



# Tactical Operations

## (Version 3.03)

This document is a compiled rules errata for the first printing of *Tactical Operations*, as of 3 January, 2013.

## NEW ADDITIONS

These are all the new entries or modifications of old entries for versions 3.0 through to 3.03 of this document. Please note that, in the interests of brevity, most typo and minor formatting corrections have not been listed.

### \* **Advanced 'Mech Record Sheet (p. 12)**

Remove the "Dual Cockpit" option from the record sheet in the right column.

### \* **Sprinting (p. 18)**

Replace the first paragraph with the following:

"To use sprinting movement, a 'Mech must have two working hip actuators. A 'Mech's Sprinting MP is twice its current Walking/Cruising MP. Sprinting generates 50% (round down) more Heat Points per turn than the 'Mech generates when Running.

Because keeping a 'Mech safely moving at such high speeds requires a MechWarrior's total concentration, a 'Mech that sprints during the Movement Phase may not make any deliberate attacks during the remainder of that turn. Accidental charges as a result of skidding or hidden movement rules are still possible, and a 'Mech may still fire weapons to generate heat, though such firing has no chance of doing damage. Additionally, the 'Mech may not spot for indirect LRM fire or artillery fire, or take any other action that would normally require it to sacrifice an attack. A Sprinting unit may not move backward or enter Water hexes of Depth 1 or deeper. Finally, any Piloting Skill Roll made for a Sprinting unit suffers an additional +2 modifier."

### \* **Evading (pp. 18-19)**

1) Replace the first paragraph with the following:

"Evading makes enemy attacks more difficult."

2) At the end of the second paragraph insert the following:

"Additionally, the 'Mech may not spot for indirect LRM fire or artillery fire or take any other action that would normally require it to sacrifice an attack."

### \* **Crawling (p. 20)**

At the end of the first paragraph insert the following:

"Regardless of the number of attempts at crawling, a 'Mech only generates 1 Heat Point per turn when using Crawling movement."

### \* **Hull Down (p. 21)**

Between the "Prone" and "Leg-Mounted Weapons" paragraphs insert the following:

**Facing Change:** A 'Mech transitioning from a standing to hull down position, or vice versa, retains its same facing. A prone 'Mech transitioning to hull down must designate a facing (which can be any direction); if the 'Mech then transitions to standing it retains the same facing it was designated with upon transitioning from prone to hull down.



**\* Hull Down Vehicles (p. 21)**

*Second paragraph, second sentence*

"Additionally, the terrain created by standard infantry "digging in" (see *Digging In*, p. 108), or specialized infantry creating a fieldwork (see *Trench/Fieldwork Engineer*, p. 341), can also be used by a vehicle to go hull-down."

Change to:

"Additionally, the terrain created by specialized infantry creating a fieldwork (see *Trench/Fieldwork Engineer*, p. 341), can also be used by a vehicle to go hull-down; terrain created by standard infantry "digging in" (see *Digging In*, p. 108), cannot be used."

**\* Falling (Expanded) (p. 24)**

*Replace the second half of the second paragraph beginning with "For example..." with the following:*

"For example, a 'Mech with a 6 (or 7) Piloting Skill Rating is rolling against a modified Target Number of 6. Looking at the Piloting Skill Rating MoF Falling Table, the MoF that a 6 Piloting Skill Rating MechWarrior can have is 0, so just as in standard rules, the controlling player must roll 6 or higher to avoid falling. If the MechWarrior had a Piloting Skill Rating of 2-5, the controlling player could roll a 5 (MoF of 1), while a Piloting Skill Rating of 0-1 could roll a 4 or 5 (MoF of 2); in all cases, the 'Mech would simply go hull-down without falling."

**\* Conflicting Planetary Conditions example (p. 30)**

*First paragraph, first sentence*

*"In the Planetary Conditions diagram above..."*

Change to:

*"In the Ground Movement-Planetary Conditions diagram below..."*

**\* Heavy Industrial Zone (p. 31)**

*Under "Unintended Explosions", first paragraph, second sentence*

"Roll 2D6 for every qualifying weapon attack; on a result of 8 or higher, consult the Terrain Effects Table."

Change to:

"Roll 2D6 for every qualifying weapon attack; on a result of 8 or higher, roll again on the Terrain Effects Table."

**\* Expanded Movement Costs and Planetary Conditions Table (p. 32)**

*Under "Sand"*

Change the "MP Cost Per Hex / Terrain Cost" from "+.5<sup>6</sup>" to "+0/+1<sup>6</sup>"

**\* Expanded Movement Costs and Planetary Conditions Table (Cont.) (p. 33)**

*Replace Footnote 6 with the following:*

"+0 MP for all units except infantry and Wheeled Vehicles; +1 MP for infantry using ground movement and Wheeled Vehicles (except in the case of a Wheeled Vehicle that mounts the Dune Buggy chassis modification)."

