

BATTLETECH

ALPHA STRIKE

**QUICK START
RULES**



**CIENFUEGOS
NEW DELOS
FREE WORLDS LEAGUE
23 MARCH 3015**

A TIME OF ICE AND FIRE

Jason Schmetzer

Sergeant Adam Powell yelped in pain as his parachute dropped him on his dislocated shoulder. He rolled onto his back and looked at the smoke-filled sky, ignoring the tugs of the parachute risers as a light breeze moved along the ground. Forty-three seconds. It had taken the mercenaries forty-three seconds to turn eighty-five tons of fighting BattleMech into scrap. Forty-three seconds to turn Powell into a Dispossessed MechWarrior in the service of a rebellious duke.

He slapped the five-point release. The parachute swept away, carried by the wind toward the wreckage of his *Stalker*, sixty meters distant. Powell rolled onto his side and stared at it. The laser wounds were pretty clean, but the missile and PPC fire had torn great gaps in the *Stalker's* armor over its port missile magazines. Its whole torso was blasted out from the resulting gang-fire.

Forty-three seconds.

A hovercraft came screaming out of the mid-morning mist and threw dust and gravel against him. Powell closed his eyes against the grit, but the images burned into his memory—red control boards, glaring damage alarms, and the shriek of his ejection warning—were just as painful.

"Sergeant!" a trooper called out. Powell forced his eyes open. The man hung from the open hatch on the Pegasus' side, beckoning. His combat armor—Ducal purple—was scarred and dirty. "Come on, Sergeant!" He looked around, focused on something behind Powell. "Now!"

Powell gathered himself and lurched to his feet. He felt the disconnected leads from his neurohelmet and cooling vest slapping against his thighs as he stumbled toward the waiting hovercraft. The trooper reached for him, fingers grasping. They were a meter apart, less. Powell urged his good arm up—

There was a flash and a giant fist slapped Powell in the chest, and there was light and darkness and silence.

The black *Warhammer* turned away from the wreckage of the Pegasus and stalked back toward the small cluster of similarly painted 'Mechs waiting a kilometer behind the line of battle. Its pilot didn't speak, only put her 'Mech back at the head of the ten-'Mech detachment and then held in place. Smoke from the burning Pegasus billowed across the field between the 'Mech and the fortress.

Static squelched in her helmet. "The Captain knows we were forbidden from engaging," Maclaren said. The amber indicator burned on her comm console—at least he'd chosen a discrete channel to reprimand her. No one else in the company—and precious few in the regiment—would have dared, but Colin Maclaren had earned the right on a hundred battlefields on a dozen worlds.

Natasha Kerensky ignored him. Her sensors swept across the line of battle in front of them. Red flashes flared when her focus crossed Ducal 'Mechs, and blue flashes when it crossed Dragoon 'Mechs. Two battalions' worth of Anton's Ducal Guard defended the thick walls—more than sixty BattleMechs, and uncounted infantrymen, tanks and hovercraft. The red-painted 'Mechs of Alpha Regiment's Baker Battalion fought to get closer to Anton Marik's Cienfuegos fortress.

Fought to get closer to the stronghold of the man who'd murdered Joshua Wolf.

A green light burned to life on her console. "Jaime," she said.

"You were not to engage, Natasha," Jaime Wolf said. Her heads-up display carved a caret around his blue-and-gold *Archer*, where it stood a kilometer and a half to her left, waiting at the head of Alpha's Able Battalion. Baker would force a breach, and then Able would pour through into the fortress compound. That was the plan—had been the plan for an entire day.

"They entered my range," she said.

"Nonetheless—"

"Nonetheless nothing. You're not keeping me out of this."

Jaime said nothing for a long moment. "I'm not trying to. But your company can spend itself against the walls and then where'll you be? Sidelined with broken 'Mechs while the rest of us finally get in there?"

"I have the right," she whispered.

"And I have the command," Jaime Wolf said, his voice no longer bringing her the words of her friend, but the orders of her colonel. "You will remain behind the lines until I have committed your company. Is that clear, Captain Kerensky?"

"Sir," she said, and cut the line.

Natasha forced herself to remember that there had been twenty-six other people in the Edel Compound when Anton Marik turned on Wolf's Dragoons. Twenty-six other dependents, including Jaime Wolf's wife and two young daughters, who were just as dead as Joshua Wolf and just as dear to Jaime as Joshua had been to her.

Red carets flashed on her HUD. Too many red carets for the plan. A skimmer swept out toward the wreckage of the Pegasus, looking for survivors. Natasha let it check—it

wasn't a threat, and she wasn't a murderer. It wouldn't affect the battle one way or another. She looked at the high walls, the turret spitting laser light and vomiting missiles. She looked at Baker Battalion's posture.

Nothing would happen today.

24 MARCH 3015

The fortress 'Mech bay was abuzz with working technicians and scurrying pilots. Sergeant Powell stood in the center of the bay, eyeing a battle-scarred *Stalker*, while Force Commander Goldstone argued quietly with a sergeant-technician in grease-stained coveralls. After a moment—and a haughty sigh of resignation—the technician straightened to attention and turned smartly to leave. The force commander spun about and saw Powell. A snarl briefly curled the woman's upper lip before she reined the impulse in.

"You're supposed to be in sickbay," she said.

"Ma'am," Powell said, "I can still drive a 'Mech."

"Hold out your hands."

"Ma'am?"

Fire flashed through Goldstone's eyes. "Hands. Out. Now."

Powell held his hands out, palms down, between them. There was the slightest hint of tremor—he'd had worse after a strenuous workout—but they were otherwise steady.

"No dizziness?"

Powell shook his head. "No, ma'am."

Goldstone regarded him. "Your ride is spread across the front plain, Sergeant."

"Yes, ma'am, it is," Powell admitted. Then he gestured to the *Stalker* behind her. "Lieutenant Iger's not coming back. I can take his ride."

"Could you." Her voice wasn't pitched for a question, and Powell didn't have to imagine the doubts in her mind. The Ducals were being hammered—two battalions had fled New Delos last night rather than face the Dragoons. She was going to need every 'Mech on the field if she had any hope of holding the rest of Wolf's Dragoons out of Anton Marik's redoubt, but even then they both knew it wouldn't be enough. The Dragoons were in a murderous rage. *As well they should be*, Powell admitted to himself. *I would be, in their shoes.*

Dragoon counter-intel had broadcast the stills the first night, showing the bodies of their dead in what were clearly Anton Marik's dungeons. Reports said the Duke had murdered the mercenary colonel's own brother, along with a couple dozen noncombatants. HQ and the Duke denied it as propaganda from rogue mercenaries, of course, but Powell had been fighting long enough to know reality when he saw it. He didn't like Janos Marik or his politics, and he'd hoped Anton would bring something new to the Free Worlds.

Like murder?

Not that it mattered. Like the force commander and the rest of the Ducals, he'd sworn his oath—to the wrong man, it now seemed—and he'd stand by that oath. He couldn't look at himself in the mirror and call himself a man if he didn't. It was almost certainly going to get him killed—almost had once already, in fact.

"All right," Goldstone said finally. "You can have the *Stalker*. I'm still not sure about your head, though. You took quite a beating in that blast. I want you to take the other walking wounded and form a ready reserve for inside the fortress. Roving patrols, rapid-response, stuff like that."

Powell braced to attention, ignoring the twinges of pain beating their way through his meds. "Thank you, ma'am."

Goldstone eyed him again. Powell was struck by the evident exhaustion in her face, the weariness in her eyes. She'd been awake since the Dragoons had attacked—as he would have been, had he not been knocked unconscious—and fighting most of the time. Even now, while her 'Mech was being flushed and rearmed, she was doing staff duties in the 'Mech bay instead of resting. She wasn't doing it for Anton Marik—she was doing it because it was her duty, and she'd sworn her life to that task. Just like Powell had.

"Do your duty," she said. "Don't thank me for that."

The forests around Cienfuegos were aflame. Adam Powell sat in his new *Stalker's* cockpit, watching the flames climb forty meters into the air. Delosian hardwoods were notoriously tough, and the trees would burn for days before they fell to cinders. He'd known about the contingency plans, of course, but knowing about them and seeing them implemented were two different things.

"Were we getting pressed that hard?" MechWarrior Harris Hauk wanted to know. His *Crusader* stood a dozen meters to Powell's left, its posture reflecting its pilot's awe at the sight.

"That's Wolf's Dragoons out there," Powell said. "You ever fight with them?"

"Sophie's World," Hauk said. "Hell on wheels, they were."

"Well, now that hell is coming for us."

"Then we're wheat before the scythe, Sarge," MechWarrior Susan Bantry said. Her *Warhammer* was a hundred meters behind them, trying to extend its sensors over the wall and see some of the battle raging forward. Almost two full regiments of the Dragoons were pressing the fixed defenses, and two battalions of Ducal Guards were attempting to shove them off. Burning the forest was a covering tactic, denying the Dragoons access to roughly a third of the wall.

"Wheat, 'nyway," Sergeant Louis Hague put in. The second *Crusader* pilot—still recovering from burns to his head and shoulder, which explained the slurred speech. "No relief."

"Damp it," Powell said. He knew Hague was right, but he was damned if he'd let his troops descend into despair. *Morale is to*

the physical as three to one, he remembered—and the Ducals had precious little morale left. “Watch your sector.”

“For what?” asked the final member of Powell’s *ad hoc* lance. MechWarrior Davis Leigh and his *Warhammer* were sixty meters closer to the front, back against the wall. If seventy tons of BattleMech could be said to loll, this one did. “All the action’s out in front.”

Powell opened his mouth to retort, but a rolling boom shook his ‘Mech. He looked around, but didn’t see anything. Movement above caught his attention and he saw whorls in the smoke vanishing quickly. *Fighters*.

“Keep your eyes open,” he said. “If the fighters are this far back, they could be trying something.”

“Like what?” Bantry said. “They’ve already tried airdrops. Our fighters can keep them out of drop range.”

“And they’d kill themselves coming down on the buildings,” Leigh said.

“T’ey could try the forest,” Hague said.

“In the fire?” Leigh barked a laugh. “Let ‘em.”

Powell ignored the byplay. His sensors didn’t penetrate very far into the smoke—radar did, but the *Stalker’s* set was

fairly short-ranged, only ten kilometers or so. The fighters were on an intercept vector—toward the known Dragoon airfields, if they’d be stupid enough to come straight in. In Powell’s experience—in *everyone’s* experience—Dragoons weren’t stupid.

But the fighters were going.

Willard Andrews breathed slowly and deeply through the filtered air inside his neurohelmet, eyes locked firmly on the nav beacon and threat assessor, trying very hard to keep his vision from refocusing on the orange glimmering outside his viewport. *He hadn’t signed up for this*. Two days ago a choice between Kerensky’s Company and the brig was an easy one—but that was before the crazy bitch dropped them into the mother of all forest fires and expected them to fight.

Warnings beeped for his attention. Two beats per second was the general heat alarm, the bane of MechWarriors since Charles Kincaid. Three beats per second was the interior temperature alarm for his autocannon ammunition magazine—that bay was very well insulated, and if it was heating up, then the ambient heat was doing more damage than his weapons fire ever did.

“I’m going to go up like a Roman candle,” he whispered.

“Andrews.” Ikeda, his lance commander. Angry, most of the time. “Form up with us. We’re almost to the wall.”

“How can you tell?” Andrews asked. His sensors were still a wash, save for the inertial system he was using to navigate through the flames.

“Because Nichols says so.”

“And he’s never wrong?”

“You signed up for this, Andrews,” Ikeda said. “We’re all volunteers in this company. Trust your mates, jock.”

Andrews snorted. “Roger that, Ell Tee,” he snorted. Ikeda was the last person he’d expected to hear the party line from. “Moving up now.”

The woods ended in a firebreak about a hundred meters from the edge of the walls. Andrews’ *Shadow Hawk’s* sensors came alive as it cleared the oppressive heat of the fire, and his comm panel pinged with new orders. He scrolled the text across the bottom of his HUD and noted the new navs. Then he grunted in satisfaction. Whatever else her problems might be, the Old Lady let her Fire Lance do some fighting.

Ikeda beckoned his lance forward. Andrews hit his nav and stopped, targeting pip for his cannon steady over one of the seemingly quiet defense turrets. Ikeda didn’t stop. Harlow’s *Thunderbolt* and the *Marauder* belonging to the big lunatic in Command Lance and charged toward the wall. *It’ll take us some time to burn through*, Andrews thought as the charging ‘Mechs fired, slowing to maintain their fire as they approached.



Harlow didn't stop. "Unity," was all Andrews had time to whisper before the *Thunderbolt* lowered its shoulder and crashed into the wall. Then—

"Blake's blood," Andrews cursed. The *T-bolt* had broken through. It took the big *Crusader*—Sheridan, her name was—to pull the sixty-five ton 'Mech free, but the wall was breached. Harlow left one of his 'Mech's arms in the wall, but the way was clear. Sheridan dropped the one-armed 'Mech and turned to the breach, using her *Crusader's* hands to widen the gap. Cooler air from inside the walls blew through, fanning embers to life all around the 'Mechs.

"Make a hole," Ikeda ordered. Andrews looked up into his HUD—here came the fire-blackened *Warhammer*, the captain's ride. Most of the insignia the 'Mech wore had been burned off by the fires, just like the rest of the Company 'Mechs, but that red spider was still there, and a blackened Dragoons' wolf's head. Andrews stepped aside, guns still tracking the unlit turret. Just in case.

Just in case the captain thought he wasn't doing his job. That *Warhammer* moved with haste, but a deadly haste. Every step was sure, even on the fire-scorched ground. Tree cinders snapped beneath the *Warhammer's* broad feet. Andrews waited until she passed and then fell in behind her, dropping his reticle and concentrating on his piloting. His *Shadow Hawk* was the third 'Mech through the breach. The new guy—*Bartlett? Barton? Bixby?* Whoever it was that drove the *Catapult*—followed, stumbling. *New guys*, Andrews thought. As if he hadn't only been in the company for two days. The other 'Mechs moved around him as if he weren't there.

There was nothing to stop them.



A ground car hit the *Stalker's* left ankle.

Powell shifted his sensor focus down. The 'Mech had barely rocked with the impact—a half-ton of polymer and plastics wasn't going to move eighty-five tons of firmly planted 'Mech foot—but the driver spilled out of the shattered car and limped in the direction he'd been traveling.

"What the—"

"More of them, Sergeant!" Bantry called. Powell looked up.

A horde of civilian vehicles was coming down the Wall Road, streaming in a disorganized mass as each driver moved at whatever pace he or she could maintain. Powell frowned as two more cars collided, spilling angry drivers. He moved the *Stalker* toward them.

"What's going on?" he asked, booming the question across the *Stalker's* external speakers.

"'Mechs!" a civilian called. Both had been startled by the loudness of Powell's hail, and one—a brunette in heels and torn skirt—moved away in as fast a jog as she could manage in her footwear. The other driver—a rotund, balding man in Palace Maintenance coveralls—clutched at his cap. "Black 'Mechs come through the wall!"

"Nonsense," Leigh said. His *Warhammer* stomped over, heedless of the continuing stream of traffic. Smoke clouds—blood red with reflected light—rolled overhead. The searchlight on the *Warhammer's* shoulder cast a glaring witchlight across the scene. "From where?"

"From the fire!" the man yelled, and pointed behind him.

"Nonsense," Leigh said again.

"Let's go," Powell ordered. He held the *Stalker* motionless while Leigh and the other *Warhammer* moved forward to point, and the two *Crusaders* flanked him for support. "Even if it's not 'Mechs, we need to know what's going on." He tapped his comm panel, switching frequencies.

