BATTLETECH ALPHA STRIKE

ODYSSEY 350
RULES OF ENGAGEMENT

Official rules for competetive play of the Odyssey 350 ruleset for
Catalyst Game Labs' Battletech: Alpha Strike.
Beta Version 0.82

CREDITS

This book is in no way intended to be a complete set of rules for play of Battletech: Alpha Strike. A copy of *Battletech: Alpha Strike - Commander's Edition* is required.

Odyssey 350 started as a hex-based conversion of the Wolfnet 350 Alpha Strike Tournament Rules from Wolfnet Radio created by Aaron Krull, Andrew Krull, Matthew Behrens, Thomas Kruger, and Charles Gideon. Please check out wolfsdragoons.com to learn more.

TABLE OF CONTENTS

Welcome Mechwarriors! You have found your way to Odyssey 350 by the Odysseus Legion. This is a hex-based format designed for competitive play of *Battletech: Alpha Strike*. It is based on the *Alpha Strike 350* format by created by Wolfnet Radio.

These are the rules of engagement. They provide a structure that allow players a chance to do more than win straight up fights to the death. Instead, players must create a balanced force of units that is able to accomblish tasks, secure objectives, hold territory, or push past the enemy's defensive line.

These are not rules on how to play *Alpha Strike*. To properly play the game you will need a copy of *Battletech: Alpha Strike - Commander's Edition* in addition to these rules.

WHAT IS ODYSSEY 350?

Odyssey 350 is a series of rule sets that players can adopt for games of *Alpha Strike*. These rules offer more complex, balanced, and rewarding gameplay than what is available straight out of the rulebook.

There are five sets of rules for Odyssey 350 matches.

- **Force Building:** These are the rules for constructing unit lists.
- **Gameplay Rules**: Which add or alter the rules of how the game is played.
- **Scenarios:** The Scenario rules give players a way to play that's more than just a fight to the death.
- **Structure Rules:** Beyond the playing of the game itself, there is the structure in which the game is played. These are meta-rules, and they vary from casual rules for pickup games, or full rules for a tournament.
- **Code of Conduct:** These are the rules that all players must follow to ensure respectful play.

In a casual setting, players can pick and choose from these rules to suit their style of play. However, the main goal of Odyssey 350 is to provided rules for structured play in events.

Events are divided into two levels of play, Competition and Tournament.

Players should be familiar with the list of common terms in *BT:ASCE (pg.25)* in addition to the following:

Force - Your unit list of 350 points which forms the available units to be deployed in a scenario. Your force must be constructed using the force construction rules.

Deployment - The 250 points of units from your force selected for use in a scenario.

MUL: Abbreviation for Master Unit List. The Master Unit List is the official repository of all units that are available to the Battletech universe. Website is here: www.masterunitlist.info.

CITATIONS:

This booklet will frequently reference and cite various rulebooks and sources. When citing from these books, they will be referenced as follows:

BT: ASCE - Battletech: Alpha Strike - Commander's Edition
BT: TacOps - Battletech: Tactical Operations
WN350 - Wolfnet 350 rules

PLAYING ON HEX MAPS

See - BT:ASCE pg.68

Odyssey 350 is played on two hex grid maps instead of the standard open terrain inch scale of *Alpha Strike*, and *Wolfnet 350*.

WHY HEX MAPS?

We believe that playing on hex maps is easier for competition and organization. The standard *Alpha Strike* play area is much larger than most tables and players or event organizers would still need to provide terrain pieces.

Hex maps are easier and cheaper to supply for events. They help the game appeal to *Total Warfare* players who are used to hex maps, and the structure of hex map play (with a clearly labeled grid and level system) makes judging easier.

The conversion rules for hex-map play can be found in *BT: ASCE* on page 68. Players familiar with the *Total Warfare* rules for *Battletech* will see that hexed *Alpha Strike* is practically identical to the rules they are familiar with.

All players and organizers should be familiar with the hex rules as written in *BT:ASCE*.

HEX-BASED FAQ

- **Scale:** Each hex is the equivalent of two inches. Thus, movement for units is halved, as is each range bracket.
- **Levels:** Every hex is assigned a level of height. This is used to determine LOS. A mech is 2 levels high with all other units standing 1 level high.
- **Short Range:** Up to 3 hexes
- **Medium Range:** Between 4 and 12 hexes
- **Long Range:** Between 13 and 21 hexes.
- **Melee:** Units in adjacent hexes are in melee range. A unit in melee range does not prevent another unit from making ranged attacks.
- **Partial Cover:** 'Mechs only receive partial cover only if they are immediately adjacent to terrain one level higher than the terrain they are standing on that is between them and LOS from the attacking unit AND the attacking unit is standing at a level equal to or less than the unit being attacked.
- **LOS on the Line:** If the LOS drawn between units falls between two hexes then the first player defending an attack between these units chooses which hex the LOS passes through. This imposes all terrain effects on any attacks between the two units.

- **Heat:** Each point of heat reduces movement by 1 hex.
- **MP Hit:** Convert the unit's movement to hexes as normal, then half the units movement rounding down for the MP hit.
- **Firing Arc:** A unit's firing arc is comprised of all full and partial hexes touched when drawing a straight line out from the left and right sides of the hex base, as shown.

- **Rear Damage Arc:** A 'mech's rear arc consists of all full hexes contained within straight lines drawn from the intersecting sides of the rear face of the 'mech's hex base, as shown.
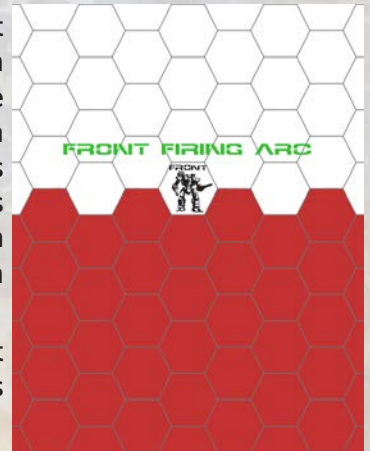
FORCE BUILDING

This section will instruct you on the process and rules for creating a Force for use in an Odyssey 350 event.

Force creation is a multi-step process using the Master Unit List (MUL) (http://www.masterunitlist.info) Players first need to pick a faction and era for their Force. Once players have filtered their to Introductory, Standard, and Advanced units within their faction and era, they may begin assembling their force using the Force Construction Rules on pg. 8.

For Competition and Tournament level events players must save and print their force to create the spreadsheet list and unit cards required.

RULES LEVEL

There are five rules levels for units in *Battletech*: Introductory, Standard, Advanced, Experimental, and Unofficial. **Only Introductory, Standard, and Advanced units are legal for use in Odyssey 350.**

- **Introductory:** This is the lowest level of tech. These comparatively simple units.
- **Standard:** These are the bread and butter of Battletech, the units you will see the most that balance out effectiveness and complexity.
- **Advanced:** These units use the latest in mass produced equipment and mark the highest level of complexity without going into experimental technology.
- **Experimental:** The absolute cutting edge. These units often have equipment that may only work in theory.
- **Unofficial:** This is where you can find custom and/or home-brew units.

FACTION AND ERA

Each Player must choose one Faction and one Availability Era table to make their 350 army. You can find a list of factions by hitting the "Factions" button on the MUL's navigation bar. To learn more about any of these factions, we recommend starting with www.sarna.net as a Wikipedia like source for *Battletech* lore. There, you can also learn more about the various eras of *Battletech*, as well as check their citations for books to learn more about the deep and rich lore behind the game.

Once you have a faction in mind, click on the "Units" button on the websites navigation bar to go to the unit search utility. Find the Factions section of the search tool, enter your faction, and check the box when your faction shows up in your search.

GENERIC LISTS

When choosing a Faction be sure to include the corresponding "Generic" list of units. There are 4 Generic Lists available on the MUL:

- Inner Sphere General
- Periphery General
- Inner Sphere Clan General (IS Clan)
- Home World Clan General (HW Clan)

A blank General List means there is no General List attached to your selected faction. For example the Kell Hounds, Mercenary, and Wolf's Dragoons factions will not have a General List included.

With Rules, Faction, and General lists (if applicable, see Generic Lists) selected, check one of the options for Availability Era. This will complete your required filters for creating an Odyssey 350 Force.

1. Use the Rules filter to limit your search to units of the Introductory, Standard, and Advanced rules level.
2. Enter your faction and associated general unit lists into the filter.
3. Check the box for your force's era

4. Use the plus sign next to a unit to add it to your force.

5. Use the Alpha Strike Builder under the Force tab to manage your force.

6. Save and print your force.

This will give you both a spreadsheet list of your units and a sheet of Alpha Strike cards for those units. This spreadsheet is what you must provide to your opponent and any organizers for the competition. The cards are for use during matches.

You should print at least two copies of both your unit list, as well as the Alpha Strike cards.

Unit List

Alpha Strike Cards

FORCE COSTRUCTION RULES

Maximum Army Point Value (PV) = 350 points

Force Restrictions:

Types of Units allowed for 350 army construction:
- Battlemechs
- Omnimechs
- Industrial mechs
- Protomechs
- Combat Vehicles
- Conventional Infantry
- Battle Armor

Forces may have no more than:
- 16 total units
- 12 total 'Mechs (not including Protomechs)
- 8 Combat Vehicles / Off-board Artillery
- 5 total Infantry / Battlearmor
- 5 ProtoMechs

Chassis and Variants:
- Players may only have up to 2 units that share the same chassis name in their Army.
- BattleMechs, OmniMechs, and IndustrialMechs cannot share the same variant in an Army.
- All other unit types are allowed two units of the same chassis, and the same variant.

Jump
A Force is limited to one of the following:
- A single unit with JMPS2
          -or-
- Two units with JMPS1.

