



Herocon 2025 (Saturday 29 November 2025)

Event Details

The Canberra Combat Wombats (CCW) are proud to be hosting an Alpha Strike Tournament at Herocon 2025.

Using this player pack, participants will assemble a competitive Alpha Strike list and play in three rounds of 1v1 matches, earning points as they achieve objectives and destroy enemy units.

The objective of this tournament is to provide a fun but competitive environment for Alpha Strike players both new and seasoned. Please ensure fun is your primary goal.

Location

ADFA Indoor Sports Centre, Building 112
General Bridges Drive, Campbell ACT 2612

Schedule

0830	Check in and Safety Briefing
0900	Round 1 (2.5 hours)
1130	Lunch
1230	Round 2 (2 hours)
1430	Scoring
1500	Round 3 (2 hours)
1700	Pack Up
1730	Results and Prizes

Prizes

Players will compete for various prizes in this tournament. Prizes will be coordinated by the Tournament Organiser (TO) and are generally donations from local sponsors (gaming stores etc), dependent on number of players. Prize categories and sponsors will be announced ahead of the event via [Discord](#).

Contacts

TO: Thomas Rose (0435 575 918)

List Submission:

CanberraCombatWombats@gmail.com

Community Discussion: [Discord](#)

Event Website: [HEROCON | adfwga](#)

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Event Rules

Miniatures and Painting

Each player must have one (1) model to represent each unit in their force. Players must adhere to the following guidelines for their models:

1. All models must be mounted on a hex base that is approximately 1.25" from flat end to flat end.
2. As much as possible, the model used to represent a particular unit or chassis must be of the same chassis for the variant being used.
3. Proxies and 3D printed models are allowed, as long as they are correctly scaled and are clear to your opponent (eg. don't use an Ebon Jaguar to represent a Storm Crow). Please check with the TO in advance.
4. Units do not need to be painted for play; although it is encouraged so we can show off Alpha Strike far and wide! To be eligible for any painting prizes, all units must be painted.

Force Check

Before the tournament, the TO will ensure that all players' force lists meet the event requirements.

Players should submit their lists **by Midnight Saturday, 22 November 2025** to CanberraCombatWombats@gmail.com

For submitting Force Lists for this event, players **must** use the Alpha Strike Builder on the Master Unit List (MUL) (www.masterunitlist.info) website, with accompanying detail for Formations, Pilot Abilities, Command Abilities and Alternate Munitions (template will be provided via Discord ahead of the event). Players may make use of Jeff's Battletech Tools to manage their force on the day, but must submit lists generated using MUL, as this is the authoritative source of all unit information for CCW events.

Any player whose list does not comply with the event requirements will be allowed to change their list before the event begins.

Force Construction

This event uses the MUL as the source for Alpha Strike Unit Cards. The cards produced by Catalyst Game Labs that are included in Force Packs should not be used. Unless otherwise noted, all Units from the MUL are legal for play in CCW tournaments with the exception of the Unit types noted below.

Each Player must choose one Faction available in the ilClan Era table to make their Force. Only units available to that faction in the ilClan Era (according to MUL) can be taken. In addition, the following rules must be followed when constructing your force:

- **Era:** ilClan
- **Point Value (PV):** 400 points. 50% of a force's PV **must** be mech units.
- **Unit Skills:** Between 2 and 6.
- **Unit Limit:** 16.
- **Chassis Restrictions:** Each Force List may use a maximum of three of any Unit Chassis, including variants.
 - No force can include more than two units with an ART special ability.
- **Formations:**
 - Ground Formations must consist of at least three units and at most six units. Mechs, vehicles and infantry can be fielded in the same formation and be eligible for formation bonuses as long as the formation requirements are met.
 - Aerospace Formations **are not** allowed.

Special Abilities

Units with the following *Special Abilities* can be taken but are unable to use that ability:

- Drone Carrier Control System (DCC)
- Drones (DRO)
- Mine Dispenser (MDS)
- Bimodal Land-Air Battlemech (BIM)

Special Pilot Abilities

The Force may assign one pilot SPAs according to their pilot skills (**refer to 92, AS:CE**). Please note SPAs do not cost additional PV as the cost is separate to the Force's PV. The below SPAs **may not** be used:

- Ground Hugger
- Head Hunter

Alternate Munitions

Forces may not field the following types of Alternate Munitions (**143-150, AS:CE**):

- Thunder Missiles
- Smoke

Alternate munitions are locked at list submission and a player is not able to change them between rounds.

Force Composition

Forces cannot contain the following types of units:

- Advanced Aerospace
- Support Vehicles
- Advanced Support Vehicles
- Customised Units
- Off-board artillery
- Buildings
- Extinct (as at iClan Era)
- Units with “Unknown” designation

Formations

In addition to the formations in AS:CE, the formations found in the Kurita, Davion and Operations source books are also available for use in this tournament. To make list building easier for new players and to ensure fair access to all CCW event players, the formation abilities have been transcribed at **Attachment B**. Please note several available formations are faction exclusive.

Special Command Abilities

The rules for assigning Special Command Abilities (SCAs) can be found at **102-109, AS:CE**. The below SCAs **may not** be used:

- Camouflage
- Enemy Specialisation
- Environmental Specialisation
- False Flag
- Flankers
- Infantry Defensive Experts
- Infiltrators
- Off-Map Movement
- Overrun Combat
- Rapid Strike
- Regional Specialisation
- Strategic Command
- Tactical Experts (Engineers)
- Tactical Experts (Hidden Units)
- Tactical Experts (Siege)
- Tactical Specialisation

Force Building Tips

Electronic Warfare features heavily in the iClan era. A multitude of units use advanced PRB equipment. Having an ECM equipped unit or two will assist in countering these. Having your own PRB units will also help you find enemy command units and might also help with some scenarios.

JMPS is another ability that is more widely available. Not only will it make units faster, it will also make them harder to hit. Make sure you've got

some tools for accurate (or indiscriminate) targeting and watch out for flanking.

Lastly, having answers for artillery and aerospace units is never a bad idea!

Game Setup

Gaming Surfaces and Terrain

This event will use terrain tables measuring 72” long and 48” wide. The tables will contain terrain set up by the TO.

Round Pairings

For the first round of the event, pairing will be determined randomly by the TO. For all subsequent rounds, players will be paired based on total points from the round(s) before, with the highest total point player playing the next highest and so on. Players should not play against the same opponent more than once per event and the TO will adjust pairings to ensure this.

Scenarios

All potential scenarios are at **Attachment A** and are as follows:

1. **Assassination:** Destroy command units and retrieve trophies.
2. **Bunkers:** Destroy your opponent's bunkers.
3. **Domination:** Control more Points of Interest than your opponent.
4. **King of the Hill:** Control the Hill for as many rounds as possible.
5. **Data Extraction:** Extract as much data as possible.
6. **Salvage:** Extract as much salvage as possible.

This scenario set is designed to test the flexibility of a player's force. Players should be prepared to play any of these six scenarios.

The three scenarios that will be played at the tournament will be revealed at event check in.

Gameplay

Alpha Strike: Commander's Edition (AS:CE) (7th edition), in conjunction with the latest **Errata (7.02)**, is the rules being used for this event. If a new printing of the rules and/or errata is released before the event, they become the rules for the event. As there are many rules in Alpha Strike and this is a competitive event it is recommended that players bring their own copy of AS:CE (physical or digital) as well as a copy of the latest errata.

