BattleTech Alpha Strike



Aces Advanced Edition V 1.0

By Charles E. Hood II [AKA – Dameon Fox]

Extra Expenditures

These represent extra expenditures beyond what the base Ace's system is designed for. They may increase or decrease the difficulty in unexpected ways. Use all, some, or none of these additional mechanics as you please.

Pilot Retraining

A pilot may choose to reallocate their SP among their abilities. Doing so costs 50 SP from the company treasury, not the pilot's personal SP pool. This cost is paid and lost; it does not provide additional SP to spend. Once the fee is paid, the pilot may freely redistribute all SP currently invested in their abilities.



Travel Costs

Jump Travel, Per 10 Light Years: 10 SP

*Up to 30 LY at a time, with a 6-to-9-day recharge before another jump.

Mission/Unit Drop Costs

Single Unit Drop: 5 SP

Short Unit Drop (2 Units) / Understrength Unit Drop (3 Units): 10 SP

Lance Drop (4 Units): 15 SP

Reinforced Lance / Star Drop (5 Units): 20 SP

Understrength Company / Level II Drop (6 Units): 25 SP

*3-14 Days for travel from jump point to planet with dropship.

Purchases, Selling, and Salvage

Purchasing Units: 40 SP x PV

Selling Units: 20 SP x PV

Salvage Rights: 100 SP per mech

* Upfront cost, non-refundable.

Salvaging Enemy Units: 20 SP x PV

*Must still pass a salvage check as normal and have enough salvage rights to purchase.

Mine Field	SP	TN	Damage	AE
Density 1	100	9+	1 (Then down to density 0)	2"
Density 2	200	8+	2 (Then down to density 1)	2"
Density 3	300	7+	3 (Then down to density 2)	2"
Density 4	400	6+	4 (Then down to density 3)	2"
Density 5	500	5+	5 (Then down to density 4)	2"

Airstrike	SP	TN	Damage	AE
Light Strike	100	5+	1	/
Light Bombing	150	5+	1	2"
Heavy Strike	150	6+	2	/
Heavy Bombing	200	7+	2	2"

Artillery	SP	TN	Damage	AE
Sniper Shot	150	8+	2	2"
Thumper Shot	100	7+	1	2"

Emplacement	SP	Damage			A	S
L. Emplacement	100	0*	1	1	3	3
M. Emplacement	250	1	1	1	4	4
H. Emplacement	500	2	2	0	6	6

Support	SP
Recon*	100

*Recon should be used to look at/create the OpFor before assembling your own unit. If no recon is done, the player must assemble their force first, then the OpFor's after. It is suggested to use MekBay to create random faction forces.

Air Cover	SP	TN
Light Air Cover	50	*1
Heavy Air Cover	100	*2

***1 - Light Air Cover Cancellation Target Numbers**

Light Strike: 3
Light Bombing: 4
Heavy Strike: 9
Strafing/Heavy Bombing: 11

***2 - Heavy Air Cover Cancellation Target Numbers**

Light Strike/Bombing: 9
Heavy Strike: 5
Strafing/Heavy Bombing: 6

Faction Reputation

A numbered score should be kept for all factions in the current play era. This number represents your reputation with a given faction. The higher the reputation, the better the relations with the faction. While a lower reputation with a faction can have negative effects on payment.

Reputation with a given faction starts at 0, caps at 10, and only goes as low as -10.

Faction Reputation Increase

Each contract completed for any given faction increases your reputation with them by +1.

Faction Reputation Decrease

Each contract completed against a given faction decreases your reputation with them by -1.



Reputation Effects on Payment

You may earn extra or fewer SP depending on your relations with the mission contract faction. If your reputation is anything besides 0, consult the following charts for the SP modifier that is applied to the standard mission payment.

10: +50% SP	-1: -5% SP
9: +45% SP	-2: -10% SP
8: +40% SP	-3: -15% SP
7: +35% SP	-4: -30% SP
6: +30% SP	-5: -25% SP
5: +25% SP	-6: -30% SP
4: +20% SP	-7: -35% SP
3: +15% SP	-8: -40% SP
2: +10% SP	-9: -45% SP
1: +5% SP	-10: -50% SP

VP Total to Win
The game ends if the attacking side gets 10 VP total.

Mission Time Limits
Each objective has a limit of six turns to complete. If the game has not completed earlier, then play through the End Phase of Turn 6, and then the game ends.

Sprinting and Airborne Units
Unless specified otherwise, sprinting and airborne units cannot pick up, control, or otherwise interact with objectives. However, their size can be added when contesting objectives.

Front Loaded Initiative
Uneven Unit Counts will be moved at the beginning of the movement phase rather than the end.

RCN, PRB, MHQ
Units with the RCN, PRB, or MHQ special ability may add +1 to their own size for purposes of contesting objectives, for a total of no more than +1 per unit, but multiple units with RCN, PRB, or MHQ add +1 each, stacking.



Mission Side [d6]
[1-3]: Attacking. Attackers must accomplish their objective in the given time limit of 6 turns.
[4-6]: Defending. Defenders must stop the opposing force from accomplishing their objectives in the given time limit of 6 turns.

Multi-Mission Contract [d6]
[1-4]: Single mission contract
[5]: Two mission contract. +15% SP per mission.
[6]: Three mission contract. +25% SP per mission.