Pilot Skill
Unit skills are limited by the following:
- A players force may have any number of units with a skill value between 3-5.
- A force may only have a total of two units with skill 2 or 6.
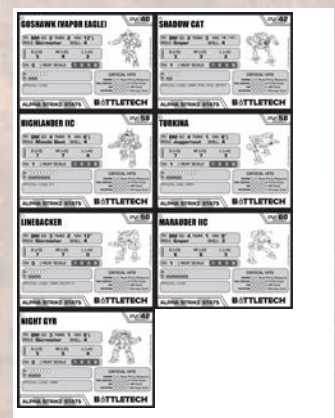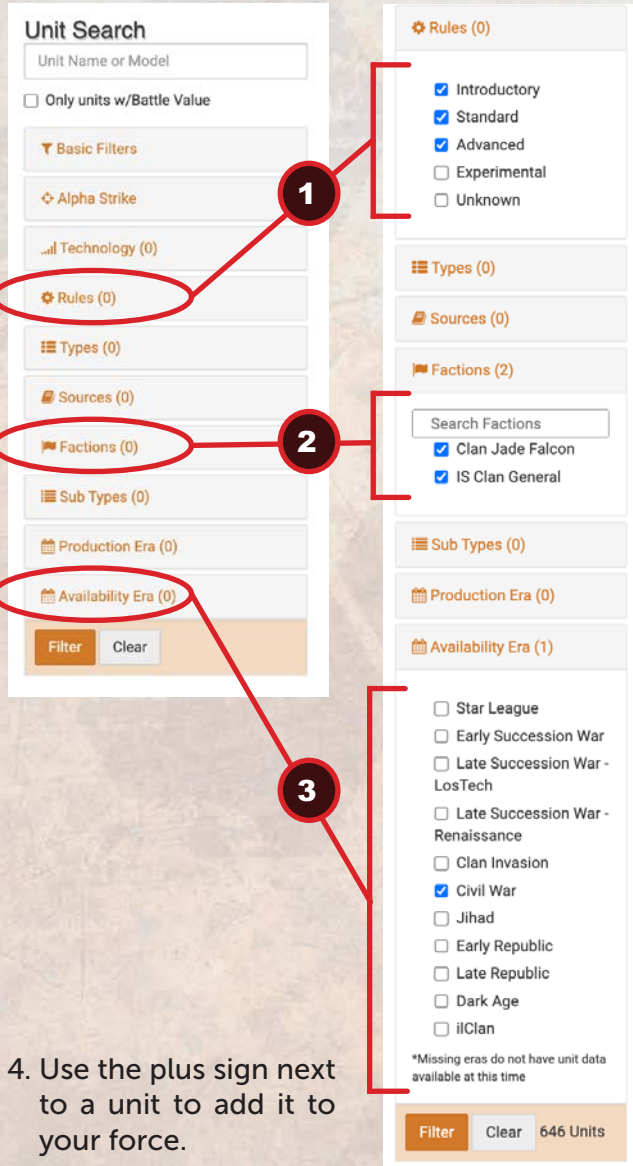
Squad Sizes
Battle Armor Unit Squad sizes are dependent on the Faction and Era chosen by the player.

Protomechs
Any Force that includes Protomechs must contain a total number of 5 Protomechs.

UNITS AND ABILITIES NOT ALLOWED
- Units with the DRO ability
- Aerospace
- Advanced Aerospace
- Support Vehicles
- Advanced Support Vehicles
- Any unit that is Experimental Tech Level.
- Alternate Munitions
- Pilot or Command Special Abilities
- Formation Bonuses
- Any unit that is Unique in the chosen Era.
- Any unit that is Extinct in the chosen Era.
- Any unit with an "Unknown" rules designation.

Units with the following special abilities can be taken but are unable to use that ability
- ART special ability
- DCC special ability
- MDS special ability
- HPG special ability
- BOMB special abilityArmy

Banned Units:
Currently there are no banned units.

Scenario Restrictions:
Maximum Point Value of Deployed Units: 250
Maximum Number of Units Deployed: 10

In addition to the standard rules of Alpha Strike, players must follow several additional rules during gameplay. **The following additional rules are in effect and are not optional for Competition and Tournament level events:**

- Artillery Support
- Crippling Damage
- ECM/ECCM
- Front Loaded Initiative
- Large Units
- Low-Altitude Drops
- Multiple Attack Rolls
- Non-Infantry Unit Cover
- Restricted movement
- Scatter Rules for Troop Drops
- Terrain
- Towing

Detailed descriptions are included for any rules created for this format or from the Wolfnet 350 rules. Please see source and page number for any rules added from *Battletech: Alpha Strike Commander's Edition.*

ARTILLERY SUPPORT

WN350 rules modified from BT:ASCE pg.56

Force Restrictions: Off-Board Artillery (OBAS) must be included in a players force. The point value of OBAS counts towards the 350 point limit, counts towards a players limit of 8 vehicles, and counts towards a player's 250 point limit in deployments for scenarios.

Using Artillery: Use of Off-Board Artillery requires a spotter and must be declared in the controlling player's attack phase. OBAS damage is resolved in the same turn it is declared. Players cannot use Off-Board Artillery if they have any on-board Artillery Units.

OBAS follows the same rules for the ART special ability. Off-Board attacks are not modifiable and follow the rules on AS:CE Battlefield Support page 54.

Special: Off Board Artillery automatically counts towards your opponent's MOV whether it is used or not.

ECM / ECCM

Source - BT:ASCE pg.161

"Alpha Strike units with the ECM, Angel ECM (AECM), and Watchdog (WAT) special abilities may use these items for their usual purpose of defeating enemy probes and C3 networks, or set these systems to a special mode called ECCM (Electronic Counter-Countermeasures)."

FRONT LOADED INITIATIVE

WN350 Rules

The Movement Phase requires each player to alternate moving their army's units. When players have an equal number of units deployed, this simply means that each player takes a turn moving a single unit before their opponent does the same, and so on, until all units are moved. **In Front Loaded Initiative if there are unequal number of units deployed by players, players must move an unequal number of units.**

During the movement phase, before any units are moved, each player counts the number of units able to act during the movement phase. If one player has more units than their opponent, that player moves more than a single unit.

This process repeats during each subsequent iteration of movement. This means that before the player who lost initiative moves a unit players count again how many units they have that are able to act in the movement phase and have not yet acted. If either counts more units in this way, that player moves more units.

To determine how many units that player must move, divide the higher unit count by the lower unit count and round up.

For example, if one player has 4 units able to move, and the other player has 5 units able to move, the player with 5 units will move 2 of those units (5 ÷ 4 = 1.25 rounding up to 2)

LARGE UNITS

Source - BT:ASCE pg.64

Large units reduce the movement penalty for entering a woods, rough, or rubble hex by 1.

Attacks against a Large unit receive a −1 Target Number modifier.

Large units are 3 levels high and block line of sight.

Physical attacks made by a Large unit receive a +1 Target Number modifier..

LOW-ALTITUDE DROPS

Source - BT:ASCE pg.160

"The low-altitude drop exposes its transport to additional risks from ground fire, but delivers its payload of troops to the field faster."

MULTIPLE ATTACK ROLLS

Source - BT:ASCE pg.174

"Any time a unit attacks a target, all weapon attacks roll a separate attack roll for each point of damage. Area effect and physical attacks do not use multiple attack rolls. This remains a single attack. After making the multiple attack rolls, apply the successful damage to the target as a single attack."

FAQ: Each attack roll does not deal damage, it adds to the total damage dealt by a single attack. Thus any ability or rule that triggers through attacking may only take effect once, and does not stack.

For example, even if multiple 12's are rolled the attack will only trigger a single critical hit chance.

The exception to this is when a unit is attacking multiple targets. In this case, each target is it's own attack and abilities or rules trigger separately for each.

NON - INFANTRY UNIT COVER

Source - BT:ASCE pg.139

"A final defensive option available to infantry units is the ability to take advantage of their relatively smaller size to hide behind non-infantry units, such as vehicles and 'Mechs."

NOTE: This rule functions as listing in *BT:ASCE* except as follows:
- A +2 terrain modifier is applied to the attack on infantry in cover (instead of +3).
- If the attack against the infantry unit fails, and the margin of failure is 2 or less, then the attack hits the unit providing cover instead.

OVERKILL

WN350 Rules

If a MEC/XMEC capable Battlearmor (BA) is being transported externally and the transport is destroyed, any excess non-AOE damage is automatically transferred to the Battlearmor unit without rolling 1D6 per page 48 of *BT:ASCE.*

RESTRICTED MOVEMENT

Odyssey 350 Rule

Any unit that ends it's movement in the same hex it occupied at the start of the movement phase is considered to have remained stationary and does not gain a TMM, regardless of whether or not it moved that turn. The unit still gains cover or any benefits of being in that hex.

For example, if a unit begins the movement phase in Heavy Woods Hex 0415 and moves 9 hexes to end it's movement in Heavy Woods Hex 0415 it does not gain it's TMM and is instead considered to have remained stationary in Heavy Woods Hex 0415.

SCATTER RULES FOR TROOP DROPS

Source - BT:ASCE pg.181

TOWING

Source - BT:ASCE pg.165

"Many tracked and wheeled ground vehicles feature trailer hitches for the express purpose of towing other vehicles."

There are eight scenarios in the Odyssey 350 rules. Each one is designed to pit Deployments from two Forces in an objective based match. In every scenario the goal is to be the first player to score 4 objective points to win.

Some scenarios favor fast and light units that are able to quickly move to objectives. Other scenarios call upon the raw firepower and toughness of assault 'mechs. This is where as a player you must decide the right balance when creating your 350 point armies.

GENERAL RULES

DEPLOYMENT

Scenarios allow a player to select a maximum of 250 points from their 350-point army to be deployed and used during the match. There is no minimum amount of points needed for each scenario. There is a maximum of 10 units allowed per scenario.

Deployment Zone: This is the area in which a player may place the units they are using in the match during the deployment phase. Unless otherwise stated by the scenario, each player's Deployment Zone is made of the full hexes closest to that players home edge.

MAPS

Each scenario is played on two map sheets connected on their long edge. In Competition and Tournament level events there are restrictions on what maps can be used. The orientation and home edge of the battlefield made by these two maps varies based on the scenario.

SCENARIO TERMS:

Contested: In certain scenarios players are able to contest the completion of objectives, and thus scoring objective points. To contest an area, a player must have a unit or units in a specific area around the objective. This is typically any

Objective Hex Mark (OHM): These are hex markers for the various objectives in scenarios.

Hex Base Marker (HBM): A specific kind of Objective Hex owned by a player.

COMPONENTS

Each scenario requires the Components listed on the Scenario Page.

SCENARIO PLAY RULES:

In addition to the standard gameplay rules in the previous section, the use of scenarios adds the following additional rules:

CRIPPLING DAMAGE:

Source - BT:ASCE pg.174

At the end of any scenario, any crippled units counts half of it's PV towards the MOV score. A unit is considered crippled when it meets any of the following criteria,

- The unit has no Armor remaining and has been reduced to half its starting Structure value (rounded up) . If the unit possesses only one point of Structure to begin with, once all armor is removed it is considered crippled.
- The unit has been reduced to a damage value of 0 for all Medium- and Long-range attacks . This condition does not apply if the unit began the scenario with a damage value of 0 at Medium and Long range.
- The unit has been immobilized through damage, critical, and or motive hit effects.

