ASCard

A web application
to manage the units
in BattleTech© - AlphaStrike©

https://www.ascard.net

https://www.clanwolf.net

CWG – Clan Wolf Germany | Gamma Galaxy

Let all warriors bear their mark proudly,
Taking what pride they can in their accomplishments;
For our lives should be full of glory, but short.
On the battlefield, we are alone.

– The Remembrance, Passage 74, Verse 26, Lines 1-4

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This manual refers to the original version of ASCard (not Project Phoenix)!

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https://www.clanwolf.net | https://www.ascard.net
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The application

This application manages the units that are used in a game of AlphaStrike. It is not a game itself; the units are still moved as miniatures on a table. The app replaces the paper unit cards to track the status of all units involved in the fighting.

This manual does not explain universe or game terms. There are specific concepts to e.g. the culture of clan warfare. This manual expects the reader to know such things!

MUL – Master Unit List

sd

MUL cache

Managing Accounts

As in most apps, a user needs to be associated with his assets. In order to have something to assign the units, pilots, formations and commands to, every user needs an account and needs to login before using the app.

Create an account

Sdsd

Edit user

sd

Login

Sdasd

Logout

sdsd

Options

sdsd

Modes

SETUP-Mode

sd

GAME-Mode

sd

Managing Forces

Commands

Any user will get a default command created at the time the user account is created. The default name of this command will be stored as "COMMAND". The command can be edited at any time.

A command represents several units, organized in formations, combined into a command. For example, a command could be a Trinary with three Stars with five Mechs each respectively. In this example, the Trinary is the command, the stars are formations and the mechs are the units.

Under construction!

Formations

Any user controls three formations created automatically along with the default command while the user is created. They will be labeled as "Command", "Striker" and "Hunter" by default. They can be edited at any time (while in SETUP-Mode):
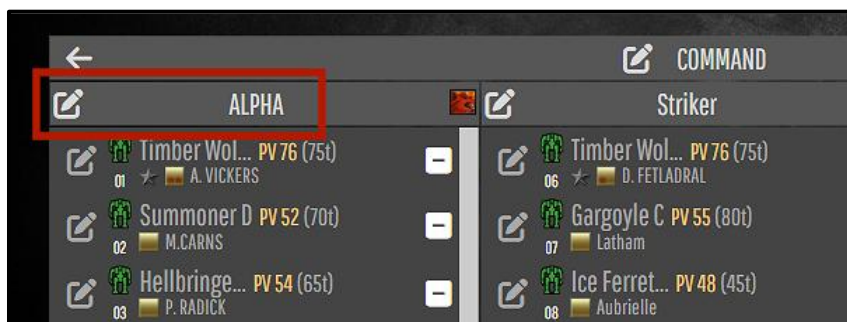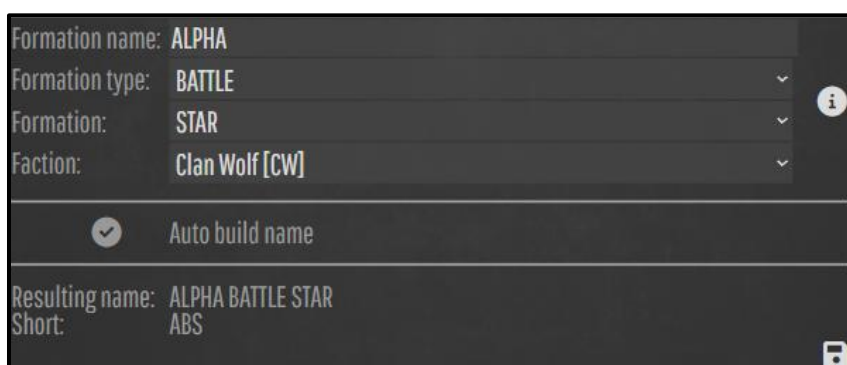

Figure 5: Open formation editor

Figure 6: Edit formation data

If a formation type is selected, detailed information about this type can be displayed by the info-button on the right:
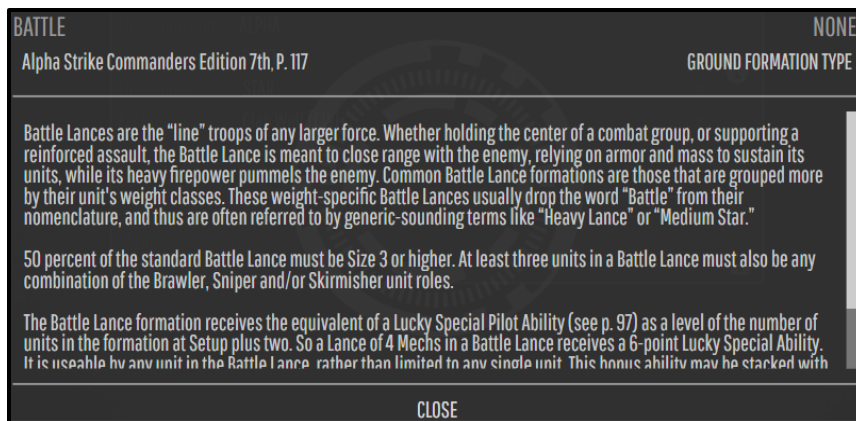
Figure 7: Formation type detail information

With the disk icon on the bottom right (Figure 6: Edit formation data) the updated information for the formation can be stored.

Units

Create a unit

D

Assign a unit

Sd

Pilots

sd

Managing Games

Hosting a game

Sd

Joining a game

Sd

Leaving a game

Sd

Finalizing a game

sd

Bidding

Playing the game

Selecting a unit

sdsd

Firing / Targeting computer

sdsda

Applying damage

Sd

Special markers

Water

Sdas

sad

Mark unit as done for this round

Dfsdf

Unit overview

dsd

Advancing the round

Sdsd

The Webservice

sdsdad

The Scoreboard

sdd

Q&A

Question 01

Question:	If I use the app, can I play with other people who are using paper cards?
Answer:	Sure.

Question 02

Question:	Can I play multiple games at once?
Answer:	No. Each user is assigned to exactly one game at a time. Switching will reset all units to round 1 and remove all damage.

Table of Figures

Sources

Figure 1, 2:	© The Topps Company, Inc.
Figure 2:	Clan Wolf Logo (B/W) also on the back print (last page)
Figure 3:	https://www.istockphoto.com/de/vektor/samurai-duel-gm505234131-44596538[1]

Software used

This project is open source and the result of the dedicated effort of engaged fans. We used several tools, frameworks and libraries to make this project possible. The developers and communities of those assets deserve to be mentioned.

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[1] Copyright and licensing information included online

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