

# AEROTECH 2 : REVISED

## COMPONENTS

The game of *AeroTech 2* simulates combat between aerospace units, as well as their interactions with ground units. This section describes the various combat units that compete in the depths of space and over target worlds for air superiority.

*AT2* uses existing *BattleTech* components, including mapsheets and dice. This section also describes the additional components required to play the game.

### UNITS

In these rules, the term unit refers to any aerospace unit—conventional and aerospace fighters, small craft, DropShips, JumpShips, WarShips and Space Stations. For convenience, unless specifically stated otherwise by the rule, anytime the word ‘fighter’ is used, it refers to both conventional and aerospace craft; this is only applicable where appropriate (i.e. where the rules allow both unit types to be used).

### CONVENTIONAL FIGHTERS AND SMALL CRAFT

Conventional fighters weigh from 10 to 50 tons. Though weak compared to aerospace fighters—and lacking their ability to leave the atmosphere and fly in the vacuum of space—conventional fighters are considerably cheaper to build and require a much lower base technology level. This means that most worlds, especially ‘backwater’ worlds, field at least a small force of conventional fighters.

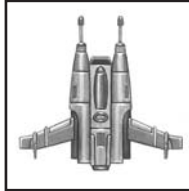
‘Small craft’ is a catch-all category for any space going vessel of 200 tons or less; aerospace fighters, however, are considered a separate category. From near orbit to far, shuttling between DropShips and JumpShips and even between planets and moons within a system, small craft represent a myriad of vessels of every type and size not covered by either aerospace fighters or DropShips.

### AEROSPACE FIGHTERS

Often possessing the firepower of a BattleMech, the aerospace fighter is far more resilient than its conventional counterpart, and its ability to operate both in atmosphere and in space gives it a versatility that commanders have used for centuries. Able to screen for or participate in an incoming assault, aerospace fighters are an integral part of any objective raid or full-blown planetary invasion. Only their extreme expense, high technology level, and relative fragility when compared with BattleMechs keep aerospace fighters from unseating BattleMechs as the kings of the battlefield.

In the thirty-first century, two classes of aerospace fighters are used: those employed primarily by the Inner Sphere representing variations of and improvements on the original aerospace fighter technology, and the modular machines that gave the Clans their initial edge, known as OmniFighters. Both standard classes are divided into light, medium, and heavy categories.

#### Light Fighters



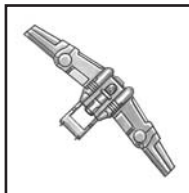
Light fighters weigh between 20 and 45 tons. Their incredible speed and agility enables them to fill a variety of roles, from reconnaissance to surgical strikes to dog-fights. The first to deploy and the last to return to base, the light fighter is the workhorse of aerospace fighters.

#### Medium Fighters

Ranging in weight from 50 to 70 tons, the medium fighter specializes in dog-fights. Though flexible enough to fill multiple combat roles, the medium fighter excels at attacking and defeating an enemy’s air support.



#### Heavy Fighters



Heavy fighters weigh from 75 to 100 tons. Too large and cumbersome for dog-fights, the heavy fighter can be equally well employed as a long-range bomber or as an escort for DropShips. Additionally, their superior armor and firepower enable heavy fighters to attack DropShips and WarShips, where protection and firepower rather than speed and agility are the keys to victory.

### DROPSHIPS

DropShips fill a broad range of mission roles, ranging from simple cargo supply ships to massive assault craft. Many military DropShips serve as specialized troop transports that can bridge the gulf between a JumpShip and a target planet during a military campaign to land a substantial combined-arms force. Most DropShips also mount an impressive array of weaponry and armor, making them mobile weapons platforms in their own right. Whether for military conquest or simple commerce, DropShips are a key link in interstellar travel.

Due to the extreme differences in design, size, and utilization, DropShips are categorized in three different ways:

**Size:** Primary designations are small, medium, or large; though one type of craft, assault ships, is unique enough to exist outside size categories.

**Role:** The intended role of a DropShip results in six classifications, each of which is self-explanatory: troop carriers, BattleMech carriers, fighter carriers, assault ships, cargo carriers, and passenger liners.