The CCW Format uses the basic rules found in AS:CE, which include:

- Movement
- Combat
- Damage
- Heat

There are some differences from AS:CE which will be covered below.

Special Rules

The following Special Rules are printed rules found in AS:CE and will be in use in this CCW Alpha Strike event.

- Optional Special Abilities (with below exceptions) (**80-91, AS:CE**)
- Special Command Abilities (**102-109, AS:CE**)
- Forced Withdrawal (**126-127, AS:CE**)
- Alternate Munitions (**143-150, AS:CE**): Only a single type of alternate ammo per keyword. Must be declared as part of Force List submission.
- Dropping Troops (**160, AS:CE**)
- ECM/ECCM (**161, AS:CE**)
- Engine Explosions (**161-162, AS:CE**)
- Homing Rounds as described under Artillery (Advanced) (**152, AS:CE**). Homing Rounds are considered an Alternate Munition (see above).
- Extreme Range as described under Expanded Ground Ranges (**162-163, AS:CE**)
- Multiple Attack Rolls (**174-175, AS:CE**)
- Aerospace (**180-188, AS:CE**)

No other special rules should be used without the explicit permission of the TO.

Front Loaded Initiative

This differs from the AS:CE rules for managing unequal numbers of units.

The Movement Phases require each player to alternate moving their Force's units. In a turn consisting of an equal number of units on each side, this simply means that each player takes a turn moving a single unit

before their opponent does the same, and so on, until all units are moved.

To maintain fairness, unequal numbers of units must be moved in proportion. This means that if, prior to any pair of unit movements, one side has more units left to move than the other side, it must move multiple units. If they have more units, they must move two units. If they have more than twice as many, they must move three units, and so forth.

Units that cannot make a movement this turn do not count toward the number of units.

Here is a breakdown of how many units each player would move in this example turn:

Unequal Number of Units Table

	Units left to move at start of activation		Units moved in activation	
Activation	SIDE A	SIDE B	SIDE A	SIDE B
1	5	7	1	2
2	4	5	1	2
3	3	3	1	1
4	2	2	1	1
5	1	1	1	1

Front Loaded Initiative is designed to reduce accidental error and players' mental load.

***Example:** At the beginning of the Movement Phase, Side A has eight units and Side B has five units. One of Side A's units begins the turn in a transport and therefore does not count for Side A's movement count, so Side A only counts seven units.*

Side A wins the Initiative. Before the first pair of movements, Side A has more units remaining to move than Side B does, so Side B moves one unit, then Side A moves two units.

Now, Side A has five units left to move while Side B has four units left to move. Since Side A still has more units left to move, Side B again moves one unit, and then Side A moves two units. Before the third pair of movements, Side A has three units left to move and Side B has three units. Both sides will now alternate moving one unit at a time until all units have moved.

Concealed Command Units

During this event, the identity of all players' command units are considered concealed. Players are not required to reveal them to their opponent.

If a player is using Command Formations, the Command formation's commander must be assigned as a Command Unit.

Command units can be identified if a unit equipped with some kind of active probe (BH, PRB, LPRB, WAT, and so forth) comes within its probe range and conducts a scan against a unit instead of attacking (this scan ignores LOS and is automatically successful unless blocked by ECM). Otherwise, the only way to "find" the commander will be to make educated guesses and/or destroying enemy units in the hopes that one of the first kills will be the desired target.

Hint: While Command Formations are powerful, a player will be required to assign the Tactical Genius SPA to the formation commander, giving away the identity of one (or more!) of your command units. High risk and high reward!

Event and Round Procedures

This event will consist of three game rounds approximately 120 minutes long. Round Times are subject to change at the TO's discretion, sensitive to the venue's requirements. However, every effort will be made to maintain the tournament schedule.

Beginning of Round Procedure

The following steps outline the procedures players will follow at the beginning of every Round.

1. Review the Round Scenario;
2. Exchange Force Registries;
3. Each player rolls 2D6, and the highest roll chooses their deployment edge;
4. Players then make another 2D6 roll to determine initiative;
5. The players place any Objectives as directed by the Scenario;
6. Players make any allowed pre-game decisions (eg. Command Units) and record as appropriate; and
7. The game begins.

End of Round Procedure

At the end of each Round, when time is called by the TO, players will finish the Phase of the game they are currently in and proceed to the end of the game turn (e.g. if you're in the movement phase, you finish moving your units then jump to the end phase without engaging in the combat phase). Players **do not** play out the rest of the game turn.

The following steps outline the procedures and steps players will take at the end of every Round.

1. The players tally up final points as described in the Scenario, and the player with the highest score is declared the winner;
2. Both players collaborate to fill out a single Round Score Card, which they then provide to the TO; and
3. After the end of the Round 3, the TO will announce the final standings and hand out any appropriate awards and accolades.

Scoring

A scoring spreadsheet will be used to track player's performance during the tournament. Players will be able to view this spreadsheet across the course of the day but will not be able to edit it themselves. The TO will provide the link to this spreadsheet via [Discord](#) before the event.

At the end of each round, players will collaborate to fill out a single Round Score Card capturing the following information:

1. Objective Points
2. Victory Points
3. Destruction Points
4. Total Points

Instructions on how to calculate each of these point categories is described below.

Objective Points

Each player is responsible for writing down how many Objective Points they scored for each Round in accordance with the rules for each scenario.

Each Scenario has their Objective Points explained under Scoring on their respective Scenario description.

A player can score a maximum of 400 Objective Points per Scenario.

Victory Points

The player with the most Objective Points wins the round and receives 200 Victory Points.

If both players have the same number of Objective Points the round is considered a draw, and Victory Points are divided with each player receiving 100 Victory Points each.

Destruction Points

Each Player calculates how many points of their opponent's Force they destroyed or crippled in accordance with the rules for each scenario.

A player can score a maximum of 400 Destruction Points per Scenario.

Total Points

Each player combines their Objective Points, Victory Points and Destruction Points to determine their Total Points for the Round.

Total Points will determine overall placement across the event.

Byes

If during the course of the tournament a player decides to drop out from the tournament after it has begun, or there is an odd number of players, then a bye must occur. A player receiving a bye is rewarded a Modified Win.

Modified Win: If a player does not have an opponent, that player will receive the average of all players' Objective and Destruction Points for that Round plus 100 Victory Points.

Example: John had to go home sick, resulting in an odd number of players for Round 2. Mitch receives a bye for Round 2 as he does not have an opponent. At the end of Round 2, the TO tallies all players' Objective and Destruction Points and divides it by the number of remaining players, excluding Mitch. This average is Mitch's Modified Win score for Round 2.

Concessions

Concessions are strongly discouraged. Should a player concede a round, their opponent receives a Modified Win plus 100 additional Victory Points, or their Objective Points + Destruction Points + 200 Victory Points (whichever is higher). The player

who conceded receives zero Objective and Destruction Points for that round.

Player Responsibilities

Players are responsible for bringing their own miniatures, force lists (you may use a tablet or similar for the event, but will need a hard copy print out for your opponent and/or TO to review), record sheets, dice, pencils or other writing utensils, game aids, rule books, and any other materials useful for playing Alpha Strike. The event or venue will not provide these for you.

