

BATTLETECH ALPHA STRIKE

HEROCON 2024 (30 Nov – 1 Dec 24)

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.

Battletech Organiser

Chris Reynolds

Entry and Tickets

Tickets to the event can be purchased through the ADFWGA website. The event will be a one-day event on Saturday 30 Nov 2024.

Event Details

This event will consist of three games of Battletech: Alpha Strike (BTAS), with players selecting a 500-point list for the weekend and then playing games with 300-point forces that they select from this list. Damage from one game will carry over to the next, with players able to effect limited repairs and even salvage mechs if they hold the field of battle. Yes, this means that you can salvage an opponent's mech, as long as you have an appropriate mini of your own to represent it, or your opponent agrees to lend you the relevant mini. The details of the repair system will be explained at the start of the event.

Players will also each receive six random objective cards at the start of the event, each of which specify a mission and conditions to achieve that mission. Players will select three of these cards to keep for the event and return the others to the TO. Players will tell each other what they are required according to the text of the objective card, but nothing else needs to be revealed to your opponent. Both objective cards are placed face-down on the table until the end of the game or until all objectives are achieved, at which point they are revealed to both players.

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 some other means to indicate repairs;
- 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, plus walking, sprinting and jumping dice as per the units you have);

- Pencil, pen or erasable marker for hit tracking and scenario sheets; and
- (optional) Background for your list (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.

- 3x 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. Unpainted stand-ins will be allowed only for salvaged mechs that were not part of a player's initial list.

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 500 points of units from the Master Unit List (www.masterunitlist.info). The MUL is the official source, and in any conflict in terms of unit stats, PV or other details, the MUL's data is authoritative. Custom units will not be allowed for this event. All units must be selected from the Civil War availability era. Special pilots can only be included if they have a PV listed on their pilot card.

The overall 500-point list is to be selected using the force selection rules in the BTAS main rulebook, Force Building section. All other restrictions are in place, including using your list's average skill rating to determine how many SCAs can be selected and a pilot's skill rating to determine how many SPAs they can receive.

The 300-point forces that you select from this list do not need to adhere to the force selection rules. They will all have the same SCA as your overall list, and pilots will retain their SPAs throughout the event. When units are destroyed in battle, roll 2D6 and add the pilot's skill level. If the result is over 10, the pilot cannot be used again for the remainder of the event, otherwise they are able to swap in to any other unit in place of the existing pilot, with a +1 to

their skill rating number for their next battle. If a unit is salvaged and you have no spare pilots, a rookie pilot is supplied with your list's average skill rating, rounded up and +1.

This also means that if a formation is built in your list (e.g. a Battle Lance), you will only receive the bonuses for that formation in a game if at least three members of that formation are included in your force for that game.

Any SCAs and SPAs you select or gain from a Formation Bonus must be written with full text included on a separate card. This card can be placed next to the unit that gains its effects, and can be moved from unit to unit for those formation bonuses that allow for that. 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.

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. All Advanced Infantry Options will be available.

Alternate Munitions. Alternate munitions may be used for the following weapon types: Autocannon, LRM/SRM. One unit per list may be given alternate Munitions.

Concealing Unit Data. 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 miniature. Units will also use a simplified version of the Concealing Record Sheets rule- while a unit is outside sensor spotting range, 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.

ECM/ECCM. These systems may be used to counter sensor spotting as per the Concealing Record Sheets rule above, as well as their normal effects.

Ejection/ Abandoning Units. Pilots or crews who abandon or eject from their units immediately enter forced withdrawal. If they make it off the table or that player Holds The Field at the end of the game, that pilot may be reused in future games.

Morale. Morale rules are to be used with all modifiers listed on p170. In addition to the table, all units will suffer an additional +1 modifier for each critical hit they have received. Units on their last structure point add +2, or if on their second last +1.

Variable Damage. This event will use Multiple Attack Rolls for all attacks.

Weekend Timetable

Saturday	
Registration	0800 – 0830
Welcome/safety brief	0830 – 0845
Mission & Force selection	0845 – 0930
Game 1	0930 – 1130
Lunch	1130 – 1230
Game 2	1230 – 1430
Game 3	1430 – 1630
Wrapup and awards	1630 – 1700

Grudge Matches

Players wishing to set up a grudge match will need to indicate to the TO via email before the event. 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 HC24 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