unit with a standard attack of 3/2/1 would begin calculating its Offensive Value with an Attack Damage Factor of 8 (3 + 2 + 1 + 2 = 8). Count all minimal damage values (0*) as 0.

Unit Size Factor: If the unit is a 'Mech or ProtoMech, add half of its Size value. Do not round this value. All other unit types do not add a Size Factor.

Overheat Factor: If the unit has no Overheat Value, it adds 0. If it possesses an OV of 1, it adds an Overheat Factor of 1. If it has an OV greater than 1, it adds an Overheat Factor equal to 1 plus 0.5 per each OV point over 1 (so, an OV2 would equal an Overheat Factor of 1.5).

Divide the unit's Overheat Factor by 2 if it can only deliver damage at the Short range bracket.

Offensive Special Ability Factor: Consult the Offensive Special Ability Factor Table (Ground Units) and add together all that apply. Note that if a special ability's factor value is based on its "ability rating", it is referring to the numerical value associated with the ability.

Step 1a: Apply Blanket Offensive Modifiers

After adding up all of the Offensive Factors above, multiply the result by the sum of all the blanket multipliers listed in the Offensive Blanket Multipliers Table (Ground Units) that apply to the unit—including the Base Multiplier of 1. These reflect special abilities and features that can affect virtually all of the unit's offensive power.

After multiplying, round the unit's final Offensive Value up to the nearest half-point.

Step 2: Determine Unit's Defensive Value

To find a ground unit's Defensive Value, add together the following Defensive Factors:

Movement Factor: A unit's Movement Factor equals 0.25 points for every 2 inches of Move the unit has. If the unit possesses multiple movement modes, use the one with the highest Move rate. Add 0.5 points to the result if the unit is jump-capable.

Defensive Special Abilities Factor: Consult the Defensive Special Ability Factor Table and add together all that apply. Not that if a special ability's factor value is based on an "ability rating", it is referring to the numerical value associated with the ability.

Defensive Interaction Rating: A unit's Defensive Interaction Rating (DIR) derives from its Armor value, Structure value, armor-based special abilities, and target modifiers. The calculation for this value is explained in Step 2a.

OFFENSIVE SPECIAL ABILITY FACTOR TABLE (GROUND UNITS)

Ability Code	Ability Name	Factor Value
ARTX-#	Artillery Weapon*	Damage x 4**
BT	Booby Trap	Unit Size x (Unit's Highest Move x 0.5)
BTAS#	Taser (Battle Armor)	Ability Rating x 0.25
CNARC	Compact Narc Missile Beacon	0.5
ECS	RISC Emergency Coolant Sys.	0.25
HT#/#/#	Heat	Highest Ability Rating x1 +.5 if HT Medium range rating is higher than 0
IF#	Indirect-Fire	Ability Rating x 1
INARC	Improved Narc Missile Beacon	1
LTAG	TAG (Light)	0.25
MDS#	Mine Dispensers	Ability Rating x 1
MEL	Melee Weapon	0.5
MTAS#	Taser (BattleMech)	Ability Rating x 1
OVL	Overheat Long	Unit OV Rating x 0.25
RHS	Radical Heat Sink System	Apply the highest of the following: 0.25 (if Unit OV Rating = 0) 0.5 (If Unit OV Rating = 1+) 1 (if Unit has OVL Special)
SNARC	Standard Narc Missile Beacon	1
TAG	TAG (Standard)	0.5
TSEMP#	Tight Stream EMP Weapon	Ability Rating x 1 (Max 5)
TSM	Triple-Strength Myomer	1

*Apply this Factor for each artillery weapon separately.

**If the artillery delivers damage expressed by a slash, multiply the first (Inner) damage value by 4, then add 2 points for every point of the second (Outer) damage value, plus 2 points for every 2 full inches of blast radius extends beyond 2". (For example, a single Long Tom artillery weapon—Damage 5/2, Radius 6"—would receive a Factor Value of 28 [5 x 4 = 20] + [2 x 2 = 4] + [2 x 2" over 2" = 4] = 28.)

OFFENSIVE BLANKET MULTIPLIERS TABLE (GROUND UNITS)

Unit Ability/Feature	Blanket Multiplier
Base Multiplier	1
Any C^3 Special (other than C3RS)	+0.1
Variable-Range Targeting (VRT) Special	+0.1
Each +1 To-Hit Modifier Special*	–0.1
No AFC or BFC Special**	–0.2

*Current specials that apply this modifier are: BFC, SHLD, and DRO

**Applies only to IndustrialMechs and Support Vehicle units

DEFENSIVE SPECIAL ABILITY FACTOR TABLE (GROUND UNITS)

Ability Code	Ability Name	Factor Value
ABA	Anti-Ballistic Armor	0.5
AMS	Anti-Missile System	1
ARM	Armored Component	0.5 (0 if unit has only 1 Structure point)
BHJ2	BattleMech HarJel II	1 per 3 Armor points (round down)*
BHJ3	BattleMech HarJel III	1.5 per 3 Armor points (round down)*
BRA	Ballistic-Reinforced Armor	0.75 per 3 Armor points (round down)*
CR	Critical-Resistant	0.25
FR	Fire-Resistant	0.5
IRA	Impact-Resistant Armor	0.5 per 3 Armor points (round down)*
PNT#	Point-Defense	Ability Rating x 1
RAMS	RISC Adv. Point-Defense System	1.25
RCA	Reactive Armor	1 per 3 Armor points (round down)*
SHLD	BattleMech Shield	1 per 3 Armor points (round down)*

*Divide this Factor Value by 2 if unit has BAR special.

DEFENSE FACTOR MODIFIERS TABLE (GROUND UNITS)

Unit's Best Move Rate	Movement Modifier
0"-4"	+0
5"-8"	+1
9"-12"	+2
13"-18"	+3
19"-34"	+4
35+"	+5
Unit is Jump-Capable	+1

Unit's Type and Features	Type Modifier
Battle Armor Units	+1
ProtoMech Units	+1
VTOL or WiGE Vehicle	+1
Large Unit (LG, VLG, SLG Specials)	–1
Has Stealth Armor (STL Special)	+2
Has Mimetic Armor (MAS, LMAS Specials)	+3*

*Apply only if this value is higher than the unit's Movement Modifier

ARMOR RATING MULTIPLIERS TABLE (GROUND UNITS)

Unit Type/Ability	Armor Factor Multiplier
All non-Vehicle Units	2.0
Vehicle (Tracked or Naval)	1.8*
Vehicle (Wheeled or Hover)	1.7*
Vehicle (VTOL or WiGE)	1.5*
Barrier Armor Rating (BAR) Special	x0.5

*Add +0.1 to this Armor Factor Multiplier if the unit has the Armored Motive System (ARS) special

STRUCTURE RATING MULTIPLIERS TABLE

Unit Type/Ability	Armor Factor Multiplier
IndustrialMechs or Unit with BAR Special	0.5*
Battle Armor or Conventional Infantry	2.0
All Other Unit Types	1.0

*Do not apply twice (e.g., IndustrialMechs that also have BAR special still receive a Structure Factor Multiplier of 0.5)

GROUND UNIT FORCE BONUSES TABLE

Ability Code	Ability Name	Force Bonus
AECM	Angel ECM Suite	3
BH	Bloodhound Active Probe	2
C3RS	C^3 Remote Sensor	2
ECM	Electronic Countermeasures	2
LECM	Light ECM Suite	0.5
MHQ#	Mobile Headquarters	Ability Rating x 1
PRB	Active Probe	1
LPRB	Light Active Probe	1
RCN	Recon	2
TRN	Trenchworks/Fieldworks Engineers	2

Step 2a: Calculating Defensive Interaction Rating (DIR)

A unit's Defensive Interaction Rating (DIR) is based on three factors: the unit's Armor Factor and Structure Factor, and its Defense Factor. These are explained more fully below.

Armor Factor: The Armor Factor of a ground unit, for the purposes of calculating the unit's DIR, equals the unit's Armor value multiplied by the Armor Factor Multiplier indicated in the Armor Rating Multipliers Table. For example, a tracked vehicle with 6 Armor points and the armored motive system (ARS) special would receive an Armor Factor of 11.4 (6 x [1.8 + 0.1] = 6 x 1.9 = 11.4), while an IndustrialMech with 5 Armor points and a BAR special would receive an Armor Factor of 5 (5 x [2 x 0.5] = 5 x 1 = 5).

Structure Factor: The Structure Factor of a ground unit, for the purposes of calculating the unit's DIR, equals the unit's Structure value multiplied by the Structure Factor Multiplier indicated in the Structure Rating Multipliers Table. For example, a BattleMech with 7 Structure points would receive a Structure Factor of 7 (7 x 1 = 7), while a Support Vehicle with 8 Structure points and the BAR special would receive a Structure Factor of 4 (8 x 0.5 = 4).

Defense Factor: Using the Defense Factor Modifiers Table, add together the ground unit's Movement Modifiers (as it applies to its highest Move rating) to all applicable Type Modifiers listed. For unit types not listed in the table, the Type Modifier is 0. If this sum is less than 1, treat it as a sum of 0. Otherwise, divide the sum by 10. Add 1 to the result in either case to find the unit's Defense Factor.

For example, a VTOL capable of moving 18 inches, and possessing the STL special, would receive a Defense Factor of 1.6 (+3 [Move of 18"] +1 [VTOL vehicle] +2 [Has STL special] = 6; 6 ÷ 10 = 0.6; 0.6 + 1 = 1.6). Meanwhile, a superheavy BattleMech capable of only 4" of Move and lacking any Stealth or Mimetic defenses, would receive a Defense Factor of 1.0 (+0 [Move of 4"] + 0 ['Mech unit] –1 [has LG special (due to being superheavy)] = –1; Sum less than 1 = 0; 0 + 1 = 1.0).

Calculate the DIR: To find the ground unit's final Defensive Interaction Rating, add together its Armor and Structure Factors, and multiply the result by the unit's Defense Factor. Round this result up to the nearest half point (0.5), to find the unit's DIR.

For example, if the stealth VTOL indicated above (the one with 18" Move and Stealth armor) also has an Armor value of 4 points, and a Structure value of 2, it would have a DIR of 13. ([Armor Factor = 4 Armor x 1.5 VTOL Vehicle = 6]; [Structure Factor = 2 Structure x 1.0 VTOL Vehicle = 2]; [Defense Factor = 1.6]; (6 + 2) x 1.6 = 12.8, round up to 13. This number, when added to the unit's Movement Factor and Defensive Special Abilities Factor, will determine the unit's final Defensive Value.

Step 3: Determine Unit's Final Point Value

Once the Offensive and Defensive Values for a ground unit are known, add them together to find the unit's Point Value sub-total. If the unit is armed, has at least 2 inches of Move, and is not equipped with either Artillery (ARTX-# specials) or a Booby Trap (BT special), it may further modify its Point Value sub-total as follows. Otherwise, proceed directly to Step 3a to find the unit's final Point Value (PV):

If unit has 6 to 10" of Move, but only delivers damage at Short range: Multiply its PV Subtotal by 0.75.

If unit has 2 to 5" of Move, but only delivers damage at Short range: Multiply its PV Subtotal by 0.5.

If unit has 2 to 5" of Move, but only delivers damage at Short and Medium range: Multiply its PV Subtotal by 0.75.

Step 3a: Add Force Bonuses

Consult the Ground Unit Force Bonus Table and add all that apply to the unit's PV Subtotal. Round the result normally to the nearest whole number, to a minimum final result of 1. This is the unit's final Point Value.

Word of Blake DropShips patrol the skies above their secret lunar shipyard.

DETERMINING THE POINT VALUE OF ALPHA STRIKE AEROSPACE UNITS

The following process is used to determine the Alpha Strike Point Value for smaller aerospace units, including aerospace and conventional fighters, and support vehicles built as airships, fixed-wing vehicles. Satellite units, Small Craft, DropShips, and other spacecraft use the rules for converting large aerospace units instead (see p. 144).

Step 1: Determine Unit's Offensive Value

To find an aerospace unit's Offensive Value, add together the following Offensive Factors:

Attack Damage Factor: Combine the unit's standard weapon attack values at each range bracket (Short, Medium, and Long) with the unit's Medium range attack value. For example, an aerospace unit with a standard attack of 2/2/1 would begin calculating its Offensive Value with an Attack Damage Factor of 7 (2 + 2 + 1 + 2 = 7). Count all minimal damage values (0*) as 0.

Overheat Factor: If the unit has no Overheat Value, it adds 0. If it possesses an OV of 1, it adds an Overheat Factor of 1. If it has an OV greater than 1, it adds an Overheat Factor equal to 1 plus 0.5 per each OV point over 1 (so, an OV3 would equal an Overheat Factor of 2).

Divide the unit's Overheat Factor by 2 if it can only deliver damage at the Short range bracket.

Offensive Special Ability Factor: Consult the Offensive Special Ability Factor Table for aerospace units and add together all that apply. Note that if a special ability's factor value is based on its "ability rating", it is referring to the numerical value associated with the ability.

Step 1a: Apply Blanket Offensive Modifiers

After adding up all of the Offensive Factors above, multiply the result by the sum of all the blanket multipliers listed in the Offensive Blanket Multipliers Table (Aerospace Units) that apply to the unit—including the Base Multiplier of 1. These reflect special abilities and features that can affect virtually all of the unit's offensive power.

After multiplying, round the unit's final Offensive Value up to the nearest half-point.

Step 2: Determine Unit's Defensive Value

To find an aerospace unit's Defensive Value, add together the following Defensive Factors:

Movement Factor: A unit's Movement Factor equals 0.25 points for every point of Thrust (Move) the aerospace unit has. If the unit possesses a Thrust of 10 or more, add 1 additional point to this result.

Defensive Special Abilities Factor: Consult the Defensive Special Ability Factor Table and add together all that apply. Not that if a special ability's factor value is based on an "ability rating", it is referring to the numerical value associated with the ability.

Armor Factor: The Armor Factor of an aerospace unit equals its *Alpha Strike* Armor value, multiplied by 1.5. If the unit has the BAR special, however, divide this Armor Factor value by 2.

Structure Factor: The Structure Factor of an aerospace unit equals its Structure value.

Threshold Factor: The Threshold Factor of an aerospace unit equals its normal Threshold value (equal to one-third of the unit's Armor factor, rounded up), multiplied by half of the unit's Size value. For example, a unit with an aerospace fighter with a Size of 2 and 15 Armor points—and therefore a Threshold of 5 (15 ÷ 3 = 5)—would have a Threshold Factor of 5 (5 [Threshold] x 1 [Size 2 ÷ 2 = 1] = 5).

Step 3: Determine Unit's Final Point Value

Once the Offensive and Defensive Values for an aerospace unit are known, add them together to find the unit's Point Value sub-total. Then add to this sub-total all of the values that apply to this aerospace unit as shown in the Aerospace Unit Force Bonuses Table.

Round the final result normally to the nearest whole number, to a minimum final result of 1. This is the aerospace unit's final Point Value.

OFFENSIVE SPECIAL ABILITY FACTOR TABLE (AEROSPACE UNITS)

Ability Code	Ability Name	Factor Value
ARTX-#	Artillery Weapon*	Damage x 4**
BT	Booby Trap	Unit Size x (Unit's Highest Move x 0.5)
CNARC	Compact Narc Missile Beacon	0.5
HT#/#/#	Heat	Highest Ability Rating x1 +.5 if HT Medium range rating is higher than 0
INARC	Improved Narc Missile Beacon	1
OVL	Overheat Long	Unit OV Rating x 0.25
SNARC	Standard Narc Missile Beacon	1

*Apply this Factor for each artillery weapon separately.

OFFENSIVE BLANKET MULTIPLIERS TABLE (AEROSPACE UNITS)

Unit Ability/Feature	Blanket Multiplier
Base Multiplier	1
Advanced Tactical Analysis Comp (ATAC#) Special	+0.1
Variable-Range Targeting (VRT) Special	+0.1
Each +1 To-Hit Modifier Special*	–0.1
No AFC or BFC Special**	–0.2

*Current specials that apply this modifier to aerospace units are: BFC, SHLD, and DRO
**Applies only to Support Vehicle Airship, Satellite, and Fixed-Wing aerospace units

AEROSPACE UNIT FORCE BONUSES TABLE

Ability Code	Ability Name	Force Bonus
AECM	Angel ECM Suite	3
BH	Bloodhound Active Probe	2
C3RS	C^3 Remote Sensor	2
ECM	Electronic Countermeasures	2
LECM	Light ECM Suite	0.5
MHQ#	Mobile Headquarters	Ability Rating x 1
PRB	Active Probe	1
LPRB	Light Active Probe	1
RCN	Recon	2

DEFENSIVE SPECIAL ABILITY FACTOR TABLE (AEROSPACE UNITS)

Ability Code	Ability Name	Factor Value
PNT#	Point-Defense	Ability Rating x 1
RCA	Reactive Armor	1 per 3 Armor points (round down)*
STL	Stealth	2

*Divide this Factor Value by 2 if unit has BAR special.

DETERMINING THE POINT VALUE OF ALPHA STRIKE LARGE AEROSPACE CRAFT

The following process is used to determine the Alpha Strike Point Value for all large aerospace units, including DropShips, JumpShips, space stations, and WarShips. These rules also apply to satellite support vehicles and Small Craft aerospace units.

Step 1: Determine Unit's Offensive Value

To find a large aerospace unit's Offensive Value, perform the following steps as appropriate for the unit type:

Attack Damage Sub-Total (Aerodyne Small Craft and Aerodyne DropShips only): For aerodyne Small Craft and aerodyne DropShips only, find the unit's Attack Damage Sub-Total by adding up all standard and capital/sub-capital missile (MSL) weapon attack values in the unit's Nose and Wing arcs at the Short, Medium, and Long range brackets. (Do not count Extreme range attack values, or any attack values for the rear arc.)

If the unit carries capital or sub-capital non-missile weapons, add one-fourth of the total Nose- and Wing-arc damage values for these weapons at Short, Medium, and Long range as well. Treat any minimal damage values (0*) as an attack value of 0 for the purposes of this calculation.

Attack Damage Sub-Total (Spheroid Units, JumpShips, Space Stations, Satellites, and WarShips only): For spheroid Small Craft, spheroid DropShips, JumpShips, space stations, satellite support vehicles, and WarShips, find the unit's Attack Damage Sub-Total by adding up all standard and capital/sub-capital missile (MSL) weapon attack values in all of the unit's attack arcs for the Short, Medium, and Long range brackets. (Do not count Extreme range attack values.)

Add to this sum one-fifth of the damage generated at Short, Medium, and Long range by all of the unit's capital and sub-capital non-missile weapons in all firing arcs. Treat any minimal damage values (0*) as an attack value of 0 for the purposes of this calculation.

Determine the Offensive Value: For WarShip units, spheroid DropShips, and spheroid Small Craft, divide the unit's Attack Damage Sub-Total by 4. For JumpShip units, space stations, and satellite support vehicles, divide the unit's Attack Damage Sub-Total by 3. For aerodyne DropShips and aerodyne Small Craft, do not modify the unit's Attack Damage Sub-Total at all.

The final result of this is the unit's Offensive Value.

Step 2: Determine Unit's Defensive Value

To find a large aerospace unit's Defensive Value, add together the following Defensive Factors:

Movement Factor: A unit's Movement Factor equals 0.25 points for every point of Thrust (Move) the large aerospace unit has. If the unit possesses a Thrust of 10 or more, add 1 additional point to this result.

Defensive Special Abilities Factor: Consult the Defensive Special Ability Factor Table (see p. 143) and add together all that apply. Not that if a special ability's factor value is based on an "ability rating", it is referring to the numerical value associated with the ability.

Armor Factor: The Armor Factor of a large aerospace unit equals its *Alpha Strike* Armor value, multiplied by 1.5. If the unit has the BAR special, however, divide this Armor Factor value by 2.

Structure Factor: The Structure Factor of a large aerospace unit equals its Structure value.

Threshold Factor: The Threshold Factor of a large aerospace unit equals its normal Threshold value (equal to one-third of the unit's Armor factor, rounded up), multiplied by half of the unit's Size value. For example, a DropShip unit with a Size of 3 and 32 Armor points—and therefore a Threshold of 11 (32 ÷ 3 = 10.67, round up to 11)—would have a Threshold Factor of 16.5 (11 [Threshold] x 1.5 [Size 3 ÷ 2 = 1.5] = 16.5).

Step 3: Determine Unit's Final Point Value

Once the Offensive and Defensive Values for a large aerospace unit are known, add them together. Round this final result normally to the nearest whole number, to a minimum final result of 1, to find the unit's final Point Value.

A mercenary Union*-class DropShip prepares to launch fighters.*

ADJUSTING ALPHA STRIKE POINT VALUES FOR SKILL

The Alpha Strike Point Value system is designed to generate a unit's overall combat rating in Alpha Strike games when using a "default" Skill Rating of 4, but in many games, players may find themselves fielding units with varying degrees of skill. The following rules describe how to adjust a unit's Point Value based on the Skill Rating of its pilot or crew.

Note that this system effectively replaces the Skill Rating modifiers shown on p. 24 of *Alpha Strike*, but does not change the range of possible skills a unit's pilot or crew may possess in game play. In this system, the maximum (worst) Skill Rating value a pilot or crew may possess remains 7 (Wet Behind the Ears), while the minimum (best) Skill Rating a pilot or crew may possess remains 0 (Legendary).

Drones: Units equipped with a Drone (DRO) special use the Skill of their remote operator to determine any PV modifiers for Skill. Remember, however, that such drones always receive a +1 Skill value due to their nature, so a drone operated by a Skill 4 operator must be valued as if the drone unit has a Skill of 5.

Less Experienced Skills (Skill Rating 5+)

Higher Skill values reduce Point Values accordingly for any unit operated by such pilots or crews. How many points this Skill value increase reduces the unit's PV is based on the unit's starting value with a "default" Skill value of 4. For units with a Skill value higher than 4, the PV of a unit is reduced by 1 point per point of Skill value increase if the unit's base PV is 1 to 14 points, with an additional reduction of 1 more point per point of Skill value increase for every 10 base PV the unit is worth after that. For ease of reference, this formula is translated into the Low-Skill PV Decrease Table shown below.

For example, a unit with a base PV of 35 at a Skill value of 4, when assigned a crew of Skill 6, would decrease its PV cost by 8 points (4 [PV decrease for a unit of 35-44 base PV] x 2 [2 Skill Rating increases above Skill 4] = 8). This reduces the unit's skill-modified PV to 27 (35 – 8 = 27).

Minimum PV: Regardless of the unit's starting PV and Skill-based modifiers, the minimum PV for any unit in *Alpha Strike* play is always 1 point.

More Experienced Skills (Skill Rating 3 and Under)

Lower Skill values increase Point Values accordingly for any unit operated by such pilots or crews. How many points this Skill value decrease increases the unit's PV is based on the unit's starting value with a "default" Skill value of 4. For units with a Skill value lower than 4, the PV of a unit is increased by 1 point per point of Skill value increase if the unit's base PV is 1 to 7 points, with an additional increase of 1 more point (per point of Skill value increase) for every 5 base PV the unit is worth after that. For ease of reference, this formula is translated into the High-Skill PV Increase Table shown below.

For example, a unit with a base PV of 39 at a Skill value of 4, when assigned a crew of Skill 2, would increase its PV cost by 16 points (8 [PV increase for a unit of 38-42 base PV] x 2 [2 Skill Rating decreases below Skill 4] = 16). This increases the unit's skill-modified PV to 55 (39 + 16 = 55).

LOW-SKILL PV DECREASE TABLE

Unit's Base PV	PV Decrease per Rating
0-14	1
15-24	2
25-34	3
35-44	4
45-54	5
55-64	6
65-74	7
75-84	8
85-94	9
95-104	10*

*Increase PV decrease by 1 point for every 10 base PV over 104.

IMPROVED-SKILL PV INCREASE TABLE

Unit's Base PV	PV Increase per Rating
0-7	1
8-12	2
13-17	3
18-22	4
23-27	5
28-32	6
33-37	7
38-42	8
43-47	9
48-52	10*

*Increase PV increase by 1 point for every 5 base PV over 52.