Standard Mission PV [d6]

[1]: 150 PV
[2:] 200 PV
[3]: 250 PV
[4-5]: 300 PV
[6]: 350 PV

Expanded Mission PV [d20]

[1-2]: 150 PV
[3-4]: 200 PV
[5-6]: 250 PV
[7-8]: 300 PV
[9-10]: 350 PV
[11-12]: 400 PV
[13-14]: 450 PV
[15]: 500 PV
[16]: 600 PV
[17]: 700 PV
[18]: 800 PV
[19]: 900 PV
[20]: 1000 PV

Mission Payment

If you are the attacker and the objective was accomplished, you earn 100 SP per 10 PV of the game. If you are the defender and the objective was not accomplished by the attacker, you earn 110 SP per 10 PV of the game. This doesn't include Side Objectives or bonuses to payouts based on Reputation.

Attacker Partial Payment

If you were the attacker and the objective wasn't completed but you still earned VP during the match, a partial payment may be processed depending on the VP earned.

1 VP: 5 SP per 10 PV of the game
2 VP: 10 SP per 10 PV of the game
3 VP: 15 SP per 10 PV of the game
4 VP: 20 SP per 10 PV of the game
5 VP: 25 SP per 10 PV of the game
6 VP: 30 SP per 10 PV of the game
7 VP: 35 SP per 10 PV of the game
8 VP: 40 SP per 10 PV of the game
9 VP: 45 SP per 10 PV of the game



Mission Faction (Star League Era) [d20]

[1-5]: Local Regional Force (of the company's current location in space)
[6]: Star League Defense Force
[7]: Mercenaries (Northwind Highlanders)
[8]: Mercenaries (Eridani Light Horse)
[9]: Mercenaries (Redfield Renegades)
[10]: Mercenaries
[11]: Taurian Concordat
[12]: Magistracy of Canopus
[13]: Rim Worlds Republic
[14]: Terran Hegemony
[15]: House Davion (Federated Suns)
[16]: House Kurita (Draconis Combine)
[17]: House Liao (Capellan Confederation)
[18]: House Marik (Free Worlds League)
[19]: House Steiner (Lyran Commonwealth)
[20]: Pirates



Opposing Force Faction (Star League Era) [d20]

[1-5]: Local Regional Force (of the company's current location in space)
[6]: Star League Defense Force
[7]: Mercenaries (Northwind Highlanders)
[8]: Mercenaries (Eridani Light Horse)
[9]: Mercenaries (Redfield Renegades)
[10]: Mercenaries
[11]: Taurian Concordat
[12]: Magistracy of Canopus
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[17]: House Liao (Capellan Confederation)
[18]: House Marik (Free Worlds League)
[19]: House Steiner (Lyran Commonwealth)
[20]: Pirates

*One side should be used to roll for the faction giving out missions/contracts, and the other side should be used for the opposing force. These charts are currently the same and are just an example; they also only cover one era of play.

Mission Faction [d20]

[1-5]: Local Regional Force (of the company's current location in space)
[6]: _____
[7]: _____
[8]: _____
[9]: _____
[10]: _____
[11]: _____
[12]: _____
[13]: _____
[14]: _____
[15]: _____
[16]: _____
[17]: _____
[18]: _____
[19]: _____
[20]: _____

Opposing Force Faction [d20]

[1-5]: Local Regional Force (of the company's current location in space)
[6]: _____
[7]: _____
[8]: _____
[9]: _____
[10]: _____
[11]: _____
[12]: _____
[13]: _____
[14]: _____
[15]: _____
[16]: _____
[17]: _____
[18]: _____
[19]: _____
[20]: _____

*One side should be used to roll for the faction giving out missions/contracts, and the other side should be used for the opposing force. Feel free to make your own by filling in different factions as you wish.

[1] Capture the Flag

Place one objective token within 4” of the defending home edge. A unit in base-to-base contact with its objective token during the End Phase may pick it up and become the flag carrier. While carrying a flag: Size 1 or less: MV and TMM are halved (rounded down). Size 2 or more: MV is reduced by 2” and TMM by 1. If a flag carrier is destroyed, place the objective token where it was destroyed. If a flag carrier reaches base-to-base contact with its home edge, the token is dropped and reset using the original placement rules, and the attacker scores 5 victory points.

[2] Breakthrough

If an attacking unit is in base-to-base contact with the defender's home edge during the End Phase, it is removed from the game. The attacker scores 1 victory point for every 10 PV of that unit (round down, minimum 1 VP).

[3] Escort

The Attacker deploys up to half of their units (up to half of total PV) within 6” of the defender's home edge. These are the only units eligible to score for the extracting side. No transports may be deployed in the extraction zone (e.g., if an OmniMech is deployed there, no MEC/XMEC units may be deployed with it). Each unit that reaches its own home edge earns victory points equal to its effective TMM, calculated as its base TMM plus any Jump (JMPS) rating (e.g., TMM 1 with JMPS 2 = TMM 3).

TMM 0–1: 10 VP TMM 2: 5 VP TMM 3+: 1 VP

[4] Hold The Line

Place two objective tokens at least 12” from the defender's home edge and at least 14” apart from each other. A unit is in control of an objective if they remain within 6” of the objective. An objective may be contested by multiple units from both sides. To determine control, add together the Size values of all units within 6” of the objective for each side. The side with the highest total Size controls the objective. If the totals are equal, the objective is controlled by neither side. The attacker scores 2 victory points for each objective token it controls.

[5] Escort

For every 100 PV of a force (round up), include 1 J-37 Ordnance Transport (Skill 5, 1 PV) in the defenders' team. Each transport has: 3 armor, 3 structure, and the Off-Road (ORO) special ability in addition to its normal stats. They cannot perform any actions other than movement (they cannot spot, call in support, or attack). Cargo trucks always move before all other units and do not count toward initiative unit totals. If a cargo truck reaches the attacker's home edge, it is removed from play in the End Phase. For each cargo truck that is destroyed, the attacker scores 5 victory points in the End Phase.