Crippling damage is only used for the purposes of scoring. There is no Forced Withdrawal rule in this rule set.

PROTOMECH RULES:

In any scenario where a player incldues Protomechs in their Deployment, that player must deploy all 5 ProtoMechs.

SHUTDOWN UNITS:

WN350

Units that are Shutdown for any reason cannot perform actions, contest an Objective Area Template, or have their size count towards Combined Unit Size.

SPRINTING

WN350

As with standard Alpha Strike Rules, a sprinting unit cannot perform any action that would require an active effort by the pilot. It can only sprint.

It can accomplish objectives that need a unit to fill physical space. This means a sprinting unit can contest a space, and have its Unit Size count towards Combined Unit Size.

Actions a sprinting unit cannot perform includes but is not limited to the following:
- Pick Up Flags (Capture the Flag)
- Deposit or transfer a Flag (Capture the Flag)
- Enter a Bunker (Bunkers)

SCORING

In both Competition and Tournament level events, players are expected to keep a score as well as provide the event or tournament organizer with a match slip containing those scores.

WIN/LOSS:

Each match slip will contain a box under the player's name. The winner of the match should indicate with an "x" in the box.

OBJECTIVE POINTS:

Every scenario has a way for players to score Objective Points.

Each player is responsible for writing down how many Objective Points they have scored for each Scenario.

MARGIN OF VICTORY (MOV)

The MOV score is used to break ties in a match and event ranking. To generate a MOV score each player generates a total value of all of their units left on the battlefield, then their opponent subtracts that number from 250 to generate their score.

Note: Crippled units only add half of their PV value to a players total.

COMPLETE DESTRUCTION

During the End Phase, if all of one player's deployed units have been destroyed, the game ends. The player with remaining deployed units on the battleflied wins the match and is awarded one additional Objective Point that is to be added to their total, to a maximum of 4 Objective Points.

TIE BREAKERS:

If both players in a match end up with the same Objective Points, the Tie Breaker Order to determine the winner goes as follows:
1. Any Tie Breaker Rules in the description of the Scenario (King of the Hill and Bunkers)
2. Most Point Value Destroyed (This is separate from Margin of Victory)
3. Player who brought the least amount of PV to the match
4. Player who brought the least amount of PV in their total 350 point Force.

In this scenario, players race against each-other to be the first to destroy the other players bunker.

Objective: Destroy opponents Bunkers

Components: You will need the following to run the scenario:

- 3 Red Bunker Markers
- 3 Blue Bunker Markers
- 6 D20's (for damage trackers)

Additional Set Up: Place a D20 on top of each Bunker Template showing (20) representing the armor value of each bunker

Map Setup: Maps should be laid out as shown below. Two bunkers for each player must be placed along each player's home edge and 4 hexes from each edge. A third base for each player must be placed in the center full hex on each maps opposite edge.

SCENARIO RULES:

Bunkers: Bunkers are immobile buildings a single hex in size and one level in height. They have a facing with an entrance in their rear arc. Bunkers can only take damage from attacks in their rear arc. Players cannot damage or infiltrate their own bunkers.

Each Bunker should have its own damage tracker in the form of a d20.

Bunker Infiltration: Infantry and Battle Armor units may enter a bunker to destroy it.

- Step 1: During the End Phase, when a Battle Armor (BA) or Infantry (CI) unit that is in base-to-base contact with the yellow "Door" portion of the template and at ground level, that unit is removed from the board and is to be considered inside the Bunker. These Units are considered off-board until they return the following End Phase.
- Step 2: During the End Phase BA/CI units are returned to the board in base-to-base contact with the yellow "Door" portion of the template and grounded. BA/CI units are allowed to use their normal movement (no sprinting) to clear the Bunker Template before it is destroyed.
- Step 3: During the End Phase the Bunker Template is destroyed, dealing 3 points of damage to any unit on the Bunker Template.

Victory: For every 15 points of total Bunker damage, the Player receives one Objective point. First player to destroy all opponents' bunkers (4 objective points) wins the game.

If the game goes to time the player who has the most objective points wins the game. If objective points are tied the player who destroyed the most bunkers wins the game. If there are equal amounts of Bunkers destroyed the player who dealt the most total Bunker damage wins the game. If both players have dealt the same amount of damage to bunkers, the player with the highest PV total left on the battlefield wins.
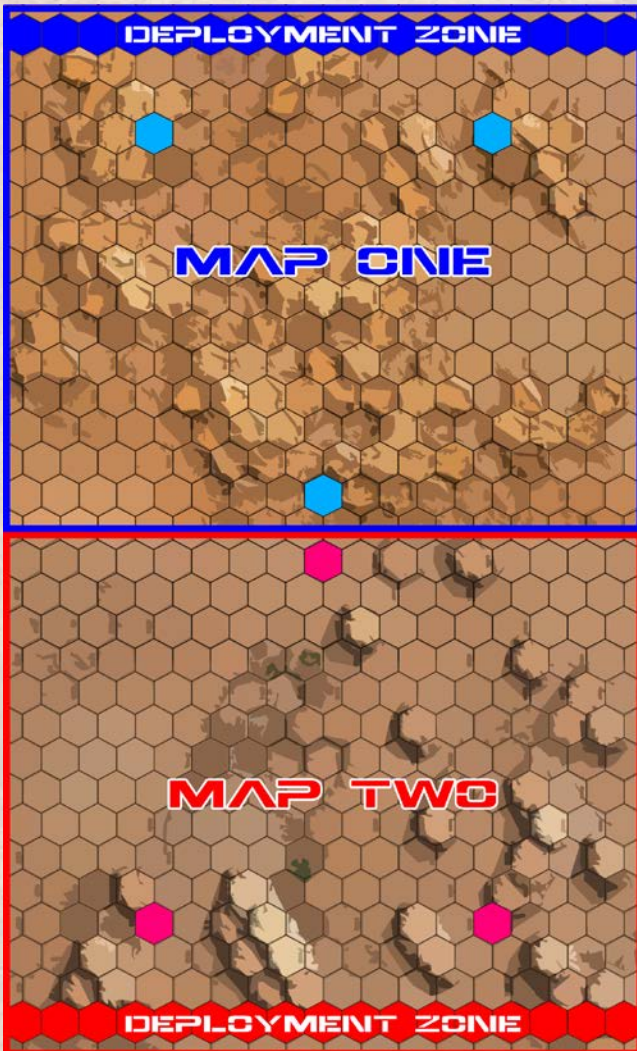
In this scenario, players will be racing to capture "flags" in the middle of the battlefield and return them to their base.

Objective: Retrieve and Deposit 4 flags.

Components:
- 3 Labeled Objective Hex markers
- 3 Labeled Flag Tokens
- One Blue and One Red Hex Base Marker

Additional Set Up: Label each Objective Hex Marker and Flag Token in such a way so that flags and objective hexes are separated into matching pairs. Place corresponding Flag Tokens on their matching Objective Hex

Map Setup: Maps must be laid out as shown below. Each player must place their BHM in the center full hex along their home edge. OHMs must be placed so that each player has a hex marker on their map 3 hexes in from the left edge along the first row of full hexes.

In Competition or Tournament level events (see Structure Rules) a third OHM must be placed by the player who won Map Phase Initiative on one of the two center hexes along the row of full hexes formed by the connecting edges of the two maps.

SCENARIO RULES:

Picking Up a Flag: As an action, a flag may be picked up by a unit in the same hex as that flag. Flags may also be retrieved by a unit in any hex adjacent to the OHM.

In order to pick up a flag, a unit must be grounded, dismounted, and not currently carrying a flag.

Flags may not be picked up if a unit controlled by an opposing player is in the same hex as the flag, or in a hex adjacent to the hex the flag occupies.

Flags are picked up during the end phase of a turn. Units that have picked up the flag are required to place the token in base-to-base contact with that unit.

Dropping the Flag: A destroyed, mounted, or eliminated unit automatically drops the flag. When a flag is dropped it is placed in the hex of the unit that dropped it and cannot be moved until another unit "picks up" that flag.

Passing a Flag: Units may "pass" the flag to another grounded and dismounted friendly unit in an adjacent hex.

Victory: During the end phase, if a flag token is in a player's base hex and the area around that base is uncontested, that player scores one objective point, regardless if the unit carrying the flag token survives. The Flag Token immediately re-spawns on its corresponding objective hex.

The first player to score 4 objective points wins the game.

If the game goes to time the player with the most objective points wins the game. If points are tied Follow Tie Breaker rules in Player Rules.
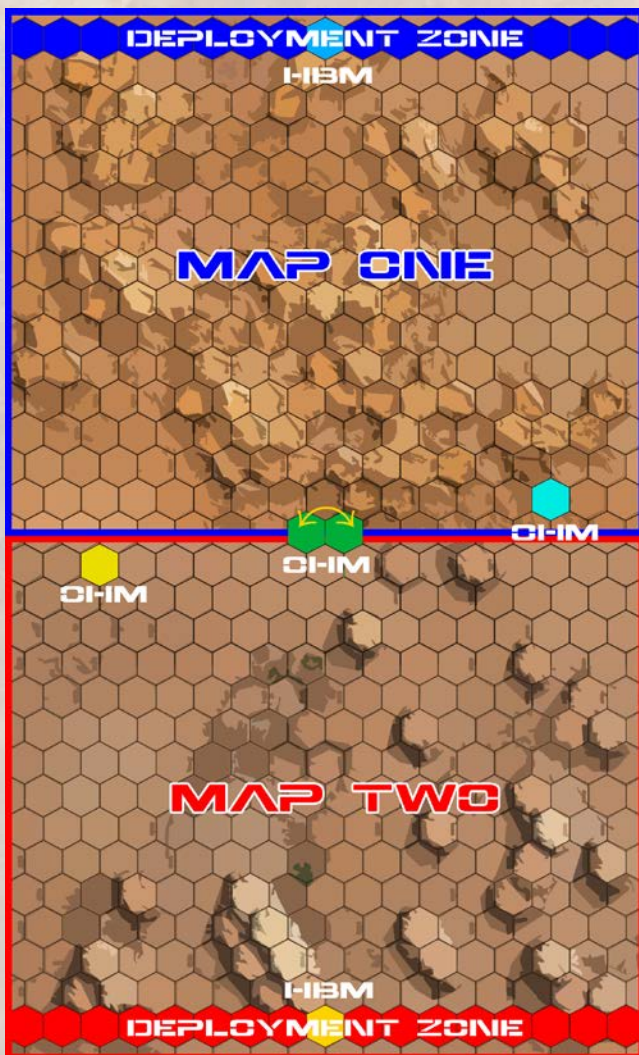
In a Domination Scenario, players are competing gain complete dominion of the battlefield by controlling objective markers.

