

# Strategic Operations

## (Version 2.0)

The following is a compiled rules errata for the first printing of *Strategic Operations* as of 2 July, 2011.

Version 1.1 errata compiled by Joel "Welshman" Bancroft-Conners

Version 1.2 errata compiled by Roland "ColBosch" Boshnack

Version 2.0 errata compiled by Keith "Xotl" Hann

## NEW ADDITIONS

These are all the new entries or modifications of old entries for version 2.0 of this document. They may also be found in the **Full Errata** section in the appropriate locations, marked with an asterisk (\*).

### \* **Ammunition (p. 98)**

Under **Ammunition Explosions**, change the end of the last sentence from "roll 1D6 to determine the number of tons of ammunition involved" to "roll 1D6 to determine the number of tons of ammunition involved (for weapons with ammunition weighing more than one ton per shot, round tonnage up to the nearest whole shot)."

### \* **Tele-operated Missiles (Expanded) (p. 117)**

In between the **Targeting Capital Missiles** and **Variable Damage Thresholds** sections, insert the following new section:

#### **TELE-OPERATED MISSILES (EXPANDED)**

The following rule provides an additional option for tele-operated missiles. Unless specifically stated otherwise, all standard tele-operated rules are still in effect (see p. 251, *TW*).

A single launcher may fire and operate more than one active tele-operated missile at one time, though only a single tele-operated missile may be launched in a single turn.

At the start of any turn in which a player wishes to fire a tele-operated missile from a launcher already controlling an active tele-operated missile (or missiles), a capital bay or two standard bays must be declared "inactive" (the bay(s) can be located anywhere on the ship).

An inactive bay cannot be fired until it is activated again.

To determine when a bay can be activated again, use the following rules:

At the end of every turn, the player counts up the number of active (i.e. that have not been destroyed, used up their fuel, or left the playing area) tele-operated missiles being controlled beyond the first missile by a single launcher.

- If the number is equal to the number of inactive bays, nothing happens.
- If the number is less than the number of inactive bays, the player nominates the difference in bays he wishes to activate (either 1 capital bay or two standard bays); the "activated" bays can be fired and used normally starting on the following turn.

**Point Defense Bays and Screen Launchers:** Neither Point Defense Bays or Screen Launchers count towards bay totals and cannot be "subtracted" to allow for the firing of additional tele-operated missiles.

*At the start of a turn, a Nekohono'o-class DropShip has 5 active tele-operate kraken missiles on the playing area, 3 operating from one launcher and 2 operating from another launcher. Since that's 3 missiles beyond the first being controlled by the same launchers, and the DropShip has*

*no capital bays, Jacob previously made the MRM and SRM bays in the nose, and the MRM and PPC bays in the FL/FR arcs inactive (a total of 6 bays).*

*Jacob wants to fire three more tele-operated missiles this turn. Since one of those missiles is the first active missile controlled by the third launcher, there's no penalty. However, the other two launchers are already controlling multiple launchers, so he must nominate four more bays to make them inactive: he chooses the ER PPC bays in the FL/FR arcs, as well as the SRM bays in the AL/AR arcs, and fires during the turn, giving him 8 tele-operated missiles on the playing area.*

*At the end of the turn, however, 4 of the 8 missiles have either run out of fuel, left the playing area or been destroyed. He subtracts the number of active missiles beyond the first for each launcher resulting in 1 [4 (active tele-operated missiles beyond the first) – 3 (number of launchers)]. Jacob then compares that number with the number of inactive bays he has, which leaves him with a difference of 3 [4 (8 inactive standard bays / 2) – 1 [active tele-operated missiles beyond the first) = 3]. This means he may activate all but 2 of his bays; he leaves the MRM and SRM bays in the nose inactive.*

**\* Zero-G Ground Unit Combat on Large Aerospace Units (p. 120-121)**

Insert the following on page 120 between the headings "BATTLEMECH" and "WEAPON ATTACKS"

**ZERO-G GROUND UNIT COMBAT ON LARGE AEROSPACE UNITS**

Ground Units on a Large Aerospace Unit Hull may engage in combat using the "Ground Scenario" rules with the following modifications:

- All units are treated as ground units, using ground combat ranges.
- Only Biped units may move
- Jump capable units have an MP of Jump -1
- Non-jump capable units have an MP of Walk/Cruise -2
- In any turn a unit moves it must make a Piloting Skill Roll. If it fails, it comes off the hull.
- If the Aerospace unit the ground units are on changes its heading or velocity, all units on the hull must make a Piloting Skill Roll.
- Any unit that fails a Piloting Skill Roll is removed from the playing field. It has lost its hold on the hull and floats away. It must make a new landing attempt.

Expanded rules for ground units on large aerospace hulls will be detailed in *Interstellar Operations*.

An exception to this rule are tracked combat units operating on Large Aerospace units that have had their hull modified to support tracked combat units operating on special tracks. This must be declared prior to the scenario start. When the mapsheets are laid out, the player controlling the aerospace craft may place 50 track hexes on each map sheet. Track hexes must all be connected. The tracked vehicles may only move on these track-designated hexes.

**\* JumpShip Gymnastics (p. 131)**

Change the last sentence of the third paragraph to read, "There's a brief period for the drive controller to accept certain feedback, like recognizing a gravity-distorted field via the Brandt Recoil effect or damage in the core from quick-charging."

**\* Advanced Aerospace Unit Weapon Bays and Firing Arcs (p. 154)**

Add "MML" to the list of weapon bay classes.

**\* Step 5: Add Weapons, Ammunition, and Other Equipment (p. 155)**

Under **Transport Bays and Doors**, third paragraph, last sentence, change "Personnel transported in cargo bays use 1 ton of consumables per 10 people per day." to "Personnel transported in cargo bays use 1 ton of consumables per 5 people per day."

**\* Step 5: Add Weapons, Ammunition, and Other Equipment (p. 155)**

Under **Transport Bays and Doors**, fourth paragraph, last sentence, change it to read "To find the maximum total number of bay doors of all types – cargo doors, launch doors, repair bay doors, etc. – a unit can incorporate, consult the Advanced Unit Maximum Bay Doors Table above."

**\* Obtaining Replacement Personnel (Optional) (p. 181)**

First paragraph, last sentence: change "use the values provided by the Support Personnel Experience Table (see p. 187)" to "use the values provided by the Support Personnel Experience Table (see p. 168)".

**\* Special Rules (p. 182)**

Under **Extra Time**, in the second paragraph, change the beginning of the second sentence to read, "The repair time may instead be tripled or quadrupled (each additional time increase provides a cumulative -1 modifier; maximum -3),"

**\* Rearming (p. 186)**

First paragraph, last sentence: change "equipment typically found in a maintenance facility" to "equipment typically found in a maintenance facility"

**\* FrankenMechs (Optional) (p. 189)**

In the **Engine** section, add the following paragraph after the first:

The engine does not have to come from the 'Mech torso parts being used on the FrankenMech, and there are no restrictions on its type and rating (other than the standard engine restrictions for Industrialmechs or Battlemechs) as long as it grants at least one Walking MP to the final 'Mech.

**\* Salvage (p. 191)**

Fourth paragraph, first sentence: change "and the Salvage Modifiers Table (see p. 192)" to "and the Salvage Modifiers Table (see right)"

**\* Ammunition Quality Table (p. 192)**

Quality Rating C: change the sentence from "Weapon jams on to-hit roll of 2\*" to "Weapon jams on to-hit roll of 2†"

**\* Battle Computer (5 Points) (p. 193)**

Change the second sentence to read: "Each turn one or more such units are on the battlefield and the MechWarrior or crew is conscious, their battle force receives a +2 modifier to all Initiative rolls."

**\* Command BattleMech (2 Points) (p. 193)**

Change the second sentence to read: "Each turn one or more such units are on the battlefield and the MechWarrior is conscious, their battle force receives a +1 modifier to all Initiative rolls."

**\* Improved Sensors (3 Points) (p. 195)**

Change the first sentence to read "A unit with this quirk is treated as if it has an active probe (range 4 for Inner Sphere units, range 5 for Clan units)."

**\* Critical Hit Effects (p. 231)**

Under **Crew Hit**, replace the entire paragraph with the following:

The first crew hit adds a +2 to-hit modifier to all shots. The second crew hit eliminates the Element.

**\* Critical Hit Effects (p. 231)**

Under **Engine Hit**, replace the contents of the '**Mechs**' subsection with the following:

The engine hit adds 1 heat point to all weapons fire, so the affected Element overheats by 1 (without doing overheat damage) every time it fires weapons. The second engine hit eliminates the Element.