ALPHA STRIKE FORCE-BUILDING

A lance from the Fifth Lyran Guards emerges from a forest after a snow storm.

In addition to the rules for playing out battles with a range of tactical units, the *Alpha Strike* core rulebook also provided the basic framework for setting up scenarios and running through a basic planetary assault campaign, complete with a simplified system for repairing and replacing units. The book also included additional background material on the factions and history of the *BattleTech* universe, with a more in-depth look at the Clan Invasion era of the setting, and sample armies suitable for use in that pivotal moment in the game's history.

This supplemental material—all designed to help new players get into the action—with be expanded on further in this chapter, and the two which follow (Alpha Strike Scenarios and Expanded Repair and Salvage Rules). Together, these chapters will help players inject more variety and personal flavor into their *Alpha Strike* games, and are particularly ideal for campaign play.

FORCE-BUILDING BASICS

The system presented here will enable players to build customized armies for their *Alpha Strike* games, based on the history and feel of the *BattleTech* universe, including the organizational schemes of its various military forces and tactical standards. Because tastes can vary and options are legion, these rules will avoid defining static army list samples, and will instead act more as a guide than a rigid set of inviolate rules.

The force-building system will rely on several resources to aid players in their unit selections. These resources include the revised *Alpha Strike* Point Value system described in the previous chapter, as well as the unit roles discussed in the *BattleTech* conversions chapter before that. Together with the on-line Master Unit List (www.MasterUnitList.info), where players can obtain *Alpha Strike* stats on the majority of all *BattleTech* units published to date, these resources will help players organize their armies into formations that make the most of their units' abilities.

SELECT POINT VALUE TOTAL

The first step in force building is to determine the force's Point Value Total. Point Values (PVs) are the balancing system of *Alpha Strike*. Each unit has an assigned Point Value listed on its Unit Card, which reflects the unit's relative combat effectiveness when controlled by a Regular-rated pilot or crew. As shown in the *BattleTech* conversions chapter (see pp. 90-137), a unit's PV may need to be adjusted for those pilots or crews with a Skill Rating other than Regular.

When setting up a basic *Alpha Strike* game, the opposing players should agree to a PV total before building forces. This sets the maximum amount of PV the combined Skill-adjusted units may add up to. For company-sized forces (roughly 12 units per side), a

good PV total would fall between 250 and 450, and allow for a relatively fast scenario resolution. Armies worth 1,000 PV per side, on the other hand, might reflect battalion-sized forces, and produce games that will last for several hours to fully play out.

Players may, of course, set PV totals even higher—or perhaps even leave them unlimited—and use such armies as the foundations for a much larger campaign in which the component companies and battalions are sent out of a range of missions.

CHOOSE ERA AND FACTION

After selecting a total point value, the next recommended step is to determine setting details for the scenario or campaign these forces will be fighting in—particularly the era of play, and the faction the forces involved will serve. For players interested in a simple pick-up game, these details may not seem terribly important, but *BattleTech* is home to thousands of possible unit models and technologies, which developed and spread out across hundreds of years of in-game history. Setting a campaign, or even a one-shot scenario, in a proper context helps to establish what factions, units, and technologies should be available to the forces gathered, and provides a much more enriching experience.

Furthermore, the factions used help add depth by defining the House or Clan the forces will choose their equipment and organizational schemes from. Faction choices will narrow down the list of available units, reflecting what equipment is manufactured or sold within the realms that the corresponding armies serve. This also helps to establish the basic organizational style used by that faction.

BUILD FORMATIONS

Once the factions and eras are chose, players may begin organizing their armies by filling the lances, Stars or Level II formations that make up their armies with units. These units and their *Alpha Strike* data, which can be obtained through the Master Unit List, are then filled out on the appropriate *Alpha Strike* stat cards.

The process of building lances, Stars, and Level II formations is further discussed in the next section.

LANCES, STARS AND LEVEL IIS

For the purposes of force organization, players will want to be familiar with the smallest combat formations used in the various factions of the *BattleTech* setting. Depending on the general affiliation (Inner Sphere and Periphery, Clan, or ComStar/Word of Blake), these are the lance, the Star, or the Level II. From the perspective of the factions that use them, these formations represent the building blocks of larger combat groups, so these force-building rules will focus primarily on building forces by the lance, Star or Level II.

The various lance, Star, and Level II formation types are explained in some depth below. A summary of these groups—and the larger formations they build, as well—appears in the Standard Force Organization Schemes Table, shown on p. 148.

THE BATTLETECH MASTER UNIT LIST (MUL)

The BattleTech Master Unit List (MUL for short) is one of the more recent on-line tools developed for use with *BatteTech* and *Alpha Strike* games. This ever-growing (and, yes, free to use) database of official unit specs provides players with the means to build setting-accurate armies by identifying the 'Mechs, vehicles, fighters, and infantry elements covered by the last twenty-five years' worth of published *Technical Readouts* and other sources. For *Alpha Strike* players, the MUL can be even more effective, as it provides full unit card stats for virtually all of these units as well.

The Master Unit List can be found at www.MasterUnitList.info, and players can jump right into browsing their desired unit types simply by clicking "Units", and entering information into the various filter tabs. These filters include Basic data filters (which let players enter desired unit weight ranges, *BattleTech* Battle Values, years of in-universe introduction, costs in C-bills—the dominant unit of currency used in the *BattleTech* setting—and even *Alpha Strike* special ability codes); Technology bases (Inner Sphere, Clan, Mixed, and Primitive); *BattleTech* Rules levels (introductory, standard, advanced, and experimental); Unit Types (e.g. BattleMech, ProtoMech, Combat Veicle, and so forth); Source (the original *BattleTech* book or product the unit appears in); Factions (Lyran, Federated Suns, Draconis Combine, and more); Unit Sub-Types (such as VTOLs and OmniMechs); Production and Availability Eras (from the Age of War through the present Dark Age setting). By selecting the desired filters, players can quickly produce a list of units tailored for use by their forces.

The list of units returned via these filters provides names and models of each unit, its tonnage (mass), Battle Value (in *Total Warfare* play), cost (in C-bills), sourcebook titles where the unit was first described, the rules level (again, relative to *Total Warfare* play), the era in which such units came into general use, and the unit's intro year (the specific in-universe point in which the selected unit debuted). By clicking on the names of a listed unit, the user can then view more distinct stats for it, including—at the very bottom of the page—links to images of these units (courtesy of CamoSpecs Online, another partner site), online ordering options to obtain the appropriate miniature via Iron Wind Metals, and, if available, an *Alpha Strike*-style unit card for the model and variant selected, which may then be copied and printed.

Armed with this tool, players can thus access the broadest possible selection of playable *Alpha Strike* units, and begin building custom armies suitable for any desired period or faction in the official *BattleTech* canon.

STANDARD FORCE ORGANIZATION SCHEMES TABLE

GENERAL INNER SPHERE AND PERIPHERY FORCE GROUPS		
Organization	**Definition**	**Command Rank**
Infantry Formations		
Squad (Battle Armor)	4 troopers	Sergeant*
Squad (Conventional)	2-8 troopers	Corporal
Platoon (Conventional)	3-4 squads	Sergeant*
Aerospace/Conventional Fighter Formations		
Flight	2 fighters	Lieutenant
Squadron	3 flights	Captain
Wing	3-4 squadrons	Major
Ground Formations		
Lance	4 ground units	Lieutenant
Company	3-4 lances	Captain
Battalion	3-4 companies	Major
Regiment	3-4 battalions	Colonel
Brigade	3-6 regiments	General

COMSTAR AND WORD OF BLAKE FORCE GROUPS		
Organization	**Definition**	**Command Rank**
Infantry Formations		
Level I (Battle Armor)	6 troopers	Acolyte*
Level I (Conventional)	30-36 troopers	Acolyte*
All Other Formations		
Level I	1 unit	Acolyte
Level II (Demi-Company)	6 Level Is	Adept
Level III (Battalion)	6 Level IIs	Adept (Demi-Precentor)
Level IV (Division)	6 Level IIIs	Precentor
Level V (Army)	6 Level IVs	Precentor

GENERAL CLAN FORCE GROUPS		
Organization	**Definition**	**Command Rank**
Infantry and ProtoMech Formations		
Point (Battle Armor)	5 troopers	Point Commander*
Point (Conventional)	20-25 troopers	Point Commander
Point (ProtoMech)	5 ProtoMechs	Point Commander*
'Mech Formations		
Star	5 'Mechs	Star Commander
Nova	5 'Mechs, 5 infantry Points	Star Commander or Nova Commander
Binary	2 Stars	Star Captain or Nova Commander
Supernova Binary	2 Novas	Star Captain or Nova Captain
Trinary	3 Stars	Star Captain
Supernova Trinary	3 Novas	Star Captain or Nova Captain
Cluster	3-5 Binaries or Trinaries	Star Colonel
Galaxy	3-5 Clusters	Galaxy Commander
Vehicle and Fighter Formations		
Point	2 units	Point Commander
Star	5 Points	Star Commander
Binary	2 Stars	Star Captain
Trinary	3 Stars	Star Captain
Cluster	3-5 Binaries or Trinaries	Star Colonel
Galaxy	3-5 Clusters	Galaxy Commander

*Above this level of organization, these infantry unit types use the 'Mech formation standards appropriate to their faction group (i.e. Lance for Inner Sphere/Periphery, Star for Clan, Level II for ComStar/Word of Blake).

Non-Infantry Ground Units: For the major realms of the Inner Sphere and the Periphery, the lance is smallest ground unit formation used by their various armed forces. A lance consists of 4 BattleMechs or combat vehicles, commanded by an officer of lieutenant rank or similar. Its Clan faction equivalent, the Star, is composed of 5 'Mechs or 10 combat vehicles, led by a Star Commander. Finally, even though they are both Inner Sphere factions, ComStar and the Word of Blake use a 6-unit group as their lance equivalent. Known as Level IIs, these "ComStar lances" are generally commanded by an Adept.

Fighter Equivalents: For aerospace and conventional fighters, lances and their equivalents are built differently. Among the Inner Sphere realms and Periphery states, 2 fighters of the same type represent a lance of fighters (also known as a flight), with 3 flights combined to make up a squadron of 6 fighters. The Clan factions use 5 pairs of fighters (known to them as Points) to make up their aerospace Stars. This makes for 10-fighter Stars that function more like over-sized squadrons. ComStar and Word of Blake factions, meanwhile, continue to use their 6-unit Level II organization for their fighter groups, thus making ComStar's fighter lances equal to the standard Inner Sphere squadron by default.

Because of the wild variations between basic fighter groups, these force-building rules will use the 6-fighter squadron as the lowest level of organization among Inner Sphere and Periphery factions, while Clan fighters will be organized in 10-fighter Stars, and ComStar/Word of Blake fighters will continue to use the 6-unit Level II.

Conventional Infantry Equivalents: Infantry is unique in that their small size on the battlefield makes even a single unit an organized group. Conventional infantry units in the Inner Sphere and Periphery consist of platoons made up of 3 to 4 squads, which in turn can number from 2 to 7 troopers, depending on their equipment and motive systems. This creates platoon units that can number 8 to 28 troops in strength. The Clan equivalent use a 5-man squad base, which results in conventional infantry units (known to the Clans as Points) that typically number from 20 to 25 troopers. ComStar's and Word of Blake's base-six system is once more strictly applied to infantry, creating ComStar and Word of Blake platoons (Level I infantry units) that number 30 to 36 in troop strength.

Regardless of whether the conventional infantry is a platoon, a Point, or a Level I, all of these groups are still treated as a single battlefield unit in *Alpha Strike*. These units are in turn grouped into lances, Stars, and Level IIs equal in size to their faction's preferred 'Mech formations.

Battle Armor Equivalents: Battle armor infantry units, meanwhile, are deployed in squads of 4 identical battlesuits among the Inner Sphere and Periphery states, while the Clans use Points composed of 5 identical battlesuits, and ComStar/Word of Blake uses Level Is made up of 6 identical suits. Like conventional infantry platoons, these battle armor groups—squad, Point, and Level I—each represent a single unit in *Alpha Strike* play, and are in turn arranged into lances, Stars, and Level IIs equal in size to their faction's 'Mech formations.

LANCE COMPOSITIONS

For the most part, Inner Sphere lances are considered homogenous unit groups, composed of 4 'Mechs, 4 combat vehicles (of the same movement mode), or 4 groups of infantry of equivalent type (battle armor squads or conventional platoons of the same movement capabilities). Likewise, Inner Sphere squadrons are often homogenous groups composed of 3 pairs of aerospace fighters, or 3 pairs of conventional fighters.

This same grouping by unit and/or motive type also tends to apply to Clan formations, with each Star composed of 5 'Mechs, 10 vehicles (of the same movement mode), or 5 pairs of aerospace fighters.

ComStar and Word of Blake Level IIs buck this trend. Preferring combined-arms capability at even the smallest levels of organization, these groups may be composed of any mix of 6 'Mechs, vehicles, infantry or aerospace fighters (though the fighters almost always operate in pairs).

Beyond ComStar and Word of Blake, other exceptions that exist to homogeneous lance/Star compositions exist in the form of specialized formations such as the Support Lance, or the Clan Nova formations.

BUILDING FORMATIONS BY FUNCTION

At its most basic level, an army's component lances, squadrons, Stars, and Level IIs can be legally and properly built using just the guidelines described above. The various militaries of the *BattleTech* universe, however, often prefer to build their formations around specific mission roles, to maximize their effectiveness in battle.

To represent this, the *Formation Types* (see pp. 150-155) define the various types of mission-based lances, squadrons, Stars, and Level IIs in common use, along with their requirements and benefits. These formation types draw on the unique capabilities of the various 'Mech, vehicle, and aerospace unit types available in *Alpha Strike* play, and incorporate the new Unit Role feature defined in the *BattleTech* conversions chapter (see pp. 134-137).

To further encourage their use, lances, squadrons, Stars, and Level IIs built under these rules will receive bonus ability benefits similar to the Special Command Abilities and Special Pilot Abilities found in the *Tactical Annex* chapter (see pp. 44-58). Players interested in making use of these abilities should thus familiarize themselves with those rules as well, and agree to their use ahead of time.

Formation Requirements

Each of the mission-specific formations presented in this chapter has a list of requirements that may include a specific ratio or number of unit sizes, roles, movement capabilities, and so forth. These requirements need to be met in order for the formation to be considered eligible for the mission role it has been given, and thus to receive its bonus ability.

If a formation type lists a requirement as a percentage, this refers to the ratio of units in the formation relative to its total. Because these rules apply equally to formations from 4-unit 'Mech lances to 10-unit Clan vehicle Stars, the number of units represented by this percentage value may need to be rounded up as necessary.

For example, the requirements for a Battle Lance indicate that 50 percent of the formation must be Size 3 or higher. In a four-'Mech Inner Sphere lance, that translates to 2 'Mechs of Size 3 or higher (4 x 0.5 = 2). For its Clan equivalent—a Battle Star—this requirement increases to 3 'Mechs (5 x 0.5 = 2.5, round up to 3). That same minimum number of Size 3 units also apply to a Word of Blake Level II built to this mission spec (6 x 0.5 = 3).

Formations types cannot be mixed or "stacked" together, even if the units assigned would fit the criteria for multiple formations types (including their criteria). For instance, even though the requirements for the Assault Lance would also satisfier the less restrictive criteria of the Battle Lance, the player creating the force must designate this formation as one or the other—never both.

Ideal Role

Some—but not all—formations may list an "ideal role" in their descriptions. Ideal roles refer to unit roles, as they are defined in the *BattleTech* conversions chapter, and serve as a special loophole to any other formation requirements. If

all of a formation's units possess the same unit role indicated by the formation's ideal role listing, the formation's requirements are considered to be met, even if they might otherwise not be.

For example, the ideal role for a Battle Lance is that of the Brawler. Because of this, the lance's standard requirement that 50 percent of its formation must be Size 3 or higher can be waived if all four units in that lance have the Brawler unit role.

Bonus Abilities

Each formation is granted at least one bonus ability, which reflects the cooperative tactics and complementary weapons and equipment the formation gains as a consequence of its arrangement. Most of these bonus abilities correspond to the Special Pilot Abilities (SPAs) found on pp. 49-58. A listed bonus ability remains usable in accordance with its rules as long as the formation has 3 units in the field that are *not* destroyed or routed.

Unlike SPAs, the bonus abilities granted by formation creation are free, but SPAs with a unit type requirement will not work if the unit does not match the ability's requisites. (For example, a unit in a Fire Support lance must have IF or ART specials if it expects to make use of the free Oblique Attacker SPA provided by its formation.)

If the players are combining the standard Special Pilot Abilities rules with the free bonus abilities for formation use, duplicate abilities cannot be stacked unless their rules specifically allow it.

Note: While the bonus abilities provided here are fairly balanced across the various formation types, not all abilities work equally across specific units and unit roles. A unit that might excel in a Fire Lance, for example, may not be as effective in a Striker Lance.

Variations

Each formation type includes a number of optional variations that can affect or modify their requirements and possibly the bonus abilities they grant. Unless otherwise stated, the requirements and bonus abilities listed for these variant formations *replace* those described under the basic formation type. Furthermore, variant formations must meet their stated requirements; they cannot be built solely by ideal unit roles.

Naming Conventions

As a final feature, players may wish to name their various military formations to give them more character. In the *BattleTech* universe, naming conventions for small formations tend to vary quite wildly. They may be named generically, for their role (e.g. "Recon Lance"), after the formation's commander (e.g. "Roscoe's Lance"), identified by simple phonetic alphabet or numeric designators (e.g. "Bravo Second Star"), their weight class (e.g. "Medium Lance"), or by faction-specific nomenclature that can border on the esoteric (e.g. "Alpha Talon 2", or "Level II-Theta").

For the purposes of game play, whatever name is given to a lance is secondary to the formation type, which must be recorded during the force-building process. These game-specific names will be clearly identified under appropriate *Formation Types*, below. Thus, even if the player has named his force's Fast Assault Lance "Schmidt's Savages", he must still identify that the formation was built as a Fast Assault Lance.

GROUND FORMATION TYPES

The formation types described below include not only their basic description and rules, but also the variations recognized under these rules. Although all of these are referred to as lances, these rules will apply proportionately to Clan Stars, and ComStar/Word of Blake Level IIs as discussed in the rules above.

BATTLE LANCE

Battle Lances are the "line" troops of any larger force. Whether holding the center of a combat group, or supporting a reinforced assault, the Battle Lance is meant to close range with the enemy, relying on armor and mass to sustain its units, while its heavy firepower pummels the enemy.

Common Battle Lance formations are those that are grouped more by their units' weight classes. These weight-specific Battle Lances usually drop the word "Battle" from their nomenclature, and thus are often referred to by generic-sounding terms like "Heavy Lance" or "Medium Star."

Requirements: 50 percent of the standard Battle Lance must be Size 3 or higher. If the Battle Lance is a vehicle formation, these Size 3+ units must also be pairs of the same vehicle model.

At least three units in a Battle Lance must also be any combination of the Brawler, Sniper and/or Skirmisher unit roles.

Ideal Role: Brawler

Bonus Ability: The Battle Lance formation receives the equivalent of a 6-point Lucky Special Pilot Ability (see p. 54), except that it is useable by *any* unit in the Battle Lance, rather than limited to any single unit. This formation ability need not be assigned to specific units, and may thus be called upon after a failed attack or Control roll desired (to a maximum of 6 times for the entire formation). As with the normal Lucky SPA, only one re-roll per failed attack or Control roll is possible.

This bonus ability may be stacked with a Lucky SPA assigned to one or more of the Battle Lance's member units. But if this is done, the maximum number of rerolls a Battle Lance unit may attempt for the duration of the scenario—between both the pilot's ability and that provided by this formation bonus—is 4.

Variations: The Battle Lance formation has three primary variations: the Light Battle Lance, Medium Battle Lance, and Heavy Battle Lance. All three types are defined below.

Light Battle Lance

Requirements: At least 75 percent of this Lance must be Size 1, and there may be no units of Size 4 of higher in this formation type. If this is a vehicle formation, there must be at least 2 matched pairs of Size 1 units.

At least one of the units in a Light Battle Lance must be of the Scout unit role.

Bonus Ability: As per the standard Battle Lance.

Medium Battle Lance

Requirements: At least 50 percent of the Medium Battle Lance must be of Size 2, and there may be no units of Size 4 or larger in this formation at all. If this is a vehicle formation, there must be at least 2 matched pairs of Size 2 units.

Bonus Ability: As per the standard Battle Lance.

Heavy Battle Lance

Requirements: At least 50 percent of the Heavy Battle Lance must be of Size 3 or higher, and there may be no Size 1 units in this formation. If this is a vehicle formation, there must be at least 2 matched pairs of Size 3 units.

Bonus Ability: As per the standard Battle Lance.

ASSAULT LANCE

Assault Lances are the powerhouses of any force. Making up for their reduced speed with massive firepower and armor, these formations rely on brute force to smash their way toward the enemy, and demolish all that they find.

Requirements: At least 3 units in a basic Assault Lance must be of Size 3 or greater, and there can be no units of Size 1 in this formation type. All units in an Assault Lance must have a minimum (undamaged) Armor value of 5 points, and at least 75 percent of the units in this formation must possess a Medium-range attack value of 3 or more.

An Assault Lance must contain at least one unit of the Juggernaut role, or 2 units of the Sniper role.

Ideal Role: Juggernaut

Bonus Ability: At the beginning of play, the Assault Lance's controlling player must choose either the Demoralizer or the Multi-Tasker SPAs (see pp. 52 and 55, respectively). When each turn of game play begins, the player may designate up to 2 units per Assault Lance to receive the chosen ability for the duration of the turn.

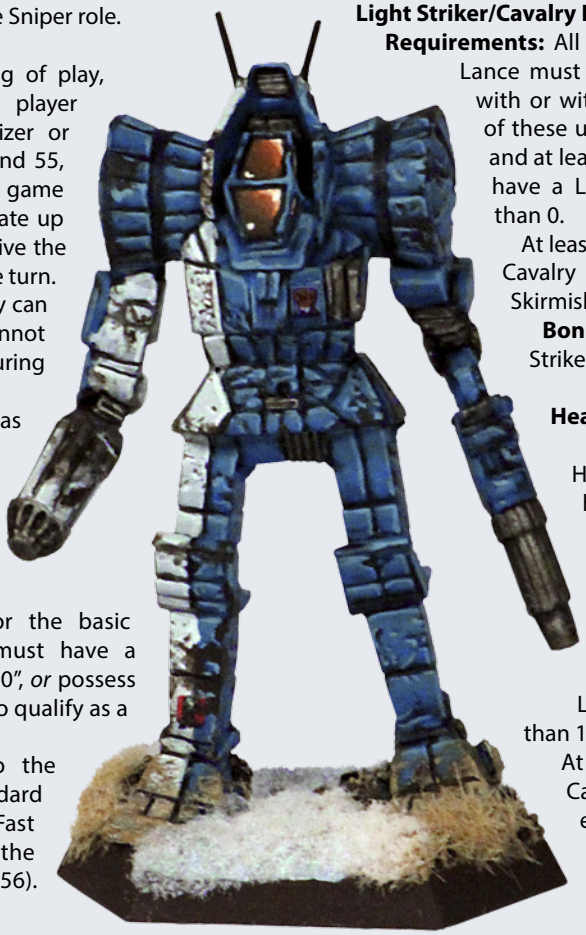
Note that while the chosen ability can switch its user from turn to turn, it cannot be changed to a different ability during the course of the same scenario.

Variations: The Assault Lance has only one primary variation: the Fast Assault Lance. This lance type is defined below.

Fast Assault Lance

Requirements: In addition to the same requirements listed for the basic Assault Lance above, all units must have a minimum ground-based Move of 10", *or* possess the ability to jump (any distance), to qualify as a Fast Assault Lance.

