



Alpha Strike Commander's Edition

(Version 2.0)

The following is a compiled rules errata for the first printing of *Alpha Strike Commander's Edition* as of 18 September, 2019.

NEW ADDITIONS

Prior to this release there was no compiled errata for this product. All errata here is for the first and only printing (2019) of *Alpha Strike Commander's Edition*, and will all be corrected in the upcoming second 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.

Movement

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

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.

Movement Basics Diagram (p. 37)

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

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.

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.

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.

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**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) 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) Under "Other Modifiers", "Attack", add a new entry: Is an Indirect Artillery attack and spotter has TAG/LTAG within range of target -1
- 3) In the table, change the footnote reference for "Is airborne Aerospace" from 11 to 10.
- 4) In the table, change the numbering for any instance of footnote references 6-10 to 5-9.

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.

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

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 [...]

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"

Urban Combat**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**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.

Special Pilot Abilities**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.

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.

**Heavy Horse (p. 101)**

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

Special Command Abilities**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**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

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**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.

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

Rename “Artillery Attack Modifiers Table” to “Off-Board Artillery Attack Modifiers Table”

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.

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.



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.

Aerospace Attack Modifier Table (p. 183)

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

Airships, DropShips and Small Craft (p. 188)

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.

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