

Alpha Strike

Alternate Ammo Cards

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All page numbers refer to the BattleTech: Alpha Strike Commander's Edition except for custom (CSTM) ammunition created by Randal Snyder.

AC

Armor Piercing



AC#/#/#
+1 Target Number. -1 Damage, minimum of 1. On hit, roll 2d6. If 10+, causes Critical Hit.
If target is Aerospace or Infantry, causes standard damage and does not gain chance for Critical Hit.

P145

AC

Flak




AC#/#/#
Only effective vs. airborne units. If attack misses by 2 or less, Flak ammo causes damage equal to the AC#/#/# value.

P145

AC

Flechette



AC#/#/#
If target is Conventional Infantry (CI) or jungle/woods terrain, add AC#/#/# value to the damage. If target is any other unit, subtract 1/2 the AC#/#/# value from the damage.

P145

AC

Precision



AC#/#/#
If Target has TMM 2+ and attack misses by 2 or less, Precision ammo causes damage equal to the AC#/#/# value.

P145

AC

Tracer



AC#/#/#
Eliminates penalty for dusk/dawn. Reduce penalty for darkness by 1.

P145

AC

Incendiary



AC
Incendiary rounds fill a 2" template with fire and light smoke. ASCE p166. CI units in the AOE take damage equal to the AC value. All other units take no damage from Incendiary rounds.

CSTM

AC

Smoke



AC

Smoke rounds do not cause damage. Place 2" smoke template. Damage 1-2 are light smoke (+1). Damage 3+ is heavy smoke (+2). See ASCE p166.

GSTM

ART

Air-Defense Arrow IV



ART-AC, ART-AIS

Give up standard attack. Target must be airborne. 0-24" = Short Range, 25"+ = Medium. Modifier: -2, Damage: 2

P143

ART

Air-to-Air Arrow IV



ART-AC, ART-AIS

Attacker & Target must be airborne. Roll extra attack for A-2-A Arrow. Range: Short, Medium. Damage: 2

P143

ART

Air-Defense Arrow IV



ART-AC, ART-AIS

Give up standard ART attack. Target must be airborne. 0-24" = Short Range (+0) 25"+ = Medium (+2) -2 Modifier. Damage: 2

P143

ART

Air-to-Air Arrow IV



ART-AC, ART-AIS

Attacker & Target must be airborne. Replace ART attack w/A-2-A Arrow. Range: Short, Medium. Damage: 2

P143

ART

Cluster



ART (aID)

AOE increased. 2" Standard = 6" Cluster. 6" Standard = 10" Cluster. Damage: -1 if in Standard Template. 1/2 adjusted damage if outside Standard Template. Minimum 0*.

P143

ART

Copperhead



ART-LT, ART-S, ART-T

Follow Homing Round Rules P152. Damage: ART-LT = 3, ART-S = 2, ART-T = 1

P144

ART

Flachette



ART-AC, ART-AIS

Follow standard artillery rules. Double damage vs. CI units or jungle and woods terrain. No damage to any other unit type.

P144

ART

Illumination



ART (aID)

Does not cause damage. Negates darkness penalties in the AOE for 10 rounds. ART-S, ART-T = 6" ART-AIS, ART-AC, ART-LT = 10"

P144

ART

Inferno IV



ART-AC, ART-AIS
Follow Standard Artillery rules. 2" AoE of fire. Follow rules for Fire & Smoke p. 166.

P144

ART

Smoke



ART (all)
Follow Standard Artillery rules. Fills 6" AoE with Light Smoke. Center 2" AoE is Heavy Smoke. See Fire & Smoke p. 166.

P144

ART

Thunder Artillery



ART-AC, ART-AIS
Follow Standard Artillery rules. Fills 2" AoE with Density 2 (T# 8) Standard minefield. See p. 168. Units in the AoE when the round hits do not check for mine detonation.

P145

ART

Thunder-Active Artillery



ART-AC, ART-AIS
Follow Standard Artillery rules. Fills 2" AoE with Density 2 (T# 9) Active minefield. See p. 169. Units in the AoE when the round hits do not check for mine detonation.