Sportsmanship

All players are to be civil and polite during the course of the day. If rules disputes occur, both players are expected to be courteous and respectful toward other players and the TO. Should a dispute not be able to be settled between two players, the TO may be called over to settle the dispute. The TO will have the final say in all game and rules disputes.

Unacceptable Behaviour and Penalties

In response to any unacceptable behaviour, the TO will issue a one-time verbal warning. If a second warning is required, the player will be immediately disqualified and asked to leave.

All events are subject to the conduct and behaviour policies of the venue.

The following are examples of unacceptable behaviour:

- Intentionally misrepresenting any situation to another player or the TO (ie. lying);
- Any intentional disruption of your own game or another game currently being played (ie. trying to intentionally slow down the game so time expires in the round);
- Intentionally removing dice results from the table or a dice tray and not allowing your opponent to see the result (ie. deception / fraud).

This list is not exhaustive and players should conduct themselves in a way that enables fun competition for themselves and their opponent.

Common Terms and Rules Clarifications

AS:CE: Abbreviation for the rulebook “Alpha Strike: Commanders Edition”. Current printing is the 7th Edition with 7.02 errata.

Contested: If both players have units overlapping any part of an OAT in the End Phase, the OAT is considered to be contested. Units with crippling damage can contest objectives.

Crippling Damage: When a unit meets any of the following criteria, it is considered to be crippled (see the rules for each scenario for the effect this has on scoring):

- The unit has no Armor remaining and has been reduced to half its starting Structure value (rounded up). If the unit possesses only one point of Structure to begin with, once all armor is removed it is considered crippled. E.g. a unit with 7 structure is “crippled” when it has 4 structure remaining.
- The unit has been reduced to a damage value of 0 for all Medium- and Long-range attacks. This condition does not apply if the unit began the scenario with a damage value of 0 at Medium and Long range.
- The unit has been immobilised through damage, critical, and/or motive hit effects.

When a unit is crippled, it is in Forced Withdrawal unless the scenario specifies otherwise.

Errata: These are rules that have been updated or clarified between printings. The AS:CE errata can be found [here](#).

Force: A Force refers to all the units you have brought that conforms to the army construction rules. These units are what you will use during your game or throughout a tournament.

Game State: These situations are defined as something that must happen. In these situations a player or players have forgotten to do something in the game that the game dictates must happen. **These situations must be corrected.**

Missed Opportunity: This is when a player or players forget to do something that the game does not dictate must be done. Instead it is an option a player may have done, but forgot. **These situations do not get corrected.**

Immobilized Units: Immobilized units may contest an Objective Area Template and/or have their size count towards Combined Unit Size.

Line of Sight: CCW will use True Line of Sight. This means that players use the line of sight from their unit to their target to determine if they can see their target. Use rules at **40, AS:CE**.

Map Direction Set Up: For each game, the Terrain Initiative Winner’s home edge is considered the North Direction.

MUL: Abbreviation for Master Unit List. The Master Unit List is the official repository of all units that are available to the Battletech universe and is the authoritative source of unit information for CCW events. Website is here: www.masterunitlist.info

Mounted Infantry and Activation: Units mounted do not count for unit activations in the movement phase. They are “one” with the unit they are mounted on. They do not count as a separate activation until dismounted.

Multiple Attack Rolls: Separate attack rolls (2D6) are made for each point of damage the unit would deliver at that range. See Multiple Attack Rolls at **174, AS:CE** and errata for more details on Special Weapon Attacks. Note physical, artillery and bomb attacks use a single 2D6 attack roll.

No Opponent Protocol: During the End Phase, when an opponent does not have any remaining units on the board, the game is over and players should determine their Objective and Destruction Points.

OAT: Object Area Template. These templates mark the objectives in the various scenarios. OATs have different functions as outlined in each scenario.

Proxy: A proxy is something you use to represent a model that you do not have. Proxies are allowed but should be checked with the TO and should be a similar size and shape.

Shutdown Units: Units that are Shutdown for any reason cannot perform actions, contest an Objective Area Template, or have their size count towards Combined Unit Size.

Special Attacks: Special attacks are the abilities found at the bottom of AS unit cards (e.g. AC, FLK, HT, SRM, LRM etc). Players are allowed to mix standard and special attacks into one roll. However, when using a Special Attack, a player must designate which dice will represent the attack and declare this to their opponent.

Sprinting: A sprinting unit can contest a space and have its Unit Size count towards Combined Unit Size.

Tri- and Quad-'Mechs: Three-legged (e.g. the Ares) and four-legged (e.g. the Barghest) 'Mechs have their own sets of rules (**as per 41, AS:CE**). CCW Tournament rules apply the "What You See Is What You Get" rule when determining if a 'Mech is a Tri- or Quad-'Mech (noting the above rules for proxying).

Water and Depth 1 LOS: Because game boards cannot reflect units that are in a water terrain feature, players should use the rules outlined below.

1. If you can see the closest point to the target's hex base, then you can see 50% of the target that is standing in water. The target would receive partial cover from standing in the water.
2. If there are 2 or more instances of partial cover, the target is considered to have no Line of Sight.

***Example:** If a Mech is standing in water and the attacker is seeing the hex base, then the attacker can see 50% of the target. However, the target receives partial cover for the water. Additionally the target is receiving partial cover from a hill or building, that would constitute 2 partial covers and therefore no Line of Sight.*

Attachment A: Scenario Pack - Herocon 2025

Scenario 1: Assassination

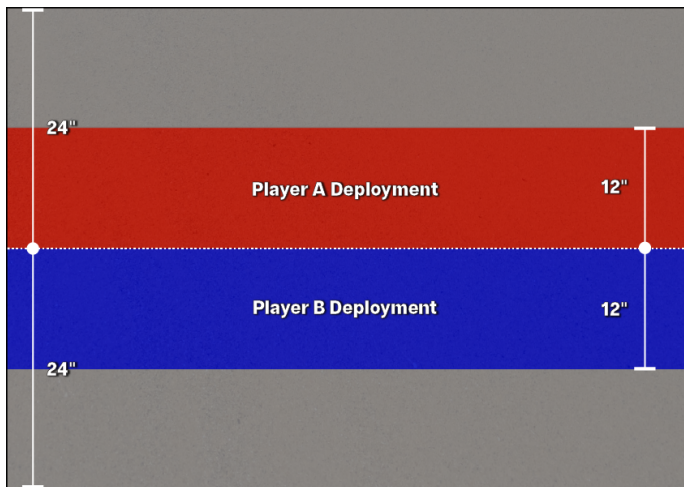
Objective

Destroy command units and retrieve trophies.

Components

2 Red Trophies (1" OAT)
2 Blue Trophies (1" OAT)

Game Setup



Non Standard Deployment

After determining player edges, but before rolling for initiative, players will take turns placing their units directly on the battlefield (except aerospace units, which deploy normally). The player who chose their edge must place the first unit. All units placed in this manner must be within 12" of the middle line of the battlefield.

In instances where players have uneven numbers of units, players will place units using the Front Loaded system (refer to the CCW Event Pack). Once all units are placed on the board, players should roll for initiative and begin play.

Rules

Each Player is required to secretly designate two (2) units as Command Units (write them down on separate pieces of paper). Command Units cannot be Aerospace, Battle Armor (BA) or Conventional Infantry (CI). If a player is using any Command Formations, they must designate the commanders of those formations as Command Units first.