"Force Commander Goldstone," he said.

"Blake's Blood, Powell! Get off my net!"

"We're moving to reports of 'Mechs in the compound," he said.

"Every Dragoon on this ball just charged my walls, Sergeant Powell." The force commander spoke in a tone one might use with a small child. A particularly dense small child. "I don't care where you stand, but be ready to defend the walls."

"Civvies tell me there are already 'Mechs *inside* the walls, ma'am." A bright red fire engine screamed past the *Stalker*, going in the other direction. The driver was the only visible fireman, and hoses dangled like dead snakes from the hull. "There's obvious panic here."

Goldstone swore. "There's panic here, too. Do your duty, Sergeant," she said, and cut the communication.

"My duty," Powell murmured.

"This looks real, Sergeant," Harris Hauk said.

"Let's hope it's not," Powell said. "Everyone watch your step, and best time to the back side. We'll aim for the center of the fire line."

"They couldn't have come through the fire," Leigh protested. "We need to stay near the front. The mercs just charged the wall!"

"Let the force commander worry about her lines, Leigh," Powell snapped. "You watch your sector!"

"Roger that, Sarge," Leigh said.

Powell looked at his HUD. Four minutes to where he wanted to go. Four minutes. Two hundred and forty seconds.

Six times as long as he'd lasted against the Dragoons last time.



Andrews kept his *Shadow Hawk* ready as his company-mates destroyed every defensive position within reach. Sheridan and Tommerson dealt with a few armored vehicles that came 'round to investigate—a couple hovers and one ungainly Hetzer wheeled assault gun. That tank had gotten a solid lick in against the *Crusader's* chest armor, but it hadn't penetrated. The new guy—*Barnes?*—hadn't been so lucky. The Hetzer's second—and final—shot had cored right through his *Catapult's* cockpit. *He wasn't even on the company rolls yet*, Andrews thought.

Ikeda had Andrews on overwatch while the other Dragoons dealt with the fortifications, but he only kept half an eye on his sensors. His other half watched his new mates' gunnery, watched how they used their energy weapons and the occasional burst of cannon fire to demolish the fine defenses of Anton Marik's Cienfuegos redoubt.

They were good.

Even for Dragoons they were good. Andrews had seen as much combat as any other Dragoon in the ten years since the Dragoons had entered the Inner Sphere. He knew they were the cream of the crop, the best mercenaries anywhere. He'd seen the shoddy gunnery of Capellan Home Guard jocks, and the profligate spray-and-pray missile barrages of the Marik Guards. Dragoons were connoisseurs of combat, be it 'Mech or tank or knife.

These jocks were amazing by any standard.

"Always to the sound of guns," Andrews murmured, remembering Ikeda's words during his in-processing. "Fire Lance moves to the sound of guns." *I can see why.*

"Heads up, Fire Lance," Ikeda said. The comm panel indicated it was the lance-only channel, not the company net. "We're about done here, and I expect the captain'll give us our marching orders soon."

"Where to, Ell Tee?" Harlow asked. The one-armed *Thunderbolt* had been using its large laser to cut power feeds to the nearer turrets.

"Our brief was wall, then generators. I expect the captain will send us there."

"Just us?" Andrews asked.

"Anton's Palace is about a kilometer east," Ikeda said.

"Ah," Andrews said, and shut up. He'd heard the rumors in the regiments—that Captain Kerensky and the Colonel's brother had been carrying on. Andrews had never cared one way or the other—it wasn't like it affected their duties if they shared a rack.

"If we go—" Ikeda started, but a shout cut him off.

"'Mechs!" Tommerson screamed on the company net. Andrews looked up and spun the *Shadow Hawk*. Red caret markers appeared on his HUD. *I was supposed to be watching for those!*

Five Ducal 'Mechs were coming along the road that wound alongside the wall. A pair of nasty *Warhammers* led the formation, with a duo of *Crusaders* in the next rank back and a fat-bodied *Stalker* in the rear. Andrews' lips moved as he tallied the mass in his head, counting it against the Company's.

"That's a lot of them," he whispered.



"Impossible," Leigh muttered.

Black BattleMechs stood inside the walls. Powell stared at his HUD, looking at the charred 'Mechs, and almost blinked to see if he was dreaming. Despite his caution he hadn't really expected anyone to have braved the firestorm outside the walls. He didn't think even 'Mechs could have survived the heat, much less dropped and found their way through.

"No insignia on the ones I can see," Hauk said.

"No IFF," Bantry put in.

"They're not ours," Powell said, snapping out of his reverie. "Let's get 'em."

"There's more of them than us," Bantry said.

"We're heavier," Leigh said. His *Warhammer* was already moving, and the other quickly followed.

"Go for the heavies," Powell said. "'Hammers first, and the rest of us to provide missile support." He jerked the *Stalker* off the straight-line course he'd had it on. "Start with the *Marauder*, people, and let's bring them down."

"Roger that," Leigh said. "Payback's a mother, mercs!" He moved his *Warhammer* around a building and fired, taking the *Marauder* in the leg with one of his PPCs.

"First blood!" he crowed.

Powell eyed the Dragoon—*could they be anyone else?*—'Mechs, but all he saw was a digital counter. *Forty-three seconds. Forty-three.* He had to last longer than forty-three seconds. Leigh kept moving, and the *Stalker's* sensors detected the *Marauder's* targeting scanners locking onto his *Warhammer* in return. Another ping announced another Dragoon 'Mech locking its targeting on the *Warhammer*.

And another. Another.

And another.



"Take them," the captain ordered.

Andrews fought a flinch at the cold deadliness of Captain Kerensky's tone. He leveled his weapons and waited, waited until a *Warhammer* stepped around a ferrocrete building and slapped a PPC into Maclaren's *Marauder*. The seventy-five ton machine shook the damage off and twisted to face the Marik *Warhammer*.

"Hit that 'Hammer," Ikeda ordered.

Andrews dialed his weapons in and fired, along with every other Company jock in range. His missiles missed their mark, spiraling in against the side of the building behind the *Warhammer*. The warheads exploded with sharp cracks against the tough ferrocrete. Andrews cursed, manipulating the cannon controls. *Had the fire damaged his sensors, or perhaps the missiles' seeker heads?* He pulled the trigger, lighting off the Armstrong J11 cannon over the *Shadow Hawk's* left shoulder. The *blam-blam-blam* of the automatic cannon shook the cockpit. His rounds tracked true, smashing into the *Warhammer's* left shoulder.

Or at least, that's what his sensors told him later. He couldn't see the *Warhammer*, buried as it was in missile exhaust and explosion detritus. Every Dragoon in range had fired on that one 'Mech, eight 'Mechs total, and all of them piloted by expert gunners. Andrews' fire, it would later be determined, was the least accurate of anyone in the Company.

The *Warhammer* beneath the smoke cloud was almost as far from the proud machine of war that had confidently strode around the building as a toy gun was from a PPC. The 'Mech was down on its back, one arm and one leg gone. It scabbled on the ground for a moment and then struck its sensors—it surrendered.

Sparks arced repeatedly against the ground from its exposed actuators.

"Unity," Andrews whispered.



Leigh shut down fourteen seconds after he was engaged. Powell had been looking at his chronometer—he knew the precise time hacks. It'd make for an accurate report, assuming he survived to make one.

Bantry had been scrambling to catch up with Leigh, but she reversed her course. Her *Warhammer* trembled as she pushed it into a retrograde movement, walking backward with her weapons toward the enemy. Powell shook himself and clutched at his controls. They still had the weight, even without Leigh and his mouth.

He concentrated on the big *Archer* near the front of the pack, hitting it with both his ten-pod long-range missile racks. The seventy-ton 'Mech shook under the fire but kept up its own barrage. Powell debated moving forward, bringing his lasers to bear, but the engagement was too new. If Bantry and the *Crusaders* could wrest the initiative from the *Dragoons*, he might leave off the support role and attack, but if they couldn't, then this position was defensible. The *Dragoon* 'Mechs would have to move under his missile umbrella to strike at him.

They ignored him.

Missiles fell on and around Bantry's *Warhammer*. Powell heard her screams—she'd been sidelined with very slight aural damage, so she was sensitive to pain—but she kept her 'Mech in motion, ducking behind a food processing shed for cover. Hauk and Hague fired at the *Dragoon Crusader*, trying to overwhelm it with combined fire. Their gunnery left something to be desired.

The *Dragoons* moved—*away? No!*—toward the Ducal 'Mechs, heavies leading. Powell's hands clenched into fists on his controls as the *Marauder* ignored his missiles impacting against its armor and kept advancing.

Thirty-eight seconds down.



Andrews watched as the Company's combined fire drove the second *Warhammer* away and marveled. *Where were these guys when I was stuck on Sophie's World?* His then-lancemates' timidity had led to the charges that landed him in Kerensky's Company, but right then he was never so glad he'd punched anyone in his life. These jocks were pros! He was in good company, and he was giving as good as he got.

Better, in fact, since the Marys were concentrating on the heavies.

Andrews brought his cannon back down and leveled it at the *Stalker*, but the reticle refused to burn gold with a target lock. He glanced at the rangefinder—*too far!*—and shifted his aim to one of the *Crusaders*. This time the reticle burned solid gold and he squeezed the trigger. His rounds burst against

the tough armor of the *Crusader's* shin, doing little more than marring the purple paint job, but reminding the Marik jock that there were other Fire Lance 'Mechs present aside from Ikeda's big *Archer*.

Wind blew smoke across the field, occluding Andrews' view of the enemy. His right hand dialed his HUD over to infrared, but it went immediately black. *Idiot! Those sensors would've burned out in the fire*, he reminded himself. He switched back to visual light and waited for the wind to carry the smoke away.

The rest of the Company wasn't waiting, he saw. Maclaren and the captain moved together, ignoring the missiles that crashed around and sometimes on their 'Mechs' armor. Ikeda, Harlow and Sheridan followed. Tommerson and Nichols leaped ahead on jump jets. Andrews froze, unsure who to follow—his *Shadow Hawk* had jump jets, after all. But he was Fire Lance—and Ikeda was moving away.

Turning the *Shadow Hawk*, Andrews pushed his throttle forward and moved his 'Mech toward the sound of his lieutenant's guns.



Fifty-two seconds.

Powell screamed in exultation in his cockpit, his microphones off. He already knew how this was going to end. Leigh was down and out, and Bantry was hiding, her 'Mech all but shot to scrap. Hauk and Hague would fight on but fall quickly, and his *Stalker* was too slow to escape the mercenaries. That just made him a big, slow target, and so he pushed his throttles forward, moving closer.

Might as well take some of them with him.

One minute eight seconds.

He studied his enemies. Most of the 'Mechs showed damage, and all of them were charred flat black from the fires. The *Marauder* had taken some hits but was still moving, screening a *Warhammer* that followed in its wake. A flash of light revealed the remnants of insignia on the *Warhammer*—*a spider? And that blasted wolf's head!* Both 'Mechs were deadly, but the *Marauder* was escorting the *Warhammer*. There was only one reason a more heavily damaged 'Mech would expose itself to protect a lesser-damaged machine.

A bodyguard.

Powell brought his reticles to bear and squeezed his triggers as they crossed the *Warhammer's* outline. Missiles leapt from their racks to savage the 'Mech's armor. The big Magna lasers in his *Stalker's* torso flashed to life, drawing momentary connections with the *Warhammer's* torso armor. The heat in Powell's cockpit skyrocketed but he didn't notice. The seventy-ton *Dragoon* 'Mech stumbled, its pilot totally focused on keeping her 'Mech upright.

Her comrades were under no such compunctions.

Missiles, lasers and cannon fire—both conventional and accelerate particles—tore at the armor over his *Stalker*. Alarms sprang to life almost immediately, and all eighty-five tons of

the 'Mech rocked beneath the explosions' caresses. Powell didn't even try to hold it upright while its weapons recycled. He focused his eyes on the chrono: almost two full minutes.

Red crosshatching erupted onto his HUD. Powell frowned. His mind—sluggish with fatigue and combat and adrenaline and the not-insignificant knowledge that he'd lasted longer than forty-three seconds—blanked on its meaning. He was still clueless when his restraints slammed him back against his command couch and his ejection motors tore him from the *Stalker's* cockpit for the second time in three days. Burnt propellant filled his nostrils, burned his sinuses. Darkness enveloped him again as his *Stalker*—his second *Stalker*—crumpled into a gang-fire ammunition explosion beneath him.



"They're running!" Harlow shouted.

Andrews looked away from the still-burning wreckage of the *Stalker* and saw the two *Crusaders* disappear back into the buildings. There was no sign of the other *Warhammer*, although he figured they'd flush it out. His heat alarms beeped softly, still down in the yellow range. After the near-constant redlining of the freestorm, his current heat levels were nothing.

"Let's go, jocks," Ikeda said on the lance channel. "We're taking down the power net."

Andrews confirmed his orders and loaded the new navs. His HUD painted a path forward and he followed it, leading the way. His was the lightest Fire Lance 'Mech left, after Harlow's one-armed *Thunderbolt* and Ikeda's battered *Archer*. The rest of the company remained behind them, although Nichols' *Phoenix Hawk* took off on a long jump east before they disappeared from line-of-sight. Andrews thought about what Ikeda had said—*Anton's Palace is east*—and decided to ignore it. He had a mission.

Red carets flickered on his heads-up display. The Fire Lance was moving in roughly the same direction the retreating Ducal 'Mechs had headed and Andrews watched his sensors closely. Without the rest of the Company, two *Crusaders* could hurt the three Fire Lance 'Mechs badly. He turned the gain up on his missile-threat receptors, mindful of the danger as he moved around the buildings.

What he found was the *Warhammer*.

"Contact!" he screamed on the lance channel, backpedaling his 'Mech furiously.



Susan Bantry was terrified. Not that she'd ever admit it, not to anyone except the shrieking voice in her ringing head. She was terrified that she was going to die, and the seventy tons of BattleMech wrapped around her weren't going to do a thing to prevent it. That's why she'd run, when Powell's *Stalker* had exploded. That's why she'd ignored Hauk and Hague's desperate calling on the radio.

That was why she thrashed around and buried her left PPC barrel in the side of a building when the Dragoon *Shadow Hawk* appeared at the head of her hiding place, instead of straightening up and blasting the medium 'Mech off its feet.

She was going to die—and her mind, already battered from fighting the Dragoons on the plain and suffering the missile bombardment from these 'Mechs earlier and seeing Powell's big *Stalker* go up in an ammunition explosion, just refused to do anything about it.

In her mind, in her cockpit, Susan Bantry screamed.



Andrews jerked his weapons into line as the *Warhammer* moved, his veteran instincts already telling him the heavier 'Mech would get the first shot, as he twisted the *Shadow Hawk* out of the line of travel he'd been on. The range was too close for his long-range missiles, and his SRMs didn't bear. He snap-fired the laser on his *Shadow Hawk's* right arm, but that was a pea-shooter compared to the hellish damage the *Warhammer's* Donal PPCs would deal out. Icy sweat trickled down the back of his neck.

The *Warhammer* punched the building next to it instead of firing. Andrews frowned.

"Something's not right here," he called, as Harlow's *Thunderbolt* came running forward, large laser at the ready.

The *Warhammer* shook, not even attempting to raise its weapons. The 'Mech's left arm kept slamming into the wall, poking meter-wide holes with its PPC barrel. The *Shadow Hawk's* ECM showed the Ducal 'Mech's sensors active but not focused—the pilot wasn't trying to attack him.

"I think he's cracked up," Andrews said.

"Too bad for him," Ikeda radioed. "Deal with him."

"But he's not shooting back," Andrews protested.

