AEROTECH 2

CHARTS AND TABLES

ATTACK TABLE

Base To-Hit Number: Gunnery Skill

Range	Modifier
Short	+0
Medium	+2
Long	+4
Extreme	+6

Target/Intervening Conditions

Angle of Attack	
Attack against aft	+0
Attack against nose	+1
Attack against side	+2
Target is at 0 velocity	-2
Second or subsequent target	+1
Weapon is capital scale vs. Unit	+5†
less than 500 tons	
Firing through atmospheric hex*	+2 per hex
Firing into or out of screen hex	+2
Target is evading	variable

Attacker Conditions

Attacker exceeded Safe Thrust	+2
this turn	
Attacker is out of control	+2
Attacker has pilot damage	+1 per box
Attacker has CIC or FCS critical	+2 per box
damage	
Attacker has sensors crit damage	+1 per box or +5 if sensors destroyed
Attacker is Evading	variable

Special Weapons and Equipment

Weapon is Heavy Gauss	+1
(Fighter/small craft)	
Weapon is LB-X	-1
Weapon is pulse	-2
Weapon is heavy laser**, MRM or	+1
Rocket Launcher	
Aerospace fighter with TC	-1‡
Barracuda missile (not tele-operated)	-2§

*This applies to atmospheric hexes on the space map, not to hexes on the atmospheric or Classic Battletech maps.
†Does not apply to capital missiles, which are designed to track small targets.
‡Only applies to certain weapons (see p. 148, BMR)
§Modifier does not apply if Barracuda missiles are fired in conjunction with other capital missiles.
**Any laser bay which includes a heavy laser, has a +1 to-hit modifier applied to the entire bay.

FIGHTER/SMALL CRAFT HEAT POINT TABLE

Activity	Heat Points
Weapons Fire	Per Combat Tables pp. 72-75
Heat Sinks	-1 per operational heat sink -2 per operational double heat sink
Engine damage	+2 per hit

WEAPON RANGE TABLE

Range Bracket	Hexes (standard)	Hexes (capital)
Short	0-6	0-12
Medium	7-12	13-24
Long	13-20	25-40
Extreme	21-25	41-50

EVASION MODIFIER TABLE

Evading unit is...	To-hit Modifier	Firing Modifier
Fighter	+3	N/A
Fighter Squadron	+2	N/A
Small Craft	+2	N/A
DropShip	+2	+2
WarShip	+1	+2

FACING CHANGE COST TABLE

Current Velocity	Thrust Point Cost
0-2	1
3-5	2
6-7	3
8-9	4
10	5
11	6
12+	+1 per point

CONTROL ROLL TABLE

Base Target Number: Piloting Skill

Modifiers

Pilot/crew damage	+1 per box
Avionics Damage	+1 per box
Life Support Damage	+1 per box
Atmospheric operations	+2
Above Safe Thrust	+1

RANDOM MOVEMENT TABLE

1d6 Roll

Result	Effect
1	Forward 1 hex, turn left 2 hexsides
2	Forward 1 hex, turn left 1 hexside
3-4	Forward 1 hex
5	Forward 1 hex, turn right 1 hexside
6	Forward 1 hex, turn right 2 hexsides

HIT LOCATION TABLE

FIGHTERS
2d6

Roll	Nose	Aft	Side	Above/Below
2	Nose/Weapon	Aft/Weapon	Nose/Weapon	Nose/Weapon
3	Nose/Sensors	Aft/Heat Sink	Wing/Gear	Wing/Gear
4	Right Wing/Heat Sink	Right Wing/Fuel	Nose/Sensors	Nose/Sensors
5	Right Wing/Weapon	Right Wing/Weapon	Nose/Crew	Nose/Crew
6	Nose/Avionics	Aft/Weapon	Wing/Weapon	Wing/Weapon
7	Nose/Control	Aft/Control	Wing/Avionics	Nose/Avionics
8	Nose/FCS	Aft/Engine	Wing/Bomb	Wing/Weapon
9	Left Wing/Weapon	Left Wing/Weapon	Aft/Control	Aft/Control
10	Left Wing/Heat Sink	Left Wing/Fuel	Aft/Engine	Aft/Engine
11	Nose/Gear	Aft/Heat Sink	Wing/Gaer	Wing/Gear
12	Nose/Weapon	Aft/Weapon	Aft/Weapon	Aft/Weapon

DROPSHIPS/SMALL CRAFT
2d6

Roll	Nose	Aft	Side	Above/Below
2	Nose/Crew	Aft/Life Support	Nose/Weapon	Nose/Weapon
3	Nose/Avionics	Aft/Control	Nose/FCS	Nose/FCS
4	Right Side/Weapon	Right Side/Weapon	Nose/Sensors	Nose/Sensors
5	Right Side/Thruster	Right Side/Door	Side/Thruster	Side/Thruster
6	Nose/FCS	Aft/Engine	Side/Cargo	Side/Cargo
7	Nose/Weapon	Aft/Weapon	Side/Weapon	Side/Weapon
8	Nose/Control	Aft/Docking Collar	Side/Door	Side/Door
9	Left Side/Thruster	Left Side/Door	Side/Thruster	Side/Thruster
10	Left Side/Weapon	Left Side/Weapon	Aft/Avionics	Aft/Avionics
11	Nose/Sensors	Aft/Gear	Aft/Engine	Aft/Engine
12	Nose/K-F Boom	Aft/Fuel	Aft/Weapon	Aft/Weapon