P145

ART

Bunker Burner



ART (Any)
Target building. Does not cause damage to the building. Causes damage to CI and BA units within 2" Template. Roll 1d6. On 1, place 2" fire template. ASCE p166.

CSTM

ART

Arrow IV Spotter Drone



ARTAC, ARTAIS
Deploys drone 30" over the POI. Drone can be used to spot one target for indirect fire attacks. Drone has TMM 2 and Structure 1.

CSTM

ART

Arrow IV TAG Spotter Drone



ARTAC, ARTAIS
Deploys drone 20" over the POI. Drone can be used to spot one target for indirect fire attacks. Drone has TMM 2, Structure 1, and TAG ability.

CSTM

BOMB

Air-To-Air Arrow IV



BOMB
Reduce BOMB ability by 1. Make extra air-to-air attack in Medium or Short Range. See p. 184. Causes 2 damage.

P147

BOMB

Inferno



BOMB
Creates 2" template of fire that causes heat. The fire lasts a minimum of 10 rounds. See ASCE p166.

P147

BOMB

Light Air-to-Air Arrow IV



BOMB

Make extra air-to-air attack in Medium or Short Range. See p. 184. Causes 1 damage.

P147

BOMB

Laser Guided



BOMB

Causes 2 damage to all units in a 2" template. If a unit with TAG paints the target or POI, then apply -2 modifier.

P147

BOMB

Rocket Launcher



BOMB

Single use. Must be used against ground targets. Each Rocket Launcher causes 1 damage for Strike attacks up to Long Range. Cannot be used with Strafing attacks or against Airborne units.

P147

BOMB

TAG



BOMB

Grants airborne unit the TAG ability that can be used against ground targets. ASCE p181.

P147

BOMB

Thunder (Mines)



BOMB

Instead of causing damage, creates 2" template of Density 4 (T# 6) minefield. ASCE p168.

P148

BOMB

Torpedo



BOMB

Target Unit must be in water. Add TMM to the Target Number. Causes 1 damage and one Critical Hit.

P148

BOMB

Active Probe



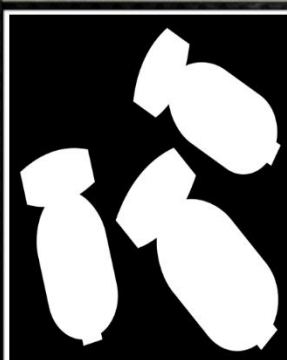
BOMB

Treat as a unit with PRB. Probe can be destroyed by attacking TMM 2 and causing 1 damage.

CSTM

BOMB

ECM



BOMB

Instead of causing damage, the ECM bomb creates a hostile ECM field centered on the POI. ECM can be destroyed by attacking TMM 2 and causing 1 damage.

CSTM

BOMB

Fuel



BOMB

Aerospace units can carry external fuel tanks mounted as bombs. These grant +4 FUEL and are often discarded prior to combat.

CSTM

MSL **Anti-TSM Warheads**



LRM, SRM
 -1 damage. If target has TSMX or TSI add +2 damage and one Critical Hit. Also creates 2" smoke template. Units with TSMX or TSI that enter this smoke and do not have armor, causes 1 Structure/Critical Hit.

P148

MSL **Dead-fire Missile**



LRM, SRM
 Reduce maximum range by one bracket. Adds +1 damage.

P149

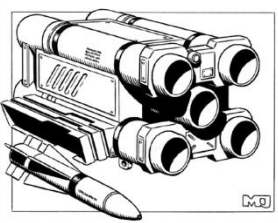
MSL **Heat-Seeker**



LRM, SRM
 If Target has 1+ Heat and attack misses by 2 or less, Heat-Seeker ammo causes damage equal to the LRM/SRM value.

P149

MSL **Inferno**



SRM
 Instead of causing damage, causes 1 HT per point of SRM ability. Maximum of 2 HT per turn. If used on non-heat tracking units, HT causes normal damage.

P149

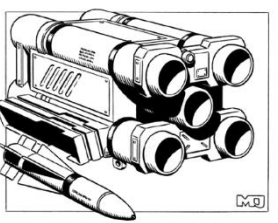
MSL **Listen-Kill**



LRM, SRM
 Only available from 3037 to 3039. If attack misses by 1, Listen-Kill ammo causes damage equal to the LRM/SRM value.