**\* Critical Hit Effects (p. 231)**

Under **Weapon Hit**, replace the entire paragraph with the following:

This hit represents the destruction of a number of weapons on the affected Unit. All Final Damage Values are reduced by 1 (to a minimum of zero). Abilities that track damage from ammunition (AC, LRM, SRM) are added to the Base Damage Value before this reduction. Abilities that allow other types of attacks or damage (ARTX, FLK, HT, IF, SDS, TUR) are also reduced by 1 (to a minimum of zero). If the Element has multiple attacks (such as a DropShip), multiply each attack type in one randomly determined firing arc by 0.50 and round down. Physical attack values are unaffected.

**\* New/Expanded Critical Hits (p. 285)**

Replace the **Crew Hit (JumpShips, Space Stations and WarShips)** paragraph with the following:

**Crew Hit (Large Support Vehicles):** The first Crew Hit adds a +2 modifier to all shots. The second Crew Hit eliminates the Element.

**Crew Hit (JumpShips, Space Stations, Very- and Super-Large Support Vehicles, and WarShips):** The first Crew Hit adds a +2 modifier to all shots. The second Crew Hit adds another +2 (for a total of +4). The third Crew Hit eliminates the element.

**Crew Hit (Mobile Structures):** The first Crew Hit adds a +2 modifier to all shots. The second Crew Hit eliminates the gunnery crew for that hex of the Mobile Structure. No weapons in that hex may be fired for the remainder of the game. Other hexes are unaffected.

**\* New/Expanded Critical Hits (p. 285)**

Replace the **Crew Killed (Large, Very Large and Super Large Support Elements)** paragraph with the following:

Treat this as a Crew Hit instead.

**\* New/Expanded Critical Hits (p. 285)**

Replace the **Crew Killed/Stunned (Mobile Structures)** paragraph with the following:

Treat this as a Crew Hit instead.

**\* New/Expanded Critical Hits (p. 285)**

Replace the **Weapon Hit (Large, Very Large, Super Large Support Elements, DropShips, Space Stations, WarShips, and Mobile Structures)** paragraph with the following:

Multiply all attacks in one randomly determined firing arc attack type by 0.50 and round down. This includes Capital, Sub-Capital, Standard, MSL, TUR, etc.

## FULL ERRATA

This section covers all fixes and changes for the first printing of **Strategic Operations**. New entries to this version are marked with an asterisk. All the following errata is included in the 2011 second print of this book.

**SPECIAL NOTE:** The game is once again called *BattleTech*. All references to “Classic BattleTech” and “CBT” have been changed (back) to *BattleTech* and BT, respectively, in all editions of this book from the second printing on. This doesn’t change any of the rules, but is included here for completeness.

### Cover

No Errata

### Table of Contents

No Errata

### Credits

No Errata

### Introduction

#### Additional Record Sheets and Templates (p. 13)

Under **Radar Map**, change the word “junction” to “conjunction.”

#### Additional Record Sheets and Templates (p. 13)

Under **High Speed Closing Engagements Sheet**, change the word “junction” to “conjunction.”

### General Rules

#### Abstract Ground Support (p. 19)

Add the following to the first paragraph under **Movement**: “Players should pick a starting Altitude for units on the Radar map when they enter play. Units moving to the central zone to engage ground units can use an available zone movement point to raise or lower that Altitude by 1. For example, a light fighter that can move two zones in a turn can use one to move to the center zone and one to drop one Altitude.”

#### Dropping Troops (p. 22)

Under **Atmospheric Drops**, change the first two lines of the first paragraph to begin “Mechs, ProtoMechs, battle armor, WiGE Vehicles and vehicles with Jumping MP may make atmospheric drops. If a unit that can mount jump jets does not mount jump jets...”

#### Ejection and Abandoning Ship (p. 26)

Under **Initiative**, change “...always move last after all other aerospace units have moved, including dropping troops (see p. 22).” to “...always move last after all other aerospace units have moved, including dropping troops (see p. 22).”

#### Maximum Damage Threshold example (p. 29)

In the first column, fourth paragraph, change the last line to “He decides to equip each fighter with a single Anti-Ship Missile (equal to 5 bomb slots) and 1 HE Bomb.”

#### Maximum Damage Threshold example (p. 29)

In the second column, first paragraph, change the last line to "Finally, for Bombs: 1 AS Missile and 1 HE Bomb."

### Maximum Damage Threshold example (p. 29)

In the right column, change the second paragraph to:

Finally, Joel mentally notes that the Maximum Damage Threshold of each bay is equal to the Attack Value for each weapon bay. He then fills in the AV Each column with these values for ease of reference: 12 for the Nose LRM-15 w/Artemis bay, 10 for the Nose ER PPC bay, 8 for the Nose light Gauss rifle bay, 5 for the Wing ER medium laser bay, 6 for the Wing medium pulse laser bay, 3 for the Aft ER small laser bay, 30 for the AS Missiles and 10 for the HE Bombs.

### Heat Sinks example (p. 29)

Change the entire paragraph to:

Joel adds all the heat sinks of his six fighters to find the total value for his squadron and comes up with 84 heat sinks (11 doubles for each Shade, 18 doubles for each Rusalka and 13 doubles for each Striga). He writes that value down on the record sheet, in the Squadron Data section, as well as the fighter squadron's total heat capacity, which is 168, and then checks the double heat sinks box. If any of the fighters mounted single heat sinks, Joel would have needed to track the double and single heat sinks separately for purposes of damage and heat dissipation.

### Fighter Squadron Record Sheet example illustration (p. 30)

Make the following changes:

- Under Squadron Data, HE Bombs' Starting #/Current # should be "6/6"
- Total Heat Capacity (Current) should be 84 (168)
- All fighter entries should have 1 HE Bomb each instead of 2
- The Shade entries should have Thrust ratings of 9 (7) Safe and 14 (11) Max
- The "Rusalkas" entries should read "Rusalka"
- The "Strigas" entries should read "Striga"
- The Rusalka entries should have Thrust ratings of 7 (5) Safe and 11 (8) Max
- The Striga entries should have Thrust ratings of 6 (4) Safe and 9 (6) Max

### Fighter Squadron Attack example (p. 31-32)

This section has numerous errors. Replace the entire example text with the following, with specific fixes noted in bold:

*Joel is in the thick of a battle and his fighter squadron is targeting an enemy Achilles DropShip that has just entered the fray during Turn 3. He's already lost one fighter (the Shade in Slot 2) and so his squadron of six has become a squadron of five. He already launched all his external stores, so those are not available to him. **Additionally, the Shade in Slot 1 has taken two armor hits, three heat sink hits and a Wing weapon critical hit, so the ER medium laser bay on that Fighter generates only 10 heat and 10 damage (as opposed to the standard 20 heat and 20 damage).***

*The DropShip is at medium range and in the fighter squadron's front arc, and so Joel opens up with as many weapon bays as he can without overheating. **With damage, the 84 starting double heat sinks are now 70 double heat sinks, giving him a total heat capacity of 140.** After playing with numbers quickly, Joel decides not to fire the ER PPC bay, and the medium pulse laser bay is out of range, leaving him with the LRM-15 w/Artemis, ER medium laser and light Gauss rifle bays, which will add up to 111 heat (remembering that the Shade in Slot 1 is only generating 10 heat for its ER medium laser bay); **this is inside the 140 maximum heat the fighter squadron can generate per turn.***



He makes an attack with all three weapon bays; he misses with the LRM 15 w/ Artemis, but both the other two bays strike the target! Looking at his fighter squadron sheet, Joel notes that the ERML Wing bay has 18 lasers still active. As such, Joel rolls 2D6 on the 18 column of the Cluster Hits Table, with a result of 9, meaning 14 of the 18 ER medium lasers strike the target. Adding the Attack Values for the fourteen ER medium lasers that did strike the target creates a final Attack Value of 70 ( $14 \times 5 \text{ AV} = 70$ ). Joel then rolls for a hit location on the appropriate column of the Aerospace Units Hit Location Table and comes up with a result of 9: Left Side, which translates into a Left Wing for an Aerodyne DropShip. The controlling player of the Achilles DropShip assigns 70 points of standard-scale damage as a single hit to that location, **reducing the damaged armor from 250 down to 180**. The Damage Threshold of the armor in that location on the Achilles was 26; since the Maximum Damage Threshold of the ER Medium Laser bay is only 5, there is no potential for a critical hit due to exceeding that location's Damage Threshold.

