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Open Beta: Strategic BattleForce

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STRATEGIC BATTLEFORCE

Strategic BattleForce is an expansion to the basic *BattleForce* ruleset as presented in *Strategic Operations* (*SO*) and the *Alpha Strike* combat system. Like standard *BattleForce* and *Alpha Strike*, *Strategic BattleForce* (*SBF*) abstracts regular *Total Warfare* units to a relative handful of stats, exchanging rules detail for ease and speed of play. However, *SBF* takes this process even further, allowing a player to field entire battalions and even regiments on a battlefield potentially spanning kilometers in distance.

As it is an expansion, the following rules are only those that add on to or modify *Alpha Strike* and *BattleForce* rulesets. *SBF* does not repeat all the rules for that game, and so presupposes ownership of *Alpha Strike* and *Strategic Operations*. Ownership of *Alpha Strike Companion* is required if you wish to use most of the *Advanced Strategic BattleForce* rules as well as aerospace in *SBF* play.

GAME TERMS

BattleForce: The base *BattleTech* mass combat system, as found in *Strategic Operations*. All references to "*BattleForce*" refer to this original ruleset. Whenever *Strategic BattleForce* is being discussed, it will always be specifically labelled as such, or as "*SBF*".

Alpha Strike: Is a *Total Warfare* combat system based on *BattleForce* primarily intended for play on miniature terrain as opposed to hex based maps and where one Unit is equal to one Element. *Alpha Strike Companion* is an additional supplement that adds additional rules and options for play to the game.

Element: Elements are still the basic building blocks of the game, just as in standard *BattleForce*. However, they are solely used to construct the larger Units and Formations that see play in *Strategic BattleForce*: the scale of *SBF* is too large for individual machines and the like to have a major impact on the battlefield alone.

Unit: A Unit remains a collection of individual Elements, a Lance or Star in size. In *Strategic BattleForce*, Units are not fielded on the board. Instead, a Unit is also used as a building block, this time for the standard gameplay grouping: a Formation.

Formation: In *Strategic BattleForce*, for the purposes of play Units are usually welded together into a larger-sized called a Formation—usually a Company, Level II, Binary, or Trinary. An individual playing piece in *SBF* (i.e., a counter or miniature) always represents one Formation: as such, it is what players will field and encounter during the game. A Formation may not be made up of more than 16 Elements and limited to 4 Units.

Additional terms are referenced in these rules, including Force Structure. These are terms are described in detail in the *Inner Sphere at War* rules (see p. **XX**).

Converting terminology: Because of *SBF*'s scale, when referring to the original *Alpha Strike* or *BattleForce* rules players will have to substitute the wording for the appropriate *SBF* force size. In general, *Alpha Strike* replace all mentions of "Unit" with "Element". For *BattleForce* replace all mentions of "Element" with "Unit", and replace all mentions of "Unit" with "Formation". Additionally, when referencing *Alpha Strike* divide all references to "inches" by 2 to determine the number of hexes in *SBF* or *BattleForce*.

WHY *ALPHA STRIKE*?

With a name like *Strategic BattleForce*, players may wonder why the *SBF* system is based on the *Alpha Strike* ruleset. While *Alpha Strike* is designed for miniature play, it is directly based on *BattleForce* and has made several enhancements to the originally published *BattleForce* in *Strategic Operations*.

BattleForce rules are still used in certain instances as those rules are designed to support units made up of multiple Elements, whereas in *Alpha Strike* each unit is usually also an Element.

COMPONENTS

A complete list of *Total Warfare* units, along with their *Alpha Strike* statistics, may be found at www.masterunitlist.info. *Alpha Strike* stats are identical to *BattleForce* ones, with the exception of movement rates (for all non-aerospace entries, divide all *Alpha Strike* inches of Move in half to find an Element's *BattleForce* MP. This gives players access to a ready database of Elements from which to build their Forces.

RECORD SHEETS

Players use record sheets to track various types of information while playing *Strategic BattleForce*. Each Unit has its own list of statistics (its stat block). The Strategic BattleForce Conversion rules (see p. **XX**) gives you all the information you need to derive the statistics listed below.

Units are organized into Formations on the record sheets, though the number of Units in a Formation varies by faction and Formation type. However, while the standard Inner Sphere forces, the Clans, ComStar/Word of Blake, Aerospace Fighters, and DropShips all use different record sheets, the sheets share some common features.

FORMATION STAT BLOCK

Most relevant details of a Formation are actually found within the Units that comprise it. There are a few Formation-specific items, however.

Type: Whether the Formation is classified as Aerospace, BattleMechs, Infantry, Mobile Structures, ProtoMechs, or Vehicles. If there is no predominant Unit Type within a ground Formation, the Formation Type will be Mixed Ground.

Size: The Formation's size class (in *BattleForce* scale). This is an average of the Unit Sizes that make up the Formation.

MP: The Formation's available Movement Points, and its movement mode (tracked, wheeled, etc.), if any. A Formation's MP value is the average of the Units that make up the Formation.

TM: Target Modifier. This modifies the chance to hit of most attacks made against units within the Formation.

Morale: The value consulted when the Formation is forced to make a Morale check. (See *Morale*, p. **XX)**.

Tactics: An ability consulted during combat for several factors.

PV: Point Value. The points needed to select this Formation as part of your Force, and the value of the Formation when determining victory conditions (see *SO*, p. 243). This is simply the total PV of all Units within the Formation.

Special Abilities: Any special abilities that apply to the Formation. Artillery (ART) is the most common.

UNIT STAT BLOCK

Within each Formation are the stat blocks for each Unit the Formation is comprised of. Each Unit's stat block consists of the following:

Type: Whether the Unit is classified as Aerospace, BattleMechs, Infantry, Mobile Structures, ProtoMechs, or Vehicles. If there is no predominant Type within a ground Unit, the Unit Type will be Mixed Ground.

Size: The Unit's size class (in *BattleForce* scale). This is an average of the Element Sizes that make up the Formation.

MP: The Unit's available Movement Points, and its movement mode (tracked, wheeled, VTOL, etc.), if any. Units don't move individually, so this is usually only relevant for determining the speed of the parent Formation and what terrain it is hindered in or restricted from.

Armor: How much damage the Unit can take before being destroyed.

S/M/L: Short/Medium/Long. The Unit's damage values when making those three types of attacks.

Skill: The Unit's Skill value is the likelihood of it hitting with its attacks.

PV: Point Value. This is the number of points needed to select this Unit as part of your Force. It also serves as the value of the Unit when determining victory conditions (see *SO*, p. 243). Note that the Point Value system used for Elements in *Strategic Operations* has been replaced by the one found in the *Alpha Strike Companion*, pp. 138-145. All entries in the Master Unit List (www.masterunitlist.info) already make use of this newer PV system.

Special Abilities: Any special abilities—such as Leader (LEAD), Indirect Fire (IF), or Active Probe (PRB)—are recorded here. Note that at this level of play many of the standard *Alpha Strike* special abilities have no effect. *Strategic BattleForce* uses a reduced subset of special abilities, with their effects altered to suit *SBF*'s larger scale. See *Special Abilities*, p. **XX**, for details.

SCALE

The primary aspect setting *BattleForce* and *Alpha Strike* apart from *Strategic BattleForce* is scale. One *SBF* hex is 500 meters (0.5 kilometers), and each turn is three minutes of game time. Eighteen *Alpha Strike* and six *BattleForce* turns pass for each turn of *SBF* play.

Force Structure: This difference in scale extends to each player's Forces. Whereas in *Alpha Strike* one Element typically equals one Unit and in *BattleForce* the players uses Elements to build Units made up of four to six Elements, in *Strategic BattleForce* the player starts with those same *BattleForce* Units, using them to build Formations. The standard Formations for each major faction grouping is as follows:

- **The Clans:** One Clan Formation represents either a Binary (two Units, ten Elements) or a Trinary (three Units, fifteen Elements). Clan players may choose to field either Formation type, and can mix both within the same Force. No Clan Formation may have more than 20 Elements.
- **Inner Sphere/Periphery:** One Inner Sphere or Periphery Formation represents one company of three to four Units.
- **ComStar/Word of Blake:** these factions have no "natural" organizational grouping at this scale, as their Level II is six Elements while their Level III is thirty-six. However, for the purposes of *SBF*, ComStar and Word of Blake Formations may be comprised of one or two Level IIs.

The number of Elements within a Unit varies depending on the Element type. For example, a Clan Binary is ten 'Mechs, but twenty vehicles. Consult the Standard Force Organization Schemes Table (see p. 148, *ASC*) to see how many Elements comprise each Unit on a per-faction basis (players without *ASC* can refer to p. 239 of *SO* for a similar table). Players are encouraged (but not required) to field their Formations together in relatively close order so as to form the natural military structures of their faction. For example, six Level IIs together form a Level III, and three companies form a battalion.

The exception to the above is with aerospace, large and very large Elements. Rules for these Elements are covered in either Strategic Aerospace (see p. **XX**) or Advanced Strategic BattleForce (see p. **XX**).

As mentioned in Terminology, in general, *Alpha Strike* replace all mentions of "Unit" with "Element". For *BattleForce* replace all mentions of "Element" with "Unit", and replace all mentions of "Unit" with "Formation". Additionally, when referencing *Alpha Strike* divide all references to "inches" by 2 to determine the number of hexes in *SBF* or *BattleForce*.

Note that all features of the original *Alpha Strike* and *BattleForce* rules are unaffected by the scale change of *Strategic BattleForce* unless specifically noted otherwise. For example, in *SBF* a Unit with the SAW special ability still does 3 damage a turn to a Woods hex when conducting terrain conversion (see p. **XX**). It is assumed for simplicity purposes that the increased hex size, amount of time, and number of Elements all balance each other out.

SEPARATING UNITS

The *BattleForce Separating Elements* rules (see, p. 322, *SO*) are not used in *SBF*, for either Elements or Units. A Formation, once formed at the start of the game, is indivisible.

VISUAL AND SENSOR RANGE

The scale of Strategic BattleForce allows for maps that extend well beyond the standard visual detection ranges of Total Warfare (see p. 221, SO) and Alpha Strike (see p. 89, *AS*).

A standard 2 x 2 BattleTech map layout is equal to seventeen square kilometer of terrain.

Rules for visual and sensor ranges are covered in the Detection and Reconnaissance Phase (see p. XX).

SETUP

For a standard pickup game, players may choose forces based on the Generic Unit Tables found in the Inner Sphere at War rules (see p. **XX**).

For *ISW* campaigns use the setup rules outlined in the *Military Action* section of *ISW* (see p. **XX**).

For Total Chaos campaigns use the *Alpha Strike Campaign Rules* (see p. 114, *AS*).

For generic scenario setup guidance use the Alpha Strike Companion Scenarios section (see p. 158, *ASC*)

Force Commander and Formation Leaders

Each player must designate a single Unit in their force to be their Force Commander. This Unit is assigned the COM special ability. Any Formation with two or more Units must assign a Unit as the Formation Leader. This Unit receives the LEAD special ability.

LEAD and COM has an impact on determining damage, morale and several of the optional Advanced Strategic BattleForce rules (see p. **XX**). COM works the same as the LEAD ability (see p. **XX**) save that only one may be assigned to a force.

Deployment

If playing with the full Detection and Reconnaissance rules (see p. XX), then players do not place Formations on the map at the start of game play. Instead their starting locations are written down and provided the gamemaster.

Until a Formation is detected (see Detection and Reconnaissance, p. **XX**), it makes all its moves in secret, with the controlling player providing a written summary of movement to the gamemaster each turn. This should document each hex the Formation moved through.

If the Detection step is not being used, then players place their Formations on the map as per normal game play.

PLAYING THE GAME

SBF generally follows Alpha Strike Sequence of play unless otherwise noted below.

Step 1: Initiative Phase

Each player rolls 2D6 and adds the results together to determine Initiative; re-roll ties. The player with the higher result wins the Initiative for that turn.

As with all other *BattleTech* combat systems, because movement and combat are considered to occur simultaneously in the course of an *SBF* game turn, the Initiative winner actually executes unit movement and combat actions after the player(s) with the lower Initiative roll. This simulates a greater awareness of the tactical situation.

Step 2: Detection and Reconnaissance Phase

In this phase newly detected Blips are placed on the map and each side conducts recon to reveal information about hostile Blip Counters on the battlefield. The player who won initiative +winner goes first when conducting recon.

Step 3: Movement Phase

The player with the lowest Initiative roll moves one of thier Formations first. Presuming an equal number of units on the two sides, the Initiative winner then moves one of thier Formations, and the players continue alternating their unit movements until all units have been moved.

If the number of units per side is unequal, the player with the higher number of units must move more units in proportion to that of their opponent. See *Unequal Number of Units* (see p. **XX**) for details.

Step 4: Combat Phase

The player with the lowest Initiative roll acts first in the Combat Phase. This player then declares and resolves all of their Formations' combat actions at this time, followed by the Initiative winner.

In the Combat Phase, each Formation may execute one attack per Unit within the formation. Damage from these attacks is resolved immediately, using a Tactics roll to determine which Unit within a Formation is damaged. The effects do not take place until the turn's End Phase. This means that a destroyed Formation will normally have a chance to return fire.

Step 5: End Phase

Both players may complete the End Phase simultaneously. In this phase, each player removes any destroyed units, and checks for Morale.

After resolving all End Phase actions, the turn ends and the players return to Step 1, repeat all these steps until one side meets its victory conditions for the scenario. Once victory has been determined, players may also determine salvage for campaign games.

DETECTION AND RECONNAISSANCE PHASE

Note: The following rules supplement and replace Concealing Unit Data (see p. 87, *AS*).

On the modern, strategic-scale battlefield, units able to travel fifty to a hundred kilometers an hour or more, fighting over a space many kilometers wide, can quickly render even the most accurate intelligence reports useless. In Strategic BattleForce, information is ammunition, and neither side knows where the other is until sensors (sensor detection) or the Mk I eyeball pick them up. Even then much in the way of detail about an enemy Formation is unknown until an accurate reconnaissance (recon

scan) is made. Attacking enemy or even approaching forces before conducting recon is a good way to accidentally stumble into that assault company you were hoping to avoid.

Gamemaster: To best play Strategic BattleForce a gamemaster or neutral third-party is suggested. This allows for true blind deployment and movement when outside sensor detection ranges. If a gamemaster is not available, then players should place all Formations on the game map as Blips and skip to Step 2. Reconnaissance (see p. **XX**).

VISUAL RANGES

With a single SBF mapsheet spanning several kilometers the ability to see an opposing force is often obscured by more than just terrain. Even on a completely flat battlefield, atmospheric haze and even the horizon (For a BattleMech this is roughly 11 kilometers on a Terra sized world). The Visual Spotting Range table provides distance, in SBF hexes that two opposing Formations can see each other with the naked eye. These conditions fall into four Visual classes. Beyond visual ranges, Formations must rely on sensors to detect enemy movement (see Step 2: Detection, p **XX**).

For more effects of light and weather, consult the optional Environmental Condition rules (see p. **XX**).

BLIP COUNTERS

Strategic BattleForce uses Blip Counters in the same way as the Alpha Strike optional Concealing Unit Data rules. Blip Counters allow for play with a fog-of-war that conceals information by keeping information about the details of Formations hidden unless detected. With this rule, when a Formation enters visual or sensor range, a token is placed on the map instead of a miniature. These tokens—referred to as "blip counters"—will thus indicate each Formation's position on the battlefield until it gets close enough to be seen or otherwise identified by sensor systems, leaving the opponent guessing until that time. Prior to beginning play, each of these blip counter tokens must be assigned a unique number or letter corresponding to a ground unit in the controlling player's force. (Airborne aerospace units cannot be represented by blip counters.)

STEP1: DETECTION

While visual range is limited by atmospheric conditions and the visual horizon, sensors are capable of detecting enemy forces at much greater distances. While not able to provide the exact data needed for targeting or identification they would at shorter ranges, sensors allow for basic detection to let a force know "something is out there and it's moving."

Sensor Ranges

Sensor detection range is based on the kind of sensors a Formation is equipped with. Consult the Sensor Detection Table. Sensor detection only lets a Formation know something is out there, not any more information about it and often not even precise distance or direction.

Detecting Hostile Forces

If a hostile Formation comes within the range of a Formation's sensors roll 2D6 and apply the appropriate modifiers. Consult the Sensor Detection Results (see p. **XX**) to determine the results and consult the list of results below.

- **Clean Screen:** Sensors pick up nothing.
- **Sensor Ghost:** A faint sensor reading is detected, with only the general direction being detected. The detecting player is only given the two hexsides that the hostile Formation is. For example, if the Hostile Formation is directly "north" of the detecting Formation then the gamemaster will indicate that the sensor reading was in hexside 1 and 2 or hexside 1 and 6.
- **Sensor Ping:** A solid enough reading to determine the precise direction the contact is. The gamemaster would indicate the exact hex row which the hostile Formation is in.
- **Solid Lock:** A solid sensor return indicates the exact hex the hostile Formation is in. Place a Blip Counter in the appropriate hex. To determine the nature of a Blip Counter, a force must conduct a successful Recon attempt (see Step 3, below).
- **Initial Scan:** The Formation's Type, Size, and MP are known.
- **Full Scan:** Sensors or the operator are on their game and the full information on the Formation is revealed. Treat as a having made a successful Recon Scan with a result of Full Scan.

VISUAL SPOTTING RANGE TABLE

	Maximum Visual Range (In Hexes)		
Light / Weather Condition	BattleMech / Vehicle*	Infantry	Aerospace (all types)†
Visual 1: Daylight (no conditions)	4	2	Inner Ring
Visual 2: Light to Heavy Fog / Rain / Snowfall / Downpour	2	1	Inner Ring
Visual 3: Sleet / Blowing Sand / Dusk / Dawn	1	1	Central Zone
Visual 4: Blizzard / Moonless Night / Night / Pitch Black	0	0	N/A

Searchlights: Formations with the SRCH special ability may add 1 hex distance in Dusk, Dawn, Moonless Night and Pitch Black visual conditions.

* Includes grounded aerospace (but not large aerospace).

† Must be on the Radar Map. Detection is listed based on the ring or zone the aerospace Formation can be in and still visually spot Formations on the Ground Map.

SENSOR DETECTION RANGE TABLE

Sensor Type*	Detection Range in Hexes
Beagle Active Probe (PRB)	8
Bloodhound Active Probe (BH)	10
Clan Active Probe/ EW Equipment	9
Clan Watchdog/ Light Active Probe	6
BattleMech Sensors†	6**
Vehicle and Battle Armor Sensors≠	5**

* Use the best sensors available to the Formation.
** Formations with the RCN special ability add 2 to their basic sensor detection ranges. RCN does not extend the range of any probe special abilities.
† Includes IR, Radar, Magscan and Siesmic.
≠ Includes support vehicles and all vehicle sensor systems

Detecting at Visual Range

If a hostile Formation enters visual range, a Blip Counter is always placed on the map, regardless of any detection rolls. However, to determine the nature of a Blip Counter, a force must conduct a successful Recon Scan (see Step 3, below).

Simple Detection Rules

To speed up game play, players can make Detection rolls a simple 2D6 roll with any result over 7 placing a Blip Counter on the map.

STEP2: RECONNAISSANCE

Once a hostile Formation is detected, it remains only a Blip Counter and little is known about it until more information is acquired. There are two primary ways to gain more information on a Blip Counter. The first is through Visual Identification and the second is via a Recon Scan.

Visual Identification

Once a Blip Counter enters visual range, a Formation may identify the makeup of the Formation through visual analysis. Any turn a Blip counter is in visual range roll 2D6 and consult the Recon Scan Table using the Visual ID column for results.

A Blip Counter that enters the same hex as another Formation is automatically identified with an Eyes on Target result.

Each Formation may make one Visual Identification roll per Blip Counter in visual range.

- **Where?:** The Formation is using natural cover or detecting Formation needs glasses. Formation remains a Blip Counter.
- **Something's Out There:** Only the Formation's Type is known.
- **I got something!:** The Formation's Type and Size are known.
- **Eyes on Target:** The Formation's Type, Size, and MP are known. The individual Elements are known, but not specific variants.

SENSOR DETECTION RESULTS TABLE

Die Roll	Result
2	Clean Screen
3-4	Sensor Ghost
5-6	Sensor Ping
7-9	Solid Lock
10-11	Partial Scan
12	Full Scan

SENSOR DETECTION MODIFIERS

Detection Modifiers	Modifier*
Target Formation has ECM, WAT, LCEM	-1**
Target Formation has AECM	-2**
Target Formation has STL, MAS or LMAS	-2†
Every 1 hex under maximum sensor range	+1

* Modifiers are not cumulative
** If detecting Formation has BH special ability, reduce modifier by 1 (so a -2 becomes -1)
† If the target Formation also has AECM the modifier is -3

Recon Scan

A Formation may attempt a recon scan on any Blip Counter in sensor range. It costs a Formation 1MP to attempt a recon scan and a Formation may make as many scans in a turn as it has MP. To attempt a recon scan, roll 2D6 and consult the Recon Scan Table using the Recon Scan column for results.