Objective: Control 4 Objective Hex Markers

Components:

- 5 Objective Hex markers

Additional Set Up: Players must have a way to mark or label the OHM to indicate which player has claimed it, if any.

Map Setup: Maps must be laid out as shown below. Each corner of the map must have one OHM 4 hexes away from the edges of the map.

In a Competition or Tournament level event (see Structure Rules) a fifth OHM will be placed by the player that wins Map Initiative in the center hex of one of the full hex columns along the connecting edge of a map.

SCENARIO RULES:

Claiming an OHM: Any a unit in the same hex as an OHM or any hex adjacent to the OHM may claim it if it is uncontested.

An OHM is contested if an opposing player has any unit in the same hex as an OHM, or any adjacent hex. If an OHM is contested, remove any existing claims during the end phase of that turn.
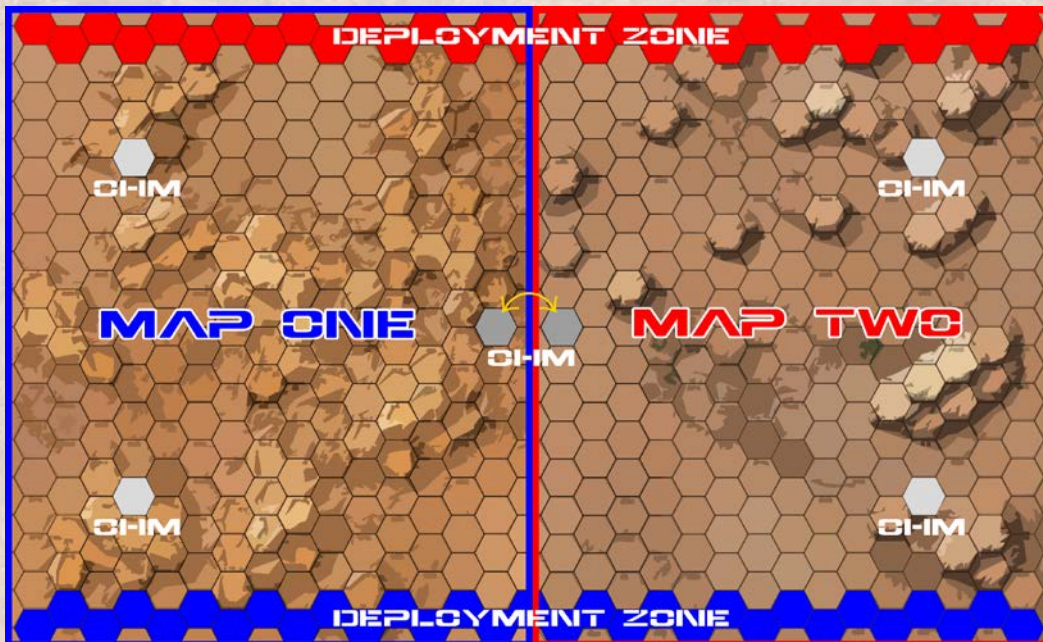
Victory: At the beginning of a turn, before initiative is rolled, if a player has claimed 4 or more OHM that player wins and the game immediately ends.

If the match timer ends and no player has won, each player scores 1 objective point for each OHM they have claimed at the game's end. The player with the most objective points is the winner.

While a Domination map has players contest for control of a battlefield, in King of the Hill players compete for control of a specific objective area.

Objective: Have final control of the strategic hill by having the largest total size force within it over multiple turns.

Components:

*   Hill Objective Area Template (HOAT)

Map Setup: Maps must be laid out as shown below. The Hill is an area in the center of the map formed by the two center hexes along the combined full hexes of each map, all hexes adjacent two those two center hexes, and all hexes surrounding the previous hexes. This will from five rows of hexes with hex lengths from top to bottom of 4, 5, 6, 5, 4.

SCENARIO RULES

Victory: During the end phase of each turn players will add up the total the size number of all grounded units within the Hill Objective Area Template. Protomechs, Battle Armor, and Conventional Infantry do not count for combined unit size.

The player with the highest total size will score an objective point. If each player has an equal total size of units no point is scored.

The first player to score 4 objective points wins the game. If the game goes to time the player with the most objective points wins the game.

If objective points are tied players will follow the Tie Breakers rule in Player Rules.

DEPLOYMENT ZONE

MAP ONE

THE HILL

MAP TWO
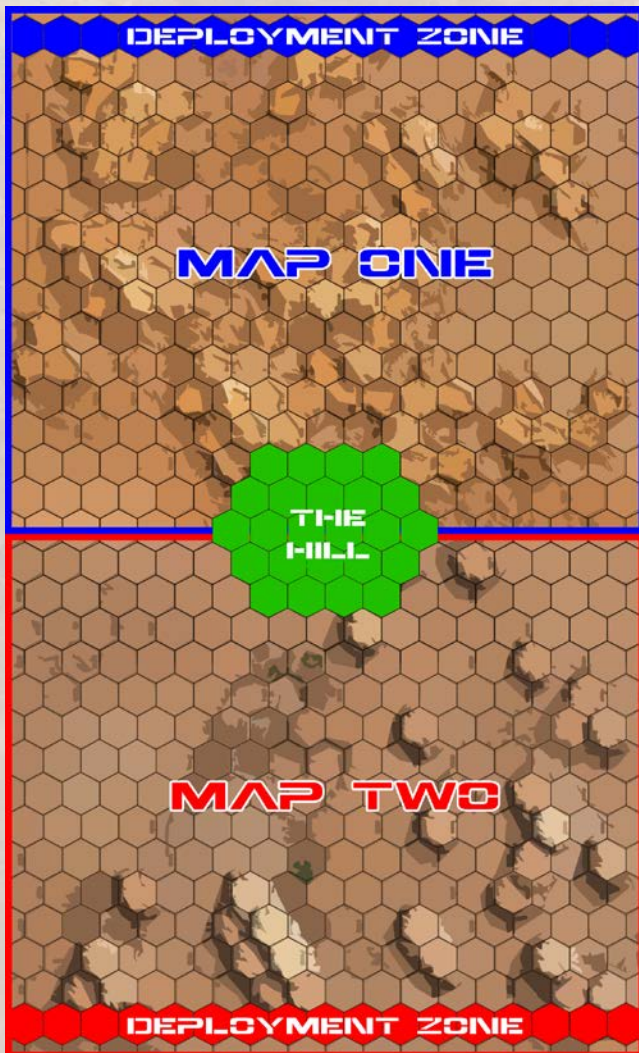
DEPLOYMENT ZONE

This is the simplest of scenarios, a fight to the death.

Objective: Kill your opponents Deployment

Components:
• None

Additional Setup: Players must have a way to collect the total point value of their opposing players units they have destroyed.

Map Setup: Maps must be laid out as shown below.

SCENARIO RULES:

Victory: Whenever a player destroys a unit add that unit's point value to the total point value of units destroyed for that player.

When a player's total reaches 65 PV, that player scores 1 objective point.

When a player's total reaches 130 PV, that player scores 1 objective point.

When a player's total reaches 195 PV, that player scores 1 objective point.

If a player destroys all non-friendly units on the battlefield, they gain 1 objective point.

If the game goes to time the player with the most objective points wins the game. If objective points are tied players will follow the Tie Breakers rule in Player Rules.

Special: A crippled unit adds half of it's PV to the opposing player's total point value of units destroyed.
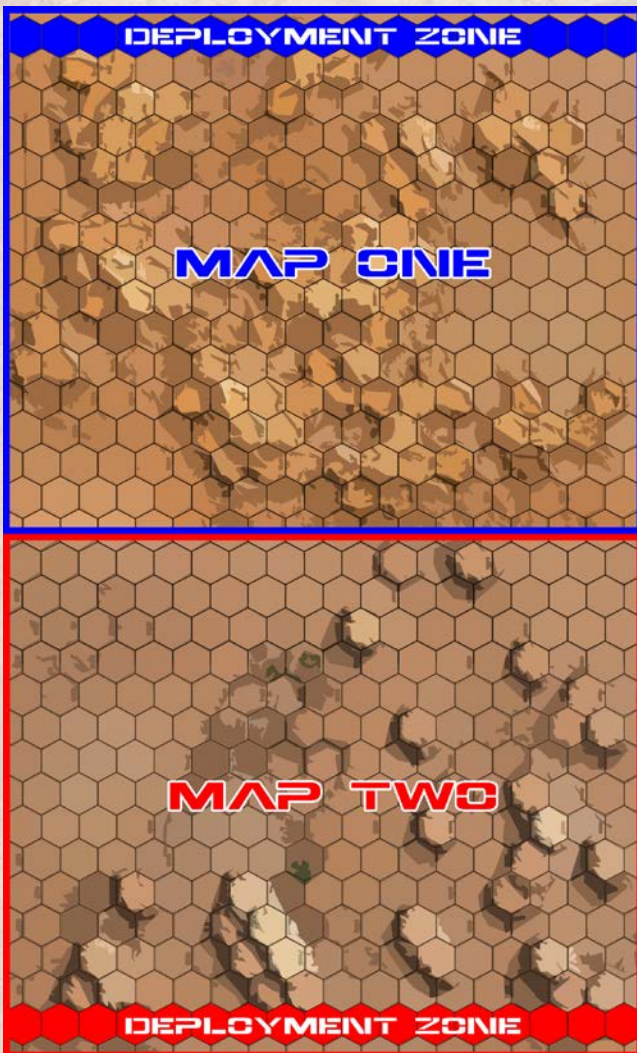
DEPLOYMENT ZONE

MAP ONE

MAP TWO

DEPLOYMENT ZONE

This is the simplest of scenarios, a fight to the death.

Objective: Kill your opponents Deployment

Components:

- Player Tokens to mark zone control

Additional Setup: Players must have a way to collect the total point value of their opposing players units they have destroyed.

Map Setup: Maps must be laid out as shown below.