**Shape:** Finally, DropShips can either be aerodyne (relying on wings and aerodynamic hull shapes to provide lift for atmospheric flight) or spheroid (so named for their distinctive rounded hulls, relying on their fusion drives to provide lift).

# COMPONENTS

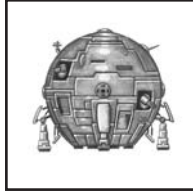
## Small DropShips



Weighing from 200 to 2,499 tons, small DropShips are employed during small-unit actions. Small DropShips can be used to quickly insert or re-deploy forces—a company of infantry or a lance of 'Mechs or vehicles—when a long distance must be covered quickly.

## Medium DropShips

Weighing from 2,500 to 9,999 tons, medium DropShips are the mainstay of any naval fleet and can be found in every navy of the Inner Sphere and Clans. Medium DropShips provide every military with the ability to transport significant assets to any target.



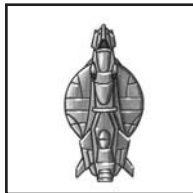
## Heavy DropShips



Weighing from 10,000 tons to a mammoth 100,000 tons, large DropShips enable a military to transport massive quantities of assets, personnel, and supplies between the stars. With only three or four of these monstrous ships needed to transport an entire regiment of troops, they are primarily employed in planetary assaults. Due to practical limitations, military/combat DropShips weigh less than 20,000 tons.

## Assault Ships

Not a true weight-class designation (hence they can weigh any tonnage), Inner Sphere militaries employ assault ships to destroy enemy DropShips before they can land and disembark their troops. Exceptionally powerful, some assault ships pack enough firepower to even threaten small WarShips.



## JUMPSHIPS



JumpShips provide the only means of transportation between the far-flung star systems of the Inner Sphere, the Periphery, and beyond. These vessels make interstellar leaps of 30 light-years at a time by harnessing the radiant energy of the stars with their huge solar-energy sails and Kearny-Fuchida hyperdrive technology.

JumpShips are primarily used to transport fusion-powered DropShips, the preferred method for inter-planetary travel in the thirty-first century.

## WARSHIPS

Heavily armored, massively armed, and highly mobile, the military JumpShips known as WarShips generally have the firepower to destroy even an assault DropShip with a single volley. As such, they usually need only fear another WarShip.

As with DropShips, their myriad sizes and design creates two categories, both of which are based upon their size, though their intended role comes into play in the second type of categorization.

The first is a simple small and large demarcation, as explained below. The second type of classification combines of size and role, though the wild variations in size and use of WarShips means some vessels fall outside of the categories shown:

**Raider:** 100,000 to 150,000 tons

**Corvette:** 150,000 to 250,000 tons

**Destroyer:** 250,000 to 550,000 tons

**Frigate:** 500,000 to 750,000 tons

**Light Cruiser:** 600,000 to 725,000 tons

**Cruiser:** 700,000 to 800,000 tons

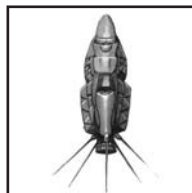
**Heavy Cruiser:** 800,000 to 1,000,000 tons

**Battle Cruiser:** 750,000 to 1,400,000 tons

**Battleship:** 1,000,000 to 2,500,000 tons

**Surveillance, Transports, and Carriers:** No weight restrictions

## Small WarShips



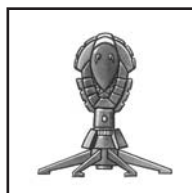
Small WarShips weigh less than 750,000 tons. These armed and armored JumpShips normally serve as escorts, providing protection for JumpShip and DropShip fleets. Many commanders also employ them as strategic assets, allowing them to accompany DropShips all the way to the destination planet. Upon arrival, they establish a geosynchronous orbit that allows them to react either to enemy troop movement on the ground with tactical orbital bombardments or to the threat of incoming reinforcements.