Bonus Ability: In addition to the bonus ability granted for the standard Assault lance, up to 2 units per Fast Assault Lance may also receive the Stand Aside SPA per turn (see p. 56).



These two units need not be the same ones that are granted the Demoralizer or Multi-Tasker abilities, and it is possible for a Fast Assault Lance unit to thus receive two SPAs in the same turn as a result (i.e. Stand Aside and either Demoralizer or Multi-Tasker; depending on whichever one was chosen at the start of the scenario).

STRIKER/CAVALRY LANCE

Striker Lance formations (also known as Cavalry Lances) are made up of fast-moving units that can quickly bring their firepower into combat, while also possessing enough armor to survive an engagement and withdraw—or to hold the line long enough for the main force to arrive.

Requirements: All units in a Striker/Cavalry Lance must have a minimum ground Move of 10" *or* a jumping Move of 8"J. No units in a Striker/Cavalry Lance may be of Size 4 or above.

At least 50 percent of the Striker/Cavalry Lance must be of the Striker or Skirmisher unit roles.

Ideal Role: Striker

Bonus Ability: 75 percent of the units in a standard Striker/Cavalry Lance receive the Speed Demon Special Pilot Ability (see p. 56).

Variations: There are two primary variants on the basic Striker/Cavalry Lance: the Light Striker/Cavalry Lance, and the Heavy Striker/Cavalry Lance. Both types are defined below.

Light Striker/Cavalry Lance

Requirements: All units in a Light Striker/Cavalry Lance must have a minimum Move of 10", with or without jumping capability. None of these units may be of Size 3 or higher, and at least 2 units in this formation must have a Long-range attack value higher than 0.

At least 2 members of the Light Striker/Cavalry Lance must be of the Striker or Skirmisher unit roles.

Bonus Ability: As per the standard Striker/Cavalry Lance.

Heavy Striker/Cavalry Lance

Requirements: All units in a Heavy Striker/Cavalry Lance must have a minimum Move of 8", with or without jumping capability. At least 3 units in this formation type must be of Size 3, and none may be smaller than a Size 2. At least 1 unit in this formation type must have a Long-range attack value greater than 1 point.

At least 2 units in the Heavy Striker/Cavalry Lance must be of the Striker or Skirmisher unit roles.

Bonus Ability: As per the standard Striker/Cavalry Lance.

FIRE LANCE

Fire Lances carry powerful, long-range weaponry. This enables them to stay safely far away from enemy forces and rain down devastating fire with less risk of being attacked themselves.

Requirements: At least 75 percent of the units in a standard Fire Lance must be of either the Missile Boat or Sniper unit roles.

Ideal Role: Missile Boat

Bonus Ability: At the beginning of each turn, up to 2 Fire Lance units may receive the Sniper Special Pilot Ability (see p. 56), which will affect their weapon attacks during that turn.

Variations: There are four primary variants on the basic Fire Lance: Fire Support Lance, Artillery Fire Lance, Direct Fire Lance, and the Anti-Air Lance. All four types are defined below.

Fire Support Lance

Requirements: To serve as a Fire Support Lance, at least 3 units in this formation must possess the Indirect Fire (IF#) special ability.

Bonus Ability: At the beginning of each turn, up to 2 Fire Support Lance units may receive the Oblique Attacker Special Pilot Ability (see p. 55), which will affect their indirect weapon attacks during that turn.

Artillery Fire Lance

Requirements: To serve as an Artillery Fire Lance, at least 2 units in this formation must have an Artillery (ARTX-#) special ability.

Bonus Ability: At the beginning of each turn, up to 2 units may receive the Oblique Artilleryman Special Pilot Ability (see p. 55), which will affect their artillery weapon attacks made during that turn.

Direct Fire Lance

Requirements: At least 2 units in a Direct Fire Lance must be of Size 3 or larger, and all units in this formation must be able to deliver at least 2 points of damage to their Long-range attack bracket.

Bonus Ability: At the beginning of each turn, up to 2 units in this formation type may receive the Weapon Specialist SPA (see p. 58). This ability will affect the weapon attacks made by the designated units during that turn.

Anti-Air Lance

Requirements: In addition to the requirements established for the standard Fire Lance, at least 2 units in an Anti-Air Lance must possess the Flak (FLK#), Autocannon (AC#/#/#), or Artillery (ARTX-#) special abilities, *or* the Anti-Aircraft Targeting Quirk (see p. 59).

Bonus Ability: At the beginning of each turn, up to 2 units in the Anti-Air Lance may receive the Anti-Aircraft Specialist Special Command Ability (p. 47). This special command ability will affect the weapon attacks made by the designated units during that turn.

RECON LANCE

Recon Lances use extremely fast units that can rush ahead of the main force, using their speed to scout objectives, evade enemy fire, and harass or flank their opponents. This formation type is particularly useful in campaign settings where intelligence-gathering is important, but can also be useful in standard scenarios.

Requirements: All units in a Recon Lance must possess a minimum Move of 10". At least 2 units in this formation type must also be of the Scout or Striker unit roles.

Ideal Role: Scout

Bonus Ability: At the beginning of play, the Recon Lance's controlling player must choose either the Eagle Eyes or Maneuvering Ace SPAs (see pp. 52 and 54, respectively), and apply the chosen ability to up to 3 units in this formation type. In addition to this, all units in the Recon Lance receive the Forward Observer SPA (see p. 53).

Note that the abilities chosen at the scenario's start cannot be switch between users from turn to turn, nor can they be exchanged for a different ability during the course of the same scenario.

Variations: There are two primary variants on the basic Recon Lance: the Light Recon Lance, and the Heavy Recon Lance. Both types are defined below.

Light Recon Lance

Requirements: All units in a Light Recon Lance must be of Size 1, with a minimum Move of 12" (with or without jump capability). Furthermore, all of these units must be of the Scout unit role.

Bonus Ability: As per the standard Recon Lance, except *all* units in the Light Recon Lance receive the chosen SPA, in addition to the Forward Observer SPA.

Heavy Recon Lance

Requirements: All units in a Heavy Recon Lance must have a Move of 8" of more, with no less than 2 able to move 10" or more (all with or without jump capability). At least 1 unit in this formation type must be of Size 3 or larger.

Finally, at least 2 units in a Heavy Recon Lance must be of the Scout unit role.

Bonus Ability: As per the standard Recon Lance, except that only up to 2 units in the Heavy Recon Lance may receive the chosen SPA—even though all formation members will still receive the Forward Observer SPA.

PURSUIT LANCE

Pursuit Lances are built for a combination of speed and hitting power that can be difficult to ignore. These formations were originally designed as scout-hunters, aimed at chasing down recon units with enough firepower to cripple or destroy them. But after a while, they've also come to be used for "recon in force" operations, where mobility is more critical than firepower.

Requirements: All units in a Pursuit Lance must be of Size 2 or less, and 75 percent of this formation must have a Move of 12" or more, regardless of jumping capability. At least 1 unit in the Pursuit Lance must have a Medium-range attack value over 1 point.

Ideal Role: Skirmisher

Bonus Ability: 75 percent of the units in this formation receive the Blood Stalker Special Pilot Ability (see p. 52).

Variations: There are two primary variants on the basic Pursuit Lance: the Probe Lance, and the Sweep Lance. Both types are defined below.

Probe Lance

Requirements: All units in a Probe Lance must be of Size 3 or less, and 75 percent must have a Move of 10" or more, with or without jump capability. All Probe Lance units must be able to deliver at least 2 points of damage at Medium range.

Bonus Ability: As per the standard Pursuit Lance.

Sweep Lance

Requirements: All units in a Sweep Lance must be of Size 2 or less, and have a Move of 10" or more, regardless of jumping capability. All Sweep Lance units must be able to deliver at least 2 points of damage at Short range.

Bonus Ability: As per the standard Pursuit Lance.

COMMAND LANCE

As the name suggests, the Command Lance is a formation built around the force's commander (or his key sub-commanders). As such, this lance is typically filled with a diverse group of capabilities intended to both support and protect their leader on the battlefield.

Requirements: At least one unit in the Command Lance must be designated as either the force commander or a key lieutenant. For the purposes of building a force, these rules recommend that one unit in the overall combat force be identified as the force's field commander, with no more than 1 sub-commanding lieutenant assigned for every 6 non-infantry units in the entire force. The Command Lance would then be established as the lance in which the senior force commander is assigned, but additional Command Lances can be built around the sub-commanders as well.

In this formation, 50 percent of the units must have one of the following unit roles: Sniper, Missile Boat, Skirmisher or Juggernaut. One additional unit in the lance must be a Brawler, Striker or Scout. The unit designated as the commander's unit may be any of the lance's members, including these prerequisite units.

Ideal Role: None; as long as the lance's composite units are of at least 3 different unit roles, the formation may be classified as a Command Lance.

Bonus Ability: Prior to the beginning of play, 2 of the non-commander units in this formation receive one of the following Special Pilot Abilities for free (each unit may receive a different SPA): Antagonizer, Blood Stalker, Combat Intuition, Eagle Eyes, Marksman or Multi-Tasker (see pp. 51, 52, 52, 52, 54 and 55, respectively).

In addition to this, the commander's unit receives the Tactical Genius SPA (see p. 57). If the Special Pilot Abilities rules are in full effect and the commander already has the Tactical Genius SPA, this ability adds a +1 modifier to the force's Initiative roll results instead (including any rerolls made as a result of the Tactical Genius SPA).

Variations: The only primary variant on the basic Command Lance is the Vehicle Command Lance. This variation is defined below.

Vehicle Command Lance

Requirements: As with a standard Command Lance, one unit in the Vehicle Command Lance must be designated as the commander's unit. Apart from this requirement, only one pair of vehicles needs to be of the Sniper, Missile Boat, Skirmisher, or Juggernaut unit roles.

Bonus Ability: As per the standard Command Lance.

SUPPORT LANCE

Dedicated Support Lances are multi-role formations that do not actually excel at any one job, but instead exist mainly to back up other formations.

Requirements: None.

Ideal Role: None.

Bonus Ability: Before the start of play, each Support Lance must designate one other formation type in its army to support. For every 2 units in the supported formation that make use of a formation-provided bonus ability, 1 unit in its Support Lance receives the same ability. This bonus ability is retained as long as the Support Lance still has three or more active units on the field; they are not lost if the supported lance is reduced below its own ability to retain the bonus ability.

If the Support Lance is supporting a Command Lance, it receives the two SPAs assigned to the Command Lance's non-commander units, assigning one SPA each to any appropriate Support Lance unit. However, the Support Lance does not receive the commander's Tactical Genius Special Pilot Ability.

NOVAS

Novas are a special formation type used only by the Clans. These formations are composed of a Star of OmniMechs, and a Star of battle armor infantry units. While in practice they are often treated as a single formation, the fact that a Nova is actually two Stars in one grants this level of organization an extra degree of tactical flexibility.

Composition: A Clan 'Mech Star (which may be built around any other "Lance" type), plus a Star of Clan battle armor units.

Requirements: All 5 'Mechs in the Nova must possess the OMNI special, while all 5 battle armor units in the same Nova must possess the MEC special.

Bonus Ability: The 'Mech units in a Nova formation receive the bonus abilities appropriate to the formation type they used. The battle armor units in a Nova do not receive these benefits, nor do they count towards the 'Mech Star's formation requirements.

Variations (Vehicle and Aerospace Novas): Technically, the Clans also occasionally compose Novas using combat vehicle Stars or aerospace fighter Stars in place of the 'Mech Stars. As with their 'Mech-based equals these Vehicle Novas and Aerospace Novas require that the battle armor units possess the MEC special, while at least an equal number of units in the Vehicle and Aerospace Stars possess the OMNI special. In all other aspects, these formations are identical to the standard Novas.

NON-CLAN NOVA VERSIONS

The Inner Sphere eventually adopted similar formations to the Clan Nova as they began to develop battle armor units of their own. For the most part, the Inner Sphere, Periphery, and mercenary groups that did so treated such groupings as transient formations, and thus counted the composite 'Mech and battle armor lances as separate formations working close together, with one 4-'Mech lance playing transport for one 4-squad lance of battle armor troops. The Word of Blake did much the same, but with a specialized 6-'Mech Level II formation that combined with a 6-squad battle armor Level II to create what they called a "Choir" formation.

Aside from the different number of 'Mech units (to an equal number of battle armor squads), these non-Clan Nova equivalents differ from the Clan version in that they do not require all of their 'Mechs to be OmniMechs. However, for every 'Mech that lacks the OMNI special, a corresponding number of battle armor units must have the XMEC special instead of the MEC special.

Other than these changes, non-Clan mechanized battle armor combinations follow the same organizational and bonus ability rules as the basic Clan Nova formation.

AIR LANCE

The Air Lance is a special Inner Sphere combined-arms formation composed of a lance of BattleMechs and a pair of aerospace or conventional fighters. Like the Nova, this is actually just two formations working in tandem, but serve in many armies as a way of keeping close air support readily available to ground forces.

Composition: A lance of ground units (of any non-infantry type), plus a lance of two aerospace or conventional fighters.

Requirements: Aside from the requirements of the ground unit formation chosen, the two attached fighters must be identical units.

Bonus Ability: No additional onus ability is granted by this formation; the fighters do not benefit from the bonus abilities gained by the ground units' lance formation, and are not counted towards any of the Air Lance's requirements.

AEROSPACE FORMATION TYPES

Inner Sphere and Periphery squadrons are composed of 3 pairs of aerospace fighters for a total of six aircraft per squadron. The ComStar and Word of Blake factions also use 6-fighter units in their dedicated aerospace lances, which are identified as Level IIs. Among the Clans, an aerospace Star is a formation comprised of 5 pairs of aerospace fighters, for a total of 10 aircraft.

As these particular groupings—squadron, aerospace Level II, and aerospace Star—are roughly on par with each other in terms of capabilities, these are the fundamental formation types that are used for force-building. The following defines the common aerospace formation types used in *BattleTech*.

Note that even though most aerospace squadrons, Level IIs, and Stars group their fighters in pairs of identical models, many of the requirements listed for these formation types will likely produce odd numbers of unit types. If players wish to maintain the tradition of keeping their fighters in identical pairs, they may swap out the unmatched pair of fighters in favor of a match that meets the first required criteria in the formation's description.

For example, an Inner Sphere Fire Support Squadron calls for 50 percent of its six fighters to be of the Fire Support role, while the other 50 percent is of the Dogfighter role. The player could accept having 3 Fire Support fighters and 3 Dogfighters, or he could make the squadron with 4 Fire Support fighters and 2 Dogfighters instead.

INTERCEPTOR SQUADRON

Interceptor Squadrons are fast aerospace combat groups meant to deal with opposing aerospace threats before they get too close. Because more emphasis is placed on speed, these squadrons often do not have the firepower or armor for heavy fighting; their goal instead is to deliver the first strike, in an effort to sow chaos in the enemy's ranks or possibly buy time for the heavier fighters to enter the fray.

Requirements: Over 50 percent of the units in an Interceptor Squadron, Level II, or Star must be of the Interceptor unit role.

Bonus Ability: Any units in an Interceptor Squadron with a Move (Thrust) of 9 or less receive the Speed Demon SPA (see p. 56). In addition to this, up to 2 fighters in this squadron may receive the Range Master (Long) SPA as well.

AEROSPACE SUPERIORITY SQUADRON

The Aerospace Superiority Squadron is the Battle Lance of the skies. Intended primarily to engage and defeat opposing aerospace units, these fighters combine an ideal mix of speed, firepower, and armor.

Requirements: Over 50 percent of the units in an Aerospace Superiority Squadron, Level II, or Star must be of the Interceptor or Fast Dogfighter unit roles.

Bonus Ability: Prior to the start of the scenario, select up to 50 percent of the units in the Aerospace Superiority Squadron and assign up to 2 of the following SPAs to those fighters (in any combination): Blood Stalker (see p. 52), Ride the Wash (see p. 55), Hot Dog (see p. 54).

FIRE SUPPORT SQUADRON

Fire Support Squadrons are the aerospace formations best suited for ground attack operations, but thanks to their emphasis on long-range weapons, they can often double as back up for interceptors and strike fighters as well.

Requirements: At least 50 percent of the units in a Fire Support Squadron, Level II, or Star must be of the Fire Support unit role. The remainder must be of the Dogfighter unit role.

Bonus Ability: Prior to the start of the scenario, choose 2 pairs of fighters in the Fire Support Squadron and assign one of the following SPAs each to each pair: Golden Goose (see p. 53), Ground Hugger (see p. 53), Hot Dog (see p. 54) or Shaky Stick (see p. 56). The two selected fighter pairs may not receive the same SPA (e.g. if one pair of fighters is assigned the Shaky Stick SPA, the second pair may not also receive Shaky Stick SPA.)

STRIKE SQUADRON

The Strike Squadron is a formation well suited for close air support and air-to-ground operations alike. Units in these squadrons tend to feature modest speed and maneuverability, combined with potent firepower and reliable armor protection. Because units loaded for ground-attack missions are often at a disadvantage against air-superiority fighters, these squadrons often divide their fighters between ground-support and anti-air duties.

Requirements: Over 50 percent of the units in a Strike Squadron, Level II, or Star must be of the Attack or Dogfighter unit roles.

Bonus Ability: Up to 50 percent of the units in this formation may receive the Speed Demon SPA (see p. 56). The remaining fighters receive the Golden Goose SPA (see p. 53).

ELECTRONIC WARFARE SQUADRON

Electronic Warfare Squadrons are formations dedicated to supporting a force's efforts to disrupt enemy communications while simultaneously defeating hostile ECM. While the high speed nature of aerospace units tends to make such benefits transitory at best, the right burst of scrambled signals in combat can severely destabilize an enemy force.

Requirements: Electronic Warfare squadrons do not have a unit role requirement, but over 50 percent of the fighters in an EW squadron, Level II, or Star must possess one or more of the following special unit abilities: PRB, AECM, BH, ECM, LPRB, LECM, LTAG, TAG or WAT.

Bonus Ability: This squadron type receives the Communications Disruption Special Command Ability (see p. 46), enabling it to disrupt the communications between the units of one randomly-determined enemy lance or squadron on a 1D6 roll of 6. This disruption roll is made at the start of the EW Squadron's turn, and persists for one turn only. If the full Special Command Abilities rules are in use and the EW Squadron is part of a force that already has the Communications Disruption SCA, the EW Squadron gain the ability to decide which enemy lance or squadron is affected by the disruption, rather than resolving its victim randomly.

Note that ground units can only suffer Communications Disruption effects if the EW squadron has a unit currently flying over the map where the ground units are operating.

TRANSPORT SQUADRON

Unlike the other squadron types discussed above, Transport Squadrons are aerospace formations that are built around large airborne or aerospace units built for heavy cargo or troop transport. Fighters operating as part of a Transport Squadron often assume the role of escorts, while the typically-larger aerospace craft are used to materiel to, from, or through the battle zone.

Because they carry precious cargo, these squadrons often avoid aerospace engagements, relying instead on interceptors and aerospace superiority forces to clear the skies first. But sometimes,

Requirements: This special formation is one of the few that may be made up of support aircraft (such as airships and fixed-wing support vehicles), conventional fighters, aerospace fighters, Small Craft, and/or DropShips. To qualify as a Transport squadron, Level II, or Star, at least 50 percent of the units in this formation must be of the Transport unit role.

Bonus Ability: Choose one of the following SPAs and apply it to all of the units in this squadron that are of the Transport unit role: Dust-Off (see p. 52), Ride the Wash (see p. 55), or Wind Walker (see p. 58).

Companies, Binaries and Beyond

As shown in the Standard Force Organizational Schemes Table, the various lance-sized formations described in the preceding pages (and their Clan/ComStar/Word of Blake equivalents), are the building blocks that are then used to create larger forces. Lances combine to form companies, which in turn make up battalions, then regiments, then brigades. Clan Stars and Novas combine to create formations called Binaries, Trinaries, and Supernovas, which in turn combine to form Clusters, and then Galaxies. ComStar and Word of Blake Level IIs combine with other Level IIs to form Level IIIs (battalions), Level IVs (divisions), and Level Vs (armies).

Much as the various lance types have been presented as having their own mission roles, these larger formations may be specialized toward a given mission type, simply by dominating its makeup with the desired lance specialty. Whole companies and Trinaries, for instance, can be built to serve as Fire Support forces by merely having more Fire Lances and Stars in their total force than any other formation type. If a little more variety is desired, some of the incorporated lance formations may be variants of the same type—so the Fire Support Company may have one standard Fire Lance, and an Anti-Air Lance with a Recon Lance (rather than just two Fire Lances and a Recon Lance).

COMPANY COMPOSITION

Core Ground Force	
0-1	Command Lance
0-2*	Support Lances
1-4	Battle Lances
	Assault Lances
	Striker Lances
	Fire Lances
	Recon Lances
	Pursuit Lances
Detachments	
0-6	Conventional Infantry Platoons
0-4	Battle Armor Squads
0-3	Vehicle Lances**
0-1	Aerospace Squadron

Note: An Inner Sphere or Periphery company is composed of 2-4 lances total, and may be supported by other forces (detachments). Lances listed also include the Air Lance variant.

*Only 1 Support Lance per 1 core non-Support Lance.

**Or BattleMech lances if Core Ground Force is composed of vehicle lances.

BINARY/TRINARY COMPOSITION

Core Ground Force	
0-1	Command Star
0-1	Support Star
1-3	Battle Stars
	Assault Stars
	Striker Stars
	Fire Stars
	Recon Stars
	Pursuit Stars
Detachments	
0-5	Battle Armor Points
0-1	Vehicle Stars
0-1	Aerospace Star

Note: A Clan Binary is composed of 2 stars total; a Clan Trinary is composed of 3 stars total; may be supported by other forces (detachments). Stars listed also include the Nova variant; 2 Novas form a Supernova Binary, 3 Novas a Supernova Trinary.

BATTALION COMPOSITION

Core Ground Force	
0-1	Command Lance
3-4	Ground Force Companies
Detachments	
0-6	Conventional Infantry Companies
0-4	Battle Armor Platoons
0-3	Vehicle Companies*
0-3	Aerospace Squadrons

Note: An Inner Sphere or Periphery battalion is typically 9-13 lances total, and may be supported by other forces (detachments).

*Or BattleMech companies if Core Ground Force is composed of vehicle companies.