- **Scan Interference:** Something is interfering with the scans. Formation remains a Blip Counter.
- **Mixed Signals:** The scan is inconclusive. Only the Formation's Type and Size are known
- **Partial Scan:** The Formation's Type, Size, and MP are known. The individual Elements are known, but not specific variants.
- **Full Scan:** Full details on the Formation are known. The Formation's record sheet is placed on the playing surface and can be viewed by the opposing player.

SIMPLE RECONNAISSANCE RULES

To speed up game play, players can replace the above rules with the following. On 2D6 roll with any result over 7 reveals the Formation is fully scanned. The Formation's record sheet is placed on the playing surface and can be viewed by the opposing player.

MOVEMENT PHASE

The following section describes the rules governing movement in *SBF*.

RECONNAISSANCE RESULTS TABLE

Die Roll	Recon Scan	Visual ID
2-3	Scan Interference*	Where?
4-5	Mixed Signals	Something's out there
6-8	Partial Scan	I got something!
9-12	Full Scan	Eyes on the target.

* On an unmodified roll of 2 the attempt fails and the Formation making the recon attempt is identified as if a successful Full Scan was run on it.

RECONNAISSANCE MODIFIERS TABLE

Condition	Modifier
Recon Scan	
Formation has RCN	+1
Formation has PRB or BH	+1
Target has ECM or AECM	*
Visual ID	
Visual 2 Conditions†	–1
Visual 3 Conditions†	–2
Visual 4 Conditions†	–2
Both	
Every 1 hex under maximum sensor/visual range	+1
Target is in the same hex	+2
Target is in Light Woods/Jungle	-1
Target is in Heavy Woods/Jungle	-2
Target is in Light Urban‡	-2
Target is in Medium Urban‡	-3
Target is in Heavy Urban‡	-4
Target is in Hardened Urban‡	Undetectable**
Detecting Formation is Shaken	-1
Detecting Formation is Broken	-3
Detecting Formation is Routed	-6

* Nullifies PRB bonus for ECM and BH bonus for AECM
** Undetectable targets may only be revealed if they engage in Engagement Control or Combat
† See Visual Ranges (see p. XX)
‡ See Terrain rules (see p. XX)

MOVEMENT BASICS

SBF follows the same rules as *Alpha Strike* (see p. 27, *AS*) including the Movement Cost Table. Except as noted below. The scale change in *SBF* (from 90 meters per hex to 500 meters) evens out movement so the same modifiers to movement apply.

Unequal Number of Units

The Movement Phase requires each player to alternate moving his army's units. In a turn consisting of an equal number of units on each side, this simple means that each player takes a turn moving a single unit before his opponent does the same, and so on, until all units are moved. But if the numbers of units per side are not equal, this procedure must be altered accordingly.

To maintain fairness, unequal numbers of units must be moved in proportion. This means that if, prior to any pair of unit movements, one side has twice as many units left to move as the other side, the player with twice as many units must move two units on his side, rather than one. If a side has three times as many units as its opponent, it must move three units at a time to every one of its opponent's units moved, and so forth.

Facing

Has no effect on *SBF* gameplay.

Stacking

As noted earlier, one *Strategic BattleForce* hex is equal to 500 meters, or the equivalent of one *BattleTech* mapsheet. This does technically mean that you should be able to cram some 272 'Mechs into a single *SBF* hex. However, for ease of play (and because Elements are usually not packed into a space like a car park), *SBF* limits stacking to one friendly Formation of any type, plus one friendly Infantry Formation with an equal number and type of enemy formations for a total of four formations (one infantry and one Formation of any type per side). In *BattleTech* terms, this is equivalent to roughly two companies per side, some forty-eight machines or infantry platoons on a single mapsheet.

A Formation may move into and out of hexes with friendly Formations free, but they may not exceed the hex capacity of one Formation of any kind and one infantry Formation, at the end of any turn. Formations may enter the hex of an enemy Formation, only if it would not break the friendly stacking limit. It may but may not leave the hex of an enemy Formation if the enemy Formation chooses to oppose the friendly Formation's movement (see *Engagement Control*, p. **XX**), unless they conduct a successful overrun movement (see Overrun, p. **XX**) A Formation that starts the turn in the same hex as an enemy Formation may attempt to leave, but the presence of the enemy may prevent this (see *Engagement Control*, p. **XX**).

ProtoMech Movement

In SBF play ProtoMechs are the only Unit type that may move independent of its Formation. Units (Stars) of five Protos may move as individual playing pieces so long as all ProtoMech Units in a Formation are within one *SBF* hex of another Unit in the formation. When deployed as individual Units, a ProtoMech star counts as a non-infantry Formation for stacking limits.

TERRAIN

As *Alpha Strike* (see p. 28, *AS*) with the following changes.

Formations with mixed movement modes:

Formations can be made up of Elements of different types. This can lead to a disparity in movement modes which can effect a Formation's MP usage over certain terrains.

Prohibited Terrain: If any Element in the Formation is not capable of traversing a terrain type, then the Formation is prohibited from entering that terrain. An example would be a mixed company with two VTOL Elements. The remainder of the Formation are not able to fly so the Formation is restricted to ground movement so would not be able to cross a water hex without paying the MP to enter the water and cross.

Terrain Modifiers on Movement: If any Element in a Formation must pay additional MP to cross a given terrain, then treat the entire Formation as having to pay this. For example an Inner Sphere Formation with 1 'Mech Unit and 2 Hover Tank Units would need to pay the cost to cross water as if it were made up entirely of 'Mechs.

Terrain:

Map terrain in *SBF* is treated as normal with the following exceptions.

- **Woods Hexes:** Heavy woods hexes are predominantly wooded and effect line of site. Attacks are limited to Medium or Short range. Formations may not be engaged by TAG from an adjacent hex.
- **Edge Water Hexes:** In any hex that has water and ground in it (such as a hex with a river going through it) the player may decide if they are entering the water or remaining on the ground.
- **Water Hexes:** Depth is measured in *Total Warfare* scale, so 1 level (1 inch in *AS* play) of water is approximately 6 meters of water. If a Formation wishes to cross a water hex, they must first determine how wide and how deep the water is. If the hex is completely water, add +2MP, in addition to the normal water hex MP. If there is any ground terrain in the hex, roll 2D6 with the result being the number of *Total Warfare* (30 meter) hexes across the water is. For 1-6 *TW* Hexes, add +1MP and or 7-12 *TW* hexes add +2MP to move across the hex. Once width is determined, roll 1D6 for depth with the result being how many levels deep the water is. +1MP for water 4 or more levels deep. Formations equipped with Bridge Layers (BRID) (see p. **XX**) can bridge the water at the rate of one BRID per *TW* hex. Players should document the width and depth of the hex for future game play.
- **River Hexes:** If a formation wishes to cross a river hex, roll 1D6-1 to determine how wide the river is. A 1 indicates a passable ford. Roll 1D6/2 for depth. Add +1 MP for a depth of 3. Bridge Layer Elements can be used as with Water Hexes.
- **Rubble:** A hex with rubble represents destruction of the hexes contents, leaving behind debris that both impedes movement and sight lines. Rubble is treated woods for the purposes of Line of Sight (LOS).
- **Buildings:** A hex with buildings are considered Urban hexes with multiple structures filling the hex. The class of building indicates predominant building type in the hex and the type of Urban hex for purposes of game play. All Urban hexes are considered paved for movement purposes.

TERRAIN MOVEMENT MODIFIERS TABLE

Building Type	MP Cost per Hex*
Light	+1
Medium	+2
Heavy	+3
Hardened	+4

* Infantry and BattleArmor reduce MP costs by 2

Additional Movement modifiers

If a Formation's starting hex contains an enemy Formation, it costs an additional +1 MP to move and movement may be opposed (see *Engagement Control*, p. **XX**).

Aerospace Movement

Aerospace is handled differently in Strategic BattleForce. These rules are covered in the *Strategic Aerospace* rules section (see p. **XX**).

ADDITIONAL MOVEMENT RULES

Jumping

A 500-meter *Strategic BattleForce* is the equivalent of 17 regular hexes in conventional *Total Warfare* play. Jumping is a tactical movement rather than something used to regularly cover large amounts of terrain, and entire companies or trinaries of jump-capable 'Mechs are usually not formed.

For *SBF* jumping has been abstracted to a special ability (JUMP) that provides a defensive bonus, rather than being considered a movement mode (see *Determine MP and Movement Modes*, p. **XX**).

Note that when constructing Units and Formations, all other movement restrictions apply for all other movement modes (including UMU), as described in *Alpha Strike* (see p. 28, *AS*). It is thus best to combine Units of a similar movement mode together in a Formation.

Transporting Infantry

Formations may transport infantry using the *Alpha Strike Transporting Infantry* rules with the following modifications.

- It costs a Formation 1 MP to mount infantry units.
- An infantry Formation may be Broken up between two or more Formations. However the Formations must stay in hex to hex contact as long as they are carrying an infantry Formation.
- The entire Formation's CAR#, MEC, XMEX capacity is factored when determining if an infantry Formation may be carried.
- Transported Infantry may move in the same turn they were transported at a -1 MP penalty.
- Formations carrying XMEC lose 1 MP as long as the XMEC is being carried.

SECONDARY DETECTION PHASE

After all Formations have moved, and before Engagement Control is determined, players may make one more round of Visual IDs and Recon Scans. Only one Visual ID may be attempted and a Recon Scan may only be attempted if the Formation has MP remaining after moving. Otherwise these actions are the same as Step 3 or Detection and Reconnaissance (see p. XX).

ENGAGEMENT CONTROL

Once combat begins, it can be difficult to disentangle forces taking heavy damage, or that are suddenly needed elsewhere. Alternatively, sometimes you need to smash your way through annoyingly persistent resistance in order to reach an objective before it is captured or escapes.

In any turn where two hostile units are in the same hex, they must conduct Engagement / Disengagement action to determine if one or both Formations may move out of the hex.

If both Formations do not wish to engage with the other Formation, then both Formations may move normally. If either Formation wishes to engage the other formation, both sides must make an Engagement Control using 2D6 and add their Tactics skill to the roll. Formations with a Morale of Shaken receive a -1 modifier to their roll, those with a Morale of Broken receive a -2 modifier and Routed Formations a -3 (see *Morale*, p. **XX**). The winner of the opposed Tactics roll determines if the two Formations remain engaged. Regardless of the results it always costs an additional 1 MP to move through or out of a hex with a hostile Formation.

So long as a Formation is engaged with a hostile Formation it may not move from the hex with the hostile formation.

Forced Engagement: In the classic rearguard scenario, a Formation may go out of its way to hinder the movement of the enemy, slowing them up at the probable cost of its members' lives. Forced Engagement sacrifices damage to increase a Formations ability to pin another Formation down. During the Movement Phase you may declare a Formation in the same hex as that of an enemy Formation to be forcing an engagement with that enemy Formation (stacking limits apply, limiting the number of Formations that may attempt to force engagement with a hostile Formation to 2). To force an engagement, a Formation must end their move in the hex containing the enemy Formation it is targeting. It must have a Long Range attack value of at least 1, and must have at least 1 MP available (after entering the hex). If it meets these requirements, the Formation receives a +3 to their Engagement Control roll.

A Formation that has successfully forced an engagement has its attack values halved for as long as it is engaging, and cannot make artillery attacks. However, it also takes half damage from all attacks from the enemy Formation it is engaging (in both cases rounded down and to a minimum of 1).

If a Formation was forced into an engagement it may not move even if it had not yet moved in that turn.

Overrun: Sometimes a Formation needs to get through a hex with a hostile force in it and does not have the time or firepower to eliminate the opposing Formation first. During the Movement Phase, if a Formation has sufficient MP to enter and exit the hex with an enemy formation and a Short Range attack value of at least 2, it may declare an overrun attempt against an enemy Formation.

Make an Engagement Control roll as normal, with the Formation attempting the Overrun gaining a +3 to their roll. In addition, compare the Size of each Formation and apply any difference as a modifier to the Engagement Control roll. If the Formation attempting overrun is larger than the target Formation add the difference in size to the roll. If the Formation attempting overrun is smaller than the target formation, subtract the difference. For example an assault formation with a size of 4 attempts to overrun a light tank company. The assault formations is larger so it subtracts the targets size of 1 from its size of 4 and gains an additional +3 to its roll.

If the overrunning Formation is successful, it may continue to move into any adjacent hex. The target formation is damaged by a successful overrun. However, because the overrunning Formation is focused on blasting a hole through which to move, rather than specifically destroying the enemy, the damage is only equal to only half the overrunning Formation's Short Range attack value (rounded down; this is not halved again if the enemy Formation was attempting a Force Engagement with the overrunning formation). The target Formation deals one half its Medium Range attack value regardless of if it was attempting to force an engagement. A Formation that has been overrun may not attempt to engage (normal, *Forced* or *Overun*) Formations either this turn (if it has not already moved yet) or the next turn. It may still attack and perform other actions as normal.

If the overrunning Formation failed it must end its movement in the hex with the target formation. No damage is done in the movement phase and combat proceeds as normal.

A Formation may not make more than one overrun attempt (whether it succeeds or fails) each turn. Whether it succeeds or fails, the overrunning Formation may not make any attacks in the Combat Phase of that turn.

The year is 2729, and the First Prince of the Federated Suns lies dead on the field. Davion forces are desperately trying to reach his 'Mech in order to recover his body before their opponents, elements of the Kuritan Fifth Benjamin Regulars, manage to escape with it. On one flank, three companies of the Davion Heavy Guards encounter three Kuritan companies. The Kuritans move into hexes with Davion forces, trying to delay the Guards long enough for their comrades to escape with their macabre prize. Two of the three Davion Guard Formations attempt to disengage. The Kuritan player naturally chooses to remain engaged so the Davion Formations now must roll for Engagement Control.

The first Davion Formation is facing a Kuritan Formation which has decided to force an engagement so it receives a +3 to its roll. The Davion Formation has a Tactics value of 6 (MP of 4, Elite Skill). The Kuritan Formation has a Tactics value of 7 (MP of 6, Veteran Skill). The Davion player rolls a 7 and adds 6 for a total of 13. The Combine player rolls an 8 and adds 10 (7 for Tactics +3 for Forced Engagement). for a total of 18. The first Davion Formation will have to

fight the Kuritians if they want to get past them. The only silver lining is the Kuritan Formation will do only half its normal damage.

The Davion player's other Formation is an assault company. Choosing to rely on firepower over tactics the Davion player decides to attempt an Overrun. The Kuritan Formation is not as nimble as its sister formation and is only attempting a standard engagement. The Davion Formation has a Tactics value of 6 (3 MP, Heroic skill) and gains a +3 die modifier for attempting an Overrun. The Kuritan formation has a Tactics value of 5 (4 MP, Veteran skill). Both sides roll with the Davion player rolling a 5 and the Kuritan player rolling an 8. After applying Tactics and modifiers the final result is Davion getting a result of 14 and the Kuritan player getting a result of 13. The Davion Heavy Guard Formation smashes through the Kuritan Panther company though thankfully it only takes half damage as the Davion assault 'Mechs are more interested in getting to their fallen First Prince than fighting.

LOSING CONTACT

As Formations move about the battlefield, they move in and out of visual and sensor ranges. A Formation that was previously in range and fully scanned can move out of sensor range and fall completely off a forces radar.

At the end of the Movement Phase, all Formations should check to see if there are any hostile Formations within the sensor range (based on the hostile Formation's sensors). If a Formation is not in sensor range of any hostile formation, then the Formation can be removed.

A Formation that enters an Urban hex may also fall out of sensor contact. Whenever a Formation enters an Urban hex, reroll Visual ID and Recon Scan with all appropriate modifiers. A result of 6 or less results in the Formation reverting to a Blip Counter. A Blip Counter entering an Urban hex rerolls its sensor scan. A result of 6 or less results in the Blip Counter being removed from the game surface. Blip Counter's so removed go back to written.

COMBAT PHASE

Strategic BattleForce combat functions somewhat differently than in regular *Alpha Strike*, reflecting the larger scale. As with *Alpha Strike*, for each of your Formations, you declare an attack and which Formation will be the target of that attack. All target declarations are made before any dice rolling begins. Refer to the rules below for modifications the *Alpha Strike* Combat Phase (see p. 33, *AS*).

TYPES OF ATTACKS

Formations gain one attack per Unit it is composed of (up to a maximum of 4 attacks per turn). A Formation may target a maximum of 2 Formations per turn with the second Formation targeted receiving an additional +1 to hit.

Artillery attacks (ART) are made per Formation and a Formation may make one artillery attack for each type of artillery it possess. See *SBF Artillery* rules for details (see p. **XX**).

Large and Very Large units use standard *Alpha Strike* rules for determining the number of attacks they may make.

Special attacks such as physical or Anti-'Mech attacks are not played out at the *SBF* scale.

RESOLVING ATTACKS

The sequence for resolving attacks is lightly modified from *Alpha Strike* and is as follows.

Step 1: Verify Line of Sight
Step 2: Determine Range
Step 3: Determine to-hit number
Step 4: Roll to hit
Step 5: Determine and Apply Damage
Step 6: Roll for critical hits (if applicable)

Step1: Verify Line of Sight

The following rules completely replace *Alpha Strike* Line of Sight rules.

Unless otherwise noted, Formations in the same hex are always in Line of Sight and may be attacked.

Attacks into adjacent hexes (using Long or Extreme range attacks) have LOS blocked if any of the following is true.

- Attacker and Target are in adjacent hexes are both in woods, rubble or urban hexes.
- Target's hex is one or more Levels higher than the Attacker's hex. Unless the target conducts a Long or Extreme range attack into the Attacker's hex then it is not in LOS.
- Attacker is in a clear hex (no woods, rubble or urban) and the target's hex is woods, rubble or urban. Unless the target is conducting a Long or Extreme range attack into the Attacker's hex then it is not in LOS.

Step 2: Determine Range

The following rules completely replace *Alpha Strike* Line of Sight rules. At the scale of *Strategic BattleForce* exact range to the target is not a precise measure of distance. Over the course of an *SBF* turn the opposing forces are jockeying for position and conducting multiple attacks which are represented by the one attack per Unit in a Formation.

Because most combat will occur between opposing formations in the same hex, range is determined by an opposed Maneuver Roll instead of measuring distance as is done in *Alpha Strike* and *BattleForce*. Each player makes a Maneuver Roll with a target number equal to their Formation's Skill Rating plus their opponents Target Modifier. They add half the Formation's Tactics value (round down) to the dice roll result for a successful Maneuver Roll; add a quarter of a Formation's Tactics value (round down) to the dice roll result for a failed Maneuver Roll. In addition, if the Formation did not move its full MP during the Movement Phase, they may add their full remaining MP if they succeeded in their Movement Roll and half (round down) their remaining MP if they failed their Movement Roll.

A natural roll of a 2 is always considered a failure.

The player with the higher modified die roll result determines the range of the combat (if neither succeeds at their Maneuver Rolls, the combat takes place at long range). If the modified die roll results of the Formations are the same, the Formation with the highest unmodified MoS decides the range. If the modified die roll results are the same and both unmodified MoS are the same, the combat takes place at medium range.

If either players or neither made a successful Maneuver Roll, each Formation applies damage normally. If one player succeeds and the other fails, the winner has positioned the Elements of their Formation to take advantage of the opposing Formation's weak spots. The winning Formation multiplies their damage delivered by 1.25 (round down) and the losing Formation multiplies its damage by 0.9 (round down).

If the opposing formations are in adjacent hexes, then all combat is at Long, Extreme, Indirect or Artillery range. No Maneuver Roll is made.

The following adjusts how range attacks are used in *SBF*:

- Short Range Attack (S): Can only be made against targets in the same hex as the attacker with a To-Hit modifier of +0. However, the target of the attack gets to determine which Unit within the targeted Formation takes the attack (this bypasses any Tactics check during *Determine and Apply Damage* (see p. **XX**)).
- Medium Range Attack (M): Can only be made against targets in the same hex as the attacker with a To-Hit modifier of +1.
- Long Range Attack (L): Can be made against targets in the same hex as the attacker, or up to one hex away with a To-Hit modifier of +2.
- Extreme Range Attack (E): Can be made against targets up to one hex away with a To-Hit modifier of +3. Extreme Range is an optional rule for non-aerospace. See Expanded Ground Ranges (see p. **XX**) for details.
- Indirect Fire Attack (IF): Can only be made against targets one hex away from the attacker with a To-Hit modifier of +3 (which replaces the usual Long Range modifier. If using the optional Extreme Range rules (see p. **XX**) the to-hit modifier is +4). The attacker requires a spotter as normal (see *Indirect Fire Attacks*, p. 225, *SO*). The attacker determines which Unit within the target Formation takes the attack (this bypasses any Tactics check during the Determine and Apply Damage Phase (see p. **XX**)).
- Artillery Attack (ART): range varies; see p. **XX**. Artillery is an optional rule. See Artillery (see p. **XX**) for details.

