Aurora-Class DropShip Rules

INTRODUCTION

The **MechWarrior®** *Aurora*-class DropShip adds a new element to large **MechWarrior: Dark Age** games. The *Aurora* is both a terrain feature and a **MechWarrior** unit with five combat dials. Each of these dials is contained in one of five turrets. Turrets provide the DropShip with offensive firepower as well as a means of tracking the damage the entire DropShip has received. The *Aurora* also features four 'Mech bays that provide support to friendly units.

All **MechWarrior: Dark Age** rules apply to the DropShip, except as noted below.

GENERAL RULES

Because of its size and special characteristics, the DropShip
- cannot capture or be captured;
- cannot be affected by Armor Piercing, Anti-Personnel, Grapple, Repair, and Bypass special equipment;
- does not take damage or heat from pushing;
- cannot be part of a formation;
- cannot move or be moved;
- cannot make free spins;
- is never considered to be in base contact with any other unit, either friendly or opposing;
- is considered blocking terrain; and
- has no rear arc.

DEPLOYING THE DROPSHIP

Assemble the *Aurora*-class DropShip such that all five turrets are placed correctly in the hull. The two dorsal turrets have black center dots, the two front turrets have white center dots, and the rear turret has a gray center dot.

The total point value of the DropShip is equal to the sum of its five turrets. When using a DropShip in your battleforce, deduct the DropShip's point value from the build total of your army to determine the number of points and orders available to your battleforce.

Because of the DropShip's size, it is recommended that you not play on a standard 3´ x 3´ battlefield; battlefields at least 3´ x 5´ are recommended in order to meet the deployment criteria listed below.

Deploy the *Aurora* before terrain or any other units are placed on the battlefield. The DropShip must be placed 6˝ from your edge of the battlefield, at least 6˝ from any other edge of the battlefield, and at least 30˝ from an opponent's deployment zone. Deploy the DropShip with all of its 'Mech bay doors open. When using the DropShip, each player places one fewer piece of terrain. No terrain piece may be placed within 6˝ of any part of the DropShip. Once all terrain is placed, close the DropShip doors.

Treat all 'Mech bays as deployment zones for the DropShip's controller. Units may be deployed in 'Mech bays as described under "Unit Placement."

TURRET ARCS

The *Aurora*-class DropShip is a formidable opponent bristling with weaponry. Each turret has a specific arc as shown in the diagram below.

The center of each turret is marked with a dot for line of fire purposes. Four other dots (two white for the front turrets and two gray for the rear turret) appear on the body of the DropShip to indicate the arcs of the turrets. Both dorsal turrets have 360-degree arcs.

UNIT PLACEMENT

A unit may not be placed so that any portion of its base is beneath the DropShip. Look down at the DropShip from above to ensure that the DropShip does not overhang a unit's base. Units can be placed in a 'Mech bay or on the ramp into an open 'Mech bay provided there is room for the unit's entire base in these locations. Otherwise, no units can be placed on the DropShip.

Units in a 'Mech bay are not considered to be on elevated terrain.

MEASURING

All distances to and from a turret are measured from the center dot printed on the top of the turret. Measure only the horizontal distance to and from a turret or to and from a unit on a ramp.

COMBAT DIALS

The *Aurora*-class DropShip has five turrets, each with its own combat dial and firing arc. The combat values shown on each turret represent the capabilities of that turret and the defenses of that section of the DropShip.

- DAMAGE
- ATTACK
- DEFENSE
- MAX. RANGE
- MIN. RANGE
- DAMAGE TYPE
- POINT VALUE
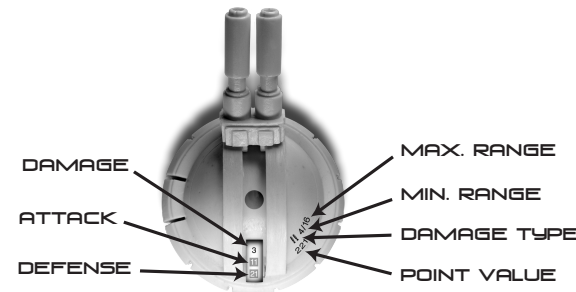
When a turret takes a click of damage, remove the turret from the DropShip and click the combat dial clockwise to the next set of numbers. Replace the turret when done assigning damage. If a combat dial shows three bullet holes, that turret is eliminated and no more damage may be applied to it. An eliminated turret cannot be the target of an attack. If only one or two bullet holes appear on a combat dial, the value in the position of a bullet hole is 0.

The *Aurora*-class DropShip is eliminated when a total of ten bullet holes appear on its combat dials. An eliminated DropShip is left in play as blocking terrain, but no orders can be given to any of its turrets.

GIVING ORDERS TO THE DROPSHIP

The *Aurora* provides its controller with five orders each turn. At least four of these orders must be given to the DropShip. Any unused orders are lost.

