

BATTLETECH™

Alpha Strike Destiny RPG

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Introduction

Alpha Strike is often considered too streamlined to be used for roleplaying games. However, these rules allow for retaining the detail needed for a MWRPG while taking advantage of the speed of play from Alpha Strike.

Record Sheets

Each player uses the custom BattleTech data sheet at the back of this sheet. It includes the Alpha Strike stats for tracking all armor and structure damage – we recommend doubling these values for player character units. The BattleTech hit location data is used for tracking Critical Hits.

However, the GM may use basic Alpha Strike cards. If a unit is salvaged, the GM can roll a series of critical hit rolls to determine what components have been destroyed. See the Combat section for more details.

Combat

Combat can be played using BattleTech hex maps or 3d terrain as desired by the players. Unless noted below, combat follows the rules for Alpha Strike.

Movement

If using hex maps, use the hexes to determine movement, but use measurements to determine range. Units may turn 1 hex face for free for each hex of forward movement.

- The movement rates on the Alpha Strike card are treated as “Running” or “Cruising” speed. This applies a +1 attack modifier to hit.
- Units can move at ½ normal movement as a “Walk”. This applies a +0 attack modifier.
- Standing still applies a -1 modifier to hit.
- Jumping uses the movement value listed on the card and applies a +2 attack modifier.

Piloting Checks

While Alpha Strike does not include piloting checks, the RPG relies heavily on them. As a result, there will be a piloting check required for the following actions following BattleTech rules:

- Mech takes 2+ damage from a single unit.
- Mech shutdown due to damage, heat, etc.
- Mech has Leg/Foot/Hip Actuator destroyed.
- Mech Gyro Hit.
- Mech hit by physical attack.
- Mech enters water depth 0+.
- Mech Jumps with Leg/Foot/Hip or Gyro hit.
- Mech enters or leaves building.
- Quad mechs receive a -2 bonus to all piloting checks.

Falling

If a piloting check fails, the mech falls and takes damage equal to ½ the unit’s size, rounded down. Size 1 units follow the Minimal Damage rule and roll 1d6. On a 4+, the unit takes 1 damage.

Standing Up

Mechs that have fallen can automatically stand but doing so uses ½ of the unit’s movement. If the unit does not move after standing, it is treated as if it walked (+0 To Attack). If it moves after standing, it is treated as if it ran (+1 To Attack). Units can jump after standing but may only move ½ normal

movement. Even if a unit didn't move after standing, it still gains its TMM since it moved and is capable of maneuvering.

Range

Use the Alpha Strike range measurements and modifiers. If there is a question about the range bracket for a weapon, use the following guide:

- BT long range 1-3 = AS Short Range
- BT long range 4-15 = AS Medium Range
- BT long range 16+ = AS Long Range

Attack

Attack modifiers follow the standard Alpha Strike rules with the exceptions below.

- Walking (1/2 movement or less) adds +0 to attack.
- Running (up to maximum movement) adds +1 to attack.
- Jumping (up to maximum jumping movement) adds +2 to attack.
- Standing Still (less than 1 hex or inch) applies a -1 bonus to the Attack.
- Sprinting (up to 1.5 maximum movement) prevents the unit from attacking or performing any actions other than movement.

Damage

Use the optional rules for Multiple Attack Rolls (ASCE p175).

- Units can choose to roll fewer attacks than normal. Thus, if a unit can cause 3 damage at medium range, it can choose to roll 1 or 2 attacks instead.

Critical Hits

If any attack rolls a 12 or the unit suffers damage to its structure, roll for a critical hit as normal for BattleTech. On a roll of 8+, at least one component has been destroyed. Roll Hit Location on the BattleTech record sheet to determine which component is destroyed. Damaging components will affect the Alpha Strike stats in the following ways:

- Hitting a weapon will reduce the unit's damage values. Keep track of how many points of damage the damaged weapon causes. For every 10 points of weapons destroyed, reduce the unit's damage value by 1 starting with the OV. If the OV is reduced to 0,

then subtract from the standard damage. If a unit's remaining weapons can cause less than 5 damage, it will follow the Alpha Strike rules for Minimal Damage (roll 1d6 and on 4+, it causes 1 damage). Follow the guidelines for Range above when determining which Range values to reduce.

- Hitting an arm actuator other than the hand can affect the accuracy of weapons in that arm. If there are weapons in that arm that will be fired, add a +1 modifier to one attack roll.
- Hitting a leg, foot, or hip actuator will reduce the unit's movement by 25%, rounded up and requires a piloting check.