CLUSTER COMPOSITION

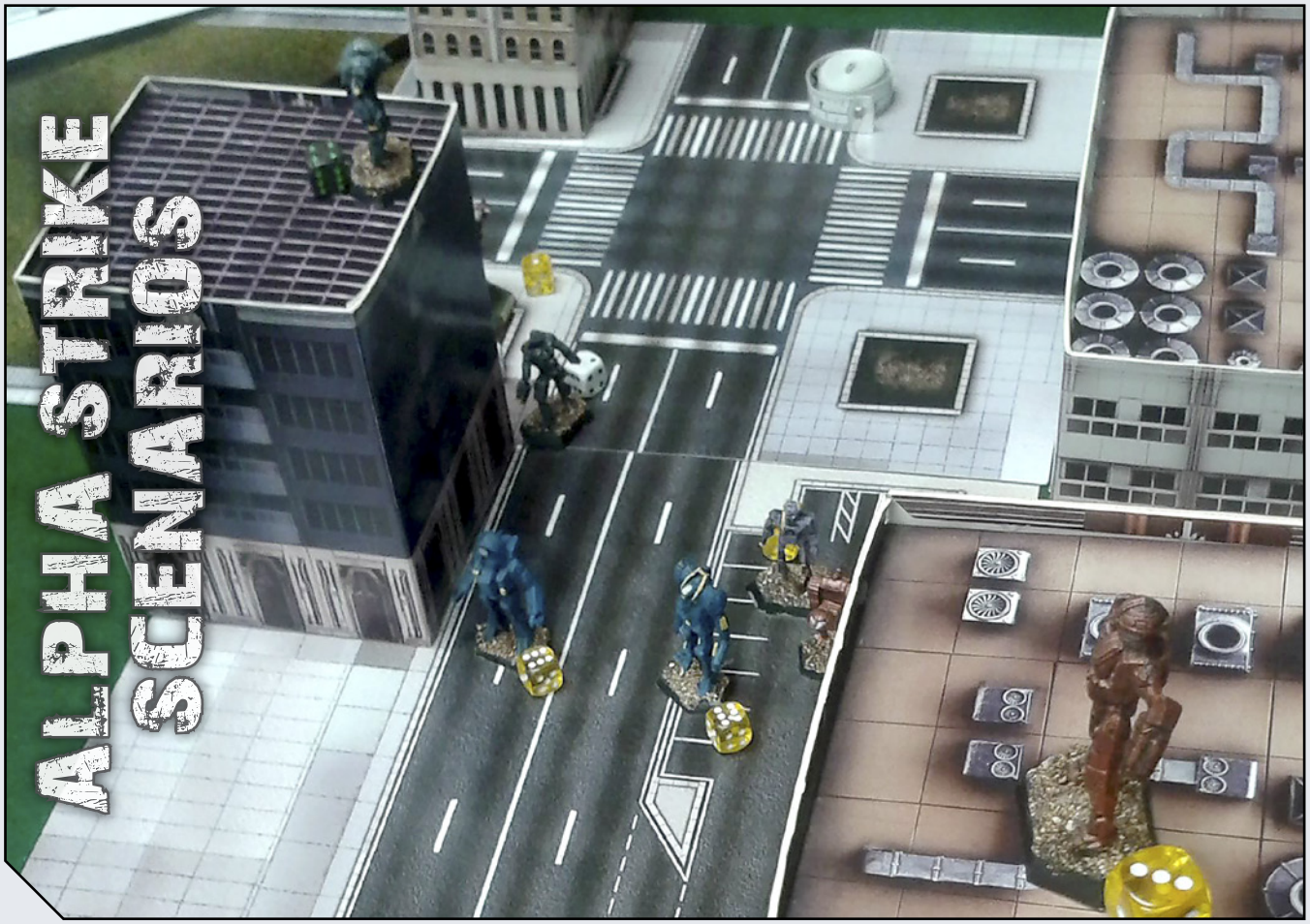
Core Ground Force	
3-5	Binaries and/or Trinaries
Detachments	
0-2	Battle Armor Stars
0-3	Vehicle Stars
0-3	Aerospace Star

Note: A Clan Cluster is typically 3-5 Binaries and/or Trinaries in total (including Supernova Binaries and Trinaries), and may be supported by other forces (detachments).

LEVEL III COMPOSITION

Core Ground Force	
0-1	Command Level II
0-1	Support Level II
4-6	Battle Level II
	Assault Level II
	Striker Level II
	Fire Level II
	Recon Level II
	Pursuit Level II
Detachments	
0-3	Aerospace Level IIs

Note: A Level III is composed of 6 Level IIs.epending on the chosen Point Value Total and size of the opposing force, it may be necesarry to build up to 2 Level IIIs.



BattleMechs always make the morning rush hour a true adventure in the big city!

The following are several basic scenario types players can use to add some more variety to their *Alpha Strike* games. These scenarios are written to work primarily for stand-alone games, but can be easily adapted for use in ongoing campaigns as an alternative to simple last-man-standing slugfests, reflecting more tactical mission types.

GENERAL SCENARIO RULES

Each of the scenarios presented here will include a brief description of its nature, including a basic guide for setting up the map, deploying forces, and balancing forces for play. Many scenarios will also feature special rules or victory conditions that represent the unique tactical considerations the players must keep in mind throughout the battle. As written, these scenario rules presume that the players will have access to a terrain table area at least 36 inches wide and 48 inches long, but the rules will generally work regardless of table size.

While the set-up and game play rules presented here are designed to be compatible with those found on pp. 23-27 of *Alpha Strike*, players should note that this book provides more comprehensive rules for force creation and also uses a better point value balancing system than those in the core rules. Furthermore, the following basic and special rules options, and the rules from the scenarios themselves, will provide replacements for the victory conditions found in *Alpha Strike*.

For maximum enjoyment, it is recommended that players use armies of battalion size or smaller, giving each force a strength of roughly 40 units. If the various optional rules found throughout this book and in the *Alpha Strike* core rules are in play, larger armies can easily result in much longer gameplay.

FORCED WITHDRAWAL

The scenarios presented here are ideal for pick-up games, where every combat unit can fight to its demise without lasting consequences. Players who prefer a more realistic portrayal of combat—or whose forces are engaged in a longer campaign of interlocking scenarios—should consider using the forced withdrawal rules instead.

Under the Forced Withdrawal rule (also described on p. 27, *AS*), units will begin to retreat from the battle once they have sustained crippling damage. A unit making a forced withdrawal must proceed towards its home map edge or deployment zone at its best possible speed, and retreats entirely from the fight once it leaves the map. If a unit that is under forced withdrawal conditions due to crippling damage is immobilized or otherwise unable to leave the map, its crew will instead abandon their unit (at which point the unit is considered destroyed for scenario purposes, but may be salvaged in campaign play later). A crippled or immobilized unit that escapes the map or is abandoned under this rule is removed from play.

Withdrawing units capable of delivering damage may still execute weapon and physical attacks if such opportunities present themselves while they are retreating.

Drones: Drone units of every type—including remote-operated and robotic units—are always exempt from Forced Withdrawal.

Crippling Damage

For the purposes of Forced Withdrawal, a unit that meets any of the following criteria is considered crippled and will be forced to withdraw:

- The unit has no Armor remaining and has been reduced to half its starting Structure value (rounded up). If the unit possesses only 1 point of Structure to begin with, it begins retreating as soon as it loses all of its Armor.
- The unit has been reduced to a damage value of 0 for all Medium- and Long-range attacks. This condition does not apply if the unit began the scenario with a damage value of 0 at Medium and Long range.
- The unit has been immobilized through damage, critical, and/or motive hit effects.

KILL SCORING

In most of the scenarios provided here, victory conditions will be established to determine which side wins the battle, and—where appropriate—by how much. If an additional quality-of-victory standard is needed, kill scoring is a common practice valid for virtually all of these mission types. The kill scoring systems offered below—both Basic Kills and Point Value Kills—replace the standard victory points system presented on p. 26 of *Alpha Strike*, and are awarded only to the side that scores the kills. (Thus, under these systems, a force that loses units to enemy fire will not suffer point loss for the casualties; it simply compares its kills to those of the enemy to determine who did better.)

Both of the kill scoring systems presented here are intended to work with any Victory Points awarded for each of the scenarios appearing in this chapter. Players may choose either kill scoring system, as they see fit, but should apply the same system to all sides for the scenario in question. Whichever system is used, simply add together the Victory Points awarded for each kill as appropriate, and combine that sum with the Victory Points awarded for the scenario itself. Whichever force attains the highest final score thus achieves the highest quality of success.

Basic Kills

Under the "basic kills" scoring approach, each destroyed unit is worth a set number of points based on its unit type, regardless of size and combat features. Destroying a unit awards VP to the force that delivers the damage which destroys it. The Victory Point values for each unit type under this system are listed in the Basic Kill Scoring Table.

Retreating and Abandoned Units: Units that retreat from a scenario award no VP to the opposing side, but if the unit is crippled before it can exit the map area, and its crew are forced to bail out, the opposing force may treat that unit as a successful kill.

Accidental Kills and Self-Destruction: If a unit destroys itself accidentally or deliberately destroys itself in any fashion, award half of its basic kill VP (rounded normally) to the opposing force.

Point Value Kills

If players wish to better account for the finer details of their kills, to better reflect the difference between destroying a relatively weak unit compared to a much more powerful one, they may instead substitute the unit's base Point Value for the VPs awarded under the basic kill scoring method. Do not apply Skill multipliers to the unit's PV when applying them to the kill scores under this method.

As with the basic kill scoring method, units that manage to retreat before they can be crippled or destroyed award their opponents no Victory Points, while units that manage to self-destruct or accidentally destroy themselves will award half of their PV (rounded normally) to the opponent's Victory Points.

BASIC KILL SCORING TABLE

Unit Defeated	VP Awarded
BattleMech	5
IndustrialMech	3
ProtoMech	3
Combat Vehicle	3
Support Vehicle	2
Battle Armor	2
Conventional Infantry	1
Aerospace Fighter or Small Craft	5
Conventional Fighter	3
DropShip	10
JumpShip or Space Station	25
WarShip	500

INCORPORATING SCENARIOS INTO A CAMPAIGN

Although the scenarios presented here are written for stand-alone play, they can also be integrated into ongoing campaigns, if the players wish.

When incorporating these scenarios into a campaign, it is highly recommended that players also make use of the Expanded Repair and Salvage Rules defined in the next chapter (see pp. 168-179), which will help establish and track vital resource management between missions. This system will not only aid players in fixing the damage caused by each successive mission or scenario the players' forces undertake, but will also yield a greater impact in managing the effects of each force's successive victories (or defeats), beyond simple Victory Point scoring.

Furthermore, it is important to remember that a key difference between campaign games and pick-up scenarios is that forces can easily grow increasingly imbalanced over time. As the opposing armies consume resources, suffer casualties, and capture salvage, the campaign forces that survive to pick up the pieces will likely grow stronger and better as each mission goes by. Players can either choose to offset any imbalance by simply granting a boon to the opposing forces when they face the players, or they can accept that some missions just might become a virtual cakewalk to the improved and experienced forces.

Campaigns of any type will also tend to rely on a certain amount of player-created narrative to guide them, and what kinds of scenarios might best follow the ones fought before. Because of this, it is advised that any campaign play pits the majority of the players in one side or army, with their opposition run by an impartial "game master" whose role is merely to create and run opposing forces custom-designed to challenge the players while maintaining the campaign narrative.

SCENARIO TYPE: STAND-UP FIGHT

The stand-up fight is the most basic of all scenarios. In this battle, the victory condition is simple: the last player's force still on the field when all other opponents have been destroyed or withdrawn wins. This scenario types can be played with or without Forced Withdrawal rules in play, at the mutual agreement of the players involved.

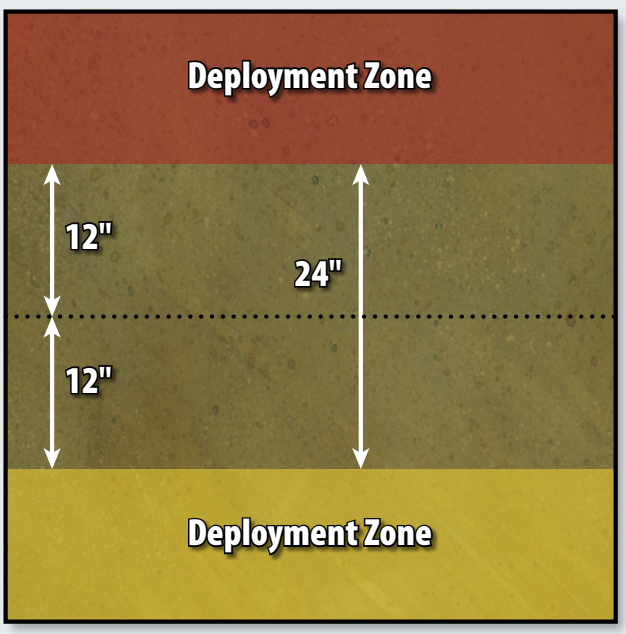
Set-Up

A Stand-Up Fight can be set up on any map layout desired. Players should take turns laying out an equal number of terrain features, leaving sufficient room for their units to maneuver and deploy.

This scenario type is ideally played by two opposing forces or sides, but more can be added, so long as no two deployment zones lie within 24 inches of each other.

Deployment Zones: The forces in a Stand-Up Fight scenario begin play along the edges of the map, with each player's force designating a single deployment zone on the "home edge" of his choice. If only two opposing forces or sides are in play, the home edge for each side must be located on the map edges opposite of one another. If more than two opposing forces or sides are play, any home edge may be selected by the various forces.

When placing units in their deployment zones, be sure that no opposing units begin play at a distance of less than 24 inches from each other.



Force Compositions

If played as a pick-up game, all forces involved in a Stand-Up Fight should be balanced, both in unit numbers and total PV.

If played as part of a campaign, the amount of forces and PV deployed are up to the players' discretion.

Special Game Rules

There are no special game rules for this scenario. It's a straight fight.

Victory Conditions

In a Stand-Up Fight, victory is awarded to the last force with active units left in the field. If players are interested in measuring the quality of their victory, use either of the scoring methods described under the Kill Scoring rules (see p. 159).

When using kill scoring rules, apply an extra 1,000 Victory Points to whichever force still has active units on the map at the end of the scenario, to reflect their decisive achievement of the primary mission objective.

Variations

Stand-Up Fight scenarios are so basic that they lend themselves to any number of modifications, based on player preference. The following is just one distinct option.

Crush the Head: For this scenario variation, one unit on each side must be designated as that force's commander. Instead of battling each other to near extinction, this scenario ends when only one force's commander is left alive.

In this variation of the Stand-Up Fight, destroying an opponent's commander awards 500 Victory Points to the force that makes the kill, plus any points awarded for other kills. An additional 500 Victory Points is awarded to the force whose commander is the last one standing.

For added complexity, the players controlling each force may choose to keep the identity of their commander's unit to themselves, forcing the opposing forces to hunt for the commander. When using this option, a commander can be exposed if a unit equipped with some kind of active probe (BH, PRB, LPRB, WAT, and so forth) comes within its probe range and conducts a scan instead of attacking. Otherwise, the only way to "find" the commander will be to make educated guesses and/or destroying enemy units in the hopes that one of the first kills will be the desired target.

SCENARIO TYPE: CAPTURE THE FLAG

Capture-the-Flag (CTF) scenarios represent a variety of missions where in which the essential goal is not so much about destroying the enemy as it is about seizing and escaping with an asset of tactical or strategic value. In realistic terms, the objectives could be anything from a cache of weapons and equipment to a VIP or even an actual flag.

Whatever the actual objective represents, the force which manages to capture its enemy's "flag" and then return it safely to their own lines before its enemies can do the same wins this scenario.

Set-Up

A capture-the-flag can be set up on any map layout desired. Players should take turns laying out an equal number of terrain features, leaving sufficient room for their units to maneuver and deploy. In addition to this, a 2" diameter objective marker must be placed at (or within 4 inches of) the center of each side's deployment zone. As this marker represents that side's flag, it should have a marking or color distinctly different from the opposing flag.

This scenario type is best played by only two opposing forces or sides.

Deployment Zones: The forces in a CTF game begin play along the edges of the map, with each player's force designating a single deployment zone on the "home edge" of his choice. The two opposing forces must declare their home edges on the map edges directly opposite of one another.

Deployment zones, as mentioned above, must include a 2" objective marker for that force's flag. When placing units in their deployment zones, be sure that no opposing units begin play at a distance of less than 24 inches from each other.

Force Compositions

In a CTF game, all forces should be balanced, both in unit numbers and total PV. The recommended force size for a flag capture scenario is company size (roughly 12 units) or smaller, as larger forces will tend to make the scenario too easy to resolve.

If played as part of a campaign, the amount of forces and PV deployed are up to the players' discretion.

Special Game Rules

The following special game rules apply for this scenario:

Flag Capture: In order to capture a flag, the unit must be capable of picking up external cargo in some fashion. The act of picking up and dropping the flag uses the rules for External Cargo (see pp. 29-32), and the flag is considered to have a Size class of 1 for the purposes of those rules. A unit can carry only one flag objective at a time.

If this is a simple pick-up game, treat the flag as an indestructible item that is too insubstantial to suffer damage or block incoming attacks. If a unit is destroyed while carrying the flag, the flag remains at the destroyed unit's position until it can be retrieved by another unit.

If the scenario is taking place as part of a campaign where the flag represents a more tangible objective, its properties (including Size) must be determined at the players' discretion.

Victory Conditions

In a flag-capture scenario, victory is awarded to the force that successfully takes its opponent's flag and returns it to its own home edge, without losing its own flag in the process. If both forces manage to capture the flags simultaneously, victory goes to whichever force reaches its own deployment zone with the enemy's flag first. If *this* occurs in the same turn; the scenario is unresolved and victory goes to the first team to "rescue" its own flag from the enemy's deployment zone.

Players interested in measuring the quality of their victory may use either of the scoring methods described under the Kill Scoring rules (see p. 159). When using kill scoring rules, apply an extra 500 Victory Points for each successful

flag capture attempt made, plus another 500 Victory Points for each time the force successfully delivered the captured enemy flag to its own deployment zone. These additional VP represent success in the mission's primary tactical objectives.

Variations

Capture the Flag scenarios can be modified in a number of ways, based on player preference. The following options demonstrate a few key modifications that can increase the challenge level of a typical CTF scenario.

Only One Flag: In this variation of the CTF scenario, there is only one flag on the entire map, and it begins the scenario at the very center of the map. In this scenario, the winning team is the one that successfully captures the flag and returns it to its deployment zone.

Many Flags!: The polar opposite of the Only One Flag variation, this CTF scenario places up to 3 flags on the map for each side to capture, with only one per side placed in their deployment zones. (The other flags must be placed in the central region of the map, with no flag of any side located within 8 inches of another one or a unit's starting position.) Victory in this scenario only occurs when one team has captured and returned to its deployment zone all of its opponent's flags.

Extraction Mission: In this variation, only one side—identified as the Attacker for this scenario—needs to capture the opponent's flag (making the opposing side the Defender). In this CTF scenario, the Attacker's force wins only by capturing the flag and returning it to its deployment zone. The Defender's force wins by preventing this—likely by destroying or crippling all Attacker units.

To make the Extraction Mission a true challenge, place two or more flags in the Defender's deployment zone for the Attacker to capture, or increase the Defender's force by up to 25 percent over that of the Attacker's.

SCENARIO TYPE: KING OF THE HILL

In a King of the Hill scenario, opposing forces battle to seize and control a vital piece of territory for as long as they possibly can. Despite the name, the "hill" is a stationary objective that both sides must vie for, and secure uncontested access to. This timed event can represent an effort to hold a strategic resource long enough to call for reinforcements, or secure a landing zone until a rescue DropShip arrives.

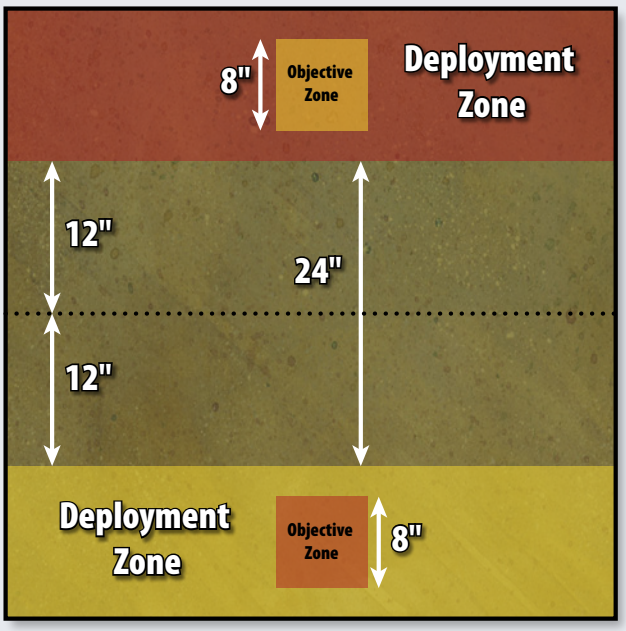
Whatever the actual objective represents, the force which manages to take and hold the objective position—*and* keep all enemies away from it—for the longest period of time wins this scenario.

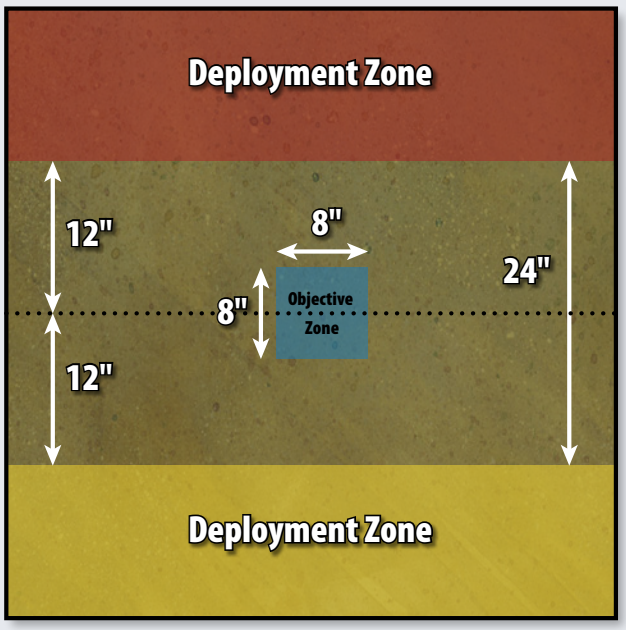
Set-Up

A King of the Hill scenario can be set up on any map layout desired (a hill is not necessarily required, but can be a nice touch). Players should take turns laying out an equal number of terrain features, leaving sufficient room for their units to maneuver and deploy. In addition to this, a 2" diameter objective marker must be placed at (or within 4 inches of) the center of the map area. This marker represents the key position that both sides are seeking to control.

This scenario type is best played by only two opposing forces or sides, though more can be added for a truly chaotic fight.

Deployment Zones: The forces in a King of the Hill game begin play along the edges of the map, with each player's force designating a single deployment zone on the "home edge" of his choice. The two opposing forces must declare their home edges on the map edges directly opposite of one another. If more than two opposing forces or sides are play, any home edge may be selected by the various forces.





When placing units in their deployment zones, be sure that no opposing units begin play at a distance of less than 24 inches from each other.

Force Compositions

In a King of the Hill game, all forces should be balanced, both in unit numbers and total PV.

If played as part of a campaign, the amount of forces and PV deployed are up to the players' discretion.

Special Game Rules

The following special game rules apply for this scenario:

Holding Ground: In order to capture and hold the objective, a unit must be in base contact with the objective marker for an entire turn, with no hostile units coming into base contact in that time. While "holding" the objective in this fashion, the unit may make weapon and physical attacks as desired, but it cannot move out of contact with the objective marker. (This makes the unit or units holding the marker a virtual sitting duck for enemy fire.)

If a hostile unit comes into contact with the objective marker, the position is considered contested, and will remain so until only units from one side are holding it again.

For the purposes of this scenario, units may not stand directly upon the objective marker (to avoid concealing it from view), nor can they destroy the position in an effort to deny it to the enemy.

Timed Play: King of the Hill scenarios are not decided by kills, but by holding the objective for the longest amount of time. Since this does not require forces to slaughter each other—indeed, the scenario can become unwinnable if the players' forces bleed each other too much—this scenario type instead has a predefined time limit of 12 turns.

Victory Conditions

In a King of the Hill scenario, victory is awarded to the force that holds the objective longest amount of time, with an extra bonus to whichever force controls the objective by the end of the final turn. To measure this, every turn in which a player's force holds the objective marker unopposed, that force receives 100 Victory Points (regardless of the number of allied units that hold the position). In addition, whichever force holds the objective at the end of the scenario's final turn will receive 200 Victory Points.

Players interested in measuring the quality of their victory may use either of the kill-scoring methods described earlier (see p. 159). All kill scoring applies in addition to those added up for objective control (which measure success in the mission's primary tactical objective).

Variations

King of the Hill scenarios can be modified in a number of ways, based on player preference. The following options demonstrate a few key modifications that can increase the challenge level of a typical King of the Hill scenario.

Domination!: In this variation of the King of the Hill scenario, the map is divided into sectors, at the center of which is an objective marker that must be taken and held. This scenario version is not timed; instead of racing the clock, the scenario concludes only at the end of any turn where all markers have been captured by one side or another.

The scoring for a Domination scenario also differs from the standard King of the Hill game, awarding 200 VP to each side per captured objective marker, plus any kill scoring options chosen. Whichever force holds the most objective markers at the end of the scenario earns an additional 300 Victory Points.

Hold them Off!: This variation on the King of the Hill scenario establishes one side as the Defender and the other as the Attacker. It is thus highly recommended that this be a two-sided mission. Here, the Defender's forces begin play within 6 inches of the objective marker's position, instead of a deployment zone on the opposite map edge from the Attacker. The Attacker's force begins play with half of its units in deployment zones on opposing map edges.

