

Alpha Strike Joint Assault II Tournament

Event Details

Alpha Strike Joint Assault II will take place on June 14th at 10:30 am. It will be a 3 Round competitive team tournament. The tournament can host eight player's with prizes being awarded for first,second and third place the era will be Civil War.

Event schedule

Player set up - 10:30

Round 1- 11:00-12:30

Lunch 12:30-1:00

Round 2 - 1:00-2:30

Round 3 - 2:50-4:20

Winners announced - 5:00

Missions and scoring

Round 1 Seize Ground

Round 2 Conquest

Round 3 Pitched Battle

The winner of each round will be determined by using the specific Victory conditions for each mission. For mission's where the primary objective points are a draw, secondary objective points will be added to the primary objective points breaking the draw.

Bonus objectives

Each Team has the opportunity to attempt to complete bonus objectives.

Headhunter - Kill enemy Commander.

(1 POP each)

A Team will have 2 Commander's 1 for each player.

Routed - Destroy or put into Forced withdrawal 70 percent of the opposing Team.

(1 POP)

Forced Withdrawal will be used.

Units that are placed in

Forced Withdrawal will count towards the secondary objective point total.

Karensky points (KP)

KP will be awarded at the end of each round.

KP will be added up at the end of the tournament the Team with the highest KP will win first place with the second and third highest receiving second and third place.

Winning a round - 2 KP.

Round is a draw - 1 KP.

Force building rules

No units can have a skill better than 2.

The era is Civil War players will have a limit of 8 units/310 PV. Formations and formation bonuses will be allowed.

No more than two identical Battlemechs or Protomechs allowed.

No LAM's Aerospace fighter's, artillery, custom units or mines are allowed.

Each player must select one unit to be a Commander; that unit has to be identified at the beginning of each round.

Players can select one unit to have a Special Pilot Ability; the unit selected can not already have a formation bonus ability.