Step 3: Determine To-Hit Number

The following rules completely replace *Alpha Strike* Determine To-Hit Number rules.

A Formation's Base To-Hit number, for all attacks, is the Formation's Skill Rating (see Determine Skill Value p. **XX**). The number is then modified the target Formation's TM value, if any, and then consult the To-Hit Modifiers Table to find any other modifiers that may apply. Note: If a Formation is attacking another in the same hex, it still applies any target modifiers called for by the terrain.

A Formation may gain a bonus to-hit by withholding fire from one or more of its Units. For each Unit that does not fire, one Unit may gain a to-hit modifier of +1 per Unit that did not fire.

Step 4: Roll To-Hit

The following rules completely replace *Alpha Strike* Roll To-Hit rules.

A Formation rolls Roll 2D6 for each Unit that fires and compares the total of each roll 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 5: Determine and Apply Damage

The following rules completely replace *Alpha Strike* Apply Damage rules.

As with *Alpha Strike*, if an attack is successful, damage is applied immediately but the damage does not take effect until the End Phase. Before damage can be applied the specific Unit damaged and amount of damage applied must be determined.

Amount of Damage: The damage of an attacks is equal to the numerical value of the attack (so a Unit with a Short Range attack value of 5 does 5 damage).

Determining Unit Damaged: When battalions and regiments engage in combat, destroying just a single 'Mech

TO-HIT MODIFIERS TABLE

Attack Type	Modifier
Short Range	+0
Medium Range	+1
Long Range	+2
Indirect Fire	+3
Attacking Unit:	
Each Unit in formation that did not fire	-1*
Has the BFC special	+1
Is a Drone	+1
Is also spotting for Indirect Fire	+1
Is targeting a secondary target	+1
Per instance of Targeting Damage	+2
Used JUMP value	+1 per JUMP point used
Has Targeting Critical Hit	+1 per Critical
Target Unit:	
Used JUMP value	+1 per JUMP point used
Formation's Target Modifier (TM) Value	-TM
Terrain:	
Depth 1 Water	+1
Underwater	+1**
Light Woods	+1
Heavy Woods	+2

* Maximum of -2

** Only if attacker is also underwater (or is on the water surface and using the TOR X/X/X special)

or even a single lance becomes more about using a commander's tactics than it does wielding raw firepower indiscriminately.

During the Attack Declaration sub-phase a player declares which Formation they are targeting. If one or more attacks hit, then they must make an opposed Tactics roll to determine which Unit in the target Formation is hit.

Tactics Check: When an attacking Formation has made one or more successful hits on a target Formation, both Formations make Tactics checks. Each player rolls 1D6 and adds their Formation's Tactics value and any applicable modifiers. The player that scores the highest (in the case of a tie, the Target wins) gets to choose how to apply the damage from the attacking Formation against the target Formation that turn. For example, if the attacker wins the Tactics check, all damage dealt by their Formation could be directed against a single Unit within the enemy Formation. If the defender wins the check, they could choose to apply attacks from the enemy Formation to the Unit most able to take the damage, or spread each attack around, or ensure that one Unit in particular is not hit (such as the Leader).

If a Unit in the target Formation has the LEAD special, the defender applies a +2 modifier to their Tactics check.

Bypassing Tactics: Tactics checks are only made for Medium, Long or Extreme Range attacks. Short Range, Indirect Fire, and artillery attacks bypass the Tactics process.

- The defender always decides how to allocate any incoming Short Range attacks they are facing.
- The attacker always decides how to allocate any Indirect Fire attacks they are making.
- For any successful artillery attack, the attacker rolls a D6. On a 1-3 the defender allocates the attack, and on a 4-6 the attacker does.

A Formation with only one Unit remaining does not make Tactics checks when being attacked (as they have only one Unit to allocate the damage to).

A military's fighting style may not permit a Formation to take full advantage of a successful Tactics check. For instance, Clan Formations fighting under strict *zellbrigen* will, even if they win a Tactics check, allocate each of their Unit attacks to a separate enemy Unit, rather than teaming up on a single target. Even so, winning a Tactics check is still valuable, as it allows you to pick the best matchup of attacker and target, while preventing a defender from setting things up their way.

Concentration of Fire: Regardless of who wins the Tactics check, or even if one is not made, no more than two attacking Units may apply their fire to one defending Unit, unless there are no other targets left in the defending Formation after this has been done.

Justin's Wolf's Dragoons Formation is a heavy 'Mech company with three lances (3 Units), represented on the map by a single Archer miniature. It is firing on Dean's Jade Falcon Formation (a two-Unit Binary of 'Mechs, represented by a single Gyrfalcon).

As both Formations are in the same Light Woods hex, range must be determined by an opposed Movement Roll. Justin's Formation is Veteran (Skill Value 3) and Dean's Gyrfalcon Formation has a Target Modifiers (TM) of +3 giving Justin a base target number of six. He rolls 2D6 getting a 7. This is a success (against a target number of 6) so Justin adds +3 (Half his Tactics value) and +1 (his remaining MP after the Movement Phase for a total of 11. Dean's Formation is Elite (Skill Value 2) and Justin's Formation has a TM of +2 for a base target number of 4. Dean rolls a 3, failing his Movement roll. As a result he only adds +2 for one-quarter his Tactics value. Dean's final total is 5 allowing Justin to decide the range. He decides on Medium Range as his Formation can deal the most damage at this range.

Justin next determines the base to hit number. This is equal to their Formations Skill Value, which is 3. Both Formations are together in the same Light Woods hex and the Gyrfalcon Formation has a TM of 3 and he's attacking at Medium Range for a +2 modifier. This means Justin's to-hit target number is 9 (Base to-hit of 3, +3 TM, +1 terrain modifier, +2 for range).

Justin rolls three times, once for each of the attacking Units in his Formation. He scores a 9, a 7, and an 11. This means that his first and third Units have struck Dean's Formation—a promising start.

The players now move to determining and applying damage. The Tactics value of Justin's attacking Formation is 6, while Dean's defending Formation has a Tactics value of 8. Each player rolls a 1D6 and adds the result to their Tactics value. Justin rolls a 3, for a Tactics check result of 9 (Tactics 6 + 3= 9). Dean only rolls a 2. He adds +2 for the LEAD Unit in his Formation, as he is the defender. This gives Dean a check result of (Tactics 7 + 2 + 2) 11: Dean wins the Tactics check. He may now allocate the two successful attacks however he wishes. He chooses to place both on his non-LEAD Unit, so as to preserve his Binary commander. Justin announces the damage dealt by both his attacks, and Dean records the damage to the second Unit's Armor value. If this damage takes the Unit below half its starting Armor value, he would need to roll for a possible Critical Hit (see p. XX).

Note that if Justin had hit with his third Unit, Dean would not have been able to place the damage it caused on the same Unit that absorbed the first two attacks, even though Dean won the Tactics check. This is because the Concentration of Fire rules prohibit stacking the damage of more than two Units on any single Unit, unless Dean only had one Unit left in his Formation.

Step 6: Roll for Critical Hits

The following rules completely replace *Alpha Strike* Roll For Critical rules.

Strategic BattleForce does not use the standard *Alpha Strike* critical hit or motive system damage rules. Instead, if an attack reduces a Unit to less than half of its Armor value, that Unit is considered *damaged*. The player that made the attack rolls a 2D6 and consults the Effects of Damage Table, applying the result (if any) to the now-damaged Unit.

Each time a damaged Unit suffers further Armor loss, another roll on the table is required; effects can occur multiple times, and all effects are cumulative. For example, if the Unit in our example takes another instance of Weapon Damage, its new Long Range attack value total would be 2.

EFFECTS OF DAMAGE TABLE

2D6 Result	Effect on the Unit
2-5	No Appreciable Effect
6-8	Weapon Damage: Halve current damage (all attack types)*
9-11	Targeting Damage: +1 to-hit modifier to all attacks**
12	Mission Kill: Unit is destroyed†

* Round up. For example, a Unit that takes Weapon Damage and has a Long Range attack value of 5 would be reduced to a value of 3.

** The third Targeting Damage critical renders the Unit unable to fire. If the Unit is possess the LEAD ability treat the third critical as killing the leader for morale purposes (see *Morale*, p. **XX**).

† It is unlikely that every Element within the Unit is destroyed. Rather, this represents a mixture of crew kills, engine/gyro destruction, immobilizations, and ammo/fuel hits that renders the Unit combat ineffective. See End Phase for final determination of destroyed Units.

If the Unit has no Armor left, it is destroyed for game purposes (See End Phase for final determination of destroyed units in a campaign).

To keep the game manageable, no stat or special ability within a Formation is recalculated if component Units are destroyed, with the sole exception of the Formation's MP and movement mode (but not its TM or any other aspect reliant on movement). This is simply for speed of gameplay purposes. However, recalculation of any or all stats and special abilities due to Unit destruction is available as an optional rule, if all players agree before the game begins.

If all the Units of a Formation are destroyed, the Formation is destroyed and removed from the game.

END PHASE

The following section describes rules for the End Phase as well as End of Combat.

DAMAGE

All damage inflicted during the Combat Phase takes effect during the End Phase. Any Critical Hits inflicted against Units take effect, all destroyed Units removed from their Formation Record Sheets and all destroyed Formations removed from play at this time.

MORALE

Forces, other than the most fanatical, rarely fight to the death. As heat rises, ammo grows short, and armor vanishes, many a combat pilot begins to think about just how pleasant anywhere but where they are might be.

The following rules are standard for all *Strategic BattleForce* games, and completely replace the *Alpha Strike* Morale rules (see p. 32, ASC). When consulting the standard *Alpha Strike* rules for *SBF* play, ignore any reference to Routed Units.

Morale Check Conditions

Unless exempted (see Morale Check Exemptions, p **XX**), a Formation must make a Morale check at the end of a phase in which any of the following occur:

- A Unit in the Formation receives a Critical Hit
- A Unit reaches 50% damage (round up)
- A Unit in the Formation is destroyed
- The Formation's Leader (LEAD) Unit (if any) is destroyed.
- The Formation is attacked by Cruise Missile or Orbital Fire
- The Formation executes the Retreat Command (see Commands p. XX).

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 a Morale Check

The morale check is a 2D6 roll against a base target number equal to the Formations Morale Value (see *Determine a Formations Morale Value*, p. XX), plus all applicable modifiers listed in the Morale Check Table. If the roll is equal to or higher than this modified target number, the Formation's morale remains intact and it may continue to act normally. Otherwise, the Formation is considered Shaken.

Shaken: A Shaken Formation is temporarily unnerved by the damage it is taken, but is likely still in the fight. The Formation must move at its best possible speed to the nearest terrain that blocks line of sight (LOS) from all enemy forces. Once it reaches such terrain, it makes a new Morale check at the end of each turn with a -1 modifier if no enemy forces are in LOS: if it passes, it recovers its nerve and is able the move and attack normally. If this is not possible to be out of LOS (e.g., there is no such terrain, or the Formation can no longer move) it still makes a Morale check at the end of each turn to recover its nerve, but with a +2 modifier.

Shaken Formations may not attack, conduct recon attempts, or establish control over objectives. If attacked as Shaken Formation does so at +1 to their to-hit rolls. They may not leave their hex, except to move to terrain features as described directly above, but still receive their full TM. Finally, they may not seek to engage hostile Formations (see *Engagement Control*, p. **XX**).

A Formation forced to take another Morale check while Shaken is treated as if it were in LOS of an enemy Formation and applies an additional +2 modifier to the target number. If it fails, the Formation becomes Broken.

Broken: A Broken Formation must move toward its home map edge at its best possible speed. Once it reaches its home map edge, the Formation retreats from battle and is removed from the game. If reduced to less than 1 MP before it can reach the map edge, the Formation will surrender and/or abandon their equipment and is considered destroyed for game purposes.

Broken Formations may make a Morale Check every turn at a +3 to their target number. If they succeed, the Formation is considered Shaken.

If a grounded aerospace Unit is Broken, it spends its next turn lifting off. Once airborne, a Broken aerospace Unit must move toward its home map edge just like a Broken ground Unit.

Broken Formations have the same limits on actions as Shaken Formations with a -2 to-hit modifier when attacking.

Routed: A Broken Formation that is forced to make another Morale check and fails is considered Routed. Routed Formations immediately disband any Unit with more than 50% damage (round up). If the Formation still has active units, it continues to retreat as a Broken unit with a 3 to-hit modifier for all attacks.

Routed Formations may only attempt to recover their nerve if the Formation with the force's commander is within two hexes. They are treated as Broken for purposes of Morale Check modifiers.

MORALE CHECK TABLE

BASE TARGET NUMBER = FORMATION'S SKILL RATING

Condition	Modifier to Target Number
Unit in Formation Destroyed this turn	+3
Unit in Formation receives Critical Hit this turn	+1
Each Unit in Formation at 50% or more damage*	+1 (cumulative)
Formation MO has been reduced to 0	+2
Is Shaken and not in LOS of enemy Formation	-1
Is Shaken and in LOS of enemy Formation	+2
Is Shaken and forced to make new Morale Check	+2
Is Broken	+3
Lost Formation Leader in this turn	+1
Lost Force Commander in this turn	+2
Attacked by Orbital Fire in last five turns	+2
Attacked by Cruise Missile in last two turns	+1
ISW Morale Level	**
Formation is primarily† BattleMech or ProtoMech	-2
Formation is primarily† Battle Armor	-1
Formation is primarily† Conventional Infantry	+1
Formation is primarily† support vehicles	+2
Infantry Only Modifiers†	
Attacked by BattleMech† Formation this turn	+1
In an Urban Hex (Light, Medium, Heavy)	-2
In an Urban Hex (Hardened)	-3

ADDITIONAL NERVE-RECOVERY MODIFIERS∑	
Condition	**Modifier to Target Number**
Friendly Force Commander is within Visual / Sensor Range≠	-2
Friendly non-Broken/Routed BattleMech† Formation within two hexes	-2
Friendly non-Broken/Routed vehicle† Formation within two hexes	-1
Any Friendly Broken/Routed Formations within two hexes (infantry only)	+1

* Round Up

** As rule, see *Other Morale Events and Modifiers*, p. XX

† Two thirds of Elements must be this unit type to qualify for the modifier

∑ Modifiers only apply when a Formation is attempting to recover their nerve after failing one or more Morale Checks.

≠ see Visual and Sensor Range, p. XX

Additional Morale Checks

A Formation must only make a Morale Check once per turn except in the case of Loss of a Leader (see below). If the Formation loses its leader or the overall force commander, they must make a morale check even if they have already made a check in this turn for another reason.

Other Morale Events and Modifiers

Loss of Commander: Your commanding officer going down in a hail of fire can have a decidedly detrimental effect on your perception of the battle.

If a Formation loses its leader (LEAD), they make an automatic Morale Check at a +1 modifier.

If the Unit of the overall force commander is destroyed, the player rolls 2D6. On a result of an 11 or 12, the entire Force is enraged at the loss and gains a -1 modifier to all Morale Check target numbers for the rest of the game and increases Short Range damage by 1 for the next two turns. On any other result, the Force is demoralized and all Formations must make an immediate Morale Check with a +2 modifier to the target number.

The Formation with the force commander, makes two Morale checks, one for the loss of the force leader and one for the loss of their Formation leader.

Inner Sphere at War: For each Morale Rating lower than Normal, apply a -1 modifier

to any Morale Check roll. For each Morale Rating higher than Normal, apply a -1 modifier to any Morale Check. For example a force with a Very High Morale Rating would apply a -2 modifier to any Formation making a Morale Check, while a force with a Broken Morale Rating would apply a –3 to a during game play Morale Check.

Campaign Plan: Scenarios may designate certain forces as starting enraged or demoralized at the loss of their Leader (depending on the force).

Commands: If using the optional *Commands* rules (see p. XX), the loss of a Leader Unit also disrupts the Chain of Command. Formations and Units subordinate to that Leader Unit may not receive new commands or pass new requests up the Chain of Command for a number of turns equal to the tier of command occupied by the lost Leader Unit.

SALVAGE

Salvage is not determined until the final End Phase of combat.

A Unit that has had all of its armor marked off in gameplay is considered destroyed for tactical purposes. Units that received the Mission Kill critical damage result are likewise destroyed for tactical purposes. For most such units there remains a chance that the remains can be salvaged and repaired later.

When salvage is allowed, any unit that has been destroyed by damage or critical hit will receive a chance to be salvaged unless it is a conventional infantry unit (of any kind), an aerospace unit that crashed, or any unit type that had its last points of armor marked off due to artillery or bomb damage.

For each destroyed unit that may be salvaged, roll 2D6. On a result of 8 or higher, the destroyed unit is salvageable, and may be repaired or scrapped per the rules for the campaign system being used (see below). If the roll is 7 or less, the destroyed unit is too far gone to be of any use. Units that were destroyed via a Critical Hit gain a +2 to their roll.

Inner Sphere at War: Salvage is more abstract at the ISW scale. Any unit that is considered salvageable is equal to 50% of its starting armor value. In addition, players should total the starting armor points for all destroyed and non-salvageable units. Once totaled, roll on the *ISW* Salvage Recovered Table (see p. **XX**) with a -2 modifier.

Total Chaos: Follow standard *Alpha Strike* Salvage and Selling rules (see p. 119, *AS*).

Strategic Operations Maintenance, Repair, Salvage and Customization: If playing a detailed campaign game, players first break up each into its individual elements. Then use the *Converting BattleForce to BattleTech* rules (see p. 379, *SO*) to convert the damage back *Total Warfare* scale. Once this is done, *Maintenance, Repair, Salvage and Customization* rules (see p. 166, *SO*) may be used as normal.

Other Campaign Systems: Players and GM should agree on how salvage is handled after combat is complete.

OBJECTIVES AND CONTROL

In addition to the usual *BattleTech* terrain features, *Strategic BattleForce* maps will usually feature a variety of counters, placed to represent valuable objectives—such as headquarters areas, supply dumps, and repair bases—that serve as key stepping-stones in any successful campaign. As with regular *Alpha Strike (*see p. 25, *AS)*, just what each objective counter represents is up to those constructing the scenario, but objectives can be either face-up or face-down, representing the level of knowledge each side has at the start of the battle. This is determined before the scenario begins.

An objective can be controlled, or neutral (controlled by no one). To establish control of an objective counter, a ground Formation must end their turn in the same hex as the objective. As long as no enemy ground Formation is also in the hex, the player takes control of that objective during the End Phase of the turn; mark the objective appropriately. At this point, the controlling player can move their occupying Formation away: you are not required to leave a Formation to garrison the objective. A player may elect to simply remove an enemy's control from an objective, leaving it neutral, rather than establishing control himself: the procedure is the same. Shaken and Broken Formations (see *Morale*, p. **XX**) may not establish control over objectives.

Some objectives may be particularly large, occupying more than one hex. If so, it must be clearly marked as a multi-hex objective. Such an objective is not controlled until each hex it occupies is controlled by the same player.

If a Force's headquarters is captured and the *BattleForce* Commands rules (see p. 298, *SO*) are in use, no new commands may be drawn for five turns.

VICTORY CONDITIONS

In a standard pickup game victory conditions can be as simple when one player destroys the army of another player.

Alternate Victory Conditions

In addition to the Alternate Victory Conditions listed in *Alpha Strike* (see p. 26, *AS*), players wishing more detail may modify the scenarios in *Alpha Strike Companion* (see p. 158, *ASC*) or the *Total Chaos* product to fit their *SBF* games.

Inner Sphere at War: Players using *SBF* to resolve combat in an *ISW* campaign will determine victory based on the Military Actions being conducted (see *ISW Military Phase* p. **XX**).

Capturing Objectives

Use the rules as listed on page 26 of *Alpha Strike*, changing "within 2 inches of the objective" to "in an adjacent hex."

Victory Points

The rules for victory points are the same as in *Alpha Strike* with following modification.

Because *SBF* scale is greater than *Alpha Strike* players must multiply all Formation Destroyed and Withdrawn results by 0.1 to obtain the final victory points. This keeps the victory points for Formations in line with those for Objective Captured and Other Events.

Forced Withdrawal (Optional)

As Alpha Strike (see p. 27, *AS*) except as noted below.

Replace the Crippling Damage list with the following.

- Formation has taken five or more Weapon Damage or Targeting Damage effects across all its Units.

Inner Sphere at War

If using *SBF* to resolve *ISW* combat, Forced Withdrawal is a mandatory game rule. Only factions with Fanatical Defense may ignore Forced Withdrawal as may any unit of Elite or higher experience.