In this scenario variation, the Defender wins by holding back the Attacker's force for as long as possible, receiving 100 VP for every turn in which the Attacker has not managed to capture and hold the objective. The Attacker, meanwhile, wins—and ends the scenario—the moment its units can hold the objective marker uncontested for at least 3 consecutive turns. For each turn the Attacker does so, its force earns 300 Victory Points.

To make the Hold them Off mission a true challenge, place two or more objective markers in the central area of the map, which the Defender must cover, or increase the Attacker's force by up to 25 percent over that of the Defender's.

SCENARIO TYPE: HOLD THE LINE

In a Hold the Line scenario, one force acts as the Defender, whose mission is to oppose an incoming wave of Attacker units, and prevent them from escaping the map via the Defender's home edge. This scenario type can represents the Attacker's attempt to escape a trap by breaking through a weak point in an enemy army's encirclement, or a determined effort by the Defenders to protect a static position such as a city, field base, or landing zone that lies just beyond the map from the attacking horde. (Because of its nature, this scenario is often known as a Breakthrough scenario by the Attacker's side.)

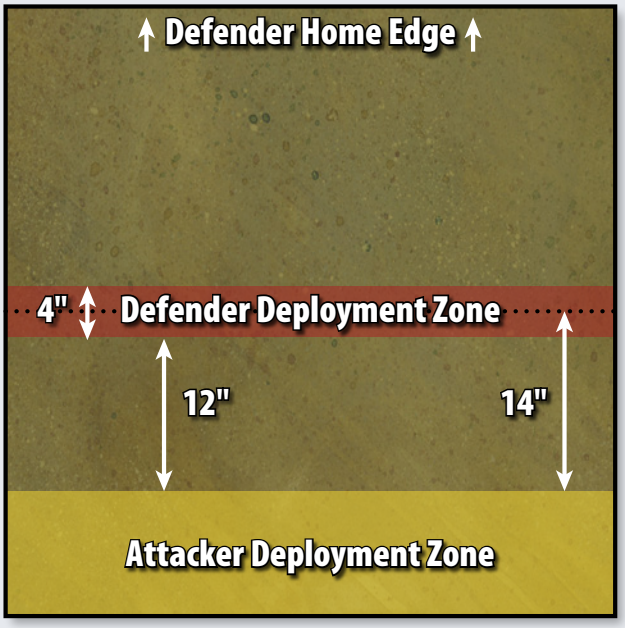
Regardless of what the objective means in the context of the scenario or campaign, the Attacker's force wins if it can penetrate the Defender's line and reach the deployment zone along the enemy's home edge, while the Defender's force wins if it can prevent this from happening and repel the Attackers.

Set-Up

A Hold the Line scenario can be set up on any map layout desired. Players should take turns placing an equal number of terrain features, leaving sufficient room for their units to maneuver and deploy. Additional terrain should be added along whichever sides of the map are *not* selected to act as the players' home edge.

This scenario type is best played by only two opposing forces or sides.

Deployment Zones: The home edges for both sides in a Hold the Line game are set along opposing edges of the map, as usual. The Attacker's force will begin play within its deployment zone.



The Defender's force, however, begins play in the *middle* area of the map, within 2 inches of the map's center-line, parallel to both sides' home edges. This is one of the rare times in which a force will be deployed outside of its own home edge.

As mentioned above, the map edges not designated to serve as a deployment zone for either side should feature additional terrain features, to discourage movement at those edges. These restrictive features should preferably consist of hills, water, heavy woods, or heavy jungle terrain.

No opposing units may begin play at a distance of less than 12 inches from each other.

Force Compositions

In a stand-alone Hold the Line game, the Defender's force may receive up to 25 percent more units (with a corresponding increase in total PV) than the Attacker's force.

If played as part of a campaign, the amount of forces and PV deployed are up to the players' discretion.

Special Game Rules

The following special game rules apply for this scenario:

No Flankers Allowed: Even if no additional terrain is placed along the non-home edges of the map, neither force in this scenario type may exit the map from these edges for any reason, even if using special command abilities such as Off-Map Movement (see p. 45). The very nature of this scenario type is such that the Attacker's force *must* force its way through the Defender's line in order to achieve its victory.

Victory Conditions

Players may use whichever kill scoring rules they like to track Victory Points for kills in this scenario. In addition to this, any of the Attacker's units that successfully reaches the opposing force's deployment zone may retreat from the board in the following Movement Phase. Doing so before being destroyed or crippled will award the Attackers 100 Victory Points per escaping unit.

If, for any reason, an Attacker's unit retreats from the map via its own home edge (instead of the Defender's home edge), the Defenders will receive 100 VP for the retreating enemy unit.

The scenario ends when the Attackers have either all been destroyed or otherwise removed from play. The Attackers receive an extra 500 VP if at least half of their starting force successfully escapes the map via the enemy's deployment zone. Otherwise, the Defenders receive 500 VP for successfully minimizing the number of escaping enemy units.

Variations

A Hold the Line scenario can be modified in a number of ways, based on player preference. The following options demonstrate a few key modifications that can increase the challenge level for this scenario type.

Retreat is Not an Option: Most of the scenarios presented in this chapter recommend using the Forced Withdrawal rules to more realistically simulate human survival instincts and a preference for saving equipment and manpower to fight another day. But this scenario type lends itself well to a much more desperate narrative—so much so that, at the players' discretion, one side or the other may fight as though their back is against the wall, and there is nowhere left to run to if the mission fails.

To reflect this, choose one player whose side will act as the "desperate" force. The units of this side will ignore Forced Withdrawal rules, regardless of the damage sustained, including similar effects caused by any special supplemental rules in play (such as *Morale*, see pp. 32-34).

Timed Play: For an extra bit of pressure, Hold the Line scenarios may also introduce a time limit on the action, representing the narrowing window in which one side or the other may continue to do battle before opposing reinforcements or rescue ships arrive. In this variation's case, the scenario runs for 3 turns of play for every lance in the Attacker's force. At the end of this time, the force which has the highest VP score—both for kills and for managing (or preventing, as appropriate) successful escapes from the map—will win the scenario.

Chase: In the Chase variation of this scenario, the Defender's challenge level becomes much greater. Here, the Attacker's force begins play in the middle of the map, facing the Defender's home edge, while the Defender's force actually starts play in the *Attacker's* deployment zone, facing the Attacker's units—because they are giving chase.

In this scenario variation, the mission goals and scoring remains the same: the Attackers must escape the map through the Defenders' home edge, while the Defenders must prevent this. But here, because the Defenders are actually in pursuit, the Attacker must treat the Defender's edge as the only viable escape route, even if forced to withdraw. In addition to this, the Defenders' force may begin play with up to 50 percent more units than the Attacker possesses.

SCENARIO TYPE: RECONNAISSANCE

In a Reconnaissance scenario, an attacking force must search a designated series of target structures for hidden resources, personnel, or other vital strategic assets—while trying to avoid getting shot to pieces by the defenders in the area. This scenario type has a similar layout and deployment style as the King of the Hill scenario (see pp. 163-164), except that it essentially requires the presence of buildings—all of which can be destroyed in the course of the scenario.

In this mission, the Attacker wins if it can successfully scan all of its objectives before all of its units can leave the map, while the Defender wins if it can prevent this.

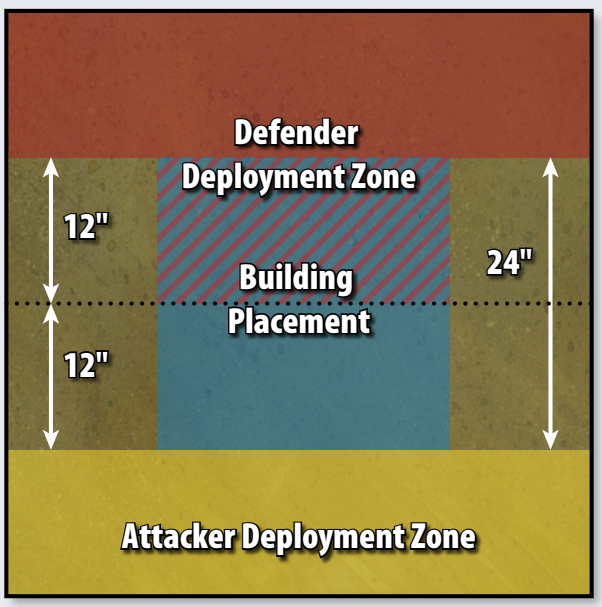
Set-Up

The Reconnaissance scenario can be set up on any map layout desired, except that the center area of the map must feature a number of buildings or other structures that will serve as the objectives of this event. At least 1 building should be placed in this region for every lance of ground units in play—on both sides. These buildings must be arranged within no more than 12 inches of the map's center, with no two buildings placed closer together than 2 inches. No Attacker unit may begin play within 12 inches of the nearest building.

The buildings may be arranged by the Defender alone, or each player may take turns setting them up, but only the Defender may identify the CF values of each building (within a minimum and maximum CF of 1 to 30). In addition to this, the Defender must secretly note up to 6 buildings as having a valuable objective within it.

This scenario type is best played by only two opposing forces or sides.

Deployment Zones: The Attackers may place their units within their deployment zone, but may not place any unit within 12 inches of the nearest building.



The Defenders treat the opposing map edge to the Attackers as their home edge for withdrawal purposes, but may deploy within 2 inches of any building anywhere on the half of the map closest to their home edge.

Be sure that no opposing units begin play at a distance of less than 12 inches from each other.

Force Compositions

In a Reconnaissance game, all forces should be balanced, both in unit numbers and total PV. This includes any and all unis that deploy as hidden units on the map.

If played as part of a campaign, the amount of forces and PV deployed are up to the players' discretion.

Special Game Rules

The following special game rules apply for this scenario:

Hidden Objectives: Up to 6 buildings on the map must contain an objective secretly noted by the Defending player. Objectives are revealed either by a successful scan by an Attacker unit, or upon the destruction of the building in which it is hidden (by any side).

To successfully scan a building, an Attacker unit must either end its Movement Phase in contact with the building and spend the Combat Phase scanning (in which case the unit cannot make any weapon attacks of its own), or by coming within range of any active probes it carries (including LPRB, PRB, BH, or WAT specials) and making a successful scanning "attack" against the building (use the standard weapon attack rules for this scanning "attack", including modifiers for range, attacker's movement, and intervening terrain, but ignore the building's immobile target modifier). Once a building is successfully scanned, the Defender *must* reveal if it has a hidden objective within. If hostile ECM capable of blocking the active probe type used for such a scan is within range to do so, the scan will fail automatically.

If a building is destroyed for any reason before an objective hidden within can be revealed, the Defender must also reveal the objective, but the Attackers only receive victory credit for the now-destroyed objective if the building was intentionally destroyed by their opponent.

Buildings: The urban sprawl in the center of this map follows all of the rules found on pp. 83-86 of *Alpha Strike*. As noted above, these buildings may be of any CF from 1 to 30. The buildings can be attacked and destroyed per the normal rules, but doing so risks destroying any undiscovered objectives within.

EMI Effects (Optional): At the players' option, this scenario can be made even more challenging by adding the Electromagnetic Interference (EMI) environmental condition to the battlefield. If this rule is used, all units will experience the effects of EMI (see p. 93, *AS*) if they come within 2 inches of any building. EMI also negates the ranged-scanning ability of all active probe special abilities, and doubles the range effect of any ECM special abilities used from inside an EMI field.

Victory Conditions

In a Reconnaissance scenario, the Attacker receives Victory Points for successful scans that reveal a hidden objective, or for any hidden objectives that are revealed when the building in which they are hidden is intentionally destroyed by the Defender. Each objective revealed in this manner awards 100 VP. An additional

500 VP are awarded if, after revealing all objective markers, the Attacker then manages to withdrawal at least one lance of units from the battlefield via his home edge. This represents the Attacker being able to get the recon data safely back to friendly lines, translating to a complete tactical victory.

If the Defenders successfully prevent the Attackers from completing all of their goals (including the successful withdrawal of a lance of Attacker forces), the Defenders' force receives 1,000 Victory Points. The Defender also receives 100 VP for any buildings destroyed by the Attackers before an objective hidden within can be revealed.

Players interested in measuring the quality of their victory may use either of the kill-scoring methods described earlier (see p. 159). All kill scoring applies in addition to those VP added up as above.

Variations

Reconnaissance scenarios can be modified in a number of ways, based on player preference. The following options demonstrate a few key modifications that can increase the challenge level of these missions.

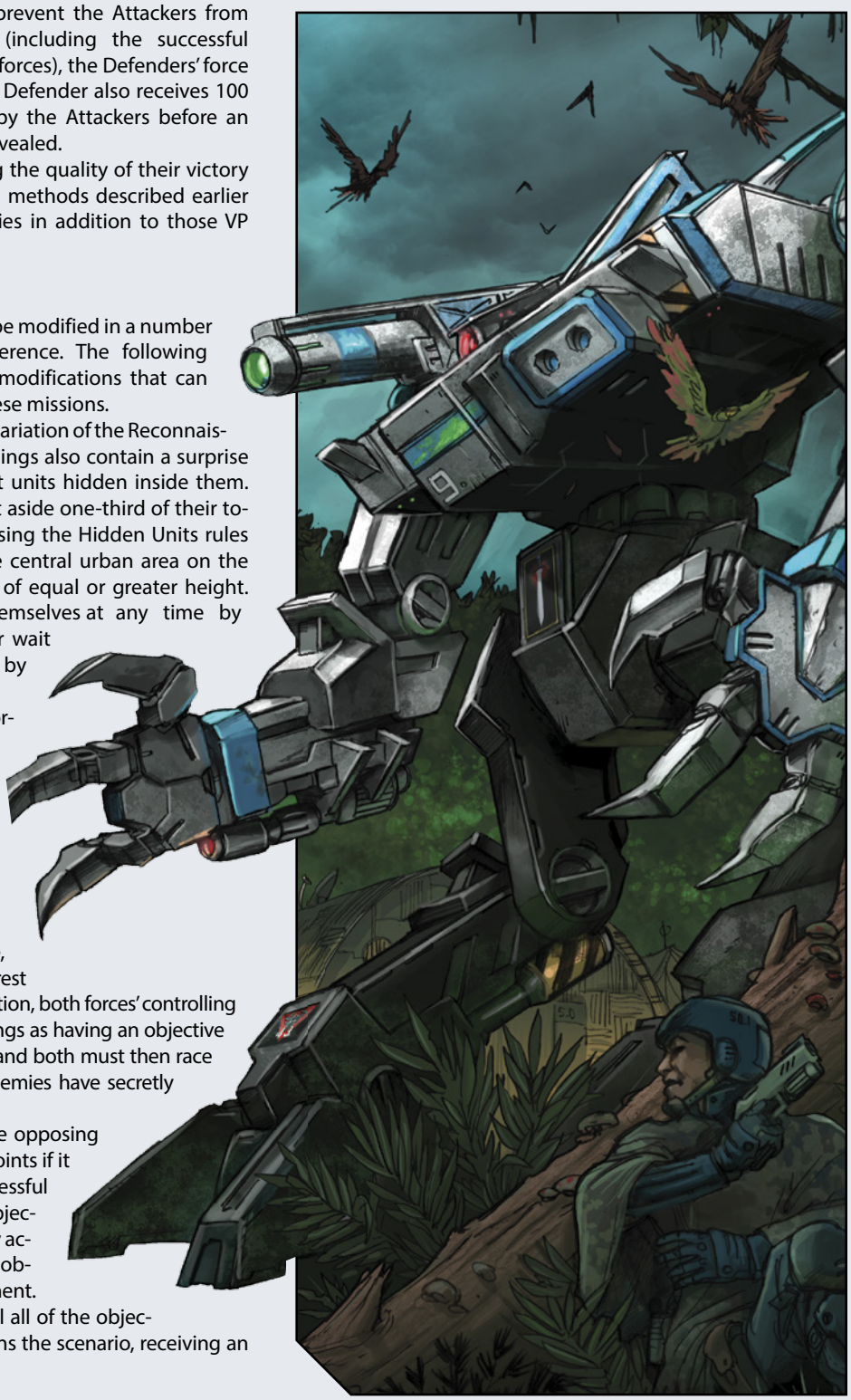
Deadly Hide and Seek: In this variation of the Reconnaissance scenario, some of the buildings also contain a surprise in the form of defending combat units hidden inside them. Under this rule, the Defenders set aside one-third of their total force and deploy these unit using the Hidden Units rules (see p. 102, *AS*) in and about the central urban area on the map, preferably within buildings of equal or greater height. These hidden units may reveal themselves at any time by moving or delivering attacks—or wait until an enemy unit detects them by a successful scan of their position.

The mission objectives and scoring for this scenario variation remain the same as the standard Reconnaissance mission.

Easter Egg Hunt: In this scenario variation, the Defenders receive the same deployment rules as the Attacker, as must begin play within a deployment zone along their own home edge, no closer than 12 inches to the nearest building or hostile unit. In this variation, both forces' controlling players must secretly note 6 buildings as having an objective that their opponent may scan for, and both must then race to discover the objectives their enemies have secretly noted before the opposition can.

Only an objective placed by the opposing side will earn a force any Victory Points if it is discovered properly (i.e. by successful scanning or destruction of the objective's building by deliberate enemy action); a force cannot "discover" the objectives it has placed for its opponent. The first side to successfully reveal all of the objectives placed by their opponent wins the scenario, receiving an additional 500 Victory Points as a result. Withdrawing from the map is not required for the purposes of this scenario variation.

This scenario variation cannot be combined with Deadly Hide and Seek.



EXPANDED REPAIR AND SALVAGE RULES

Davion technicians race to reload a Legionnaire *for its next sortie.*

In the core *Alpha Strike* rulebook, the basic structure of a planetary assault campaign was sketched out, complete with a between-battle repair, replacement, and rearmament phase in which the forces' controlling players spent accumulated Warchest points to keep their armies in fighting trim. In addition to tying into a number of other source products that make use of the Warchest system—such as the *Jihad Hot Spots* series, *Total Chaos*, and the various *Turning Points* electronic publications—Warchest Points provide a flexible mechanic, aimed at simplifying logistical concerns for *BattleTech* campaigns.

As it is presented in the *Alpha Strike* campaign rules, the Warchest system uses a secondary level of points—called Support Points (SPs)—to manage the logistical needs of a player's army between battles. By spending Support Points, players can pay for repairs, purchase new equipment, and recruit more troops. The process is vastly simplified, to minimize record-keeping, but can be too predictable and simplified for players interested in running even more free-form campaigns.

The following repair and salvage rule thus expand on *Alpha Strike*'s basic campaign system, to give players more options and inject more flavor into campaigns. Rather than relying on Warchest Points, this system will instead modify how the more generic Support Points (SPs) are used to maintain a force between missions. Because these SPs are fundamentally identical to those used under the Warchest system, these rules can be used to replace the Warchest Points Between Tracks material (found on pp. 118-120 of *Alpha Strike*).

FINDING A FORCE'S STARTING SUPPORT

The expanded rules presented in this chapter are designed to accommodate forces of almost any size, while also introducing the notion of technical support quality and repair/healing times. Key to these features are the amount of non-combat support the player's force possesses, which is represented by Support Points (SPs), the skill of the force's support staff, and the resulting number of man-hours the force receives.

Prior to the start of a campaign—but after the force's combat units have been determined—the non-combat support must be determined, as outlined below. This process is resolved in three basic steps: Determining Starting SPs, Determining Support Skill Rating, and Determining Daily Man-Hours.

STEP 1: DETERMINING STARTING SUPPORT POINTS

Support Points (SPs) represent an abstraction of money, materials, and other finite logistical resources that a force draws upon in order to maintain its combat effectiveness throughout a campaign. Between missions, SPs are spent on repairs, salvage operations, reloading weapons, healing any wounded, and—if the opportunity permits—upgrading personnel and equipment. In the system provided here, an army's starting SPs are determined proportionately to its combat strength.

Using the Starting Support Point Allotment Table (see below), the controlling player adds together the Starting SP values for the various unit types in his army's force. This sum is then multiplied by the SP Multiplier for the force's average Skill Rating (determined by taking the sum of all Skill Ratings for all units in the force, then dividing this sum by the total number of units in the force, rounding normally), and then by all appropriate multipliers for the force's general affiliation are applied.

After all multipliers are factored in, the final value—rounded normally to the nearest whole number—is the force's starting SP. This represents the stores of supplies, parts, tools, finances, and other logistical necessities that the army can draw upon between combat operations.

Affiliations and Eras of Play

Players will notice that these rules will periodically refer to in-universe factions and eras of play, as these can have significant bearing on technologies and Support Point allocations available to an army in a campaign. For the uninitiated, a brief primer of the key affiliations and eras of play for the *BattleTech* universe may be found in the *Alpha Strike* core rules (see pp. 142-156, *AS*).

As demonstrated in the force-building rules, unit selections may be fine-tuned using such on-line resources as the Master Unit List (www.MasterUnitList.info). This allows players to search our ever-growing database of models and variants for the units appropriate to any given time and place—complete with their *Alpha Strike* data, as applicable. Together, factions and affiliations can add immeasurable depth and flavor to any *Alpha Strike* campaign or pick-up game, so players are encouraged to build armies and manage their campaigns with factions that fit in their chosen era of play.

STARTING SUPPORT POINT ALLOTMENT TABLE

Unit Type	Starting SP
BattleMech	1,000
IndustrialMech	500
ProtoMech	750
Combat Vehicle	400
Support Vehicle	200
Battle Armor Unit	200
Conventional Infantry Unit	100
Aerospace Fighter	1,000
Conventional Fighter	500
Small Craft	1,500
DropShip	10,000
JumpShip	50,000
Space Station	50,000
WarShip	100,000
Mobile Structure	30,000

Average Skill Rating	SP Multiplier
Wet Behind the Ears (7 or higher)	x0.10
Really Green (6)	x0.25
Green (5)	x0.50
Regular (4)	x1.00
Veteran (3)	x1.25
Elite (2)	x1.50
Heroic (1)	x2.00
Legendary (0)	x3.00
General Affiliation	**SP Multiplier**
Clan*	x1.25
Inner Sphere	x1.00
ComStar/Word of Blake**	x1.50
Star League†	x2.00
Periphery State	x0.75
Mercenary††	x0.50
Pirate/Independent World‡	x0.25

*Clan affiliation multiplier can only be applied with Inner Sphere for Clan factions operating in the Inner Sphere after 3050 (thus representing Clans based in the Inner Sphere).
**ComStar/Word of Blake multipliers are always combined with Inner Sphere and cannot combine with Clan, Star League, Periphery State, or Pirate affiliations.
†Star League multiplier can only be applied during the first Star League era of play (2570 to 2767), and can only be combined with Inner Sphere and Periphery State multipliers.
††Mercenary affiliation multiplier can only be combined with Inner Sphere, ComStar/Word of Blake, Star League, and Periphery State affiliations.
‡Pirate/Independent World Affiliation cannot be combined with Mercenary, ComStar/Word of Blake, or Star League affiliations.
Notes: Certain unit types are broadly unavailable across specific eras, especially to certain general affiliations:
For the Inner Sphere and Periphery State affiliations (except for ComStar), WarShips are unavailable throughout the Late Succession War era of play (2901-3050).
Mercenary-affiliated units may not possess WarShips, space stations, or Mobile Structure units in any era.
Pirate/Independent-affiliated units may not possess WarShips at all, unless the era of play is set in the Age of War through Late Succession Wars eras (2300-2900).

Generic Campaigns: If a more generic campaign style is sought, free from the constraints of factions and in-universe history, players can always feel free to build their forces however they see fit. Players who still wish to use these repair and salvage rules in conjunction with such a generic campaign may easily do so by ignoring the initial SP allotment multipliers applied for their forces' general affiliations.