If a Command Unit is crippled or destroyed, the opposing player places a Trophy (OAT) in base contact with the Command Unit.

In order to pick up a Trophy, it must be uncontested, and a unit must be in base contact with it, be grounded, and dismounted at the end of the End Phase. If these conditions are met, a unit may pick up the Trophy.

Friendly units are allowed to contest, but not pick up, a friendly Trophy.

If a carrying unit reaches its home edge, that unit is removed from the game along with the Trophy it is carrying but does not count as being destroyed. If a Command Unit withdraws with an opposing Trophy, it must drop its own Trophy at the point at which it withdraws.

Identifying Command Units

In this scenario, the identity of all players' command units are considered concealed. Players are not required to reveal them to their opponent.

If a player is using Command Formations, the Command formation's commander must be assigned as a Command Unit.

Command units can be identified if a unit equipped with some kind of active probe (BH, PRB, LPRB, WAT, and so forth) comes within its probe range and conducts a scan against a unit instead of attacking (this scan ignores LOS and is automatically successful unless blocked by ECM). Otherwise, the only way to "find" the commander will be to make educated guesses and/or destroying enemy units in

the hopes that one of the first kills will be the desired target.

Scoring

Players receive a Total Score = Objective Points + Victory Points + Destruction Points.

Objective Points

Destroyed/crippled a Command Unit During the Game	55
Still on the Battlefield and holding an Enemy Trophy at the End of the Game	55
Withdrew with an Enemy Trophy	90

Victory Points

The player with the most Objective Points will receive 200 Victory Points in addition to their Objective Points and Destruction Points. If players are tied for Objective Points, the game is considered a draw and both players receive 100 Victory Points.

Destruction Points

Players receive Destruction Points equal to the PV of their opponent's destroyed units. Crippled units are worth half points if they are still on the board at the end of the game and are worth no points if they successfully withdraw.

Win Conditions

The game ends when a player successfully reaches their home edge with both their opponent's Trophies.

The player with the most Objective Points wins.

Scenario 2: Bunkers

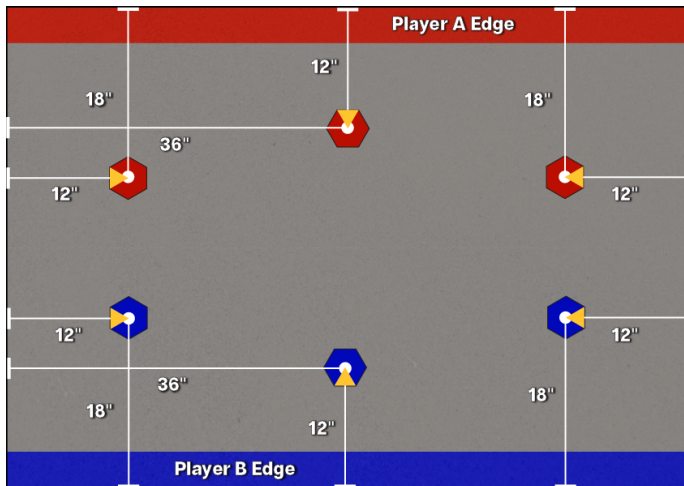
Objective

Destroy your opponent's bunkers.

Components

3 Red Bunkers (Objective Terrain)
3 Blue Bunkers (Objective Terrain)
6 D20s (or equivalent)

Game Setup



Place a D20 (or equivalent) on top of each Bunker Template showing 15. This represents the armour value of the Bunker.

Rules

The Bunker closest to each player's edge is the player's 'Home Bunker'. All remaining Bunkers are 'Forward Bunkers'.

Bunkers can be damaged by all attacks, however they are immune to the HT special ability.

Weapon and Physical Attacks that can draw a straight line of fire through the yellow portion to the centre of the Bunker Template will deal double damage to the Bunker. To be eligible to deal double damage in this way, aerospace units must be flying at low altitude.

Bunkers have an effective TMM of 0 (i.e. they are not considered "Immobile").

If a player scores a critical hit while attacking the bunker, that attack will deal an extra point of damage.

Players cannot Damage or Infiltrate their own Bunkers.

Bunker Infiltration

During the End Phase, when a Battle Armor (BA) or Infantry (CI) unit is grounded and in base-to-base contact with the yellow "Door" portion of the template, that unit is removed from the board and is considered inside the Bunker. These Units are considered off-board until they return the following End Phase.

During the End Phase, BA/CI units are returned to the board in base-to-base contact with the yellow "Door" portion of the template and grounded. BA/CI units are allowed to use their normal movement (no sprinting) to clear the Bunker Template before it is destroyed.

During the End Phase, the Bunker Template is destroyed.

Scoring

Players receive a Total Score = Objective Points + Victory Points + Destruction Points.

Objective Points

Destroyed a Forward Bunker	110
Destroyed a Home Bunker	180

Victory Points

The player with the most Objective Points will receive 200 Victory Points in addition to their Objective Points and Destruction Points. If players are tied for Objective Points, the game is considered a draw and both players receive 100 Victory Points.

Destruction Points

Players receive Destruction Points equal to the PV of their opponent's destroyed units. Crippled units are worth half points if they are still on the board at the end of the game and are worth no points if they successfully withdraw.

Win Conditions

The game ends when a player successfully destroys their opponent's Home Bunker.

The player with the most Objective Points wins.

Scenario 3: Domination

Objective

Control more Points of Interest than your opponent.

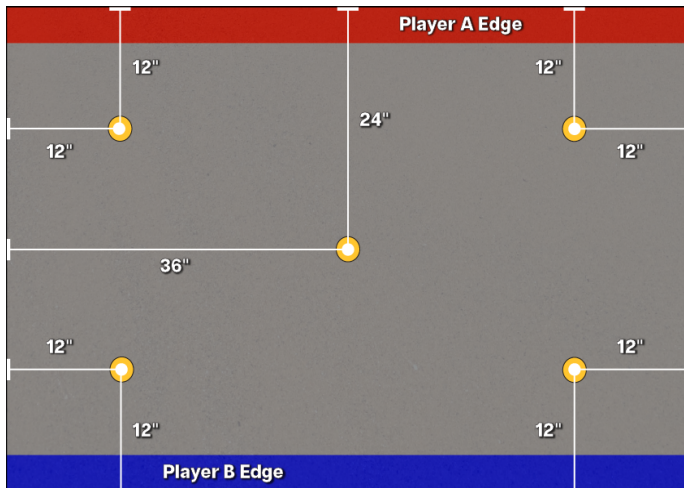
Components

5 Points of Interest (3" OATs)

4 Red Team Flags

4 Blue Team Flags

Game Setup



Rules

To claim a Point of Interest, a unit must not be shut down, must be grounded, must be dismounted, and uncontested on any portion of the OAT in the end phase.

If an opposing Team Flag exists, replace it with one of your Team Flags instead.

If a Point of Interest is contested in the End Phase, remove all Team Tokens from the OAT.

Scoring

Players receive a Total Score = Objective Points + Victory Points + Destruction Points.

Objective Points

Objective scoring is not cumulative between turns but evaluated during the End Phase of each round.

Players receive 100 Objective Points for each Point of Interest they control at the end of the game.