STRATEGIC AEROSPACE

The following rules detail the aerospace component of *Strategic BattleForce*, *Strategic Aerospace* (*SA*). These rules rely heavily on *Alpha Strike* and *Alpha Strike Companion* aerospace rules and those books are required to use aerospace in *Strategic BattleForce*.

SCALE

MAP SCALE

Alpha Strike uses the same movement value for aerospace units as *BattleForce*. Do not divide aerospace inches of movement by 2, instead just convert inches to TP.

TURN SCALE

Strategic Aerospace uses the same 3 minute turn duration as *Strategic BattleForce*. Turn durations referenced in the rules may need to be adjusted to *SA* scale. Unless noted in these rules, use these guidelines.

- For *Alpha Strike* Atmospheric Operations divide the duration of turns by 6 (round normal to a minimum of 1). This is how many *Strategic Aerospace Space* turns the action referenced will take.
- For *Alpha Strike* Space Operations divide the duration by 3 (round normal to a minimum of 1). This indicates how many *Strategic Aerospace* Space turns the action referenced will take. For example, if it takes 3 turns to conduct a docking maneuver in *Alpha Strike*. In *Strategic Aerospace Space Operations* it takes 1 turn.

FORCE STRUCTURE

SA uses the same basic force structure as standard *SBF* with the following changes.

- Squadrons: In *SA* Formations are referred to as Squadrons. This helps to keep ground and aerospace units clear in game play.
- Flight: In *SA* Units are referred to as Flights.
- Flight Size (Unit): Is equal to 2 Elements for aerospace, conventional fighters and small craft. DropShip and AirShip Flight size is equal to one Element.
- Squadron Size (Formation): May range from 2 Flights to 6 Flights. Exception, Airship Squadrons may consist of a single Element.

DropShip Squadrons

DropShips are formed into Squadrons similar to Squadron rules in *Strategic Operations* (see p. 326, *SO*). Unless noted below, DropShip Squadrons perform the same as aerospace Squadrons.

Mixed Squadrons

Squadrons may be of mixed Element type. They are however limited to the lowest common denominator of movement and *SBF Special Abilities* (see p. **XX**). For example, if a Squadron combined two *Avenger* DropShip and four aerospace Flights, the Squadron would be limited in movement to the FUEL rating of the aerospace Flight with the lowest FUEL value. This is because the *Avenger* DropShip does not possess the Aerospace Transport (AT#) ability.

SQUADRON ATTACKS

As with Strategic BattleForce aerospace Squadrons receive one attack for each Flight in the Squadron. DropShips Squadrons receive one attack per arc, per Flight. So a DropShip Squadron with two Flights would have a maximum of 12 attacks (6 per Flight times 2).

STRATEGIC AEROSPACE ATMOSPHERIC OPERATIONS

For atmospheric operation *SA* relies on the *Alpha Strike Abstract Aerospace System* (see p. 52, *AS*) as the basis for play. These rules follow the *Abstract Aerospace System* except as noted below.

STRATEGIC AEROSPACE ATMOSPHERIC MOVEMENT

Movement follows the *Abstract Aerospace System* rules for movement (see p. 53, *AS*) and *Aerospace Flights on the Ground Map* (see p. 70-73, *AS*), except for as noted below.

Calculating Movement Rates

In Strategic Aerospace movement between Zones, on the Radar Map are based off a thrust of 5 instead of 10. Squadrons with less than 5 points of Thrust at the start of a turn can move only one zone in that turn. Squadrons with 6-10 points of Thrust can move two zones in a turn and Squadrons with 11 or more points can move three zones a turn.

Minimum Movement

Squadrons on the Radar Map must be able to expend at least 1 point of Thrust per turn. However, because of the greater scale *Strategic BattleForce*, they are not required to move zones in a turn, instead paying the minimum 1 point of Thrust to stay in the current zone.

Landing and Liftoff (see p. 70, *AS*)

Make the following changes.

- A Squadron may expend its remaining thrust in the turn that it lifted off, after spending 2 thrust Points to liftoff.
- Squadrons do not need to make control rolls for landing.
- Landing and Liftoff for aerodynes may be attempted in any Clear, Paved, Tundra, Planted Field and any Urban hex designated at the start of play as having a valid landing strip (even if said strip is a four lane ferrocrete roadway through the middle of town). AirShips and Spheroids may use any of the above hexes as well as Rubble, Snow, Mud, Rails, Sand, or Swamp. Spheroids may also land in Light Woods or Light Jungle. For any other advanced terrain, players should agree prior to the start of game play.

STRATEGIC AEROSPACE ATMOSPHERIC COMBAT

Combat follows the *Abstract Aerospace System* rules for combat (see p. 55, *AS*) except for as noted below.

RESOLVING STRATEGIC AEROSPACE AIR-TO-GROUND ATTACKS

These rules follow the *Alpha Strike Air-To-Ground* rules (see p. 55, *AS*) except as noted below.

SEQUENCE OF PLAY

Combat sequence is unchanged from *Alpha Strike*.

Step 1: Verify line of sight (LOS)
Step 2: Verify firing arc
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)

TYPES OF ATTACKS

Strategic Aerospace modifies the standard *Alpha Strike* attacks as follows

- **Strafing Attacks:** This attack allows a Squadron to divide its attacks value into 4 equal attacks. The four attacks can target one or two Flights within a single Enemy Formation. Each attack requires a separate to-hit roll with a successful attack doing 1(round up) the Squadrons Strafing damage (1/2 its Short Range damage value) to the targeted Flight.
- **Striking Attacks:** A Strike Attack targets a single Flight within an Enemy Formation and delivers the full Short Range Damage value of the Squadron on a successful attack.
- **Altitude Bombing:** This attack works as the *Alpha Strike* version save that in *SA* one attack is made per *SBF* hex, targeting an enemy Formation in that hex (While a target Formation is chosen, the Formation's TMM modifier is not factored into the to-hit roll.) This allows bombing runs to span several kilometers of distance if the Squadron's BOMB load is sufficient. One attack to-hit roll is made per hex, no matter how many bombs are dropped.
- **Dive Bombing**: This attack is effectively unchanged from *Alpha Strike* save the player must designate a target Formation (see Altitude Bombing). Additionally bombs are dropped in groups of 5, with and to-hit roll made for every 5 bombs dropped, instead of every individual bomb.

While *Strategic Aerospace* air-to-ground attacks target Formations, this is an abstraction and to-hit rolls are still based as if they were targeting a ground hex.

DropShip Squadrons may only make a Strafing attacks if all DropShips in the Squadron are aerodyne. Otherwise the Squadron is limited to Strike attacks.

Scatter

If a bombing attack fails (Altitude or Dive), and there are friendly Formations in the target hex, the bombing player rolls 1D6. On a result of 6 the friendly Formation takes damage to a randomly determined Flight. If more than one friendly Formation is in the hex, randomly determine which is hit by the scattered bomb attack.

Bomb Damage

High Explosive (HE) Bombs do 2 points of damage per bomb attack.

Cluster Bombs do only 1 point of damage, but have a -1 to-hit.

Inferno Bombs reduce movement and can damage Vehicle (V), Infantry (CI) and Battle Armor (BA) type Units. (see *Alternate* Munitions, p. **XX**)

CRITICAL HITS

Strategic Aerospace does not use the Aerospace Armor Threshold rules.

RESOLVING STRATEGIC AEROSPACE AIR-TO-AIR ATTACKS

Strategic Aerospace uses the *Alpha Strike Air-To-Air* rules (see p. 58, *AS*) except as noted below.

Determine and Apply Damage: Use the SBF ground rules for Determine and Apply Damage (see p. **XX**).

RESOLVING STRATEGIC AEROSPACE GROUND-TO-AIR ATTACKS

These rules follow the *Alpha Strike Ground-To-Air* rules (see p. 60, *AS*) except as noted below.

Determine Range: *SBF* ground Formations may only target Squadrons whose flight path passes through its hex or one of the adjacent hexes.

If the Formation was targeted by the Squadron, then range is Short.

If the Squadron's flight path passed directly through the hex the Formation is in, then range is Medium.

If the Squadron's flight path passed through an adjacent hex to the Formation, then range is Long.

Determine To-Hit: Remember to factor in any critical damage to a Formation's Flights before determining the final to-hit. Each ground Unit in a Formation may make one attack.

Determine and Apply Damage: Use the SBF ground rules for Determine and Apply Damage (see p. **XX**).

STRATEGIC AEROSPACE ATMOSPHERIC END PHASE

Use the same rules as for *Strategic BattleForce* End Phase (see p. **XX**).

STRATEGIC AEROSPACE SPACE OPERATIONS

For space operation *Strategic Aerospace* relies on the *Alpha Strike Companion Abstract Space System* (see p. 68, *ASC*) as the basis for play (these rules are also referred to as *Capital-Scale Aerospace*). These rules follow the *Abstract Space System* except as noted below.

TURN SCALE

One Strategic Aerospace Space Operations turn is equal to one Strategic BattleForce turn (3 minutes). No turn tracking is required between the ground and space turns.

RULES REFERENCE

Where the *Alpha Strike Companion Capital-Scale* rules refer to *Alpha Strike* rules instead refer to the same rules in *Strategic BattleForce* or *Strategic Aerospace Atmospheric Operations*.

STRATEGIC AEROSPACE SPACE MOVEMENT

Movement follows the *Capital-Scale Aerospace* rules for movement (see p. 72, *ASC*) except for as noted below.

Calculating Movement Rates: *SA* Space Operations uses the same base 5 as Atmospheric Operations (see p. **XX**).

Fuel Endurance: A Squadron's FUEL rating is equal to the Unit with the lowest FUEL rating. Aerospace fighter Squadrons that have expended their fuel (or are just low) may be picked up by any craft with Aerospace Transport (AT#) or Small Craft Transport (ST#). Provided the craft (or crafts) has sufficient capacity a Squadron may be recovered. If performing a recovery operation, the craft (or crafts) may not engage in combat and are at a -1 to-hit while performing recovery. If a DropShip Squadron is performing the recovery, any Unit in the Squadron without AT# or ST# my return fire against any attacks. If a Squadron is a mixed Squadron and possess Flights that are not reliant on fuel, these Squadron Flights can operate as their own Squadron (an exception to the *Separating Units* rule (see p. **XX**)), but must stay in the same sector as the Formation performing the refueling operation. Alternately, a Squadron may abandon a FUEL ability Flight that has run out of fuel. They may only do so if no valid transport Formation is within 2 sectors travel. If they do abandon the FUEL ability Flight, then that Flight is considered destroyed for game purposes.

A recovered aerospace squadron may be refueled and returned to combat. It takes two full game turns to refuel a Squadron. A recovered Squadron can return to battle on the third turn after being recovered.

STRATEGIC AEROSPACE SPACE COMBAT

Combat follows the *Capital-Scale Aerospace* rules for combat (see p. 77, *ASC*) except for as noted below.

Armor Thresholds: These rules are not used in Strategic Aerospace.

STRATEGIC AEROSPACE SPACE END PHASE

Use the same rules as for *Strategic BattleForce* End Phase (see p. **XX**).

STRATEGIC AEROSPACE SPECIAL ACTIONS

Combat follows the *Capital-Scale Aerospace* rules for special actions (see p. 83, *ASC*) except for as noted below.

Orbital-To-Surface Combat

- Apply a +1 to-hit modifier to all attacks. This represents the dispersed nature of *SBF* ground formations in combat.
- Every attack is made up of two attack rolls. The first roll is for the primary attack and the second roll is for the secondary attack, as discussed below.
- As with bombing (see p. **XX**), attacks target an enemy Formation.
- Area Effect is not used, instead on a successful primary attack, the randomly determine one Unit in the target Formation. This Unit receives full damage from the attack. On a successful secondary attack, randomly determines one Unit in the target Formation. This Unit takes the full damage value of the minefield. If a successful secondary attack is made, randomly select a new Unit from the remaining Formations and roll 1D6. On a result of 1-3, the target Unit takes 1/4 (round down) damage from the minefield. On a result of 4-6, the target Unit takes 1/2 (round down) damage from the minefield.
- Capital Missile fire lands in the next *SBF* game turn.
- Scatter: If the primary Orbit-to-Surface attack misses and there is a friendly Formation in the same hex as the target Formation, roll 1D6. On a result of 5 or 6 apply damage to a randomly determined Unit in the friendly Formation. If there is no friendly Formation in the target Formation's hex, but there is a friendly Formation is in an adjacent hex, roll 1D6. On a 6 the friendly Formation is subjected to a secondary attack. If more than one friendly Formation are in adjacent hexes, randomly determine which Formation is subjected to the secondary attack.

ADVANCED STRATEGIC BATTLEFORCE

Strategic BattleForce is about more than just larger numbers and bigger battlefields. At this scale of play, the battle begins to move away from purely tactical engagements and into larger matters of feints, fog of war, and operational objectives. The following rules are meant to bring these aspects of combat to your tabletop.

Strategic BattleForce uses *Alpha Strike* and *Alpha Strike Companion* as the base for all advanced rules (only *Command Phase* and *Commands* are pulled from Strategic Operations). Unless listed below, no other advanced rules from *Alpha Strike* or *BattleForce* apply to *Strategic BattleForce* and so are not used in *SBF* play.

ADVANCED INITIATIVE

The *BattleForce Initiative Modifiers* (see p. 263, *SO*) may be used with the following additions, changes.

- If using the optional *Design Quirks* rules (see p. 193-199, *SO*), if the Formation's Leader Unit has an Element with a Battle Computer, the entire Force receives a +2 modifier to its Initiative for as long as that Unit has normal or higher morale (see *Morale* p. **XX**).
- As a reminder, the modifiers within a sub-table, on the Initiative Modifiers Table (see p 264, *SO*) only use the highest modifier. So if there is a Formation with an MHQ3 rating and another Formation with an MHQ7 rating, the player's force would only gain a +2 bonus for the MHQ7 Element.
- These rules cannot be combined with the *Battlefield Intelligence* rules (see p. **XX**). If *BIR* is in use, then these rules are overridden by the *BIR* modifiers.

ADVANCED MOVEMENT OPTIONS

Only the following *Advanced Movement* rules are applicable to *Strategic BattleForce*. Refer to the rules below for any differences from the standard *Alpha Strike*.

Evading

As Alpha Strike (see p. 63, *AS*) save that when used in *SBF* Evading applies to an entire Formation and represents all the Elements attempting to avoid enemy fire. The Formation may not conduct any attacks in a turn that it is evading.

Hull Down / Partial Cover

Non-infantry Formations may benefit from existing Fortified Positions (see p. **XX**). It takes 1/2 the Formation's movement (round up) to enter the field fortification. A Formation that has taken cover in a Fortified Position and has not expended any movement in a turn loses its TMM.

Otherwise Hull Down rules are not used in *Strategic BattleForce*.

Sprinting

As Alpha Strike (see p. 63, *AS*) save that when used in *SBF* Sprinting applies to an entire Formation and represents all the Elements attempting to avoid enemy fire. The Formation may not conduct any attacks in a turn that it is Sprinting.

Movement Dice

These rules are unchanged from *Alpha Strike Companion* (see p. 12, *ASC*)

Transporting Non-Infantry Units

As Alpha Strike (see p. 63, *AS*) with the following modifications.

The Transport Abilities special ability (see p. **XX**) rules detail what Formations can carry another Formation and the impact on movement points.

The entire Formation must Mount or Dismount and it costs 4MP to Mount or Dismount. A Formation with an MP value of less than 4 must expend its entire MP to Mount or Dismount so may not move in the turn it does so.

Each DOOR special ability allows a transporting Formation to load one Unit per turn.

ADVANCED TERRAIN

Only the following *Advanced Terrain* rules are applicable to *Strategic BattleForce*. Refer to the rules below for any differences from the standard *Alpha Strike*.

Prohibited Terrains: Certain unit types—or units lacking in specific equipment—may be prohibited from entering certain terrain types. These prohibited terrain types and movement restrictions are defined in the Advanced Terrain Movement Costs Table. Unless stated otherwise, these prohibitions apply only if the unit in question attempts to move through the terrain. Units that can rise above such terrain (such as aerospace units and VTOLs in flight, or units that can employ jumping movement) will ignore these prohibitions as long as they remain above the terrain's height.

Terrain unchanged in SBF Play

The following list of terrains operate identically in SBF as they do in *Alpha Strike*.

- **Light and Heavy Jungle** (see p. 65, *AS*)
- **Mud** (see p. 66, *AS*)
- **Rails** (see p. 66, *AS*)
- **Rough, Ultra** (see p. 67, *AS*)
- **Rough, Urban** (see p. 67, *AS*)
- **Swamp** (see p. 67, *AS*)
- **Tundra** (see p. 67, *AS*)
- **Heavy Woods** (see p. 69, *AS*)

Unused Terrain in SBF

The following terrain cost an additional +1 MP to move through them. They otherwise have no effect on *Strategic BattleForce* play.

- Gravel Piles
- Hazardous Liquid Pools
- Magma
- Planted Fields
- Sand

Bridges

As Alpha Strike (see p. 64, *AS*). If a bridge collapses roll 1D6. On a result of 1-2, the Formation LEAD Unit falls. On a 3-6, randomly determine which of the remaining Units falls.

Deep Snow

As Alpha Strike (see p. 64, *AS*).

Heavy Industrial

These rules replace the *Alpha Strike* rules (see p. 65, *AS*)

A Heavy Industrial hex represents an extreme urban hex, such as a factory facility or massive power complex. Heavy Industrial is therefore treated like a Hardened Urban hex for purposes of movement and line of sight.

In the event of missed attacks against a Formation, in a Heavy Industrial hex, roll 2D6. On a result of 7 or higher an unintended explosion occurred. If an explosion occurs, roll 1D6. On a result of 1 no damage is taken by either side. On a result of 2-5 the targeted Unit takes 1 point of damage per Element and if the attacker was at short range it takes equal damage. On a result of 6 al Elements in the targeted formation are damaged, divide the damage equally among the Units in the Formation. If the attacker was at short range, it takes the same damage.

Ice

As Alpha Strike (see p. 65, *AS*). All ice in *SBF* is considered Frozen Solid.

Ultra-Heavy: Jungle / Woods

As Alpha Strike (see p. 65 and 69, *AS*). In *SBF* due to the density of an Ultra-Heavy hex, attacks in this hex are limited to Short Range only. TAG attacks may not be made from adjacent hexes.

Water (Expanded)

As Alpha Strike (see p. 67, *AS*). As a reminder Strategic BattleForce water depth uses Total Warfare scale, so a Depth 1 water is 6 meters.

Bogging Down

Escape attempts use the Formation's Skill Rating as the target number and receive a +1 to their 2D6 roll. Units with the JUMP special may add their JUMP ability as a positive modifier to their roll.

ADVANCED COMBAT OPTIONS

Only the following *Advanced Combat* options are applicable to *Strategic BattleForce*. Refer to the rules below for any differences from the standard *Alpha Strike*.

ARTILLERY

A Unit with the Artillery special ability (ART) can, in place of any other attack, make one artillery attack per type of ART the Unit possesses. *SBF* Artillery uses the same rules as *Alpha Strike* (see p. 73, *AS*) except as noted below

Choose a Target: In *SBF* play a target Formation must be selected regardless of the artillery type used. While a target Formation is chosen, the Formation's TMM modifier is not factored into the to-hit roll.

Determine Range and Flight Time: Consult the SBF Artillery Range and Damage Table.

Artillery Spotters: A Formation within visual range (see *Visual and Sensor Range* p. **XX**) of a target formation may spot for artillery,

Homing Rounds: Formations with the TAG special ability, that are in visual range (see *Visual and Sensor Range* p. **XX**) of the target Formation, may designate targets up to one hex away for homing missile artillery strikes (as well as laser-guided bombs). They must make a successful Long Range attack in order to successfully paint the target Formation.

Scatter: If a non-homing Artillery attack fails, and there are friendly Formations in the target hex, the attacking player rolls 1D6. On a result of 6 the friendly Formation takes damage to a randomly determined Flight. If more than one friendly Formation is in the hex, randomly determine which is hit by the scattered bomb attack.

Determine and Apply Damage:

Artillery damage is equal to the Formation's # rating with that artillery type. For example, a Unit with ARTLT-8 would deal 8 damage (see *Determine* . Artillery does not have any "splash" (area of effect) damage in *SBF*: only the target Unit is affected.

Artillery attacks are somewhat imprecise. For each artillery attack that hits a Formation, the attacker rolls a D6. On a 1-3 the defender allocates the attack. On a 4-6 the attacker does.

Note: Artillery Cannons are not included here, as they are calculated as part of the calculation that determines a Unit's normal attack values.