A DropShip may be given one or more of its controller's orders each turn. Each turret of the DropShip may be given only one order per turn. If a turret is given an order, mark the turret with an order token. If a turret is given an order on two consecutive turns, give it a second order token. The turret is then considered pushed, but it does not take pushing damage. A turret may not be given an order on three consecutive turns.

A single order given to a single turret can have one of the following three effects:

1. ATTACK

A turret with an attack value greater than 0 may be given a ranged combat order. A turret may not be given a move or vent order.

In order to give a turret a ranged combat order, the line of fire from the center of the turret to the center of the target unit must pass through the turret's arc. Unit bases and the DropShip itself never block line of fire from a DropShip turret. Treat the turret as if it were on elevated terrain when determining line of fire.

2. OPEN OR CLOSE 'MECH BAY DOORS

The DropShip has four 'Mech bays, each capable of protecting and repairing units. Each 'Mech bay has two doors: a top door that opens up and a bottom door that opens down and extends to become a ramp.

To open or close the doors of a single 'Mech bay, give the corresponding dorsal turret an order and either open the corresponding closed doors or close the corresponding open doors. 'Mech bay doors may not be closed if there is a unit on the ramp into that 'Mech bay. 'Mech bay doors may not be opened if the ramp would overlap a unit base on the battlefield.

Units within a closed 'Mech bay cannot be affected by any attacks and cannot be given orders. A 'Mech inside a closed 'Mech bay does, however, receive 1 click of cooling at the end of any turn in which it is not given an order.

3. REPAIR A UNIT WITHIN A 'MECH BAY

By giving a dorsal turret a close combat order, one friendly unit within a 'Mech bay may be repaired if the base of the friendly unit is in contact with the back wall directly beneath the single dot on the wall. The bay door need not be closed for this repair to occur. Give the dorsal turret corresponding to the 'Mech bay a close combat order. Roll 3 six-sided dice and add them to the attack value of the corresponding dorsal turret. If the result is greater than or equal to the defense value of the friendly unit, the repair attempt is successful. Roll 1 six-sided die and repair that many clicks to the friendly unit.

If the repaired unit is an infantry or vehicle unit with zero order tokens or one order token, give the repaired unit an order token after resolving the repair order. Do not apply pushing damage if the unit is given its second order token. If the repaired unit is a 'Mech with zero order tokens, give it an order token and 1 click of heat after resolving the repair order. Otherwise, simply give it 1 click of heat.

If a repair marker appears as the unit is given a click of repair, stop applying clicks of repair as usual. If the unit begins the repair order with a repair marker showing, however, it may be repaired as if that repair marker were not present.

ATTACKING THE DROPSHIP

Only ranged combat orders may be used to attack the *Aurora*. Attacks may be made targeting both the turrets and open 'Mech bays. Treat turrets and open 'Mech bays as if they are targets on elevated terrain.

ATTACKING A TURRET

In order to make a ranged combat attack against a turret, a unit must have a line of fire to the center of the turret, and the line of fire must be within the weapon arc of the target turret. Unit bases and the *Aurora* itself never block line of fire to a target turret.

When a dorsal turret is eliminated, open the top door of both corresponding 'Mech bays. Opening the top doors in this way does not require orders. Units within these open 'Mech bays cannot exit the bay unless they have Jump Jets special equipment. Units cannot enter these open bays unless they have Jump Jets. Units within the 'Mech bay corresponding to an eliminated turret and the 'Mech bay itself may be attacked as if the 'Mech bay doors were open.

ATTACKING AN OPEN 'MECH BAY

Each 'Mech bay has a single dot on the center of its back wall. Opposing units may attack the DropShip through an open 'Mech bay with a ranged combat attack if they have a clear line of fire to the dot on the 'Mech bay wall. Unit bases never block line of fire to the inside of a 'Mech bay. Unlike targeting a turret, for which the DropShip does not block line of fire, attacking through an open 'Mech bay requires a line of fire that does not cross any part of the DropShip other than the floor of the 'Mech bay and the ramp to the 'Mech bay. Otherwise, the line of fire is blocked. The firer selects any target turret against which to resolve the attack. Deduct 1 from the defense value of the target turret and resolve the attack as normal.

VICTORY POINTS

Victory points are awarded for eliminating DropShip turrets based on the turrets' point values. When a total of ten bullet holes are showing across all the *Aurora*'s turrets, the DropShip is eliminated. In this case, award victory points equal to the point values of all five turrets. Units still in 'Mech bays or on 'Mech bay ramps when the DropShip is eliminated are also eliminated, and are scored as normal. Remember that 'Mech bays are considered to be deployment zones for the DropShip's controller.

- DORSAL TURRET ARC
- RIGHT FRONT TURRET ARC
- 360° ARC
- REAR TURRET ARC
- LEFT FRONT TURRET ARC
- 360° ARC
- FRONT DORSAL TURRET ARC