

Aerospace Ground Support Assets

Below are rules and a host of ground support assets that should be laid out on cards to be played according to the *Spectacle Card* rules for *Battletech: Beyond Electrodrome*

Air-to-ground attacks: Sequence: declare your intention to launch an air to ground attack during initiative phase and then roll d6. 1-2: attack lands after weapon attack phase and any non-altitude bombing attacks can be prevented via destruction of the aerial vehicle. 3-4: attack lands during weapon attack phase. 5-6: the attack lands before weapon attack phase and cannot be intercepted/prevented, though the aerospace asset may still be shot down.

Air-to-ground attacks: Planning the attack: when it is time to attack, declare targets, direction of travel, and flight path. It must follow straight lines of hexes and must reach from one end of the board to the other. All targets must lay in the center of this path.

Air-to-ground attacks: Strafing and Bombing: strafe and bombing attacks target *hexes*. Attacks roll versus the attack difficulty to succeed (9+ and 8+/10+ respectively). Missed dive bombing attacks scatter in 6 directions, with scatter distance equal to margin of failure divided by 2. Missed altitude bombing attacks miss in the three hexes in the direction of travel, distance equal to margin of failure divided by 2.

Air-to-ground attacks: Strafing and altitude bombing targets: both attacks must target a straight, unbroken line of no less than 2 adjacent hexes. Strafing attacks may target a maximum of 5 hexes. Altitude bombing attacks may target a number of hexes equal to their total number of bombs so long as they drop at least one bomb per hex.

Air-to-ground attacks: Striking: strike attacks include target movement and terrain (smoke, forest) modifiers, added to the base 7+ difficulty.

Ground-to-air attacks: Difficulty: Gunnery + normal to-hit modifiers (movement, etc.)+ range (calculated as shortest distance to aerospace line of attack +3 hexes altitude) + vehicle evade number. Ground-to-air attacks can be used to prevent attacks if said attacks are set to occur *after* weapon attack phase. Ground-to-air attacks *cannot* be used against units performing an "altitude bombing" attack.

Ground-to-air attacks: Damage: for every successful ground-to-air attack roll 2d6 (add +1 to this roll for each 10 damage the attack inflicts or for cluster/flak attacks). Meeting or exceeding the *survive* number means the aerospace asset is destroyed. No armor. No criticals or hitpoints. Just "alive"...and then very, very dead.

Quick (VERY OPTIONAL) Rules for Tier use: roll 1d6 when attempting to use the card. Rolling equal/above tier level permits use of the card. Failure results in nothing. Using Mechwarrior: Destiny rules, one may make a *Communications* skill check, adding 1 to their roll for easy (2d6) success, 2 for average (3d6) success, and 3 for hard (4d6) success.

Quick (VERY OPTIONAL) Rules for Skill use: Using Mechwarrior: Destiny rules, one may make a Communications skill check, adding 1 to their aerial resource's attack roll for easy (2d6) success, 2 for average (3d6) success, and 3 for hard (4d6) success.

Ground Attack Craft	Tier	Evade/Survive	Attacks, Diff, dam	
			Strafe	Strike
Light	2	6+/6+	3x, +9/3	3x, +7/3
Light	2	6+/6+	NA	6x, +7/2
Medium	3	5+/8+	3x, +9/5	3x, +7/5
Medium	3	5+/8+	NA	4x, +7/5
Heavy	4	4+/9+	5x, +9/5	5x, +7/5
Heavy	5	4+/9+	NA	4x, +7/10
Assault	6	3+/10+	4x, +9/8	4x, +7/8
Assault	6	3+/10+	NA	2x, +7/20

Bombers	Tier	Evade/Survive	Dive/Altitude	Ordinance (see page 2)
Light	1	6+/6+	8+/10+	d3 Paint Bombs
Light	1	6+/6+	8+/10+	d2 Smoke Bombs
Medium	2	5+/8+	8+/10+	d3 +1 Iron Bombs
Medium	2	5+/8+	8+/10+	d3 Light Cluster Bombs
Medium	3	5+/8+	8+/10+	d3+1 Coolant Bombs
Medium	3	5+/8+	8+/10+	d3+1 Chaff Bombs
Medium	4	5+/8+	8+/10+	d3 Rocket Launcher 10's (7+ to-hit, + movement/terrain)
Medium	4	5+/8+	8+/10+	d3+1 Glitter Bombs
Heavy	5	4+/9+	8+/10+	d3+1 Inferno Bombs
Heavy	5	4+/9+	8+/10+	d3+1 Supercoolant Bombs
Heavy	5	4+/9+	8+/10+	6 Light Cluster Bombs
Assault	6	3+/10+	8+/10+	d2 Thunder Bombs
Assault	6	3+/10+	8+/10+	d2+1 Heavy Iron Bombs
Assault	6	3+/10+	8+/10+	Daisy Cutter
Assault	6	3+/10+	8+/10+	Blue Pinwheel
Assault	6	3+/10+	8+/10+	d2 Heavy Cluster Bombs

Smoke Bomb: targeted hex and all adjacent filled with 2 levels of heavy smoke, dissipate after 3 turns
Light and Heavy Cluster Bombs: 5/20 damage to targeted hex and adjacent 6 hexes, rolled as attacks from above in 5pt clusters.
Iron and Heavy Iron Bombs: 10/20 damage to all units in targeted hex in 5 point clusters.
Inferno Bomb: all units in targeted hex suffer from 5 inferno SRM hits (+10 heat). Hex ignited (with heavy smoke) until end of scenario.
Chaff Bomb: (TO p.299): 1 hex with 2 levels of light smoke, counts as AMS (vs. SRM/LRM attacks into or passing through), and creates 3 hex diameter ECM bubble. Dissipates at the end of the following turn.
Thunder (FASCAM) Bomb: Creates a 20-point density minefield in the targeted hex and adjacent 6 hexes.
Rocket Pods: 10 tubes, only useful in a strike attack.
Coolant Bomb: reduces heat by 3 and counts as 2 levels of light smoke in each hex impacted. Smoke dissipates after 1 round.
Supercoolant Bomb: reduces heat by 5 and counts as 2 levels of heavy smoke in each hex impacted. Smoke becomes light smoke after 1 round, which lasts 1 round.
Paint Bomb: For each unit in the impacted hex roll 2d6: 9+ resulting in +1 to-hit. +3 max.
Blue Pinwheel: 7 hex diameter: all affected units generate +10 heat, walk MP reduced by 2, and energy weapons deal 50% less (rounded down to a minimum of 1) damage.
Daisy Cutter: 40 damage to targeted hex, 30 to adjacent, 20 to adjacent, 10 to adjacent (7 hex diameter) in 5pt clusters. All affected units must make a piloting roll at +2 difficulty or be knocked to the ground.
Glitter Bomb: Each impacted hex is filled with 2 levels of light smoke, is impenetrable to laser weapons (including TAG), and blocks LOS with electronic warfare equipment. Lasts until the end of the following turn.