Ray and his friends are preparing to run an Alpha Strike *campaign that will be set in the immediate aftermath of the Clan Invasion era, and has built an army that will be operating in that era as a mercenary group employed by the Federated Commonwealth. For authenticity, he will be equipping this army with units specifically selected from the on-line Master Unit List. (He accomplishes this by setting the Production Era filters of Star League through Clan Invasion; a Technology filter of Inner Sphere; and Faction selections restricted to the Inner Sphere General, Federated Suns, and Mercenary affiliations. He also discards any selections with an Intro date after 3050; the campaign will begin in the year 3052, and he feels it would be too unlikely for his mercenaries to have access to equipment* that *new.)*

Ray's army consists of one BattleMech company (12 'Mechs), two combat vehicle lances (8 vehicles), a conventional infantry company (12 infantry platoon units), an aerospace fighter squadron (6 fighters), and three transport DropShips. He has assigned a Veteran Skill Rating (Skill 3) to three of the 'Mechs, two of the vehicles, four of the infantry units, and two of the fighters. The rest of his force is Regular-rated (Skill 4).

To find his force's starting Support Points, he begins by adding up the SPs for its unit types: (12 x 1,000 [BattleMechs]) + (8 x 400 [Combat Vehicles]) + (12 x 100 [Conventional Infantry]) + (6 x 1,000 [Aerospace Fighters]) + (3 x 3,000 [DropShips]) = 31,400 SP.

Next, he applies the Skill multiplier for his force. With 11 of his units assigned a Veteran Skill Rating of 3, and the other 30 units given a Regular Skill Rating of 4, the average Skill Rating for this force is 4 ([11 Veterans x 3] + [30 Regulars x 4] = 153; 153 ÷ 41 = 3.73, round normally to 4). This means his force has an average experience rating of Regular, giving it a Skill multiplier of 1.00. The force's SP allotment remains 31,400 SP (31,400 x 1.00 = 31,400).

Finally, he applies all applicable multipliers for the force's affiliation. As the force is based in the Federated Commonwealth, the Inner Sphere multiplier (1.00) will apply, as will the Mercenary multiplier (0.50). This means that Ray's force begins its campaign with 15,700 SPs for general upkeep (31,400 SP x 1.00 [Inner Sphere] x 0.50 [Mercenary] = 15,700 SP).

STEP 2: DETERMINING SUPPORT SKILL RATING

Forces receive Tech Support equal to the average Skill Rating of their force, but the range of support Skills is typically not as broad as it is for combat units. The following provides a means for players to quickly determine their force's tech support Skill Rating, and its corresponding target numbers for performing Repair and Healing checks.

When determining a force's Tech Support Rating, begin by determining the force's average combat skill. This is accomplished by diving the sum of all Skill Ratings for the force's combat units, and then dividing that result by the total number of combat units in the force, rounding the result normally. Cross reference this Skill Rating against the Skill Rating Table found on p. 24 of *Alpha Strike* to find the force's average Skill Rating. Using this Average Skill Rating, find the corresponding Tech Support Rating for the force using the Support Skill Rating Table.

The Tech Support Rating for the player's force also identifies the Tech Skill TN for the force's support personnel—the base target number used when performing any repair, salvage, and healing check rolls during the Recovery Sib-Phase between scenarios.

SUPPORT SKILL RATING TABLE

Force's Average Skill Rating	Tech Support Rating	Tech Skill TN
Green or Worse (5 or more)	Green	9
Regular (4)	Regular	7
Veteran (3)	Veteran	6
Elite or Better (2 or less)	Elite	5

STEP 3: DETERMINING DAILY MAN-HOURS

The amount of repairs a force's technical support staff can perform in a given day is largely based on the size of said staff. For simplicity's sake, these rules presume that any given force will have a technical staff proportionate to its combat size at the start of the campaign—at 100 percent efficiency. At this level of support, each technician and medic is providing up to 8 man-hours of technical or medical work per day toward the force's maintenance, repairs, and healing.

For the purposes of repairs and healing, this means that the maximum amount of support work a force may attempt per day—including both personnel healing and equipment repairs—will be equal to 8 hours per combat unit that the force had at the start of its campaign (regardless of the unit's type).

For example, any army that started its campaign as a battalion-size force of 36 units, plus a DropShip to transport it all, could draw up to a maximum of 296 hours' worth of technical and medical support per day. If the force has suffered combat damage that requires a total of 690 hours to repair, this means that the technical staff will need over two days to fix it all (690 hours ÷ 296 man-hours per day = 2.30 days).

NON-PLAYER OPPONENTS

If the opposing side in an ongoing campaign is to be represented by a non-player (i.e. game master-driven) force, its starting SP and support Skill Ratings should only be determined if someone is willing to handle all of the repair and salvage operations for that force independently. Otherwise, do not bother determining Support Points or support Skill Ratings for this army.

When determining a non-player opponent's repairs and recovery without an SP allotment, simply presume that any damaged opposing units that survive a previous scenario are able to return—at full strength—as early as two scenarios after its last appearance. Opposing units that are not damaged in a previous scenario (or which suffered less than half of their Armor value in damage before the scenario's end) can return to duty in the very next scenario.

SUPPORT OPERATIONS PHASE

Under these expanded rules, Support Points may only be spent (or gained) after the end of each scenario. At this point, the surviving forces set their technical and medical teams to work on gathering any salvage, repairing damage, and healing troops. This is known under these rules as the Support Operations Phase.

The Support Operations Phase has three sub-phases. The first of these is the Post-Mission Sub-Phase, which finds how much time a player's army has between scenarios. The second is the Recovery Sub-Phase, in which the armies perform repair and healing efforts. The third sub-phase, Upgrade Sub-Phase, is the one in which the army may receive any replacement materiel and improve any skills.

POST-MISSION SUB-PHASE

The Post-Mission Sub-Phase, as the term implies, takes place immediately after the conclusion of a game scenario. This sub-phase includes determining how much time the player's force has before the next mission, as well as all diagnostics used to assess what repairs may be needed, and what salvage may be obtained as a result of the last firefight.

Determine Time between Missions

As soon as the scenario ends, the clock starts ticking before the player's force needs to head back into the field. Determining how much time is available between then and now is therefore of critical importance, as it determines the window of opportunity the support teams have to salvage, repair, and rearm the combat units for their next fight.

To find the time available between missions, the players commanding each opposing army must roll 2D6, and add to this roll all applicable modifiers shown in the Campaign Initiative Table. These include modifiers for that force's experience rating, its available combat support, transport assets, its overall campaign type, and the outcome of the latest scenario.

Whichever player achieves the highest modified roll has won the Campaign Initiative for the Support Operations Phase, and may set the time both sides have before the next mission. This time—factored in days—determines how long both sides have to perform any recovery operations, and may be set as low as 0.5 days (12 hours), and as high as 30 (one month). Because the time constraints apply to both sides, setting the time before the next mission too low can hamper the Campaign Initiative winner and his opponent alike.

Time versus Man-Hours: Repairs take time, but enough manpower can offset these time constraints somewhat, especially if the damage from a given mission only affects a few units. When considering the time given between missions, players should therefore be aware that a large enough army—given its proportionately large support staff—will be able to quickly repair units that might otherwise require weeks of downtime.

For example, if an army capable of mustering 296 hours of technical support per day only suffers a total amount of damage that would take 200 hours to repair, even a single day between missions would be enough to complete all repairs (assuming that the force also had enough SP to pay for it). If the same army had instead suffered 900 hours' worth of damages, its staff would need over 3 full days to fix everything (900 hours of damage ÷ 296 man-hours per day = 3.04 days).

In this latter case, if only 2 days were then given before the next scenario was set to begin, the controlling player would only be able to repair 592 hours' worth of damage (296 man-hours per day x 2 days = 592 man-hours available)—and thus should probably focus those repairs on as many units as he can get ready in that time.

Additional Timing Effects: The time set between missions will not affect a force's ability to diagnose its repair and healing needs, but it may affect a force's ability to collect salvage from destroyed units or perform any upgrades. If the time between missions is set to 1 day or less, no units that are diagnosed as "destroyed salvage" may be recovered, even if the player's army won the field.

If the time between missions is set at 14 to 20 days, the Campaign Initiative winner may complete one full Upgrade Sub-Phase in addition to all Recovery Sub-Phase operations possible in that timeframe, but his opponent may only complete an Upgrade Sub-Phase if his force is a defensive army that is fighting within its realm's home territory.

If the time between missions is set at 21 days or more, both sides may complete a full Upgrade Sub-Phase in addition to all Recovery Sub-Phase operations possible in that timeframe.

Campaign's End: If the campaign has ended, determining time between missions becomes irrelevant; the player's force has completed its campaign and has either been destroyed (or defeated and forced to withdraw to friendly lines), or has prevailed and thus has earned some proper downtime.

If the force that has completed its campaign is to be used for another campaign in the future, complete any repairs and healing as if the force was given 30 days or more for its Support Operations Phase, and then return to Finding a Force's Starting Support to replenish its total SP allotment based on its final strength and Skill Rating.

Non-Player Opponent: If the opposing forces in a campaign do not consist of a player-controlled army (such as when running through a campaign administered by a game master), roll 3D6 to determine the number of days between missions. For any individual dice in this roll that come up 6, add one more D6 to the roll result, continuing to do so until no more 6s have been rolled. Then add up all the dice to find the total days allowed between battles.

For example, if the 3D6 roll for a non-player opponent yields a 1, 6, and 6, the player rolling on the non-player opponent's behalf must roll 2D6 more. If *those* dice yield a 3 and a 6, one more D6 must be added. If that last die yields a 4, the time is now set and the total number days between battles becomes 26 (1 + 6 + 6 + 3 + 6 + 4 = 26).

CAMPAIGN INITIATIVE TABLE

Condition	Modifier
Experience Rating	
Wet Behind the Ears	–3
Really Green	–2
Green	–1
Regular	+0
Veteran	+1
Elite	+2
Heroic or Legendary	+3
Combat Support Available	
Force has Artillery Support	+2
Force has Combat Air Support*	+3
Force has Units with MHQ Special**	+2
Transport Assets Available	
Force has DropShips	+2
Force has JumpShips	+3
Force has WarShips	+5
Campaign Type/Location	
Campaign is Defensive	+2
Campaign is Offensive	+0
Force is on Home Territory	+2
Mission Outcome	
Victory	+4
Draw†	+0
Defeat (with Survivors)	–2
Defeat (with no Survivors)	–4
Miscellaneous	
Force has Units with MASH# Special**	+2
Force has Units with MFB Special**	+3

*Combat Air Support includes VTOL combat vehicles, aerospace and conventional fighters, or Small Craft

**Regardless of unit type or numerical value

†Mission is considered a Draw if a scoring method has been used (such as Victory Points) that places one side's score at 90 to 110 percent of its opponent's score.

Diagnostics

After every battle, the surviving forces will generally have damaged units and wounded warriors to tend to. To determine the actual butcher's bill under these rules, the players controlling each surviving force must conduct post-battle diagnostics on all units that have suffered damage, but otherwise survived the scenario. In addition to this, diagnostic checks must also be made for all units that were destroyed, crippled, or abandoned on the field at the end of the scenario, by the player whose force successfully held the field.

The diagnostic process for each unit is performed in two steps. The first step is the unit's Pilot and Crew Diagnostic, which determines whether the pilot, crew, or troops that operated or comprised that unit suffered any injuries or casualties during the scenario. The second is the Equipment Diagnostic, which determines the time and cost for any repairs, or—in the case of destroyed, crippled, and abandoned units—whether the unit can be salvaged at all.

Each unit's diagnostic process is performed by that unit's controlling player if it survived the scenario. If the unit was crippled, destroyed, or abandoned by the end of the scenario, the player whose force still holds the field at the scenario's end becomes that unit's controlling player. These fallen units may then be diagnosed and repaired as salvage, as long as the scenario rules do not specifically forbid such action, and if time permits.

Pilot and Crew Diagnostics

The survival and overall condition of a unit's pilot, crew, or troops is directly affected by the nature of the unit and how much damage it sustained during the scenario. If the unit suffered no damage at all, its pilot, crew, and troops will likewise sustain no new injuries as a result of the action. Otherwise, the unit's controlling player must make a 2D6 roll against the unit's Skill Rating, plus all of the appropriate modifiers shown in the Pilot and Crew Diagnostic Table.

If this Skill roll fails (i.e. the diagnostic roll result is less than the unit's modified Skill Rating) by a MoF of 5 or more, the pilot, crew, or troops assigned to that unit were Killed in Action (KIA). If the modified roll fails by a MoF of 0 to 4, the unit's pilot, crew, or troops were Wounded in Action (WIA). On any successful roll, the unit's pilot, crew, or troops will sustain no new injuries as a result of the scenario.

Under these abstract rules, the pilot, crew, or troops in a single unit may only be KIA, WIA, or Unharmed. If the unit's pilot, crew, or troops are KIA, that pilot, crew, or group of troops has been killed. Killed personnel cannot be healed or used again in future scenarios, even if the unit itself can be salvaged and repaired.

Injury Effects: A unit whose crew is WIA remains injured until it completes a healing cycle (see *Healing*, p. 177), and will suffer a +1 Skill modifier on all attacks and Control Rolls required until healed. If the unit's pilot, crew, or troops came through the scenario with no new injuries, they remain at their current injury level (either WIA or unharmed).

> *In the course of the previous scenario, a Clan force including a* Ryoken *D BattleMech and a Point of Gnome battle armor have been damaged. The* Ryoken*'s Elite MechWarrior (Skill 2) had gone into battle with a previous injury. His 'Mech started the battle with a full 6 Armor and 3 Structure points, and ended with only 2 points of Armor (its Structure was untouched). The Gnomes, meanwhile had a Veteran Skill Rating of 3, and entered the battle undamaged with 2 Armor and 2 Structure points, but ended the fight with no armor and only 1 Structure point remaining.*

To diagnose whether the pilots of crew of these units sustained injuries, the controlling player will make a Pilot Diagnostic roll for each unit. The target for the Ryoken *is 4 (2 [Skill] –2 [BattleMech] +2 [over 50% Armor damage] +2 [Pilot already injured] = 4). The target for the Gnomes, meanwhile, comes to 10 (3 [Skill] +3 [Battle Armor] +2 [over 50% Armor damage] +2 [50% Structure damage] = 10).*

The player rolls first for the Ryoken*, and gets a roll result of 6. This successful roll means that the* Ryoken*'s MechWarrior sustains no new injuries from this battle; since he began the fight WIA already, he remains WIA now. For the Gnomes, the roll result is 7, a MoF of 3 (10 – 7 = 3). This means that the troopers from the Gnome battle armor Point were wounded in action.*

Equipment Diagnostics

For the purposes of diagnosing equipment repair needs, units fall into four broad categories: undamaged equipment, damaged equipment, non-destroyed salvage, and destroyed salvage. Depending on how the unit ended the previous scenario, its equipment diagnosis will place it into one of these four categories.

Undamaged Equipment: A unit is automatically diagnosed as undamaged equipment if it currently suffers from no armor or structure damage, nor has any critical hits or motive damage, as a result of a previous scenario. No diagnostic roll is required to make this assessment. Units classified as undamaged equipment do not require repairs, but may require refueling and rearming in the Recovery Sub-Phase.

Damaged Equipment: If the unit has suffered critical hits, motive hits, armor or structure damage of any kind, but is still operating at the end of the scenario, it is automatically diagnosed as damaged equipment. No diagnostic roll is needed to make this assessment. Units classified as damaged may be repaired, or scrapped for SP, in the Recovery Sub-Phase.

Non-Destroyed Salvage: Units that were crippled and/or abandoned in the previous scenario—but were *not* fully marked off—may also be salvaged after the battle. In this case, the unit is treated as Damaged Equipment, and thus requires no diagnostic roll to assess its salvage potential. A unit classified as non-destroyed salvage may be repaired, or scrapped for SP, in the Recovery Sub-Phase.

Destroyed Salvage: Unless specifically forbidden by scenario rules (or by an extreme time limit between missions), virtually all units that are counted as destroyed at the end of a scenario may be salvaged by whichever force still holds the field at the end of the battle. When salvage is permitted between scenarios, these tactically destroyed units have a chance to be recovered—even if they have suffered a complete loss of all armor and structure points from damage, or were destroyed via a Unit Destroyed critical hit.

Only under a few extreme cases will a unit be considered "automatically unsalvageable". Any aerospace units that are destroyed through crashing cannot be salvaged, nor can any units that were destroyed by Ammo Hit or Fuel Hit critical without the benefits of a CASE special (of any kind). Furthermore, any unit type that had its last points of structure marked off by area-effect damage (including artillery attacks, bombs, fire, and orbital bombardment), cannot be recovered as salvage in any way. Finally, destroyed conventional infantry units of any kind cannot be salvaged, but may undergo healing if they received a WIA or Unharmed result during their Pilot or Crew Diagnostic (see p. 172).

All destroyed units not specifically rendered "automatically unsalvageable" may potentially be recovered by whichever

PILOT AND CREW DIAGNOSTIC TABLE

Unit Type	Modifier
Unit Type	Modifier
BattleMech	–2
IndustrialMech	–1
ProtoMech	+2
Combat Vehicle	+0
Support Vehicle	+2
Battle Armor Infantry	+3
Conventional Infantry	+5
Aerospace Unit (Any)	+1
Additional Conditions	**Modifier**
Unit was Destroyed (in any fashion)	+2
Armor Damage	+1 per 50% of total Armor*
Structure Damage	+2 per 50% of total Structure*
Pilot/Crew Already Injured	+2
Airborne Unit that Crashed	+4
Unit Suffered Crew Hit	+2 per Crew Hit**
Unit Suffered Ammo Hit	+3
Unit Suffered Fuel Hit	+1
Unit Destroyed by Area-of-Effect Attack	+2†
Unit Destroyed underwater/in vacuum	+2†

*Or fraction thereof; Percentage is based on total damage divided by unit's maximum armor or structure value.

**Includes Crew Stunned, Crew Hit, and Gunners Stunned Critical Hit effects

†Applies with "Unit was Destroyed" modifier for total of –4; includes destruction via artillery, bombs, fire, and orbital bombardment (AoE attacks), or destruction while in space (in vacuum).

Diagnostic Roll MoF	Pilot/Crew Condition
0 or Less	No New Injuries (Unharmed)
1 to 4	Wounded in Action (WIA)
More than 5	Killed in Action (KIA)

player's force still holds the field at the end of the scenario. To determine this, the player whose force is attempting to salvage the wreck must make a special diagnostic check by rolling 2D6 against his force's Tech Skill target number.

If this diagnostic check succeeds by a MoS of 2 or more, the destroyed unit is upgraded to "non-destroyed salvage", and may either be repaired or scrapped for SP (see *Scrapping*, p. 177).

If the Diagnostic Check succeeds by a MoS of 0 or 1, the destroyed unit is classified as "destroyed salvage"—too far gone to repair, but still worth some amount of SP in scrap.

A diagnostic check that *fails* by any margin will classify the wreckage as completely unsalvageable, and not even worth the effort to scrap.

RECOVERY SUB-PHASE

The Recovery Sub-Phase is where the real work begins, and takes place immediately after the completion of the force's Post-Mission Sub-Phase. This is the point at which the player assesses the costs for all repairs, refueling, and rearming, and makes any and all repair attempts that can be performed before the start of the next scenario.

Because repairing, refueling, rearming, and healing all consume SPs and daily man-hour reserves, players may opt to leave some units in their damaged state in any Recovery Sub-Phase. Units that are not repaired or healed may be sent into battle in the next scenario only if they are still able to move. Otherwise, such units cannot be deployed until repaired or healed.

Units that require refueling cannot be deployed again until they have been refueled first.

Repairs, Refueling and Rearming

Players must spend SP to repair, refuel, and re-arm their forces between scenarios. The standard campaign rules found in *Alpha Strike* provides a basic SP cost for most unit repairs and purchases, but presumes that the various forces always have ample time and supply lines necessary to manage these needs without fail. The following rules reflect the more common occurrence of limited time and resources, and the uncertain effects it can have on a force's ability to completely tend to all of its needs between missions.

Repairs: Any non-infantry units that have been recovered or captured from the battlefield as "non-destroyed salvage" can be repaired, as can any units diagnosed as merely "damaged". Units can only be repaired if its force has sufficient SP to pay for all of its repairs *and* enough man-hours available to do so. Note that many repairs have a variable cost, based on how much damage the component sustained.

In order to help decide which units to repair first, it is recommended that players tally the SP costs and repair times for each damaged or salvageable unit individually, before generating a sum for the entire combat force. Be sure to include any SP costs and time required for units that require refueling or rearming as well (see *Refueling and Rearming*, p. 176).

Once a unit's repair cost (in both SPs and man-hours) has been paid, the controlling player must then roll 2D6 once for every distinct repair activity required to completely fix, refuel, or rearm the selected unit. This roll is made against the force's Tech Skill TN, plus the applicable modifiers for the repair as found in the Expanded Repair and Rearming Table.

EXPANDED REPAIR AND REARMING TABLE

Activity	Repair Cost (SPs)	Repair Roll Modifier	Repair Time (Hours)
Armor and Structure Repairs			
'Mech or Fighter Armor	10 per point	–2	2 per point
'Mech or Fighter Structure	20 per point	+1	2 per point
ProtoMech Armor	25 per point	–2	2 per point
ProtoMech Structure	25 per point	+0	2 per point
Battle Armor Unit Armor	3 per point	–2	1 per point
Battle Armor Unit Structure	50 per point	+2	5 per point
DropShip or Small Craft Armor	20 per point	–2	2 per point
DropShip or Small Craft Structure	20 per point	+1	2 per point
JumpShip, Space Station or WarShip Armor	40 per point	–2	4 per point
JumpShip, Space Station or WarShip Structure	40 per point	+2	4 per point
Vehicle/Other Armor	5 per point	–2	1 per point
Vehicle/Other Structure	10 per point	+2	1 per point
Critical Hit Repairs			
Docking Collar Hit	50 per hit	+3	2 per hit
Door Hit	20 per hit	–3	1 per hit
Engine Hit	30 per hit	+1	6 per hit
Fire Control Hit	30 per hit	+0	2.5 per hit
Fuel Hit	10 per hit	–2	3 per hit
KF Boom Hit	40 per hit	–1	6 per hit
KF Drive Hit	1,000 per hit	+5	240 per hit
MP Hit	20 per hit	–1	2 per hit
Thruster Hit	30 per hit	–1	1.5 per hit
Weapon Hit (Standard Weapons)	30 per hit	+0	2 per hit
Weapon Hit (Capital Non-Missile Weapons)*	30 per hit	+0	3 per hit
Weapon Hit (Capital Missile Weapons)*	30 per hit	+0	3 per hit
*Rearming/Refueling***			
Refueling	5 per unit	NA	0.5 hours
Standard Rules Ammunition	10 per unit	NA	0.5 hours
Alternative Ammunition	50 per unit	NA	0.5 hours
Conditional Modifiers			
Unit has Modular Design (OMNI special ability)	+25% SP	–2	–50% Time†
Unit with Mobile Field Base (MFB special) Available	–25% SP	–2	–50% Time†
Unit has Easy to Maintain Quirk	–10% SP	–1	–20% Time†
Unit has Modular Weapons Quirk	–10% SP	–1	–50% Time†
Unit has Difficult to Maintain Quirk	+25% SP	+1	+25% Time†
Unit has Illegal Design Quirk	+100% SP	+4	+100% Time†
Unit has Obsolete Design Quirk	+50% SP	+2	+50% Time†

*Includes sub-capital versions

**Not all units require rearming or refueling; consult the rules.

†Percentage based on base Repair time; minimum time = 10% of Base.