[6] King of the Hill/s

Place one objective token within 3” of the center of the battlefield and two secondary objective tokens at least 12” apart. An attacker scores 1 victory point for each secondary objective token they control. The central objective token is worth 3 victory points. A unit is in control of an objective if they remain within 6” of the objective. An objective may be contested by multiple units from both sides. To determine control, add together the Size values of all units within 6” of the objective for each side. The side with the highest total Size controls the objective. If the totals are equal, the objective is controlled by neither side.

[7] Objective Raid

Place three objective tokens at least 21” from the attacker's home edge and at least 12” apart from each other. A ’Mech may pick up an objective token if it is in base-to-base contact with it during the End Phase. A non-’Mech unit must remain in base-to-base contact and spend a full turn using standstill movement to pick up the token, which is then collected in the End Phase. If a unit carrying an objective token is destroyed, the token is placed where the unit was destroyed. If a unit carrying an objective token reaches base-to-base contact with its home edge during the End Phase, the token is returned to the map, and the attacker scores 5 victory points.

[6] Headhunt

The defending side must select a unit to be its command unit. The attackers score 1 victory point for every 10 PV (round down, minimum 1) of enemy units that are destroyed. The defender’s command unit is worth an additional 2 victory points when destroyed.

[9] Control The Field

In each End Phase, the attacker scores victory points for any of its units within 4” of the defender's home edge. Each qualifying unit scores VP equal to its Size. Multiple units may score in the same End Phase, provided each scoring unit is at least 12” away from any other unit that scored this turn.

[10] Destroy The Enemy

The attacker scores 1 victory point for every 10 PV (round down, minimum of 1) of an enemy unit that’s destroyed

[11] Find the target

The attacker places three objective tokens on buildings within 12” of the opponent’s deployment edge and at least 8” from any other objective token. If no suitable buildings are present, place a small building at each required location and assign the token to it. In the End Phase, a unit within 6” of one of its objective tokens may attempt a scan. Roll 2d6: on 7+, the building is identified as a target (reduce the target number by 1 if the unit has the RCN special ability). On a failed scan, that token cannot be scanned again until the next turn. Once successfully scanned, the attacker may begin attacking the target starting next turn. Each target building is immobile and can withstand 15 damage before being destroyed. The attacker scores 5 victory points in the End Phase for each target building destroyed that turn.

[12] Reconnaissance

The defending player places 6 small and/or medium buildings in addition to normal terrain, then hides 3 objective tokens in separate buildings. These buildings must be placed at least 12” from either home edge and at least 2” apart. (If tokens cannot be physically hidden, the opposing player notes which buildings contain objectives.) The attacker must scan buildings to identify objectives. A building can be scanned in one of two ways: A unit ends its Movement Phase in base-to-base contact with the building and spends the Combat Phase scanning (it may not make weapon attacks that turn), or A unit uses an active probe (LPRB, PRB, BH, or WAT) to make a scanning “attack” using standard attack rules (including range, movement, and terrain modifiers, but ignoring the building’s immobile target modifier). If a hostile ECM blocks the probe type, the scan automatically fails. If a building is successfully scanned, the defender reveals whether it contains an objective token. If a building is destroyed before its objective is revealed, the defender still reveals whether it contained an objective. In this case, the attacker only receives credit if the building is destroyed by the defender. Each successfully scanned and revealed objective is worth 5 victory points to the attacker.

Side Objectives [d12]

[1-5]: No Side Objectives

[6]: Destroy Specific Unit [d6]
Destroy a certain enemy unit.

[1]: Least PV enemy unit +100 SP
[2]: Most PV enemy unit + 200 SP
[3]: Fastest/highest TMM enemy unit + 200 SP
[4]: Enemy unit with the most short-range damage + 150 SP
[5]: Enemy unit with the most medium-range damage + 150 SP
[6]: Enemy unit with the most long-range damage + 150 SP

[7]: Destroy Building/Location [d6]
Destroy a select target building or location.

[1-2]: Random building/location with 5 total Structure + 100 SP
[3-4]: Random building/location with 10 total Structure + 150 SP
[5-6]: Random building/location with 15 total Structure + 200 SP

Side Objectives [d12]

[8]: Secure Cache
Discover and collect a cache. +200 SP

A unit may make a roll during the attack phase in place of an attack to attempt to locate the hidden cache. The difficulty for this roll is Skill + 4. If successful, the cache is located and rolled randomly on the random map selection sectors table to determine its location. Once located on the following turn, a unit may pick up the cache by coming into base-to-base contact with it.

[9]: Survey
Discover and document a specific location. +200 SP

A unit may make a roll during the attack phase in place of an attack to attempt to locate the survey area. The difficulty for this roll is Skill + 4. If successful, the target survey area is located and rolled randomly on the random map selection sectors table to determine its location. Once located on the following turn, a unit may move into the survey area and attempt the same roll in place of an attack during the attack phase to try to survey the area.

Side Objectives [d12]

[10]: Force Preservation [d8]
Keep a select portion of your forces from being destroyed.

[1]: Keep over ½ of your force from being destroyed + 150 SP
[2]: Keep over ⅔ of your force from being destroyed + 250 SP
[3]: Keep your least PV unit from being destroyed + 100 SP
[4]: Keep your unit with the most PV from being destroyed + 200 SP
[5]: Keep your unit with the fastest/highest TMM from being destroyed + 100 SP
[6]: Keep your unit with the most short-range damage from being destroyed + 100 SP
[7]: Keep your unit with the most medium-range damage from being destroyed + 100 SP
[8]: Keep your unit with the most long-range damage from being destroyed + 100 SP

[11-12]: Combination, Roll Twice

Map Terrain Type [d10]

[1]: Light Woods/Jungle
5 Light Wooded Areas, 2 Heavy Wooded Areas, 4 Cliffsides, 2 Water, 3 Misc.