"Harlow." Ikeda didn't say anything else.

The *Thunderbolt* stepped around the corner and leveled its right arm. The large laser snapped fire—again—a third time, and the *Warhammer* fell, its right leg amputated at the knee. Harlow watched for a second, waiting to see if the *Warhammer* tried to get up, but it just lay there, left arm twitching.

"Let's go," Harlow said, turning the *Thunderbolt* around and moving away.

Andrews looked at the downed 'Mech for a moment longer. He'd thought Ikeda meant to kill the defenseless jock, and had the *Warhammer* been firing back he'd have had no compunctions whatsoever about downing it. But shooting a defenseless jock—that's what Anton Marik had done, with Major Wolf. That was what they were doing here, righting that wrong.

And Andrews was in the right company to be doing it.

Smiling, the jock turned his *Shadow Hawk* and followed in Harlow's wake.



The second landing was no less difficult than his first. Adam Powell limped from the street corner where he'd landed to an abandoned jitney. He tested the engine—a little electric job, but it whined to life—and started toward the Palace. The sounds of battle raged all around him, overlain by the near-constant roar of the fires in the distance. It must have been there all along, but he hadn't heard it in the insulated cockpit of his *Stalker*. Ash clogged his nostrils. He had to hack out great clumps of it when he tried breathing through his mouth.

The Dragoons had split up, a *Warhammer* leading a group east and another trio of 'Mechs moving south, toward the power generator. Powell followed the *Warhammer's* group toward the palace. He wanted to see how it would turn out.

The jitney's top speed was about thirty kph, so the 'Mechs quickly outpaced him, but he followed the detritus of their skirmishing the whole way. Burned out tanks, the shell of a *Hermes II*—all fallen in the face of the mercenary assault. Powell saw the precision of their fire and understood why they'd been so successful against Janos Marik's Loyalist forces during the civil war. They were professionals.

And they were pissed.

By the time Powell reached the Palace, the Dragoon 'Mechs were already there. His survival radio was bleating the emergency recall alarm. *Goldstone and her 'Mechs must be down for that to be broadcast*, he thought. *The last of Anton Marik's Ducal Guards have fallen*. He watched as the charred *Warhammer* approached Anton's squat palace.

He pulled the jitney up against a building and crouched behind it, aware that he was nearly naked in a war zone. A massive concussion shook the building around him and a flash mirrored off the bottoms of the clouds. The lights in the building behind him flickered and died. *The power grid*.

Powell felt oddly at ease. He knew his side had lost. He'd been shot out of two 'Mechs, and the man he'd sworn his life to serve was about to be slaughtered in his own palace by the mercenaries he had betrayed. He was only a Ducal Guard because he'd sworn to be one—it had been clear for months that Anton was going to lose his bid for the Captain-Generalship. But Adam Powell had given his word, and he'd done his best.

And he had. Two *Stalkers* he'd ridden to their deaths, overcome by more experienced foes. He hadn't run. He hadn't surrendered. He'd fought as he'd been trained, against odds that were too long to face with any expectation of winning. He'd done his part for his lord.

The black *Warhammer* kicked the palace, sinking its foot deeply into the thick ferrocrete. Then it pulled the foot back and kicked again. And again. And again.

Powell was still watching, a few minutes later, when the wall of the palace came down around the *Warhammer*. The rest of the structure soon followed.

Of Anton Marik—pretender to the Captain-Generalship, sworn liege lord, and now murderer—he saw no sign.



By the time the Fire Lance rejoined the rest of Kerensky's Independent Company, Anton's Palace was a pile of sparking, smoking rubble. Captain Kerensky's *Warhammer* stood in the midst of it, but the Company was not alone. Other Dragoon 'Mechs stood nearby, and when Andrews queried their IFF he was shocked to see the icons for the Colonel's Command Lance. *Unity, that's Colonel Wolf's Archer right there!* Andrews switched over to the company channel.

A wheezing pant was the only broadcast on that channel, and Andrews recognized the sending 'Mech as Kerensky's *Warhammer*. Her 'Mech was battered—blackened, scarred by weapons fire and battered from throwing itself against the Palace—but it still stood. Colonel Wolf's 'Mech moved closer. Kerensky's *Warhammer* twitched and fell over when it tried to put its broken right foot down. Andrews and the rest of the Company lurched forward, but Wolf's *Archer* waved them back.

She's done it, Andrews thought. *We beat our way through the wall and through his Guards and that woman killed Anton Marik*. He watched her 'Mech, still on the ground, as the Colonel reached down and helped her upright. The rest of her Company stood around him, 'Mechs blackened from fire and combat, waiting.

Static bleated. "Colonel Wolf." It was the captain. She was broadcasting on an open channel, one that all the Dragoons would hear. "Kerensky's Independent Company—the *Black Widows*—stand ready for your orders."

Andrews stiffened. Out of the corner of his eyes he saw the other Company 'Mechs—the other Widows—do the same. It was a running joke in the lances that the captain hadn't chosen a moniker for her unit. Any good merc needed a catchy name: Wolf's Dragoons. Jarrett's Lancers. Vegan Rangers. That Kerensky hadn't chosen a name was a source of quiet argument in the Company.

But now they had a name. The Black Widows. *We'll all need spiders, now*.

Andrews looked at his fellow Widows. When he'd stood in front of the captain at in-processing, he'd wondered how long it would take him to transfer back into a line regiment. Glorified picket duty in a punishment company was better than the brig any day of the week. But the Widows weren't garrison troops—the last hour's battling had made that very clear.

The other Widows' 'Mechs were just as black as his. As Kerensky's. And every one of them stood proudly beneath the gaze of the assembled Dragoons. Beneath the eyes of Colonel Jaime Wolf.

"There's more to be done, Colonel!" Captain Kerensky said on the same open channel. Andrews nodded, alone in his cockpit. He'd be there to do it.

INTRODUCTORY ALPHA STRIKE



A grizzled veteran of the mercenary unit Wolf's Dragoons, piloting a Shogun BattleMech, returns fire upon his diminishing enemies.

It is a universe at war. Even as humankind reached out to command the stars, the human lust for conflict and conquest could not be overcome as easily as the distances of light years. Driven by the dream of one day ruling all of humanity, mighty empires formed, fell, and rose again. From the chaos of war arose the Star League, the pinnacle of human civilization, a Golden Age where a lasting peace and time of prosperity seemed possible at last. But greed, ambition, and treachery combined to tear it all down once more, plunging all the worlds humans called home into centuries of simmering conflict.

Power over billions now rests in the hands of those who can claim noble blood, or the heritage of elite warriors. Generations of warriors have done battle across countless worlds, fighting for a dream long dead, perpetuating the cycle until few could imagine any other way. The most elite among these warriors—like modern-day knights in the neo-feudal realms that now hold sway—are the MechWarriors, those who command the mightiest war machines of the thirty-first century: BattleMechs.

The *BattleTech* universe is a realm of perpetual war between interstellar dynasties and feuding Clans. It is a realm where humankind's greatest enemy is itself, rather than alien invaders. It is a universe where flags and governments change with regularity on the border worlds, and high-minded ideals like "honor," "glory," and "freedom" are the catchphrases of warlords.

It is a universe where life is cheap, but BattleMechs are not.

ALPHA STRIKE BASICS

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

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

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



The following introductory-level rules are designed to familiarize new players with the basics of the *Alpha Strike* game system. As such, they focus entirely on ground warfare between BattleMechs ('Mechs), as they are the primary (and most flexible) of BattleTech's combat units.

COMPONENTS

Introductory *Alpha Strike* uses miniatures, six-sided dice (D6s), tape measures and tabletop terrain. These items were described in brief in the previous chapter (see pp. 6-9). Unit cards, which track the vital statistics and conditions of each unit in play, are also required. The data they present is described below.

THE UNIT CARD

The following items appear on the Unit Card for BattleMech units:

Unit: In *Alpha Strike*, the term “unit” refers to any single element or group of elements that can be fielded in a *BattleTech* game. Even when a unit represents multiple elements, the unit moves, attacks, and tracks damage as one.

Type (TP): The Type field on a unit card indicates the general classification of a unit in two-letter codes. The BattleMech (BM) is the only unit type covered in Introductory *Alpha Strike*.

Point Value (PV): A unit’s Point Value measures its approximate battlefield strength, based on its combat capabilities.

Size (SZ): On the unit card, the unit’s size is a numerical value indicating its weight class. BattleMechs tend to come in four sizes, in increasing weight: 1 (Light), 2 (Medium), 3 (Heavy), and 4 (Assault).

TMM: Target Movement Modifier. This is the to-hit modifier the unit receives if it is the target of an attack while using its standard movement mode. If the unit has received damage that reduces its Move, uses a different movement mode or temporarily has a lower available Move due to heat or other effects, its Target Movement Modifier will be different (see To-Hit Modifiers, p. 17).

Movement (Move): On the unit card, the Move field indicates the number of inches the unit may move during a turn of gameplay. When a letter appears after this number of inches, it indicates a special mode of movement the unit might possess, such as the ability to jump (see Jumping, p. 15).

Role: The typical combat role of the unit. See the Force-Building rules in the *Alpha Strike Companion* (p. 146).

Skill: This blank area on the unit card is where the player can indicate the base to-hit number for the unit’s attacks. (A regular-rated MechWarrior commonly has a value of 4, while a value of 1—or even 0—indicates an elite-rated MechWarrior.)

Damage Value: The numbers shown in this part of the unit card indicates the amount of damage points the unit can deliver at each range bracket—S (+0), M (+2), and L (+4). These range brackets, respectively, are Short, Medium, and Long. If a unit cannot deliver damage at a range bracket, it may have either a 0 in that bracket, or a dash (“—”).

Overheat Value (OV) and Heat Scale: For BattleMech units, the Overheat Value indicates the number of damage points the unit can add to its attack, in exchange for suffering an equal amount of heat. Overheating is tracked in the four boxes under the heat scale, with each point of overheat given its own box. If the unit suffers 4 or more points of overheating, it will shutdown (indicated by the “S” in the fourth box of the Heat Scale).

Armor and Structure (A/S): The white bubbles in this part of the unit card indicate how many points of external armor the unit possesses, while the gray-shaded bubbles track how many points of internal structure it possesses. When a unit is damaged, these bubbles are crossed off. A unit that has had all of its structure bubbles marked off is considered to be destroyed.

Special Abilities: In *Alpha Strike*, units that possess special battlefield abilities beyond movement, damage, armor, and structure, will note these abilities as Special Abilities. These features are described on the unit card using abbreviations, and are further described later in this book.

Critical Hits: The card has several different Critical Hit effects that can be marked to keep track of critical damage.

ID: In the event that multiple units of the same design are used in a given *Alpha Strike* scenario, players may differentiate these units with some form of handy identifying information, recorded on the reverse side of the unit card.

SETUP

First, the players agree to a scenario from this booklet (see pp. 22-24).

To begin setup, the controlling player for each side rolls 2D6. The player with the highest dice result is the initiative winner, and thus may choose his desired Force List. If there are more than one Force List available, the player with the lowest initiative roll selects his army list last.

PLACING TERRAIN

In *Alpha Strike* play, any available terrain is usually selected by the agreement of both players. The players alternate turns adding elements to the terrain table, setting up any hills, water features, woods, and so forth suitable for play.

Once the terrain is placed, the initiative winner gets the first pick in declaring an edge of the table area to serve as his army’s “home edge”—the side of the battlefield where his units will enter. The opposite edge then becomes the home edge for the player with the lowest initiative roll. In most scenario types, a player’s units may only exit the map safely through that player’s home edge, but some scenarios may allow (or even require) a player’s units to escape the map via other map edges—perhaps even the home edge of the opposing force.



SCENARIOS

REFERENCE

TEMPLATES

Starting Positions

Generally, units begin play off the board, and enter the battlefield area only during the first turn. At the players' option, units may instead begin play already placed on the board within their deployment zones (defined as the whole map area within 10 inches of the units' home edge).

In this latter case, the player who made the higher Initiative roll during set-up may choose whether to begin setting up his units first or second. Once this is decided, each player takes turn placing one of his units on the map within his army's deployment zone until all units have been placed. Units may be placed with any facing direction desired.

PLAYING THE GAME

This section provides an overview of the *Alpha Strike* gameplay sequence. For simplicity, these rules presume that each game is made up of two sides, controlled either by two players or by two teams of players. Whenever the rules refer to a player, that term can mean a team of players as well as an individual.

SEQUENCE OF PLAY

An *Alpha Strike* game consists of a series of turns. During each turn, all units on the table will have an opportunity to move and fire their weapons or make physical attacks. Each turn consists of several smaller turn segments, called phases. During each phase, players may take one type of action, such as movement or combat. The players execute the phases in a given order. Specific actions, movement, effects of damage and so on are fully explained in separate sections later in these rules.

Each turn includes the following phases, performed in the following order:

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.

Because movement and combat are considered to occur simultaneously in the course of an *Alpha Strike* 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: Movement Phase

The player with the lowest Initiative roll moves one of his units first. Presuming an equal number of units on the two sides, the Initiative winner then moves one of his units, 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 his opponent. See the *Unequal Number of Units* rule (see p. 27) for a helpful guide to handling unequal force numbers.

Step 3: Combat Phase

As with the movement phase, the player with the lowest Initiative roll acts first in the Combat Phase, but—rather than alternating actions—this player declares and resolves *all* of his units' combat actions at this time, followed by the Initiative winner.

In the Combat Phase, each unit may execute one attack. Damage from these attacks is resolved immediately, but the effects do not take place until the turn's End Phase. This means that a destroyed unit will normally have a chance to return fire.

Step 4: End Phase

Both players may complete the End Phase simultaneously.

In this phase, each player executes any miscellaneous actions remaining for the turn, such as removing destroyed units, or restarting units that shut down from overheating in a previous turn. The specific rules for such actions state whether or not they take place during the End Phase.

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.

VICTORY CONDITIONS

In Introductory *Alpha Strike*, victory is most commonly achieved when one player's army destroys all of the opposing players' units.

Alternative Victory Conditions

Players interested in more variety may assign alternate victory conditions for their *Alpha Strike* games as they wish. Examples of this include "breakthrough" scenarios, where one side's goal is to move a certain number of its units across the map and off the opposing edge with minimal casualties, or a "capture the flag" type of scenario, where a player's force might claim victory by moving its units to a pre-designated point and surviving in that position for a certain number of turns.

MOVEMENT PHASE

Every unit has a base Move listed on its unit card. This value is the maximum number of inches the unit may move during its turn. A unit may move in any direction and—at the end of its movement—may face in any direction. Units need not move their full amount; in place of moving, a unit may simply stand still. A unit may make multiple turns, during the course of its movement, to maneuver around obstacles, so long as the inches traveled are within its maximum Move rating. (Using a flexible tape measure, to correctly measure this indirect distance, is highly recommended.)

Terrain may prohibit or impede a unit's movement, as shown on the Movement Cost Table.

MOVEMENT MODE

The player moving a unit must choose the movement mode the unit will use this turn. All units have at least two options (Standstill or Ground Move), and some units have a third option (Jumping).

Standstill

A mobile unit that chooses to move less than 1 inch in the current turn is at a standstill. A unit that is standing still is easier to hit, but this also improves the unit's ability to hit with its own attacks (see To-Hit Modifiers Table, p. 16).

Ground Move

A unit that moves at least 1 inch in the current turn, but does not use jumping movement, is using Ground Move. This is the default movement mode, so it does not affect the unit's ability to hit with its own attacks.

Jumping

Any unit with a "j" listed in its Move statistic is a unit that possesses the ability to jump over intervening obstructions. The distance such units can jump is given as the Move value beside the "j". A jumping unit ignores terrain costs for the purposes of movement. A jumping unit may jump into water terrain, but not out of it.

