



Alpha Strike: Commander's Edition

(Version 3.0)

The following is a compiled rules errata for the first printing of *Alpha Strike: Commander's Edition* as of 11 December, 2020.

FULL ERRATA

There have been three printings of *Alpha Strike: Commander's Edition* to date: 2019, 2020, and 2021. All errata here is for the first printing (2019) of *Alpha Strike: Commander's Edition*. All items marked with a ② were corrected in the second printing, and all items marked with ③ were corrected in the third printing. Please note that, in the interests of brevity, typo and minor formatting corrections have not been listed unless they affect an understanding of the rules.

Introduction

③ Choose Forces (p. 29)

After the "Preparing Unit Cards" subsection, insert the following new subsection (same header level):

BattleTech Conversions

If a sourcebook lists Piloting and Gunnery skills for a unit or pilot, but no *Alpha Strike* Skill, use the average of the Piloting and Gunnery Skills, rounded down, as the *Alpha Strike* Skill Rating.

Movement

② Unit Type Movement (p. 36)

- 1) Under "Submersible Movement", second paragraph, first sentence

spending 1 inch of Move for every 1-inch increase

Change to:

spending 2 inches of Move for every 1-inch increase

- 2) Under "Vertical Take-Off and Landing (VTOL) Movement", second paragraph, second sentence

spending 1 inch of Move for every 1-inch increase

Change to:

spending 2 inches of Move for every 1-inch increase

② Movement Basics [example text] (p. 37)

Last paragraph

If the player would rather place his 'Mech in the water, he can move the 'Mech 3 inches to the water's edge, spend 4 inches of Move for the elevation change into the water and then spend 3 inches of Move to push through 1.5 inches of water terrain.

Change to:

If the player would rather place his 'Mech in the water, he can move the 'Mech 3 inches to the water's edge, spend 2 inches of Move for the elevation change into the water and then spend 3 inches of Move to push through 1.5 inches of water terrain.

② Movement Basics Diagram (p. 37)

Change the label for the water from 2" Depth Water to 1" Depth Water.

② Jumping (p. 38)

Under "Maximum Jump Height", last sentence

A jumping unit can jump over any terrain that is lower in height than its jump Move rating, so a unit with 6 inches of jumping Move may jump over any obstructions less than 6 inches tall.

Change to:

A jumping unit can jump over any terrain up to half its jump Move rating (rounded down) plus its starting elevation, so a unit with 6 inches of jumping Move, standing on a 2"-high hill, can jump 5" high and may jump over a 2"-tall building on top of a 3"-high hill.

② Transporting Infantry [example text] (p. 39)

Second paragraph, fourth sentence onwards

The Maxim has a Move of 16 inches. It spends 4 inches to mount both infantry platoons. The Maxim has 12 inches of Move left available.

Lara moves the Maxim 8 inches straight ahead. She then spends 4 inches of additional Move to dismount both infantry platoons. Both platoons may make weapons attacks during the upcoming Combat Phase.

Change to:

The infantry move first, saving at least 2 inches of their Move in order to mount the Maxim. After all the infantry have mounted, Lara then moves the Maxim up to its Move of 16 inches and then dismounts all the infantry. Both platoons may make weapons attacks during the upcoming Combat Phase.

② Line of Sight (p. 40)

After last paragraph insert the following new paragraph:

If terrain is occupied by the unit, the first 2" of that terrain extending away from the base of the unit is still considered the occupied terrain. Occupied terrain more than 2" from the base of the unit becomes intervening terrain. For example, if a unit occupies a building, and is within 2" of the edge of the building, the building is occupied but not intervening so it does not block LOS. If the same unit occupies a building, and line of sight is drawn through more than 2" of the building, then building is now intervening and blocks LOS. For Woods, if the unit occupies the Woods, the first 2" away from the base of the unit does not count toward the 6" of Woods blocking LOS.

② Line of Sight (p. 41)

Under "Indirect Fire", last paragraph, last sentence

Note that aerospace units can spot for indirect fire while they are in the Central Zone, provided they have the Recon (RCN) special ability.

Change to:

Note that aerospace units can spot for indirect fire provided they have the Recon (RCN) special ability.

Combat

② Terrain Modifiers (p. 43)

Under "Woods"

Add a +1 modifier to an attack's Target Number if the target occupies wooded terrain.

Change to:

Add a +1 modifier to an attack's Target Number if the target occupies wooded terrain, or if the line of sight passes through intervening wooded terrain.

Attack Modifiers Table (p. 44 and p. 200)

- 1) ② Remove footnote 1 from Target Movement Modifiers "Standstill/Minimum Movement" and "Jumping Movement". Add footnote 1 to Attacker Movement Modifiers "Jumping Movement" and "Standstill".
- 2) ② Under "Other Modifiers", "Attack", add a new entry: Is an Indirect Artillery attack and spotter has TAG/LTAG within range of target -1
- 3) ② In the table, change the footnote reference for "Is airborne Aerospace" from 11 to 10.
- 4) ② In the table, change the numbering for any instance of footnote references 6-10 to 5-9.
- 5) ③ Under Footnote 10, delete "Do not apply if attacker is also an airborne aerospace unit."



