



# Strategic Operations: Advanced Aerospace Rules

## (Version 5.0)

The following is a compiled rules errata for the third/first printing (see below) of *Strategic Operations: Advanced Aerospace Rules* as of 15 November, 2024.

### NEW ADDITIONS

Prior to this release there was no compiled errata for this product. There have been five printings of *Strategic Operations: Advanced Aerospace Rules (AAR)* to date. The first two printings of this material were found in the 448-page *Strategic Operations*. The dates for the printings of this version were 2009 and 2011. *Strategic Operations* was then edited into the current AAR form, with all of its non-aerospace rules moved to other books and the book size dropping considerably (184 pages). However, the smaller AAR version is considered to be a direct descendant of the original version and so continues the printing numbers from it: 2020 (third printing / first AAR printing), 2021, and 2023—you can check page 7 (original) or page 5 (AAR) of the book to see which printing you have.

Entries corrected in a given printing are marked with a number corresponding to that printing (e.g. entries corrected in the fourth printing are marked with a ④). All errata and page number references here are for the third/first printing (2020) unless specified otherwise. Please note that, in the interests of brevity, typo and minor formatting corrections have not been listed unless they affect an understanding of the rules.

#### ③ Dropping Troops (p. 20)

*Under "Atmospheric Drops", first paragraph, second sentence*

If a unit that can mount jump jets does not mount jump jets (which automatically jettison upon touchdown; see *'Mech Jump Pack'/'Mech Drop Pack*, p. 292, TO)

Change to:

If a unit that can mount jump jets does not mount jump jets, it may either mount disposable jump jets (which automatically jettison upon touchdown; see *'Mech Jump Pack'/'Mech Drop Pack*, p. 105, TO:AUE)

#### ⑤ Dropping Troops (p. 21)

*Under "Atmospheric Drops", "Failed Landing Damage", replace the last paragraph with the following:*

Regardless of whether a unit violates Stacking rules for entering a hex, a failed landing roll (unlike a successful one) is treated as an accidental fall from above (see p. 152, TW).

#### ⑤ Hull Landing Modifiers Table (p. 23)

*Under "Battle Armor"*

Change the modifier for "Has Heavy Battle Claw" from -1 to -1 per.

#### ③ Advanced Point Defense Weapons (p. 85)

*Replace the "Capital Missiles" and "Arrow IV Missiles" paragraphs with the following:*

**Capital Missiles:** Only point-defense weapon bays (2 or more weapons) can affect capital missiles; a single PDW has no effect. When firing at missiles, convert the damage from a PDW bay to capital-scale damage. If this damage is insufficient to destroy a targeted missile (which occurs when a missile takes capital-scale damage equal to its Attack Value), the missile suffers a +1 to-hit penalty for each point of capital-scale damage it sustained from PDW bays.

**Capital Missile Bays:** For the purposes of PDW fire, treat all missiles fired from a single bay as a single combined missile (i.e. PDW fire damages and inflicts to-hit penalties on the entire group, not against individual missiles). Similarly, the damage value of the missile flight is not reduced unless the entire flight is destroyed by PDW fire.

**Arrow IV Missiles:** Treat these as capital missiles, except that in place of capital-scale damage, use standard-scale damage, giving an Arrow IV missile 20 points of standard-scale armor.



### ③ Advanced Atmospheric Control Rolls (p. 85)

Replace the entry with the following:

*Total Warfare's* standard aerospace rules require any unit to make a Control Roll in the End Phase of a turn in which it is damaged while in atmosphere. Under the advanced rules, such rolls are still needed. However, rather than for every turn in which it takes damage, Control Rolls are made in every turn where a unit takes an Avionics or Control critical hit (per standard rules) or where a unit sustains a hit that exceeds its Damage Threshold. If a threshold-exceeding hit occurs that also causes critical damage, two Control Rolls are made. The +1 modifier for 20 points of damage does not apply when using advanced atmospheric Control Rolls.