Jumping movement always follows the shortest path possible; the player simply chooses an end point (up to the unit's jumping Move allowance), and the unit lands at that location, with any desired facing direction.

Jumping severely affects the unit's ability to hit with its own attacks, but also makes it more difficult to be hit (see To-Hit Modifiers Table, p. 16).



Minimum Movement

As long as a unit is mobile (meaning that its Move has not been reduced to zero through damage or heat effects), it can always move 2 inches in any direction, regardless of the terrain's movement costs (unless the terrain in question is prohibited).

Facing

'Mech units are considered to be facing the same way as the feet of the miniature representing the unit.

A unit's facing affects combat resolution (see *Combat Phase*, below), and can only be voluntarily changed during the Movement Phase.

Stacking

During the Movement Phase, a unit may move through a space occupied by other friendly units, but may not move through unfriendly units at the same elevation. If the units occupy different elevations during a unit's movement (such as when a 'Mech unit with jumping capability uses it to move), the units are considered to be at different elevations and may pass through the same space.

Regardless of how they arrive at their destination, units in *Alpha Strike* may not occupy the same space on the game table, regardless of any differences in elevation.

TERRAIN

Terrain may impede movement, costing an extra number of inches to enter or pass through. These extra costs are shown on the Movement Cost Table. Note that multiple terrain conditions may combine for higher movement costs (such as when changing elevations while moving through water).

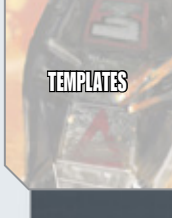
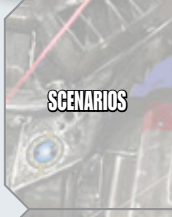
Water: 'Mech units entering water must pay the combined cost of the movement, plus the extra movement costs for water terrain and any level change costs.

Level Change: 'Mechs may climb onto and over terrain as steep as 2 inches high (per inch of horizontal travel). Doing so costs an extra 2 inches of movement per inch of elevation changed. (For an exception, see *Jumping*, p. 14). Level changes greater than these are considered prohibited terrain in *Alpha Strike*, too sheer for the 'Mech to traverse. If the unit does not have enough Move allowance remaining to climb to the desired level of terrain, it must remain at the previous level, and cannot move any further.

In the Movement Basics Diagram below, the Vulture has 10 inches of Movement. To move to Point A, it spends 4 inches of its available Move to get to the hill, 4 inches to move up the hill, and then 2 more inches to move across the hill. As it has run out of Move, the Vulture stops there, and its controlling player can choose any facing for it to end with.

The Vulture cannot move to straight to Point B. The 4" elevation change is more than the 2" allowed for elevation changes per 1" traveled.

If the player wishes instead to avoid ending up on top of the hill, the 'Mech can move around the hill to reach Point C. In this case, it spends 6 inches to move below the hill, and



MOVEMENT COST TABLE

Terrain Type	Movement Cost
Clear	1"
Rough/Rubble	+1"
Woods	+1"
Water	+1"
Level Changes (up or down) Per 1" elevation	+2" (max 2" per 1" traveled)

its remaining 4 inches are spent moving up the gap between the hill and the woods.

The Vulture can also move to Point D and end its movement in the Woods. For that, it spends 7 inches of Move to get to the edge of the Woods. Because Woods cost an extra 1 inch per inch traveled through such terrain, the Vulture can only move 1.5 inches into the Woods before running out of Move.

If the player would rather place his Vulture in the water, he can move the 'Mech 3 inches to the water's edge, spend 4 inches of Move for the elevation change into the water and then spend 3 inches of Move to push through 1.5 inches of water terrain.

COMBAT PHASE

In the Combat Phase, each unit may deliver one attack against another unit, be it a physical attack or a weapon attack. If a unit is unable or unwilling to make an attack in the current turn, it may be skipped for that turn.

To make an attack, the controlling player declares which unit is attacking, what unit it is attacking, the nature of the attack (weapon or physical), and—if applicable—how much of his unit's Overheat Value the attack will use (see *Overheating*, p. 20). The player then resolves combat for that unit, applies any damage to the target, and then moves on to another available unit to repeat the process until all of his units have made their attacks. If the player wishes a unit not to make an attack, or if a unit is unable to make an attack for any reason, the player may pass for that turn.

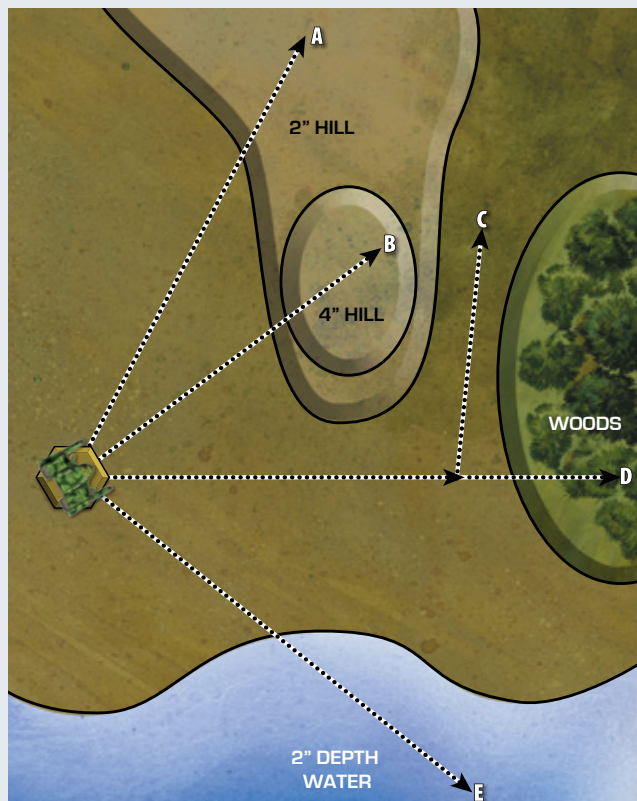
Once a player has resolved (or skipped) combat actions for all of his units, the opposing player may then do so for all of his units.

In Introductory *Alpha Strike*, the only valid targets for an attack are other units.

RESOLVING WEAPON ATTACKS

The sequence for resolving weapon attacks is as follows:

- 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)



• MOVEMENT BASICS DIAGRAM •

Step 1: Verify Line of Sight

Line of sight (LOS) in *Alpha Strike* is determined by what a unit can "see" from its vantage point on the table. Units can usually be sighted by simply going to the eye level of the attacking unit and looking at the target miniature. If the target miniature can be seen, then the units have LOS to one another. When this is not possible, players may determine line of sight by running a straight measuring tape or a taut string from miniature to miniature, or perhaps even by using a laser pointer.

If less than one-third of a miniature is visible behind solid terrain (such as hills or buildings), then the line of sight is considered to be blocked.

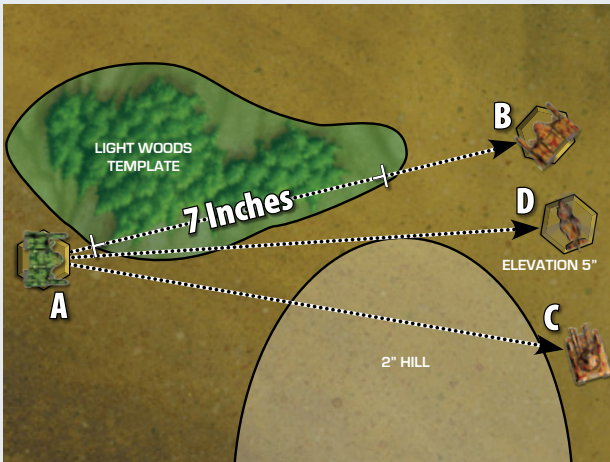
Non-solid terrain—such as woods—does not automatically block LOS in the same fashion. In the case of such terrain, line of sight is only considered to be blocked when it passes through 6 inches or more of such intervening non-solid obstructions. Woods that intervene, but do not block, LOS will impose a modifier to the attack's to-hit numbers (see the *To-Hit Modifiers Table*, p. 16).

Adjacent Ground Units: Units in base-to-base contact always have line of sight to each other.

Intervening Units: Intervening units are not treated as terrain, and thus have no effect on LOS or attacks.

Partial Cover: If more than one-third (but less than two-thirds) of a target is hidden behind blocking terrain, LOS is not considered blocked. Instead, the target is said to possess partial cover, and the attacker will apply a modifier to his attack to-hit number as a result (see the *To-Hit Modifiers Table*, p. 16).

Woods: Units do not receive partial cover from woods terrain.



• LINE OF SIGHT DIAGRAM •

Water: 'Mech units that are standing in Water terrain at a depth (negative elevation) level of 1 inch will receive partial cover benefits from the water. Because the water surrounds the 'Mech, this partial cover applies even if the attacker is standing at a higher level than the target and would ordinarily be able to see the target's legs. If a unit is completely submerged within water (such as a 'Mech unit standing in water features 2 or more inches deep), LOS to (and from) the submerged unit is considered to be blocked.

In the Line of Sight diagram, BattleMech A wants to target BattleMech B. From the perspective of BattleMech A, the only thing the controlling player sees between the two units is a woods template. Using a measuring tape drawn between the two units to find how many inches of Woods terrain intervene, the player finds that he is trying to target a unit through 7 inches of light woods intervene. Because this is more than 6 inches, LOS between the two BattleMechs is actually blocked; BattleMech A therefore cannot attack BattleMech B.

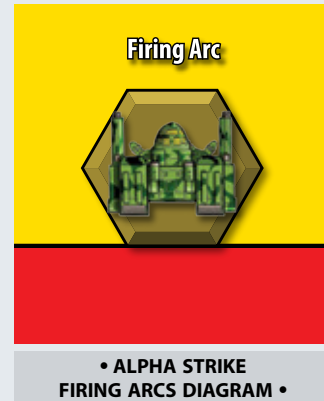
The controlling player decides instead to target Ground Vehicle C. Unfortunately, when he leans down to the mini's

level to check LOS, he finds that Vehicle C is actually hidden by the low ridge between them. This leaves only Vehicle D, a VTOL currently flying at an elevation level of 5 inches above the table, as the only target that BattleMech A can see from its vantage point. BattleMech A's player notes that even this LOS passes over the woods terrain between them, and verifies with a straight-edge that the attack will pass through some wooded terrain.

Step 2: Verify Firing Arc

Every unit in *Alpha Strike* has a particular field of fire into which the unit may make attacks. These fields of fire, based on the unit's type and its facing, are known as firing arcs. A 'Mech unit's firing arcs extend to the edge of the battlefield in the directions indicated by the diagram.

If more than half of the target unit's base lies outside the attacker's firing arc, then the attack cannot be made.



Step 3: Determine Range

Alpha Strike uses fixed range brackets for all weapon types. To determine a unit's range, measure the distance from the edge of the attacker's base to the edge of the target's base, and compare this number to the Alpha Strike Range Table, to determine what range bracket the target lies in.

A unit's successful attack will deliver a certain amount of damage to the target at each of the indicated ranges, but not all units can deliver damage at every range bracket. If a unit's damage value in a given range bracket is given as a 0 or a dash ("—") on its unit card, the unit cannot make a weapon attack at that range.

Base-to-Base Contact: Units may not make weapon attacks against targets with which they are in base-to-base contact. Against such units, the attacker may only deliver a physical attack (see *Resolving Physical Attacks*, p. 19).

ALPHA STRIKE RANGE TABLE

Distance	Range
Up to 6"	Short
Over 6" and up to 24"	Medium
Over 24" and up to 42"	Long



SCENARIOS

REFERENCE

TEMPLATES

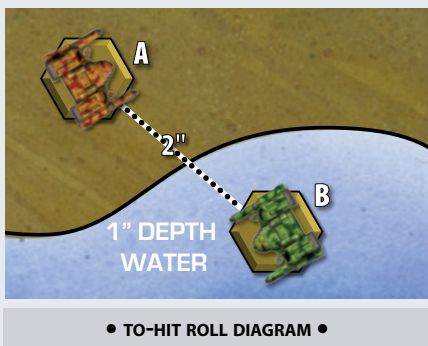
Step 4: Determine To-Hit Number

Once a player has determined that he has LOS to his target, that the target is within the attacking unit's firing arc, and within a range bracket it can deliver damage to, he must determine the to-hit number. The player's dice roll must equal or exceed this to-hit number in order to score a successful attack against his target.

The base to-hit number for all attacks is the unit's Skill Rating. This number is then modified based on the attack's range bracket, the target's movement capability, terrain features, and other miscellaneous situations. The modifiers applicable to Introductory *Alpha Strike* are shown on the To-Hit Modifiers Table. Unless otherwise stated, all modifiers are cumulative, which means they are added to the unit's base to-hit number to find the final to-hit number.

Shutdown Units: Shutdown units are immobile, and so have a target movement modifier of -4.

Occupying and Intervening Terrain: Terrain is occupied if any part of the unit's base is in contact with the terrain. Terrain is intervening if the Line of Sight passes through it before reaching the target (see *Verify Line of Sight*, p. 15).



In the To-Hit Roll diagram, Alice's CTF-3L Cataphract stands at Point A and is attacking an ANV-3M Anvil at Point B. Alice's Mech has a Skill rating of 3, establishing her base to-hit at 3. She then applies the following modifiers:

The Anvil is 2 inches away, and thus at short range (no modifier).

The Anvil's available Move is 10¹/₄". The 10" ground movement provides a target movement modifier of +2, while the 4" provides only +1 (+0 for the 4" movement, +1 for jump capability = +1 total). As the ground movement modifier is higher, +2, is used.

Next, Alice adds 2 because the Anvil is in water that provides partial cover.

This makes the final, modified to-hit number 7 (3 [Skill Rating] + 0 [short range] + 2 [target movement] + 2 [partial cover] = 7). Alice will need to roll 7 or higher on 2D6 to successfully hit her target.

Step 5: Roll to Hit

To execute an attack, the controlling player rolls 2D6 for each unit and compares the total to the modified to-hit number identified in the previous step. If the dice roll equals or exceeds the modified to-hit number, the attack succeeds. Otherwise, the attack fails.

TO-HIT MODIFIERS TABLE

RANGE MODIFIERS		
Range	Distance	Modifier
Short	Up to 6"	+0
Medium	>6" to 24"	+2
Long	>24" to 42"	+4

TARGET MOVEMENT MODIFIERS ¹	
Target	Modifier
Immobile	-4
<i>Available Move:</i>	
0-4"	+0
5"-8"	+1
9"-12"	+2
13"-18"	+3
19"-34"	+4
35"+	+5
Jumped	+1

ATTACK MOVEMENT MODIFIERS	
Movement Mode	Modifier
Standstill	-1
Ground Move	0
Jumping	+2

TERRAIN MODIFIERS	
Terrain	Modifier
Woods	+2 ²
Partial Cover	+2

PHYSICAL ATTACKS MODIFIERS	
Physical Attack Type	Modifier
Charge	+1
Death From Above	+3
Melee	+0
Standard	+0

MISCELLANEOUS MODIFIERS	
Attacker	Modifier
Fire Control Hit	+2 ³
Overheated	+ Heat Level [1-3] ⁴

¹Movement Modifier is based on the unit's available movement, modified by heat levels and critical hits (if applicable). For units with multiple movement modes, apply the modifier from the mode that has the highest modifier. Inches actually moved by the unit are irrelevant.

²Modifier applies if terrain is intervening or occupied by target.

³This modifier may apply multiple times, but does not apply to physical attacks.

⁴Heat modifiers do not apply to physical attacks.