## Large WarShips

Large WarShips range in weight from 750,000 to a mammoth 2,500,000 tons. Employed almost exclusively as protection for JumpShip fleets, a large WarShip rarely uses its massive destructive firepower against ground targets. Because of their sheer size and firepower, most large WarShips need only fear another large WarShip.



## SPACE STATIONS



Numerous orbital facilities, colloquially known as space stations, serve a myriad of functions throughout the Inner Sphere. From factories to habitats, shipyards to system-defense stations, all of these facilities fall into one of three broad groups: low-orbit, geosynchronous-orbit or stable-point stations.

# COMPONENTS

## COUNTERS

The back cover of AT2 contains perforated color counters that represent the position of units on the map and special counters for asteroids, debris, screen launchers, tele-operated missiles, and so on. FanPro gives permission for players to make copies of these counters for their personal use.

In place of these pieces, players can use *AeroTech* miniatures. Iron Wind Metals manufactures a line of miniatures designed for use with *AeroTech 2* and *BattleTech* mapsheets.

## RECORD SHEETS

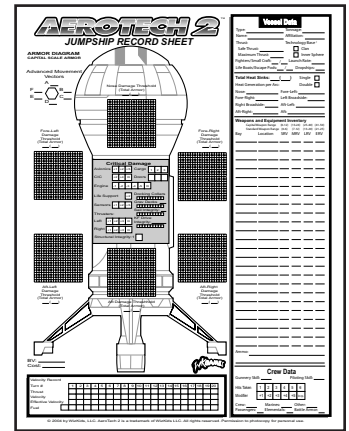
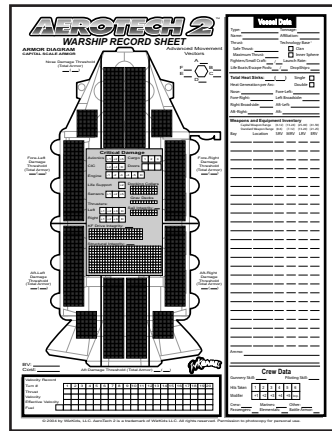
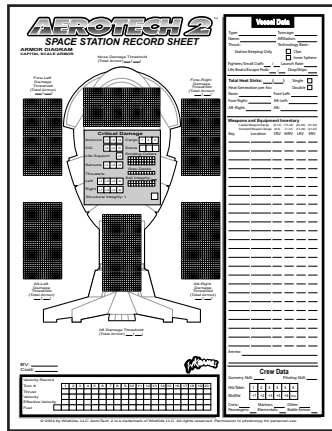
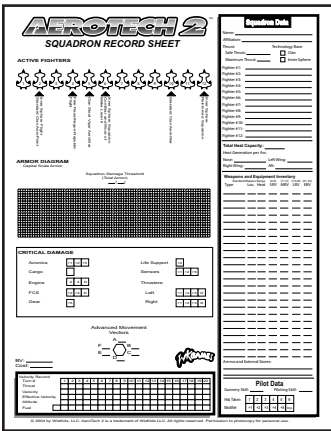
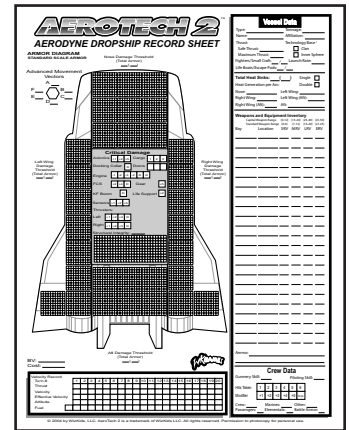
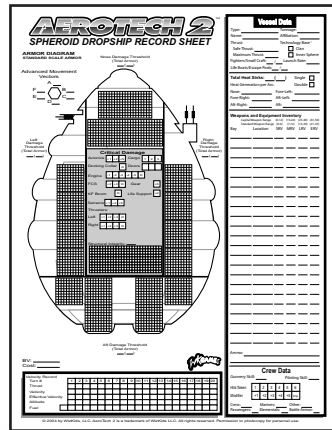
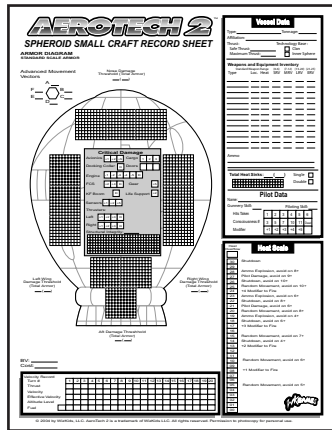
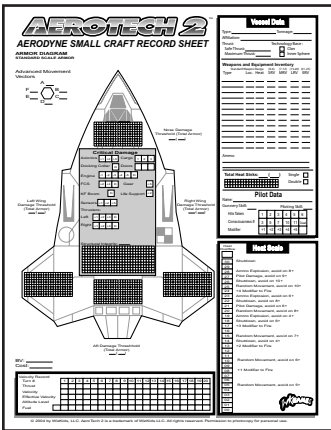
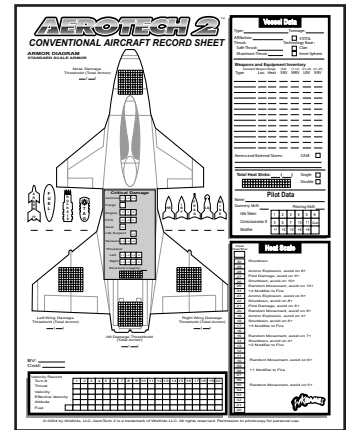
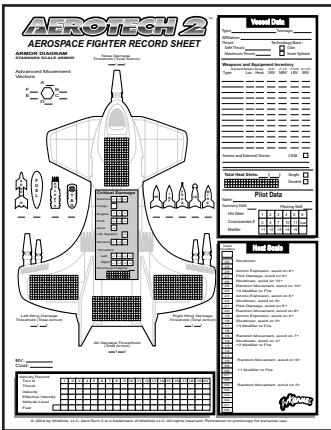
Each unit in AT2 uses a record sheet to describe its game statistics and record any damage sustained. The sheets for conventional and aerospace fighters, small craft, DropShips, JumpShips, WarShips, and space stations are all different, though they share several features. AT2 also includes a fighter squadrons record sheet when using that optional rule.