Joel then **fires** the bay of 6 light Gauss rifles and so he rolls on the 6 column of the Cluster Hits Table. He gets a result of 5. He consults the 6 column of the Cluster Hits Table (number of active light Gauss rifles) and sees that only three rifles (one fighters worth) struck the target. Multiplying the AV Each value of 8 by 3 he gets a total Attack Value of 24. Joel rolls a 10 for hit location, resulting in 24 points of damage being assigned to the Left Wing again, reducing the armor from 180 to 156. Even though they are playing with Variable Damage Thresholds, the current Threshold of that location is 18, which is well below the MDT of 8 for a light Gauss rifle bay, and so there is no potential for a critical hit for damage exceeding that location's Damage Threshold.

During Turn 4, Joel's fighter squadron remains in the same condition from last turn and once again he sets his sights on the Achilles DropShip. The DropShip is in the fighter squadron's front arc and this time the direction of attack is on the already damaged Left Side, but the range is long, meaning that the powerful ER medium laser bay is out of range. Joel fires the ER PPC bay this time, along with the LRM-15 w/Artemis and the light Gauss rifle bays. The total heat is 51, well within the squadron's **140** heat capacity. The ER PPC bay fails to hit, but Joel strikes the DropShip with the LRM-15 w/Artemis and light Gauss rifle bays.

Joel decides to determine the light Gauss rifle bay first; he already knows to roll 2D6 on the 6 column of the Cluster Hits Table. He gets a result of 11; all six rifles strike the target! He then rolls a 7 on the Hit Location Table, and the controlling player of the DropShip applies the 48 Attack Value of the six rifles (AV Each of 8 times 6 light Gauss rifles) as a single block against the Left Wing, **taking its 156 armor down to 108**. As before, the 8 Maximum Damage Threshold of the light Gauss rifle bay means it cannot potentially cause a critical hit through exceeding the Damage Threshold of that location.

Joel then looks at the squadron record sheet to determine that there are three active fighters with an LRM-15 w/Artemis bay (in slots 1, 3 and 4). He rolls 2D6 with a result of 7, and consults the 3 column of the Cluster Hits Table; two fighters struck the target. He then adds the Attack Value of the LRM-15 w/Artemis from the fighters in slots 1 and 3, providing a final Attack Value of 24. Joel rolls for location and gets a 6: the Left Wing again! **The controlling player reduces that location's 108 armor to 84. This time, however, the current Damage Threshold of the DropShip's Left Wing at the time the LRM-15 w/Artemis bay's Attack Value is assigned is 12 [ $108 \text{ (current Armor Value)} \div 10 = 11$ ]. As 12 is the Maximum Damage Threshold of the LRM-15 w/Artemis bay, and that value exceeds the current Damage Threshold, Joel has a chance to cause a critical hit by exceeding the Damage Threshold of that location!**

#### **Fighter Squadron is Attacked example (p. 33)**

In the right column, first paragraph, change "Shade in Slot 1 has taken 2 points of capital-scale damage in previous turns." to "Shade in Slot 1 has taken 8 points of capital-scale damage in previous turns."

#### **Fighter Squadron is Attacked example (p. 33)**

In the right column, second paragraph, change "...AC/20/Gauss rifle bay and a 2 LRM-20 w/Artemis bay (another natural 12 to-hit roll result). Though it won't matter for damage purposes, all the attacks struck the fighter squadron's right side (important to know for any critical hits assigned)." to "...AC/20/Gauss rifle

bay, a 2 LRM-20 w/Artemis bay (another natural 12 to-hit roll result), and 2 medium pulse lasers. Though it won't matter for damage purposes, all the attacks struck the fighter squadron's right side."

#### **Fighter Squadron is Attacked example (p. 33)**

In the right column, third paragraph, change "(the fighter was already down 2 armor squares)." to "(the fighter was already down 8 armor squares)."

#### **Fighter Squadron is Attacked example (p. 33)**

In the right column, seventh paragraph, change: "For the AC/20/Gauss rifle bay (capital-scale Attack Value 4), the opponent rolls a 2. Because that fighter was previously destroyed, he rolls again with a result of 4; Joel marks off 4 damage points on the Rusalka in that location. Once again, because that was more than 2 points of armor, the opponent rolls a possible critical hit, but with a 6 result comes up short." to "For the AC/20/Gauss rifle bay (capital-scale Attack Value 4), the opponent rolls a 4. Joel marks off 4 damage points on the Rusalka in that location. Once again, because that was more than 2 points of armor, the opponent rolls a possible critical hit, but with a 6 result comes up short. The Medium Pulse bay also hits the Rusalka in slot 4 for one point."

#### **Morale Ratings Table (p. 40)**

Under "Other," the values for "Force has suffered desertions" and "Force has suffered mutineers" should be -1 and -3, respectively.

#### **Actions (p. 47)**

Replace the next-to-last sentence with the following: "Each player may give one action to each Unit (usually a company or Trinary, though players may, if they all agree, use lances and Stars instead) in his or her Force, and no Element (Mech, vehicle, infantry platoon and so on) may be given more than one order in a Strategic Turn."

#### **RANDOM AEROSPACE ASSIGNMENT TABLE: INNER SPHERE 1 (p. 51)**

Under DropShips, House Kurita, change Nekohono`o (3057) to Nekohono`o (3067)

Under DropShips, House Marik, change Merlin (3057) to Merlin (3067)

Under DropShips, House Marik, change Merlin (3057) to Merlin (3067)

#### **RANDOM AEROSPACE ASSIGNMENT TABLE: INNER SPHERE 2 (p. 52)**

Under DropShips, ComStar, change Model 96 'Elephant' (3057) to Model 96 'Elephant' (3075)

#### **RANDOM AEROSPACE ASSIGNMENT TABLE: MINOR STATES 1 (p. 56)**

Under Light Aerospace Fighters, die roll 7 Marian Hegemony column, change S-27 Sabre to SB-27 Sabre

## **Advanced Aerospace Movement**

#### **Advanced Movement (p. 66)**

After the section **Lateral and Deceleration Movement**, add a new section:

#### **ANGLES OF ATTACK**

When using these advanced movement rules, Angle of Attack to-hit modifiers (see, p. 237, *TW*) are calculated from the units' thrust vectors, not their relative facings.

#### **Hyperspace Travel (p. 86)**

In the Proximity Point Distance Table and Distance to Zenith/Nadir Jump Point Table box, add the following line to the bottom of the box: "All distances given are in billions of kilometers."

## **Advanced Aerospace Combat**

#### **Advanced Point Defense (p. 97)**



In the right column, replace the second paragraph with the following:

Only a PDW bay (2 or more weapons) can affect a capital missile; a single PDW has no effect. Once all the damage from a PDW bay has been determined, convert it to capital-scale damage and apply it to the missile to inflict the to-hit modifiers described above.

**\* Ammunition (p. 98)**

Under **Ammunition Explosions**, change the end of the last sentence from “roll 1D6 to determine the number of tons of ammunition involved” to “roll 1D6 to determine the number of tons of ammunition involved (for weapons with ammunition weighing more than one ton per shot, round tonnage up to the nearest whole shot).”

**Damaging ECM/ECCM (p. 112)**

In the third paragraph, change “FCS” to “CIC.”

**ECM/ECCM example (p. 112)**

In the eighth paragraph, change the first line to “A straight +1 modifier is applied for Hex I because of ECM from the DropShip in Hex I.”

**ECM/ECCM example (p. 113)**

In the second paragraph (first full), change the first line to “Once again, as a Large Craft, the Aurora ignores the enemy fighter in Hex H.”

**Large Craft and Sensor Shadows, (p. 114)**

Immediately before the **Electronic Warfare** paragraph, add a new paragraph with the following text: “Sensor shadows are only applicable on the space map (or the space portion of a High-Altitude Map).”

**Capital Weapons Detailed Ranges Table (p. 115)**

Change the Long Range Value for the Heavy NPPC from “27-36” to “27-39”.

**Over-Penetration Weapons Fire Table (p. 116)**

Change: “6 - WarShips with an SI 30 or less and any JumpShips, Space Stations or DropShips apply over-penetration rules\*”

To: “6 - WarShips with an original SI 30 or less and any JumpShips, Space Stations or DropShips apply over-penetration rules\*”

**\* Tele-operated Missiles (Expanded) (p. 117)**

In between the **Targeting Capital Missiles** and **Variable Damage Thresholds** sections, insert the following new section:

**TELE-OPERATED MISSILES (EXPANDED)**

The following rule provides an additional option for tele-operated missiles. Unless specifically stated otherwise, all standard tele-operated rules are still in effect (see p. 251, *TW*).

