

Introduction

Welcome to my guide for playing Aero-tech 2 using what is commonly known as “miniature rules”, where the hex-map is removed for a more free-form game. In some layouts, direct travel on a hex map is difficult and by providing a way to still keep track of firing arcs, impact sides, distances and ranges, it allows for far more flexibility in fleet deployment and action.

First you will need a place to play, and the larger the game board is (especially with Capital grade weapons ranges) the better. Most kitchen tables are smallish, but the proliferation of the new Rubbermaid folding tables make linking two or more together more financially feasible. Not even having money for that, I made a table top out

of a four foot by seven foot piece of medium density fiberboard, cut in half and piano hinged for easier storage. Total cost was forty five dollars. Throw on a piece of black velour cloth, five foot by eight foot in size, (cost, eighteen dollars) and you have your playing surface.

Now, each side is going to need some tools to play. Each side should of course have its miniatures and record sheets, the basic tools of the game. Also a set of small dice for tracking purposes and a set of rolling or attack dice are needed for the game mechanics. Each side should also possess a tape measure for ranging and movement and a vector chit for each unit in play. A template for the firing arcs, and a laser line level for illustrating lines of sight/attack should be available, and can be shared

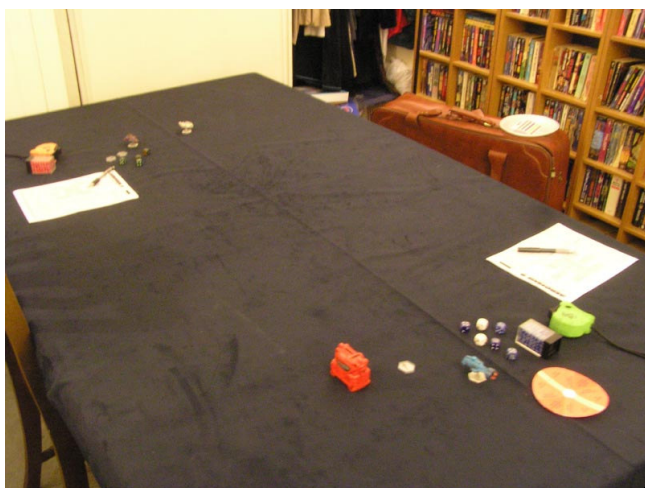
by both teams.

The vector chit can be anything that allows for an easy look at direction of travel, but I have found that a hex base with an arrow drawn or painted on each side works the best, as it allows for easy reference between it and the standard hex base on Iron Wind Metals AT2 miniatures.

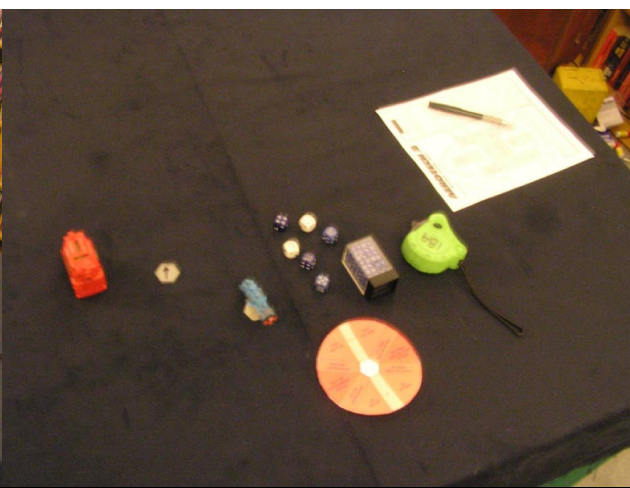


Vector Chit

A miniature rules firing arc template is also easy to make, and the capital warship template is also provided here in this guide for easy printing.



