



# WARZONE

HOUSTON'S LARGEST WARGAMING EVENT

This four game Alpha Strike Event to use [Mechcommander Review Circuit](#) rules in a competitive tournament on 9/23/23. Bring your mechs and join the fight!

## Operation ALAMO Event Rules

**WHERE:** Sam Houston Race Park, 7575 North Sam Houston Parkway W, Houston, TX 77064

**WHEN:** September 23rd, 2023. Registration opens at 9AM, first game starts at 10AM sharp.

**ENTRY FEE:** 20\$ Entry fees paid by purchasing an Alpha Strike Tournament ticket [here](#).

### **WHAT YOU NEED TO BRING:**

- 4 Copies of your list, printed out
- Pen/Pencil
- You army
- Tape Measure
- D6 for marking TMM

**LIST DUE BY September 13th @ 11:59pm**

Email List to: [arstotzkafed@gmail.com](mailto:arstotzkafed@gmail.com)

Game 1: 10:00-12:00

Lunch/Armies On Parade 12:00-12:45

Game 2: 1:00-3:00

Game 3: 3:15-5:15

Game 4: 5:30-7:30

### **Mission List:**

Stand Up Fight (AS:CE pg.128)

Domination (King of the Hill Variant, AS:CE pg. 130-131)

Capture the Flag (AS:CE pg. 129)

Crush the Head (Stand Up Fight Variant, AS:CE pg 128)

### **List Creation Rules**

Lists must be maximum 400 PV, Jihad Era MUL Faction/Unit availability.

Formation Bonuses in effect. All list submissions must include what faction they will be playing as. An example list submission is at the bottom of this document.

### **Units Allowed**

Extinct, Unique, Solaris only units are not allowed. Players must follow the MUL availability of their chosen faction when constructing a force.

Only units of the following type **are allowed** for use:

- Battlemechs
- Omnimechs
- Land-Air Mechs (LAM) in mech or airmech mode ONLY.
- Protomechs
- Battle Armor
- Combat Vehicles
- Infantry

The following restrictions **must be used** when creating a force for use. (This is commonly called list building)

- Max of 2 for any one unit in a formation. (*example: 2 Warhammers. Both can be the same Variant or two different ones.*)
- Factions must use the formation appropriate for them (ex. Clans use stars, IS use Lances, Comstar/WoB use Level II).
- 2 to 5 formations per force
- Minimum of 8 units, and a Maximum of 30 Units for an entire force.

### **Pilot Skill**

MRC requires that pilot skill restrictions be in place for games played. No more than 1 pilot may be skill zero (0), and no more than 2 pilots can be skill one (1).

**Game Limits :** Games will end after 2 hours or 15 turns, whichever comes first.

### **Optional Rules:**

- Lance / Star Movement (p33 AS)
- Optional Special Abilities (p82 AS:CE)
- Infantry - Digging In (p139 AS)
- Infantry - Hitting the Deck (p139 AS)
- Infantry - Using Non-infantry as Cover (p139 AS)
- Zipline Drops (p160 AS)
- ECM/ECCM (p161 AS:CE)

### **Special Pilot Abilities(SPAS)**

No SPAs are allowed that are not associated with a formation bonus.

### **Battlefield Support Points:**

Players will have 5 BSP per game. BSPs must be submitted with your list and do not change for the duration of the event. **BSPs must be declared to your opponent before deployment.**

### **Roster Creation:**

Before each event all participants need to submit their 'Roster' to the Organizer by the date outlined by the Organizer/Event. A Roster consists of the following:

- Name of Participant
- Event Name

## BSP: Artillery Strike, Heavy Fighter Screen

Note: You may submit your unit list using the [AS Roster on Jeff's Battletech tools](#) by Printing to PDF and attaching to the submission email. You may also attach the .pdf printout of the [MUL force builder](#) website printout to the email, but you must list what formations each unit is in.

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The Forge Hobbies and Games: <https://theforgehobbystore.com/>

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