SBF ARTILLERY RANGE AND DAMAGE TABLE

Artillery Type	Special	Hex Range*	Damage
Arrow IV (Inner Sphere)	ART-AIS	8 hexes (0)	3 (2)
Arrow IV (Clan)	ART-AC	9 hexes (0)	3 (2)
Arrow IV (Prototype)	ART-AIS	8 hexes (0)	3 (2)
Thumper	ART-T	21 hexes (1)	2
Sniper	ART-S	18 hexes (1)	3
Long Tom	ART-LT	31 hexes (2)	6
Long Tom (Primitive Prototype)	ART-LT	31 hexes (2)	6
Cruise Missile/50	ART-CM5	51 hexes (3)	8
Cruise Missile/70	ART-CM7	92 hexes (5)	13
Cruise Missile/90	ART-CM9	122 hexes (7)	22
Cruise Missile/120	ART-CM12	153 hexes (9)	36
Battle Armor Tube Artillery	ART-BA	2 hexes (0)	2

* Number in parentheses in the number of standard mapsheets at the *SBF* game scale of 500 meters per hex (8500 meters per mapsheet)

Artillery Counter-Battery Fire

As *Alpha Strike Companion* (see p. 14, *ASC*), save that *SBF* range, flight time and damage are used (see Artillery p. **XX**).

Artillery Flak

As *Alpha Strike Companion* (see p. 15, *ASC*).

ARTILLERY FLIGHT TIME TABLE

CRUISE MISSILES		
SBF Maps	SBF Hexes	Resolve the Attack
1-2	0-34	Immediately
3-4	35-68	1 turn later
5-6	69-102	2 turns later
Each 2 additional mapsheets		+1 turns

ALL OTHER ARTILLERY		
SBF Maps	SBF Hexes	Resolve the Attack
1	0-18	Immediately
2	19-34	1 turn later
3	35-51	2 turns later
4	52-68	3 turns later
Each additional mapsheet		+1 turns

Alternate Munitions

Only the following Alternate Munitions are available in *Strategic BattleForce*. Refer to the rules below for any differences from the standard *Alpha Strike*.

All introduction text (see p. 76, *AS*) applies to *SBF* game play.

Alternate Artillery Munitions

Air Defense Arrow IV: As *Alpha Strike* (see p. 76, *AS*), save that Formation must have at least two Elements with the ART-AIS and/or ART-AC ability. Damage is equal to the number of ART-AIS and/or ART-AC equipped Elements, divided by three (round normal).

Cluster: Only has an effect if using *Artillery Flak* rules (see p. **XX**). Otherwise treat as a normal round.

Copperhead: As *Alpha Strike* (see p. 77, *AS*). Damage is determined by adding up the *Alpha Strike* damage and dividing by 3 (round normal). If this value is 0, than no damage is done.

Flechette: As *Alpha Strike* (see p. 77, *AS*).

Illumination: As *Alpha Strike* (see p. 77, *AS*). A successful attack will remove all Darkness conditions from the targeted hex (see *Darkness* p. 92, *AS*).

Inferno: A successful Inferno IV attack will reduce the target Formation's MP by 1 for two game turns. For the remainder of the game apply a +1 MP modifier to any Formation moving through the hex. Additionally, any Unit caught in the attack or moves through the hex in subsequent terms, that has the Vehicle (V), Infantry (CI) or Battle Armor (BA) Type, takes 1 damage. An inferno minefield is reduced to MFD of 0 on a successful attack.

Thunder and Thunder-Active: As *Alpha Strike* (see p. 77, *AS*). For details on Minefields see p. **XX**.

Alternate Bomb Munitions

Arrow IV Missiles (Air-to-Air, Standard and Homing): Arrow IV take 1/3 of a Bomb Slot. When determining damage, total the damage of all missiles that hit the target and divide by 3 (round normal).

Inferno Bomb: Same as Inferno IV.

Laser Guided: As *Alpha Strike* (see p. 79, *AS*).

Alternate Autocannon, Narc/iNarc, LRM/SRM Munitions

These alternate munitions types are used in *Strategic BattleForce*.

BATTLEFIELD INTELLIGENCE

As *Alpha Strike Companion* (see p. 16, *ASC*) with the following modifications.

Area Knowledge: If playing as part of an Inner Sphere at War campaign, the defender gains a 1.25 modifier on their final command point score. This is increase in commands points is only for use in Area of Knowledge.

Pre-Plotted Artillery: In *SBF* play SBF hexes serve as the pre-plot target, representing multiple plots within the 500 meter hex. SBF Pre-Plotted hexes do not ensure an automatic hit. Instead pre-plotting reduces the target number by -1 to-hit.

Urban Hexes (Buildings)

Urban hex rules are based on *Alpha Strike Buildings* (see p. 77, *AS*). Use those rules except as noted below.

Movement: Movement through Urban hexes is discussed in the Terrain section of the *SBF Basic Rules* (see p. **XX**). No Movement rules are used in *Strategic BattleForce*.

Attacking Urban Hexes: These rules replace the *Attacking Building* rules (see p. 85, *AS*).

An Urban hex has a CF equal to 30 times the CF of the building type representing the hex. For example, a Light Urban hex would have a CF of 450 (Light buildings have a CF of 15, 30 x 15= 450).

An Urban hex is considered destroyed when its CF value has been reduced to 0. For Light, Medium and Heavy, change the hex to Rubble. For Hardened change the hex to Ultra Rubble.

C3 Networks

The following rules cover the use of C3 networks in *Strategic BattleForce* play. In *SBF* play, C3's primary function is to serve as a modifier to the engagement range during combat. It also allows a Formation to keep Units out of direct combat with hostile forces, extending their operational expectancy.

Adjusting Engagement Range

Once the Movement Control rolls have been made (see *Establish Engagement Control,* p. **XX**) a Formation with an active C3 network may adjust the range at which it attacks are made.

The winner of the Movement Control may use their C3 network to keep two Units at longer range. One Unit is designated the C3 point unit while the remaining are the C3 ranged Units. This Unit engages in combat normally at the range selected by the player (typically short). The remaining Units in the Formation can then attack from a more distant range band, at the to-hit modifier of the point Formation. On a successful attack, damage is based on the starting range, not the C3 adjusted range. The defending (non-C3) Unit may attack the C3 point Unit, at the engagement's defined range, or may attack the C3 ranged Units in the Formation with the appropriate range modifier. During *Determine and Apply Damage* (see p. **XX**) the C3 point Unit will take all damage unless a C3 ranged Unit was specifically targeted.

The loser of the Movement Control roll may reduce range by one value, from Long to Medium, Medium to Short and so on. On a successful attack, damage is based on the starting range, not the C3 adjusted range.

Effects of ECM: ECM will increase all C3 effected range bands by one value. So a C3 point Unit at Short range would now be at Medium range and it and the C3 ranged Units in its Formation would make their attacks as if at Medium range. ECM will not affect C3 Boosted, while the WAT special ability will affect C3 and C3 Boosted networks.

C3i Networks

With a limit of six Elements, C3i cannot reduce ranges per the *Adjusting Engagement Range* rules. Instead of this benefit, C3i equipped Units receive a -1 to-hit Modifier on any attack of Medium or Long range. If the target Formation has ECM, then this bonus is negated.

A C3 equipped Formation wins the engagement control. The player decides on a base range of Short and designates a point Unit to stay at this range. The other two Units in the Formation the player decides to put at Long Range. All three Units make their attacks as if they were at Short Range, with the two Units attacking from Long Range using their Long Range damage.

In another turn, the C3 equipped Formation has lost engagement control and the player's opponent had set range at Long. Thanks to the C3 system, the player may reduce the range from Long to Medium.

Had the opposing Formation had ECM, then the range would have moved back to Long range.

COMMAND PHASE

The Command Phase rules are the same as Strategic BattleForce (see p. 265, *SO*), with the following adjustments.

Scale: Unless specially noted, replace all references to Unit with Formation.

Command Points: Points are only determined for Tier 5 to Tier 2. Tier 1 (Lance, Star, Level II) do not generate command points.

Detach, Split, Re-Form and Ad-Hoc: Only Creating and Ad-Hoc Unit (see p. 268, *SO*) is used in *SBF* play. Two damaged Formations may be merged to form a new Formation. This new Formation may not exceed the maximum of four Units per Formation.

Advanced espionage: On one Unit in a Formation needs have the RCN and STL special ability.

COMMANDS

The rules for commands are the same as in Strategic Operations (see p. 298, SO). References to units are equal to Strategic BattleForce Units (Lance, Star). Company, Trinary and Level II are the same as an *SBF* Formation.

Units are assigned LEAD in SBF, not an individual Element.

Advanced Military Organizations: In Strategic BattleForce it will not be uncommon for more than one regiment, cluster, or division (commands) to be taking part in combat. The Tier 5 HQ (which may also be a Tier 4 Regimental Command) may serve as the HQ for up to nine commands.

COMMAND EFFECTS

The command effects listed below are in effect for *Strategic BattleForce*. These command effects replace those in *Strategic BattleForce* (see p. 302, *SO*). It may still be helpful to familiarize yourself with the *SO* versions of these rules, to clarify their use.

Alpha Strike: This Formation pushes their weapons to their limits for an extra edge. Each Unit within the Formation does 3 extra damage, but suffers a +1 to-hit modifier in the subsequent turn. A Formation cannot execute this command two turns in a row.

Ambush: A Formation forgoes movement to prepare lines of fire. If an opposing Formation enters the same hex as an Ambush Formation, it may make attack before Engagement Control is determined. This attack is made at Medium Range and receives a -1 to-hit modifier. The Formation may make an attack during the combat phase but does at +1 to hit and only does 1/2 damage (round down). The target Formation may continue moving through the hex, provided it won Engagement Control, but must pay 2MP to do so.

Bait and Switch: This Formation appears purposely disorganized to gain an edge. The Formation receives a -2 MP penalty in exchange for a -1 to-hit modifier. Attacks against the Formation suffer a +1 to-hit modifier.

Bravo Zulu: An all-out attack with every weapon available. Each Unit within the Formation does 5 extra damage, but suffers a +2 to-hit modifier this turn and a -2MP in the next turn. A Formation cannot execute this command two turns in a row.

Careful Aim: Eschewing manuever for a steadier firing platform. The Formation receives a -1 to-hit modifier. It is also at a -1 to-hit by its opponent, representing its lack of movement.

Carpe Diem: Seizing a strategic moment the force commander pushes forward. Add +2 to the forces Initiative roll in the next turn at the cost of -1 to-hit for the turn. May only be issued by the Force Commander.

Command Disruption: The HQ techs cripple the communication networks. A single Command on the command tree may be permanently removed from play. Force is at -2 initiative the next turn. May only be issued by the Force Commander.

Double-Time March: Everything is put to moving faster, at a cost. The Formation gains 1MP movement and increases its TMM by 1, but suffers a +1 to-hit modifier on its next attack.

Evasive Action: All attempts at offense given over to avoiding combat. All attacks on this Formation are at +2. The Formation may make no attacks this turn.

Hold the Line: The enemy shall not pass. It may not move in this turn, and receives -1 to-hit modifier as a result. Automatically succeeds in its morale check if one is required.

Fall Back: All that matters is getting space from the enemy. The Formation gains 2MP movement and increases its TMM by 2, but suffers a +2 to-hit modifier on its next attack.

Jam Transmission: The comm expert is filling the airwaves with static. One order in the opposing force is negated before it takes effect. If the Formation receiving the order has ECM then the order has its normal effect. Force issuing the Jam Transmission command has a -1 to their initiative roll in the next turn.

Rally to the Flag: Patriotism can strengthen even the weakest backs. The Formation automatically succeeds in its morale check this turn. It suffers a -2MP in the following turn.

Retreat: Decorum is tossed out for an all-out distancing from the enemy. Double the Formations MP. The Formation must move towards its home edge and may not make any attacks this turn. They also must make an immediate morale check.

Stand and Shoot: By not moving, a steady platform for shooting is made. The Formation is not allowed to move during the movement phase. As a result the Formation receives a -2 to-hit modifier, but It is also at a -1 to-hit by its opponent.

CAPITAL AND SUB-CAPITAL WEAPONS

As *Alpha Strike* (see p. 86, *AS*)

CONCEALING UNIT DATA

These rules are not used in *Strategic BattleForce*. They have been replaced by the *Detection and Reconnaissance* phase (see p. **XX**).

DROPPING TROOPS

As Alpha Strike (see p. 90, *AS*) with the following changes.

Damage: All damage references are multiplied by 3 and are applied to each Unit in the Formation.

Move and Attack: If conducting a High-Altitude drop, the Formation may either move (at a -3 MP) or attack (with a +2 to-hit modifier) in the turn it drops. If conducting a Low-Altitude drop, the Formation may move at a (-2 MP) and attack (with a +1 to-hit modifier) freely.

Drops Duration: All Drops take one turn to complete.

Landing/Scatter: Roll 2D6 as per *AS* rules. On a failed roll, Formations do not scatter, they only receive damage per the *AS* rules.

Zipline Drop: Is not specifically used. Consult the *Transporting Infantry* rules (see p. **XX**) for deploying Infantry from a VTOL Formation.

ENVIRONMENTAL CONDITIONS

As Alpha Strike (see p. 92, *AS*) with the following changes.

Fissures: Are not used in SBF

Gravity: Any non-infantry Formation that moves beyond its normal value two turns receives 3 points of damage to each Unit and suffers an immediate Critical Hit (see p. **XX**).

Tornado: Last one SBF game turn and do not use Tornado Movement rules. Instead, on a result of a 6 on 1D6 the tornado moves one hex in a randomly determined direction.

EXCEPTIONALLY LARGE UNITS

Unless noted below, these rules are not used in *Strategic BattleForce*.

DropShip Firing Arcs: A spheroid DropShip may only fire on a target in the same hex with one firing arc. If a valid target is in an adjacent hex, and the DropShip has declared an attack on a target in its hex, roll 1D6. On a result of 1-3, the target in the other hex is in the same arc as the target in the same hex as the DropShip. On a result of 4-6 it is in the other arc and the DropShip may fire on it.

An aerodyne DropShip may use a side and either the fore or aft arc to attack a target in the same hex. Aerodyne's use the same rules as spheroids for secondary targets in another hex.

Mobile Structures

As *Alpha Strike* (see p. 96, *AS*)

Bay Doors and Transport Special Abilities

As *Alpha Strike* (see p. 97, *AS*)

Boarding

As *Alpha Strike* (see p. 98, *AS*). Any infantry Formation that has boarded an Exceptionally Large Unit does not count against the stacking limit below.

EXPANDED GROUND RANGES

In *Strategic BattleTech* Short, Medium and Long range are in within the same hex. Long range attacks can reach into adjacent hexes. Ground attacks beyond this are limited to artillery. Under Expanded Range, Formations may attack at longer ranges.

Extreme Range: Allows a Formation to attack a target Formation up to two hexes away. Damage is equal to Long Range -1. C3 has no effect in S

BF Extreme range.

Horizon Range: As *Alpha Strike* (see p. 99, *AS*)

HIDDEN FORMATIONS

As *Alpha Strike* (see p. 102, *AS*) with the following changes.

- An entire Formation must be hidden.
- Change references of Buildings to Urban.
- Detecting Hidden Formations: This can only be done by a Formation in the same hex as the hidden Formation. If the detecting Formation has the LPRB or PRB ability, then the hidden formation is automatically detected. Otherwise roll 2D6 with a target number equal to the detecting Formation's Skill value +3. On a successful roll the hidden Formation is detected.
- Surprise attacks from Hidden Units: The base to-Hit is equal to the Skill value of the attacker, plus any terrain modifiers for the hex. Range is Short or Medium at the attacker's choice.

MINEFIELDS

The following rules replace the *Minefield* rules in *Alpha Strike*.

A single minefield occupies a single *SBF* hex. The minefield has two ratings, size (MFS) and density (MFD). Minefield size represents how much of the hex area is covered in mines. The density is how many mines are in the hex area filled with mines. Size determines how likely a Formation is to hit a minefield. Density determines how much damage is done to a Formation when it hits a minefield.

Size: A minefields size is determined based on the number of *Total Warfare* (30m) hexes are occupied with mines. A single MFS of mines is equal to 17 hexes. Minefield sizes are 1, 2, 4, 6, 8, 10 and 12. The larger the minefield, the more likely an enemy Formation will be damaged by it.

Density: Minefields have a density of 1 to 5. See minefield damage below.

Minefields at Setup:

If the scenario or campaign rules prescribe the placement of minefields, before start of play, the controlling player places the maps and notes the hexes, MFS and MFD for the minefields placed. It should be remembered that *Strategic BattleForce* hexes are 500 meters across. Minefields that cover more than a handful of hexes are uncommon and time consuming to deploy.

Lying Minefields During Game Play:

Deploying minefields during combat requires sufficient minelayers (MDSC#), Mines (MDS#) and time to deploy (game turns).

The time needed to deploy a minefield is equal ((MFS + MFD x17) ÷ (6 x MDSC), round normal). For example, a Formation with MDSC4 MDS20 wants to lay an MFS 2 minefield with an MFD of 2. This would require 3 *SBF* Turns ((MFS2 + MFD2 x 17)= 68. 68 ÷ (6 x MFD 4)= 2.83. Rounded normal this is 3.)

Triggering a minefield:

When a hostile Formation enters a hex with a non-command detonated minefield, two automatic attack rolls are made. The first roll is the primary attack, the second roll is the secondary attack. Roll 2D6 for each attack and consult the Minefield Attack Table. If the results equal or exceed the target number for the minefield size (MFS), the apply damage (see Minefield damage, p. **XX**).

MINEFIELD TYPES

Active Minefields: If any Unit in the Formation uses its JUMP ability while in the hex with an active minefield, roll a minefield attack with a -3 modifier to the attack roll. Reduce this modifier by 1 for every 3 JUMP used in the turn. For example, if a Formation uses a total of 6 JUMP, among its units, the modifier would be -1. Otherwise treat as conventional mines.

Conventional Mines: If the Formation has the Hover or WiGE movement type, apply a -2 to the minefield attack roll. If a Unit in the Formation has Hover or WiGE movement type or the Formation has 2 or more Units that are Infantry Type, apply a -1 to the minefield attack roll. Damage is equal to 1 point for each density (MFD) level. On a successful attack, the MFD is reduced by 1.

EMP Mines: Once triggered, an EMP field is exhausted, regardless of its density. A detonated

MINEFIELD ATTACK TABLE

MFS	Target Number
1	11+
2	10+
4	9+
6	8+
8	7+
10	6+
12	7+

EMP minefield creates an ECM field that fills the hex until the end of the turn. Any Formation (friendly or hostile) caught in an EMP blast suffers a +2 to-hit modifier for the remainder of the turn and any Units that have the Vehicle (V), Infantry (CI) or Battle Armor (BA) type receive 1 point of damage.

Inferno Mines: A successful Inferno mine attack will reduce the target Formation's MP by 1 for two game turns. For the remainder of the game apply a +1 MP modifier to any Formation moving through the hex. Additionally, any Unit caught in the attack or moves through the hex in subsequent terms, that has the Vehicle (V), Infantry (CI) or Battle Armor (BA) Type, takes 1 damage. An inferno minefield is reduced to MFD of 0 on a successful attack.

Command Detonated Mines: As *Alpha Strike* (see p. 103, *AS*). Any of the above mine types may be command detonated. Instead of rolling a minefield attack, a friendly Formation within LOS of the target hex may detonate the field.

MINEFIELD DAMAGE

When a minefield successfully makes an attack (or a friendly Formation activates command detonated mines), damage is applied as follows. If a successful primary attack is made, randomly determines one Unit in the target Formation. This Unit takes the full damage value of the minefield. If a successful secondary attack is made, randomly select a new Unit from the remaining Formations and roll 1D6. On a result of 1-3, the target Unit takes 1/4 (round down) damage from the minefield. On a result of 4-6, the target Unit takes 1/2 (round down) damage from the minefield.

MINIMAL DAMAGE

As *Alpha Strike Companion* (see p. 18, *ASC*)

ADDITIONAL ADVANCED OPTIONS

ADVANCED BUILDINGS

Not all buildings are created equal. These optional rules allow for buildings to take a more active role in combat.

Armed Buildings

As *Alpha Strike Companion* (see p. 25, *ASC*), with the following additions and modifications.

Armed Building Types: Armed buildings may be placed in existing Urban hexes or as stand-alone structures on the battlefield. The stand-alone structures (or group of structures) are referred to as Fortifications.

Urban Armed Buildings: Armed structures in an Urban hex may only attack and be attacked at Short and Medium range. They following the guidelines for Arming a Building (see p. 25, *ASC*). Urban Armed buildings are only discovered when they attack or when an opposing player conducts a Recon Scan on the Urban hex. Armed buildings in an Urban environment are rare. Each Urban hex is limited to two armed buildings, with each limited to the Urban hex type (for example, if the hex is a Light Urban hex the armed buildings can only be lights.