P149

MSL **Magnetic Pulse**



LRM, SRM
 Does not cause damage. Subtract LRM/SRM value from standard damage. Targets hit by MP missiles suffer +1 to all attack rolls the following turn. Modifiers do not stack.

P149

MSL **Mine Clearance**



LRM, SRM
 Affects 2" POI. Reduce minefield Density by LRM/SRM value. ASCE p168. If used against a unit, reduce Standard Damage by 3/4 of LRM/SRM value, round down, minimum of 0.

P149

MSL **Semi-Guided**



LRM
 If target is painted by TAG, and attack misses by 2 or less, Heat-Seeker ammo causes damage equal to the LRM/SRM value. Also works with IF attacks.

P150

MSL **Smoke**



LRM, SRM
 Smoke missiles do not cause damage. Place 2" smoke template. Damage 1-2 are light smoke (+1). Damage 3+ is heavy smoke (+2). See ASCE p166.

P150

MSL **Swarm-I**



LRM

If attack misses, select random ENEMY target within 2" and roll an attack. Continue until an attack hits or all nearby units have been missed. Damage is equal to LRM ability.

P150

MSL **Swarm**



LRM

If attack misses, select random target within 2" and roll an attack. Continue until an attack hits or all nearby units have been missed. Damage is equal to LRM ability.

P150

MSL **Tandem Charge**



SRM

If Target is a Mech, Vehicle, or ProtoMech, roll 2d6. On 10+, causes a bonus Critical Hit. Causes standard damage. If Target is Aerospace, standard damage. If Target is CI, -1 Damage, minimum 0.

P150

MSL **Thunder (Mines)**



LRM

Instead of causing damage, creates 2" template minefield with a Density equal to the LRM ability. ASCE p168.

P150

MSL **Anti-Air LRM**



LRM

Can only be used against airborne units. If an attack misses by 2 or less, airborne unit takes damage equal to the LRM ability. Treat as FLAK ability ASCE p78.

CSTM

MSL **Anti-Radiation Missiles**

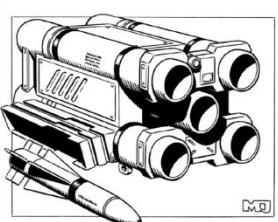


LRM, SRM

If Target has AECM, ECM, C3, PRB, or MHQ4+, and the attack missed by 2 or less, AR Missiles cause damage equal to LRM/SRM value.

CSTM

MSL **Inferno LRM**



LRM

Instead of causing damage, causes 1 HT per point of SRM ability. Maximum of 2 HT per turn. If used on non-heat tracking units, HT causes normal damage.

CSTM

NARC **Explosive**



CNARC, SNARC, INARC

For every 2 Explosive NARC pods that hit the target, add +1 damage. Round down.

P148

NARC **Explosive**



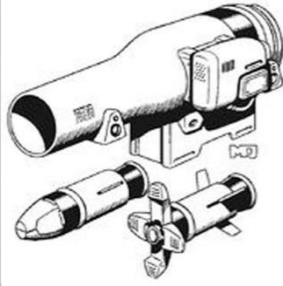
CNARC, SNARC, INARC

For every 2 Explosive NARC pods that hit the target, add +1 damage. Round down.

P148

NARC

Haywire



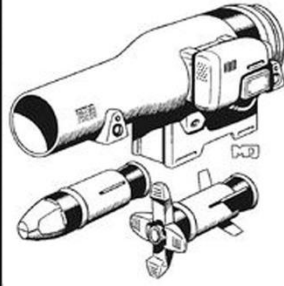
INARC

Units hit by the Haywire NARC pod suffer +1 modifier to attacks and cannot spot until the end of the next turn.

P148

NARC

Shoot & Sit



SNARC

Track number of SS NARC pods that hit the target. To detonate, SNARC unit must have valid LOS to target. For every 2 Explosive SS NARC pods that hit the target, add +1 damage. Round down.

P148