Victory Points

The player with the most Objective Points will receive 200 Victory Points in addition to their Objective Points and Destruction Points. If players are tied for Objective Points, the game is considered a draw and both players receive 100 Victory Points.

Destruction Points

Players receive Destruction Points equal to the PV of their opponent's destroyed units. Crippled units are worth half points if they are still on the board at the end of the game and are worth no points if they successfully withdraw.

Win Conditions

The game ends when a player controls 4 Points of Interest simultaneously during the End Phase.

The player with the most Objective Points wins.

Scenario 4: King of the Hill

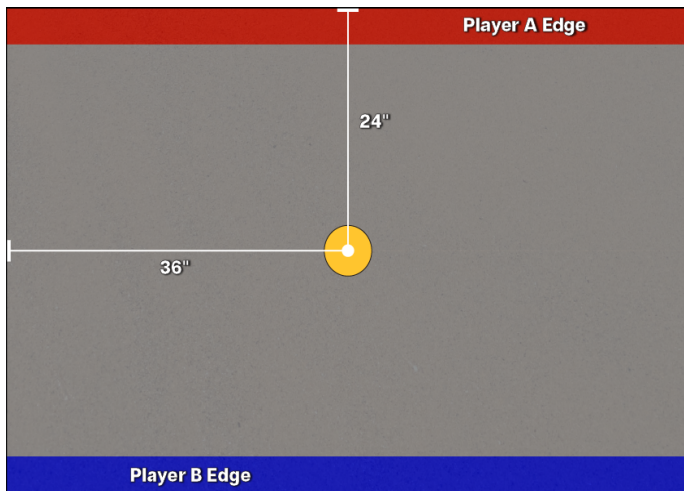
Objective

Control the Hill for as many rounds as possible.

Components

1 Hill (5" OAT)

Game Setup



Rules

Each unit must have its base on a portion of the Objective Area Template (OAT) and have survived the End Phase in order to have its unit size counted towards the Total Unit Size.

Units must not be shut down and must be grounded in order to have their unit size count towards a player's Total Unit Size.

Scoring

Players receive a Total Score = Objective Points + Victory Points + Destruction Points.

Objective Points

During the End Phase, each player combines the total unit size of any grounded, not shutdown units in contact with the OAT. The player with the highest total earns 100 points. If both player totals are equal, no points are awarded for the round.

Victory Points

The player with the most Objective Points will receive 200 Victory Points in addition to their Objective Points and Destruction Points. If players are tied for Objective Points, the game is considered a draw and both players receive 100 Victory Points.

Destruction Points

Players receive Destruction Points equal to the PV of their opponent's destroyed units. Crippled units are worth half points if they are still on the board at the end of the game and are worth no points if they successfully withdraw.

Win Conditions

The game ends when a player scores 400 Objective Points.

The player with the most Objective Points wins.

Scenario 5: Data Extraction

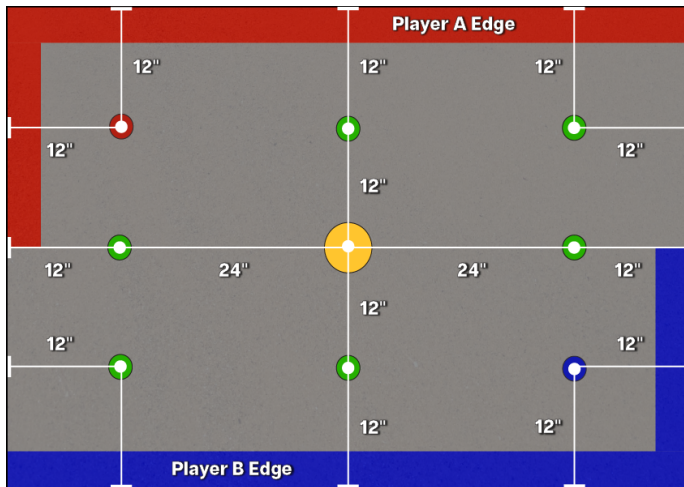
Objective

Extract as much data as possible.

Components

1 HPG Station (Objective Terrain)
1 red data (1" Token)
1 blue data (1" Token)
6 green data (1" Token)

Game Setup



Non Standard Deployment

Players can walk on from their long edge and half of the adjoining short edge, as shown on the battlefield map above.

Rules

Downloading Data

Only units with ground based movement types can download and carry data. To successfully download data, a unit must either:

- End its Movement Phase grounded, dismounted, in contact with a data token and be eligible to make an attack. Instead of attacking, the unit may spend the Combat Phase downloading. This download is automatically successful, unless an enemy unit is also attempting to download the same data (refer to Contesting Downloads). This download is not affected by hostile ECM.
- Come within line of sight and range of any active probes it carries (including LPRB, PRB, BH, or WAT specials) and make a successful scanning “attack” against a data token in lieu of a weapon or physical attack. Use the standard weapon attack rules for this scanning “attack” including modifiers for range, attacker’s movement, and intervening terrain—the data token is considered to have a TMM of 0 for this attack (it is not immobile). If hostile ECM capable of blocking the active probe type used for such a scan would overlap with the scanning unit’s LOS, the scan will fail automatically.

In the End Phase after all damage is dealt, if a data token was successfully scanned, the unit that made the scanning “attack” is considered to be carrying that data (place the data token beside the carrying unit).

It is not possible to ‘steal’ data from a carrying unit. Crippled units do not drop data tokens. As long as a unit is holding a data token, they cannot enter Forced Withdrawal.

If a carrying unit is killed, the data token is dropped and it can be scanned again.

Contesting Downloads

If more than one unit interacts with the same data token, all units must make a scanning “attack”. If multiple units successfully scan a data token, the unit with the highest Margin of Success (MoS) extracts the data. If the unit with the highest MoS is destroyed in the same turn it downloaded data, the surviving unit with the next highest MoS extracts the data.

Uploading Data

You cannot upload data in the same turn you have downloaded data.

To upload data, a unit must either be:

1. in base contact with the HPG Station terrain feature; or
2. within range of any PRB special abilities and have a valid LOS to the HPG Station that does not pass through hostile ECM.

The unit must survive until the End Phase to successfully upload the data.

Electromagnetic Counter Attack

Successful attacks with Magnetic Pulse alternate munitions, Tasers (MTAS/BTAS), or TSEMP against a carrying unit will cause it to drop its data token, as well as all other effects the attack would deliver.

Scoring

Players receive a Total Score = Objective Points + Victory Points + Destruction Points.

Objective Points

Held at End of Game	Green Token	25
	Red or Blue Token	50
Successfully Uploaded	Green Token	50
	Red or Blue Token	100

Victory Points

The player with the most Objective Points will receive 200 Victory Points in addition to their Objective Points and Destruction Points. If players are tied for Objective Points, the game is considered a draw and both players receive 100 Victory Points.

Destruction Points

Players receive Destruction Points equal to the PV of their opponent's destroyed units. Crippled units are worth half points if they are still on the board at the end of the game and are worth no points if they successfully withdraw.

Win Conditions

The game ends when either side successfully extracts their opponent's data token or time runs out.

The player with the most Objective Points wins.