Fortifications: Fortifications are treated like a Formation for the purposes of *Detection and Reconnaissance* (see p. **XX**) and are not placed on the map until identified through Visual ID or Recon Scan. Once placed on the map, they remain on the map even if hostile forces move out of sensor range.

Use the *Arming Building* rules save that Fornications divide by 3, not 5. Each structure should be totaled as if it were its own Unit and all structures the hex are the Fortification Formation with a corresponding record sheet.

Fortifications may also protect Formations that take shelter in them. Formations may hold one size-class worth of Formations for every 2 CF (round up) they possess. For example a Light Fortification with a CF of 5 may hold three infantry or one Size 3 Formation. It costs 2 MP to enter or exit a Formation.

Formations in a Fortification receive no damage while within. Formations inside are limited in their ability to attack hostile Formations outside the Fortification. In a Light Fortification on 2 Size worth of Formations may attack, in Medium Fortifications up to 4 Size worth, in Heavy Fortifications up to 6 Size worth and in Hardened up to 8 Size. Formations attacking from within a Formation are susceptible attacks but reduce damage received by 1 for Light, 2 for Medium, 3 for Heavy and 4 for Hardened.

Weapon Placement: Strategic BattleForce does not have facings. It is assumed all weapons on an armed building are turret mounted to allow 360 degree fire.

Armed Buildings and Combat: In combat an armed building or Fortification is treated like a normal Combat Formation. It has no movement and has an automatic -2 to-hit modifier. Armed buildings receive critical hits as per *Determine and Apply Damage* (see p. **XX**).

Armored Buildings

As *Alpha Strike Companion* (see p. 25, *ASC*), with the following modifications.

Armor is limited to 2x the CF of a structure.

Capturing Buildings

As *Alpha Strike Companion* (see p. 25, *ASC*), with the following modifications.

Fortifications divide their CF by 3 and not 5 to determine their CRW rating. In addition, any infantry within the Fortification may add itself to the CRW value.

ADVANCED INFANTRY OPTIONS

Digging In: Any infantry that does not possess the MECH special ability or has a movement type other than foot, jump or motorized may dig in using the *Fortified Position* rules (see p. **XX**). They may not move or attack in the turn that they are digging in.

Hitting the Deck: Any infantry unit may hit the deck, an impromptu grab for cover using the existing terrain. Infantry that hits the deck may move up to half their movement or make an attack (at a +1 to-hit) in the turn. If they do conduct an attack, any short range damage is reduced by 1 point.

FORTIFIED POSITIONS

In *Strategic BattleForce* there are two scales of field fortifications that may be constructed.

The first are infantry fortifications. Formations with the TRN or ENG special ability may create quick field fortifications that infantry, vehicles (so long as they have no LG, VLG or SLG Element) and ProtoMech Formations may take advantage of. Infantry field fortifications may be built in any terrain except water, ice, mud or swamp. Infantry field fortifications follow the rules for Fortified Positions in *Alpha Strike Companion* (see p. 32, *ASC*) except as noted below.

- Only the Unit with the TRN or ENG special ability may not attack and is treated as having no TMM.
- The other Units in the Formation may attack as normal.
- During *Determine and Apply Damage* the Unit constructing the Fortifications may not be the target of damage unless another Unit has already been damaged twice. This reflects the mobile Units interposing themselves between the attackers and the constructing Unit.

Field fortifications in *SBF* represent a more advanced set of defenses that can be used by any Formation that does not have a LG, VLG or SLG Element in it. Field Fortifications may only be constructed by a Formation with the ENG special ability. A Field Fortification must be built on the site of an existing Infantry Fortification and takes 1 turn to build, during which time the constructing Unit follows the same rules as constructing infantry fortifications.

A hex with a fortification should be indicated with some kind of marker, making it clear if the fortification is an infantry fortification or a field fortification.

TERRAIN CONVERSION

As *Alpha Strike* (see p.104, *AS*) with the following changes.

To represent terrain spanning an entire *SBF* Hex multiply the Terrain Factor by 70. This gives the Terrain Factor for a SBF hex of that terrain. For Heavy Woods and Jungle, multiply this by 2 and for Ultra Heavy Woods and Jungle multiply this by 4.

Multiply a Formation's SAW# and/or ENG# value by 3 to determine the amount of damage done in an *SBF* turn.

Formations with SAW or ENG may clear a path through a Woods or Jungle hex. To determine the amount time this will take, multiply the hex TF by 10 and divide this by the Formations damage value for their SAW or ENG ability (round normal). For example, a Formation with a SAW3 wishes to clear a path through a Light Woods Hex. A Light Woods hex has a TF factor of 1400 but only 200 must be removed to create a path through the hex. With a SAW of 3, the Formation does 9 points of damage per turn. It will take the Formation 22 turns to clear a patch (200 ÷ 9=22.22, rounded down to 22). Unless more SAW Elements are found, the path won't be cleared until combat is over.

NEW UNIT TYPES

The following advanced units are playable in *Strategic BattleForce*. See the individual rules for details.

ROBOTIC DRONES

As *Alpha Strike Companion* (see p. 39, *ASC*).

FOUR-LEGGED AND THREE-LEGGED ELEMENTS

These Elements are treated like standard Elements of their Type ('Mech or ProtoMech).

GLIDER PROTOMECHS

These Elements are treated like standard ProtoMech Elements, save that Formation made entirely of these Elements may cross terrain without movement penalties by use of their WiGE movement mode.

SUPER-HEAVY 'MECHS

These Elements are treated like standard Elements with the following exceptions. Any Formation with one or more Super-Heavy 'Mech Elements is given the LG special ability.

Movement: A Formation with 1/2 (round up) or more Elements that are Super Heavy follow the *Alpha Strike Companion Movement* rules (see p. 42, *ASC*). This includes Bogging Down (see p. 43, *ASC*).

Combat Phase: A Formation with 1/2 (round up) or more Elements that are Super Heavy follow the *Alpha Strike Companion Combat Phase* rules (see p. 42, *ASC*).

Bridges: Any Formation with a Super-Heavy 'Mech is considered to have a Size value of 5.

Transporting Super-Heavy 'Mechs: As *Alpha Strike* (see p. 43, *ASC*).

LAND-AIR BATTLEMECHS

Land-Air 'Mechs follow the *Alpha Strike Companion* riles (see p. 43, *ACS*), with the following changes.

Conversion: At the start of each game turn the player may change which mode a LAM Unit or Formation is in.

If the Formation is made up of all LAMs, it may choose from 'Mech, AirMech or aerospace fighter mode. If a Formation is made up of LAMs and Bi-Modal Lams, the Formation may choose from aerospace or BattleMech mode. If the Formation is just aerospace or just ground units, then the LAM may only operate in the mode equal to the other Elements in the Formation and may not change mode during the game.

Combat: A LAM in AirMech mode is considered to be using its maximum JUMP ability for the attacker during *Determine To-Hit Number* (see p. **XX**), but only receives a -1 to-hit for its own attacks.

Like aerospace fighters, LAMs do not make control rolls during *Strategic Aerospace* play.

QUAD-VEES

These Elements are treated like standard BattleMech Elements, save Formation made entirely of these Elements may benefit from the *Alpha Strike Moving on Pavement* rules (see p. 43, *AS*).

SPECIAL COMMAND ABILITIES

Strategic BattleForce uses the *Alpha Strike Companion* rules (see p. 44, *ASC*) except as noted below.

Conversion: Replace all references to units with Formations, unless otherwise indicated.

Maximum number of Formations: In the BattleTech universe command special abilities are usually associated with a specific combat command or smaller formation. To represent this in *Strategic BattleTech,* no command special ability may be assigned to more than nine Inner Sphere/ Periphery, six Clan or eighteen ComStar/ Word Formations. This maps to Regiments, Clusters and Divisions respectively.

Skill Value: When determining skill value, for the purposes of assigning special command abilities, average the skill value of all the Formations in the player's force.

Sub-Commanders: If using these rules, for every six Formations in the game, one Formation must be a command Formation. The first command Formation is the Force Commander (COM). If there are twelve formations than one Formation must be assigned as a sub-commander, eighteen formations two commands need to be designated sub-commander and so on. A sub-commander Unit is designated by assigning it the SCOM special ability.

COMMAND SPECIAL ABILITIES UNCHANGED IN SBF PLAY

The following command special abilities operate identically in *SBF* as they do in *Alpha Strike Companion*.

- Banking Initiative (see p. 45, *ASC*).
- Off-Map Movement (see p. 45, *ASC*).
- Overrun Combat (see p. 46, *ASC*).
- Environmental Specialization (see p. 47, *ASC*).
- Tactical Specialization (see p. 48, *ASC*).
- Enemy Specialization (see p. 48, *ASC*).

COMMAND SPECIAL ABILITIES MODIFIED IN SBF PLAY

The following command special abilities are modified from or replace the *Alpha Strike Companion* rules.

- Forcing Initiative: As *Alpha Strike Companion* rules (see p. 44, *ASC*) save the bonus is applied to every Unit that has either been destroyed or reduced below 50% armor.
- Communication Disruption: As *Alpha Strike Companion* rules (see p. 46, *ASC*) save replace references to Lance, Star or Level II with Formation.
- Zone Of Control: This ability gives a Formation a +1 to all Movement Control rolls in *Establishing Engagement Control* (see p. XX).
- Sharp Shooters: As *Alpha Strike Companion* rules (see p. 46, *ASC*). No more three Formations may have this ability. This ability remains active even if the Force Commander (COM) or sub-commander (SCOM) Units are destroyed.
- Brawlers: As *Alpha Strike Companion* rules (see p. 46, *ASC*). Exceptions are the same as for Sharp Shooters.
- Anti-Aircraft Specialists: As *Alpha Strike Companion* rules (see p. 47, *ASC*). Exceptions are the same as for Sharp Shooters.
- Ground Attack Specialists: As *Alpha Strike Companion* rules (see p. 47, *ASC*). Exceptions are the same as for Sharp Shooters.

CONVERTING FROM SBF HEXES TO MINIATURE TERRAIN

Players wishing to use miniature terrain, such as is used in *Alpha Strike,* instead of hex mapsheets may convert using the following rules. The conversion rules are not a direct reverse of *Alpha Strike* conversion as this would create a small playing surface that would not take advantage of the 3D terrain.

CONVERTING MOVEMENT AND DISTANCES

A single hex is equal to 4". A Level of elevation is equal to 2" of terrain height and Depth 1 water is equal to 1". One MP of movement allows a movement of 4". So a Formation with an MP of 4 may move 16".

Finding Range: Range is determined in increments of 4". Any Formation within 2" of another Formation is considered to be in the same "hex" and within Engagement Control (see p. **XX**). A successful Movement Control roll allows the winner to fire at Short or Medium range. 3" to 8" is considered Long Range, but no Movement Control rolls are made. 9" to 12" is extreme range, if those rules are being used (see p. **XX**).

Area Effect: Area Effect attacks (bombs, artillery, minefield, capital weapons) will require the use of the *Alpha Strike Coordinate System* (see p. 89, *AS*). Any Formation within 2" of a coordinate is considered within the area of the attack.

VISUAL AND SENSOR RANGE

Convert these rules (see p. **XX**) to inches using the *Converting Movement and Distances* rules.

LINE OF SIGHT

Use the *Alpha Strike* rules for LOS (see p. 34, *AS*)

PARTIAL COVER

In *Strategic BattleForce* partial cover is not used, except as discussed in *Hull Down / Partial Cover* rules (see p. **XX**).

STRATEGIC BATTLEFORCE CONVERSION RULES

A complete list of *BattleTech* units, with *Alpha Strike* statistics, may be found at www.masterunitlist.info. *Alpha Strike* stats are identical to *BattleForce* ones, with the exception of movement rates (for all non-aerospace entries, divide all *Alpha Strike* inches of Move in half to find an Element's *BattleForce* MP). This gives players all the values required to take a *BattleForce* Element, and from there construct *Strategic BattleForce* Units and Formations.

Creating *Strategic BattleForce* Units and Formations from *Alpha Strike* follows a two phase process. The first phase involves creating Units, the SBF primary building block. In phase two *SBF* Units (including generic Units (See *Strategic BattleForce Generic* Unit Table, p. XX)).

For conversion from *Total Warfare* to *SBF* you must first convert the *TW* unit to an *Alpha Strike* Unit (Element) using the conversion rules in Alpha Strike Companion (see p. 91, *ASC*).

Phase 1: Convert *Alpha Strike* Elements to *SBF* Units/ Flights
Phase 2: Assign SBF Special Abilities
Phase 3: Create *SBF* Formations/Squadrons.

PHASE 1: CONVERT ALPHA STRIKE ELEMENTS TO STRATEGIC BATTLEFORCE UNITS AND FLIGHTS

Unless Ground Unit is specifically used, Flight can be substituted for any reference to Unit. Any reference to Flight is exclusive to aerospace units.

Step 1a: Determine Type

Strategic BattleForce uses six different Types for ground Units and Formations and two types for aerospace Flights and Squadrons. They are shown in the SBF Element Type Table (see p. **XX**).

A Unit's Type is determined by the predominant *SBF* Type (if any) amongst its component Elements. For all non-aerospace Units, if two-thirds or more of the Unit is comprised of a single *SBF* Type, that is the Unit's Type. Otherwise, the Unit Type is Mixed Ground. For aerospace if any Large Aerospace Elements are in the Flight, then the Flight is always Large Aerospace. Aerospace types may not be mixed with ground Types in a Unit. Unless equipped with SOA a ground Element may not be part of a Flight.

Step 1b: Determine Size Value

Strategic BattleForce uses the same Size scale as found in *Alpha Strike (*see p. 91, *ASC*). A Unit's Size value is the average Size of all Elements in the Unit, rounded normally.

Step 1c: Determine MP and Movement Modes

A Ground Unit's Movement Points are based on the average MP of all Elements within that Unit. A Unit only has a movement mode (hover, tracked, wheeled, etc.) if every one of its Elements has that mode.

Units that contain transportable Elements (such as infantry, aerospace fighters, and vehicles) and Elements with a Transport ability (CK#, CT#, IT#, OMNI, VTM#, VTH#. VTS#, AT#, DT#, MT#, PT#, ST#) have two movement values. The first value is the average of all Elements, including the transportable Elements. The second value, which is called the Transport MP, is calculated without the transported units. If playing in an era with Extended Mechanized (XMEX) Battle Armor, all BattleMech and Vehicle Units are considered transports. If a Unit may only carry XMEC Elements, the Transport MP is equal to the normal MP minus 1.

Aerospace Flights use the MP of the slowest Element in the Flight. Flights use the same rules as infantry in ground Units when some of the Flight can be transported by another aerospace Element.

SBF ELEMENT TYPE TABLE

SBF Type	Code
Ground Units	
BattleMech / IndustrialMech	BM
ProtoMech	PM
Vehicle	V*
Battle Armor Infantry	BA
Conventional Infantry	CI
Mobile Structure	MS
Aerospace Units	
Aerospace	AS**
Large Aerospace	LA†

* Encompasses all Combat Vehicles (including VTOLs and WiGE) and Support Vehicles (except Airships, Fixed-Wing and Satellite) Types.
** Encompasses Aerospace Fighters, Small Craft, Conventional Fighter, Fixed-Wing, Airships and Satellites.
† Encompasses DropShips, JumpShips, WarShips and Space Stations.

A Unit's *SBF* JUMP value is based on the Element in the Unit with the lowest jump MP. For Unit's in which all Elements can jump, divide the lowest jump MP by 2 (round down) to determine the JUMP value. If one or more Elements in the Unit are not jump capable multiply the lowest jump MP by a multiplier equal to the number of jumping Elements divided by the total number of Elements in the unit (round down). Any value less than 1 is considered 0. For example, in a Unit with 2 PNT-10k *Panther* Elements (MP 4j) and 2 SCB-9T *Scarabus*, Elements (MP 10) its JUMP value would be 1 (A *Panther*'s jump is 4, divided by 2 this equals 2. This is then multiplied by 0.5 (2 jump Elements divided by 4 total Elements).

Step 1d: Determine Armor Value

Strategic BattleForce combines armor and structure into a single value for ease of play. Total the *Alpha Strike* Armor values of all Elements within the Unit, and add 0.5 per Element with AMS and/or 1 per Element with RAMS. Then add all its Elements' *Alpha Strike* Structure values. If an Element has a Structure of 3+, add 0.5. If it has CASE add 0.5. Finally add 1 per instance of CASEII, CR, or ENE (so an Element with both CR and ENE would add 2).

Divide this total by three (round normally) to find the Unit final *SBF* Armor value.

Step 1e: Determine Attacks

Short Range Attack: To determine a Unit's Short Range attack value, total all its Elements' Short Range (S) damage values. Add any damage derived from Artillery Cannons (TC, SC, and LTC special ability damage values). Add half its Overheat value (do not round). For infantry units with the Anti-'Mech (AM) ability, add 1 point. Divide the result by three, rounding normally (this can be 0).

Medium Range Attack: To determine a Unit's Medium Range attack value, total all its Elements' Medium Range (M) damage values. Add any damage derived from Artillery Cannons (TC, SC, and LTC special ability damage values). If an Element has at least 1 point of M damage, add half its Overheat value (do not round). Divide the result by three, rounding normally (this can be 0).

Long Range Attack: To determine a Unit's Long Range attack value, total all its Elements' Long Range (L) damage values. Add any damage derived from the TC and LTC Artillery Cannon special abilities (but not SC). If an Element has the OVL special ability, add half its OVL value (do not round). Divide the result by three, rounding normally (this can be 0).

Extreme Range Attack: To determine a Flight's Long Range attack value, total all its Elements' Extrme Range (L) damage values. Add any damage derived from the TC and LTC Artillery Cannon special abilities (but not SC). If an Element has the OVL special ability, add half its OVL value (do not round). Divide the result by three, rounding normally (this can be 0).

Flak Attacks (FLK 0/#/#): Total the Medium and Long Range FLK and AC values of all Elements in the Unit. Divide this value by 3 (round normal). If either value is 1 or more, record this value as the Unit's Flak attack.

Torpedo Attacks (TOR #/#/#): Total TOR Short, Medium and Long value for all Elements in the Unit. Divide this value by 3 (round normal). If the value in any Range band is 1 or more, record the value in the appropriate location.

Indirect Fire: To determine a Ground Unit's IF attack value, total all its Elements' IF values and divide this total by three (round normally, this can be 0).

Artillery: Ground Units total the damage done by all artillery pieces of that type in the Unit, and then divide this by three (rounding normally) to find the # value. For example, a Unit consisting of a lance of Long Tom artillery pieces would have [(6 damage each x 4 Long Toms) / 3] ARTLT-8. See *Artillery*, p. **XX**, for each type's base damage values.

Units with ARTAIS or ARTAC record their ART damage as X (X), where the first value is for normal damage and the second is the lesser value used if employing homing missiles. For example, a lance of Inner Sphere 'Mechs all with Arrow IV launchers would have ARTAIS-4 (3).

Missile Attacks (MSL #/#/#): Total TOR Short, Medium and Long value for all Elements in the Unit. Divide this value by 3 (round normal). If the value in any Range band is 1 or more, record the value in the appropriate location.

Capital Weapons / Sub-Capital / Space Defense System: Total TOR Short, Medium and Long value for each arc of each Element in the Unit. Divide the value by 3 (round normal) for each arc. If the value in any arc's is 1 or more for any Range band, record the value in the appropriate location.

Step 1f: Determine Skill Value

The Skill value of a Unit is equal to the average Skill value of each Element (round normal). Use the Average Unit Skill Table (see p. **XX**). Add the skill rating for each Unit together and divide the total by the number of Units in the Formation (rounding all fractions normally) to find the average value of the Formation.

Remember that Drone and Robotic Elements are treated as being one skill level higher than their experience level for purposes of their Skill Value.

AVERAGE UNIT SKILL VALUE

Combat Command Experience	*Alpha Strike* Skill Rating
Wet Behind the Ears	7
Really Green	6
Green	5
Regular	4
Veteran	3
Elite	2
Heroic	1
Legendary	0

Step 1g: Determine Point Value (PV)

A Unit's Point Value is determined by adding together the PVs of all Elements in the Unit, and then dividing this total by three (round normally).

In *Strategic BattleForce*, individual Elements do not change their PVs if they have Skill values higher or lower than the base value of 4. Instead, refer to the Skill value of the Unit, as calculated above.

If this is greater or less than 4, apply a Skill value adjustment cost to this Unit PV only.

Less Experienced Units: For each point that the Unit's Skill value is higher than 4, multiply the Unit's PV by 1 – (0.1 per Skill value above 4). Round normally. A Unit's highest possible Skill value is 7.

