

The poster features a dark blue and green space-themed background with a bright blue starburst in the center. To the right of the starburst is a dotted white outline of a hand holding a controller. The text 'PERIPHERY ASSAULT' is written in a large, white, stylized font.

PERIPHERY ASSAULT

SATURDAY 25TH OCTOBER 2025

The George Alcock Centre
Whittlesey Rd,
Stanground,
Peterborough PE2 8QS

<https://www.talesfromtheperiphery.org.uk/event/periphery-assault/>

Entry fee £10 (payment gateway linked from above)

The logo consists of the words 'ALPHA STRIKE' in a bold, red, blocky font with a white outline. The text is set against a background of yellow and black diagonal hazard stripes, which is itself on a dark, textured, torn-paper-like surface.

ALPHA STRIKE™

Rules pack v1.0: 23 Sept 2025

These rules are based (with modifications) on the Alpha Strike Matched Play beta rules and the Southern Assault 2025 player pack - my thanks to everyone involved with these. They are potentially subject to (hopefully only minor) change up until 20th October: we will notify all registered players of any changes (and post on Tales From The Periphery).

If you have any questions please ping FleetfootMike on Discord or email assault@talesfromtheperiphery.org.uk.

The Tournament

The overall aim is to have fun, and play Alpha Strike in a friendly but competitive environment. This is not a “win at all costs” event, and some of the awards at the end will reflect that. Our request of you as players is to be the kind of opponent you’d like to face.

Pairings

Round 1 pairings will be selected at random (while trying to avoid pairing people who regularly play together), after which we will use a Swiss pairs system to pair players with similar records (and avoid repeat matchups).

Scoring

There will be a max of 600 points awarded for each of the four rounds, divided as follows:

- A max of 300 pts for damage inflicted: 1 point per PV of your opponent destroyed, 0.5 point per PV of your opponent crippled (AS:CE page 127)
- A max of 300 pts for scenario objectives achieved - these will be on a per-scenario basis, and the scenarios will not be made available till the event itself.

Submission

Lists must be submitted by email (as a PDF from one of the list builder apps) to assault@talesfromtheperiphery.org.uk by Tuesday 21st October 2025. Please also note which faction list you have built your force from, which if any is a salvage unit, and any lore or other info you think we should know.

If you fail to submit in time, you will be penalised on your tournament score.

Force Building

Points limit

300 PV. You will be using the same list for all four games.

Composition

In terms of availability, your force must be a legal Clan Invasion era list from one of the following:

- Invading Clans (+ IS Clan General list)
 - Clan Wolf
 - Clan Jade Falcon
 - Clan Ghost Bear
 - Clan Smoke Jaguar
 - Clan Nova Cat
 - Clan Steel Viper
- Inner Sphere (+ Inner Sphere General)
 - ComStar
 - Draconis Combine
 - Federated Commonwealth
 - Free Rasalhague Republic
- Mercenaries
 - Mercenaries General
 - Wolf Dragoons
 - Kell Hounds
- Periphery General
- Pirates

Please remember, if using <https://jeffs-bt-tools.net/> as your force builder, to include the appropriate General list (IS or Clan) as, unlike <http://www.masterunitlist.info/>, it doesn't do it for you.

Salvage

You may take **one** out-of-faction unit from any other permitted faction as salvage. Please make sure you indicate which this unit is and what faction it comes from when submitting your force.

Restrictions

- The force must be at least 50% (by number) 'Mechs.
- A maximum of two units with artillery, none with greater than 2" blast radius effect
- No unit that is Experimental Tech Level
- No Special Ammunition
- No unit with an Unknown or Unique designation, or named after a character
- Allowed unit types: Battle Armor (BA), BattleMechs (BM), Combat Vehicles (CV), Conventional Infantry (CI)
- BM & CV - you may not take more than two of any chassis type: you may for example take two ARC-2Rs, or an ARC-2R and a -5M, but not two ARC-2Rs and a -5M. IIC variants are distinct chassis (really, you think a Phoenix Hawk IIC is the same chassis as a normal one?), as are (for example) the Marauder and Marauder II.
- CI & BA are limited to two of the same specific unit, rather than the same chassis. A force can have two Elemental points with flamers, and two Elemental points with machine guns, but can't have three Elemental points with flamers.

Experience Rating

You must select an experience rating for your force (Elite: 2, Veteran: 3, Regular: 4, Green: 5), and all units must have a skill level within 1 of the force's experience rating. For example, a Veteran force can have Skills of 2, 3 or 4, but cannot have any units with Skill 1 or Skill 5.

Experience Rating Table

Green (5)	6, 5, 4
Regular (4)	5, 4, 3
Veteran (3)	4, 3, 2
Elite (2)	3, 2, 1

BSPs

You may take 5 points worth of BSPs.

SPAs, SCAs

You may not take any SPAs or SCAs other than those provided by Formation Bonuses.

