

Errata: Classic Battletech Master Rules

Errata for FanPro Printings

These errata apply to the following products as of 10/01/2004:

- **BattleTech Master Rules**, 1st Printing
- **BattleTech Master Rules**, 2nd Printing

† Denotes corrections made in the first FanPro printing.

†† Denotes corrections made in the second FanPro printing (first Hardback edition).

Introduction

Reader Response (p. 6)

Change the second sentence in the paragraph to the following:

If you have questions or comments about BattleTech or any other FanPro product, please write to us at 1608 N. Milwaukee, Suite 1005, Chicago, IL 60647, or send an e-mail to Precentor_Martial@classicbattletech.com.

Movement

Minimum Movement (p. 18) ††

Insert after the last sentence of the first paragraph:

Units using this rule are allowed to enter hexes, which normally couldn't be entered by a running unit (i.e. water). Any Piloting Skill Rolls for running still apply.

Minimum Modes (p. 19) ††

Delete the paragraph about the infantry.

Running — Critical Damage (p. 20) ††

Replace the complete paragraph with the following:

After the end of their Movements, BattleMechs that run with damaged hip actuators or a damaged gyro must make a Piloting Skill Roll to avoid falling. (See Piloting Skill Rolls, p. 23)

Skidding — Collisions (p. 22) ††

Under Collisions on p. 22, change the sentences to the following:

...lies in the path of the skid, there is a chance the skidding unit will crash into it.

In the case of hill terrain, the skidding unit automatically crashes into it with no resulting damage and simply stops.

Skidding units automatically crash into buildings, which take damage as if the skidding unit had executed a successful charge attack (see Charge Attacks, p. 42). A skidding unit must make a successful charge attack, with all the standard modifiers, against any unit(s) in the path of its skid; if it is successful, the skidding unit applies damage as against buildings. The crash (if successful against a unit) is resolved...

Avoiding a Collision: A unit that has not yet moved during the current Movement Phase can attempt to get out of the way of an oncoming skidding unit that has made a successful charge attack to-hit roll against it.

Falling Damage to a BattleMech (p. 25) ††

Final sentence in the first paragraph, change:

...Water hex as a Level 0 hex...

to:

...Water hex as a Depth 0 hex...

Elevation — Water (p. 26) ††

Replace the first sentence with:

Water hexes descend to a specific Depth level below their surface; the surface of the water is actually at the same level as the surrounding terrain.

Combat

Aimed Shots (p. 34) ††

Add as a #5 head at the bottom of the third paragraph:

Physical Attacks: The Aimed Shots rule does not apply for physical attacks.

Charge (p. 42) ††

Place new sixth and seventh #5 headers at the bottom of the Charge Attacks, first column

Loss of MPs: A charging unit that losses MPs due to damage can still make a charging attack that turn.

Falls: If the attacking BattleMech takes damage during the Weapon Attack Phase that forces the pilot to make a Piloting Skill Roll, the player should roll as normal. A failed roll means that the attack automatically misses. Resolve the fall normally at the end of the Weapon Attack Phase.

Unit Displacement (p. 45) ††

Add the following at the end of the last sentence under the #5 'vehicles' header:

A vehicle displaced into a hex 2 levels or more lower than its previous position takes damage as per VTOL Rotor Destruction (see p. 59).

Accidental Fall from above (p. 45) ††

Replace the #5 header below with:

Vehicles: Accidental falls automatically miss vehicles.

Add the following below the #5 Vehicle header:

ProtoMechs: Treat ProtoMechs as BattleMechs.

Falling BattleMech Hits Target (p. 45) ††

In the last sentence, last paragraph, delete '(attacking)'.

Buildings

Collapse (p. 52) ††

Change the sentence under Collapse on p. 52 to the following:

...if there are BattleMech and vehicle units on any one level of one hex above the first level of the building whose combined tonnage exceeds the current CF of the building; if a building has a basement (see Basements), this includes the first level as well.

Vehicles

Combat (p. 58) ††

The diagram for determining attack directions for vehicles is missing its labeling. Starting with the hex-side where the black arrow is pointed and proceeding clockwise, the facing labels are as follows: Front, Right Side, Right Side, Rear, Left Side, Left Side.