More Experienced Units: For each point that the Unit's Skill value is lower than 4, multiply the Unit's PV by 1 + (0.2 per Skill value below 4). Round normally; the minimum PV increase is 1 point per point of Skill value improvement. A Unit's lowest possible Skill value is 0.

Kari has a lance consisting of two Elements that cost 25 PV each and have a Skill value of 2, and two other Elements that cost 40 PV each and have a Skill value of 3. Adding their Skill values together and taking the average, the Unit Skill value is 2.5, rounded normally to 3. This is a one level improvement over the standard Skill value of 4.

Kari next determines the Unit's PV. Its base PV is [(48+48+40+40) / 3] 58.66, rounded normally to 59. As the Unit has a one-level Skill value improvement, Kari then multiplies its base PV by 1.2. The Unit's final PV is thus (59 x 1.2) 70.8, rounded normally to 71.

Keith is going to covert the first lance of his Inner Sphere 1st Avalon Hussars Battle Company. Alpha Lance is composed of a CP-11-3 Cyclops, BLR-2Dr Warlord, HMH-6E Hammerhands, and MAD-5R Marauder.

The first step is to determine the Unit size. The four 'Mechs have a size of 4, 4, 3 and 3. Adding these and averaging them gets a result of 3.5 which rounds normally to 4. Alpha Lance has a size of 4.

Next is to determine MP and movement modes. Averaging the MP of the four Elements gives an average MP of 4 (4+4+3+4= 15 ÷ 4= 3.75 rounded to 4). Because the Unit is a Jihad era Unit it is assumed it can transport XMEC and so Transport MP is the equal to MP minus 1. Only one Element has jump jets (Hammerhands 5j), giving the Unit a JUMP of 1 (5 x .25= 1.25 round down). Finally, the lance is all 'Mechs, so there is no movement mode restriction.

Armor value is determined next. The armor of all four Elements equals 29 (8+8+6+7=29). The lance has no AMS or RADS so nothing is added at this point. Structure is totaled next with a base value of 23 (7+6+6+3=22). Each Element has a structure of 3+ so 0.5 points are added per Element bringing the Structure value to 24. Finally 0.5 is added for each CASE (Hammerhands and Marauder) and 1 point is added for the Warlord having the ENE special ability. This brings the Structure value to 26 and total armor value to 55 (Armor 29 + Structure 26=55). This is then divided by 3 and rounded normally to get a final Unit Armor Value of 18.

Attack Values are then determined. For each Short Range the base Damage is 17 (4+4+5+4=17). None of the Elements has an Artillery Cannon, so this is skipped. To this base value is half the OV of all Units. Only the Warlord and Marauder have an OV (2 and 1 respectively) which divided by 2 gives an OV of 1.5 for a working Damage Value of 18.5. This is then divided by three and rounded normally to find the Units Short Range Damage value of 6. The same exercise is done for Medium, giving a Damage Value of 6. For Long Range, none of the Elements have the OVL special ability so only the base damage is added and divided by three for a Long Range value of 2 (2+3+0+1=5 ÷ 3= 1.66 rounded up to 2). Alpha Lance has no Indirect Fire, so no IF value is added to the special abilities section.

Skill is the average of all Elements rounded normally. For Alpha Lance this gives the Unit a skill of 3 (2+2+3+3= 2.5).

To determine the Unit Point Value, the PV of each Element is added and divided by 3. However, because the Skill Level of the Unit is 3, the base PV for each unit must first be multiplied by 1.2. After doing this, the Unit ends up with a PV of 74 [(51+48+46+41) ÷ 3= 62) x 1.2 = 74.4).

At this point, Alpha Lance looks like this:
Unit: *Lance Alpha*
Size: *4*
MP: *4,* ***Transport MP:*** *3,* ***JUMP:*** *1*
Armor: *18*
Damage Values: S: *6,* ***M:*** *6,* ***L:*** *2*
Skill: *3*
PV: *74*

PHASE 2: ASSIGN SBF SPECIAL ABILITIES

Due to the large scale of *Strategic BattleForce*, many special abilities useful at a smaller scale of play have no appreciable effect. If an ability is not listed below, it is not used in *SBF*. Only special abilities listed on the Strategic BattleForce Special Abilities Table (see p. **XX**) have an impact on *SBF* game play.

SPECIAL ABILITIES IN GAME PLAY

The *Strategic BattleForce* Special Abilities Table list all *Alpha Strike* (and *BattleForce*) special abilities that apply to the Strategic BattleForce game.

Modified: If this column list a "No" then the ability operates exactly as written in *Alpha Strike* or *Alpha Strike Companion*. A "Yes" indicates that the ability operates differently in *SBF*. SBF modified abilities have their rules documented starting on p. **XX**. A "See Rules" indicates either a specific game use in standard *SBF* play or the ability is an optional rule covered in *Advanced Strategic BattleForce* (see p. **XX**).

Conversion: An X in this column indicates that this ability impacts Phase 1: Convert Alpha Strike Elements to Strategic BattleForce Units.

Unit or Formation Requirement: These columns detail how many Elements must have this ability for the Unit or Formation to have the ability in *SBF* play.

- **U1:** One Element must have the *Alpha Strike* ability for the Unit to have the ability in *Strategic BattleForce*.
- **U 1/2:** Two-thirds (round up) of the Elements must have the *Alpha Strike* ability.
- **U:** All Elements in the Unit must have the *Alpha Strike* ability.
- **F1:** One Unit in the Formation must have the *SBF* Ability.
- **F2/3:** Two-thirds (round up) the Formation must have the *SBF* Ability.
- **F:** All Units in the Formation must have the *SBF* Ability.
- **N/A:** Ability does not apply at the Formation level.

STRATEGIC BATTLEFORCE SPECIAL ABILITIES GAME RULES

The abilities below will start with either "Based On" or "Replace". Abilities with "Based On" use the *Alpha Strike* rules except as noted. Abilities with "Replace" completely replace the *Alpha Strike* rules.

Anti-Missile System (AMS): Based On (see p. 46, *AS*)- Damage reduction only applies to Indirect Fire attacks. Reduces damage by 1 points per Unit equipped.

Armored Motive Systems (ARS): Replace- Works the same as *Alpha Strike* Armored Components (see p. 46, *AS*).

Barrier Armor Rating: A Unit with this ability rolls for a critical hit anytime it takes damage and rolls twice once it has taken fifty-percent or more damage.

Basic Fire Control (BFC): Replace- Applies only to support vehicles. The Unit is at a +1 for its attacks.

BattleMech Harjel (BHJ); Replace- A unit equipped with BHJ only rolls for one Critical Hit when taking damage under water or in space (see p. **XX**).

BattleMech Harjel II and III (BHJ2, BHJ3): Based On (see p. 35, *ASC*) - Armor restored is multiplied by the number of Elements in the Unit. For example a Unit with four Elements using BHJ2 would recover 4 Armor Points.

Booby Trap (BT): Based On (see p. 105, *AS*)- The Booby Trap Element does full damage to the target Formation and the Unit containing the booby trapped Element takes 1/2 damage.

Bridge Layer (BRID): Replace- One BRID will cross 1 *Total Warfare* hex of water when using the Terrain rules (see p. **XX**).

Critical Resistance: Replace- Unit gains a -1 to their Critical Hit die roll (see p. **XX**).

Drone (DRO): Based On (see p. 106, *AS*)- Drones must remain within 25 hexes of a ground based control vehicle. Drones are not considered part of SBF Formations and are always played as individual Units. Convert Drones using the Convert *Alpha Strike* Elements to *SBF* Units, with one Drone Element equaling an SBF Drone Unit. Drones are an exception to stacking limits and an up to four friendly Drones may be in a hex on top of the normal stacking limits (see p. **XX**).

Engineering (ENG): Based On (see p. 106, *AS*)- Formation with one Unit with ENG can clear a path through a rubble hex in 6 game turns. For every additional Unit, reduce the time to clear by 2 turns. So a Formation of 12 (ENG) equipped IndustrialMechs

SPECIAL ABILITIES CONVERSION TABLE

Ability	Abrv.	Conversion Notes
Basic Fire Control	(BFC)	The Unit's Target Modifier should record a +1 to represent modifier to all attack rolls.
Bomb	(BOMB#)	Add Bomb rating for all Elements and divide by 3 (round down) to determine the Flight's BOMB rating
Engineering	(ENG#)	Add all Elements in the Formation with ENG and this beomes the number in ENG#.
Mine Dispenser	"(MDS#) (MDSC#)"	"The MDS# represents the total number of mine dispensers in the Unit. The MDSC$ indicates the number of Elements with the MDS ability in the Formation. "
Mobile Headquarters	(MHQ#)	Subtract 1 from the MHQ value of all Elements. Add the new MHQ values together. If any Element has the Command BattleMech or Battle Computer quirk (see p. 62, ASC) add 1 per instance (to a maximum of 2) Divide the total by three (round normal). This is the Units MHQ value.
Direct Nueral Control System	(DN)	The Unit's Target Modifier should record a -1 to represent modifier to all attack rolls.
Point Defense	(PNT#)	Add PNT rating for all Elements and divide by 3 (round down) to determine the Flight's PNT rating
C3	(AC3)	"If a Unit has C3M or C3BSM add this ability to the Unit record sheet. If a Unit has 1/2 or more Elements (round up) equipped with C3S or C3BSS, the add the ability to the Unit's record sheet. If 4 or more Elements in the Unit have C3i, add this ability to the Unit's record Sheet. In a Unit has a C3 Master and C3 Slave ability or C3i, then give it the AC3 special ability which represents that the Unit has an active C3 network. C3EM and C3RS are not used in SBF game play."
Saw	(SAW#)	Add all Elements in the Formation with SAW and this beomes the number in SAW#.

could clear a path in 2 turns. See Terrain Conversion (see p. **XX**) for rules on clearing a woods hex.

May also create fortifications for tanks or infantry as per the Trenchworks/Fieldworks Engineers (TRN) ability (see p. **XX**).

Fuel (FUEL#): Based on- If any Element in a Formation has FUEL and cannot be carried by another Element in the Formation, then the Element with the lowest FUEL rating determines the Formation's FUEL.

Hyperpulse Generator (HPG): Based On (see p. 38, *ASC*) The HPG may be fired in any turn that the Formation has not moved during the Movement Phase. The Unit with the HPG may fire other weapons in the same turn at a +1 to-hit modifier.

Infantry Transported (CAR#, MEC, XMEC): Replaced- All infantry in a Formation must be able to be carried by the other Elements in the Formation or by a transporting Formation (see *Transport Abilities*, below) to take advantage of the *Transporting Infantry* rules (see p. **XX**) and Transport MP as referenced in Transport Abilities (see p. **XX**).

Land-Air 'Mechs and Bi-Model Land-Air 'Mechs (LAM (g#/a#)m BIM(a#): Based on- Land-Air 'Mechs follow the *Alpha Strike Companion* riles (see p. 43, *ACS*), with the following changes.

Conversion**:** At the start of each game turn the player may change which mode a LAM Unit or Formation is in.

If the Formation is made up of all LAMs, it may choose from 'Mech, AirMech or aerospace fighter mode. If a Formation is made up of LAMs and Bi-Modal Lams, the Formation may choose from aerospace or BattleMech mode. If the Formation is just aerospace or just ground units, then the LAM may only operate in the mode equal to the other Elements in the Formation and may not change mode during the game.

Combat: A LAM in AirMech mode is considered to be using its maximum JUMP ability for the attacker during *Determine To-Hit Number* (see p. **XX**), but only receives a -1 to-hit for its own attacks.

Like aerospace fighters, LAMs do not make control rolls during *Strategic Aerospace* play.

Leader (LEAD): Replaced- Used as referenced in the SBF game rules. It also impacts a forces available Command Points when using the optional Command Phase rules (see p. **XX**).

Magnetic Clamp System (MCS, UCS): Based On (see p. 37, *ASC*)- May be used by Clan to move a one Unit (MCS) or two Units (UCS) of ProtoMech Elements. A Unit in the Formation must be completely equipped with all MCS or all UCS to be able to carry ProtoMechs.

Mimetic Armor System/ Light Mimetic Armor System (MAS/LMAS): Based On (see p. 48, *AS*)- Treat as Stealth Armor (see p. XX, *AS*) save that the modifier to hit is only available if the Formation moved less than 1/4 (round down) its MP in the turn.

Remote Sensor Dispensers ((RSD#): Based On (see p. 108, *AS*)- An Element equipped with sensors may deploy one per hex up to a maximum of six per turn. Any Formation that withholds fire from one Unit may destroy any sensors in the same hex. Any hex with a sensor deployed is considered within visual range of the force that deployed the sensor. If using Commands and Command Points (see p. **XX**), only the RSD Element that deployed the sensor, and the Formation Leader of the RSD Element automatically. Sensor information must be communicated up the command chain per the Commands rules.

RISC Advanced Point Defense System (RAMS): Based On (see p. 38, *ASC*)- Damage reduction only applies to Indirect Fire attacks. Reduces damage by 1 point per RAMS equipped.

Screen Launcher (SCR#): Based on- For every SCR2 in a Unit, add a +1 to-hit modifier up to a maximum of +4 to-hit.

Search Light (SRCH): Replace- The Unit may ignore visual range penalty for low-visibility conditions if the condition is caused by low light, and changes the visual range penalty for no visibility to low visibility if the condition is caused by no light.

Transport Abilities (CK#, CT#, IT#, OMNI, VTM#, VTH#. VTS#, AT#, DT#, MT#, PT#, ST#): Based On- A Formation may only use a transport ability if it is able to carry all transportable Elements, of this transport type, by the transport equipped Elements. For example, a Formation with one IT12 and 12 Elements of Infantry could use the Infantry Transport ability, while a Formation with an IT4 and 8 Elements of battle armor would not be able to transport the battle armor. If all transportable Elements are loaded in their transports, then the movement of the Formation is based solely on the average of the transport units in the Formation.

If, after carrying all transportable Elements in the Formation, a Formation still has transport capacity it may transport another Formation. A transporting Formation must have the ability carry the entire transported Formation. If it lacks sufficient capacity it may not carry the other Formation. For example a Clan Formation of 15 OmniMechs (OMNI) Elements would be able to (see p. 37, ASC) transport a Formation of 15 Elementals (MEC), but a Formation of only 10 OmninMechs would not be able to transport any portion of the same Elemental Formation.

If all transportable Units or Formations are being carried, the transporting Formation may use its Transport MP (this will appear as a number after a slash on the Formations MP rating.

Rules for loading and unloading a transport unit are covered in the various sections of the rules. For infantry and battle armor consult the *Additional Movement Options* (see p. **XX**). For non-infantry ground units, see *Transporting Non-Infantry* (see p. **XX**). For the AT and ST ability consult *Alpha Strike Aerospace Unit Transport* (see p. 72, *AS*). For DropShips consult *Alpha Strike Companion Docking/Undocking* (see p. 87, *ASC*). And for CK and CT abilities see *Alpha Strike Units as Cargo* (see p. 64, *AS*).

Trenchworks/Fieldworks Engineers (TRN): Replace- A Formation equipped may create temporary field fortifications. Field fortifications may be constructed in any game turn. In a turn that infantry have constructed field fortifications, the Unit constructing may not attack and the remaining unit in the Formation are at a -2 to hit.

Attacks against infantry units in a fortified area suffer an additional +2 to-hit modifier. Vehicle Formations that were in the hex on the turn the field fortifications were created and have not expended any MP since gain a +1 to-hit modifier for attacks against them.

SPECIAL ABILITIES TABLE—GROUND

				Unit or Formation Requirement						
Ability	**Abrv.**	**Modified**	**Conversion**	**U1**	**U1/2**	**U**	**F1**	**F2/3**	**F**	**Source**
Actve Probe	(PRB)	See Rules		X	–	–	–	–	X	*AS*
Amphibious	(AMP)	No		–	–	X	–	–	X	*AS*
Angel ECM	(AECM)	See Rules		X	–	–	–	–	X	*AS*
Anti-'Mech	(AM)	No	X	–	–	X	–	–	–	*AS*
Anti-Missile System	(AMS)	No		–	X	–	N/A	N/A	N/A	*AS*
Armored Components	(ARM)	No		–	X	–	N/A	N/A	N/A	*AS*
Armored Motive Systems	(ARS)	Yes		–	X	–	N/A	N/A	N/A	*AS*
Artillery	(ARTX-#)	See Rules	X	X	–	–	X	–	–	*AS*
Barrier Armor Rating	(BAR)	Yes		–	X	–	–	–	–	*AS*
Basic Fire Control	(BFC)	No	X	–	X	–	N/A	N/A	N/A	*AS*
BattleMech Harjel	(BHJ)	Yes		–	–	X	N/A	N/A	N/A	*AS*
BattleMech Harjel II and III	(BHJ2, BHJ3)	Yes		–	X	–	N/A	N/A	N/A	*ASC*
Blood Hound Active Probe	(BH)	See Rules		X	–	–	–	–	X	*AS*
Booby Trap	(BT)	Yes		X	–	–	N/A	N/A	N/A	*AS*
Bridge Layer	(BRID)	Yes		X	–	–	X	–	–	*AS*
C3 Networks	See Rules	See Rules	X	–	–	X	–	–	X	*AS*
Capital Weapons	(CAP)	See Rules	X	X	–	–	X	–	–	*AS*
Cargo	(CAR#)	Yes		X	–	X≠	X	–	–	*AS*
Cargo Transport, Kilotons	(CK#)	Yes		X	–	–	X†	–	–	*AS*
Cargo Transport, Tons	(CT#)	Yes		X	–	–	X†	–	–	*AS*
CASE	(CASE)	Yes	X	N/A	N/A	N/A	N/A	N/A	N/A	*AS*
CASE II	(CASEII)	Yes	X	N/A	N/A	N/A	N/A	N/A	N/A	*AS*
Critical Resistance	(CR)	Yes		–	X	–	N/A	N/A	N/A	*AS*
Direct Neural Control System	(DN)	No	X	–	X	–	N/A	N/A	N/A	*ASC*
Door	(D#)	See Rules		X	–	–	X	–	–	*AS*
Drone	(DRO)	Yes	X	N/A	N/A	N/A	N/A	N/A	N/A	*AS*
Drone Carrier Control System	(DCC#)	No		X	–	–	X	–	–	*AS*
Electronic Counter Measure	(ECM)	See Rules		X	–	–	–	–	X	*AS*
Elementary Engine or Fuel Cell Engine	(EE or FC)	No	X	–	–	X*	–	–	X	*AS*
Energy	(ENE)	Yes	X	N/A	N/A	N/A	N/A	N/A	N/A	*AS*
Engineering	(ENG#)	Yes		X		–	X	–	–	*AS*
Environmental Sealing	(SEAL)	No		–	–	X*	–	–	X	*AS*
Extended Mechanized	(XMEC)	Yes		–	–	X≠	X	–	–	*AS*
Flak	(FLK #/#/#/#)	No	X	X	–	–	X	–	–	*AS*
Hyperpulse Generator	(HPG)	Yes		X	–	–	X	–	–	*ASC*
Indirect Fire	(IF#)	No	X	X	–	–	X	–	–	*AS*
Infantry Transport	(IT#)	See Rules		X	–	–	X†	–	–	*AS*
Jump Jets	(JUMP)	See Rules		X	–	–	X	–	–	*SBF*
Leader	(LEAD)	Yes	X	–	–	–	X	–	–	*BF*
Light Active Probe	(LPRB)	See Rules		X	–	–	X	–	–	*AS*
Light ECM	(LECM)	See Rules		X	–	–	X	–	–	*AS*

SPECIAL ABILITIES TABLE—GROUND (CONT)

				Unit or Formation Requirement						
Ability	**Abrv.**	**Modified**	**Conversion**	**U1**	**U1/2**	**U**	**F1**	**F2/3**	**F**	**Source**
MagLev	(MAG	No		–	–	X**	–	–	X	*AS*
Magnetic Clamp System	(MCS, UCS)	Yes		–	–	X	X	–	–	*ASC*
Mechanized	(MEC)	Yes		–	–	X≠	X	–	–	*AS*
Mimetic Armor System/ Light Mimetic Armor System	(MAS/LMAS)	Yes		–	–	X∑	X	–	–	*AS*
Mine Dispensers	(MDS#)	See Rules	X	X	–	–	X	–	–	*AS*
Minesweeper	(MSW)	See Rules		X	–	–	X	–	–	*AS*
Mobile Army Surgical Hospital	(MASH#)	No		X	–	–	X	–	–	*ASC*
Mobile Field Base	(MFB)	No		X	–	–	X	–	–	*ASC*
Mobile Headquarters	(MHQ#)	See Rules	X	X	–	–	X	–	–	*AS*
Off-Road	(ORO)	No		–	–	X*	–	X	–	*AS*
Omni	(OMNI)	Yes		X	–	–	X†	–	–	*AS*
Paratroops	(PAR)	Yes		–	–	X≠	–	–	X	*AS*
Rail	(RAIL)	No		–	–	X**	–	–	X	*AS*
Recon	(RCN)	See Rules		–	X	–	X	–	–	*AS*
Remote Sensor Dispender	(RSD#)	Yes		X	–	–	X	–	–	*AS*
RISC Adv. Point Defense System	(RAMS)	Yes	X	–	C	–	–	–	–	*ASC*
Robotic Drone	(RBT)	See Rules		–	X	–	–	–	X	*ASC*
Saw	(SAW#)	See Rules		X	–	–	X	–	–	*AS*
Searchlight	(SRCH)	No		–	X	–	–	X	–	*AS*
Shield (SHLD)	(SHLD)	No		–	X	–	–	X	–	*AS*
Space Defense System	(SDS)	No	X	X	–	–	X	–	–	*AS*
Stealth	(STL)	No		–	–	X∑	N/A	N/A	N/A	*AS*
TAG	(TAG)	See Rules		X	–	–	–	X	–	*AS*
Torpedo	(TOR#)	No	X	X	–	–	X	–	–	*AS*
Trenchworks/Fieldworks Engineers	(TRN)	Yes		–	–	X	X	–	–	*AS*
Underwater Maneuvering Units	(UMU)	No		–	–	X*	–	–	X	*AS*
Vehicle Transport	(VTM#) (VTH#) (VTS#)	Yes		X	–	–	X†	–	–	*AS*
Watchdog	(WAT)	Yes		X	–	–	–	–	X	*AS*
Large	(LG)	Yes	X	X	–	–	X	–	–	*AS*
Very Large	(VLG)	Yes	X	X	–	–	X	–	–	*AS*
Super Large	(SLG)	Yes	X	X	–	–	X	–	–	*AS*

* Only the Elements that require this ability to gain a benefit or avoid a penalty must have the Alpha Strike ability. If all impacted Elements have the ability, neither the Unit nor Formation needs to list the ability. If any impacted Element lacks this ability, the entire Unit and Formation are limited. For example, if there was an IndustrialMech Fuel Cell engine (FC) and it did not have the SEAL ability, then the entire Formation would not be able to enter Depth 2 Water hex.