CONSUMABLE SYSTEMS TABLE

Consumable System	Special Ability Codes
Anti-Missile System	AMS
Artillery Weapons	ARTX-#
Autocannon	AC#/#/#
BattleMech HarJel System	BHJ, BHJ2, BHJ3
Flak	FLK#
Improved ATM Launchers	IATM#/#/#
Improved Narc Launchers	INARC
Indirect Fire	IF#
Long-Range Missiles	LRM#/#/#
Capital/Sub-Capital Missiles	MSL#/#/#
Mine Dispenser	MDS#
Narc Launcher	CNARC, SNARC
Screen Launcher	SCR#
Short-Range Missiles	SRM#/#
Taser Weapons	MTAS#, BTAS#
Torpedo Launchers	TOR#/#
RISC Viral Jammers	DJ, HJ
RISC Adv. Point Defense	RAMS

If the roll result equals or exceeds the modified TN, the repair succeeds. If it fails by 1 point, the repair is only partially successful (see *Partial Success*, below). If the repair fails by more than 1 point, the repair activity has failed and the component remains as damaged as it was before.

Any repair that has either failed, or only achieved a partial success, cannot be attempted again until after the next scenario.

Refueling and Rearming: Any unit that took part in the latest scenario will require refueling and rearming if it uses fuel, ammunition, or other consumables. This process is always successful if the force spends the SP and man-hours necessary to perform the task; no roll is required to refuel or rearm a unit.

A unit will require refueling if it is an aerospace unit of any type (including airship and fixed-wing support vehicles, fighters, Small Craft, DropShips, JumpShips, or WarShips), or if is any unit that features the EE or FC special unit abilities. Units that require rearming will be any that possess one or more of the special unit abilities found on the Consumable Systems Table. Each consumable system will add its SP cost and repair time to that unit's rearming process.

Partial Success: When a repair roll result fails by 1 point, this represents a partial success. Depending on the system or component that was being repaired when this occurred, the effect varies, as follows:

- **Armor/Structure** – A partial repair on a unit's Armor or Structure points reduces the unit's maximum Armor or Structure value, as appropriate, by 1 (e.g., a partial repair on a unit that normally has 6 Armor points will reduce the unit to 5 Armor points after the repair work is done).
- **Engine or Weapon Hit** – A partial repair on either of these critical hits reduces the unit's damage values at all attack ranges by 1 point (to a minimum of 0).

PILOT AND CREW HEALING TABLE

Unit Pilot or Crew Type	Healing Cost (SP)	Healing Modifier	Man-Hours / Recovery Time
MechWarrior or Fighter Pilot	10 per unit	+0	8 / 2 days
Vehicle or Small Craft Crew	40 x CRW# per unit*	+1	24 / 3 days
DropShip or JumpShip Crew	30 x CRW# per unit*	+2	30 / 7 days
Space Station or WarShip Crew	40 x CRW# per unit*	+3	40 / 7 days
Mobile Structure Crew	25 x CRW# per unit*	+4	30 / 7 days
Battle Armor Infantry Unit	10 per point**	–2	16 / 3 days
Conventional Infantry Unit	20 per point**	–1	24 / 7 days
Additional Conditions	**Healing Cost (SP)**	**Healing Modifier**	**Man-Hours / Recovery Time**
Unit with MASH special available	–50% of Healing Cost	–2	–25% / –25%
Defending Force on Home Realm's Territory	–25% of Healing Cost	–1	–10% / –10%
Force is of Clan or Star League Affiliation	–50% of Healing Cost	–2	–25% / –25%

*Healing cost multiplied by value of unit's CRW# special (to minimum value of 1).

**For Battle Armor, cost is per point of Structure Damage the unit has sustained; for Conventional Infantry, cost is per point of total damage the unit has sustained.

- **Fire Control** – A partial repair on a unit's Fire Control, applies a +1 to-hit modifier on all attacks by that unit in the next scenario.
- **MP Hit** – A partial repair on a unit's MP Hit critical reduces the unit's normal Move value by 2 inches (or 1 Thrust, for aerospace units)—to a minimum of 2" or 2 Thrust. For units with multiple movement rates, this affects all rates.
- **All Other Repairs** – A partial repair on any other components doubles the SP cost for that repair.

Healing

Players must also spend SPs and man-hours to heal any wounded pilots, crews, and troops between scenarios. In this respect, healing works much like the repair process. The SP cost and modifiers for healing pilots, crews, and troops are shown in the Pilot and Crew Healing Table. Only warriors that have been diagnosed as wounded (WIA) may be healed under this system.

Healing Process: Once a pilot, crew, or infantry unit's healing cost (in both SPs and man-hours) has been paid, its controlling player initiates the healing process by rolling 2D6 for the selected unit. This roll uses the force's Tech Skill TN, plus the healing modifier appropriate for the unit's pilot or crew type. If successful, the healing process begins successfully.

Unlike repairs, however, healing cannot be hastened by having more techs on the job. In addition to the man-hours spent on initiating a pilot, crew, or troop's healing, a recovery time appears in the table. This is the number of days before the pilot, crew, or troop will improve, moving its status from WIA to Unharmed.

If the healing roll fails, the affected personnel will not improve on schedule, and the wounded will remain so until the medics have a chance to try again after the next scenario.

Scrapping

While on a campaign, forces can recover some SP by scrapping any units in their possession. This can be done either with units that are already part of their active forces (in which case the act of scrapping the unit amounts to disbanding or cannibalizing an otherwise functional unit for the benefit of the force's overall survival), or with units that have been salvaged or captured in battle.

Once a unit is scrapped for any reason, it may not be "un-scrapped". Replacing a unit requires purchasing a new one entirely, which is covered under the Upgrade Sub-Phase.

Scrapping Units: The Base Scrap SP Table provides the starting SP value that can be obtained by scrapping an undamaged unit by type. To find the SP value for a damaged unit when it is scrapped, subtract the SP cost for any repairs from the unit's Base Scrap SP value. The scrap value of a unit diagnosed as "destroyed salvage" is equal to the unit's Base Scrap SP divided by 5 (rounding up).

BASE SCRAP SP TABLE

Unit Type	Base Scrap SP
BattleMech*	Size** x 250
IndustrialMech	Size** x 125
ProtoMech	200
Combat Vehicle*	Size** x 100
Support Vehicle	Size** x 50
Battle Armor Unit	50†
Conventional Infantry Unit	100†
Aerospace Fighter*	Size** x 250
Conventional Fighter	Size** x 125
Small Craft	375
DropShip*	2,500
JumpShip or Space Station	12,500
WarShip	25,000
Mobile Structure	7,500

*Multiply the Base Scrap SP by 2 if this unit type is of Clan technology design.
**Size is the Size class of the unit desired; 1 = Light, 2 = Medium, 3 = Heavy, 4 = Assault (2x if LG, 4x if VLG, 8x if SLG)
†The scrap value of an infantry unit represents surviving troopers conscripted for technical support; do not modify for damage.

EQUIPMENT AND PERSONNEL PURCHASE AND HIRING TABLE

Activity	SP Cost
Equipment Purchases	
BattleMech	Size* x 500
IndustrialMech	Size* x 250
ProtoMech	375
Combat Vehicle	Size* x 200
Support Vehicle	Size* x 100
Battle Armor Unit**	100
Aerospace Fighter	Size* x 500
Conventional Fighter	Size* x 250
Small Craft	750
DropShip*	50,000
JumpShip* or Space Station	200,000
WarShip*	500,000
Mobile Structure	50,000
Unit is of Clan Technology Design	x2
Unit has Illegal Design Quirk	x5
Unit has Obsolete Design Quirk	x3
Personnel Hiring	
MechWarrior or Fighter Pilot	30
ProtoMech Pilot (Clan only)	500
Battle Armor Squad/Point	25
DropShip or JumpShip Crew	200
Vehicle or Small Craft Crew	60
Conventional Infantry Unit (Foot)	100
Conventional Infantry Unit (Motorized)	200
Conventional Infantry Unit (Jump)	300
WarShip or Space Station Crew	2,000

*Size is the Size class of the unit desired; 1 = Light, 2 = Medium, 3 = Heavy, 4 = Assault (2x if LG, 4x if VLG, 8x if SLG)
**Troopers for battle armor infantry units must be purchased separately
Note: All new hires to a player's force are treated as Green (Skill Rating 5), unless SP is spent on Skill advancement up front.

Note that, unlike damaged units, "destroyed salvage" does *not* subtract any repair costs from its Base Scrap SP, since these units cannot be repaired.

Infantry Scrap: As an exception to the above, infantry units do not change their scrap value at all. "Scrapping" an infantry unit actually reflects the act of disbanding or disbursing the troops to aid in support staff operations, while their equipment is broken down and recycled as necessary. Because so much of these units are bound up in their manpower, the process has minimal waste.

UPGRADE SUB-PHASE

Because it reflects a longer period of time and travel, the Upgrade Sub-Phase may not always take place between missions. Indeed, as described under *Additional Timing Effects* in the Post-Mission Sub-Phase (see p. 171), the possibility of an Upgrade Sub-Phase is dependent entirely upon the time period allowed between missions, which force won the Campaign Initiative roll, and whether or not a force is acting as a defending army within its realm's home territory (see Additional Timing Effects, p. 171).

If available, the upgrade Sub-Phase will enable a force to replace any equipment and manpower losses suffered in the course of a previous scenario during the current campaign. In addition to this, a force's warriors may be able to advance their Skill Ratings during this phase as they assimilate their most recent experiences to date. These processes cost SPs, however.

Purchasing Replacement Units and Personnel

When purchasing replacement units or personnel, use the Equipment and Personnel Purchase and Hiring Table to find the appropriate costs based on the unit or personnel type. These replacements are automatically purchased successfully, though their arrival will not take place for some time.

All new and replacement personnel are considered Green (Skill Rating 5) unless the player spends additional SP to advance the new personnel's Skill to Regular (Skill Rating 4) in advance (see *Skill Advancement*, below).

New equipment and personnel will not arrive for two missions after they are requisitioned under these rules, regardless of the number of days that pass in the meantime. If, for any reason, the army that purchased these replacements has been forced to retreat or is defeated before these replacements arrive, the replacement personnel and equipment will not arrive. (Their transports will be recalled instead, to avoid accidentally delivering valuable assets to enemy hands.)

Skill Advancement

The cost for such skill advancement varies with the unit's type, as shown in the Skill Advancement Table, but this cost is tripled if the improving unit did not take part in the last scenario. This represents the fact that even though personnel can advance their skills outside of combat through rigorous training, nothing quite beats the experience of live combat.

SKILL ADVANCEMENT TABLE

Improving Unit or Crew Type	SP Cost*
MechWarrior or Fighter Pilot	200
ProtoMech Unit	400
Vehicle or Small Craft Crew	100
Battle Armor Unit	800
Conventional Infantry Unit	500
DropShip, JumpShip, or WarShip Crew	1,000

Note: All Skill improvements decrease the unit's base Skill Rating by 1, to a minimum of 0.

*Multiply SP cost by 3x if the unit did not take part in the previous track.

No matter how much time is allowed between scenarios, a unit may only advance its Skill Rating by 1 point between missions. Each point of Skill advancement reduces the unit's Skill target number by 1 point, to a minimum rating of 0 (Legendary). Skills may not be deliberately worsened under these rules, in an effort to "buy back" SP.

Support Skill Improvement: The skill advancement of a force's technical support will generally keep pace with the average Skill Rating of force's combat units. To represent this, every time a force's units undergo Skill advancement, the controlling player must recalculate the average Skill Rating for the entire combat force, and update the force's Support Skill Ratings accordingly (see *Determining Support Skill Rating*, p. 170).

This improvement of the force's technical and medical support team skills is considered a free benefit under these rules; players will not need to spend SP to improve the abilities of their force's technical and medical crews.

DEPLETING AND REPLENISHING SUPPORT

If, as a result of severe damage and expensive support operations, a force finds that it has spent all of its SP allotment, it will no longer be able to perform repair, refueling, rearming, and healing operations. At this stage, the force's only option may be to scrap units in an effort to reduce its operational costs and address its most egregious damage.

Any force that has depleted its SP resources to the point where it cannot conduct repairs or healing, and which cannot (or refuses to) scrap any equipment for salvage must end its campaign.

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SKID MODIFIERS TABLE

Condition	Modifier
Unit's Available Move is	0.68
4″ or less	–1
5″ to 8″	+0
9″ to 14″	+1
15″ to 20″	+2
21″ to 34″	+4
22″ to 48″	+5
49″ or more	+6
Sprinting (see p. 63, *AS*)	+2

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ARTILLERY COUNTER-BATTERY FIRE MODIFIERS TABLE

Situation	To-Hit Modifier
Counter-Battery Fire	+7
Each successive shell from Target unit*	–1 (Max –4)

*Shell impact must be witnessed by at least one friendly unit with LOS to point of impact

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BATTLEFIELD INTELLIGENCE RATING TABLE

Item in Player's Force	BI Rating Points
Each ground unit with the Recon (RCN) special ability	2
Each non-DropShip aerospace unit	1
Each non-DropShip aerospace unit with the Recon special ability	2
Each DropShip aerospace unit (on-planet on in the field)	2
Each point of MHQ special ability in the battlefield	1

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COLLISION/CHARGING TABLE

Distance Moved (by Skidding/Charging Unit Size)				Damage
Size 1	Size 2	Size 3	Size 4+	Delivered
Less than 4″	Less than 3″	Less than 2″	Less than 1″	0
4″ to 12″	3″ to 6″	2″ to 4″	1″ to 3″	1
13″ to 20″	7″ to 10″	5″ to 7″	4″ to 5″	2
21″ to 28″	11″ to 14″	8″ to 9″	6″ to 7″	3
29″ to 36″	15″ to 18″	10″ to 12″	8″ to 9″	4
36″ to 43″	19″ to 22″	13″ to 14″	10″ to 11″	5
44″ or more	23″ or more	15″ or more	12″ or more	6

ADDITIONAL CHARGE ATTACK MODIFIERS

Condition	Modifier
Unit is Skidding	
Target is Terrain*	Auto-Hit
Target is any non-infantry unit	+2
Target is any infantry unit**	+4

Note: The charge attack modifiers presented here apply in addition to those found on p. 37, *AS*.

*Includes buildings, level changes, water, or restricted terrain features.

**Skidding units do not stop skidding on collision with infantry units.

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MODIFIED INDIVIDUAL PROTOMECH VALUES TABLE

Value (Point)	Value (Individual)
0	0
1 to 4	0*
5 to 7	1
8 to 12	2
13 to 17	3
18 to 22	4
23+	5

*At the individual ProtoMech level, damage values delivered by ProtoMechs of this range fall under the Minimal Damage rule; individual ProtoMech armor at this range is treated as 0.

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UNCOMMON UNIT TEMPLATES TABLE

Unit Type (Size Class)	Unit Special	Size Template (L x W x H)
Rail Support Vehicles (1+)	Any	(1" wide x 1.25" high) x 1" long per 2 total Size*
Airship Support Vehicle (3)	LG	4" long x 1.5" wide x 1.5" high
Airship Support Vehicle (4)	VLG	6" long x 2.5" wide x 2.5" high
Airship Support Vehicle (5)	SLG	9" long x 3.5" wide x 3.5" high
Naval Support Vehicle (3)	LG	6" long x 2" wide x 5" high**
Naval Support Vehicle (4)	VLG	12" long x 3" wide x 7" high**
Naval Support Vehicle (5)	SLG	18" long x 4" wide x 10" high**
Aerodyne Small Craft (Any)	LG	3" long x 2.5" wide x 2" high
Spheroid Small Craft (Any)	LG	2" diameter x 3" high
Aerodyne DropShip (1)	LG	5" long x 4" wide x 3" high
Aerodyne DropShip (2)	VLG	8" long x 6" wide x 5" high
Aerodyne DropShip (3)	SLG	12" long x 8" wide x 7" high
Spheroid DropShip (1)	LG	4" diameter x 6" high
Spheroid DropShip (2)	VLG	8" diameter x 10" high
Spheroid DropShip (3)	SLG	12" diameter x 14" high

*The length of a Rail support vehicle (in inches) may be found by adding together all size values for the train engine and its trailer cars, then dividing the result by 2, rounding normally. For example a Size 3 rail engine, with four Size 2 trailer cars attached, would have a total Size of 11 (3 + 2 + 2 + 2 + 2 = 11)

**These dimensions reflect the naval vessel's height above the water surface. Each of these template classes also occupies a submerged area 1" below its water line per 5" of unit height (rounded normally).

• NO TORSO TWIST QUIRK FIRING ARCS DIAGRAM •

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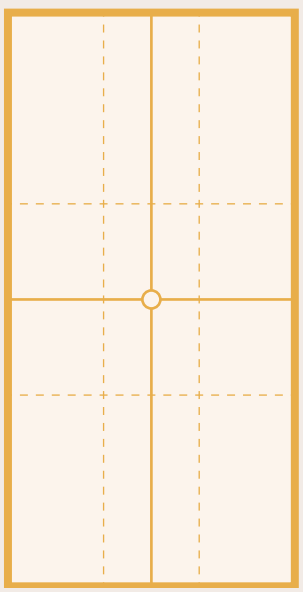
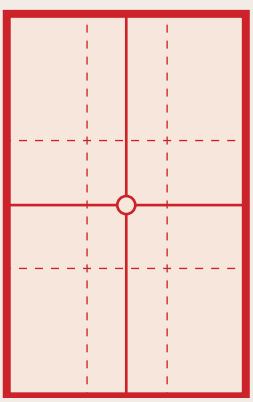
PRACTICAL LINE OF SIGHT SIZE TABLE

Unit Type (Size Class)	Size Template (H x D)
'Mech (1-4)	2" x 1.25"
Superheavy 'Mech (4 + LG)	3" x 1.5"
ProtoMech (All)	1" x 1"
Infantry (Any)	1" x 1.25"
Combat Vehicle (1-4)*	1" x 1.25"
Support Vehicle (1-3)	1" x 1.25"
Support Vehicle (4+)	Use Miniature or Suggested Template

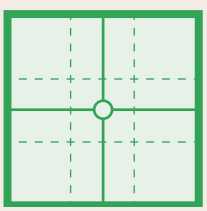
*This size template may also be used for grounded fighters and Small Craft units



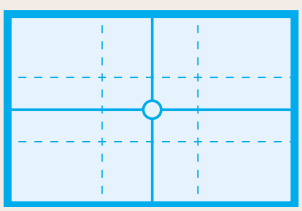
• SUPERHEAVY 'MECH •



• 'MECH •



• PROTOMECH •



• INFANTRY & VEHICLES •

• PRACTICAL LINE OF SIGHT TEMPLATES •

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EXPANDED MOVEMENT MODIFIERS TABLE

Target's Available MP	Modifier
Unit is Shutdown/Immobile	–4
Unit Standing Still	+0
0″-4″	+0
5″-8″	+1
9″-12″	+2
13″-18″	+3
19″-34″	+4
35+″	+5
Unit Jumped	+1
Target	**Modifier**
Has Stealth Armor	Varies (as per p. 37, *AS*)
Is Dropping Unit	+3
Attacker	**Modifier**
Attacker Standing Still	–1
Attacker Jumped	+2

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TONNAGE TO SIZE CONVERSION TABLE

Weight (Tons)	Size Class
'Mechs, ProtoMechs, Combat Vehicles	
0-39	1
40-59	2
60-79	3
80-100	4
101-200	4*
201-400	5*
401+	**
Support Vehicles†	
0-5	1
6-99	2
100-199	3
200-299	4
300-399	5
400-599	5*
600+	5*

*For external cargo transport purposes, items at this weight are also considered to have the LG special; Support Vehicles carrying cargo weighing 600 tons and up treat the cargo as if it has the VLG special.

**Items of this weight cannot be externally transported by 'Mechs, ProtoMechs, or Combat Vehicles of any size.

†For Hover Support Vehicles, multiply the cargo's weight by 2 before conversion; for VTOL Support Vehicles, multiply by 4 before conversion.

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REVISED ARTILLERY RANGE AND DAMAGE TABLE

Artillery Name	Special	Max Range	Damage	Area of Effect
Arrow IV (Inner Sphere)	ART-AIS	272″	3 (2)	2″ (NA)
Arrow IV (Clan)	ART-AC	306″	3 (2)	2″ (NA)
Arrow IV (Prototype)	ART-AIS	272″	3 (2)	2″ (NA)
Thumper	ART-T	714″	2	2″
Sniper	ART-S	612″	3	4″
Long Tom	ART-LT	1,020″	5/2	6″
Long Tom (Primitive Prototype)	ART-LT	1,020″	5/2	6″
Cruise Missile/50	ART-CM5	1,700″	8	2″
Cruise Missile/70	ART-CM7	3,060″	11/2	6″
Cruise Missile/90	ART-CM9	4,080″	16/6	6″
Cruise Missile/120	ART-CM12	5,100″	22/14	6″
Battle Armor Tube Artillery	ART-BA	68″	2	2″
Artillery Cannons				
Thumper Cannon	ART-TC	28″	1	2″
Sniper Cannon	ART-SC	24″	2	2″
Long Tom Cannon	ART-LTC	40″	3	2″

SPECIAL COMMAND ABILITIES

Ability	Brief Description	Page
Banking Initiative	Commander may yield initiative (before rolling). For every 2 initiative rolls yielded, may 'bank' 1 inititive success (to a maximum of 2). These successes may be used at any time (before rolling).	45
Forcing the Initiative	Commander may add a bonus to initiative: (Number of enemy units killed in the previous turn - number of his own units killed the previous turn). Must be declared before rolling.	45
Off-Map Movement	Units may exit the table at an edge and return from another point on a later turn. See full description for details.	45
Overrun Combat	When initiative is won, divide the number of points by which the roll was won by 2, rounding down (to a minimum of 0). The player may move and attack with that many units before any other units can act. These overruning units lie outside of the remaining turn sequence.	46
Communications Disruption	At the beginning of each turn roll 1D6; If the result is a 6, a random enemy formation (lance, Star, etc.) is disrupted—reduce all units available Move by 4 inches (to a minimum of 1 inch). Effects pass at the end of the turn.	46
Zone of Control	Units in this force create a "zone of control" which forces opponents to expend extra movement. See full description for details.	46
Sharp Shooters	Sharp Shooters replace the normal range modifiers used for their attacks with the following: Short Range +1; Medium Range +2; Long Range +3; Extreme Range +4.	
Brawlers	Brawlers replace the normal range modifiers used for their attacks with the following: Short Range –1; Medium Range +2; Long Range +5; Extreme Range +10.	46
Anti-Aircraft Specialists	Anti-Aircraft Specialists apply a –2 to-hit modifier to all attacks made against an airborne targets. Against all other ground-based units this to-hit modifier becomes +1 instead.	47
Ground Attack Specialists	Ground Attack Specialists receive a –2 to-hit modifier to all attacks made against ground-based targets. Against airborne targets this to-hit modifier becomes +1 instead.	47
Environmental or Tactical Specialization	See tables below and full description for details.	47-48
Enemy Specialization	Initiative bonus and other abilities when facing a particular opponent, penalties when facing all others; Dependant on the forces' overall Rating. See full description for details.	48-49

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THROWING ATTACK MODIFIERS TABLE

Condition	Modifier
Target Range	+1 per 2 inches away*
Target Movement	As normal
Target Terrain	As normal
Intervening Terrain	As normal
Thrown Cargo Size	+Cargo Size value
Thrown Cargo is Active Unit	+2

*Replaces normal Range modifier for weapon attack; round down to minimum of +0

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ENVIRONMENTAL SPECIALIST BENEFITS LIST

Benefit	Rules
Improved Mobility	Reduce movement costs for passing through any terrain of specialization by 1 inch per inch of movement. However, this reduction may never lower movement costs below 1 inch of Move per inch of terrain.
Improved Combat	Apply a –1 to-hit modifier for all attacks made into and/or through the terrain or environmental condition of specialization (to a minimum modifier to +0). This modifier applies to the total modifiers used for the attack, rather than per any increment of distance.
Improved Initiative	Receive a +1 Initiative roll modifier if the selected terrain or environment type covers at least half of the map area.

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TACTICAL SPECIALIST BENEFITS LIST

Benefit	Rules
Attack Specialization	The force receives a +1 Initiative roll modifier when acting as the Attacker in a scenario of any type, but suffers a –1 Initiative roll modifier when acting as the Defender.
Defense Specialization	The force receives a +1 Initiative roll modifier when acting as the Defender in a scenario of any type, but suffers a –1 Initiative roll modifier when acting as the Attacker.
Scenario Specialization	Receive a +1 Initiative roll modifier if the force is taking part in a specified scenario type. For all other scenario types, the force suffers a –1 Initiative roll modifier.