A single launcher may fire and operate more than one active tele-operated missile at one time, though only a single tele-operated missile may be launched in a single turn.

At the start of any turn in which a player wishes to fire a tele-operated missile from a launcher already controlling an active tele-operated missile (or missiles), a capital bay or two standard bays must be declared “inactive” (the bay(s) can be located anywhere on the ship).

An inactive bay cannot be fired until it is activated again.

To determine when a bay can be activated again, use the following rules:

At the end of every turn, the player counts up the number of active (i.e. that have not been destroyed, used up their fuel, or left the playing area) tele-operated missiles being controlled beyond the first missile by a single launcher.

- If the number is equal to the number of inactive bays, nothing happens.
- If the number is less than the number of inactive bays, the player nominates the difference in bays he wishes to activate (either 1 capital bay or two standard bays); the “activated” bays can be fired and used normally starting on the following turn.

**Point Defense Bays and Screen Launchers:** Neither Point Defense Bays or Screen Launchers count towards bay totals and cannot be “subtracted” to allow for the firing of additional tele-operated missiles.

*At the start of a turn, a Nekohono’o-class DropShip has 5 active tele-operate kraken missiles on the playing area, 3 operating from one launcher and 2 operating from another launcher. Since that’s 3 missiles beyond the first being controlled by the same launchers, and the DropShip has no capital bays, Jacob previously made the MRM and SRM bays in the nose, and the MRM and PPC bays in the FL/FR arcs inactive (a total of 6 bays).*

*Jacob wants to fire three more tele-operated missiles this turn. Since one of those missiles is the first active missile controlled by the third launcher, there’s no penalty. However, the other two launchers are already controlling multiple launchers, so he must nominate four more bays to make them inactive: he chooses the ER PPC bays in the FL/FR arcs, as well as the SRM bays in the AL/AR arcs, and fires during the turn, giving him 8 tele-operated missiles on the playing area.*

*At the end of the turn, however, 4 of the 8 missiles have either run out of fuel, left the playing area or been destroyed. He subtracts the number of active missiles beyond the first for each launcher resulting in 1 [4 (active tele-operated missiles beyond the first) – 3 (number of launchers)]. Jacob then compares that number with the number of inactive bays he has, which leaves him with a difference of 3 [4 (8 inactive standard bays / 2) – 1 [active tele-operated missiles beyond the first) = 3]. This means he may activate all but 2 of his bays; he leaves the MRM and SRM bays in the nose inactive.*

### **Advanced Sensors (p. 118)**

Insert the following new paragraph between the **Detection Check** and **Active Probes** paragraphs in the first column:

An unmanned unit makes a Detection Check based upon the amount of Communications Equipment (or its equivalency) it mounts (see p. 212, *TM*). The Base Target Number starts at 7. For every two tons of Communications Equipment (or its equivalency), drop the number by 1 (round down). For example, an unmanned DropShip without any additional Communication Equipment has an equivalency of 3 tons, meaning the Detection Check is made with a Modified Target Number of 6 [7 (Base Target Number) – 1 (3 tons of equivalent Communication Equipment / 2 = 1.5, rounded down to 1) = 6]. If it had mounted 3 tons of additional Communications Equipment, the Modified Target Number would be 4 [7 (Base Target Number) – 3 (6 tons of Communication Equipment and/or its equivalency / 2 = 3) = 4]. The modifiers for Active Probes and Naval Comm-Scanner Suites (see below) apply as is to unmanned Detection Checks.

### **\* Zero-G Ground Unit Combat on Large Aerospace Units (p. 120)**

Insert the following on page 120 between the headings “**BATTLEMECH**” and “**WEAPON ATTACKS**”

#### **ZERO-G GROUND UNIT COMBAT ON LARGE AEROSPACE UNITS**

Ground Units on a Large Aerospace Unit Hull may engage in combat using the "Ground Scenario" rules with the following modifications:

- All units are treated as ground units, using ground combat ranges.
- Only Biped units may move\*
- Jump capable units have an MP of Jump -1
- Non-jump capable units have an MP of Walk/Cruise -2
- In any turn a unit moves it must make a Piloting Skill Roll. If it fails, it comes off the hull.

- If the Aerospace unit the ground units are on changes its heading or velocity, all units on the hull must make a Piloting Skill Roll.
- Any unit that fails a Piloting Skill Roll is removed from the playing field. It has lost its hold on the hull and floats away. It must make a new landing attempt.

Expanded rules for ground units on large aerospace hulls will be detailed in *Interstellar Operations*.

\*An exception to this rule are tracked combat units operating on Large Aerospace units that have had their hull modified to support tracked combat units operating on special tracks. This must be declared prior to the scenario start. When the mapsheets are laid out, the player controlling the aerospace craft may place 50 track hexes on each map sheet. Track hexes must all be connected. The tracked vehicles may only move on these track-designated hexes.

## AeroSpace Technologies

### \* JumpShip Gymnastics (p. 131)

Change the last sentence of the third paragraph to read, "There's a brief period for the drive controller to accept certain feedback, like recognizing a gravity-distorted field via the Brandt Recoil effect or damage in the core from quick-charging."

### Fuel (p. 140)

In the last line of this page, change "atomic mass 2" to "molecular mass 2".

## Advanced Aerospace Construction

### Determine Fuel Capacity (p. 147)

In the last sentence of the first paragraph, change "(rounded up to the nearest half-ton)" to "(rounded up to the nearest ton)".

### Add Control/Crew Systems (p. 149)

In the second line in the **Crew** paragraph, replace the page reference to "(see p. 150)."

### Additional Crew table (p. 150)

Change page reference for Mobile Field Base entry to "(per item, see p. 330, TO)".

### Step 4 – Add Armor (p. 152)

In the second column, first paragraph, change "Structural Integrity weight" to "Structural Integrity value."

### Step 4 – Add Armor (p. 152)

In the Advanced Aerospace Unit Armor Table, change the entry for Space Stations from "Structural Integrity Mass ÷ 3" to "Structural Integrity Mass ÷ 3 + 60".

### Step 4 – Add Armor examples (p. 153)

In the example text for the *Alliance* space station, change the latter part of the first sentence to read, "...Joel finds that the maximum armor he can install on the unit is 393 tons (1,000 tons of Structural Integrity ÷ 3 + 60 = 393.33, rounded down to 393)."

### Step 4 – Add Armor examples (p. 153)

In the example text for the *McKenna*, it should allocate 132 points to its Aft facing.

### \* Advanced Aerospace Unit Weapon Bays and Firing Arcs (p. 154)

Add "MML" to the list of weapon bay classes.

**Step 5: Add Weapons, Ammunition, and Other Equipment (p. 155)**

Under Transport Bays and Doors, eleventh and twelfth lines in the second paragraph, delete the following: "(in which case, 1 ton of food and water covered the needs of 200 people for 1 day)".

**\* Step 5: Add Weapons, Ammunition, and Other Equipment (p. 155)**

Under Transport Bays and Doors, third paragraph, last sentence, change "Personnel transported in cargo bays use 1 ton of consumables per 10 people per day." to "Personnel transported in cargo bays use 1 ton of consumables per 5 people per day."

**Maintenance, Repair, Supply, and Customization****Maintenance, Repair, and Salvage Check Modifiers Table (Continued) (p. 171)**

In the double-asterisk (\*\*) footnote under the Location table, change the page reference for the Mobile Field Base to "(see p. 330, TO)."

**Fuel Availability & Cost Table (p. 179)**

Add a dagger (†) to the **Cost (per ton)** column head. At the end of the table, add a second footnote, reading "† The values above are for delivery to forward military bases. Outside of battle zones, these prices can vary from 0.5 to 2x the listed values, and hydrogen may be as inexpensive as 500 C-bills/ton."

**\* Obtaining Replacement Personnel (Optional) (p. 181)**

First paragraph, last sentence: change "use the values provided by the Support Personnel Experience Table (see p. 187)" to "use the values provided by the Support Personnel Experience Table (see p. 168)".

**Replacement example (p. 182)**

In the ninth and tenth lines, replace "(30 minutes per armor point in this case)" with "(10 minutes per armor point in this case)".