Step 6: Determine and Apply Damage

When an attack is successful, its damage is applied immediately, but damage effect will not take place until the End Phase. Before damage can be applied, the attack direction and amount of damage must be determined.

Attack Direction: When an attack hits a unit, it must be determined whether or not it strikes the target's front or rear. To determine this, lay a straightedge from the center of the attacker's base to the center of the target's base. If the attack enters through the rear hex side of the target's base, the attack direction is to the target's rear. Otherwise, the damage applies to the front of the target. If the straightedge crosses at the intersection of two hex sides, the target chooses which side is hit by the attack.

Amount of Damage: The base amount of damage delivered by a successful weapon attack is equal to the attacking unit's damage value at the appropriate range bracket. If the target is at short range, the base damage is that listed in the attacking unit's S value. For a target at medium range, the M value is used. For a target at long range, the L damage value applies.

Add 1 point of damage to any successful attack that strikes its target in the rear.

Units that track heat may inflict additional damage on their targets at the expense of overheating. The decision to overheat for additional damage potential must be made when the attack is declared, but before it is resolved (see *Overheating*, p. 20).

Heat Special Ability: Some units have a preponderance of heat-generating weapons. Units with this feature will reflect this in the unit's stats via the Heat special ability (HT#/#/#). The Heat special ability will also include a numeric rating (for example, HT1/1/-), which will indicate the number of additional heat points that will be applied to a target in that range band (Short/Medium/Long) in the End Phase of the turn when the attack hits. (This heat applies in addition to the unit's normal weapon attack damage, so a unit that has a Short range damage value of 3 and has the HT1/-/- special will deliver 3 points of damage plus 1 point of heat at short range.)

Applying Damage

The following question-and-answer process covers the recording of damage from a successful attack.

Question 1: Does the target unit have armor (Arm) bubbles remaining on its unit card?

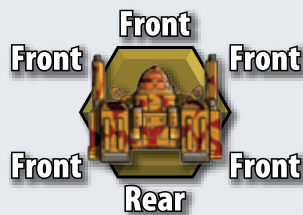
Yes: Check off one armor bubble for every point of damage delivered against the unit, until all damage is applied or all armor is destroyed. Then proceed to Question 2.

No: Proceed to Question 3.

Question 2: Is there attack damage remaining?

Yes: Proceed to Question 3 to allocate remaining damage.

No: The attack is finished.



• ATTACK DIRECTION DIAGRAM •

Question 3: Does the target unit have structure (Str) bubbles remaining?

Yes: Check off one structure bubble for every point of damage delivered, until all damage is applied or all structure is destroyed. Then proceed to Question 4.

No: Proceed to Question 4.

Question 4: Is there damage remaining?

Yes: The target unit is destroyed.

No: Go to Question 5.

Question 5: Does the target unit have structure bubbles remaining?

Yes: Roll once on the Determining Critical Hits Table (see *Step 7: Roll for Critical Hits*, p. 18). The attack is finished.

No: The target unit is destroyed.

Kevin's RFL-3N Rifleman begins the turn undamaged, and so it has 4 points of armor and 5 points of structure. This Combat Phase, the 'Mech is hit by weapon attacks from a STK-5S Stalker and a BSW-X1 Bushwacker. After checking the attack directions, Kevin's opponents find all shots will strike his Rifleman on the front. The Stalker is attacking from medium range and will thus deliver 3 points of damage. Kevin marks off 3 armor bubbles, leaving 1 armor and 5 structure circles for his Rifleman. Because the damage has not marked off any structure bubbles, there is no Critical Hits roll.

The Bushwacker, also attacking from medium range, also delivers 3 points of damage. Kevin marks off the last bubble of armor on his Rifleman and 2 points of structure, leaving it with no armor bubbles, and 3 bubbles of structure.

Kevin informs his opponent that the attack has hit his structure. This means there is a chance for a Critical Hit. His opponent rolls 2D6, getting a 10 result, and consults the Determining Critical Hit Table. This means the Rifleman has taken a Fire Control Hit. In future turns, the Rifleman will suffer an additional +2 to-hit modifier to its weapon attacks.

Step 7: Roll for Critical Hits

Any time a hit damages structure, critical damage may occur that further weakens or impairs the target unit. To determine whether a unit suffers a critical hit—and the nature of such damage—the attacker rolls 2D6 and consults the Determining Critical Hits Table. Critical Hits must be clearly marked on the unit's card. The effects of all critical hits are permanent.

If the given critical hit effect does not apply to the unit in question (for example, a weapon hit on a unit that has already had all of its damage values reduced to zero), apply 1 additional point of damage to the unit instead, but do not roll for additional critical hits as a result of this extra damage.

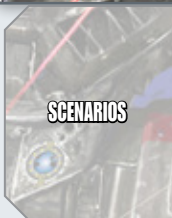
Critical Hit Effects

The following describes the effects of each critical hit type described in the Determining Critical Hits Table.

Ammo Hit: Unless the unit has the CASE, CASEII, or ENE special abilities, the unit is destroyed. If the unit has CASE, it suffers 1 additional point of damage (roll again on the



INTRODUCTORY ALPHA STRIKE



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DETERMINING CRITICAL HITS TABLE

2d6 Roll	Effect
2	Ammo Hit
3	Engine Hit
4	Fire Control Hit
5	No Critical Hit
6	Weapon Hit
7	MP Hit
8	Weapon Hit
9	No Critical Hit
10	Fire Control Hit
11	Engine Hit
12	Unit Destroyed

Determining Critical Hits Table if this damages structure). If the unit has the CASEII or ENE special abilities, apply no additional damage and treat the result as No Critical Hit.

Engine Hit: The unit's power system has been damaged. The engine hit will cause the unit to generate 1 heat point any time it fires its weapons without delivering any extra damage from overheating. (The unit may still use overheating to add damage to its attacks, but this heat will add to the 1 point generated by the engine hit.) A second Engine Hit critical will destroy the unit.

Fire Control Hit: Some mechanism for controlling the unit's weapons has been damaged. This could represent anything from arm actuator damage to sensor hits. Each Fire Control Hit adds a cumulative to-hit modifier of +2 for all subsequent weapon attacks by the damaged unit. (This modifier will not apply to physical attacks.)

MP Hit: Something related to the unit's ability to move has been damaged. The affected unit loses half of its current Move, rounding normally (to a minimum Move loss of 2 inches). If a unit is reduced to a Move of 0 inches (or less) in this fashion, the unit is immobile.

No Critical Hit: The hit causes no critical effect.

Unit Destroyed: The unit has suffered fatal damage and is eliminated from the game.

Weapon Hit: This hit represents the destruction of a number of weapons on the affected unit. All damage values are reduced by 1 (to a minimum of 0). Weapon Hits do not affect a unit's physical attack values.

RESOLVING PHYSICAL ATTACKS

Physical attacks follow a process similar to weapon attacks, but since range is not a factor, several steps are omitted. The process for resolving physical attacks is:

- Step 1: Determine physical attack type
- Step 2: Determine to-hit number
- Step 3: Roll to hit
- Step 4: Determine and apply damage
- Step 5: Roll for critical hits (if applicable)



This Atlas has clearly taken a critical Weapon Hit.

Step 1: Determine Physical Attack Type

There are three types of physical attack that 'Mechs may perform: Standard, Melee and Special. A unit may only make one physical attack type per turn. Units cannot make a physical attack in the same turn they have made a weapon attack.

Standard Physical Attacks: Standard physical attacks consist of punches and kicks where the 'Mech uses its limbs to inflict damage on a target. Standard physical attacks can only occur when the attacker is within 1 inch of its target, and the target is within the attacking unit's firing arc (see *Verify Firing Arcs*, p. 16).

Melee Physical Attacks: Only 'Mechs with the Melee (MEL) special ability may make Melee physical attacks. The unit uses a weapon to augment its normal physical attack damage. Units that have a Melee special ability may not choose to make a Standard physical attack instead. Melee physical attacks can only occur when the attacking unit is within 2 inches of its target and the target unit is also within the attacking unit's firing arc (see *Verify Firing Arcs*, p. 16).

Special Physical Attacks: Charge and Death from Above (DFA) attacks are more aggressive and risky physical attacks. Only one of these special physical attacks may be attempted per target, per turn—once a unit has been targeted for a Special physical attack, it cannot be the target of any further Special physical attacks. Charges and Death From Above attacks can only be completed if the attacking unit can move far enough to end its movement in base-to-base contact with its target, and—because of this—these attacks can only be made against targets that have already completed their movement. (In addition, the Death from Above attack may only be attempted by units that have sufficient jumping Move to reach the target.)



Step 2: Determine To-Hit Number

The base to-hit number for all physical attacks is the unit's Skill Rating. This number is modified based on the physical attack type chosen, the target's movement capability, terrain features, and other miscellaneous situations. The modifiers applicable to physical attacks in Introductory *Alpha Strike* are shown on the To-Hit Modifiers Table. Unless otherwise stated, all modifiers are cumulative, which means they are added to the unit's base to-hit number to find the final to-hit number.

Shutdown Units: Shutdown units do not receive a movement modifier for target's available movement.

Occupying and Intervening Terrain: Terrain is occupied by a unit if any part of the unit's base is in contact with the terrain. Terrain is intervening if the attacker's LOS passes through it before reaching the target (see *Verify Line of Sight*, p. 15).

Step 3: Roll to Hit

Roll 2D6 for each unit and compare the total to the modified to-hit number identified in the previous step. If the dice roll equals or exceeds the modified to-hit number, the attack is successful. Otherwise, the attack fails.

Step 4: Determine and Apply Damage

When a physical attack is successful, its damage is applied immediately, but does not take effect until the End Phase. All physical attack damage is applied in the same fashion as weapon attack damage. Standard and Melee physical attack damage is equal to the unit's Size value, though units with the Melee special ability add 1 additional damage point to this number. Special physical attacks use different rules for determining damage, as described below.

Charge Attacks

In a Charge attack, the attacking unit uses its ground movement to ram into its target, using its mass and speed to deliver damage. A successful Charge can thus damage both the attacker and the target. The charging unit's damage is based on its weight and the distance it traveled in the Movement Phase. The damage from a successful charge is equal to the number of inches moved, multiplied by the charging unit's Size value, and divided by 8—rounding all fractions normally. Thus, a Size 3 unit charging 6 inches to its target would deliver 2 points of damage on a successful attack ($6 \text{ [inches]} \times 3 \text{ [Size]} \div 8 = 2.25$, rounded normally to 2).

Damage to Attacker: If the Charge attack is successful, the attacking unit also suffers 1 point of damage if its target is Size 3 or higher. This damage does not count as an attack by the target unit, which may attack normally during its Combat Phase.

CHARGE DAMAGE FORMULAS

Charge Damage* = Inches Charged x Unit Size ÷ 8
Death from Above = Charge Damage + 1

*Round all fractions normally

Death from Above Attack

In order to execute a Death from Above (DFA) attack, the attacking unit must have jumping movement. Airborne units may not be targeted by a Death from Above attack. On a successful DFA attack, the attacking unit delivers damage to its target equal to its Charge damage +1 (see the Charge Damage Table).

Damage to Attacker: If the DFA attack succeeds, the attacking unit also suffers damage equal to its own Size. This damage does not count as an attack from the target unit, so the target may attack normally during its own Combat Phase. If the DFA is unsuccessful, the attacking unit suffers 1 point of damage (+1 extra damage point if the attacker's Size is 3 or higher).

Step 5: Roll for Critical Hits

Physical attacks may inflict critical hits just like weapon attacks. Refer to Roll for Critical Hits (see p. 18).

Death from Above: A successful DFA automatically results in 1 roll on the Determining Critical Hits Table against the target unit, even if the target suffered no structure damage as a result of the attack. If the target *did* suffer structure damage as a result of the DFA attack, an additional roll for critical hits must be made.

OVERHEATING

Many 'Mechs have an Overheat Value (OV) shown on the unit card. This number reflects the fact that these units have more weapons than they can safely fire. A warrior piloting such a machine can push his unit beyond its safety limits to inflict extra damage. However, the heat build-up caused by such action will slow the unit down and cause its targeting systems to behave erratically until the 'Mech has a chance to cool off.

Using Overheat Value

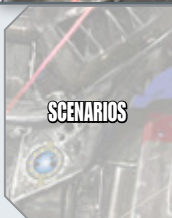
An attacking player must announce his use of Overheat Value—and how many points of OV he wishes to use—before resolving the attack's to-hit roll. A unit with OV can apply anywhere from a minimum of 0 OV points to a maximum equal to the unit's OV rating. If the attack succeeds, it deals extra damage at the Short or Medium range brackets equal to the OV points used when the attack was announced.

For each point of Overheat Value a unit uses in this fashion, one point of Heat is added to the unit's Heat Scale (see *Heat*, p. 20). If the overheating unit is in water, it reduces this heat level by 1 point.

Heat Special Ability: Attacks using the Heat (HT#/#/#) special ability may not be augmented by overheating.

Physical Attacks: Physical attacks may not be augmented by overheating.

Overheat Long (OVL) Special Ability: If a unit has the OVL special ability, its use of Overheat will also increase its damage value in the Long range bracket in the same manner as it will for Short and Medium range.



Maximum Overheat and Heat Scale Effects

Using Overheat will add to a unit's Heat Value and can cause a unit to move slower and be less accurate in later turns. A unit cannot overheat more than the heat scale will allow (see *Heat*, p. 20).

The STK-3F Stalker has the following stats on its unit card: Damage (S/M/L) 3/4/2, OV 3, and does not have the OVL special ability. With the OV of 3, it can overheat by up to 3 points in a turn. This means it can inflict up to 6 points of damage at Short range (3 + 3 = 6), or 7 points at Medium range (4 + 3 = 7), but still delivers only 2 points of damage at Long range because it does not have the OVL special ability.

In the next turn, this Stalker can only overheat by 1 additional level, because only one space is left on the heat scale (shutdown). It cannot overheat again by 2 or 3 until it cools down.

END PHASE

The following describes the rules for the End Phase of an *Alpha Strike* turn. Both players may complete this phase simultaneously.

DAMAGE

Unless overridden by a special ability, all damage inflicted during the Combat Phase takes effect during the End Phase. This includes all Critical Hit effects as well, and all units that are destroyed must be removed from play at this time.

HEAT

The boxed numbers and the letter "S" to the right of the Overheat Value represent the unit's heat scale. When a unit overheats, the amount by which it overheats is added to the unit's heat level, which is then marked on the heat scale.

A unit's current heat level will be added to its weapon attack target numbers, and twice its current heat level (in inches) will be subtracted from the unit's ground movement rating. (Jumping Move is not affected by the heat scale.) Heat scale levels should be marked in pencil, as a unit's heat will rise and fall throughout game play.

Remember that heat levels do not actually change until the End Phase of the turn in which the unit overheated. Thus, modifiers caused by overheating do not impact the attack that causes the overheating to begin with; they will instead affect the unit during its next turn.

Heat (HT#/#/#) Special Ability: The Heat special ability (see p. 21) reflects units that are capable of raising a target unit's heat via outside heat sources (such as flamer weapons). In a single turn, no unit may receive more than 2 points of heat from attacks made using this special ability. If a unit capable of building heat has already generated 2 points of heat during the turn from HT#/#/# attacks, the unit does not receive any additional heat effects; instead, the extra heat points from these attacks are simply lost.

Shutdown

The maximum heat level of 4 appears on the heat scale as an S, which represents automatic shutdown. A unit reaching this level on the heat scale shuts down, and cannot expend Move or attack in the following turn.

A shutdown unit is treated as immobile, and so has a target movement modifier of -4.