Heat

Follow the heat rules for Alpha Strike with the following exceptions:

- A unit that chooses to reduce its attack dice can cool off one point of heat if it reduces the number of attacks by two. Thus, a Timberwolf that can cause 5 damage can reduce 1 heat by choosing to roll 3 attacks instead of 5.
- A unit can reduce heat if its long-range damage is lower than its Medium Range damage. Thus, a Timberwolf that causes 5 damage at medium range and 2 damage at long range can reduce its heat by 1.
- Units can overheat more than in standard Alpha Strike, but each level takes on greater risk. Heat is checked at the end of the round as normal.
 - Level 1 (5 overhear) – Movement -2. Attack +1.
 - Level 2 (10 overhear) – Movement -4. Attack +2.
 - Level 3 (15 overhear) – Movement -6. Attack +3. TMM -1. Avoid Shutdown on 5+.
 - Level 4 (20 overhear) – Movement -8. Attack +4. TMM -1. Avoid Shutdown on 6+. Avoid ammo explosion on 4+.
 - Level 5 (25 overhear) – Movement -10. Attack +5. TMM -2. Avoid Shutdown on 8+. Avoid ammo explosion on 6+.
 - Level 6 (30 overhear) – Shutdown. Avoid ammo explosion on 8+.

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'MECH RECORD SHEET

Unit Name			
Size		Move	
Role		TMM	
Short		Med	Long
OV		Heat	
Armor			
Structure*			
Special			

Pilot	
Gunnery	Piloting
Skills	

Critical Hits*	
2d6	Effect
0-7	No Critical
8-9	1 Critical
10-11	2 Criticals
12	Head/Limb Destroyed or 3 Criticals

Left Arm		
1-3	1	Shoulder Actuator
	2	Upper Arm Actuator
	3	
	4	
	5	
	6	
4-6	1	
	2	
	3	
	4	
	5	
	6	

Head		
1-3	1	Life Support
	2	Sensors
	3	Cockpit
	4	
	5	Sensors
	6	Life Support

Right Arm		
1-3	1	Shoulder Actuator
	2	Upper Arm Actuator
	3	
	4	
	5	
	6	
4-6	1	
	2	
	3	
	4	
	5	
	6	

Left Torso		
1-3	1	
	2	
	3	
	4	
	5	
	6	
4-6	1	
	2	
	3	
	4	
	5	
	6	

Center Torso		
1-3	1	Engine
	2	Engine
	3	Engine
	4	Gyro
	5	Gyro
	6	Gyro
4-6	1	Gyro
	2	Engine
	3	Engine
	4	Engine
	5	
	6	

Right Torso		
1-3	1	
	2	
	3	
	4	
	5	
	6	
4-6	1	
	2	
	3	
	4	
	5	
	6	

Left Leg		
1-3	1	Hip Actuator
	2	Upper Leg Actuator
	3	Lower Leg Actuator
	4	Foot Actuator
	5	
	6	

Ammo		
Type	Max	Used

Right Leg		
1-3	1	Hip Actuator
	2	Upper Leg Actuator
	3	Lower Leg Actuator
	4	Foot Actuator
	5	
	6	

Heat Effects	
Level	Effect
1	+1 Attack, -2 Move
2	+2 Attack, -4 Move
3	+3 Attack, -6 Move, -1 TMM Shutdown T# 5
4	+4 Att, -8 Mv, -1 TMM, Shutdown T# 6 Ammo Explosion T# 4
5	+5 Att, -10 Mv, -2 TMM, Shutdown T# 7 Ammo Explosion T# 5
6	Shutdown, Immobile Ammo Explosion T# 8

Hit Location			
2d6	Left	Center	Right
2	LT	CT	RT
3	LL	RA	RL
4	LA	RA	RA
5	LA	RL	RA
6	LL	RT	RL
7	LT	CT	RT
8	CT	LT	CT
9	RT	LL	LT
10	RA	LA	LA
11	RA	LA	LA
12	HD	HD	HD

Punch/Kick Location			
1d6	Left/LL	Center	Right/RL
1	LT	LA/RL	RT
2	LT	LT/RL	RT
3	CT	CT/RL	CT
4	LA	RT/LL	RA
5	LA	RA/LL	RA
6	HD	HD/LL	HD

Pilot Checks	
Mod	Unit Actions
+0	Missed Kick
+0	Enter Water
+0	Enter Rubble
Mod	Damage to Mech
+1	2+ Damage
+3	Shutdown
+1	Foot/Leg Actuator Damaged
+2	Hip Actuator Damaged
+3	Gyro Hit
Fall	Gyro/Leg Destroyed
Mod	Attacks
+0	Kicked/Pushed
+2	Charged/DFA

Attack Modifiers	
Mod	Attacker
+0	Walked
+1	Ran/Prone
+2	Jumped
-1	Stood Still
No Shot	Sprinted
Mod	Physical Attack
+0	Punch
-1	Push
-2	Kick
Mod	Target
-2	Immobile/Prone Adjacent
+0	Stood Still
+1	Prone from Range/Battle Armor
Mod	Terrain
+1	Light Woods/Smoke (Each)
+2	Heavy Woods/Smoke (Each)
+1	Partial Cover/Depth 1 Water