[2]: Heavy Woods/Jungle
2 Light Wooded Areas, 5 Heavy Wooded Areas, 4 Cliffsides, 2 Water, 3 Misc.

[3]: Extra Heavy Woods/Jungle
2 Light Wooded Areas, 2 Heavy Wooded Areas, 3 Extra Heavy Wooded Areas, 4 Cliffsides, 2 Water, 3 Misc.

[4]: Urban
8 Buildings, 2 Light Wooded Areas, 2 Heavy Wooded Areas, 2 Cliffsides, 1 Water, 1 Misc.

[5] Mountains
2 Light Wooded Areas, 2 Heavy Wooded Areas, 8 Cliffsides, 2 Water, 2 Misc.

[6]: Hills
2 Light Wooded Areas, 2 Heavy Wooded Areas, 6 Cliffsides, 2 Buildings, 2 Water, 2 Misc.

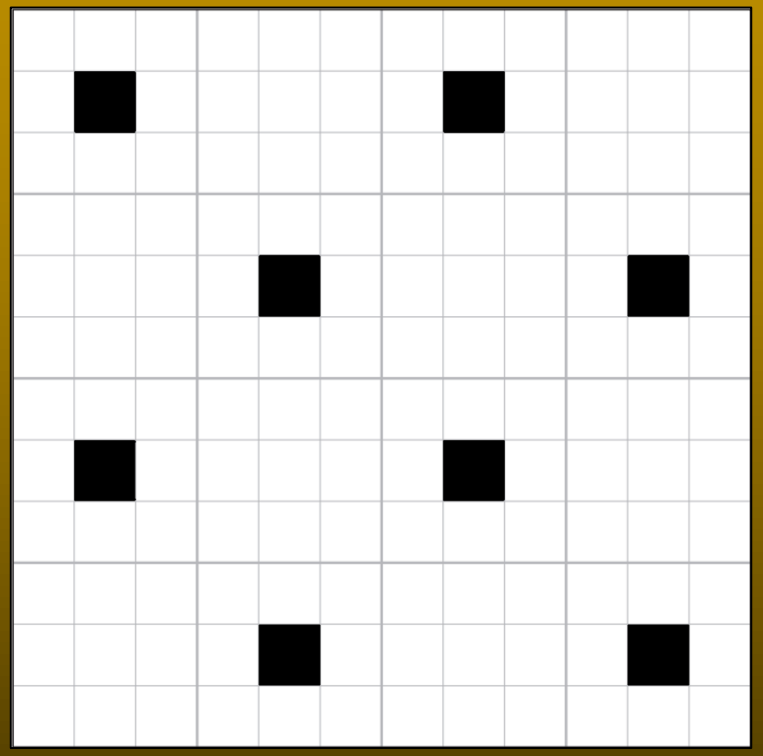
[7]: Grasslands
2 Light Wooded Areas, 2 Heavy Wooded Areas, 4 Cliffsides, 2 Buildings, 2 Water, 4 Misc.

[8]: Wetlands
2 Light Wooded Areas, 2 Heavy Wooded Areas, 2 Cliffsides, 2 Buildings, 6 Water, 2 Misc.

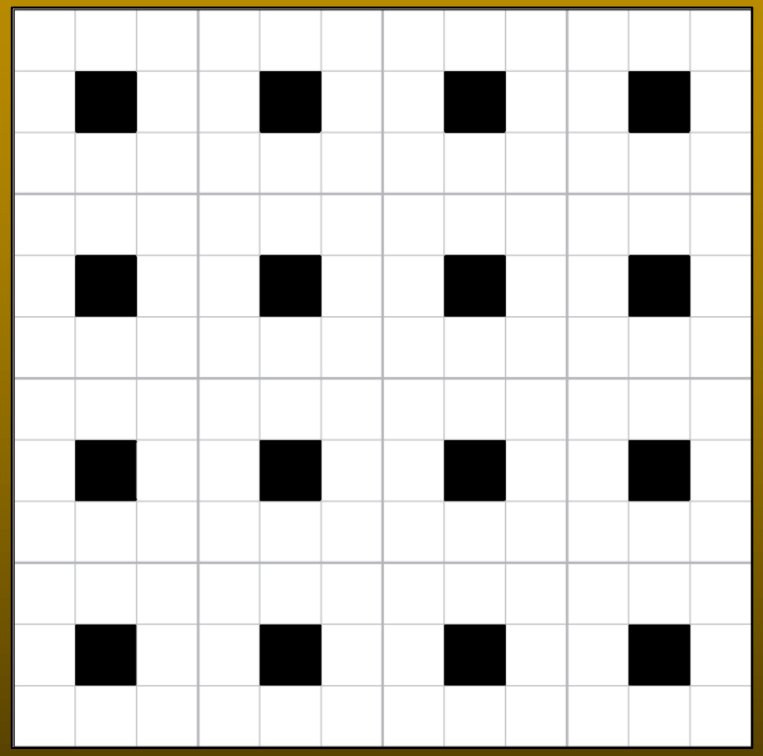
[9]: Desert
8 Cliffsides, 2 Buildings, 6 Misc.

[10]: Coastal
1 Light Wooded Area, 1 Heavy Wooded Area, 2 Cliffsides, 2 Buildings, 8 Water, 2 Misc.

