FIGHTERS . DROPSHIPS . JUMPSHIPS . WARSHIPS





n the thirty-first century, the BattleMech® reigns as king of the battlefield. But this title is not undisputed. Thundering down from deep space fly squadrons of deadly aerospace fighters, bristling with weapons rivaling the heaviest 'Mechs's and loaded with deadly bombs. Their missions to defend the space-faring DropStips and JumpStips,

the lifeblood of every successful military operation.

Add the exciting dimension of aerospace combat to your BattleTech® games with AeroTech 2º. A companion to the BattleTech Master Rules, Revised™, this book contains all the rules and background material you need to add aerospace fighters, WarShips and other spacecraft to your BattleTech and RPG games. These rules also support stand-alone air- or space-combat scenarios.

This Revised Edition of the rulebook has been extensively expanded and incorporates more than four years of player feedback to create the most comprehensive set of aerospace rules yet published for the BattleTech universe.



AeroTech 2, AeroTech and WKGames are registered trademarks and/or trademarks of WizKids, LLC in the United States and/or other countires.





AEROTECH

BATTLETECH

EXPANSION