The armor section allows players to track damage sustained by the armor plating on each facing. The number of armor sections varies by ship class.

The weapon data section details the weapons carried by each unit and their firing arcs, heat build-up, range and damage.

Unit data contains important statistics, such as Safe and Maximum thrust values and Structural Integrity. This section also provides space to record current velocity and fuel levels.

The critical systems section allows players to record the status of various vital components that are vulnerable to weapons fire. Most systems have a number of boxes, one of which is crossed off each time the system suffers a critical hit. In most cases, a system's abilities deteriorate as boxes are crossed off, as noted by the modifiers printed in each box. When all the boxes for a system are affected by critical damage (the system has taken multiple hits), the system is destroyed.



# COMPONENTS

## MAPSHEETS

AT2 uses standard *Classic BattleTech* mapsheets. The blank side (white hexes) represents space and high-atmospheric engagements, and the terrain side works for low-altitude operations. Within these rules, the term “mapsheet” is used to refer to a single 22 x 17-inch mapsheet (such as those included in the *Classic BattleTech* boxed set). The term “map” refers to the entire playing area for a scenario, consisting of one or more linked mapsheets. Hexes on the space map represent 18 km whereas those on the low-altitude map equate to 500 meters.

Conversely, for a more pleasing visual representation for space-based engagements, players can use the BattleSpace maps found in *Classic BattleTech Map Set Compilation 2*.

## DICE

Like *BattleTech*, AT2 requires players to roll six-sided dice to determine the success of certain actions. The rules may require the players to roll one six-sided die (1D6) or two six-sided dice (2D6). When rolling multiple dice, add the results of both dice for a single total.

## GAME TERMS

The following terms describe important concepts in AT2.

### SKILLS

Pilots and vessel crews have statistics independent of their craft that are central to task resolution. The Gunnery and Piloting skills determine the success of weapons fire and maneuvers. In fighter craft, these statistics reflect the skill of the pilot and copilot, while in larger vessels they reflect overall crew quality.