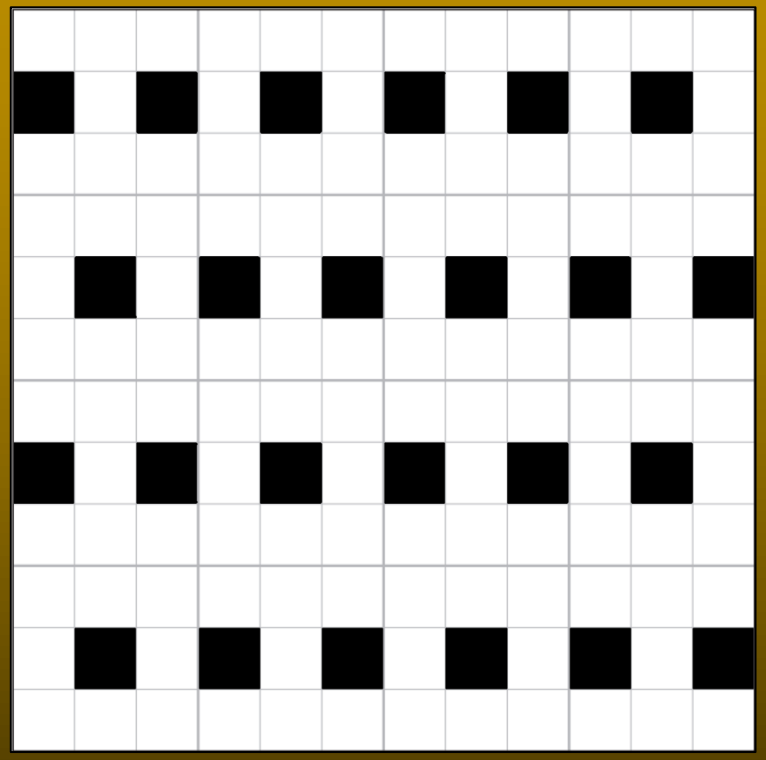
Terrain Density [d6]



[1-2]: Sparse
1/2 the normal terrain pieces. 8 total, 1 in every other sector.



[3-4]: Normal
16 total terrain pieces, 1 in every sector.



[5-6]: Dense
x1.5 the normal terrain pieces, 24 total, 1 in every sector plus one extra in every other sector.

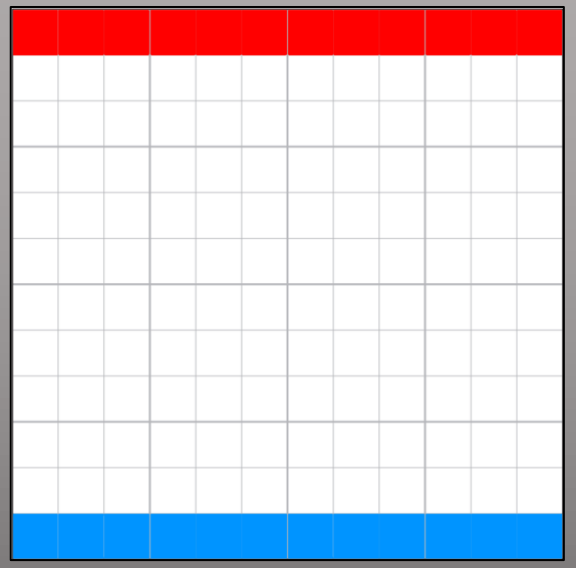
Deployment Type [d6]

[1-3]: Standard deployment
Anywhere within 6” of home edges.

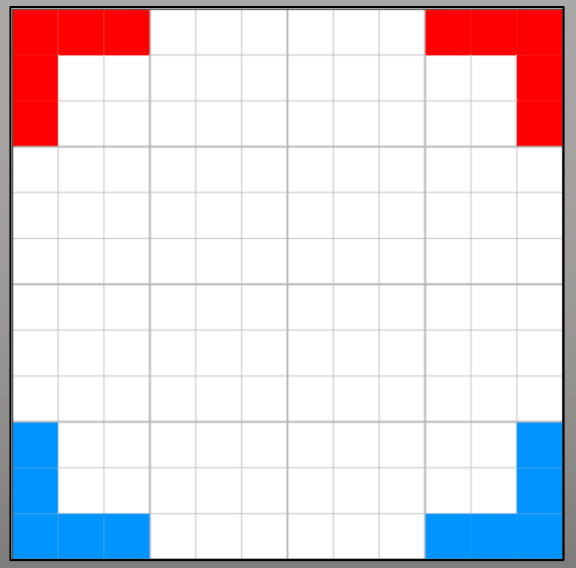
[4-6]: Moving deployment
Anywhere within 6” of home edges. No units are deployed. Units enter the play area from anywhere on their home edge during their movement on the first turn of the game.