Cooling Down

Any unit that used Overheating in the current turn will increase its Heat level as mentioned above, and thus will not cool down at all in the End Phase.

If a unit outside of water made a weapon attack in the current turn—but does not use Overheat—its Heat Level will remain unchanged in the End Phase. A unit in water that used only 1 point of Overheat will also not change its current Heat Level in the current End Phase.

Heat levels will thus decrease during the End Phase only as follows:

A unit that begins the End Phase as a shutdown unit automatically drops to a Heat Level of 0 (and restarts).

A unit does not make a weapon attack in the current turn also reduces its Heat Level to 0.

A unit that enters water of 2 or more inches in depth will reduce its Heat Level by 1 point, as long as it did not use any Overheat in the current turn.

Caleb's Loki Prime overheats by 2 in the current turn (but could have gone as high as 3). Caleb marks the 2 box on the Heat Scale of his unit's card during the End Phase of the turn. Starting with the following turn, and as long as the Loki remains at this heat level, it will lose 4 inches of Move (2 Heat x 2 inches), and suffer a to-hit modifier of +2 to all weapon attacks. Unless the Loki forgoes a weapon attack or enters water deep enough to submerge itself, it will remain at a Heat Level of 2.

If, in the next turn, Caleb uses another 2 points of Overheat, his Loki will automatically shut down in the End Phase of that turn, and will thus be unable to move or make weapon attacks for another full turn. If the Loki is not destroyed during the turn in which it is shutdown, it will return to a Heat Level of 0 and restart in that turn's End Phase.

SPECIAL ABILITIES

Special abilities reflect extra features of a unit's performance created by its equipment or unit type. While most of these provide units with additional benefits, some special abilities may also reflect handicaps or restrictions. If a special ability contradicts the basic gameplay rules, the ability takes precedence.

Units may have multiple special abilities. If two special abilities contradict each other, refer to the detailed ability description for additional instructions.

The special ability descriptions below describe abilities usable in Introductory *Alpha Strike*. Any special abilities not found in the list below have no effect in the introductory level of play, but may be used in standard or advanced *Alpha Strike*.

SPECIAL ABILITY DESCRIPTIONS

These abilities are listed by name, with their common abbreviation given in parentheses. Special abilities followed by a numeric designator (#) indicate that they may have variable effect based on the number used. For example, a unit with HT1 indicates a unit that can deliver 1 heat point in a successful attack against a targeted unit, while a unit with HT2 can deliver 2 heat points.

CASE (CASE)

Units with this ability can minimize the catastrophic effects of an ammunition explosion and thus can survive Ammo Hit critical hits (see *Ammo Hit*, p. 18), but will suffer additional damage.

CASE II (CASEII)

Units with this ability have superior protection against ammunition explosions and can ignore Ammo Hit critical hits (see *Ammo Hit*, p. 18).

Energy (ENE)

A unit with this ability has little to no ammo to explode, and ignores Ammo Hit critical hits (see *Ammo Hit*, p. 18).

Heat (HT#/#/#)

Units with this ability apply heat to the target's Heat scale during the End Phase of the turn in which they deliver a successful weapon attack. If the target is a unit type that does not use a Heat Scale, the heat this ability would normally produce is added to the normal attack damage instead (see *Determine and Apply Damage*, p. 17).

Melee (MEL)

This special ability indicates that the 'Mech is equipped with a physical attack weapon, and adds 1 additional point of physical attack damage on a successful Melee-type physical attack (see *Resolving Physical Attacks*, p. 19).

Overheat Long (OVL)

A unit with this special ability may overheat up to its OV value and apply that value to its Long range damage value as well as the unit's Short and Medium range damage values. (A unit without this special ability may only apply the damage benefits of its Overheat capabilities to damage delivered in the Short and Medium range brackets.)



SCENARIOS

REFERENCE

TEMPLATES



A brawl breaks out during the defense of a Star League era firebase.

GREEN SCENARIO: TRAINING DAY

Not every day can be a death or glory day. Plenty of days are spent training, and today is one of those days. The Lieutenant has the lance running against itself today. As much as you love being a MechWarrior, some day you want to command. Two 'Mechs are better than one, but it's just the beginning.

GAME SETUP

Terrain: Place one Woods template and one Water template near the center of the playing area, leaving at least 4" clear between the two.

The first side to destroy the Size 3 BattleMech (*Marauder* or *Warhammer*) of the opponent is the victor.

Attacker

Marauder MAD-3R, Sniper, Skill 3
Firestarter FS9-H, Scout, Skill 3

Defender

Warhammer WHM-6D, Brawler, Skill 3
Hatchetman HCT-3F, Brawler, Skill 3

Note: It is traditional to label one side Attacker and one side Defender. There is no requirement that either side use a particular tactic. If the Attacker and/or Defender must or should do something, it will be listed in the rules and/or victory conditions of the scenario. The labels themselves have no requirements.

VARIATION

Rearrange Forces: For this or any of the other scenarios, you may want to rearrange the units on each side. Each *Alpha Strike* unit card has a Point Value (PV) listed, that covers the various stats and/or special abilities of the unit and the Skill of the MechWarrior. As long as the PVs of the swapped units remain similar (within 5-10%), the resulting game should be balanced enough to be enjoyable.

VETERAN SCENARIO: NOBLE FEUD

Randal's Wreckers have pushed their luck one too many times. They've taken a contract with a local planetary noble to raid his neighbor for some slight or another. Something about a disputed deed to a factory. But the arrogant employer felt the need to taunt his enemy first, and now you face the Tikonov Rangers, a pretentious name of a fellow band of mercenaries you are very familiar with. Somebody is going to have to earn their contract today.

GAME SETUP

Terrain: For this scenario, keep the terrain limited. Perhaps one Woods or Water for each side to place.

Both the Attacker (Randal's Wreckers) and Defenders (Tikonov Rangers) have the same forces for this scenario. A Lance each of four BattleMechs. Neither side wants this battle, but they do want a victory and the bonus that comes along with it, if they can manage to earn it without too heavy of losses.

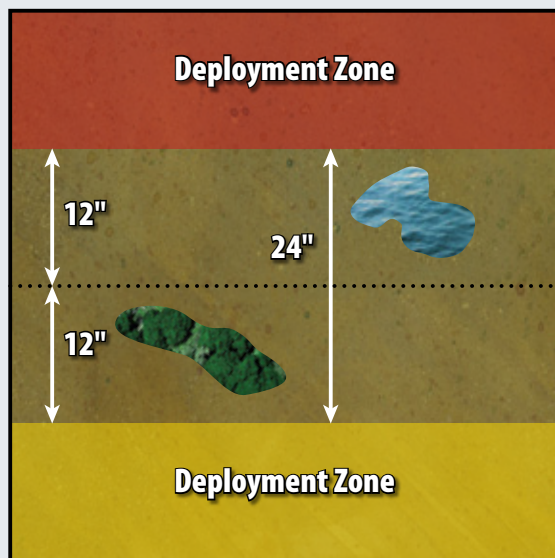
The first side to destroy two enemy units is the victor.

Attacker & Defender

Marauder MAD-3R, Sniper, Skill 3
Warhammer WHM-6D, Brawler, Skill 3
Hatchetman HCT-3F, Brawler, Skill 3
Firestarter FS9-H, Scout, Skill 3

VARIATION

Hold The Line: The affronted noble is a little more serious about his honor, and the Defender is a little more desperate. The Attacker receives a second *Marauder* and a second *Firestarter*. There should be at least four pieces of terrain placed. The Defender gets to choose its home edge regardless of Initiative roll for Setup. The Defender must destroy four of the Attacker's unit before the Attacker can destroy all four Defender units.





Relying on her role as a brawler, this MechWarrior charges her Hatchetman 'Mech toward opposing forces.

FORMATIONS AND SPECIAL PILOT ABILITIES

Armies in the Inner Sphere organize their BattleMechs in Lances of four BattleMechs, and train their formations in specific missions. These formations receive Special Pilot Abilities (SPAs) that they can assign to units in their formation. If a formation has less than three units surviving, it loses the benefits of its formation and loses any SPAs it received from the formation.

Battle Lance

Battle Lances are the “line” troops of any larger force. Whether holding the center of a combat group, or supporting a reinforced assault, the Battle Lance is meant to close range with the enemy, relying on armor and mass to sustain its units, while its heavy firepower pummels the enemy.

Bonus Ability: The Battle Lance formation receives six Lucky (1) Special Pilot Abilities. The Battle Lance can assign these as needed, they are assigned as you want to reroll any failed attack from a unit in this formation.

Lucky: After a failed attack roll, you can reroll the attack roll. After you reroll, you cannot use this Lucky SPA again this scenario.

If you have multiple uses of Lucky, you may use them again on the same unit on different attacks, but only one reroll per attack.

Fire Lance

Fire Lances carry powerful, long-range weaponry. This enables them to stay safely far away from enemy forces and rain down devastating fire with less risk of being attacked themselves.

Bonus Ability: At the beginning of each turn, up to two Fire Lance units may receive the Sniper Special Pilot Ability, which will affect their weapon attacks during that turn.

Sniper: The range modifier for Long range is reduced to +2 (instead of +4), and the Medium range modifier is reduced to +1.

Cavalry Lance

Striker Lance formations (also known as Cavalry Lances) are made up of fast-moving units that can quickly bring their firepower into combat, while also possessing enough armor to survive an engagement and withdraw—or to hold the line long enough for the main force to arrive.

Bonus Ability: During Setup, three units in the Cavalry Lance formation receive the Speed Demon Special Pilot Ability.

Speed Demon: A unit with this ability can spend 2 extra inches of Move per turn. This ability does not change the unit’s Target Movement Modifier (TMM).

Full rules for Force Building and more Special Pilot Abilities can be found in the Alpha Strike Companion.

INTRODUCTORY
ALPHA STRIKE

SCENARIOS

REFERENCE

TEMPLATES

ELITE SCENARIO: FACTORY BATTLE

The feuding nobles have escalated to a war. Both sides have brought in reinforcements, and rushed their forces to the source of their feud, the ownership of a small ammunition factory. You must capture the factory intact, or make sure the opposing noble has nothing to celebrate either.

GAME SETUP

Terrain: Place at least one building in the center of the playing area, and at least two other terrain pieces to be placed by the players.

SPECIAL RULES

Factory: The factory building can be destroyed. It is treated as an immobile unit with 9 Armor and 1 Structure. If a unit is standing within a line of sight drawn from the attacker to the factory, and the factory is successfully attacked, the unit may take the damage instead. If the controlling player of the shielding unit chooses to protect the factory, roll 2d6. If the roll is 7 or greater, the unit shielded the factory and takes the damage instead.

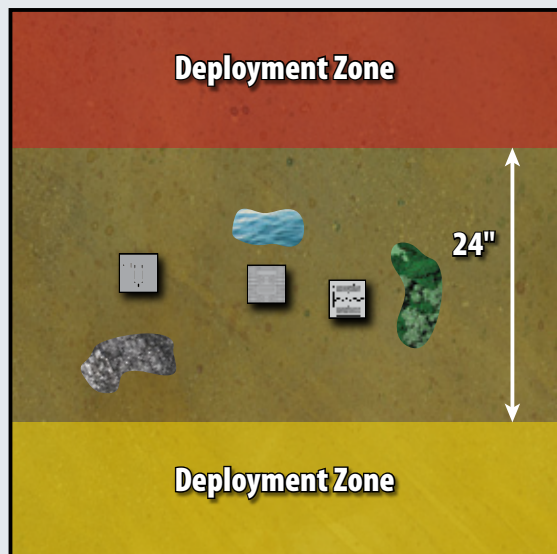
Attacker (Randal's Wreckers)

Battle Lance

Warhammer WHM-6R, Skill 3
Hatchetman HCT-3F, Skill 3
Black Knight BL-7-KNT, Skill 4
Centurion CN9-AL, Skill 4

Cavalry Lance

Firestarter FS9-H, Skill 3
Javelin JVN-10N, Skill 3
Clint CLNT-2-3T, Skill 4
Commando COM-2D, Skill 4



Fire Lance

Marauder MAD-3R, Skill 2
Banshee BNC-3E, Skill 3
Trebuchet TBT-5N, Skill 4
Blackjack BJ-1, Skill 4

Defender (Tikonov Rangers)

Battle Lance

Warhammer WHM-6D, Skill 3
Cataphract CTF-1X, Skill 3
Orion ON1-K, Skill 4
Vindicator VND-1R, Skill 4

Cavalry Lance

Hermes II HER-2M, Skill 3
Firestarter FS9-H, Skill 3
Vulcan VL-2T, Skill 4
Commando COM-2D, Skill 4

Fire Lance

Marauder MAD-3R, Skill 3
Catapult CPLT-C1, Skill 3
Zeus ZEU-6S, Skill 4
Clint CLNT-2-4T, Skill 4

OBJECTIVES

Win the Field: Destroy half the opposing force before losing half of your own force.

Salt the Earth: If you are unable to win the field, destroying the factory will keep the day from being a complete loss.

You must Win the Field, without the opponent completing Salt the Earth, for a victory.

If the Salt the Earth is completed, the battle is a draw.

If you fail to Win the Field or Salt the Earth, you have lost.

VARIATION

You can play a mini-campaign with the two scenarios. The winner of the first scenario must then defend the factory in the second scenario. The following changes should be made to the second scenario.

The factory building must be placed after the Defender (the side that won the first scenario) chooses a home edge, and the Defender places the factory after all other terrain.

The Attacker (side that lost the first scenario) must select one Lance from their own list, that is not used in this battle.

The Attacker must complete the Salt the Earth objective to win this scenario. The Defender must complete the Win the Field objective before the Attacker completes Salt the Earth.