#### Gunnery

The Gunnery Skill provides the base target number for all to-hit rolls. The base target number may be modified by range, weapon accuracy, and environment. The default Gunnery Skill value is 4.

#### Piloting

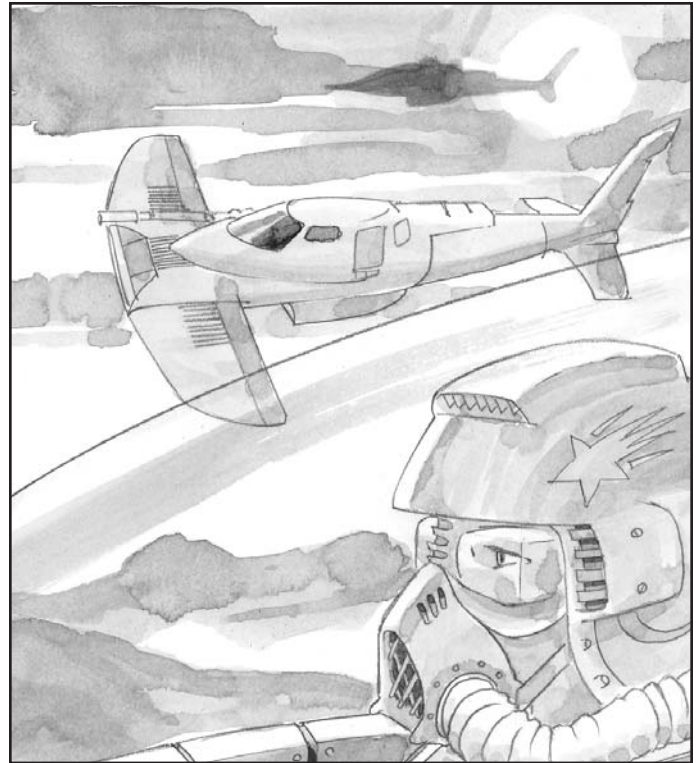
The Piloting Skill provides the base target number for all Control Rolls, which are typically modified by damage to the craft and difficulty. The default Piloting Skill value is 5.

### DEFAULT SKILL LEVELS

Both Inner Sphere and Clan aerospace unit pilot/crews of average skill have a Piloting Skill of 5 and Gunnery Skill of 4.

Though these skill levels can be different (use the same rules for aerospace pilots as for ground warriors; see *Skill Improvement*, p. 16, *BMR*), unless otherwise stated by the scenario being played, assume all warriors have the average skills discussed above.

Rather than defaulting to these skill levels, players may use the *Experience Level and Skills* rules on p. 114 of the *BMR*; pilots are treated as MechWarriors when using those rules.



### MARGIN OF SUCCESS/FAILURE

Most actions in AT2 have simple pass/fail results. The outcome of some actions, however, depends on the amount by which the roll succeeds or fails. To determine the Margin of Success/Failure, subtract the target number from the total of the dice roll. A positive result (a dice roll higher than the target number) is known as the Margin of Success (MoS) while a negative result (a dice roll lower than the target number) is known as the Margin of Failure (MoF). A margin of zero (the dice roll matching the target number) is called a Simple Success.

### CREW/PILOT STATUS

As pilots and crews suffer damage, their effectiveness at their tasks deteriorates. Though the exact effect of this deterioration varies for fighters and larger vessels, the deterioration manifests in the same manner, which is noted on the crew status track.

When no boxes on the track are crossed off, the pilot/crew operates at peak efficiency. For each box crossed off, apply a +1 penalty to all Piloting or Gunnery Skill target numbers. When all six boxes are crossed off, the pilot/crew can no longer perform their job. Further, every time a fighter pilot suffers damage, he must roll 2D6 against a target number equal to 1 + (2 x number of boxes crossed off). A successful result on this roll indicates the pilot remains conscious; a failed roll means he falls unconscious.

### LARGE CRAFT

A Large Craft is any unit weighing over 200 tons.