Deployment Zones [d6]

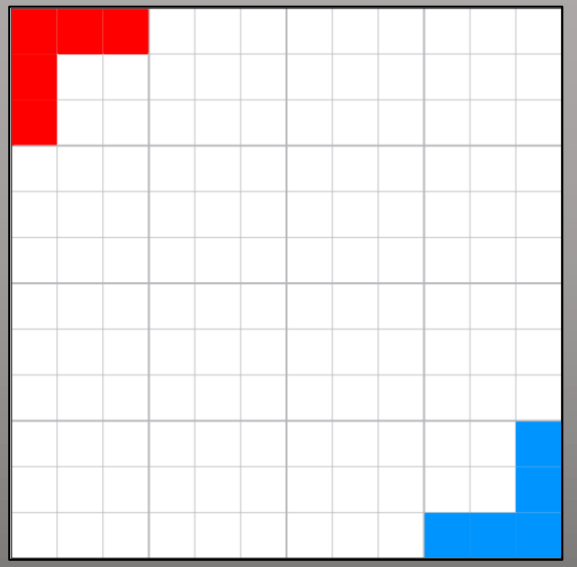
1 – Full Side



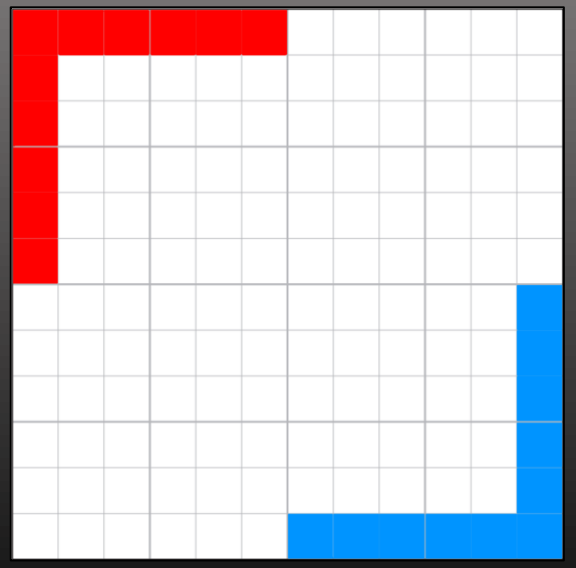
2 – 4 Corners



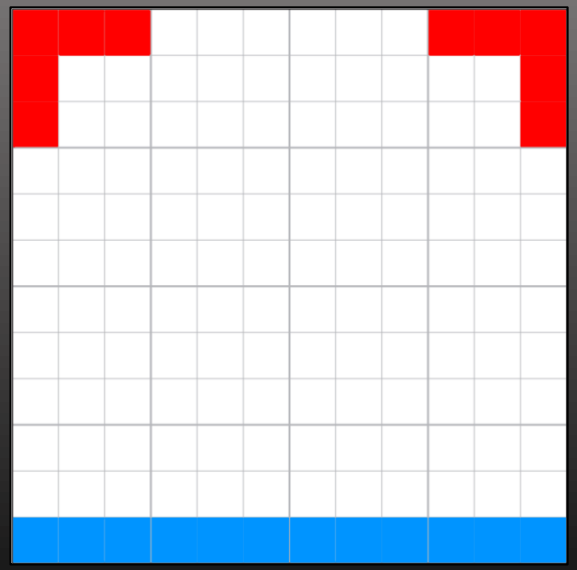
3 – Opposing Corners



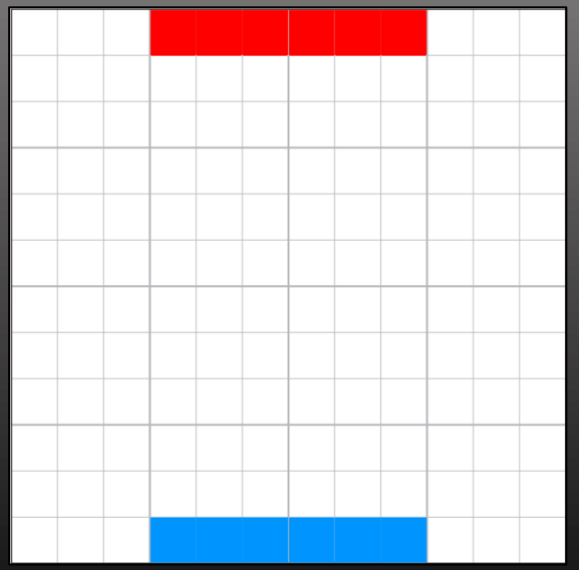
4 – Full Corners



5 – Attack & Defend



6 - Center



[1-10]: No BSP or Waypoints

[11]: Sentry Guns/Emplacements [d8]
[1]: x2 Light Emplacements
[2]: x2 Medium Emplacements
[3]: x2 Heavy Emplacements
[4]: x3 Light Emplacements
[5]: x3 Medium Emplacements
[6]: x3 Heavy Emplacements
[7-8]: Combination, Roll Twice

[12]: Minefield - Waypoint [d12]
[1]: x2 Density 1 - Minefields
[2]: x2 Density 2 - Minefields
[3]: x2 Density 3 - Minefields
[4]: x2 Density 4 - Minefields
[5]: x2 Density 5 - Minefields
[6]: x3 Density 1 - Minefields
[7]: x3 Density 2 - Minefields
[8]: x3 Density 3 - Minefields
[9]: x3 Density 4 - Minefields
[10]: x3 Density 5 - Minefields
[11-12]: Combination, Roll Twice

Enemy BSP & Waypoints [d20]
Roll on the random map selection sector table to determine the location of waypoints if needed.
(Otherwise, use good judgment.)