QUICK REFERENCE TABLES

MOVEMENT COST TABLE

Terrain Type	Movement Cost
Clear	1"
Rough/Rubble	+1"
Woods	+1"
Water	+1"
Level Changes (up or down) Per 1" elevation	+2" (max 2" per 1" traveled)

ALPHA STRIKE RANGE TABLE

Distance	Range
Up to 6"	Short
Over 6" and up to 24"	Medium
Over 24" and up to 42"	Long

DETERMINING CRITICAL HITS TABLE

2d6 Roll	Effect
2	Ammo Hit
3	Engine Hit
4	Fire Control Hit
5	No Critical Hit
6	Weapon Hit
7	MP Hit
8	Weapon Hit
9	No Critical Hit
10	Fire Control Hit
11	Engine Hit
12	Unit Destroyed

CHARGE DAMAGE FORMULAS

$$\text{Charge Damage}^* = \text{Inches Charged} \times \text{Unit Size} \div 8$$

$$\text{Death from Above} = \text{Charge Damage} + 1$$

*Round all fractions normally

TO-HIT MODIFIERS TABLE

RANGE MODIFIERS		
Range	Distance	Modifier
Short	Up to 6"	+0
Medium	>6" to 24"	+2
Long	>24" to 42"	+4

TARGET MOVEMENT MODIFIERS ¹	
Target	Modifier
Immobile	-4
<i>Available Move:</i>	
0-4"	+0
5"-8"	+1
9"-12"	+2
13"-18"	+3
19"-34"	+4
35"+	+5
Jumped	+1

ATTACK MOVEMENT MODIFIERS	
Movement Mode	Modifier
Standstill	-1
Ground Move	0
Jumping	+2

TERRAIN MODIFIERS	
Terrain	Modifier
Woods	+2 ²
Partial Cover	+2

PHYSICAL ATTACKS MODIFIERS	
Physical Attack Type	Modifier
Charge	+1
Death From Above	+3
Melee	+0
Standard	+0

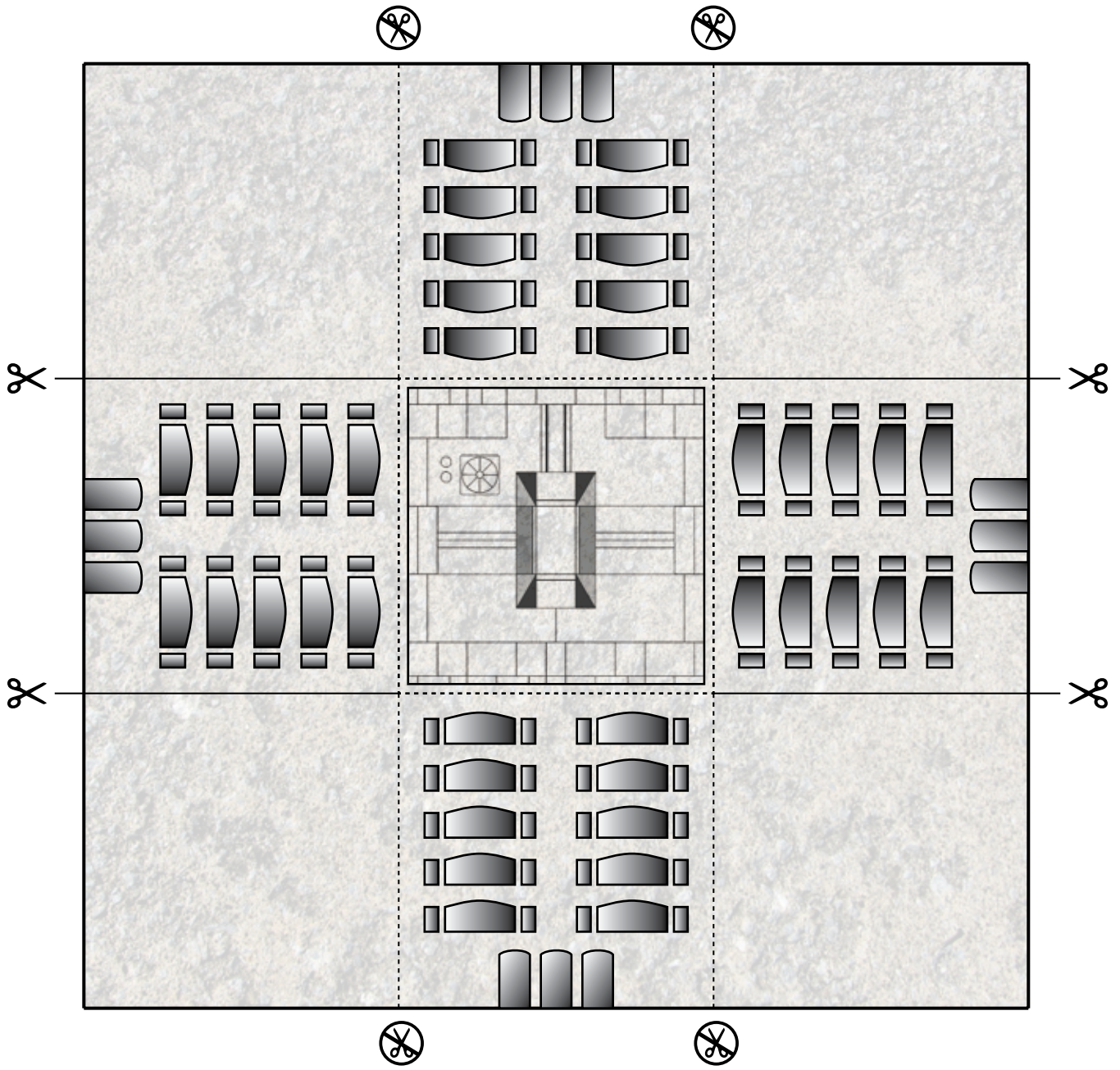
MISCELLANEOUS MODIFIERS	
Attacker	Modifier
Fire Control Hit	+2 ³
Overheated	+ Heat Level [1-3] ⁴

¹Movement Modifier is based on the unit's available movement, modified by heat levels and critical hits (if applicable). For units with multiple movement modes, apply the modifier from the mode that has the highest modifier. Inches actually moved by the unit are irrelevant.

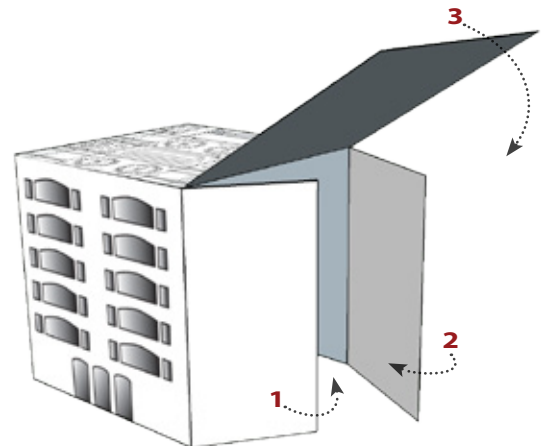
²Modifier applies if terrain is intervening or occupied by target.

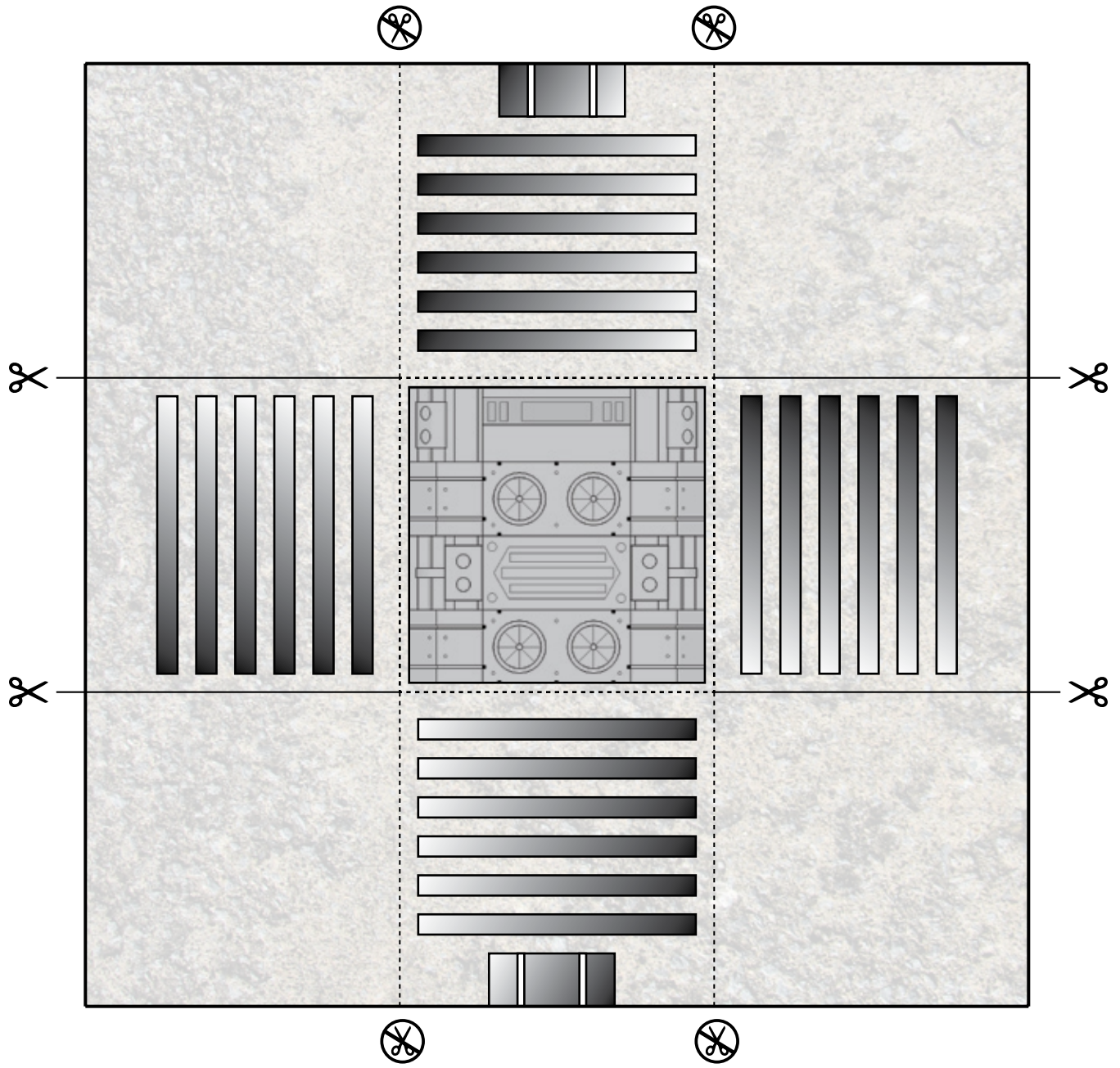
³This modifier may apply multiple times, but does not apply to physical attacks.

⁴Heat modifiers do not apply to physical attacks.