Infantry

Infantry Units Table (p. 61) ††

Replace the Movement Points of the jump-capable units with the following:

Jump Infantry	
Rifles	3 Jump / 1 Ground
Machine Guns	3 Jump / 1 Ground
Flamers	3 Jump / 1 Ground
Portable Lasers	2 Jump / 1 Ground
SRMs	2 Jump / 1 Ground
Battle Armor	3 Jump / 1 Ground

Movement (p. 61) ††

Insert at the end of the last paragraph, before "infantry carriers":

Movement Modes: Every infantry unit has a Walking Movement of 1 MP. If the unit wants to spend more it either has to use Running or Jumping movement.

Sylph Armor Rules (p. 65) ††

Change the sentence on p. 65, under Sylph Armor Rules, to the following:

Sylph units are subject to the jumping Attacker Movement Modifier for weapon attacks when using VTOL movement.

Special Case Rules

High/Low Gravity (p. 84) ††

On p. 84, under the Jumping #5 header of High/Low Gravity, change the sentence to:

Make a Piloting Skill Roll, adding the appropriate modifiers for low gravity; a standard PSR is made in high gravity, with no modifiers. If the roll fails for low gravity, the BattleMech takes 1 point of internal structure damage to each leg for each Movement Point spent jumping that exceeds its normal Jumping MP. If the roll fails for high gravity, the BattleMech takes 1 point of internal structure damage to each leg for every 1 Walking MP lost from its normal Walking MP.

LRM indirect Fire (p 85) ††

The fourth bullet point, change:

...spotter's movement,

to:

...spotter's movement (even if the spotter is infantry),

Underwater Operations (p. 94) ††

Insert an new chapter between Movement and Line of Sight:

FALLS

If a unit below the water surface is falling it will suffer the normal falling damage divided by 2.

If a unit above the water surface is falling it will suffer the normal falling damage divided by 2 for hitting the surface and normal falling damage divided by 2 for the fall from the surface to the ground.

Hitting the surface: $\text{tonnage} / 10 \text{ (round up)} \times (\# \text{ of fallen levels} + 1) / 2$

Hitting the ground: $\text{tonnage} / 10 \text{ (round up)} \times (\text{depth of water hex} + 1) / 2$

Construction

Inner Sphere Weapons and Equipment Table (p. 121) †

The **Damage** column for the Rocket Launchers 10, 15 and 20 should all read:

1/missile

Clan Weapons and Equipment Table (p. 123) †

In between rows ATM 12* and LRM 5, insert the following two rows:

ATM ER Ammo* * 1/missile 4 1-9 10-18 19-27 * * *

ATM	HE	Ammo*	*	3/missile	-	1-3	4-6	7-9	*	*	*
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Tables

Clan Weapons and Equipment Table (p. 174) †

In between rows ATM 12* and LRM 5, insert the following two rows

ATM	ER	Ammo*	*	1/missile	4	1-9	10-18	19-27	*	*	*
ATM	HE	Ammo*	*	3/missile	-	1-3	4-6	7-9	*	*	*

Errata for FASA Printings

These errata apply to the following products as of 10/01/2000:

- **BattleTech Master Rules**, 1st Printing
- **BattleTech Master Rules**, 2nd Printing
- **BattleTech Master Rules**, 3rd Printing
- **BattleTech Master Rules**, 4th Printing

† Denotes corrections made in the second FASA printing.

†† Denotes corrections made in the third FASA printing.

††† Denotes corrections made in the fourth FASA printing.

Components

Infantry Record Sheet †

The last paragraph under this heading should be replaced with:

The record sheet also provides an Infantry Range Modifier Table for each of a platoon's possible weapon types.

Movement

Attacker Movement (p. 29) ††

Replace the last sentence in the first paragraph with:

The attacker movement modifier is based on the movement mode the attacking unit used in the turn, regardless of the actual MP expended or distance moved.

Combat

Attack Modifiers Table (p. 32) †

The modifiers for Target Movement 0, +1, +2, +3, +4 should all be moved to the right so that they appear under the Modifier column.