[13]: Airstrike [d10]
[1]: x2 Light Strike
[2]: x2 Light Bombing
[3]: x1 Heavy Strike
[4]: x1 Heavy Bombing
[5]: x4 Light Strike
[6]: x4 Light Bombing
[7]: x3 Heavy Strike
[8]: x3 Heavy Bombing
[9-10]: Combination, Roll Twice

[14]: Artillery [d6]
[1]: x2 Sniper Shot
[2]: x2 Thumper Shot
[3]: x4 Sniper Shot
[4]: x4 Thumper Shot
[5-6]: Combination, Roll Twice

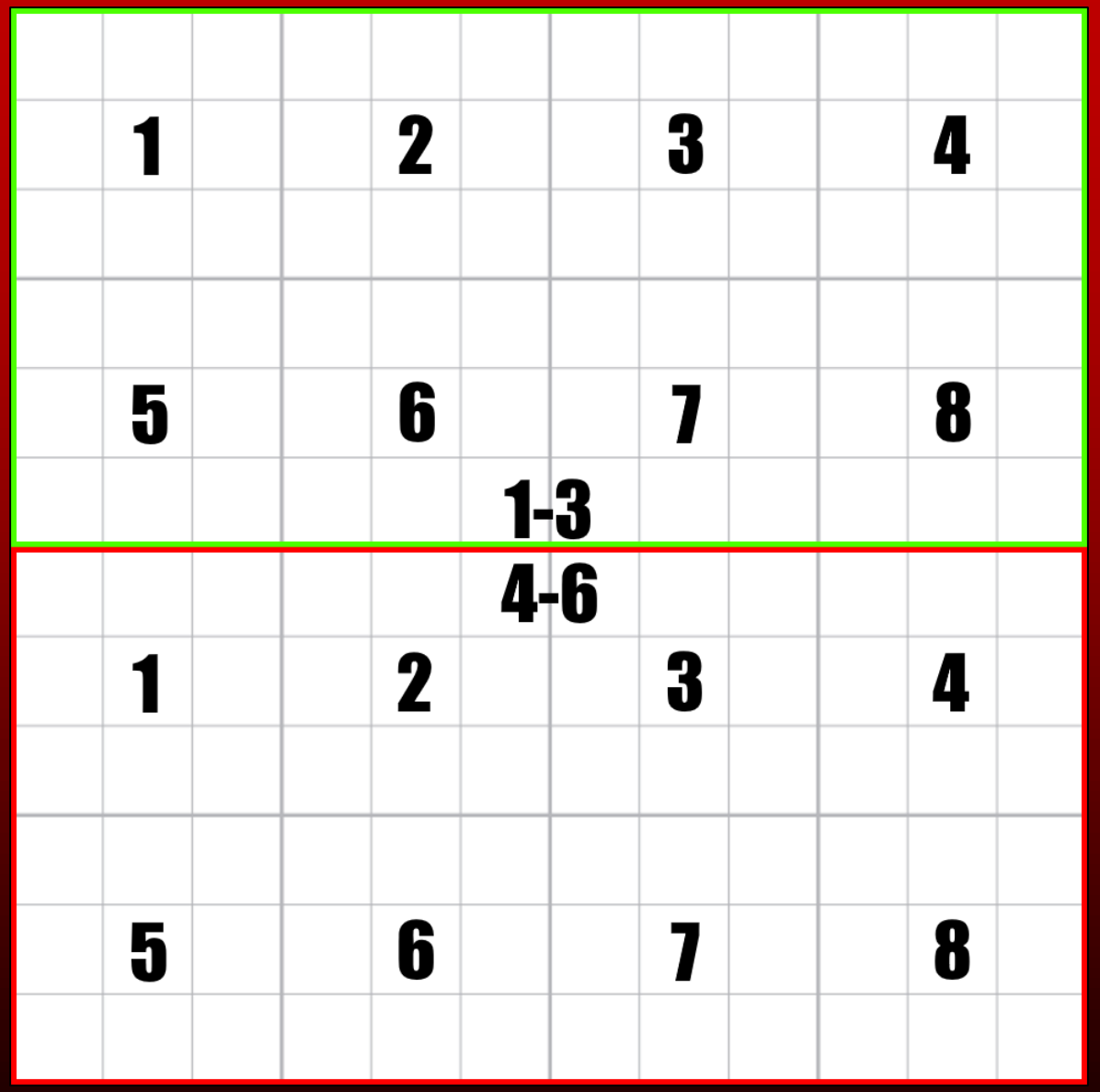
[15]: Air Cover [d6]
[1] x1 Light Air Cover
[2] x1 Heavy Air Cover
[3] x2 Light Air Cover
[4] x2 Heavy Air Cover
[5-6] Combination, Roll Twice

[16]: Surprise Unit - Waypoint [d6]
[1]: x1 Infantry
[2]: x1 Combat Vehicle*
[3]: x1 BattleMech*
[4]: x2 Infantry
[5]: x2 Combat Vehicle*
[6]: Combination, Roll Twice

*Mech and Combat Vehicle Size.
[1]: Size 1
[2]: Size 2
[3]: Size 3
[4]: Size 4

[17-20]: Combination, Roll Twice More

Random Map Selection Sectors [d6 + d8]





The following pages introduce an optional system that replaces standard Hero Pilot cards with expanded record sheets for tracking.

Several new sections and categories are included, each explained below.

Because this system is optional, players are free to use only the parts they find useful or ignore it entirely.

Most additional Pilot, Gunnery, and Miscellaneous skills cost less SP to improve than standard Pilot Skill, reflecting their narrower scope and specialized application within specific systems and situations.

This is intentional. The standard Pilot Skill serves as a general catch-all for all roll types, making it broadly useful across situations.

In contrast, this design also allows Weapon Special Abilities and alternative attacks to stand out more than they might otherwise.

For example, knowing that the AC 3/2/1 Special Ability can achieve a lower target number than a standard weapon attack with a 4/4/3 damage profile may encourage players to choose it over a conventional attack.

Gunnery (Ballistic): This Skill level may be substituted for the standard pilot Skill when making weapon attacks, specifically with Ballistic Weapon Special attacks only (AC */*/*, and FLK */*/*).

