

BATTLETECH ALPHA STRIKE

ANZAC CUP 2023 (15 – 16 Apr 23)

Please ensure that you have read the General Event Information document prior to reading this players pack. It contains information applicable to the whole event.

AC23 Battletech Organiser

Chris Reynolds

Entry and Tickets

Entries close on 14 Apr 23 or when tickets sell out. Tickets purchased can be refunded up to 1 Apr 23. Battletech Alpha Strike (BTAS) will be holding a two-day event. Your ticket covers you for the whole weekends play.

Event Details

This event will consist of a number of scenarios involving 300 point forces. Players will participate in a series of set scenarios using the BTAS main rules and a selection of additional rules from the Alpha Strike: Commanders Edition rulebook. Uncommon elements of these scenarios, like convoy vehicles and sensor signature figures, will be provided for use on the day. Players are encouraged to take a force that can perform a number of different missions.

As there are a large number of newer players to BTAS, any player using SPAs, non-mech units and similar 'advanced' elements of the game should be prepared to help their opponent understand how their rules work before a game. A small card with the relevant rule(s) written on it would be ideal.

Equipment Required

For this event you will need the following:

- Your painted army;
- A carry and/or display tray/board;
- AS cards for all your units, either with a cover for erasable hit tracking or sufficient copies to last all five battles;
- A copy of the AS rulebook;
- Dice for both marking TMM and rolling (you will likely need 4-5 different coloured pairs of dice at minimum);
- Pencil, pen or erasable marker for hit tracking and scenario sheets; and
- (optional) Background for your AS force (faction, unit history, etc)

Players may bring their own custom versions of the following items. If players do not bring them, or the ones they bring are deemed unsuitable by the TO, they will be supplied for the scenario.

- 2x Objective markers, and

- A number of blip counters, one for each unit they have.

Painting Requirements

It is preferred that models be fully painted and based. While the skill of painters varies from individual to individual, it is a requirement that the whole miniature be covered in paint, with at least three colours used on the miniature, with some evidence of a consciously-chosen colour scheme. All units must indicate the front facing side of their hex base via some sort of marking. Custom bases must be the same size and height of official bases, with a small amount of tolerance for height. Miniatures that are partially painted may be allowed on a case-by-case basis by the TO.

The event will include painting scores, and these will be determined by the following criteria:

- Model is completely painted,
- Model is inked/washed and highlighted,
- Details are painted,
- Markings, unit and faction insignia, and other elements are included, and
- (bonus points) The colour scheme of the force is cohesive and aligned with the unit's background and/or Camospecs.

List Construction

Players are to select up to 300 points of units from any TRO, the Master Unit List (www.masterunitlist.info), or using official CGL AS unit cards. Custom units will not be allowed for this event. Units can be selected from any time period during the BT timeline.

Remaining points may be used to give up to one unit a Special Pilot Ability from the AS:CE rulebook (p92 onwards), and the force may be given a single Special Command Ability.

Players must select at least two Lance/Star/Level II formations. These formations need not be complete (e.g. you don't need two full Level IIs), but for the purposes of the scenarios you will need to be able to divide your units into at least two formations. Formations built to the composition of the listed formation types in the AS:CE rulebook (p116 onwards) may use their bonus abilities.

Any special abilities must be included on a separate card that clearly marks which units have which abilities (particularly where units within a single formation may have separate SPAs, like a Command Lance). If you have these abilities selected, be prepared to explain how they work to your opponent at the start of the game and where necessary as they are used.

Units may be selected from the following types: Mech, vehicle, battle armour, infantry, VTOL. If you are bringing non-mech units, be prepared to explain to your opponent at the start of the game how they work.

Optional Rules

In addition to the standard BTAS rule set, we will be making use of the following optional rules. If these optional rules create conflict with other rules or unit special rules, attempt to find an acceptable compromise between players. If no compromise can be reached for unexpected scenarios, the TO will make a ruling for the duration of the event.

Advanced Infantry Options (p139). These Advanced Infantry Options will be used: Digging In and Hitting the Deck.

Alternate Munitions (p143-150). Alternate munitions may be used for the following weapon types: Autocannon, LRM/SRM.

Concealing Unit Data (p157-158). This event will use Blip Counters with numbers marked on the base, and players are to mark their AS unit cards with numbers to indicate which unit it is. When the unit is revealed, players show their opponent the number on the base and replace the Blip Counter with the relevant unit. Units will also use a simplified version of the Concealing Record Sheets rule- while a unit is outside short range of any units, or the sensor range of units with PRB or similar rules, players may place the AS card for that unit face-down until it is within sensor or scouting range again. Players with a face-down AS card do not have to reveal anything about the unit except its unit name (e.g. Wolverine, Locust, etc), but do need to prompt their opponent to perform actions like roll for criticals.

Fire and Smoke (p 166-167). Smoke may be generated by special munitions and will be included in one scenario.

Morale (p169-170). Morale rules are to be used with all modifiers listed on p170. As the rules for Forced Withdrawal are not entirely clear on what sort of movement is required, for this event all units undergoing Forced Withdrawal are to move, at a minimum, their full basic move directly towards their (nearest) deployment edge. If terrain is blocking this, the unit is to take the shortest route around, over or through any terrain. Units can sprint or jump while in forced withdrawal, and can fire all weapons but cannot spot for other units or come within 4" of any enemy unit.