### ④ Individual Weapons (p. 102)

Sixth paragraph, first and second sentences

A side effect of individual weapon use is that individual standard-scale weapons may struggle to penetrate capital-scale armor; only a select few may inflict the 10 points of damage required to cause a point of capital damage. To reflect this, roll 2D6 whenever a standard-scale weapon strikes capital-scale armor.

Change to:

A side effect of individual weapon use is that individual standard-scale weapons may struggle to penetrate capital-scale armor; some may not inflict the 5 points of damage required to cause a point of capital damage. To reflect this, roll 1D6 whenever a standard-scale weapon strikes capital-scale armor.

### ④ Individual Weapons [example text] (p. 102)

Replace the example with the following:

*A Rapier aerospace fighter is attacking an Avalon-class WarShip 4 hexes away. The controlling player decides to fire its AC/20 and a small laser. After checking his record sheet, the controlling player sees that the range of the AC/20 is 9 hexes. After checking the Extreme Range rule (see p. 83, TO:AR), he determines that the Extreme Range of the AC/20 is 12: no problem. The controlling player would also like to fire the small laser, and thanks to the Extreme Range rule it is just in range (range 4).*

*After making two successful to-hit rolls, the controlling player determines damage. The AC/20 automatically inflicts 2 points of capital-scale damage (because the 1D6 roll result will always be less than the standard-scale AC/20 Attack Value of 20, it automatically causes capital-scale damage equal to the Attack Value of 20 divided by 10). The small laser, on the other hand, will inflict a single point of capital-scale damage only if the 1D6 roll result is 3 or less (equal to or less than the small laser Attack Value of 3).*

### ⑤ Advanced Sensors (p. 106)

Under "Detection Check", at the end of the last paragraph insert the following:

Check modifiers below provided by equipment are not cumulative.

### ④ Designing Advanced Aerospace Units (p. 133)

Under "Step 1: Design the Chassis", "Choose Weight", "Space", first paragraph, third sentence

For Space Stations and WarShips, this limit is 20 weapons per each of the unit's 6 arcs.

Change to:

For Space Stations and WarShips, this limit is 20 weapons per firing arc.

### ⑤ Determine K-F Jump Capability (JumpShips and WarShips) (p. 136)

At the end of the first paragraph insert the following:

JumpShips and WarShips must have a K-F drive: they cannot be designed without one.

### ④ Special Enhancements (p. 139)

Last sentence

They replace the Space Station cost multiplier of x1.25 (see p. 158) with x20.

Change to:

They replace the Space Station cost multiplier of x5 (see p. 146) with x20.



⑤ **Step 5: Add Weapons, Ammunition, and Other Equipment (p. 142)**

*Under "Docking Hardpoint (Docking Collar)", at the end of the paragraph insert the following:*

Appropriate aerospace units, massing a minimum of 50,000 tons, may mount up to 1 docking hardpoint for every 50,000 tons of vessel weight (rounded up).

⑤ **Odyssey-Class JumpShip [construction example] (p. 144)**

*First paragraph, second sentence*

*As her vessel is a JumpShip weighing 345,000 tons, she determines that the first priority will be docking collars, of which the Odyssey can have up to 6 ( $345,000 \text{ tons} \div 50,000 = 6.9$ , round down to 6).*

Change to:

*As her vessel is a JumpShip weighing 345,000 tons, she determines that the first priority will be docking collars, of which the Odyssey can have up to 7 ( $345,000 \text{ tons} \div 50,000 = 6.9$ , round up to 7).*

⑤ **McKenna-Class JumpShip [construction example] (p. 145)**

*First paragraph, third sentence*

*First, she chooses to install docking collars, and computes that the 1,930,000-ton battleship can have up to 38 ( $1,930,000 \text{ tons} \div 50,000 = 38.6$ , round down to 38). Lynn decides 38 would be excessive, however, and installs only 6 collars on the McKenna (at 1,000 tons each).*

Change to:

*First, she chooses to install docking collars, and computes that the 1,930,000-ton battleship can have up to 39 ( $1,930,000 \text{ tons} \div 50,000 = 38.6$ , round up to 39). Lynn decides 39 would be excessive, however, and installs only 6 collars on the McKenna (at 1,000 tons each).*

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