SCENARIO RULES:

Zones: The 4 full hexes nearest a players starting edge make up that player's Home Zone (including their deployment zone). The remaining full hexes of each map are Battle Zones, with the middle line of hexes formed buy the combined maps

not.

During the end phase of each turn the player the highest total point value of units in each zone gains control of that zone. If a zone contains no units, no player controls that zone.

Victory: After control of zones has been resolved, if a player controls both Battle Zones and their opponents Home Zone that player wins the game and scores 4 objective points.

If a match time limit ends the game players score 1 objective point for each zone they control. The player with the highest score wins.

If objective points are tied players will follow the Tie Breakers rule in Player Rules.
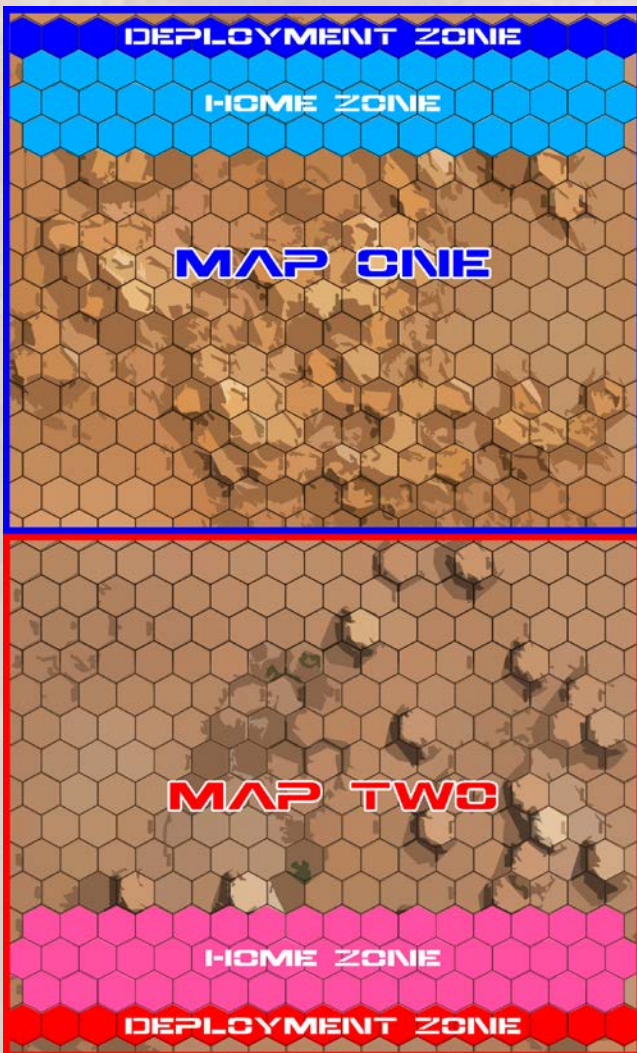
HEAD HUNTER

Enemy commanders are on the field. Destroy them and retrieve an objective from their remains.

Objective: Kill your opponent's commanders and retrieve an objective that drops when they die.

Components:
- 2 Red Objective Markers
- 2 Blue Objective Markers

Map Setup: Maps must be laid out as shown below.

SCENARIO RULES:

Commanders: During the Deployment Phase, each player must declare and designate two of their units as Command Units. Command Units cannot be Battlearmor or Infantry units.

When a designated Command Unit is destroyed, remove that unit and replace it with an objective marker of the controlling player's color.

Retrieving an Objective: When Command Unit is destroyed it will drop an Objective Marker. This marker may be retrieved by a unit controlled by an opponent of the player that controlled the destroyed unit.

A unit in the same hex as the Objective Marker, or an adjacent hex, may retrieve the objective marker if the unit is grounded and dismounted.

Any unfriendly unit in the same hex as the Objective marker, or an adjacent hex, prevents a unit from claiming the Objective Marker.

When an Objective Marker is claimed, remove it from the game.

Victory: Players will score 1 Objective Point for each Command Unit destroyed and 1 Objective Point for each Objective Marker that is retrieved.

If the game goes to time the player with the most objective points wins the game. If objective points are tied players will follow the Tie Breakers rule in Player Rules.

DEPLOYMENT ZONE

MAP ONE

MAP TWO

DEPLOYMENT ZONE
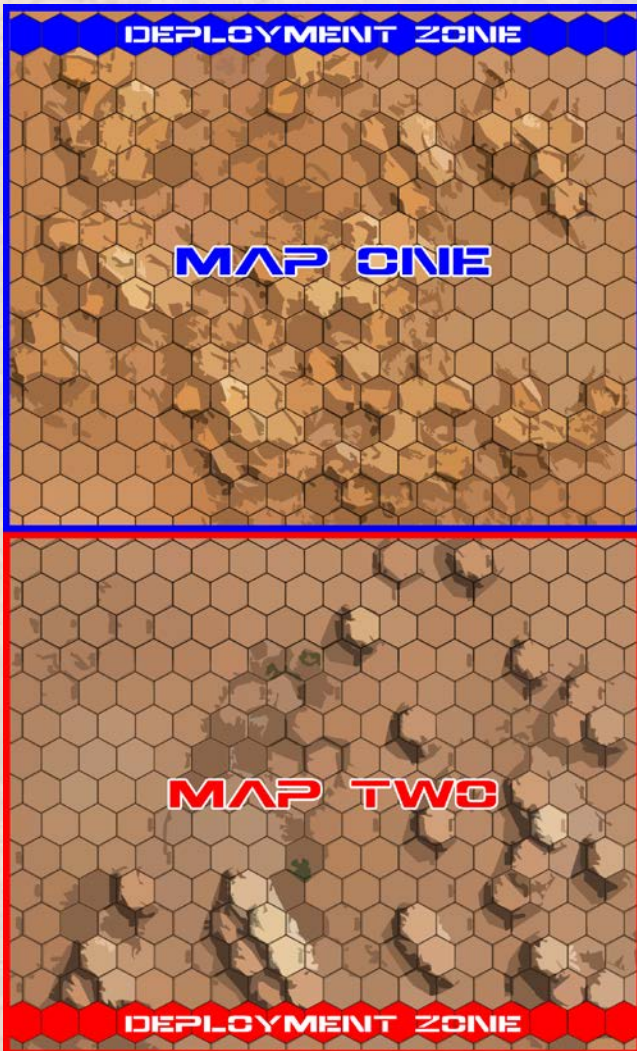
POINT CAPTURE

Players attempt to capture several key points near the enemy line.

Objective: Capture each of your opponents Objective Hex Markers while defending your own.

Components:
- 3 Red Objective Hex Markers
- 3 Blue Objective Hex Markers

Map Setup: Maps must be laid out as shown below. Each player must place an OHM in the corners of the battlefield along their deployment zone exactly 4 full hexes away from the nearest map edges, and another OHM along the center hexes formed by connecting the two maps exactly 4 hexes from the map edge.

SCENARIO RULES:

Capturing Points: To capture an OHM a unit must be in the same hex as that OHM, the unit must be grounded, and the unit must be dismounted. Once an OHM is captured it is removed from the game. Players may occupy the hex of their own OHM.

Victory: When any of the OHM's in the corners of the battlefield are captured, the player that captured the OHM scores 1 Objective Point. When any of the center OHM's are captured the capturing player scores 2 Objective Points.

During the End Phase, if a player has captured all three of their opponents OHM's, that player wins the game.

If the game goes to time the player with the most objective points wins the game. If objective points are tied players will follow the Tie Breakers rule in Player Rules.
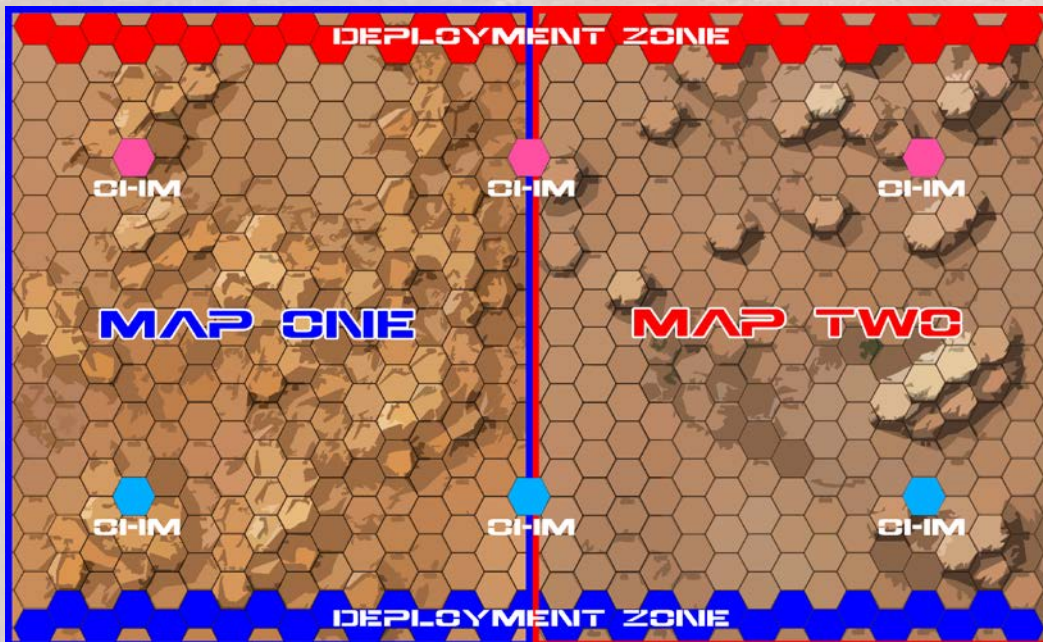
In addition to the Odyssey 350 rules for playing the game Alpha Strike, there are Odyssey 350 structural rules for both players and organizers. These vary based on the level of play and provide guidance and clear expectations for everyone involved in a local competition or a full tournament.

CASUAL

This format is to reflect a "pick up" game where any or all of the rules presented in this or previous sections may be used or ignored. This is the format to try out any alterations or additional rules players may be interested, such as formations or special pilot abilities.

Players are encouraged to both find a set of rules they enjoy most, but also to adopt the best practices and code of conduct.

COMPETITION

This format is specifically designed for local level structured play and organized events at a local gaming store, hobby shop, or community space. In a competitive event, all rules in previous sections are mandatory. This is in order to create the most fair playing field possible.