② Physical Attacks (p. 45)

Second paragraph, third sentence

ProtoMechs may attempt Standard-type physical attacks only.

Change to:

ProtoMechs may attempt Standard or Melee physical attacks.

② Physical Attacks [example text] (p. 46)

1) *Third paragraph, last sentence*

If the Vindicator misses, it will suffer 1 point of damage for its trouble (0 because the Vindicator's Size is less than 3 + 1).

Change to:

If the Vindicator misses, it will suffer 3 points of damage for its trouble (2 for its Size, + 1).

2) *Last paragraph, first sentence*

Knowing that the Target modifier for a DFA is 1 point higher than a charge attack

Change to:

Knowing that the Target Number modifier for a DFA is 2 points higher than a charge attack

② Artillery Attacks (p. 47)

Under "Target", first paragraph, second sentence

This POI is selected on the map, and an area of effect template (see p. 197) is placed [...]

Change to:

This POI is selected on the map, and an area of effect template (see p. 216) is placed [...]

② Artillery Range and Damage Table (p. 47 and p. 201)

1) Under "Special", change ART-AIS/ART-AIC to ART-AIS/ART-AC

2) *Add the following entries:*

Cruise Missile/50	ART-CM5	5	2"
Cruise Missile/70	ART-CM7	7/2	6"
Cruise Missile/90	ART-CM9	9/4	6"
Cruise Missile/120	ART-CM12	12/5	6"

The Battlefield

③ Battlefield Support Table (p. 55)

Under "Defensive Aerospace Support", alter the rows and Target Numbers to the following:

Light Air Cover	
Light Strike	3
Light Bombing	4
Heavy Strike	9
Strafing/Heavy Bombing	11

Heavy Air Cover	
Light Strike/Bombing	9
Heavy Strike	5
Strafing/Heavy Bombing	6



③ Defensive Aerospace Support (Light Cover) (p. 55)

Underneath the header, alter the italicized attack types and accompanying Target Numbers to the following:

Light Strike Target Number: 3
 Light Bombing Target Number: 4
 Heavy Strike Target Number: 9
 Strafing/Heavy Bombing Target Number: 11

③ Defensive Aerospace Support (Heavy Cover) (p. 55)

Underneath the header, alter the italicized attack types and accompanying Target Numbers to the following:

Light Strike/Bombing Target Number: 9
 Heavy Strike Target Number: 5
 Strafing/Heavy Bombing Target Number: 6

Urban Combat

③ Building Collapse [example text] (p. 74)

1) First paragraph, first sentence

Eric's 'Mech has taken shelter in an 8" tall medium building that had already been reduced to 10 CF by previous damage.

Change to:

Eric's 'Mech has taken shelter in an 8" tall, large heavy building with a CF of 10

2) Last paragraph, first sentence

As the medium building is 8 inches high,

Change to:

As the heavy building is 8 inches high,

② Skidding (p. 74)

Replace the first two bullet points with the following:

- The unit moves more than half its Move rating on pavement/road/bridge terrain types (see p. 35), or on ice terrain (see p. 56), during a single Movement Phase.

Special Abilities

② Heat (HT #/#/#) (p. 78)

After the first paragraph insert the following new paragraph:

A unit with a HT value at a range the unit does not normally deal damage at may make a special weapon attack in place of its standard weapon attack. This only deals the effects of the HT special ability.

③ Watchdog (WAT) (p. 80)

Last sentence

(Active probes are covered in greater detail in the Optional Rules chapter, see p. 136.)

Change to:

For the active probe rules, see *Optional Special Abilities*, page 82.

③ Mine Dispenser (MDS#) (p. 87)

Third sentence

Each mine dispenser deploys a density 1 minefield.

Change to:

Each mine dispenser deploys a density 1 minefield once per scenario.



③ **Tight-Stream Electromagnetic Pulse Weapons (TSEMP#) (p. 90)**

Third paragraph, last sentence

Delete "(TSEMP weapons are ineffective in airborne combat, but may be part of an air-to-ground attack by fighters so equipped.)"

Special Pilot Abilities

② **Animal Mimicry (p. 92)**

Last paragraph, last sentence

Units that are Intimidated in this fashion reduce their Move by half (round down) and suffer a +1 Target Number modifier for all attacks made against the animal-mimicking unit until after the next Movement Phase.

Change to:

Units that are Intimidated in this fashion reduce their Move by half, their TMM by half (round each reduction down), and suffer a +1 Target Number modifier for all attacks made against the animal-mimicking unit until after the next Movement Phase.