Variable Damage (p174-175). This event will use Multiple Attack Rolls for all attacks.

Weekend Timetable

Saturday		Sunday	
Registration	0830 – 0845	Registration	0830 – 0845
Welcome/safety brief	0845 – 0930	Welcome/brief	0845 – 0930
Game 1- Recon in Force	0930 – 1215	Game 3- Surprise Attack	0930 – 1215
Lunch	1215 – 1300	Lunch	1215 – 1300
Game 2- Convoy Escort	1300 – 1545	Game 4- Furball	1300 – 1545
Event Update	1600 – 1630	Awards	1600
Paint Judging	1630 – 1700		

Note the names of scenarios. A detailed scenario sheet will be distributed at the start of each round, but the following is a general guide to allow you to plan your forces to meet the

mission requirements. The term lance* is used to indicate lance/star/level II etc. Note that several scenarios will use the size or TMM of units to determine what they can do.

Recon in Force. This mission requires players to get close enough to the enemy units to reveal their AS cards. Infantry will spot within 6", most non-infantry units will spot within 10" and units with PRB and similar specials will spot further as their rules allow. Players will score points equal to the total size of all enemy units that have been revealed, e.g. light 'mechs only provide one point, while assault units will provide 4 points.

Convoy Escort. One player will be designated as the attacker, the other as the defender. Attacker and Defender will be determined by both players totalling up the TMM values for their force and then rolling 2D6, the player with the higher number is the attacker. The Defender will be given four convoy vehicles and their AS stat cards. The vehicles will be able to move 8" and cannot 'sprint'. The defender picks one lance* to escort the convoy, and they enter the table with the convoy within 6" of the centre of one of the long edges of the table. They must get their units to exit within 6" of the same point on the opposite table edge. The Attackers enter from the short table edges and attempt to stop the convoy. The Defender's other lance/s* will enter the table from defined points if they roll on 1D6 equal or under the lowest TMM in their lance*, plus the turn number.

Surprise Attack. One player will be designated as the attacker, the other as the defender. Attacker and Defender will be determined by both players totalling up the TMM values for their force and then rolling 2D6, the player with the higher number is the attacker. The Defender selects one lance* to leave off the table, and all other units are deployed at least 12" from any table edge. For the first turn, all of the Defender's units are shut down, and restart at the start of turn 2. The Defender's non-deployed lance* will enter the table from any table edge (within 6" of each other) if they roll on 1D6 equal or under the lowest TMM in their lance*, plus the turn number.

Furball. The table is divided into 24"x 24" sectors. Players roll for initiative, and the winner rolls 1D6. They then select their heaviest lance* (in terms of total size) and place them within that sector. The other player then rolls 1D6 and selects their heaviest lance* to place within their rolled sector, and this continues until both players have deployed all their units. If a player rolls for a sector that is already occupied, they reroll until they get an unoccupied sector, or if all sectors are occupied, they start off the table and enter from anywhere in that sector. All 'mechs start at heat 1, and the entire battlefield is covered in heavy smoke, with visibility down to 6". Each turn, before the initiative roll, roll 1D6: if it is equal or under the turn number, the smoke dissipates- heavy turns to light, light to no smoke. If a 6 is rolled, the smoke gets one step heavier, with a 6 in heavy smoke resulting in all units adding 1 point of heat in the end phase.

Grudge Matches

Players wishing to set up a grudge match will need to indicate to the TO via email before Saturday 15 Apr. Grudge matches are available for the first game only.

Sportsmanship, Cheating and Slow Play

As we expect everybody at ADFWGA events to abide by the most important rule: making your opponent's enjoyment your primary focus. We do not run a sportsmanship scoring system. If there are any issues, please bring it up with the TO as it occurs, and it will be swiftly dealt with as required. After a game has finished, usually nothing can be done to undo an action that occurred during play.

Cheating. There is a massive difference between blatant cheating and making mistakes. Cheating will be dealt with harshly and swiftly, as the TO sees fit. If mistakes have been made that affect the outcome of the event, be prepared to have your battle scores docked at the discretion of the TO. It is your responsibility to ensure that you know how to play your army correctly. Clear and open communication with your opponent will usually prevent any mistaken actions during a game.

Slow play and game timing. Many players of AS are new to the game due to recent releases and Kickstarters. Many players are new to the game, and as such there needs to be a degree of patience for players during games. Additionally, ADFWGA events usually attract junior and new players due to their charity nature. This results in games generally taking longer than traditional game times would allow for. Be warned up front that this event will enforce HARD dice down timings. A count down timer and/or time reminders will be issued to players during games. Penalties will be given to scoresheets that are sent in late. Those found to be participating in deliberate slow play will be penalised as per the cheating section above, at the discretion of the TO.

Conclusion

This Battletech event is being held to support the AC23 primary aim of helping charity and producing a fair, friendly and fun environment for both new and veteran gamers. Please ensure that you do everything you can to make sure that your opponents have a great time. All event questions can be forwarded to the ADFWGA at adfwga@hotmail.com
All Battletech questions can be sent direct to the TO at chrisgreynolds1@hotmail.com