Scenario 6: Salvage

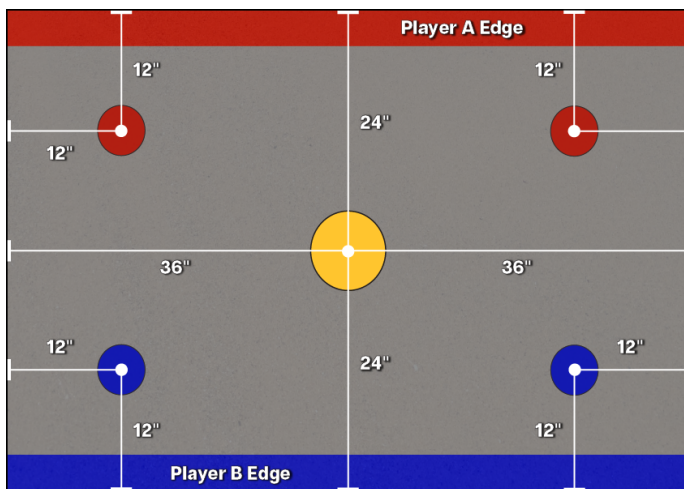
Objective

Extract as much salvage as possible.

Components

- 1 Crashed Dropship (Objective Terrain)
- 10 Salvage (1" Tokens)
- 2 Blue Salvage Yards (5" OAT)
- 2 Red Salvage Yards (5" OAT)

Game Setup



Rules

To pick up salvage, a unit must be dismounted, grounded, in base contact with the wreckage, and eligible to make an attack this turn. In the Combat Phase, in lieu of attacking, a unit then must declare it is picking up salvage.

To successfully pick up salvage, the unit must meet a target number of $4 + \text{Skill} + \text{Attacker Movement Modifiers} - \text{Unit Size}$ (eg. a mech with a Skill of 3 that has jumped of Size 2 would have a target number of 7: $4+3+2-2$). If the check is successful, the unit picks up a single piece of salvage; place a Salvage OAT beside the carrying unit. If a unit successfully picks up salvage, it may continue to make additional salvage pick ups attempts to a maximum of the unit's size, minus one. Size 1 units cannot pick up salvage..

Units carrying salvage may **not** sprint or use jump movement. A unit may drop any carried salvage before they move and therefore free them to move normally.

While carrying salvage, a unit may still make attacks but they will only deal half damage (rounded up).

To drop off salvage, a carrying unit's base must touch or be on top of a friendly Salvage Yard at the start of the End Phase. Place the salvage OAT on top of the Area Template. The unit may return to the field, unless it is in Forced Withdrawal.

If a unit is carrying salvage, it is not considered to be in Forced Withdrawal until it is no longer carrying salvage. This means a unit can still deposit salvage at a Salvage Yard, but would then be put into Forced Withdrawal after making the deposit.

In the event a unit carrying salvage is destroyed, place the token where the unit was. Any other eligible unit may collect the salvage using the pick up rules previously described.

Any successful physical attacks made against units carrying salvage will cause the unit to drop all salvage that unit is carrying. The opposing player should place any tokens in base contact with the unit that was carrying it.

Scoring

Players receive a Total Score = Objective Points + Victory Points + Destruction Points.

Objective Points

Tally each player's individual score once the game finishes.

Carrying Salvage	40
Salvage in a Friendly Salvage Yard	80

Each player can score a maximum of 400 Objective Points. Any points above this do not count towards a player's final score.

Victory Points

The player with the most Objective Points will receive 200 Victory Points in addition to their Objective Points and Destruction Points. If players are tied for Objective Points, the game is considered a draw and both players receive 100 Victory Points.

Destruction Points

Players receive Destruction Points equal to the PV of their opponent's destroyed units. Crippled units are worth half points if they are still on the board at the end of the game and are worth no points if they successfully withdraw.

Win Conditions

The game ends when a player has five Salvage tokens across both of their friendly Salvage Yard templates, or time runs out.

The player with the most Objective Points wins.

Attachment B: Formations

Please see below for the unit formations available in all CCW events. Please note that Combined Arms Tactics ('Mechs and Vehicles) are allowed for every faction. Formations must consist of a minimum of 3 units. Aerospace units may only use the "Air Lance" formation.

BATTLE LANCE	
Source	AS:CE p.117
Requirements	50 percent of the standard Battle Lance must be Size 3 or higher. At least three units in a Battle Lance must also be any combination of the Brawler, Sniper and/or Skirmisher unit roles.
Bonus Ability	The Battle Lance formation receives the equivalent of a Lucky Special Pilot Ability (see p. 97) as a level of the number of units in the formation at Setup plus two. So a Lance of 4 'Mechs in a Battle Lance receives a 6-point Lucky Special Ability. It is useable by any unit in the Battle Lance, rather than limited to any single unit. This bonus ability may be stacked with a Lucky SPA assigned to one or more of the Battle Lance's member units. But if this is done, the maximum number of rerolls a Battle Lance unit may attempt for the duration of the scenario—between both the pilot's ability and that provided by this formation bonus—is 4.

BERSERKER/ CLOSE COMBAT LANCE	
Source	Kurita Force Manual p.87, Campaign Operations p. 62
Requirements	As Battle Lance.
Bonus Ability	Two Units of the Formation receive the Zweihander or Swordsman Special Pilot Ability; the same ability must be assigned to both Units.

LIGHT BATTLE LANCE	
Source	AS:CE p.118
Requirements	At least 75 percent of this Lance must be Size 1, and there may be no units of Size 4 or larger in this formation type. If this is a vehicle formation, there must be at least 2 matched pairs of Size 1 units. At least one of the units in a Light Battle Lance must be of the Scout unit role.
Bonus Ability	As per the standard Battle Lance.

MEDIUM BATTLE LANCE	
Source	AS:CE p.118

Requirements	At least 50 percent of the Medium Battle Lance must be of Size 2, and there may be no units of Size 4 or larger in this formation at all. If this is a vehicle formation, there must be at least 2 matched pairs of Size 2 units.
Bonus Ability	As per the standard Battle Lance.

HEAVY BATTLE LANCE

Source	AS:CE p.118
Requirements	At least 50 percent of the Heavy Battle Lance must be of Size 3 or higher, and there may be no Size 1 units in this formation. If this is a vehicle formation, there must be at least 2 matched pairs of Size 3+ units.
Bonus Ability	As per the standard Battle Lance.

ASSAULT LANCE

Source	AS:CE p.118
Requirements	At least 3 units in a basic Assault Lance must be of Size 3 or greater, and there can be no units of Size 1 in this formation type. All units in an Assault Lance must have a minimum (undamaged) Armor value of 5 points, and at least 75 percent of the units in this formation must possess a Medium-range attack value of 3 or more. An Assault Lance must contain at least one unit of the Juggernaut role, or 2 units of the Sniper role.
Bonus Ability	At the beginning of play, the Assault Lance's controlling player must choose either the Demoralizer or the Multi-Tasker SPAs (see pp. 93 and 98, respectively). When each turn of game play begins, the player may designate up to half the units in the Assault Lance (rounded down) to receive the chosen ability for the duration of the turn. Destroyed or withdrawn units do not count towards the current number of units in the formation. Note that while the chosen ability can switch its user from turn to turn, it cannot be changed to a different ability during the course of the same scenario.

ANVIL LANCE

Source	Campaign Operations p. 62
Requirements	Exclusive to House Marik Forces. All units must be medium or larger and at least 50 percent of the units must have AC, LRM or SRM.
Bonus Ability	At the beginning of each turn, up to two units in this Formation may receive the Sandblaster or Cluster Hitter Special Pilot Ability. The player may assign the same SPA to both units, or one unit Sandblaster and the other unit Cluster Hitter.