** If any Element has this ability, the entire Formation is restricted to the limitations of this ability.

† See Transport Abilities in the Special Abilities Game rules.

≠ See Infantry Transported in the rules Special Abilities Game rules.

∑ If all Elements have a mix of STL or MAS/LMAS treat as if the Unit had MAS/LMAS.

1 If all Elements in the Formation may not be carried by this Element (or carried by Elements that can be carried by this Element) then the Element is unable to use this special ability during game play.

2 May only use a movement mode if all Formations have that movement mode.

3 Squadron must be made up of only DropShips type Elements.

4 All Elements in the Flight or Squadron must be able to operate in a vacuum through the SPC, SOA, SEAL (cannot have EE), and must be able to operate in a vacuum, for this ability to be assigned.

SPECIAL ABILITIES TABLE—AEROSPACE

Ability	Abrv.	Modified	Conversion	F1	F1/2	F	S12	S2/32	S2	Source
Advanced Tactical Analysis Computer	(ATAC#)	No		X	–	–	N/A	N/A	N/A	*ASC*
Aerospace Transport	(AT#)	Yes		X†	–	–	X†	–	–	*AS*
Atmospheric Only	(ATMO)	No		X**	–	–	–	–	X**	*ASC*
Bimodal Land-Air BattleMech	(BIM (a#))	Yes		–	–	X	–	–	X2	*ASC*
Bomb	(BOMB#)	See Rules	X	X	–	–	X	–	–	*AS*
Crew	(CRW#)	No		X	–	–	X	–	–	*AS*
DropShip Transport	(DT#)	Yes		X†	–	–	X†	–	–	*ASC*
Flight Deck	(FD)	No		X	–	–	X	–	–	*AS*
Fuel	(FUEL#)	Yes		X**	–	–	–	–	X**	*ASC*
Helipad	(HELI)	No		X	–	–	X	–	–	*AS*
Kearny-Fuchida Drive	(KF)	No		X1	–	–	X1	–	–	*ASC*
Land-Air BattleMechs	(LAM (#g/#a)	Yes		X	–	–	–	–	X2	*ASC*
Lithium-Fusion Battery	(LF)	No		X1	–	–	X1	–	–	*ASC*
Mech Transport	(MT#)	Yes		X†	–	–	X†	–	–	*AS*
Missile	(MSL #/#/#/#	No	X	X	–	–	X	–	–	*AS*
Naval C3	(NC3)	No		–	–	X	–	–	X3	*ASC*
Point Defense	(PNT#)	No	X	–	X	–	N/A	N/A	N/A	*AS*
ProtoMech Transport	(PT#)	Yes		X†	–	–	X†	–	–	*AS*
Screen Launcher	(SCR#)	Yes		–	–	X	X	–	–	*ASC*
SDS Control System	(SDCS)	No		X	–	–	X	–	–	*ASC*
SDS Jammer	(JAM)	No		X	–	–	X	–	–	*ASC*
Small Craft Transport	(ST#)	Yes		X†	–	–	X†	–	–	*AS*
Space Operations Adaption	(SOA)	No		–	–	X4	–	–	X4	*AS*
Spaceflight-Capable	(SPC)	No		–	–	X4	–	–	X4	*ASC*
Sub-Capital	(SCAP)	No	X	X	–	–	X	–	–	*AS*
Teleoperated Missile	(TELE)	No	X	X	–	–	X	–	–	*ASC*

* Only the Elements that require this ability to gain a benefit or avoid a penalty must have the Alpha Strike ability. If all impacted Elements have the ability, neither the Unit nor Formation needs to list the ability. If any impacted Element lacks this ability, the entire Unit and Formation are limited. For example, if there was an IndustrialMech Fuel Cell engine (FC) and it did not have the SEAL ability, then the entire Formation would not be able to enter Depth 2 Water hex.

** If any Element has this ability, the entire Formation is restricted to the limitations of this ability.

† See Transport Abilities in the Special Abilities Game rules.

≠ See Infantry Transported in the rules Special Abilities Game rules.

∑ If all Elements have a mix of STL or MAS/LMAS treat as if the Unit had MAS/LMAS.

1 If all Elements in the Formation may not be carried by this Element (or carried by Elements that can be carried by this Element) then the Element is unable to use this special ability during game play.

2 May only use a movement mode if all Formations have that movement mode.

3 Squadron must be made up of only DropShips type Elements.

4 All Elements in the Flight or Squadron must be able to operate in a vacuum through the SPC, SOA, SEAL (cannot have EE), and must be able to operate in a vacuum, for this ability to be assigned.

CONVERTING SPECIAL ABILITIES TO STRATEGIC BATTLEFORCE

If a special ability is listed in the *Strategic BattleForce* Special Abilities Table (see p. **XX**), and the Unit meets the requirements for having the ability, then add the ability to the Unit's record sheet.

Any Special ability with a **#** value adds the value of all Elements in the Unit unless it is indicated as having conversion rules in the *SBF* Special Abilities Tables (for example Missile has special conversion rules).

If a special ability has an X in the Conversion column of the Special Abilities Table and has not already been covered in Phase 1 (For example, CASE and CASEII are detailed in the Determine Armor Value) then consult the Special Abilities Conversion Table (see p. XX) for how to convert this ability.

Lastly Alpha Lance needs to determine what special abilities will carry over to Strategic BattleForce. The lance has the following abilities, C3BSM, MHQ6, TAG, C3S (3), ENE, MHQ1 (x3), TSM (x2), CASE (x2), and ECM (x2). Consulting the Strategic BattleForce Special Abilities Table, Keith finds that the Unit will have the following Special Abilities C3BSM, MHQ5, TAG, and ECM.

C3 is covered under Advanced Strategic BattleForce (see p. **XX***). Because the lance has a C3 master the Unit adds C3BM (C3 Boosted) and because it has 2/3 of the Unit with C3 Slave it also has the AC3 SBF ability (active C3). The lance ends up with an MHQ value of 5 as all Element MHQ values are reduced by 1 before adding so all the MHQ1s are not considered and the Cyclops MHQ6 becomes a 5. Only one Element need TAG so this is added. ENE and CASE were factored into the conversion process, but have no other game play so are not listed. TSM has no SBF game effect, so is not listed. Finally, only one ECM is needed, so with two ECM Alpha Lance adds ECM to its special abilities.*

Alpha Lance ends up with the following Unit Stats:

Unit: *Lance Alpha*
Size: *4*
MP: *4,* ***Transport MP:*** *3,* ***JUMP:*** *1*
Armor: *18*
Damage Values: S: *6,* ***M:*** *6,* ***L:*** *2*
Skill: *3*
PV: *74*
Special Abilities: *AC3, C3BSM, MHQ5, TAG and ECM*

PHASE 3: CREATE SBF FORMATIONS AND SQUADRONS

Unless Ground Formation is specifically used, Squadron can be substituted for any reference to Formation. Any reference to Squadron is exclusive to aerospace Squadrons.

Step 3a: Determine Formation Size

A Formation's Size value is the average Size of all Units in the Formation, rounded normally.

Step 3b: Determine Formation MP

A Formation's MP is based on the average of all Units in the Formation.

A Formation only has a movement mode if every one of its Units has that mode. If a Unit or Formation has multiple movement rates (such as a 'Mech Unit whose Elements all have UMU), its secondary MP is based on the average of Elements in the Formation.

Step 3c: Determine Formation Target Modifier (TM)

For each component Unit, consult the Target Modifier Table and apply all relevant modifiers in order to find that Unit's TM (use only the highest Available MP modifier).

For a Unit's Type, remember that at least two-thirds of the Elements in the Unit must be of that Type for the Unit to have that Type.

The final result is the Unit's TM. Once you have the TMs of all Units within the Formation, average them together to find the Formation's TM. There are no Formation-level modifiers (such as if the entire Formation is battle armor or ProtoMechs), as that has already been factored in at the Unit level.

TARGET MODIFIER TABLE

Unit's Available MP	Modifier
Immobile	–4
1-2	+0
3-4	+1
5-6	+2
7-9	+3
10-17	+4
18+	+5

Unit's Type	Modifier
Battle Armor	+1
ProtoMech	+1
VTOL	+1
WiGE	+1

Miscellaneous	Modifier*
Has LG special	–1
Has VLG or SLG special	–2
Has MAS or STL special	+2

* LG, VLG and SLG apply if any Element in the Unit has this ability. MAS and STL only apply if entire Unit has the ability.

Step 3d: Determine Formation Skill Value

Average the skill value of each unit in the Formation and round normally.

Step 3e; Determine Formation Tactics Value

The base value of a Formation's Tactics value is its MP value. Then add a further modifier based on the average Skill value of all Units in the Formation. For every point this average is greater than 4, subtract 1 from the Tactics value. For every point this is lower than 4, add 1 to the Tactics value.

If the Formation has an MHQ rating, divide this by three (round down) add the result to determine a final Tactics value.

Step 3f; Determine Formation Morale Value

Add 3 to the Formation's skill value.

Step 3g : Determine Formation Point Value

A Formation's Point Value is simply the total PV of its constituent Units.

Step 3h; Determine Formation Special Abilities

Many *SBF* special abilities apply to the entire Formation, provided they meet the Formation requirements as listed in the Strategic BattleForce Special Abilities Table (see p. **XX**). If the Formation meets the requirements, write this down on the Formation record sheet.

Any Special ability with a **#** value adds the value of all Units in the Formation to determine the final value.

Formation Leader (LEAD): In Formations with more than one Unit, one Unit must be designated LEAD. This may not change for the duration of the game.

SBF EXAMPLE FORMATIONS

The following are Formations built from *Alpha Strike* (with move converted back to *BattleForce*) Elements, to help illustrate the conversion rules process.

Example *Alpha Strike* Formation: Inner Sphere Company

***Strategic BattleForce* Formation**

Name	Size	MP	TM	Skill	Tactics	Morale	PV	Special Abilities
Avalon Alpha One	4	3	1	3	8	6	194	MHQ9, TAG, IF1
	Transport MP: 4						**Type:** BM	
		JUMP	**Armor**					
Lance Alpha		1	18	6	6	2		
Lance Bravo		4	17	3	5	2		
Lance Charlie		0	14	6	6	0		

***Strategic BattleForce* Units**

Unit	Transport MP	MP	Armor	Damage Values S	M	L	Skill	PV	Special Abilities
Lance Alpha	4	3	18	6	6	2	3	74	AC3, C3BSM, MHQ5, TAG, ECM
JUMP: 1								**Size:** 4	Type: BM

Unit	Transport MP	MP	Armor	Damage Values S	M	L	Skill	PV	Special Abilities
Lance Bravo	4	3	17	3	5	2	4	55	IF1
JUMP: 4								**Size:** 3	Type: BM

Unit	Transport MP	MP	Armor	Damage Values S	M	L	Skill	PV	Special Abilities
Lance Charlie	5	4	14	6	6	0	3	65	C3M, MHQ4, TAG
JUMP: 0								**Size:** 3	Type: BM

Example *Alpha Strike* Company

Element	MP	Armor/ Structure	Damage Values S	M	L	OV	PV	Skill	Special Abilities
Lance Alpha									
CP-11-C3 Cyclops	4	8/7	4	4	2	0	51	2	C3BSM, MHQ6, TAG
BLR-2Dr Warlord	4	8/6	4	4	3	2	48	2	C3S, ENE, MHQ1, TSM
HMH-6E Hammerhands	3/5j	6/6	5	5	0	0	46	3	C3S, CASE, ECM, , MHQ1, TSM
MAD-5R Marauder	4	7/3	4	4	2	1	41	3	C3S, CASE, ECM, MHQ1

Element	MP	Armor/ Structure	Damage Values S	M	L	OV	PV	Skill	Special Abilities
Lance Bravo									
FLC-8R Falconer	5j	6/3	3	4	3	1	38	4	n/a
PTR-4F Penetrator	4j	7/6	3	3	2	3	46	3	AMS, IF2
VTR-10D Victor	4j	7/6	4	4	0	1	41	3	CASE
GLT-8-0 Gallant	3/5j	7/3	3	4	2	1	40	4	CASE, IF2

Element	MP	Armor/ Structure	Damage Values S	M	L	OV	PV	Skill	Special Abilities
Lance Charlie									
MDG-2A Rakshasa	5	7/3	6	6	0	0	41	2	n/a
FEC-1CM Fennec	6	6/3	3	3	2	1	40	3	C3M, ENE, MHQ5, TAG
MTR-5K Maelstrom	5	8/3	4	4	2	0	40	3	TAG
CES-4R Caesar	5	7/3	5	5	2	0	40	3	REAR1/1/-

Example *Alpha Strike* Formation: Word of Blake

***Strategic BattleForce* Formation**

Name	Size	MP	TM	Skill	Tactics	Morale	PV	Special Abilities
Janus Strike Team	1	10	1	4	10	7	88	MHQ2, ECM, TAG, PRB, RCN

Transport MP: 9 **Type:** BM

	JUMP	Armor			
Level II- Apollo	0	11	4	3	1
Level II- Artemis	0	8	4	4	0

***Strategic BattleForce* Units**

Unit	Transport MP	MP	Armor	Damage Values S	M	L	Skill	PV	Special Abilities
Level II- Apollo	10	9	11	4	3	1	3	47	ECM, MHQ1, TAG
JUMP: 0								**Size:** 1	**Type:** BM

Unit	Transport MP	MP	Armor	Damage Values S	M	L	Skill	PV	Special Abilities
Level II- Artemis	10	9	8	4	4	0	4	41	MHQ1, PRB, RCN, ECM, TAG
JUMP: 0								**Size:** 1	**Type:** BM

Example *Alpha Strike* Level IIs

Element	MP	Armor/ Structure	Damage Values S	M	L	OV	PV	Skill	Special Abilities
Level II-Apollo									
MON-76 *Mongoose*	10	3/1	3	2	0	0	22	3	ECM, ENE
HER-3S1 *Hermes*	11	1/3	1	1	0	0	15	3	ECM, ENE
HSR-500-D *Hussar*	9	3/1	1	1	1	0	18	4	C3I, ENE, MHQ2
SCB-9A *Scarabus*	10	3/1	2	1	0	0	20	3	ECM, ENE, MEL, TAG
MCY-99 *Mercury*	10	2/2	2	1	0	0	16	3	ENE
SPR-ST *Spector*	9	4/2	2	2	1	0	27	2	ENE, MEL, STL

Element	MP	Armor/ Structure	Damage Values S	M	L	OV	PV	Skill	Special Abilities
Level II-Artemis									
RDS-3A *Red Shift*	9	2/1	2	2	0	0	18	3	C3I, ENE, MHQ2
NX-80 *Nyx*	10	3/1	3	3	0	0	25	5	PRB, RCN
LCT-5W2 *Locust*	11	1/1	1	1	0	0	17	4	C3S, ECM, ENE,MHQ1, TAG
NX-80 *Nyx*	10	3/1	3	3	0	0	25	5	PRB, RCN
SCB-9A *Scarabus*	10	3/1	2	1	0	0	20	3	ECM, ENE, MEL, TAG
RDS-2B *Red Shift*	9	2/1	2	2	0	0	19	3	ENE, PRB, RCN, TAG

Example *Alpha Strike* Formation: Hell's Horses Assault Binary

***Strategic BattleForce* Formation**

Name	Size	MP	TM	Skill	Tactics	Morale	PV	Special Abilities
Delta Assault Binary	4	3t	0	3	3	6	485	FLK0/10/10, IF13

Transport MP: 2 **Type:** BM

	JUMP	Armor			
Delta Alpha Star	N/A	60	30	30	27
Delta Beta Star	N/A	58	20	20	7

***Strategic BattleForce* Units**

Unit	Transport MP	MP	Armor	Damage Values S	M	L	Skill	PV	Special Abilities
Command Star	2t	2	60	30	30	27	2	318	ECM, FLK0/7/7, IF13

JUMP: N/A **Size:** 4 **Type:** V

Unit	Transport MP	MP	Armor	Damage Values S	M	L	Skill	PV	Special Abilities
Skywatch Star	3t	3	58	20	20	7	4	167	FLK 0/3/3

JUMP: N/A **Size:** 4 **Type:** V

***Alpha Strike* Binary**

Element	MP	Armor/ Structure	Damage Values S	M	L	OV	PV	Skill	Special Abilities
Command Star									
Mars Assault Tank (HAG)	2	12/5	9	9	8	0	68	2	CASE, ECM, FLK2/2/2, IF4
Mars Assault Tank (HAG)	2	12/5	9	9	8	0	68	2	CASE, ECM, FLK2/2/2, IF4
Mars Assault Tank (HAG)	2	12/5	9	9	8	0	68	2	CASE, ECM, FLK2/2/2, IF4
Mars Assault Tank (HAG)	2	12/5	9	9	8	0	68	2	CASE, ECM, FLK2/2/2, IF4
Mars Assault Tank (HAG)	2	12/5	9	9	8	0	68	2	CASE, ECM, FLK2/2/2, IF4
Mars Assault Tank (HAG)	2	12/5	9	9	8	0	68	2	CASE, ECM, FLK2/2/2, IF4
Mars Assault Tank (HAG)	2	12/5	9	9	8	0	68	2	CASE, ECM, FLK2/2/2, IF4
Mars Assault Tank (HAG)	2	12/5	9	9	8	0	68	2	CASE, ECM, FLK2/2/2, IF4
Mars Assault Tank (HAG)	2	12/5	9	9	8	0	68	2	CASE, ECM, FLK2/2/2, IF4
Mars Assault Tank (HAG)	2	12/5	9	9	8	0	68	2	CASE, ECM, FLK2/2/2, IF4

Element	MP	Armor/ Structure	Damage Values S	M	L	OV	PV	Skill	Special Abilities
Skywatch Star									
Heimdall Tank Prime	3	12/5	6	6	2	1	50	4	FLK1/1/1
Heimdall Tank Prime	3	12/5	6	6	2	1	50	4	FLK1/1/1
Heimdall Tank Prime	3	12/5	6	6	2	1	50	4	FLK1/1/1
Heimdall Tank Prime	3	12/5	6	6	2	1	50	4	FLK1/1/1
Heimdall Tank Prime	3	12/5	6	6	2	1	50	4	FLK1/1/1
Heimdall Tank Prime	3	12/5	6	6	2	1	50	4	FLK1/1/1
Heimdall Tank Prime	3	12/5	6	6	2	1	50	4	FLK1/1/1
Heimdall Tank Prime	3	12/5	6	6	2	1	50	4	FLK1/1/1
Heimdall Tank Prime	3	12/5	6	6	2	1	50	4	FLK1/1/1
Heimdall Tank Prime	3	12/5	6	6	2	1	50	4	FLK1/1/1