Battletable



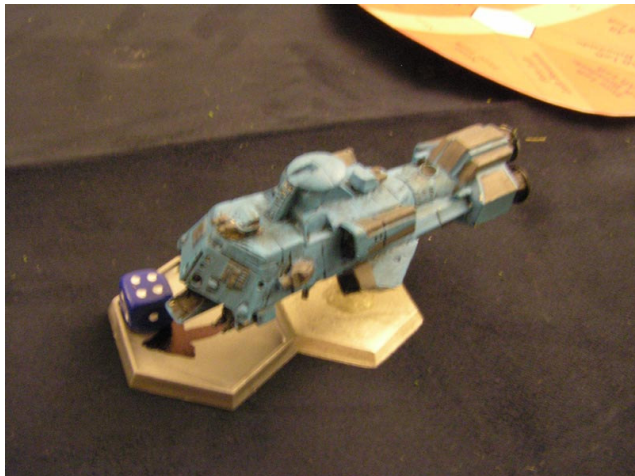
Lyran side equipment



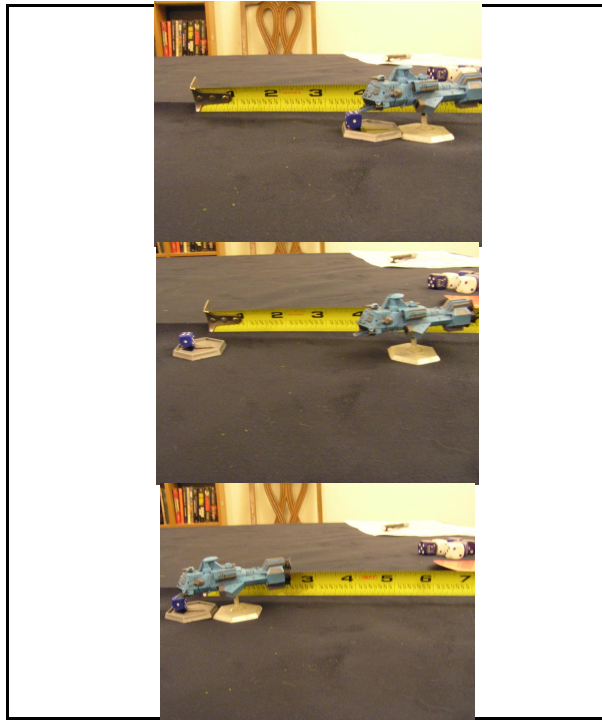
Firing arc template

Game Mechanics

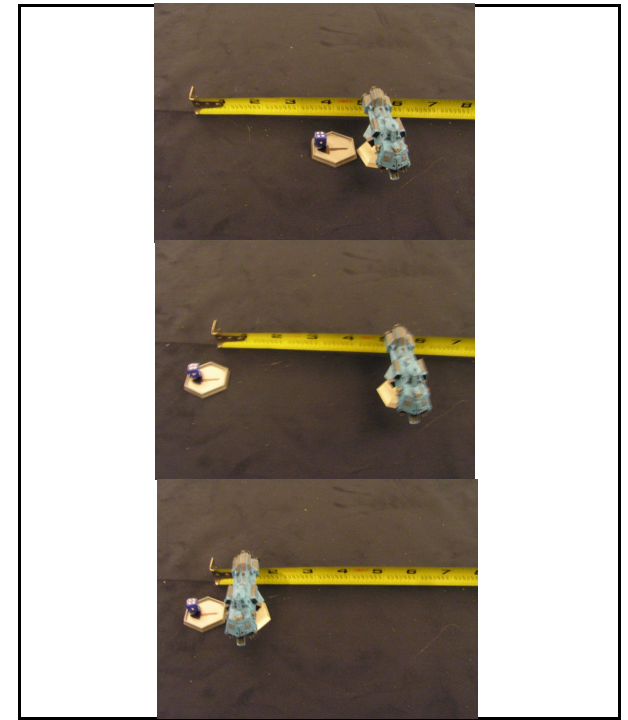
As you can see, the Mjolnir here has decided to get into battle as quickly as its safe thrust will allow. It has applied four thrust forward, making its speed four (as shown by the die) and its vector straight ahead (as indicated by the chit.)



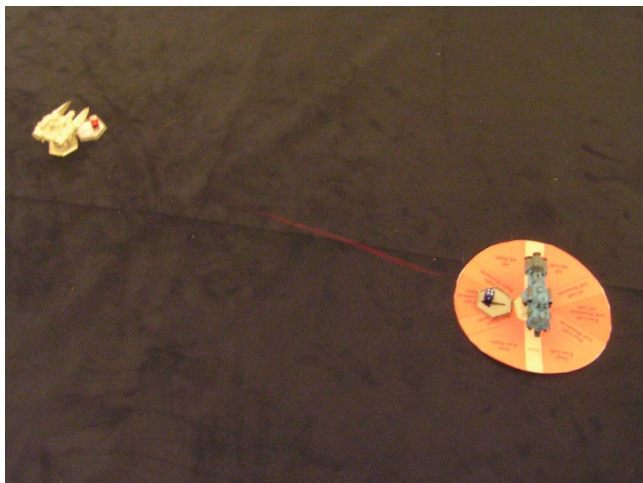
Movement is easy. One lines up the tape measure to the vector chit at the desired number of points indicated by its speed die, in this case four. Then, one moves the vector chit directly forward, and then matches the miniature base in the same aspect it had been before movement occurred.



Two examples are shown here, one showing a simple move, one showing the Mjolnir in a “drift” where its motion is not aligned on the lengthwise axis of the miniature.

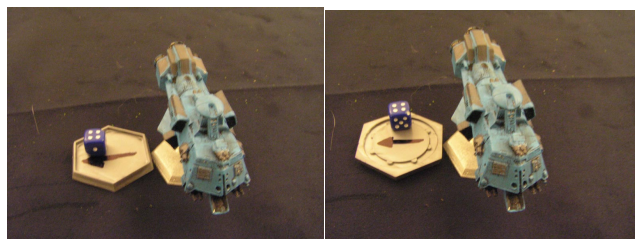


Now it's a little further on in the game, and the Mjolnir is attempting to fire upon the Avalon. By placing the template around the base, it is easier to get a visualization of the firing arcs of the Lyran battlecruiser, and by using the laser line leveler to project a beam connecting the center of both ships, it makes it easy to determine what arcs can be brought into play. In this case, the Avalon lies in the fore-right, right broadside, and aft-right bays. It's not a good time to be in the Federated Suns navy.



Firing arcs and line of attack

After all the firing has died down and the next movement begins, the Mjolnir is still drifting towards the Agamemnon after taking some serious damage to its right side. Declaring a roll to bring its fresh left side to bear, it indicates that by flipping its vector



chit. We like Chessex plastic hex bases for this, as they are cheap (ten dollars for a bag of fifty at Comic-Con San Diego), and have a distinctive difference in each side making it easy to tell a unit has rolled.

Special Thanks

I hope this guide allows some of you to break free from the map sheets and onto the vastness and freedom of space.

Thanks to Ashenwelt and Giovanni Blasini for playing AT2 with us in San Diego.

Thanks to TheKeeper for putting up with and participating in my Battletech obsessions.

And a very special thanks to Cosmowolf for buying the black velour, and prodding the players into both Battletech and Aerotech 2. A solid 12 for initiative this man is.

Legal

Classic Battletech is produced by Catalyst Game Labs, under a IP licence from Wizkids LLC. All rights are reserved to them. This is an unofficial guide, and is not to be construed as a canon guide to running AT2 games and is superseded at any Catalyst event by AT2 rules or any future product which may have an impact on the AT2 game system.