FAST ASSAULT LANCE

Source	AS:CE p.118
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Requirements	In addition to the same requirements listed for the basic Assault Lance above, all units must have a minimum ground-based Move of 10", or possess the ability to jump (any distance), to qualify as a Fast Assault Lance.
Bonus Ability	In addition to the bonus ability granted for the standard Assault lance, up to 2 units per Fast Assault Lance may also receive the Stand Aside SPA per turn (see p. 99). These two units need not be the same ones that are granted the Demoralizer or Multi-Tasker abilities, and it is possible for a Fast Assault Lance unit to thus receive two SPAs in the same turn as a result (i.e. Stand Aside and either Demoralizer or Multi-Tasker; depending on whichever one was chosen at the start of the scenario).

HUNTER LANCE

Source	Davion Force Manual p. 82, Campaign Operations p. 62
Requirements	At least 50 percent of the units in this Formation must have the Ambusher or Juggernaut role.
Bonus Ability	At the beginning of each turn, 50 percent of the units in the Formation may be granted the Combat Intuition Special Pilot Ability.

STRIKER/CAVALRY LANCE

Source	AS:CE p.118
Requirements	All units in a Striker/Cavalry Lance must have a minimum ground Move of 10" or a jumping Move of 8"j. No units in a Striker/Cavalry Lance may be of Size 4 or above. At least 50 percent of the Striker/Cavalry Lance must be of the Striker or Skirmisher unit roles.
Bonus Ability	75 percent of the units in a standard Striker/ Cavalry Lance (round normally) receive the Speed Demon Special Pilot Ability (see p. 99).

LIGHT STRIKER/CAVALRY LANCE

Source	AS:CE p.118
Requirements	All units in a Light Striker/Cavalry Lance must have a minimum Move of 10", with or without jumping capability. None of these units may be of Size 3 or higher, and at least 2 units in this formation must have a Long-range attack value higher than 0. At least 2 members of the Light Striker/Cavalry Lance must be of the Striker or Skirmisher unit roles.
Bonus Ability	As per the standard Striker/Cavalry Lance.

HEAVY STRIKER/CAVALRY LANCE

Source	AS:CE p.119
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Requirements	All units in a Heavy Striker/ Cavalry Lance must have a minimum Move of 8", with or without jumping capability. At least 3 units in this formation type must be of Size 3 or greater, and none may be smaller than a Size 2. At least 1 unit in this formation type must have a Long-range attack value greater than 1 point. At least 2 units in the Heavy Striker/Cavalry Lance must be of the Striker or Skirmisher unit roles.
Bonus Ability	As per the standard Striker/Cavalry Lance.

FIRE LANCE

Source	AS:CE p.119
Requirements	At least 75 percent of the units in a standard Fire Lance must be of either the Missile Boat or Sniper unit roles.
Bonus Ability	At the beginning of each turn, up to half the Fire Lance units (rounded down) may receive the Sniper Special Pilot Ability (see p. 99), which will affect their weapon attacks during that turn. Destroyed or withdrawn units do not count towards the current number of units in the formation.

FIRE SUPPORT LANCE

Source	AS:CE p.119
Requirements	To serve as a Fire Support Lance, at least 3 units in this formation must possess the Indirect Fire (IF#) special ability.
Bonus Ability	At the beginning of each turn, up to half the Fire Support Lance units (rounded down) may receive the Oblique Attacker Special Pilot Ability (see p. 98), which will affect their weapon attacks during that turn. Destroyed or withdrawn units do not count towards the current number of units in the formation.

ARTILLERY FIRE LANCE

Source	AS:CE p.119
Requirements	To serve as an Artillery Fire Lance, at least 2 units in this formation must have an Artillery (ARTX-#) special ability.
Bonus Ability	At the beginning of each turn, up to half the Artillery Fire Lance units (rounded down) may receive the Oblique Artilleryman Special Pilot Ability (see p. 98), which will affect their weapon attacks during that turn. Destroyed or withdrawn units do not count towards the current number of units in the formation.

DIRECT FIRE LANCE

Source	AS:CE p.119
Requirements	At least 2 units in a Direct Fire Lance must be of Size 3 or larger, and all units in this

	formation must be able to deliver at least 2 points of damage to their Long-range attack bracket.
Bonus Ability	At the beginning of each turn, up to half the Direct Fire Lance units (rounded down) may receive the Weapon Specialist Special Pilot Ability (see p. 101), which will affect their weapon attacks during that turn. Destroyed or withdrawn units do not count towards the current number of units in the formation.

LIGHT FIRE LANCE

Source	Davion Force Manual p. 82
Requirements	No unit of Heavy weight class or larger (Size 3+) may be included. At least 50 percent of the units in this Formation must have either the Missile Boat or Sniper Unit Roles.
Bonus Ability	Coordinated Fire Support. If a unit in this Formation hits a target with at least one of its weapons (at least one weapon attack), other units in this Formation making weapon attacks against the same target receive a –1 target number modifier to their attack rolls. This bonus is cumulative per attacking unit, up to a –3 target number modifier.

RIFLE LANCE

Source	Davion Force Manual p. 82
Requirements	Exclusive to House Davion. At least 75 percent of the units in this Formation must be Medium or Heavy (Size 2 or 3). No units may be Light (Size 1). At least 50 percent of these units must have the AC or FLK special ability, and all units must have at least a minimum movement speed of 8".
Bonus Ability	At the beginning of each turn, up to two Rifle Lance units may receive either the Weapon Specialist or Sandblaster Special Pilot Ability. The player may assign the same SPA to both units, or one unit may receive Weapon Specialist and the other unit Sandblaster.

ANTI-AIR LANCE

Source	AS:CE p.119
Requirements	In addition to the requirements established for the standard Fire Lance, at least 2 units in an Anti-Air Lance must possess the Flak (FLK#), Autocannon (AC#/#/#), or Artillery (ARTX-#) special abilities.
Bonus Ability	At the beginning of each turn, up to half the Anti-Air Lance units (rounded down) may receive the effects of the Anti-Aircraft Specialists Special Command Ability (see p. 102), which will affect their weapon attacks during that turn. Destroyed or withdrawn units do not count towards the current number of units in the formation.

RECON LANCE

Source	AS:CE p.119
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Requirements	All units in a Recon Lance must possess a minimum Move of 10". At least 2 units in this formation type must also be of the Scout or Striker unit roles.
Bonus Ability	At the beginning of play, the Recon Lance's controlling player must choose either the Eagle's Eyes, Forward Observer, or Maneuvering Ace SPAs (see pp. 95, 96, and 97, respectively). Every unit in this Recon Lance receives the chosen SPA. Note players must lock-in their abilities at Force Registration: abilities chosen at the Tournament's start cannot be exchanged for a different ability during the course of the Tournament.

LIGHT RECON LANCE

Source	AS:CE p.119
Requirements	All units in a Light Recon Lance must be of Size 1, with a minimum Move of 12" (with or without jump capability). Furthermore, all of these units must be of the Scout unit role.
Bonus Ability	As per the standard Recon Lance, except each unit may receive a different SPA.