Formations

You may use Formation bonuses as per AS:CE page 116, as well as the faction-specific ones in *Force Manual: Davion*, *Force Manual: Kurita* and the *Battle of Tukayyid* campaign book (IF you are playing the faction in question!), provided you keep to the above selection rules.

You must organize your units into formations using the organization of your faction.

Organisation	Name	Max #	Min to claim bonus
Inner Sphere	Lance	4	3
Clan	Star	5	3
ComStar	Level II	6	4

'Mechs must be placed in 'Mech formations and all other unit types must be placed in detachment formations. Each 'Mech formation must be filled before another 'Mech formation is created, and each detachment formation must be filled before another detachment formation is created. Detachment formations may contain a mix of unit types, i.e. Infantry and combat vehicles.

You may claim a formation bonus for a partially-filled formation provided it has over 50% of the maximum units (see above).

Non-'Mech Formation Sizes

Forces ignore other organization requirements such as Clan Stars containing ten vehicles.

ComStar Combined Arms

ComStar must use the Level II organization of 6 units per formation but may freely mix unit types in formations. They do not use detachments. They must fill each Level II before creating another Level II.

Rules

This event will use the 7.02 version of Alpha Strike: Commanders Edition. Errata information can be found at

<https://battletech.com/wp-content/uploads/2025/08/Alpha-Strike-Commanders-Edition-2025-08-10-v7.02.pdf> - please be sure to familiarise yourself with the changes, as a lot of UK folks only have the v5 book or older. We will run an episode of Tales From The Periphery before the event looking at the changes.

Optional Rules

We will be playing the following optional rules only:

- Multiple attack rolls (AS:CE page 175)
- Engine explosions (AS:CE page 161)
- Front-loaded initiative

Multiple attack rolls

All games will be played using the Multiple Attack Rolls Option Rule (AS:CE page 175). Players will need a different pair of dice for every possible point of damage their unit may produce in one round of combat. If one or more pairs of dice come up double 6, that is *one* (no matter how many double 6's) through-armour critical - you do not designate a pair of 'critical dice'.

Physical and Artillery attacks do not use the Multiple Attack Roll option rule.

Damage modifying effects

Effects which would incrementally increase the damage output of a unit, or the damage taken by a unit, such as rear attacks or NARC, will roll an additional single pair of dice to hit. Effects which incrementally decrease damage taken by a unit, such as AMS, are applied to the first point of damage taken from an attack.

Initiative

We will be using front-loaded initiative. If the players have an unequal number of units, then the player with the more units will move 2 units on their turn, and continue doing so until the number of units on both sides is equal. (In the unlikely event one player has more than twice as many units as the other, they will move 3, etc). Mounted infantry with their vehicle or 'Mech count as one unit for these purposes if the infantry started the turn mounted.

Clarifications

Sprinting

A sprinting unit cannot do anything but move. Therefore, it is unable to take actions or fulfill any Scenario Objectives that involve more than simply moving. A sprinting unit *can* contest a space or objective.

Sprinting units cannot pick up flags for Capture the Flag. They cannot deposit a flag at their base. They cannot dismount Battle Armor or Infantry, nor attack or perform physical attacks.

Line of Sight

We 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. AS:CE page 40.

Scenarios

The scenarios will be revealed (and emailed to all entrants who have submitted force lists) on Friday 24th October.

Scenery

Each table may have a note with it covering terrain allowances (such as building strength, water depth etc).

Results

There will be two copies of the result submission form on the table, one for each player. Please fill them in clearly and legibly, including your name, and hand it to the tournament admins as soon as you have finished a game.

Rules discussions

If you can agree on a rules issue between yourselves, please do. If not, please ask one of the designated tournament admins (Mike, in the first instance). Their ruling will be final.

Timing

Each game will be for a set number of turns, and a 90 min time limit. We will give 30, 15 and 5 minute warnings.

Painting

- We are not going to enforce a requirement for forces to be painted. That said, we would appreciate the effort to shoot for a basic minimum of colours plus basing, and there will be an award for best painted force.
- Please mark the front edge of your units in some easy-to-read manner.

What You Will Need?

- Your force
- Enough copies of your force list to allow for one for each of the four games (or one laminated/wipe-clean one) plus a copy to give to your opponent for reference (which you can ask for back :D). These should be printouts from one of the force creation tools.
- Dice (enough pairs of differently coloured dice to roll the max damage on your highest attack unit plus overhear plus any other potential bonuses!)
- Tokens to indicate movement type + TMM (either the tokens out of the AS set, multicoloured dice, or other tokens).
- A tape measure
- You may want to bring a rulebook (plus errata to bring it up to the latest version) and a QRS.

Timetable

09:00-09:45	Sign in/Breakfast
09:45-11:15	Game 1
11:30-13:00	Game 2
13:00-14:00	Lunch
14:00-15:30	Game 3
15:45-17:15	Game 4
17:15-17:30	Awards