MATERIALS REQUIRED

When attending a competition level event, players should bring the following with them:
1. At least two copies of their 350 point list complete with Alpha Strike Cards.
2. All necessary miniatures to represent their Force and Deployments.
3. Some combination of Dice, Markers, or Indicators to set near miniatures that will both record the type of movement the unit made as well as inform the player's opponent of the units TMM.
4. Enough identifiable pairs of standard six sided dice to roll-to-hit all damage that could be dealt by their highest damage unit.
5. Enough twenty sided dice to indicate the height of all VTOL units in the player's Force.
6. A Pen/pencil/marker for record keeping.

MATCHES / ROUNDS

Competition level events have three rounds of matches with no repeating scenarios.

Each table will have round markers. These round markers are to reflect which round a table's match is currently on. At the beginning of each turn before initiative is rolled, players are required to advance the turn marker.

TIMED MATCHES

Competition and Tournament level events have a time limit for each round that starts immediately after an organizer declares which scenario will be played that round.

Pre Game Clock starts (10 min)
- Players exchange lists
- Players determine their 250 Force
- Roll for pre-game initiative and place maps.

Players start the game (80min)
- TO announces time remaining every 20 min

End of Game
- Players finish the round they are on
- Turn in Match Slips to TO

PRE GAME ORDER

Once 2 players have been paired together each player exchanges their 350-point army list with the other player. After players have had time to go over each other's lists players must then decide which units out of their 350-point army they will use. Only during the Deployment Phase will your opponent know which units you have chosen. IMPORTANT NOTE: Pre-generated 250 points lists are highly encouraged.

MAP PHASE

Map Phase: Before an Odyssey 350 match can begin, players must go through a separate Map Phase in which maps are selected, placed, and set up for the scenario.

1. Each player rolls 2D6 at the start of the map phase to determine initiative. The player with the higher roll wins initiative and may choose to do

one of the following:

a. Select and place their map after their opponent

b. Automatically win the first Initiative Phase after deployment.

2. Whichever option is not chosen by the map phase initiative winner is awarded to the loser. For example, if the winning player chooses to select their map after their opponent, the player that lost the map phase initiative automatically wins initiative on the first turn of the game with a movement phase.

3. Each player then selects and places a map in order as previously determined. Maps must be one of the allowed maps and must be placed with their long edges connecting.

4. In any scenario where each player's deployment zone is only across a single map sheet, the map sheet selected and placed by a player is their home map and will include their deployment zone.

5. Place all the Objective Hexes that pertain to the current scenario onto the battlefield as detailed in that scenario.

Legal Maps: The following are the only legal maps to be used in a competition or tournament level event:

Allowed Map Sheets

- Grasslands #1
- Grasslands #2
- Grasslands #3
- Grasslands "Foothills #1"
- Grasslands "Foothills #2"
- Grasslands "Lakes"
- Grasslands "Rolling Hills #1"
- Grasslands "Rolling Hills #2"
- Grasslands "Rolling Hills #3"
- Grasslands "Rolling Hills #4"
- Grasslands "Streams"
- Grasslands "Woodland"
- Grasslands Hilltops #1
- Grasslands Hilltops #2
- Desert #1
- Desert #2
- Desert #3
- Deserts "Sand Drift #1"
- Deserts "Sand Drift #2"
- Deserts "Badlands #1"
- Deserts "Badlands #2"
- Deserts "Washout #1"
- Deserts "Washout #2"
- Barren Lands #1
- Barren Lands #2

DEPLOYMENT PHASE

Once maps are selected and placed players begin the deployment phase by rolling for deployment phase initiative.

The player who loses the roll will place their first unit onto the board in any full hex along their home edge. Players then alternate deploying their forces following Front-Loaded Initiative.

MINIATURES

Miniatures: All miniatures made under a current or previous Battletech and associated properties license that is appropriately scaled may be used in a competition level event.

Each miniature must be of the same chassis of it's printed Alpha Strike card in it's player's Force. The miniature is not required to be the same variant printed on the card. Any miniature that is included within the allowed miniatures in the previous section may be used for any variant of the chassis it represents.

Proxies: The exception to the previous rule in Competition level events is if there is no official plastic miniature for a legal unit a player has chosen in their Force that is made by Catalyst Game Labs (CGL). In this case, that player may use another miniature to represent this unit, aka a proxy.

Players must use a miniature that resembles the chosen unit as closely as possible. This means that a vehicle must be represented by a vehicle miniature and 'Mech must be represented by a closely matched mecha miniature.

Other legal miniatures may be used as proxies so long as there is no unit in a players force of the chassis that miniature normally represents. For example, a player may use a miniature of a *Bulldog* tank to represent another legal tank so long as that player does not have a *Bulldog* unit in their Force and the selected unit has no plastic CGL miniature.

Additionally, if there is no CGL miniature for a chosen unit, a player may use a 3D printed miniature ONLY if the printed unit is an original creation by an artist that the player has the legal right to print, and ONLY if that print is in no way representing itself as an existing unit, or attempting a vague approximation of an existing unit, or representing itself even vaguely as part of any existing intellectual property. **Any prints used for proxies in this manner may only be wholly and entirely unique creations by an artist.**

Bases: All miniatures and models must be attached to an 1.25" hex base that also has the front of the unit indicated clearly on one side of the hex.

Units that are larger or do not fit on a 1.25" hex base must be modified in order to visually see and measure to the base. Only Super Heavy Units are allowed to use a 2" hex base or the 4 hex base made specifically for Super Heavies.

Kit-bashing: Kit-bashing is the process of altering a miniature to represent a variant that is not currently in production, whether by using another miniature's parts or with parts meant for kit-bashing. Kit-bashed units are allowed so long as they conform to the following:

* Kit-bashed models must be approximately 80% original miniature. This means that the additional or altered parts cannot make up more than 20% of the unit.
* No unlicensed or competing IP parts may be used as part of kit-bashing a model. This means that any 3d printed parts based on any Battletech or associated property are not allowed.

RECORD KEEPING

No Digital Records: The use of electronic means of recording damage is prohibited. The only acceptable means of recording damage are cards printed from the MUL as detailed on pg. 7.

Recording Damage: When taking damage, the process of marking damage on unit cards must be done in a way where the act of marking the card is clearly visible and legible to an opposing player.

Cards mus be available for viewing to opponents when requested.

List Submission: Lists are subject to review by a tournament organizer. Players are advised to submit their unit list before the day of the event. At the event, any units included in a players list that are not legal are banned from use in the competition. If those units are being used or have been used in a match, that player may be disqualified.

TOURNAMENT

The Tournament Rules are the highest standard meant for premier events. These are the rules which aim to elevate the game, and may add further restrictions to players to do so.

No addition, alteration, or modification of rules is allowed during a tournament without prior and explicit written mention of the modifications, additions, or alterations in a clear and obvious way to all players.

Tournament rules include all of the competition rules in addition to the following.

MATCHES / ROUNDS

The number of rounds in a Tournament depend on the number of participants. All tournaments will be played in a Swiss Format.

Players	Rounds
4-8	3
9-18	4
19-32	5
33-64	5+ Championship Round

CHAMPIONSHIP ROUND

After 5 rounds of play, take the top 8 players in the rankings and those players will play a single elimination Championship Bracket using the remaining 3 scenarios not used during swiss.

MINIATURES

Only Official Miniatures: Due to the high standards of tournament level events, only official fully 3d miniatures may be used.

If there is no official miniature throughout all appropriately scaled licensed products (this includes metal sculpts, but not oversized Mechwarrior: Dark Age units) players may use proxies.

Tournament proxies must be an official miniature that closely resembles the selected unit, and no chassis of unit that miniature normally represents may be in a player's Force.

To be clear, no 3D printed miniatures of any kind are legal in Tournament level events.

Painted Miniatures: Players are expected to come to a tournament level event with a painted 350 force. Tournaments exemplify the peak of Alpha Strike play and must be treated accordingly. At the same time, we recognize that this may not always be

achievable.

In order to be considered to have a valid painted army, there must be a concerted effort to paint a model with a minimum of 3 colors. Judges will have the final call on whether or not a painted army meets the requirement to advance on to the Championship Rounds of any tournament.

To strike a fair balance, any player participating in a Tournament whose force is not painted to the specifications listed below will not be excluded from finishing in the top 3 of competitors.

RECORD KEEPING

List Submission: Players must submit their list a minimum of 3 days prior to the event in order to have their list verified. Only the TO can extend this time frame. If a player does not submit their list before the event, that player will not be able to place in the top rankings.

PLAYER RULES

All organizers, judges, players, and spectators are expected to conduct themselves in a way that ensures everyone has fun. Remember we are playing this game to HAVE FUN.

CODE OF CONDUCT

All Competition and Tournament level events are subject to the Odyssey 350 Code of Conduct, as detailed in this section. Please keep the following in mind while playing:

- **Respect:** Players, spectators, organizers, and property should be treated with the same respect that players would expect for themselves and their property. Distracting an opponent or a judge to gain advantage shows disrespect to everyone involved in an event.

 All individuals should be respectful of the venue and clean up after their games. Food is to be single-serving only. Pictures may be taken during the event. If you do not want to be photographed please let your TO know.

- **Fairness:** Games cease to be fun when players break the rules to achieve victory. A player should prefer to lose a game than to win by cheating.

- **Acceptance:** All decisions of the judge are final. Remember things can be interpreted differently. If there is a disagreement. A 2D6 will be rolled. The winner of the roll decides the outcome.

- **Honesty:** Players of any game should strive to act honestly while playing that game. If a player inadvertently breaks a rule during a game and becomes aware of the error before his or her opponent or a judge, that player should make the opponent and the judge aware of the misplay.

- **Sportsmanship:** Winning or losing with grace is vital to the enjoyment of any game. The desire to continue playing a game can be soured by players that berate their opponents after winning or losing a match. Demeaning, disrespectful comments, or actions before, during or after a game indicate poor sportsmanship and will not be tolerated.

NOT TOLERATED:

The following conduct will not be tolerated in an Odyssey 350 event.

Foul or Abusive Language: No one should be subjected to foul or abusive language, bullying and other forms of harassment, and has the right to a clean, enjoyable gaming experience. There are acceptable substitutions such as FRAK or Fudge that are family friendly.

Bullying: This including hazing, discriminatory or derogatory language, comments or activities will not be tolerated at any level.

Theft: All individuals participating in events should feel safe, and feel their property is safe. Please ask before touching anyone's miniatures. If you are caught stealing, you will forfeit your right to play.