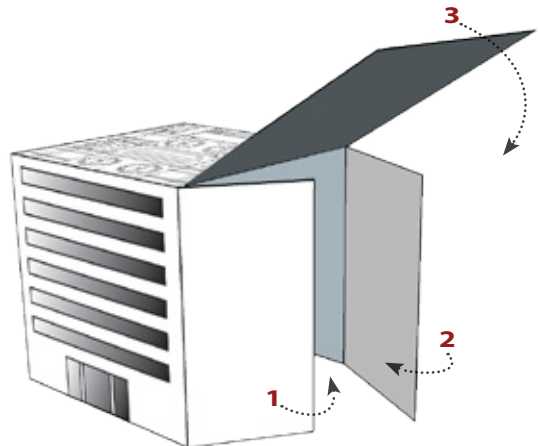


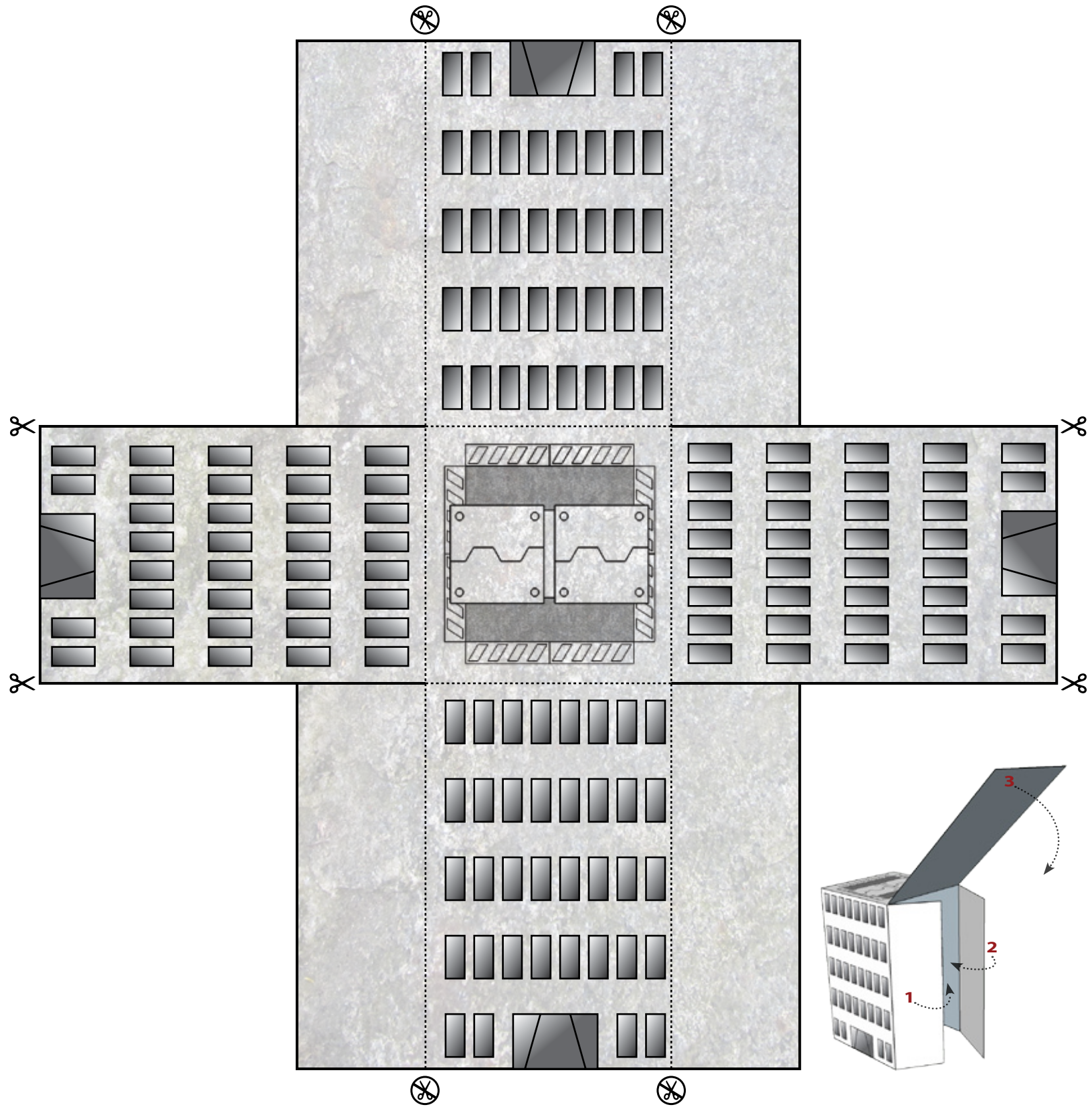
BUILDING 1





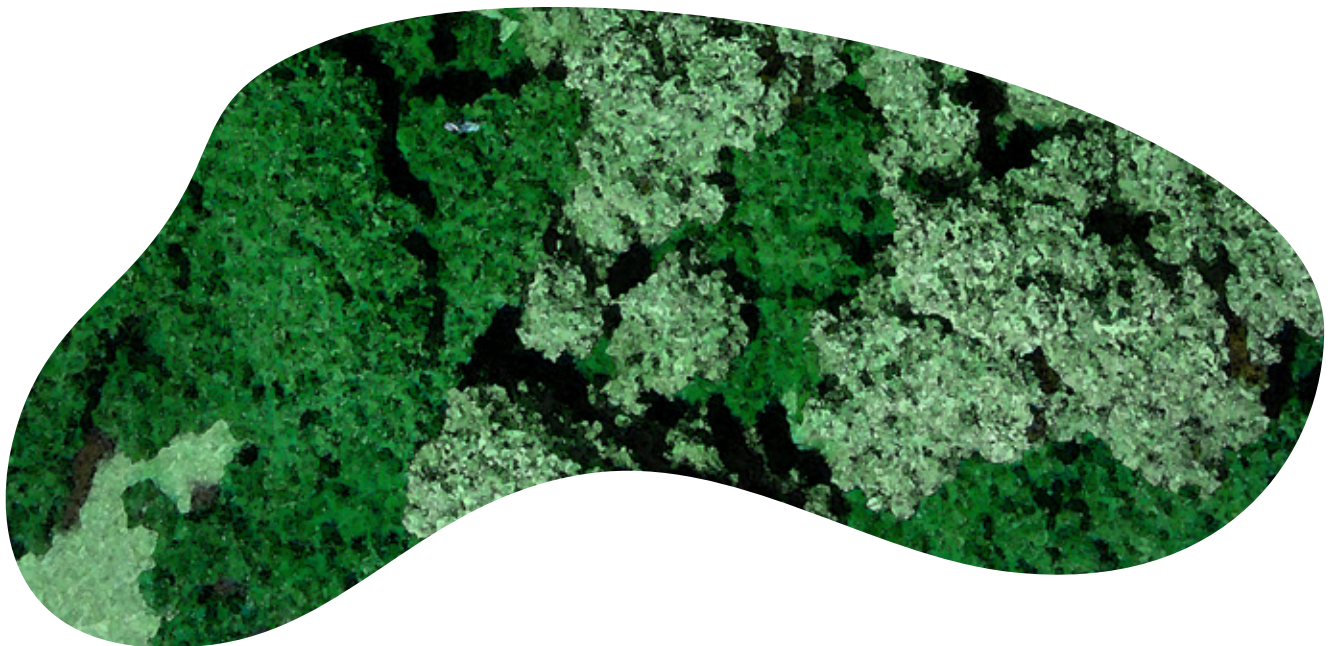
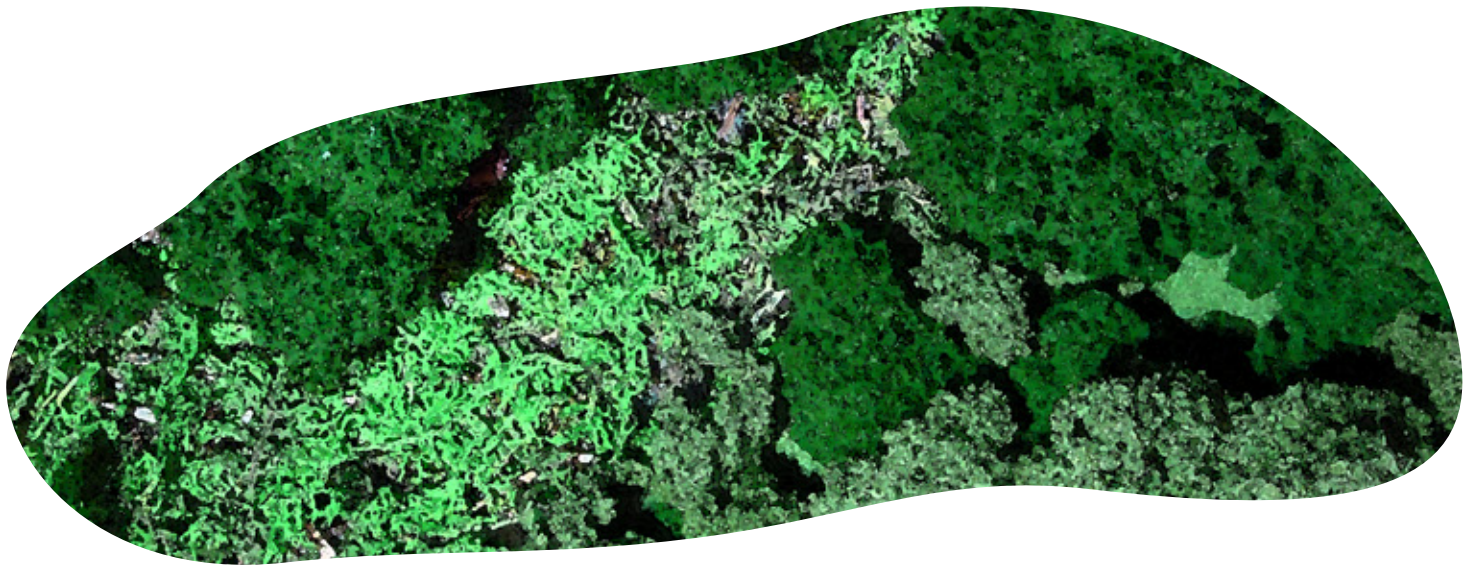
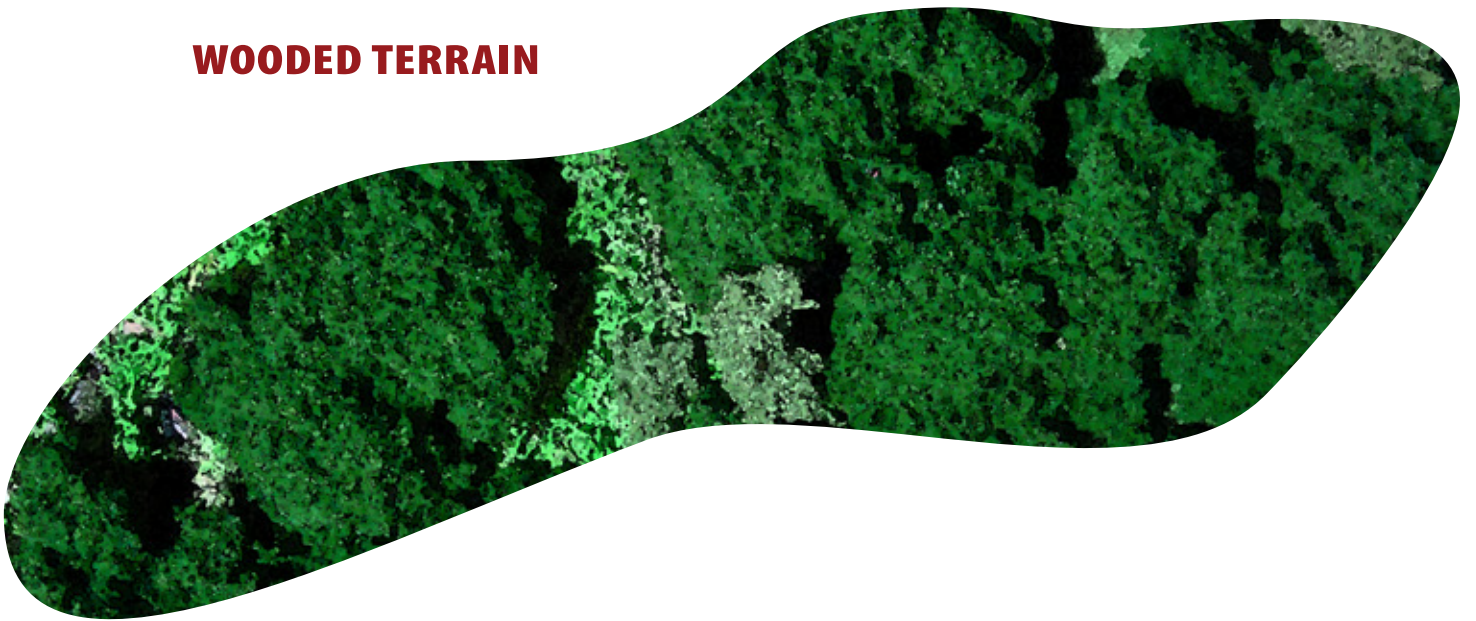
BUILDING 2





BUILDING 3

WOODED TERRAIN



ROUGH TERRAIN





WATER TERRAIN

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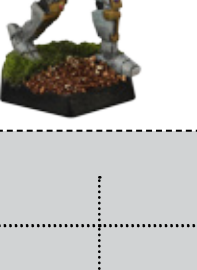




ATTACH 41 HERE

Cut out strips and attach ends as noted to create a makeshift 48" ruler.
 Short range 1-6"
 Medium range 7-24"
 Long range 25-48"

Cut: Fold: - - - - -

 <p>BANSHEE REAR</p>	 <p>BLACK KNIGHT REAR</p>	 <p>BLACKJACK REAR</p>	 <p>CATAPHRACT REAR</p>	 <p>CATAPULT REAR</p>	 <p>CENTURION REAR</p>
 <p>BANSHEE FRONT</p>	 <p>BLACK KNIGHT FRONT</p>	 <p>BLACKJACK FRONT</p>	 <p>CATAPHRACT FRONT</p>	 <p>CATAPULT FRONT</p>	 <p>CENTURION FRONT</p>
 <p>CLINT REAR</p>	 <p>CLINT REAR</p>	 <p>COMMANDO REAR</p>	 <p>COMMANDO REAR</p>	 <p>FIRESTARTER REAR</p>	 <p>FIRESTARTER REAR</p>
 <p>CLINT FRONT</p>	 <p>CLINT FRONT</p>	 <p>COMMANDO FRONT</p>	 <p>COMMANDO FRONT</p>	 <p>FIRESTARTER FRONT</p>	 <p>FIRESTARTER FRONT</p>

Cut: Fold: - - - - -

 <p>HATCHETMAN REAR</p>	 <p>HERMES II REAR</p>	 <p>JAVELIN REAR</p>	 <p>MARAUDER REAR</p>	 <p>MARAUDER REAR</p>	 <p>ORION REAR</p>
 <p>HATCHETMAN FRONT</p>	 <p>HERMES II FRONT</p>	 <p>JAVELIN FRONT</p>	 <p>MARAUDER FRONT</p>	 <p>MARAUDER FRONT</p>	 <p>ORION FRONT</p>
 <p>TREBUCHET REAR</p>	 <p>VINDICATOR REAR</p>	 <p>VULCAN REAR</p>	 <p>WARHAMMER REAR</p>	 <p>WARHAMMER REAR</p>	 <p>ZEUS REAR</p>
 <p>TREBUCHET FRONT</p>	 <p>VINDICATOR FRONT</p>	 <p>VULCAN FRONT</p>	 <p>WARHAMMER FRONT</p>	 <p>WARHAMMER FRONT</p>	 <p>ZEUS FRONT</p>

MAD-3R
MARAUDER

PV: 42

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

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

OV: 1 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ●●●●●●



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

ALPHA STRIKE STATS **BATTLETECH**

WHM-6D
WARHAMMER

PV: 43

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

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ●●●●●●



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

ALPHA STRIKE STATS **BATTLETECH**

FS9-H
FIRESTARTER

PV: 23

TP: **BM** SZ: 1 TMM: 2 MV: 12"
ROLE: **Scout** SKILL: 3

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○
S: ●●●●



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

ALPHA STRIKE STATS **BATTLETECH**

HCT-3F
HATCHETMAN

PV: 25

TP: **BM** SZ: 2 TMM: 1 MV: 8"
ROLE: **Brawler** SKILL: 3

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○
S: ●●●●



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

ALPHA STRIKE STATS **BATTLETECH**

MAD-3R
MARAUDER

PV: 42

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

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

OV: 1 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ●●●●●●



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

ALPHA STRIKE STATS **BATTLETECH**

WHM-6D
WARHAMMER

PV: 43

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

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ●●●●●●



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

ALPHA STRIKE STATS **BATTLETECH**

FS9-H
FIRESTARTER

PV: 23

TP: **BM** SZ: 1 TMM: 2 MV: 12"
ROLE: **Scout** SKILL: 3

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○
S: ●●●●



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

ALPHA STRIKE STATS **BATTLETECH**

HCT-3F
HATCHETMAN

PV: 25

TP: **BM** SZ: 2 TMM: 1 MV: 8"
ROLE: **Brawler** SKILL: 3

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○
S: ●●●●



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

ALPHA STRIKE STATS **BATTLETECH**

WHM-6R WARHAMMER PV: 38

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

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

OV: 1 | HEAT SCALE 1 2 3 S

A: ○○○○○○
 S: ●●●●●●

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

ALPHA STRIKE STATS **BATTLETECH**



HCT-3F HATCHETMAN PV: 25

TP: **BM** SZ: 2 TMM: 1 MV: 8"
 ROLE: **Brawler** SKILL: 3

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○
 S: ●●●●

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

SPECIAL: AC1/1/-, MEL

ALPHA STRIKE STATS **BATTLETECH**



BL-7-KNT BLACK KNIGHT PV: 34

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

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

OV: 2 | HEAT SCALE 1 2 3 S

A: ○○○○○○
 S: ●●●●●●

SPECIAL: ENE

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

ALPHA STRIKE STATS **BATTLETECH**



CN9-AL CENTURION PV: 28

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

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○
 S: ●●●●

SPECIAL: IF1, REAR1/1/-

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

ALPHA STRIKE STATS **BATTLETECH**



FS9-H FIRESTARTER PV: 23

TP: **BM** SZ: 1 TMM: 2 MV: 12"
 ROLE: **Scout** SKILL: 3

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○
 S: ●●●●

SPECIAL: HT1/1/-

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

ALPHA STRIKE STATS **BATTLETECH**



JVN-10N JAVELIN PV: 22

TP: **BM** SZ: 1 TMM: 2 MV: 12"
 ROLE: **Striker** SKILL: 3

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○
 S: ●●●●

SPECIAL: SRM2/2

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

ALPHA STRIKE STATS **BATTLETECH**



CLNT-2-4T CLINT PV: 15

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

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○
 S: ●●●●

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

ALPHA STRIKE STATS **BATTLETECH**



COM-20 COMMANDO PV: 15

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

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○
 S: ●●●●

SPECIAL: SRM1/1

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

ALPHA STRIKE STATS **BATTLETECH**



MAD-3R
MARAUDER

PV: 49

TP: **BM** SZ: 3 TMM: 1 MV: 8"
ROLE: **Sniper** SKILL: 2

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

OV: 1 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ●●●●●●



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

ALPHA STRIKE STATS

BATTLETECH

BNC-3E
BANSHEE

PV: 46

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

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ●●●●●●



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

ALPHA STRIKE STATS

BATTLETECH

TBT-5N
TREBUCHET

PV: 27

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

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

OV: 1 | HEAT SCALE 1 2 3 S

A: ○○○○
S: ●●●●

SPECIAL: IF1



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

ALPHA STRIKE STATS

BATTLETECH

BJ-1
BLACKJACK

PV: 27

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

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

OV: 1 | HEAT SCALE 1 2 3 S

A: ○○○○○
S: ●●●●



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

ALPHA STRIKE STATS

BATTLETECH

WHM-6D
WARHAMMER

PV: 43

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

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ●●●●●●

SPECIAL: ENE



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

ALPHA STRIKE STATS

BATTLETECH

CTF-1X
CATAPHRACT

PV: 40

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

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ●●●●●●

SPECIAL: AC1/1/-, REAR1/1/-



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

ALPHA STRIKE STATS

BATTLETECH

ON1-K
ORION

PV: 39

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

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

OV: 1 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○
S: ●●●●●●

SPECIAL: IF1



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

ALPHA STRIKE STATS

BATTLETECH

VND-1R
VINDICATOR

PV: 28

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

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ●●●●

SPECIAL: IF0*



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

ALPHA STRIKE STATS

BATTLETECH

HER-2M "Mercury"
HERMES II PV: 29

TP: **BM** SZ: 2 TMM: 3 MV: 14"
ROLE: **Striker** SKILL: 3

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○
S: ●●●

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

ALPHA STRIKE STATS **BATTLETECH**

FS9-H
FIRESTARTER PV: 23

TP: **BM** SZ: 1 TMM: 2 MV: 12"
ROLE: **Scout** SKILL: 3

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○
S: ●●●

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

ALPHA STRIKE STATS **BATTLETECH**

VL-2T
VULCAN PV: 19

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

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○
S: ●●●

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

ALPHA STRIKE STATS **BATTLETECH**

COM-2D
COMMANDO PV: 15

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

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○
S: ●●

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

ALPHA STRIKE STATS **BATTLETECH**

MAD-3R
MARAUDER PV: 42

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

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

OV: 1 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ●●●●●●

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

ALPHA STRIKE STATS **BATTLETECH**

CPLT-C1
CATAPULT PV: 40

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

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

OV: 1 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ●●●●●●

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

ALPHA STRIKE STATS **BATTLETECH**

ZEU-6S
ZEUS PV: 35

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

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ●●●●●●

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

SPECIAL: IF1, REAR1/1-

ALPHA STRIKE STATS **BATTLETECH**

CLNT-2-4T
CLINT PV: 15

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

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○
S: ●●●

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

ALPHA STRIKE STATS **BATTLETECH**

BATTLETECH

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Stock #: CAT35600



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