**\* Special Rules (p. 182)**

Under **Extra Time**, in the second paragraph, change the beginning of the second sentence to read, "The repair time may instead be tripled or quadrupled (each additional time increase provides a cumulative -1 modifier; maximum -3)."

**Master Repair Table (p. 183)**

Add the following entry in the Vehicles section, under "CASE/CASE II": "Engine ... 0 ... -- ... 360"

**\* Rearming (p. 186)**

First paragraph, last sentence: change "equipment typically found in a maintenance faculty" to "equipment typically found in a maintenance facility"

**\* FrankenMechs (Optional) (p. 189)**

In the **Engine** section, add the following paragraph after the first:

The engine does not have to come from the 'Mech torso parts being used on the FrankenMech, and there are no restrictions on its type and rating (other than the standard engine restrictions for Industrialmechs or Battlemechs) as long as it grants at least one Walking MP to the final 'Mech.

**\* Salvage (p. 191)**

Fourth paragraph, first sentence: change "and the Salvage Modifiers Table (see p. 192)" to "and the Salvage Modifiers Table (see right)"

**\* Ammunition Quality Table (p. 192)**

Quality Rating C: change the sentence from "Weapon jams on to-hit roll of 2\*" to "Weapon jams on to-hit roll of 2†"

**\* Battle Computer (5 Points) (p. 193)**

Change the second sentence to read: "Each turn one or more such units are on the battlefield and the MechWarrior or crew is conscious, their battle force receives a +2 modifier to all Initiative rolls."

**\* Command BattleMech (2 Points) (p. 193)**

Change the second sentence to read: "Each turn one or more such units are on the battlefield and the MechWarrior is conscious, their battle force receives a +1 modifier to all Initiative rolls."

**Positive Quirk Table (p. 194)**

The entry for Improved Life Support should read "No" for Battle Armor and "Yes" for Fighter/Small Craft.

**\* Improved Sensors (3 Points) (p. 195)**

Change the first sentence to read "A unit with this quirk is treated as if it has an active probe (range 4 for Inner Sphere units, range 5 for Clan units)."

**Improved Targeting (3, 4, or 5 points) (p. 195)**

Replace the second sentence of the paragraph with "The quirk can be applied up to three times, but can be taken only once per range bracket. The cost of the quirk varies with the range bracket chosen as indicated on the Positive Quirk Table (see p. 194)."

**Exposed Weapon Linkage (2 points) (p. 198)**

Change the last sentence to the following: "This quirk can be taken only once and only for a single weapon type, and affects all weapons of that type on the unit (for example, all AC/20s)."

**Poor Targeting (1, 2 or 3 Points) (p. 199)**

Change the values for this quirk to 2/3/4, to match the table on page 197.

**BattleForce Standard Rules****Movement Costs Table (p. 217)**

For the Water, Depth 2+ entry, change Prohibited Elements to "Infantry<sup>11</sup>, vehicles<sup>4,6</sup>, IndustrialMechs<sup>14</sup>"

**Movement Costs Table (p. 217)**

Add a new footnote: "<sup>14</sup> IndustrialMechs with FC & SEAL excepted."

**\* Critical Hit Effects (p. 231)**

Under **Crew Hit**, replace the entire paragraph with the following:

The first crew hit adds a +2 to-hit modifier to all shots. The second crew hit eliminates the Element.

**\* Critical Hit Effects (p. 231)**

Under **Engine Hit**, replace the contents of the '**Mechs**' subsection with the following:

The engine hit adds 1 heat point to all weapons fire, so the affected Element overheats by 1 (without doing overheat damage) every time it fires weapons. The second engine hit eliminates the Element.



**\* Critical Hit Effects (p. 231)**

Under **Weapon Hit**, replace the entire paragraph with the following:

This hit represents the destruction of a number of weapons on the affected Unit. All Damage Values—including IF, AC, HT, LRM, TUR, etc.—are reduced by 1 (to a minimum of zero). If the Element has multiple attacks (such as a DropShip), multiply each attack type in one randomly determined firing arc by 0.50 and round down. Physical attack values are unaffected.

**Maximum Overheat (p. 237)**

In the *Ryoken B* box, change the Damage (S/M/L) entry from "5/5/--" to "4/4/--".

**Maximum Overheat (p. 237)**

In the example text, second sentence of the first paragraph, change "up to 8 points" to "up to 7 points".

**\* Cooling Down (p. 237)**

Replace the first two paragraphs with the following:

Heat levels decrease during the end phase only as follows: A shut down Element is automatically reduced to zero heat and restarts. An Element that does not make a weapon attack is reduced to zero heat. An Element that enters depth 1 or deeper water may reduce its heat level by 1 providing that it does not overheat. Otherwise, each time an Element overheats, its heat level increases. Outside of water, if it makes an attack but chooses not to overheat, its heat level remains the same.

**Cooling Down (p. 237)**

Replace the first sentence of the first paragraph in the example text with, "*Caleb's Mad Cat Prime Overheats by 2 (but could've gone as high as 3).*"

**Cooling Down (p. 237)**

Replace the entire second paragraph with, "*If Caleb uses at least another 2 points of Overheat in the following turn, the Mad Cat will automatically shut down in the end phase of that turn.*"

**AeroSpace Operations****System Transit (p. 259)**

In the fourth paragraph, replace "500 million kilometers in an astronomical unit" with "150 million kilometers in an astronomical unit".

**BattleForce Advanced Rules****Battlefield Intelligence Table (p. 264)**

Add an asterisk to the entry "Each point of MHQ special ability", and add the following footnote:

\*Only add MHQ points from Elements with C<sup>3</sup>S and C<sup>3</sup>i if they are in a functional network

**Issue a Request for Commands (p. 267)**

Delete the stray quotation mark from the end of this paragraph.

**Stacking Limits for Commands and Requests (p. 269)**

In the second paragraph, change the word "oen" to "one."

**Advanced Movement and Terrain Table, Continued (p. 272)**

Change both mentions of IndustrialMechs under Prohibited Units (on this page only) to "IndustrialMechs<sup>35</sup>,"

### **Advanced Movement and Terrain Table, Continued (p. 272)**

Add a new footnote: "<sup>35</sup> IndustrialMechs with FC & SEAL excepted."

#### **\* New/Expanded Critical Hits (p. 285)**

Replace the **Crew Hit (JumpShips, Space Stations and WarShips)** paragraph with the following:

**Crew Hit (Large Support Vehicles):** The first Crew Hit adds a +2 modifier to all shots. The second Crew Hit eliminates the Element.

**Crew Hit (JumpShips, Space Stations, Very- and Super-Large Support Vehicles, and WarShips):** The first Crew Hit adds a +2 modifier to all shots. The second Crew Hit adds another +2 (for a total of +4). The third Crew Hit eliminates the element.

**Crew Hit (Mobile Structures):** The first Crew Hit adds a +2 modifier to all shots. The second Crew Hit eliminates the gunnery crew for that hex of the Mobile Structure. No weapons in that hex may be fired for the remainder of the game. Other hexes are unaffected.

#### **\* New/Expanded Critical Hits (p. 285)**

Replace the **Crew Killed (Large, Very Large and Super Large Support Elements)** paragraph with the following:

Treat this as a Crew Hit instead.

#### **\* New/Expanded Critical Hits (p. 285)**

Replace the **Crew Killed/Stunned (Mobile Structures)** paragraph with the following:

Treat this as a Crew Hit instead.

#### **\* New/Expanded Critical Hits (p. 285)**

Replace the **Weapon Hit (Large, Very Large, Super Large Support Elements, DropShips, Space Stations, WarShips, and Mobile Structures)** paragraph with the following:

Multiply all attacks in one randomly determined firing arc attack type by 0.50 and round down. This includes Capital, Sub-Capital, Standard, MSL, TUR, etc.

### **Advanced Force Distribution Table (p. 301)**

Change the entry for "Supernova Binary" to "6 Stars [3 'Mech and 3 Battle Armor] (30)".