Improper Attire: Wearing of obscene, demeaning, or overly revealing attire is not allowed. You may be asked to leave if you are wearing anything that we believe to be inappropriate. This is at the organizers discretion.

Poor Personal Hygiene: Body odor, and general "unkempt" appearance that can offend others around you is distracting and unnecessary. We can and will ask you to leave and "freshen up" before continuing your game.

Substance Use: Drugs or Alcohol illegal drugs are a hard no. Alcohol will be at the discretion of tournament organizers and venue. Please know your limits and don't exceed them. If it becomes a problem, you will be asked to leave.

FLOOR RULES

ACCIDENTS

Knock Over: If a player rolls dice and knocks over a miniature, terrain, objective area template or token, the player who did not roll the dice is responsible for replacing the moved piece back into the original position without changing the unit's original facing or direction.

GAME STATE AND MISSED OPPORTUNITY

Inevitably there are going to be situations where a player has forgotten to do something and may or may not need correcting.

Game State: These situations are defined as

something that must happen. In these situations a player or players have forgotten to do something in the game that the game dictates must happen. These situations must be corrected.

Example: Player A overheated their Marauder by one on the Heat Scale to do extra damage. During the following movement phase, Player A moved the Marauder its full movement forgetting that it has a -1 hex of movement due to the heat. While shooting, Player A notices that his 'Mech was unable to move the full movement. In this scenario, the 'Mech was not allowed to move that far and therefore should move his 'Mech backwards 1 hex along the path the 'Mech took to get to the position it was in.

Missed Opportunity: This is when a player or players forget to do something that the game does not dictate must be done. Instead it is an option a player may have done, but forgot. These situations do not get corrected.

Example: Player A has Battle Armor riding into battle on one of their OmniMechs. Player A is able to move into the rear arc of another unit and wants to deploy their BA so they can shoot. They forgot to place the BA movement dice next to the BA (indicating that the BA are on the board and not mounted). Because Player A forgot to place a movement dice down next to the BA, they are effectively still mounted onto the OmniMech, and therefore are unable to make an attack.

DICE RULES

DICE ROLLING

Declare Rolls: Before rolling the player must declare what the dice roll is for and what the target number is (Ex: state "this is my medium laser needing a 5 or better" or "this is my summoning roll") and the roll must be witnessed by an opponent or an event organizer.

Multiple Dice: Players may roll multiple sets of dice when appropriate (i.e. missile locations or even multiple copies of the same weapon) but sets of 2D6 must clearly match and each set of 2D6 must be clearly different so it is plain to see what the dice pairings are when rolled.

Cocked Dice: If any die does not land flat on one side, such as when a die lands leaning up against the edge of a dice tray, it must be rerolled. If the

die is part of a paired set of dice both dice must be rerolled.

In any dispute of whether or not a die is cocked, a player may attempt to place another die on top of the disputed die. If the added die cannot sit on top of the other, the disputed die is cocked.

PHYSICAL DICE

Standard Dice Only: Any time a die needs to be rolled to determine an outcome during the game you may only use standard dice. Standard dice are evenly weighted, six sided cubes with evenly sized sides. Dice with other shapes such as rings or cylinders may not be used for any roll, but may still be used as markers.

Dice Must Be Legible: All dice, whether used for rolling or as a marker, must be easily and clearly legible in it's markings and must be easily read from a distance. Die color and numbers/pip colors should be contrasting colors and dice size is preferred to be 16mm or larger. Dice with logos as 1 or 6 facing are allowed, but players must inform opponents as to the value of those markings before they are rolled.

Dice Must Be Shared: All dice in use must be available for use to any player upon a request to use them. If a player refuses to share any dice with another player, those dice may no longer be used and are subject to examination by an event organizer.

DICE ACCESSORIES

Dice Trays: Dice trays are allowed and encouraged. If a die bounces out of a die tray when rolling then the dice should only be rerolled if one of the dice ends up cocked. So if a die rolls out of the tray and lands on a flat surface, it still counts for that roll.

Dice Rolling Towers: Dice Rolling Towers are allowed for use as long as they have at least 3 agitators in them (the little ledges that the dice bounce off of when put into the tower)

BattleTech: Dice that fall off a table: If a die falls off a table when being rolled BOTH dice need to be rerolled.

TESTING DICE

Players may not test another players dice for fairness. They may only ask for a judge to do so, and

only with reasonable suspicion that their opponent is using unfair dice.

At any time during an event, an organizer or judge may ask that a die or dice not be used in a game or for the rest of the event.

Event organizers may at any time ask to test a dice for balance. Refusal to submit a die or dice to be tested results in an immediate disqualification for the owner of those dice. If a test determines that a die or dice show a clearly uneven distribution of results then, at the event organizer's discretion, those dice may be banned and/or the owner of the dice disqualified.

SPORTSMANSHIP

Good sportsmanship is required and any questions or debates that arise will be resolved by a Judge.

Judge's decisions are final. Not everyone is perfect, arguments can lead to disqualifications. Remember, rule #1 is to have fun.

Taking on the responsibility of organizing an event can be a fun and rewarding task. This section will provide a guide to how to run an Odyssey 350 event, as well as set expectations for players.

MATERIALS REQUIRED

1. Enough hex maps for all players.
2. Match slips
3. Turn counters
4. Time clock (any type of clock that is visible by players will be adequate)
5. Extra dice
6. Cryodex or some other tournament keeping software
7. All tokens and templates required for game play
8. TO's are responsible for providing a competent judge who knows the rules.
9. Safe environment to host a tournament
10. Extra pens/pencils/markers
11. Extra copies of this rulebook
12. A physical copy of Alpha Strike: Commanders Edition
13. D8 (for rolling scenarios)

CASUAL ORGANIZING

COMPETITION ORGANIZING

DROPPED PLAYERS AND BYES:

If during the course of a competition or tournament a player decides to drop out from the event after it has begun, or there is an unequal number of players, then a bye must occur. A player receiving a bye is rewarded a Modified Win.

Modified Win: If a Player does not have an opponent that player will receive a Win, 2 Objective Points, and 125 Points Destroyed Score.

If for some reason a player must leave the table and not return, their opponent receives the Full Win (4 Objective Points, and 250 Points destroyed)

TOURNAMENT ORGANIZING

JUDGING

Organizers are expected to be or appoint Judges to handle disputes or issues that may arise in a competitive environment. Judges are expected to have full knowledge of the Alpha Strike: Commanders Edition rules, as well as full knowledge of the rules in this booklet.

Players are encouraged to try and handle disagreements themselves, however, judges need to be available in cases where a dispute cannot be resolved without a third party.

Judges should handle disputes calmly and fairly. If a call cannot be made and both parties in the dispute have a chance of being correct, the judge should have each player roll 2d6 and the highest outcome wins the disagreement, however note that this should only be used as a last resort.

MATERIALS

Judges should have the following items at their disposal for every event:

- Laser pointer or some tool to measure Line of Sight
- This rulebook
- Alpha Strike: Commander Edition
- Extra 2d6 dice
- Notepad for note taking.

INVALID LIST

If a list is discovered to be invalid during tournament play the offending player will forfeit any previous/ current games. All opponents receive a modified win or earned score, whichever is greater. *** To avoid this happening, please send your Army List to the Tournament Organizer before the tournament to have it be validated, or send it to

wnrp@wolfsdragoons.com with the subject line of "Check This List" and someone will review your list.

If a player brings an Army to a Tournament that violates the 350 Army Construction Rules, that player must eliminate any unit that either does not meet the guidelines of the construction rules or must eliminate unit(s) to meet the 350 point threshold before play begins.

SLOW PLAY

Turn markers are to help Judges accurately determine the flow of all games going on. It will also be used as an indicator that one or both players are taking too long on decisions and therefore slowing the pace of the game down.

Judges are encouraged to prompt players to speed up if they are not keeping pace with other games. That Judge should then check that game play speed has increased.

If a Judge determines that the table has not picked up play, they are to issue a warning to both players.

After the warning has been issued and pace of play has still not been resolved, player or players will be issued an automatic game loss.

Following a player receiving an automatic game loss due to slow play, any further slow play warnings for that player will result in the player being disqualified from the tournament.

TAMPERING AND MODIFYING

If a player has been found to have knowingly tampered or modified any cards, dice, rulers, or any other aspect of the game, they will be disqualified from the tournament, all of their wins from previous rounds will be voided, and their opponents will receive modified wins.

PLAYER #1 NAME _____

☐ **WINNER**

OBJECTIVES   **MOV**   **DROP**

_____   _____   _____

Bunkers ☐   Domination ☐   Head Hunter

Capture the Flag ☐   King of the Hill ☐   Hold the Line

PLAYER #2 NAME _____

☐ **WINNER**

OBJECTIVES   **MOV**   **DROP**

_____   _____   _____

☐ Stand Up Fight ☐

☐ Overrun ☐   **ROUND #** _____

PLAYER #1 NAME _____

☐ **WINNER**

OBJECTIVES   **MOV**   **DROP**

_____   _____   _____

Bunkers ☐   Domination ☐   Head Hunter

Capture the Flag ☐   King of the Hill ☐   Hold the Line

PLAYER #2 NAME _____

☐ **WINNER**

OBJECTIVES   **MOV**   **DROP**

_____   _____   _____

☐ Stand Up Fight ☐

☐ Overrun ☐   **ROUND #** _____

PLAYER #1 NAME _____

☐ **WINNER**

OBJECTIVES   **MOV**   **DROP**

_____   _____   _____

Bunkers ☐   Domination ☐   Head Hunter

Capture the Flag ☐   King of the Hill ☐   Hold the Line

PLAYER #2 NAME _____

☐ **WINNER**

OBJECTIVES   **MOV**   **DROP**

_____   _____   _____

☐ Stand Up Fight ☐

☐ Overrun ☐   **ROUND #** _____

PLAYER #1 NAME _____

☐ **WINNER**

OBJECTIVES   **MOV**   **DROP**

_____   _____   _____

Bunkers ☐   Domination ☐   Head Hunter

Capture the Flag ☐   King of the Hill ☐   Hold the Line

PLAYER #2 NAME _____

☐ **WINNER**

OBJECTIVES   **MOV**   **DROP**

_____   _____   _____

☐ Stand Up Fight ☐

☐ Overrun ☐   **ROUND #** _____

PLAYER #1 NAME _____

☐ **WINNER**

OBJECTIVES   **MOV**   **DROP**

_____   _____   _____

Bunkers ☐   Domination ☐   Head Hunter

Capture the Flag ☐   King of the Hill ☐   Hold the Line

PLAYER #2 NAME _____

☐ **WINNER**

OBJECTIVES   **MOV**   **DROP**

_____   _____   _____

☐ Stand Up Fight ☐

☐ Overrun ☐   **ROUND #** _____

OFF BOARD ARTILLERY SUPPORT
PV: 6
THUMPER
FLIP CARD AFTER USE

BASE TO HIT NUMBER: 7
DAMAGE: 1
TEMPLATE SIZE: 2"
Special Abilities: ARTT-1

ALPHA STRIKE STATS — BATTLETECH

OFF BOARD ARTILLERY SUPPORT
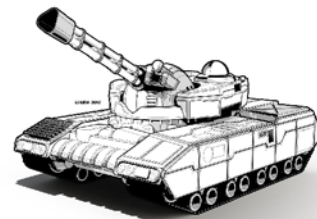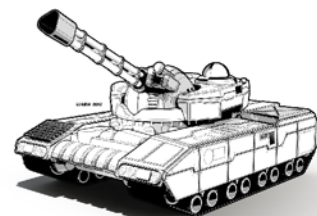PV: 9
SNIPER
FLIP CARD AFTER USE