HEAVY RECON LANCE

Source	AS:CE p.120
Requirements	All units in a Heavy Recon Lance must have a Move of 8" or more, with no less than 2 able to move 10" or more (all with or without jump capability). At least 1 unit in this formation type must be of Size 3 or larger. Finally, at least 2 units in a Heavy Recon Lance must be of the Scout unit role.
Bonus Ability	As per the standard Recon Lance, except that only up to half the units in the Heavy Recon Lance (round up) may receive the chosen SPA.

PURSUIT LANCE

Source	AS:CE p.120
Requirements	All units in a Pursuit Lance must be of Size 2 or less, and 75 percent of this formation (round normally) must have a Move of 12" or more, regardless of jumping capability. At least 1 unit in the Pursuit Lance must have a Medium-range attack value over 1 point.
Bonus Ability	75 percent of the units in this formation receive the Blood Stalker Special Pilot Ability (see p. 93). The Pursuit Lance may choose an enemy Formation rather than a single unit as the target for the Blood Stalker SPA. If this option is used, all members of the Pursuit Lance must choose the same enemy Formation for the Blood Stalker SPA granted by this ability, and the destruction of the chosen Formation is the only time the Pursuit Lance may change the target of the Blood Stalker SPA, by choosing a new enemy Formation.

PROBE LANCE

Source	AS:CE p.120
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Requirements	All units in a Probe Lance must be of Size 3 or less, and 75 percent must have a Move of 10" or more, with or without jump capability. All Probe Lance units must be able to deliver at least 2 points of damage at Medium range.
Bonus Ability	As per the standard Pursuit Lance.

SWEEP LANCE

Source	AS:CE p.120
Requirements	All units in a Sweep Lance must be of Size 2 or less, and have a Move of 10" or more, regardless of jumping capability. All Sweep Lance units must be able to deliver at least 2 points of damage at Short range.
Bonus Ability	As per the standard Pursuit Lance.

SECURITY LANCE

Source	Campaign Operations p. 65
Requirements	At least one unit in this Formation must have the Scout or Striker unit Role, and at least one unit must have the Sniper or Missile Boat unit Role. Only one assault unit may be included in the Formation.
Bonus Ability	If acting as the Defender in a scenario, at the beginning of play 75 percent of the units in this Formation are assigned a Terrain Master or Environmental Specialist SPA of their choice; the same variation of the SPA must be chosen for each unit. If not acting as the Defender, 75 percent of the units in this Formation are assigned the Speed Demon SPA at the beginning of play.

COMMAND LANCE

Source	AS:CE p.120
Requirements	At least one unit in the Command Lance must be designated as either the force commander or a key lieutenant. For the purposes of building a force, these rules recommend that one unit in the overall combat force be identified as the force's field commander, with no more than 1 sub-commanding lieutenant assigned for every 6 non-infantry units in the entire force. The Command Lance would then be established as the lance in which the senior force commander is assigned, but additional Command Lances can be built around the sub-commanders as well. In this formation, 50 percent of the units must have one of the following unit roles: Sniper, Missile Boat, Skirmisher, or Juggernaut. One additional unit in the lance must be a Brawler, Striker, or Scout. The unit designated as the commander's unit may be any of the lance's members, including these prerequisite units.
Bonus Ability	Prior to the beginning of play, half of the units in this formation (round up) receive one of the following Special Pilot Abilities for free (each unit may receive a different SPA): Antagonizer, Blood Stalker, Combat Intuition, Eagle's Eyes, Marksman, or Multi-Tasker (see pp. 92, 93, 93, 95, 97, and 98, respectively).

	In addition to this, the commander's unit receives the Tactical Genius SPA (see p. 100). If the Special Pilot Abilities rules are in full effect and the commander already has the Tactical Genius SPA, this ability adds a +1 modifier to the force's Initiative roll results instead (including any rerolls made as a result of the Tactical Genius SPA).
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VEHICLE COMMAND LANCE

Source	AS:CE pp.120
Requirements	As with a standard Command Lance, one unit in the Vehicle Command Lance must be designated as the commander's unit. Apart from this requirement, only one pair of vehicles needs to be of the Sniper, Missile Boat, Skirmisher, or Juggernaut unit roles.
Bonus Ability	As per the standard Command Lance.

ORDER LANCE

Source	Kurita Force Manual p.87
Requirements	Exclusive to House Kurita Forces. All Units in the Formation must be of the same Size and model (all Dragons/ Grand Dragons, all Panthers, etc).
Bonus Ability	Designate one Unit as the command Unit of the Formation; it receives the Tactical Genius, Antagonizer or Sniper SPA. All Units in the Formation receive the Iron Will or Speed Demon SPA; the SPA chosen applies to all Units in the Formation.

SUPPORT LANCE

Source	AS:CE p.121
Requirements	None.
Bonus Ability	Before the start of play, each Support Lance must designate one other formation type in its army to support. Half of the units in the Support Lance (round down) receive the same SPAs as the supported formation. The Support Lance's number of SPAs received of each type may not exceed the number the supported formation receives, as determined at start of play. If a bonus ability from the supported formation is assigned at the beginning of each turn, the Support Lance must assign them at start of play and may not switch them to another unit during game play. This bonus ability is retained as long as the Support Lance still has three or more active units on the field; they are not lost if the supported lance is reduced below its own ability to retain the bonus ability. If the Support Lance is supporting a Command Lance, it receives the two SPAs assigned to the Command Lance's non commander units, assigning one SPA each to any appropriate Support Lance unit. However, the Support Lance does not receive the commander's Tactical Genius Special Pilot Ability.

HORDE LANCE

Source	Kurita Force Manual p.87
Requirements	Must have 5 to 10 Units. All Units must be unit size 1. No Unit may have a damage value, at any range or from any special ability, greater than 2.
Bonus Ability	Swarm—When any Unit in this Formation is targeted, the targeted Unit's player may switch the target to any other Unit in this Formation that is a legal target (within line of sight) and at the same range (or less) from the attacker.

COMBINED TRANSPORT AND INFANTRY FORMATIONS

Source	AS:CE p.121
Requirements	The non-infantry units in the Mechanized or Nova formation must be capable of transporting all the infantry units in the formation simultaneously. This can be from battle armor using the MEC special ability to mount units with the OMNI special ability, battle armor with XMEC mounting 'Mech units, any infantry mounting units with enough IT# special ability, or a combination of those.
Bonus Ability	Choose Either Mechanized or Nova. Mechanized: Transport units of the Mechanized formation may dismount the infantry units during non-airborne ground movement. After dismounting, the transport may continue to use any remaining Move. Nova: Mounted infantry of this formation may make weapon attacks. These mounted attacks use the attacker movement modifier of the transport and have an additional +2 Target Number modifier for being mounted.

ANTI-'MECH LANCE

Source	Kurita Force Manual p.87
Requirements	All Units must be infantry.
Bonus Ability	Enemy Units in base-to-base contact with an Anti-'Mech Lance suffer a +1 To-Hit Modifier penalty to any weapon attacks made by that enemy Unit.

URBAN COMBAT LANCE

Source	Campaign Operations p. 65
Requirements	All Units must be infantry.
Bonus Ability	At least 50 percent of the units in this Formation must have jump movement or be infantry (Conventional or Battle Armor). At least 50 percent of the units in this Formation must have no more than 8' of movement.