JUMPSHIPS/WARSHIPS
2d6

Roll	Nose	Aft	Side
2	Nose/Life Support	Aft/Fuel	Nose/Weapon
3	Nose/Control	Aft/Avionics	Nose/Avionics
4	Fore-Right/Weapon	Aft-Right/Weapon	Front-Side/Grav Deck
5	Fore-Right/Thruster	Aft-Right/Thruster	Front-Side/Weapon
6	Nose/CIC	Aft/Engine	Front-Side/Docking Collar
7	Nose/Weapon	Aft/Weapon	Front-Side/K-F Drive
8	Nose/Sensors	Aft/Engine	Aft-Side/Cargo
9	Fore-Left/Thruster	Aft-Left/Thruster	Aft-Side/Door
10	Fore-Left/Weapon	Aft-Left/Weapon	Aft-Side/Weapon
11	Nose/Crew	Aft/Control	Aft/Weapon
12	Nose/K-F Drive	Aft/K-F Drive	Aft/Engine

ATMOSPHERIC CONTROL MODIFIERS

Condition	Control Roll Modifiers
Per 20 points of damage	+1
Unit is spheroid DropShip	+1
Unit is aerodyne DropShip	0
Unit if fighter	-1

STRAIGHT MOVEMENT TABLE
Minimum Straight Movement (in hexes)

Effective Velocity	Aerospace/ Conventional Fighter	Aerodyne Dropship
1-3	1/1	1
4-6	1/1	2
7-9	2/1	3
10-12	3/2	4
13-15	4/3	5
16+	5/4	6

STRAIGHT MOVEMENT ON BATTLETECH MAPS TABLE

Effective Velocity	Minimum Straight Movement (in hexes)
1	8
2	12
3	16
4	20
5	24
6	28
7	32
8	36
9	40

FIGHTER RETURN TABLE

Safe Thrust	Turns before return
1-4	3
5-8	2
9-12	1
13+	0

ADVANCED INITIATIVE TABLE

Initiative = Control Roll MoS/MoF + Class Modifier

Vessel Class Modifiers

Fighter	+3
Small Craft	+0
DropShip	+0
WarShip	-3
JumpShip	-5
Space Station	-5

RE-ENTRY TABLE

Situation	Modifier (max. 6)
Unit has engine damage	+1 per box
Unit has damage to thrusters	+1 per box
Unit has no thrust*	+6

*A unit is considered to have no thrust if it cannot generate any thrust due to critical engine damage or a lack of fuel.

ALTITUDE TABLE

Hex-row	Altitude (km)	Max. Safe Velocity
Ground	0-17	2
Row 1	18-35	3
Row 2	36-53	6
Row 3	54-71	9
Row 4	72-89	12
Interface	90-107	15

SPECIAL MANEUVERS TABLE

Maneuver	Min/Max Velocity	Thrust Cost	Piloting Modifier	Effect
Loop	Min 4	4	+1	The unit spends its first 4 points of velocity in the loop, though the actual velocity remains unchanged. The remainder is spent normally.
Immelmann	Min 4	4	+1	The unit gains two altitude levels and ends the maneuver facing any hexside. Velocity drops by 2. The remainder is spent normally.
Split-S	Any	2	+2	The unit loses two altitude levels and ends the maneuver facing any hexside. Velocity increases by 1.
Hammerhead turn	Any	Velocity	+3	The unit remains in the hex it started, but turns 180 degrees.
Half-roll	Any	1	-1	The unit rolls 180 degrees, reversing left and right sides and up/down facing.
Barrel roll	Min 2	1	0	The unit rolls 360 degrees, ending with the same facing. Velocity drops by 1.
Side-slip	Any	1	0	Instead of moving into the hex directly ahead, the unit moves into the front-left or front-right hex without changing facing.
VIFF	Any*	Velocity +2	+2	Successfully using the "vector in forward flight" maneuver, a VSTOL unit halts forward momentum and gains one altitude level.

*VSTOL units only

RAMMING ATTACKS TABLE

Base To-Hit Number: 6+ (target Piloting Skill-attacker Piloting Skill)

Modifiers

Attacker existing damage:

Sensor Damage	+1
Avionics Damage	+1 per box

Target is:

Fighter	+4
DropShip	+2
JumpShip	0
WarShip	+1
Space Station	-1
Cannot spend thrust	-2

Attacker is:

Fighter	-2
DropShip	-1
WarShip	+1

DOCKING MODIFIERS TABLE

Condition	Modifier
Unit has critical damage to thruster	+1/box
Docking conducted during combat*	+2
Docking unit is JumpShip	+4
Docking unit is WarShip	+3
Docking unit is DropShip over 20,000 tons	+2
Docking unit is DropShip under 5,000 tons	-1
Per 15 minutes added to docking time	-1
Per 5 minutes subtracted from docking time	+1
Sensor damage	+1/box
Avionics damage	+1/box
Trained docking pilot used**	-2
Docking collar damaged	Double docking time

*This modifier applies to any docking attempts made within 10 hexes of units firing or being fired upon during the docking procedure.
**See piloting (expanded), p.86

DOCKING DAMAGE TABLE

Margin of Failure	Effect
0	Docking successful.
1	Docking successful. Both docking collars take 1 box of damage.
2	Docking unsuccessful. The craft miss each other, but the pilot can attempt another docking in 10 minutes.
3	Docking unsuccessful. Both docking collars suffer damage, cross of 1 box. The pilot can attempt another docking after a delay of 10 minutes.
4+	Docking unsuccessful. Apply conventional damage equal to (MoF -3) x 10 to the nose of the docking unit and the target unit; either the side of the Jumpship/Warship or nose of the DropShip. The pilot can attempt another docking after 10 minutes.