### **Alternate Munitions (p. 308)**

Replace the entire example text with the following:

*Caleb has a CRD-5S Crusader. It has the stats shown (above right).*

*If Caleb succeeds with a normal weapons attack he will do 3 points of damage at short or medium range and 1 point of damage at long range. If Caleb elects to fire Tandem Charge SRMs, his damage and to-hits will remain the same, but he will get a critical hit chance on a successful hit. If he decides on FTL LRMs his attack will suffer a +2 to-hit modifier, but he will do 1 additional point of damage if he's successful. Finally, if he uses both munitions simultaneously, he will do an extra point of damage and get a critical hit chance on a successful hit, though his attack will have an extra +2 to-hit modifier. He would also have to be at short or medium range for this effect; at long range he would lose the critical hit chance from the Tandem Charge SRMs.*

### **Alternative Munitions (p. 308)**

Replace the text in the example box with the following:

<b>CRD-5S Crusader</b>						
MP	Damage S/M/L/E	Overheat	Wt. Class	Armor/ Structure	Point Value	Specials
4	1/1/-/- SRM: 1/1/-/- LRM: 1/1/1/-	N/A	3	6/5	14	CASE, IFI

**Determine Force Rating (p. 329)**

Replace the second line in the first paragraph with “Inner Sphere Forces (including ComStar/Word of Blake) are rated A-F, with F being the highest rating.”

**Force Rating Table (p. 330)**

Replace entirely with the following:

2D6 Roll	Inner Sphere*/ Clan Rating
2	A/So
3	A/So
4	B/S
5	B/S
6	C/S
7	C/S
8	D/S
9	D/S
10	E/F
11	E/F
12	F/F

**Warfare Symbolology**

**DIAGRAM TWO — FORMATION SIZE SYMBOL AND EQUIVALENCY TABLE (p. 337)**

In the Footnote, change "These units are 150-200% larger" to "These units are 50-100% larger"

**DIAGRAM FOUR – COMPREHENSIVE SYMBOLOGY (p. 340)**

Change the beginning of the footnote to read “The vertical line on the left...”

**BattleForce Conversion Rules**

**Special Ability Table (p. 343)**

Add the following line between “Cargo Transport (Tons)” and “Door”: “CASE/CASE II ... CASE ... Element can survive Ammo Hit critical hits ... 348”

**Special Ability Table (p. 343)**

Change the “Electric Energy Engine” entry to the following: “Elementary Engine ... EE/FC ... Element mounts an “elementary” type of engine ... 348”

**Special Ability Table (p. 343)**

Change the Abbreviation for the Flak entry to “FLK X/X/X/X”

**Special Ability Descriptions and Conversion Rules (p. 346)**

Replace the entire “Bomb” Entry with the following:

**BOMB (BOMB#)**

Conventional and aerospace fighters, fixed wing support vehicles and battle armor can carry bombs. For fighters the max bomb slots are based on weight class: Light-2, Medium-3, Heavy-4. Fixed-Wing support vehicles get 1 bomb slot for every 5 external hardpoints. Battle armor Units get 1 bomb slot for every 5 bomb racks. Battle armor are limited to the advanced rules version of cluster bombs. Record this as BOMB#, where # equals the bomb slots available. Arrow-IV missiles carried as bombs take 2 slots for the first missile, and 1 slot for each additional missile.

**Conversion:** Conventional fighter, aerospace fighter, Fixed-Wing Support Vehicle Element type or battle armor bomb rack.

**Special Ability Descriptions and Conversion Rules (p. 347)**

In the **C<sup>3</sup> Master Computer (C3M#)** entry, change the first line in the second paragraph under “Advanced Rules” to delete the words “...with line of sight.”

**Special Ability Descriptions and Conversion Rules (p. 347)**

In the **C<sup>3</sup> Master Computer (C3M#)** entry, change the third line in the paragraph under “Advanced Rules” to delete the words “...with line of sight.”

**Special Ability Descriptions and Conversion Rules (p. 348)**

Add the following entry between “Cargo Transport (Tons)” and “Door”:

**CASE and CASE II (CASE)**

Elements with this ability can survive Ammo Hit critical hits (see *Ammo Hit*, pg. 230).

**Conversion:** Clan unit with explosive ammo. Inner Sphere unit with explosive ammo and CASE or CASE II.

**Special Ability Descriptions and Conversion Rules (p. 348)**

Delete the entire “Electric Energy Engine (EEE)” entry. Replace with the following, inserted after “Electronic Countermeasures (ECM)” entry:

**ELEMENTARY ENGINE (EE/FC)**

Elements with EE/FC must have SEAL to operate underwater. Elements with EE may not operate in vacuum. Elements with FC and SEAL operate normally in vacuum. 'Mechs suffer no heat buildup from an engine hit, but explode on a 2D6 roll of 12.

**Conversion:** ICE engine = EE, Fuel Cell engine = FC.

**Cargo Table (p. 348)**

Change the Cargo Space Required value for Battle Armor to “1 ton,” removing the double-stars. Delete the double-star footnote.

**Special Ability Descriptions and Conversion Rules (p. 349)**

Change the “Environmental Sealing” entry to the following:

**ENVIRONMENTAL SEALING (SEAL)**

Elements with this ability may operate in hostile environments, underwater, and in vacuum unless they have the EE ability.

**Conversion:** Requires the Environmental Sealing chassis modification or 'Mech, aerospace Element, or ProtoMech Element type. Combat & support Vehicle submarines have this ability for purposes of operating underwater only.

**Special Ability Descriptions and Conversion Rules (p. 349)**

Change the "Flak (FLK#)" heading to "Flak (FLK X/X/X/X)"

**Mobile Headquarters (MHQ#) (p. 351)**

Change this entire entry to the following:

**MOBILE HEADQUARTERS (MHQ#)**

A measure of command, control, and communication equipment, this ability provides different bonuses depending on the numerical rating (see *Battlefield Intelligence*, p. 263).

**Conversion:** Record this ability as MHQ# where # is the Element's number of full tons (round fractions down) of valid equipment as shown on the Mobile Headquarters Table at the top right.

**Mobile Headquarters (MHQ#) (p. 351)**

Add the following row to the Mobile Headquarters Table after C<sup>3</sup> Master Computer:

C<sup>3</sup> Slave Computer      1

**Special Ability Descriptions and Conversion Rules (p. 352)**

Under **Point Defense (PNT#)**, change the second paragraph under **Conversion:** to the following: "Determine the numerical rating for PNT by totaling the short range damage value for all of these weapons mounted on the Element, then divide by 10 and round up to the next whole number. Treat AMS and L-AMS as doing 3 points of damage."

**Triple Strength Myomer (TSM) (p. 353)**

Delete the following lines from the end of the first paragraph: "BattleMechs, OmniMechs, and ProtoMechs automatically get this ability. IndustrialMechs may get this ability if they have both Environmental Sealing and a Fusion, Fission, or Fuel Cell engine."

**Convert Movement Points (MP) and Movement Modes (p. 355)**

Replace the entire Battle Armor entry with the following:

**Battle Armor**

These Elements use the fastest movement mode available to them as their BattleForce MV. If the Element has a DWP, assume the DWP has been detached for purposes of determining the Element's fastest movement mode. In other words, do not apply a movement penalty for the DWP.

**Jumping (p. 356)**

Replace the third paragraph with the following:

If the Jumping MP is greater than the Walking MP (from Improved Jump Jets, a Partial Wing [calculate as standard atmosphere] or other system), record ground MP as normal, and then add a slash and the best-case Jumping MP followed by a J (for example, 5/8J).

**Permanent Movement Penalties (p. 357)**

Replace the last two sentences with the following: "For example, the SGS-TH-002 *Sasquatch* should have a Walking MP of 5 based on its weight and engine size, but thanks to its Large Shield it has a Walking MP of 4. It therefore has an MV of 4 in *BattleForce*."

**Converting Armor (p. 358)**

Replace the **Beast Infantry** and **Conventional Infantry** entries with the following integrating section:



**Conventional (Beast, Mechanized, & Armored) Infantry**

The Armor Value equals the total number of troops in the Element divided by: 15 for conventional, by 30 for mechanized, and by 15/[the damage divisor] for armored & beast; round up for all types. For example, infantry with a damage divisor of 2 would divide the total number of troops by 7.5 and round up to determine their Armor Value. Note: If the infantry type is not specified above, assume they are conventional infantry and divide by 15.

**Converting Structure (p. 358)**

In the first paragraph, delete the line starting "CASE and CASE II..." These items do not have an effect on Structure Value.