Under Physical Attacks Only, the second instance of:

Upper or Lower Arm Actuator Hit (each)

should be changed to:

Upper or Lower Leg Actuator Hit (each)

(This should also change on the reference sheet in the back of the book, p. 160).

Kick Attacks (p. 40-41) †

The text below should be moved from its current location to follow the sentence:

If the attacking BattleMech misses its kick, it must make a Piloting Skill Roll,

as a new paragraph:

Critical Damage: Reduce this damage by half for each upper and lower leg actuator damaged on the kicking leg, with these effects being cumulative. For example, if two leg actuators are missing, reduce the damage to one-quarter its original value, rounding fractions down.

Infantry

Movement (p.59) †

Replace the last sentence second paragraph with:

Jump infantry and jump-capable battle armor move per the jumping rules for BattleMechs, with the exception that infantry cannot enter a water hex of Depth 1 or deeper (see Movement, p.19).

Infantry Units Table (p. 59) †

Under the MP column, the MP for the Jump Infantry and Battle Armor should be as follows:

Jump Infantry		
Rifles	3	Jump
Machine Guns	3	Jump
Flamers	3	Jump
Portable Lasers	2	Jump
SRMs	2	Jump
Battle Armor		
Standard	3	Jump

Infantry Units Table (p. 59) †††

Under the MP column, the MP for the following Jump Infantry should be as follows:

Jump Infantry		
Portable Lasers	2	Jump
SRMs	2	Jump

Special Case Rules

Artillery (p. 71) ††

Under Smoke Rounds, cut the last sentence of the first paragraph:

Under most circumstances, therefore, smoke does not affect BattleMechs.

Four-Legged BattleMechs (p. 75) †

Under Construction, the page reference for the Critical Space Table should be 109, not 108.

Miniatures Rules

Movement (p. 93) †

The first sentence of the left-hand column should read:

For example, a Thor's Movement Points would be converted as shown above.

In the first sentence, fourth paragraph of the left-hand column, change the word:

require

to:

provide

In the example at the top of the right-hand column, the word:

Catapult

should be changed to:

Jenner

Weapons Fire Modifiers Table: Miniatures Supplement (p. 95) ††

The page reference at the bottom of the table should be 94, not 26.

Miniatures Color Section

Page two, the:

Loki (Summoner), Twelfth Falcon Regulars

should be:

Loki (Hellbringer), Twelfth Falcon Regulars

Creating Scenarios

Terrain-Specific Mapsheet Tables (p. 101) †

Under Table 1: Flatlands Terrain, line number 2, Open Terrain #2, comes from (MS5), not (MS2).

Construction

Criticals (p. 114) †

Right-hand column, first paragraph, first sentence, cut the words:

Long Tom

Equipment

ECM Suite (p. 126) †††

Under C3 Computers, the page reference should be 125, not 124.

ECM Suite (p. 127) ††

Under C3 Computers, in the example, the page reference for the illustration for the C3 computer should be 125, not 124.

Incendiary LRMs (p. 130) †

In the second paragraph, last sentence, cut the words:

and smoke

Battle Value System

Battle Value System (p. 140) †††

On the Speed Factor Table, the following two rows of information should be added at the top of the two columns:

0	0.44
1	0.54

The left-hand column, third paragraph, the line should read:

20 points per ton of explosive ammo in Center Torso, Legs or Head or not protected by CASE in its location (*Inner Sphere* 'Mechs with standard engines)

The left-hand column, fourth paragraph, the line should read:

20 points per ton of explosive ammo in Arm not protected by CASE in the next location inward on the Damage Transfer Diagram (*Inner Sphere* 'Mechs with standard engines)

Battle Value System (p. 141) †

Top of the left-hand column, the line that begins:

(Total Heat Sinks

should read

$$\frac{(\text{Total Heat Sinks} \times \text{Base Weapon Battle Rating})}{\text{Maximum Heat Points}} = X$$

Top of the right-hand column, the fifth line should read:

$$\text{Internal Structure} \div 2$$

Infantry Battle Values (p. 142) ††

On the Infantry Battle Values table, cut each infantry LRM line under Foot Infantry Platoon, Jump Infantry Platoon and Motorized Infantry respectively (three total lines).