BASE TO HIT NUMBER: 8
DAMAGE: 2
TEMPLATE SIZE: 2"
Special Ability: ARTAIS-1

ALPHA STRIKE STATS — BATTLETECH

OFF BOARD ARTILLERY SUPPORT
PV: 6
THUMPER
FLIP CARD AFTER USE

BASE TO HIT NUMBER: 7
DAMAGE: 1
TEMPLATE SIZE: 2"
Special Abilities: ARTT-1

ALPHA STRIKE STATS — BATTLETECH

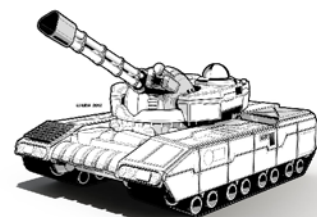## OFF BOARD ARTILLERY SUPPORT
PV: 9
SNIPER
FLIP CARD AFTER USE

BASE TO HIT NUMBER: 8
DAMAGE: 2
TEMPLATE SIZE: 2"
Special Ability: ARTAIS-1

ALPHA STRIKE STATS — BATTLETECH

OFF BOARD ARTILLERY SUPPORT
PV: 6
THUMPER
FLIP CARD AFTER USE

BASE TO HIT NUMBER: 7
DAMAGE: 1
TEMPLATE SIZE: 2"
Special Abilities: ARTT-1

ALPHA STRIKE STATS — BATTLETECH

OFF BOARD ARTILLERY SUPPORT
PV: 9
SNIPER
FLIP CARD AFTER USE

BASE TO HIT NUMBER: 8
DAMAGE: 2
TEMPLATE SIZE: 2"
Special Ability: ARTAIS-1

ALPHA STRIKE STATS — BATTLETECH

OFF BOARD ARTILLERY SUPPORT
PV: 6
THUMPER
FLIP CARD AFTER USE

BASE TO HIT NUMBER: 7
DAMAGE: 1
TEMPLATE SIZE: 2"
Special Abilities: ARTT-1

ALPHA STRIKE STATS — BATTLETECH

OFF BOARD ARTILLERY SUPPORT
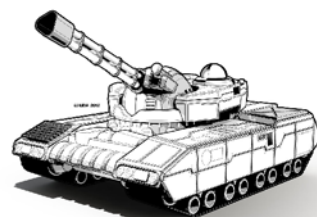PV: 9
SNIPER
FLIP CARD AFTER USE

BASE TO HIT NUMBER: 8
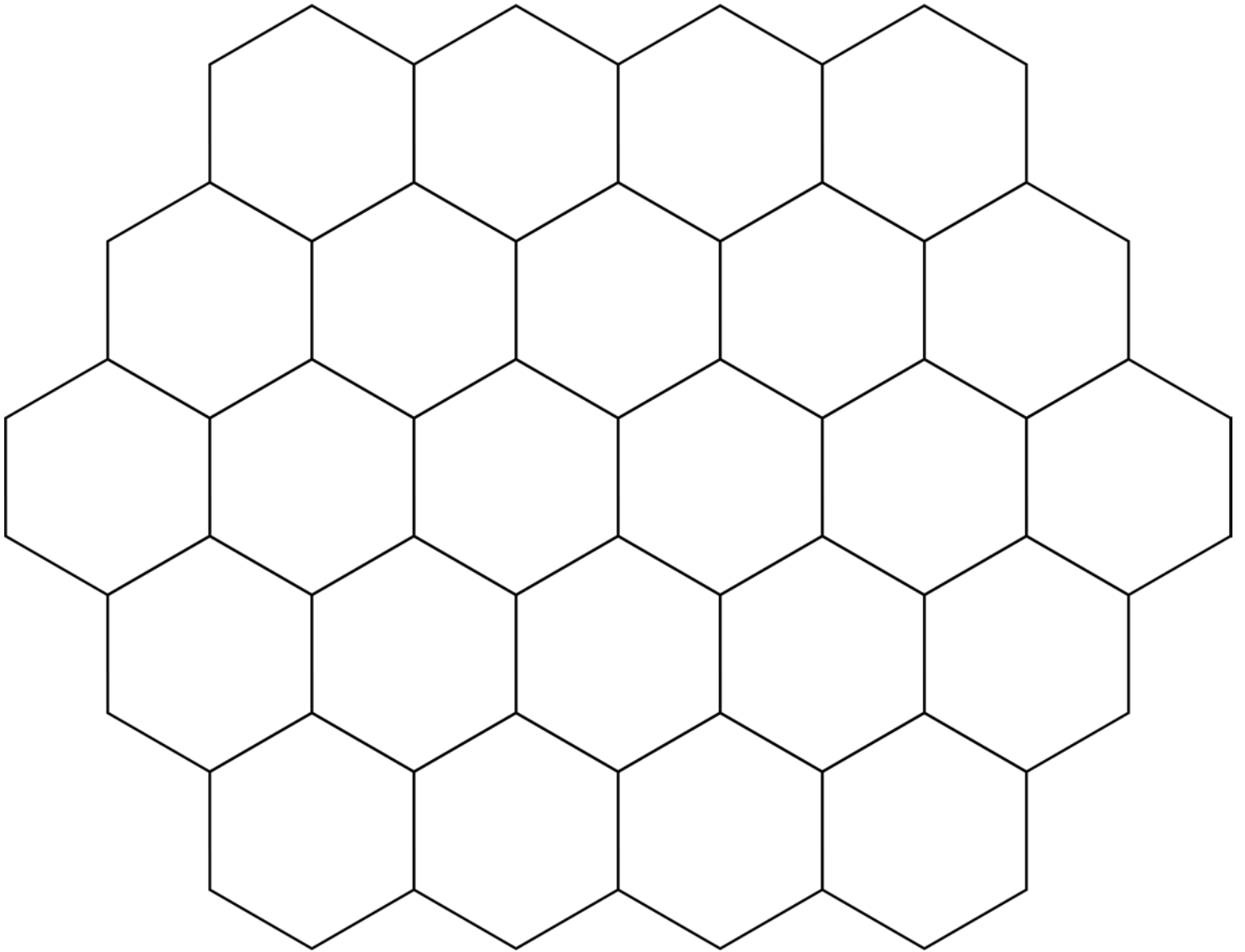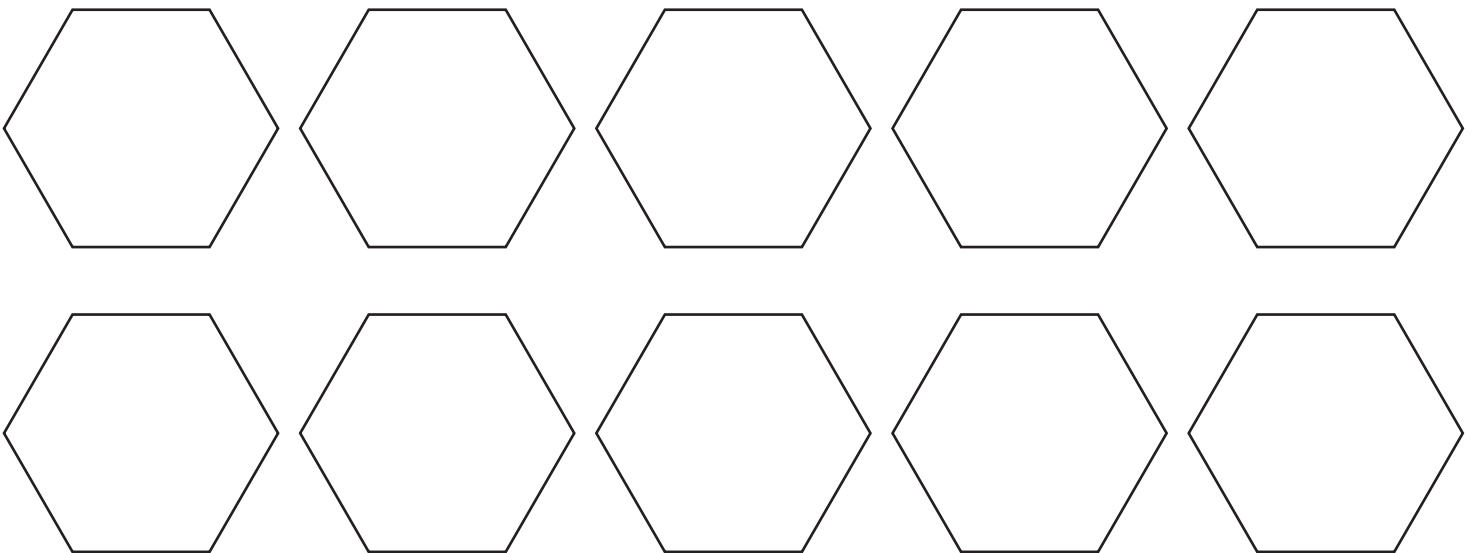DAMAGE: 2
TEMPLATE SIZE: 2"
Special Ability: ARTAIS-1

ALPHA STRIKE STATS — BATTLETECH

King of the Hill Template

Blank Hexes

Objective Hex Markers

OHM OHM OHM OHM
OHM OHM OHM OHM
OHM OHM OHM OHM
OHM OHM OHM OHM
OHM OHM OHM OHM
OHM OHM OHM OHM
OHM OHM OHM OHM