② **Demoralizer (p. 93)**

Replace the second paragraph with the following:

Every enemy unit that comes within 6" of a unit using this SPA must roll 2D6. If the roll is 8 or less, the enemy unit becomes intimidated. Intimidated units reduce their Move by half (round own) and suffer a +1 Target Number modifier for all attacks made against the Demoralizer. The reduced Move rating does affect its target movement modifier.

② **Heavy Horse (p. 101)**

Delete the last sentence ("This damage does not apply to physical attacks, however.")

Special Command Abilities

② **Environmental Specialization (p. 104)**

First paragraph, third sentence

The terrain types chosen for this specialization may be any type except for clear, and any other environmental conditions

Change to:

The terrain types chosen for this specialization may be any type, and any other environmental conditions

Force Building

② **Striker/Cavalry Lance (p. 118)**

Under "Bonus Ability"

75 percent of the units in a standard Striker/Cavalry Lance receive

Change to:

75 percent of the units in a standard Striker/Cavalry Lance (round normally) receive

② **Pursuit Lance (p. 120)**

Under "Bonus Ability"

75 percent of the units in this formation receive the Blood Stalker Special Pilot Ability

Change to:

75 percent of the units in this formation (round normally) receive the Blood Stalker Special Pilot Ability



Optional Rules

③ Armed Buildings (p. 138)

Under "Arming a Building", second paragraph, first sentence

Delete ", and dividing the result by 5, rounding the result normally"

② Artillery Emplacements (p. 138)

Replace the last paragraph with the following:

For example, a player wishing to arm a CF 15 building with artillery weapons could select a weapon as powerful as a Cruise Missile/70, which can deliver a maximum 7 points of damage per standard-ammo attack. But the same building may not mount the next size up in artillery weapons—the Cruise Missile/90—because its maximum damage value of 9 points exceeds half of the building's CF.

② Artillery (Advanced) (p. 151 and p. 209)

Rename "Artillery Attack Modifiers Table" to "Off-Board Artillery Attack Modifiers Table"

③ Making the Morale Check (p. 170)

Second paragraph, first sentence

A routed must begin to retreat per the rules for Forced Withdrawal (see p. 126),

Change to:

A routed unit must begin to retreat per the *Forced Withdrawal* rules (see p. 126),

③ Practical Line of Sight Size Table (p. 171)

The template (image) for Infantry and Vehicles should be 1.25" (same width as 'Mech) rather than 1.5" (same width as SuperHeavy 'Mech).

③ Multiple Attack Rolls (p. 175)

After the "Natural 12" paragraph insert the following new paragraph:

Damage Reducing Effects: After all multiple attack rolls have been made on a target, apply damage reducing effects to the total damage result on that unit.

② Land-Air BattleMechs (p. 178)

Under "Combat Phase", Target Movement Modifiers, after the first sentence insert the following:

Add an additional +1 modifier to LAMs in AirMech mode.

② Step 6: Applying Damage (p. 182)

Under "Dropship Attacks", second sentence

while striking attacks by DropShips use the unit's rear weapon arc if the unit is a spheroid DropShip.

Change to:

while Striking attacks by DropShips will use the front weapon arc if they are aerodyne DropShips or the rear weapon arc if they are spheroid DropShips.

② Aerospace Attack Modifier Table (p. 183)

Delete the "Attacker is a Drone" and "Attacker is a Grounded DropShip" rows.

③ Aerospace Attack Modifiers Table (p. 183)

1) Change the following modifiers as indicated:

Altitude Bombing	+0
Dive Bombing	+0



- 2) Under "Miscellaneous Modifiers", add

Is an Area-Effect Attack +1

③ **Aerospace Critical Hit Effects (p. 184)**

Under "Weapon Hit", last sentence

For units with multiple attacks (such as DropShips and mobile structures), a Weapon Hit critical will reduce the damage values at all ranges in a randomly-determined arc by 50 percent (round down, to a minimum of 0).

Change to:

For units with multiple attacks (such as DropShips and mobile structures), a Weapon Hit critical will reduce all damage values by 25 percent (round down, to a minimum of 0).

Airships, DropShips and Small Craft (p. 188)

- 1) ② *Third paragraph*

They can engage air units, make strike attacks, or strafe with their Nose firing arc.

Change to:

They can engage air units or strafe with their Nose arc, or they can make strike attacks with their Rear arc.

- 2) ③ *Fourth paragraph, last sentence*

A grounded Spheroid DropShip can make attacks the same as hovering in place.

Change to:

A grounded spheroid DropShip follows the rules under DropShip Firing Arcs, page 65.

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NEW ADDITIONS

These are all the new entries or modifications of old entries made for the third printing of *Alpha Strike: Commander's Edition*. They may also be found in the **Full Errata** section in the appropriate locations, marked with a ③.

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Under Footnote 10

Delete "Do not apply if attacker is also an airborne aerospace unit."

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