Gunnery (Energy): This Skill level may be substituted for the standard pilot Skill when making weapon attacks, specifically with units that have the ENE Special only, or specifically with Heat Weapon Special attacks only (HT */*/*, not counting usage of special munitions like Inferno Missiles/Bombs/Artillery).

Piloting (Melee): This Skill level may be substituted for the standard pilot Skill when making any Physical Attack.

Gunnery (Missile): This Skill level may be substituted for the standard pilot Skill when making weapon attacks, specifically with Missile Weapon Special attacks only (LRM */*/*, SRM */*/*, and IF */*/*).

Heat Management: This Skill may be used by any Hero Pilot during the End Phase. Roll against the pilot's Heat Management Skill target number. On a success, the pilot reduces its Heat by an additional 1 point.

Shielding: This Skill may be used by any Hero Pilot when they or an allied unit within 4" suffers damage. Roll against the pilot's Shielding Skill target number. On a success, the pilot may either reduce the damage they receive by 1 (to a minimum of 1), or intercept 1 point of damage dealt to the allied unit. Any intercepted damage is applied to the pilot instead. This may only be done once per round.

Training Certifications: Hero Pilots may be trained and certified to operate different types of combat units. Each certification has an SP cost and requires the pilot to sit out one session while completing the training. Once acquired, a certification allows the pilot to operate that unit type without penalty or restriction.

- Piloting a unit you're not certified in applies a +2 to everything you do: attacks, objective rolls, etc.

Callsign	Age	MVP	Status	SP Total

Skill Name	Skill	SP	Cost					
Piloting			5 = 50	4 = 100	3 = 400	2 = 900	1 = 1,900	0 = 3,400
Piloting (Melee)			5 = 25	4 = 50	3 = 200	2 = 450	1 = 950	0 = 1,700
Gunnery (Ballistic)			5 = 25	4 = 50	3 = 200	2 = 450	1 = 950	0 = 1,700
Gunnery (Energy)			5 = 40	4 = 75	3 = 300	2 = 675	1 = 1,425	0 = 2,550
Gunnery (Missile)			5 = 25	4 = 50	3 = 200	2 = 450	1 = 950	0 = 1,700
Heat Management			9 = 50	8 = 100	7 = 200	6 = 450	5 = 950	4 = 1,700
Shielding			9 = 50	8 = 100	7 = 200	6 = 450	5 = 950	4 = 1,700

Edge Tokens	SP	Cost								
/		2 = 60	3 = 120	4= 200	5 = 300	6 = 420	7 = 560	8 = 720	9 900	10 = 1,100

Edge/Pilot Special Abilities	Cost	SP
1	1 = 60	
2	2 = 180	Must be Pilot Skill 3
3	3 = 360	Must be Pilot Skill 2
4	4 = 600	Must be Pilot Skill 1
5	5 = 900	Must be Pilot Skill 0

Training Certification	SP	Cost		Training Certification	SP	Cost	
Battle Armor		100		Aerospace		500	
BattleMech		200		Combat Vehicle (Air) - VTOL		300	
ProtoMech		250		Combat Vehicle (Air) - WiGE		400	
IndustrialMech		150		Combat Vehicle (Ground) - Hover		200	
Combat Vehicle (Naval)		200		Combat Vehicle (Ground) - Wheeled		200	
Combat Vehicle (Naval) - Sub		300		Combat Vehicle (Ground) - Tracked		200	

Notes / Background

Portrait

Missions/Sorties Played	MVP	SP	Missions/Sorties Played	MVP	SP

Extra Edge Abilities/SPA Adaption

The Edge Ability cards that come with Aces: Scouring Sands are adapted from the SPA (Special Pilot Abilities) in the Alpha Strike: Commanders Edition handbook. While they are nice as a start, they can also serve as the basis for adapting the rest of the SPA's that aren't covered by the system.

This new system assumes you don't use the cards and abilities as listed with the Aces system, but instead fully convert over to these new rules. Otherwise, some things may not quite work as expected.

A pilot is barred from having a certain level of SPA before achieving a certain level of pilot Skill. This corresponds with the rules listed in the Alpha Strike: Commanders Edition handbook. The chart on the left is the standard listing and ruleset, while the one on the right is a slightly more aggressive/cinematic and/or upscaled leveling system for SPA's. This new chart also accounts for the fact that Ace's Hero Pilots are allowed up to 5 Edge Abilities max and should be used for that reason alone.

Skill Rating (#)	# of SPAs	SPA Cost Total
Green or lower (5+)	0	0 SPA Cost Total
Regular (4)	1	2 SPA Cost Total
Veteran (3)	2	4 SPA Cost Total
Elite (2)	2	4 SPA Cost Total
Heroic (1)	3	6 SPA Cost Total
Legendary (0)	3	6 SPA Cost Total



Skill Rating (#)	# of SPAs	SPA Cost Total
Green or lower (5+)	0	0 SPA Cost Total
Regular (4)	1	2 SPA Cost Total
Veteran (3)	2	4 SPA Cost Total
Elite (2)	3	6 SPA Cost Total
Heroic (1)	4	8 SPA Cost Total
Legendary (0)	5	10 SPA Cost Total

This new system assumes that any use or activation of any of these SPA's as Edge Abilities incurs the cost of 1 Edge Token each time. This is to keep in line with the system already in place and limit the abuse of the SPA's. Keep in mind that you must still spend a pilot's SP to increase their # of Edge Abilities as normal.

These tables provide additional costs and requirements beyond the standard prerequisites. Multi-tier SPAs, such as **Lucky**, may be purchased multiple levels at once and count as a single Edge Ability. However, the total SPA cost may not exceed the maximum allowed by the pilot's Skill rating