

Alpha Strike House Rules



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Introduction

The rules in this book are either replacements for or addendums to the Alpha Strike Commander's Edition rules. The goal of this book is to create consistent guidelines for local games and limit conflicts between core rules and house rules.

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Force Building

Alternate Ammo

Because alternate ammunition can significantly affect the usefulness of a unit, using alternate ammunition costs extra PV. For each weapon system, it costs 1 PV per point of the special ability. A unit with AC1/1/0 and LRM1/2/2 would spend 1 PV to get alternate AC ammo and 2 PV for alternate LRM ammo.

Initiative

Roll for Initiative. The player that lost initiative moves half of their force, rounded up, followed by the player that won initiative. Then repeat.

Movement

Sprinting

Units that sprint add +1 to their TMM. To gain this bonus, the unit must move further than their current standard movement would allow measured from the shortest possible path.

TMM & Movement

If an effect modifies a unit's movement, use the unit's current movement rate to determine the new TMM.

TMM	
MV	TMM
1-4	0
5-8	1
9-12	2
13-18	3
19-34	4
35+	5

Damage

Burst Fire

Per the guidelines in BattleTech: Total War, p217, units with machineguns, flame throwers, and other burst fire weapon gain the “BF#/#/#” ability and can cause additional damage to Conventional Infantry units within range of the weapon. If the unit has any of the following weapon systems, it gains the BF ability from the table below. When attacking CI units, add the BF value to the standard damage at the appropriate range. If attacking a Secondary Target (ASCE p174), BF can only be applied to one target per round.

Burst Fire Weapons	
Vehicle Weapon	BF
AP Gauss Rifle	1/1/0
Light Machine Gun	1/1/0
Machine Gun	1/0/0
Heavy Machine Gun	1/0/0
Small/Micro Pulse Laser	1/0/0
Flamer	1/0/0

Falling Due to Damage

A mech that takes 2 or more damage in one round must make a skill check to remain standing. Roll 2d6 and if the result is lower than the unit's skill, the mech falls. Falling causes $\frac{1}{2}$ the unit's Size in damage to the falling unit, rounded down. Size 1 units roll for minimum damage 0*. The following round, the mech may only move $\frac{1}{2}$ its normal movement.

Heat

Excess Heat

Heat tracking units can only receive up to 2 points of heat from external sources each round. If an attack causes more than 2 heat, any excess heat causes damage instead.

Reducing Heat

A unit can reduce its damage by 2 points to reduce its heat by 1 point. This applies to long range attacks also.

HT & Non-Heat Tracking Units

If using Heat-Seeking ammunition, place a “heat” token beside any vehicle that was damaged by HT. That heat token is removed from the unit at the end of the following round unless it is hit by HT damage again. If a unit has a heat token, the Heat-Seeking ammunition gains its standard bonus.

Cover, Woods, and Intervening Terrain

Allied Units in LOS (Conga Line Killer)

If the line of fire crosses the base of Allied units in the line of fire add a +1 modifier to the attack for each allied unit in the line of fire. This is measured from the center of the attacker to the center of the defender. Attackers can ignore units that would not be in the line of sight due to elevation such as a mech shooting over infantry or hovercraft or a VTOL that is at elevation 3 or higher. If the attack misses by a MoF equal to or less than the LOF modifier, roll a skill check against each friendly unit starting with the closest friendly unit in the LOS. Stop

after the first failure and apply 1 damage to the unit in the line.

Partial Cover

Measure a straight line from the center of the attacker to the target. If any part of the target's base is blocked by intervening terrain that is the same height or taller than the target, then the unit gains a +1 Partial Cover bonus. This applies to both vehicles and mechs. This removes ambiguity regarding the amount of cover a unit has. It either has partial cover or no cover.

Infantry

Size

Conventional Infantry gain a +1 modifier due to their small size.

Alternate Ammo

Conventional Infantry units that have LRM or SRM in their name can use alternate ammunition of that type. Battle Armor can have one attack that uses alternate ammunition.

VTOLs

Bombs

All VTOLs are assumed to have the capability of carrying bombs with a maximum rating equal to the VTOL's size. Thus, a size 2 VTOL is treated as if it had BOMB2. Follow all standard rules regarding movement reduction.

Elevation

When measuring range to an airborne VTOL use either the difference in elevation from the attacker to the target VTOL or the distance to the base, whichever is greater.

Urban Combat

Building Damage

Buildings track damage in 2" square sections. Large buildings are made up of multiple sections that track damage on their own.

If a section of building collapses and a connected section is less than half of a 2" square template, then that section will be destroyed along with the connected section. Thus, a 4.5" wide building could collapse by destroying the center section of the building.

Building Collapse

A building sections will collapse as soon as its Construction Value (CV) are reduced to 0 or when its weight capacity is exceeded. This allows attackers to shoot through destroyed sections of a building. Buildings collapse into a pile of rubble 1" tall per four inches of the building. Additionally, the area is filled with light smoke.

Units Inside Collapsed Buildings

All units inside a building when it collapses take standard damage as described in ASCE p73-74. If the BA/CI units survive the collapse, then they cannot move or attack the following round as they dig out of the rubble. Due to the smoke and irregular terrain, they receive a +3 modifier to their defense while in the rubble (+1 Smoke, +2 Fortified Position).

Abilities

AMS vs. SNARC, INARC

If a unit with AMS is attacked by SNARC or INARC roll 1d6. On a 4+, the NARC is negated.

FLK

FLK follows the standard rules for airborne units, however, if attacking a ground unit, attacks that miss by 1 cause FLK damage.

PRB, LPRB

Units with PRB or LPRB gain the ability to roll twice on the critical hits table and choose one result each time they score a critical hit. To gain this ability the target unit must be within Medium Range for PRB or Short Range for LPRB and both the target unit and PRB/LPRB unit must not be affected by hostile ECM.

Artillery

To-Hit

Roll to hit the POI using standard indirect fire rules. Skill + Range +1 IF + Spotter mods. Apply a -1 modifier if the spotter has TAG. If the attack against the POI is missed, the artillery attack scatters. For each target in the POI,

add their TMM. If the roll is equal to or higher than the unit's modified To-Hit number, they take damage.

Damage

If using Variable Damage rules, roll one pair of dice per point of damage caused by artillery to reflect stray shots.

Variable Damage

D12 Variable Damage

Follow the rules for Multiple Attack rolls, ASCE p 174. However, if a die rolls 12, reroll each 12 and on a 10+, the attack causes a critical hit.

Heat Effects

Under current Multiple Attack Rolls rules, you must declare a single die roll to include both damage and heat. Instead, roll HT as a separate attack roll.

Aerospace

Air-to-Air Control Rolls

The Target Number to succeed a Control roll is Skill +3 but add the unit's TMM to the roll.

TMM

Use the Thrust rating of the AF/CF unit and compare that to the TMM. For example: Thrust of 0-4a has TMM 0. Thrust 5-8 is TMM 1. Thrust 9-12 is TMM 2. Add +1 for being an airborne target.

TMM	
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1-4	0
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13-18	3
19-34	4
35+	5