**'Mech Structure Conversion Table (p. 359)**

Delete the "Large XXL Fusion" entry under *Inner Sphere*. Replace it with the following two lines (headings repeated here for convenience):

Engine Type	'Mech Tonnage																		
	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100
XXL Fusion	1	1	1	1	1	1	1	1	2	2	2	2	2	2	3	3	3	3	3
Large Fusion	XXL	1	1	1	1	1	1	1	1	2	2	2	2	2	2	2	3	3	3

**Autocannon/SRM/LRM (p. 359)**

Change:

... If each type of system cannot do 10 or more points of damage at medium range after heat modification, include it in the base damage instead. For MMLs, count their full short range damage and half their medium range damage as SRM, and their full long range damage and half their medium range damage as LRM. For example: before heat-modification, an Element with 2 AC/5s and 1 SRM 6 would initially calculate the AC/5s separately as AC damage, but the SRM 6 would be calculated as part of the base damage. However, heat-modification may cause the ACs to be included in base damage.

To:

...If each type of system cannot do 10 or more points of damage at medium range after heat modification, include the non-heat modified damage in the base damage instead. For MMLs, count their full short range damage and half their medium range damage as SRM, and their full long range damage and half their medium range damage as LRM. For example: before heat-modification, an Element with 2 AC/5s and 1 SRM 6 would initially calculate the AC/5s as AC damage, but the SRM would be added to the base damage. However, heat-modification may cause the ACs to be included in base damage.

**Base Damage (p. 360)**

Change the **Ammunition** entry to the following:

**Ammunition:** Reduce the overall damage of ammo-fed weapons that don't have enough ammo for ten turns of firing by 25%. MMLs use the average of LRM & SRM shots per ton. This does not apply to one-shot (OS) missiles and rocket launchers.

**Variable Damage Weapons (p. 361)**

Replace the entire entry with the following:

**Variable-Damage Weapons (Heavy Gauss Rifle, Snub-Nose PPC, VSP):** Use the damage listed for each range bracket unless the weapon's long range value is less than 16 hexes. In that case, use the average of its medium and long range damage (with all applicable adjustments)

when calculating *BattleForce* medium range damage value. For example, the SNPPC uses the average of its medium and long range damage ( $8+5=13$ ;  $13/2=6.5$ ) for medium range damage value in *BattleForce*.

### **Conventional Infantry (p. 361)**

Replace the entire entry with the following:

#### **Conventional Infantry**

Damage Values are calculated slightly differently for conventional infantry. Short range damage is equal to the average damage points the Element will inflict at ranges 0 thru 3. Medium range damage is likewise equal to the average damage points the Element will inflict at ranges 4 thru 15. Finally, long range damage is equal to the average damage points the Element will inflict at ranges greater than 15.

These Damage Values are divided by 10 and rounded up to the next whole number.

### **ProtoMechs and Battle Armor (p. 361)**

Change this entry to the following:

#### **ProtoMechs and Battle Armor**

These Elements are comprised of multiple troopers. Calculate the damage for all members of the Element to determine base damage, using the Cluster Hits Table as needed (see p. 116, *TW*).

### **Converting Heat (p. 362)**

Replace the entire second paragraph with the following:

Find the total heat generated by firing all weapons (including defensive systems like AMS) and add the maximum heat generation possible for the most heat-intensive movement mode (usually jumping). Remember that aerospace Elements never generate heat for movement. Subtract 4 from the total. If the resulting number is greater than the Element's heat dissipation (total all heat dissipation effects, calculating partial wing in standard atmosphere, and counting each coolant pod as dissipating 1 point of heat), adjust the base damage as follows: Multiply the total base damage by the Element's heat sinks (double the second number if the Unit has double heat sinks). Divide the result by the Element's maximum heat output minus 4. Round the result up to the next whole number. The final result is the heat-modified damage.

### **Converting Heat (p. 362)**

The entry for IndustrialMechs should be part of the bulleted list.

### **Converting Heat (p. 362)**

Change the entry for "Rear-Firing Weapons" to the following:

- **Rear-Firing Weapons:** Do not include heat for these weapons unless front-firing weapons were not included; then do not include heat for front-firing weapons.

### **Determining Final Damage Value (p. 362)**

Replace the entire first paragraph with the following:

Divide the heat-modified damage by 10 (rounding up to the next whole number for base damage, and rounding normally for AC, FLK, IF, LRM, and SRM damage) to find the *BattleForce* Damage Value at each range.

### **Calculating Overheat Value (p. 362)**

Replace the entire entry with the following:

If an Element's damage is heat modified, it may have an Overheat Value (OV) value in *BattleForce*. Calculate the Element's max *BattleForce* medium range damage value without heat modification for each category individually (Base, AC, LRM, and SRM; all using standard ammo), then total. Repeat this calculation with heat modification, then total. Next, subtract the heat-modified damage value from the non-heat-modified damage value. If the result is a positive number, this is the Element's OV value (to a max of 4). If the Element doesn't have medium range damage values, apply this process to short range.

**Corsair AeroSpace Fighter example (p. 363)**

Under "Converting Special Equipment to Special Abilities," change the sentence to read, "The *Corsair* can carry bombs, and has the Spaceflight, VSTOL, Energy, and PNT special abilities."

**Corsair AeroSpace Fighter example (p. 363)**

In the BattleForce stats block, change the "Specials" entry to the following: "BOMB3, ENE, PNT1, SPC, VTOL"

**Clan Elemental Point example (p. 364)**

Replace "(armed with machine guns in this example)" with "(armed with rifles in this example)".

**Clan Elemental Point example (p. 364)**

Under Converting Weapons, replace the entire box with the following:

Weapon	Short	Medium	Long
Small Laser	9	0	0
SRM 2 (2 rounds)	9	9	0
AP Weapon (Rifle)	3	0	0
<b>Base Damage</b>	<b>21</b>	<b>9</b>	<b>0</b>

**Clan Elemental Point example (p. 364)**

Under "Determining Final Damage Value," replace the entire box with the following:

	Short	Medium	Long
Base Damage	21	9	0
÷ 10	2.1	0.9	0
<b>Final Damage Value</b>	<b>2</b>	<b>1</b>	<b>0</b>

**Clan Elemental Point example (p. 364)**

In the BattleForce stats block, change "MP" entry from "3J" or "1/3j" (depending on printing) to "3j".

**Clan Elemental Point example (p. 364)**

In the BattleForce stats block, change "Damage S/M/L/E" to "2/1/—/—".

**Clan Foot Infantry Star example (p. 364)**

Replace the entire "Converting Weapons" section with the following:

**Converting Weapons**

The platoon is armed with assault rifles, which gives the Element an average Damage Value of 8 and a maximum range of 3.

Weapon	Short	Medium	Long
Infantry	8	0	0
<b>Base Damage</b>	<b>8</b>	<b>0</b>	<b>0</b>

**Clan Foot Infantry Star example (p. 365)**

Replace the entire “Determining Final Damage Value” box with the following:

	Short	Medium	Long
Base Damage	8	0	0
+ 10	0.8	0	0
<b>Final Damage Value</b>	<b>1</b>	<b>0</b>	<b>0</b>

**Clan Foot Infantry Star example (p. 365)**

In the BattleForce stats block, replace the “Damage S/M/L/E” entry with “1/0/0/0”.

**Firefly FFL-4A example (p. 368)**

Replace the entire “Converting Heat” section with the following:

**Converting Heat**

The *Firefly* has 10 single heat sinks. Its medium lasers generate 3 points of heat each, for a total of 9. Each small laser generates 1 point of heat (for a total of 4). The LRM-5 generates 2 points of heat. Heat from movement (jumping) will be 4 points. This gives a total heat of 9 + 4 + 2 + 4 = 19. After subtracting 4 to give 15, this heat value is greater than the 10 points the heat sinks can dissipate, and so the player must adjust the 'Mech's Damage Values for each range bracket using the following formula. Use the Damage Value for each range bracket (including indirect). Finally, use the 'Mech's full heat dissipation and maximum heat output, rather than the heat generated for each bracket.

**Heat-Modified Damage = (base damage for the range bracket x total heat dissipation) ÷ (maximum heat output – 4)**

BASE DAMAGE				
Short	Medium	Long	Indirect	
28.5	18	3	3	
HEAT-MODIFIED FORMULA				
Short (28.5 × 10)	Medium (18 × 10)	Long (3 × 10)	Indirect (3 × 10)	
+ (19 - 4)	+ (19 - 4)	+ (19 - 4)	+ (19 - 4)	
HEAT-MODIFIED DAMAGE				
Short	Medium	Long	Indirect	
19	12	2	2	

**Firefly FFL-4A example (p. 368)**

Under “Determining Final Damage Value” replace the entire box with the following:

	Short	Medium	Long	Indirect
Base Damage	19	12	2	2
+ 10	1.9	1.2	0.2	0.2
<b>Final Damage Value</b>	<b>2</b>	<b>2</b>	<b>1</b>	<b>0</b>

**Firefly FFL-4A example (p. 368)**

Replace the entire “Converting Special Equipment to Special Abilities” entry with the following:

**Converting Special Equipment to Special Abilities**

The *Firefly* mounts an LRM-5, but since it cannot do 1 or more points of heat-modified *BattleForce* damage with this weapon it does not get the Indirect Fire special ability.

