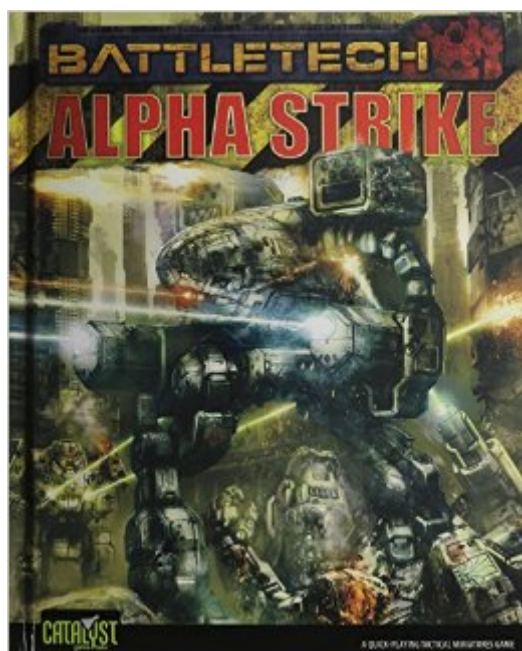


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Battletech: Alpha Strike



Synopsis

For centuries, the armies of the Great Houses have fought to reclaim the glory of the fallen Star League, sending regiments of their elite MechWarriors into battle across hundreds of worlds as humanity slid inexorably toward a new Dark Age. The coming of the Clans - descendants of the lost Star League army - did little to stem the slaughter. It only raised the stakes. *BattleTech: Alpha Strike* is a fast-playing form of the *BattleTech* game of futuristic, armored combat. Developed for the modern tabletop miniatures wargamer, this book brings players the ability to wage war on land, sea, and air using the Quick-Strike game system in *BattleTech: Strategic Operations*. *BattleTech: Alpha Strike*, like its forerunner Quick-Strike, draws upon a hybridization of the *BattleForce* rules also available in *Strategic Operations*, together with the miniature game rules presented in that same volume which allow for hexless terrain play. *BattleTech: Alpha Strike* includes support for both hex-based and hexless game play. In *BattleTech: Alpha Strike*, themed around the Clan Invasion, each *BattleMech* (or other game unit) is represented using a series of Unit Cards, which are highly abstracted derivations of the respective Record Sheet for each unit in "classic" *BattleTech*. (While *BattleForce* uses the same abstraction to group 'Mechs into lances, Stars, centuries, or level IIs, *BattleTech: Alpha Strike* should treat each 'Mech as an individual unit.) As with "classic" *BattleTech*, a player's goal is to use his force to achieve his objectives, which generally involves the defeat or destruction of opposing forces. However, the game's use of *BattleForce* Unit Cards and rule options allow it to play at a much faster (though less intricately detailed) level of play than "classic" BT.

Book Information

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Customer Reviews

Alpha Strike, essentially the the fast-playing version of *Total Warfare*, serves to bring *BattleTech* to

the crowds that prefer fast playing mini-strategy games. It also serves to bring this BattleTech old dog (starting playing with the first post-BattleDroids name change to BattleTech boxed set in the 1980's when they still had the unseen as primary mechs of the Inner Sphere) a way to play with his Tomboy 12-year old that doesn't take us a full day. Really. That is the advantage of this version. When I got the BattleTech introductory Boxed Set, it took us about 1/2 hour of setup, and then almost 4 hours to play a 2 light mech vs 2 light mech battle. With Alpha Strike, we set up in 15 minutes, and played a full lance vs full lance (light, medium, heavy, and assault) in less than 2 hours. It was glorious. It was also close (dang Jenners). I believe this product would work well with A Time of War, the roleplaying aspect, to speed up the large scale battles and get back to the role-playing and personal scale battles quickly, but have not had the chance to test that theory yet. I would still use the Total Warfare (or at least Introductory boxed set) rules for any 1 vs 1 mech duels however, to make them more dramatic. Unlike Total Warfare, this book has sample mechs in it (sample Lances, really), with their stats in Alpha Strike terms. If you want more, there is the Master Unit List at the Battletech website (address also given in the book) that has pretty much most of the mechs, vehicles, battlearmor, and aircraft you could want. I recommend going to the MUL to see the format of Mech stats in the game before purchase if you want to be sure of the level of detail.

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