SPECIAL PILOT ABILITIES

Ability	Cost	Brief Description
Animal Mimicry	2	Quadruped unit gains mobility bonus and ability to demoralize opponents
Antagonizer	3	Unit can enrage an opponent for a brief period
Blood Stalker	2	Unit may focus its attacks better on a preferred target until it is destroyed
Cluster Hitter	2	Unit can deliver extra damage in an attack using missiles or flak weapons
Combat Intuition	3	Unit may move and resolve fire before any other unit acts
Cross-Country	2	Ground vehicle unit may enter some illegal terrain types, but at high Move cost
Demoralizer	3	Unit can intimidate an opponent for a brief period
Dodge	2	Unit can attempt to evade physical attacks
Dust-Off	2	Enables airborne unit types to land or liftoff in non-clear terrain
Eagle's Eyes	2	Unit gains (or augments) its ability to spot hidden units and avoid mines
Environmental Specialist	2	Reduces movement and combat modifiers in a preferred environment
Fist Fire	2	Unit delivers extra damage in physical attacks
Forward Observer	1	Unit improves accuracy of indirect fire when used as a spotter
Golden Goose	3	Improves accuracy for air-to-ground strafing, strike, and bombing attacks
Ground-Hugger	2	Airborne unit may execute a double-strafe or double-strike air-to-ground attack
Heavy Lifter	1	Enables increased carrying capacity with External Cargo rules
Hopper	1	Unit may avoid being reduced below 1 inch of Move by MP Hits
Hot Dog	2	Increases the Heat a unit can sustain before shutdown
Human TRO	1	Unit can ignore the Concealing Unit Data rules vs. non-hidden opponents
Iron Will	2	Unit can resist psychological attacks and receives a bonus during Morale checks
Jumping Jack	2	Improves accuracy of any attack made when the unit uses jumping Move
Lucky	1-4	Unit may reroll a limited number of failed attacks and Control Rolls per scenario
Maneuvering Ace	2	Reduces Move costs for woods/jungle terrain and aerospace atmospheric control
Marksman	2	If unit attacks while stationary, may score extra critical after delivering 1 damage
Melee Master	2	Unit increases its physical attack damage by half its Size (round up)
Melee Specialist	1	Unit delivers physical attacks with greater accuracy
Multi-Tasker	2	Unit can divide its weapon attack between two targets per turn
Natural Grace	3	Unit gains 360-degree field of fire; reduces Move costs in ultra-heavy terrain
Oblique Artilleryman	1	Improves accuracy and reduces scatter for all artillery weapon attacks
Oblique Attacker	1	Improves accuracy for indirect fire, and enables indirect attacks without a spotter
Range Master	2	Unit swaps normal range modifier for Medium, Long, or Extreme range with Short
Ride the Wash	4	Unit reduces atmospheric combat modifiers; may execute special air-to-air attack
Sandblaster	2	Unit improves accuracy and damage when only using AC and missile weapons
Shaky Stick	2	Airborne unit is harder to hit from the ground during air-to-ground attacks
Sharpshooter	4	If unit attacks while stationary, may score an extra critical after delivering full damage
Slugger	1	'Mech unit can improvise its own melee weapons from suitable terrain
Sniper	3	Unit reduces Medium, Long, and Extreme range modifiers by half.
Speed Demon	2	Unit can move faster than normal

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SPECIAL PILOT ABILITIES (CONTINUED)

Ability	Cost	Brief Description
Stand-Aside	1	Unit can pass directly through enemy units at extra Move cost
Street Fighter	2	Unit may pre-empt an attack against it by enemies in base contact
Swordsman	2	Unit can deliver improved damage or critical hits when using MEL special
Tactical Genius	3	Enables command unit to reroll Initiatives once every 2 turns
Terrain Master		
(Drag Racer)	3	Ground vehicle unit gains extra speed on ice or pavement; avoids skidding better
(Forest Ranger)	3	Unit moves more easily through (and gains extra cover from) woods and jungle
(Frogman)	3	Unit moves more easily than others while fully submerged
(Mountaineer)	3	Unit moves more easily through level changes and rough terrain types
(Nightwalker)	3	Unit ignores combat modifiers for darkness
(Swamp Beast)	3	Unit moves more easily through mud and swamp terrain; ignores bog down in same
Weapon Specialist	3	Unit can deliver a more accurate attack as long as it uses only half its firepower
Wind Walker	2	Unit ignores atmospheric combat modifiers and gains a bonus to landing and liftoff
Zweihander	2	'Mech unit delivers more damage in physical attacks
Infantry Only Abilities	**Cost**	**Brief Description**
Light Horseman	2	Beast-mounted infantry unit moves faster, even through difficult terrain
Heavy Horse	2	Beast-mounted infantry unit can inflict extra damage at point-blank range
Foot Cavalry	1	Foot-based infantry unit moves faster, even through difficult terrain
Urban Guerrilla	1	Infantry unit is harder to attack in urban terrain, and may "spawn" support

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MORALE CHECK TABLE

Base Target Number = Unit's Skill Rating

Condition	Modifier
Attacked by Inferno ordnance	+1
Attacked by Cruise Missile	+2
Unit is a BattleMech or ProtoMech	–2
Unit is an IndustrialMech	+0
Unit is a Combat Vehicle	+0
Unit is a Support Vehicle	+3
Unit is Battle Armor Infantry	–1
Unit is Conventional Infantry	+2
Unit is currently Routed	+3
Unit is a Drone/Robotic Unit	No Roll Required
Pilot has Iron Will Special Pilot Ability	–2
Infantry-Only Modifiers	
Attacker is a BattleMech	+1
Unit is inside a Building	–2

ADDITIONAL NERVE-RECOVERY MODIFIERS

Condition	Modifier
Friendly Force Commander in LOS*	–2
Friendly Force Sub-Commander in LOS*	–1
Infantry-Only Modifiers	
Any Friendly Routed Units in LOS	+1
Friendly (non-Routed) 'Mechs in LOS	–2
Friendly (non-Routed) Vehicles in LOS	–1
Fire in LOS (see pp. 100-101, AS)	+2

*A friendly force commander or sub-commander is only considered to be "present" when a unit has been specifically designated as the force's commander and this unit is active and on the map within 35 inches of the routed unit. Only one unit per lance (or Star) in a given force may be designated as a force sub-commander.

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POSITIVE DESIGN QUIRKS

Quirk	Cost	Brief Description
Accurate Weapon	+Variable	Unit may deliver damage on a near miss
Anti-Aircraft Targeting	+Variable	Unit is more effective against airborne targets
Atmospheric Flyer	+3	Aerospace unit handles better in atmospheric combat
Battle Computer	+5	Unit provides an Initiative bonus
Battlefists	+2	'Mech unit receives improved chance to strike with standard physical attacks
Combat Computer	+3	Unit can use Overheat damage with less Heat effect
Command BattleMech	+2	Unit provides an Initiative bonus
Compact 'Mech	+1	Allows 2 units of same Quirk to occupy one transport slot
Cowl	+4	'Mech unit ignores first Unit Destroyed critical hit
Distracting	+1	Unit has improved ability to demoralize opponents
Docking Arms	+1	Aerospace unit receives a bonus during docking actions
Easy to Maintain	+1	Unit receives a bonus to repair rolls
Easy to Pilot	+2	Unit receives a bonus to physical attacks and Control Rolls
Extended Torso Twist	+3	'Mech/ProtoMech possesses a 360-degree attack arc
Hyper-Extending Actuators	+1	Unit may deliver a reduced-damage attack into its rear arc
Improved Communications	+2	Unit can ignore effects of some ECM systems
Improved Sensors	+3	Unit gains (or improves) active probe (PRB) abilities
Improved Targeting (Short)	+3	Unit receives bonus to-hit at Short range
Improved Targeting (Medium)	+4	Unit receives bonus to-hit at Short range
Improved Targeting (Long)	+5	Unit receives bonus to-hit at Short range
Internal Bomb Bay	+3	Airborne unit may use cargo bay to deliver bombs
Modular Weapons	+1	Unit receives a bonus to repair rolls and repair times
Multi-Trac	+2	Unit may execute two half-strength weapon attacks per turn
Narrow/Low Profile	+3	Unit is harder to hit
Overhead Arms	+2	Unit may execute a special overhead shot from cover
Protected Actuators	+1	Unit is resistant to anti-'Mech infantry attacks
Reinforced Legs	+1	Unit is resistant to self-inflicted Death from Above damage
Searchlight	+1	Unit gains the SRCH special
Trailer Hitch	+1	Vehicle unit gains trailer hitch (HTC) abilities
Variable Range Targeting	+Variable	Unit gains bonus to-hit for all weapon attacks

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NEGATIVE DESIGN QUIRKS

Quirk	Cost	Brief Description
Ammunition Feed Problem	–1	Unit may lose attack damage from ammo-fed weapons
Atmospheric Flight Instability	–2	Aerospace unit is harder to operate in atmosphere
Cooling System Flaws	–3	Unit's cooling systems are prone to severe damage
Cramped Cockpit	–2	Unit suffers penalties to Control Rolls and physical attacks
Difficult Ejection	–1	Chance for failure when using Ejection rules
Difficult to Maintain	–1	Unit suffers penalties to repair rolls
EM Interference	–1	Attacks using non-ammo weapons may overload electronics
Exposed Actuators	–1	Unit is more susceptible to anti-'Mech infantry attacks
Exposed Weapon Linkage	–2	Every hit to this unit scores a chance for a Weapon Hit critical
Fragile Fuel Tank	–2	Extra chance for explosion any time unit suffers a critical hit
Gas Hog	–2	Aerospace fighter units consume more fuel in Capital Radar Map play
Hard to Pilot	–2	Unit suffers penalties for Control Rolls and physical attacks
Illegal Design	–0	Unit may spontaneously break down at any point; much harder to repair
Inaccurate Weapon	–Variable	Unit delivers reduced damage on any attack with MoS of 1 or 0
Large DropShip	–1	DropShip unit requires 2 docking ports instead of 1
Low-Mounted Arms	–2	'Mech unit's arm weapons draw LOS from waist level
No/Minimal Arms	–2	'Mech unit cannot using Climbing movement or External Cargo rules
No Ejection System	–2	Unit's pilot may not use Ejection rules
No Torso Twist	–2	'Mech or ProtoMech unit has reduced firing arc
Obsolete	–4	Unit suffers penalties to repair rolls
Oversized	–3	Attacks against unit receive bonus to-hit; harder to transport and drop
Poor Life Support	–1	Unit may suffer Crew Stunned effects if it overheats
Poor Performance	–3	Attacks against unit use reduced target movement modifiers
Poor Sealing	–2	Unit has increased chance for hull breach in vacuum and underwater
Poor Targeting (Short)	–2	Unit suffers penalties for attacks made at Short range
Poor Targeting (Medium)	–3	Unit suffers penalties for attacks made at Medium range
Poor Targeting (Long)	–4	Unit suffers penalties for attacks made at Long range
Poor Workmanship	–1	Unit is more susceptible to critical hits
Prototype	–2	Unit is more susceptible to critical hits
Sensor Ghosts	–2	Unit suffers to-hit penalty for all weapon attacks
Static Ammo Feed	–2	Unit cannot switch between standard and alternate munitions
Unstreamlined	–2	Aerospace unit cannot operate in atmosphere
Weak Legs	–1	Unit prone to extra damage when executing Death from Above attacks
Weak Undercarriage	–1	Aerospace suffers damage on landing MoS of 0

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STANDARD-TO-CAPITAL SCALE TURN TRACKER

Standard Turn	Capital Turn
0	Set-Up
1	0
2	**0**
3	**0**
4	**0**
5	**0**
6*	**1**

*At the end of this turn, return to Standard Turn 1

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AEROSPACE MOVEMENT MODE TABLE

Movement Mode	Movement Code
Aerodyne	a
Spheroid	p
Station-Keeping	k

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FIGHTER FUEL COSTS TABLE

Location	Fuel per Turn
Central Zone	0
Inner Zone	0
Middle Zone	1
Outer Zone	3
Peripheral Zone	5

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DOCKING CONTROL ROLL TABLE

Condition	Modifier
DropShip Conditions	
Adrift/Crippled	+4
Docking Collar Hit	Docking Impossible
Engaged in combat	+2
Taking Extra Time	–1 per capital turn
Thruster Hit	+1 per Hit
Unit Size 1	–1
Unit Size 3	+2
Parent Unit Conditions	
No Docking Ports	Docking Impossible
Adrift/Crippled	+4
Engaged in Combat	+2

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LARGE CRAFT ATTACK LIMITS TABLE

Unit Type	Max Attacks/ Turn
DropShips	4
JumpShips	4
Satellites	4
Space Stations	6
WarShips	8

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JUMP ROLL MODIFIERS TABLE

Condition	Modifier
Attempting in-system jump	+4
Per KF Drive critical hit	+1
Jumping unit moved this turn	+1
Capital Map centered over Ground Map	
Peripheral Zone sectors	+2
Non-Peripheral Zone sectors	+4
Capital Map not centered over Ground Map	
Central or Inner Zone sectors	+0
Middle to Peripheral Zone sectors	+2

AEROSPACE TO-HIT MODIFIERS TABLES

RANGE MODIFIERS	
Range	**Modifier**
Short	+0
Medium	+2
Long	+4
Extreme	+6

WEAPON MODIFIERS	
Weapon Class Used	**Modifier**
Capital Non-Missiles (CAP or SDS-C)	+5
Sub-Capital Non-Missile (SCAP or SDS-SC)	+3
Capital or Sub-Capital Missiles (MSL or SDS-CM)	+0
Standard Weapons	+0

MISCELLANEOUS MODIFIERS	
Condition	**Modifier**
Advanced Capital Missile Attack	
Vs. target in same sector	+0
Vs. target in adjacent sector	+2
Air-to-Ground Capital/Sub-Capital Weapon Attacks	
Attack from Central Zone (Atmospheric Map)	+0
Attack from any other zone (Atmospheric Map)	+3
Orbit-to-surface attack	+3
Ground target designated by friendly TAG	–2
Attacker is a Drone	+1
Attacker is in a Naval C^3 Network (in same sector)	–1
Attacker is Overheating	+Heat Level (1-3)
Attacker is Tailing the Target	–2*

MISCELLANEOUS MODIFIERS	
Condition	**Modifier**
Attacker is Support Vehicle/Satellite with:	
Advanced Fire Control (AFC)	+0
Basic Fire Control (BFC)	+1
No AFC or BFC special	+2
Attacker's Fire Control damaged (per hit)	+2**
High-Speed Attack	+8
Point Defense (PNT#) vs. Capital/Sub-Capital Missiles	
Point Defense damage (1 point)	+1
Point Defense damage (2+ points)	Auto-Fail
Screen Launchers used (SCR#)	+SCR special (max +4)
Secondary Target	+1
Target has Grappled the Attacker	–4
Target is Crippled/Drifting	–2
Teleoperated Missiles (TELE + MSL/SDS-CM)	–1

ATMOSPHERIC COMBAT MODIFIERS

GENERAL MODIFIERS	
Condition	**Modifier**
Atmospheric Combat	+2
Attacker is Grounded DropShip	–2

TARGET TYPE MODIFIERS	
Target Element Type	**Modifier**
Airborne Aerospace	+2†
Airborne DropShip	–2
Airborne VTOL or WiGE	+1
Small Craft	–1

AIR-TO-GROUND ATTACK MODIFIERS	
Attacker	**Modifier**
Altitude Bombing	+3
Dive Bombing	+2
Strafing	+4
Striking	+2

Notes: Weapon Class modifiers only apply when attacking unit types other than DropShips, JumpShips, space stations, and WarShips. (Screen Launcher modifiers apply to both the screen launcher unit and its attacker.) Atmospheric Combat Modifiers apply only if both the attacking unit and its target are operating in/below the space-atmosphere interface.

*Tailing modifiers only apply to fighters and Small Craft units.

**Fire Control critical hits may apply multiple times.

†This modifier applies only if the attacker is not an airborne aerospace unit. Airborne aerospace also includes fixed-wing support vehicles, conventional fighters, Small Craft, and DropShips.

DETERMINING AEROSPACE CRITICAL HITS TABLE

2d6 Roll	Aerospace*	DropShip**	JumpShip†
2	Fuel Hit	KF Boom Hit	Door Hit
3	Fire Control Hit	Docking Collar Hit	Dock Hit
4	Engine Hit	No Critical Hit	Fire Control Hit
5	Weapon Hit	Fire Control Hit	No Critical Hit
6	No Critical Hit	Weapon Hit	Weapon Hit
7	No Critical Hit	Thruster Hit	Weapon Hit
8	No Critical Hit	Weapon Hit	Thruster Hit
9	Weapon Hit	Door Hit	No Critical Hit
10	Engine Hit	No Critical Hit	KF Drive Hit
11	Fire Control Hit	Engine Hit	Engine Hit
12	Crew Killed	Crew Hit	Crew Hit

*Includes fixed-wing support vehicles, airships, and conventional fighters.

**Includes Small Craft.

†Includes WarShips, space stations, and satellite support vehicles.

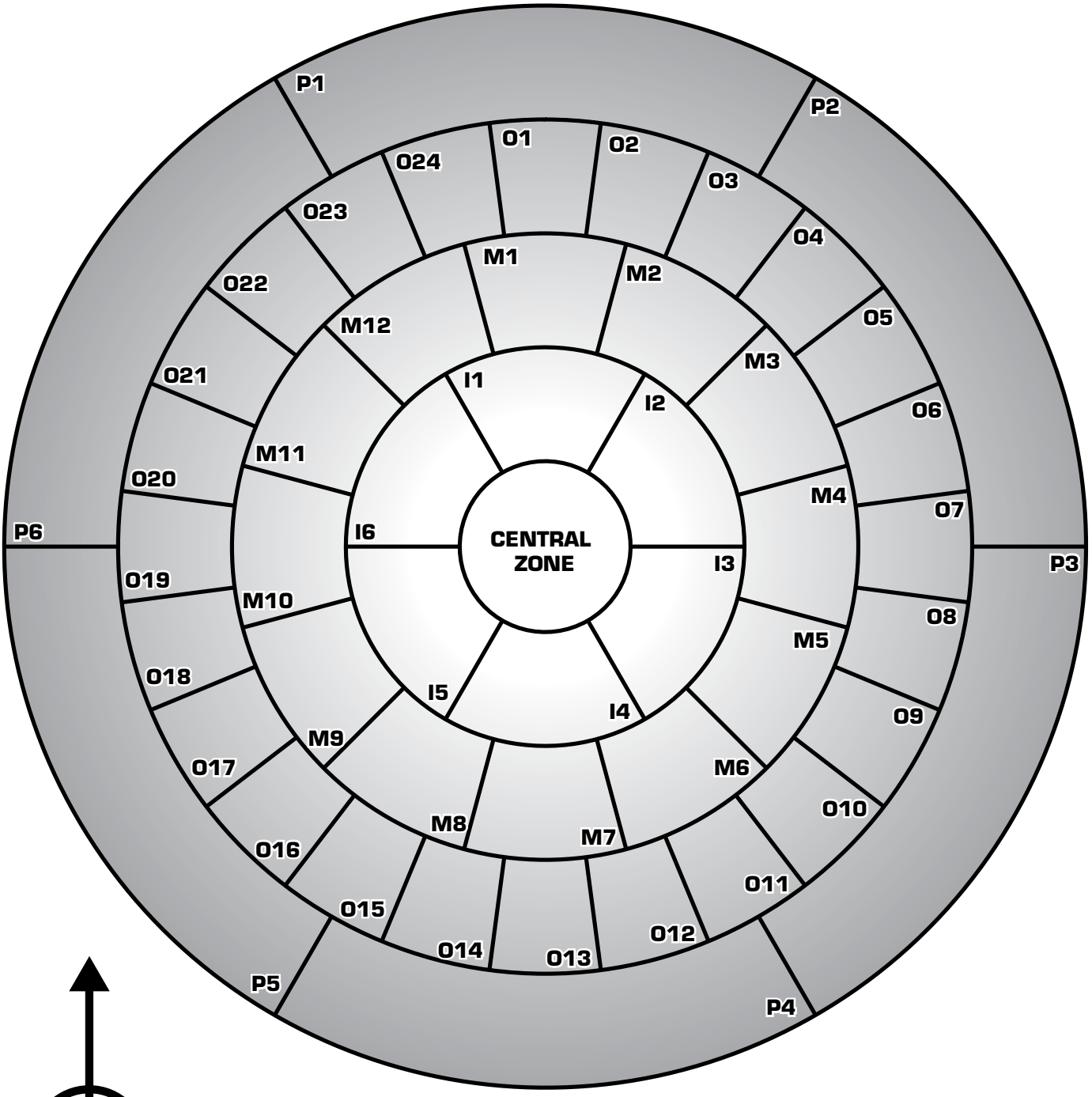
RANDOM WEAPON CLASS TABLE

1D6 Roll	Weapon Class Hit
1	Standard Weapons
2	Standard Weapons
3	Capital Non-Missile Weapons
4	Capital Non-Missile Weapons
5	Capital Missile Weapons
6	Capital Missile Weapons

Note: The Random Weapon Class Table is used only when the target unit has multiple weapon classes in a single firing arc.

BATTLETECH

CAPITAL RADAR MAP



COMPANY COMPOSITION

Core Ground Force	
0-1	Command Lance
0-2*	Support Lances
1-4	Battle Lances
	Assault Lances
	Striker Lances
	Fire Lances
	Recon Lances
	Pursuit Lances
Detachments	
0-6	Conventional Infantry Platoons
0-4	Battle Armor Squads
0-3	Vehicle Lances**
0-1	Aerospace Squadron

Note: An Inner Sphere or Periphery company is composed of 2-4 lances total, and may be supported by other forces (detachments). Lances listed also include the Air Lance variant.

*Only 1 Support Lance per 1 core non-Support Lance.

**Or BattleMech lances if Core Ground Force is composed of vehicle lances.

BINARY/TRINARY COMPOSITION

Core Ground Force	
0-1	Command Star
0-1	Support Star
1-3	Battle Stars
	Assault Stars
	Striker Stars
	Fire Stars
	Recon Stars
	Pursuit Stars
Detachments	
0-5	Battle Armor Points
0-1	Vehicle Stars
0-1	Aerospace Star

Note: A Clan Binary is composed of 2 stars total; a Clan Trinary is composed of 3 stars total; may be supported by other forces (detachments). Stars listed also include the Nova variant; 2 Novas form a Supernova Binary, 3 Novas a Supernova Trinary.

BATTALION COMPOSITION

Core Ground Force	
0-1	Command Lance
3-4	Ground Force Companies
Detachments	
0-6	Conventional Infantry Companies
0-4	Battle Armor Platoons
0-3	Vehicle Companies*
0-3	Aerospace Squadrons

Note: An Inner Sphere or Periphery battalion is typically 9-13 lances total, and may be supported by other forces (detachments).

*Or BattleMech companies if Core Ground Force is composed of vehicle companies.

CLUSTER COMPOSITION

Core Ground Force	
3-5	Binaries and/or Trinaries
Detachments	
0-2	Battle Armor Stars
0-3	Vehicle Stars
0-3	Aerospace Star

Note: A Clan Cluster is typically 3-5 Binaries and/or Trinaries in total (including Supernova Binaries and Trinaries), and may be supported by other forces (detachments).

LEVEL III COMPOSITION

Core Ground Force	
0-1	Command Level II
0-1	Support Level II
4-6	Battle Level II
	Assault Level II
	Striker Level II
	Fire Level II
	Recon Level II
	Pursuit Level II
Detachments	
0-3	Aerospace Level IIs

Note: A Level III is composed of 6 Level IIs.epending on the chosen Point Value Total and size of the opposing force, it may be necesarry to build up to 2 Level IIIs.

BATTLETECH

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