**Firefly FFL-4A example (p. 368)**

In the BattleForce stats block, remove the “IF1” special ability.

**ProtoMech Mixed Point example (p. 370)**

In the Final Damage Table, change the last entry line to “Final Damage Value ... 4 ... 3 ... 1 ... 0”

**ProtoMech Mixed Point example (p. 370)**

Replace the entire “Converting Special Equipment to Special Abilities” entry with the following:

**Converting Special Equipment to Special Abilities**

The ProtoMech Point has LRMs, but since it cannot do 1 or more points of heat-modified *BattleForce* damage with this weapon type it does not get the Indirect Fire special ability.

**ProtoMech Mixed Point example (p. 370)**

In the BattleForce stats block, remove the “IF1” special ability.

**Jormungand-class Bluewater Cruiser example (p. 372)**

In the “Converting Weapons” box, replace the Turret 4 and Turret 5 entries with the following:

Turret 4 Weapons	Short	Medium	Long	Extreme
<i>Base Weapons</i>				
PPC	7.5	10	10	0
PPC	7.5	10	10	0
<b>Base Damage</b>	<b>15</b>	<b>20</b>	<b>20</b>	<b>0</b>
<i>Autocannon</i>				
AC/10	10	10	0	0
<b>AC Base Damage</b>	<b>10</b>	<b>10</b>	<b>0</b>	<b>0</b>
Turret 5 Weapons	Short	Medium	Long	Extreme
<i>Base Weapons</i>				
PPC	7.5	10	10	0
PPC	7.5	10	10	0
<b>Base Damage</b>	<b>15</b>	<b>20</b>	<b>20</b>	<b>0</b>
<i>Autocannon</i>				
AC/10	10	10	0	0
<b>AC Base Damage</b>	<b>10</b>	<b>10</b>	<b>0</b>	<b>0</b>

**Jormungand-class Bluewater Cruiser example (p. 372)**

In the “Calculating Final Damage Value” box, replace the Turret 3, Turret 4, and Turret 5 entries with the following:



<b>Turret 3 Weapons</b>	<b>Short</b>	<b>Medium</b>	<b>Long</b>	<b>Indirect</b>
Base Damage	12	24	24	24
+ 10	1.2	2.4	2.4	2.4
<b>Final Damage</b>	<b>2</b>	<b>3</b>	<b>3</b>	<b>2</b>
<b>Turret 4 Weapons</b>	<b>Short</b>	<b>Medium</b>	<b>Long</b>	<b>Extreme</b>
Base Damage	15	20	20	0
AC Damage	10	10	0	0
+ 10	+ 10	+ 10	+ 10	+ 10
Base Damage	1.5	2	2	0
Autocannon	1	1	0	0
<b>Final Damage</b>				
<b>Base:</b>	<b>2</b>	<b>2</b>	<b>2</b>	<b>0</b>
<b>AC:</b>	<b>1</b>	<b>1</b>	<b>0</b>	<b>0</b>
<b>Turret 5 Weapons</b>	<b>Short</b>	<b>Medium</b>	<b>Long</b>	<b>Extreme</b>
Base Damage	15	20	20	0
AC Damage	10	10	0	0
+ 10	+ 10	+ 10	+ 10	+ 10
Base Damage	1.5	2	2	0
Autocannon	1	1	0	0
<b>Final Damage</b>				
<b>Base:</b>	<b>2</b>	<b>2</b>	<b>2</b>	<b>0</b>
<b>AC:</b>	<b>1</b>	<b>1</b>	<b>0</b>	<b>0</b>

**Jormungand-class Bluewater Cruiser (p. 373)**

Replace the entire BattleForce stats block with the following:

Stat	Value
MP	6n
<i>Damage</i>	<i>(S/M/L/E)</i>
Front (TOR)	2/3/3/--
Left/Right (TOR)	2/2/--/--
Aft (TOR)	2/2/--/--
Turret 1	ART-LT3
Turret 2	ART-LT3
Turret 3 (IF2)	2/3/3/--
Turret 4 Base:	2/2/2/--
Turret 4 AC:	1/1/--/--
Turret 5 Base:	2/3/3/--
Turret 5 AC:	1/1/--/--
Overheat	--
Size Class	5
Armor/Structure	103/19
Point Value	620
Specials	AFC, CASE, VT2M02, HELI, MHQ12, SRC, MASH8, CK4D1, CK1.63D1

**Conqueror-class Battlecruiser example (p. 373)**

Add the following section to the “Converting Weapons” box, under Capital Missiles:

<i>Aft</i>				
1 Barracuda	2	2	2	2
<b>Base</b>				
<b>Damage</b>	<b>2</b>	<b>2</b>	<b>2</b>	<b>2</b>

**Conqueror-class Battlecruiser example (p. 373)**

Add the following section to the “Converting Heat” box, under Capital Missile Base Damage:

<i>Aft</i>	2	2	2	2
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**Conqueror-class Battlecruiser example (p. 373)**

Add the following section to the “Calculating Final Damage Value” box, under Capital Missile Base Damage:

<i>Aft</i>	1	1	1	1
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**Conqueror-class Battlecruiser example (p. 374)**

Under “Converting Special Equipment to Special Abilities,” replace the first two sentences (up to “...equals 45 Marine points”) with the following: “The Conqueror carries 100 aerospace fighters with a total of 8 doors (AT100D8), and 14,217 tons of cargo with 1 door (CT14.2D1); it has capital weapons (CAP) and carries 2 DropShips (DT2); it has an HPG (HPG) and a Kearny-Fuchida drive (KF).”

**Conqueror-class Battlecruiser example (p. 374)**

In the BattleForce stats block, change the Aft Capital Missile Damage entry to “1/1/1/1”.

**Conqueror-class Battlecruiser example (p. 374)**

In the BattleForce stats block, delete the “MAR45” special ability.

**Standard Weapon Conversion Table – Inner Sphere (p. 375)**

Change the Light AC/5, MML-5, MML-9, and SN-PPC entries to the following (table headings included for ease of use):

Weapon	Heat	Short	Damage*			Notes
			Medium	Long	Extreme	
Light AC/5	1	5	5	--	--	
MML-5	3	6/8	4.5/6	3/4	--	
MML-9	5	10/14	7.5/10/5	5/7	--	
Snub-Nose PPC	10	10	6.5	--	--	

**Advanced Weapon Conversion Table – Inner Sphere (p. 376)**

Insert the following line under “ER Flamer” entry (table headings included for ease of use):

Weapon	Heat	Short	Damage*			Notes
			Medium	Long	Extreme	
Fluid Gun	0	4	--	--	--	Corrosive ammo only

**Advanced Weapon Conversion Table – Inner Sphere (p. 376)**

Change the Variable-Speed Pulse Laser (VSPL) entries to the following (table headings included for ease of use):

Weapon	Heat	Damage*				Notes
		Short	Medium	Long	Extreme	
VSPL, Small	3	5.75	3.78	--	--	
VSPL, Medium	6	10.35	6.48	--	--	
VSPL, Large	14	12.65	8.63	--	--	

**Advanced Weapon Conversion Table – Clan (p. 377)**

Insert the following line above "ProtoMech AC/2" entry (table headings included for ease of use):

Weapon	Heat	Damage*				Notes
		Short	Medium	Long	Extreme	
Fluid Gun	0	4	--	--	--	Corrosive ammo only

**Advanced Weapon Conversion Table – Clan (p. 377)**

Change the "*Direct Energy Ballistic Weapons*" sub-head to "*Direct Fire Energy Weapons*".

**Battle Armor Weapons & Equipment Conversion Table – Inner Sphere (p. 378)**

Change the "*Direct Energy Ballistic Weapons*" sub-head to "*Direct Fire Energy Weapons*".

**Miniatures Rules**

No Errata

**Index****S (p. 413)**

Change the "Squadron(s)" page references to "27-34, 326-28".

**Record Sheets**

No Errata

**Tables****Capital Weapons Detailed Ranges Table (page 442)**

Change the Long Range Value for the Heavy NPPC from "27-36" to "27-39".

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