**\* Expanded Movement Costs and Planetary Conditions Table (Cont.) (p. 34)**

1) *Under "Black Ice" and "Ice"*

Change the "Piloting/Driving Skill Modifier" from "+4" to "+0/+4<sup>22</sup>"

2) *Under "Geyser"*

- a) change the "MP Cost Per Hex / Terrain Cost" from "p. 48" to "+1"
- b) change the "To-Hit Modifier" from "p. 48" to "+2"
- c) change "Prohibited Units" from "p. 48" to "Wheeled, Infantry"



3) *In the footnotes, under "22"*

"Skidding rules apply (see p. 62, TW)"

Change to:

"Skidding rules apply (see p. 62, TW): every time a unit enters a hex not using careful movement it must make a PSR with a +0 modifier; if a PSR is forced on a unit in such a hex (due to damage, skidding, charges, and so on), apply a +4 modifier to the PSR.

**\* Expanded Movement Costs and Planetary Conditions Table (Cont.) (p. 35)**

1) *Under "Road"*

- a) For "Paved", change the "MP Cost Per Hex / Terrain Cost" from "+1 (T/H/I)<sup>3</sup>" to "1 (T/H/I)<sup>3,22</sup>"
- b) For "Gravel", change the "MP Cost Per Hex / Terrain Cost" from "+1 (V/I)<sup>3</sup>" to "1 (V/I)<sup>3</sup>"
- c) For "Dirt", change the "MP Cost Per Hex / Terrain Cost" from "+1<sup>3</sup>" to "1<sup>3</sup>"

2) *Under "Paved"*

Change the "MP Cost Per Hex / Terrain Cost" from "+0<sup>3</sup>" to "+0<sup>22</sup>" (change the footnote from "3" to "22")

**\* Magma Crust (p. 36)**

*Under "Crust", first paragraph*

"Every time a unit enters a magma crust hex along the ground (hover, VTOL and WiGE vehicles do not count, nor do infantry expending VTOL MP), the controlling player rolls 1D6."

Change to:

"Every time a unit enters a magma crust hex along the ground (hover, VTOL and WiGE vehicles do not count, nor do infantry expending VTOL MP, nor units expending Jumping MP provided the Crust hex is not the end hex of movement) the controlling player rolls 1D6."

**\* Magma Crust (p. 37)**

*Under "Eruptions", at the end of the fourth paragraph insert the following:*

"This damage is considered an area-effect weapon."

**\* Black Ice (p. 40)**

*At the end of the second paragraph insert the following:*

"If the unit has not allocated the additional +1 MP required to move through an ice hex, treat the unit as if it has chosen to move at full speed despite hazardous conditions, as per the *Careful Movement* rules (see p. 63)."

**\* Extreme Depth Table (p. 42)**

*Under "Crush Depth Checks (2D6)"*

Change all instances of "depth" to "number"

**\* Extreme Depth (p. 43)**

*First paragraph on the page, fifth sentence*

"...and suffer all the effects of a hull breach to that location as described on page 121, TW."

Change to:

"...and suffer all the effects of a hull breach to that location as described on page 121, TW (a roll indicating an already rolled location simply crushes that location more; no additional effects are applied)."



**\* Effects of Fire (pp. 44-45)**

Under "Multi-Hex Support Vehicles"

"If the unit is the target of an inferno attack, the hex of the unit that takes the hit burns for the required number of turns, and the unit receives 1D6 damage during each End Phase."

Change to:

"If the unit is the target of an inferno attack, use the rules for Vehicles (see p. 142, TW) to determine the outcome for the hex that takes the hit; additionally, the unit received 1D6 damage from the resulting fire during each End Phase until the fire is put out."

**\* Putting Out Fires (p. 45)**

Under "Infantry", at the end of the paragraph append the following:

"(see also *Firefighting Engineers*, p. 341)."

**\* Geyser (p. 48)**

Under "Terrain", last sentence

"players resolved that event at the end of the phase in which the geyser erupted."

Change to:

"players resolve that event at the end of the phase in which the geyser erupted."

**\* Hazardous Liquid Pools (p. 49)**

1) *Third paragraph, second sentence*

"Unlike geysers (see p. 48), these are not secretly placed—once a unit nears such a terrain modification, the pilot or driver can easily tell where it is located—or hidden, such as in the basement of a building, inside a tank and so on."

Change to:

"Unlike geysers (see p. 48), these are usually not secretly placed; once a unit nears such a terrain modification, the pilot or driver can easily tell where it is located (players can decide to hide them, but each should be placed where they'd be difficult to detect until the unit enters the hex when it would be revealed, such as in the basement of a building)."

2) **"Support Vehicles:** Double the damage against Support Vehicles unless the vehicle is equipped with the Environmental Sealing Chassis and Controls modification."

Change to:

**"IndustrialMechs and Support Vehicles:** Double the damage against IndustrialMechs and Support Vehicles unless the unit is equipped with the Environmental Sealing chassis modification."

**\* Ice (p. 50)**

1) *Under "Mechs and Non-Hover Ground Vehicles", replace the first sentence with the following:*

"Every time a unit enters a hex not using careful movement (see p. 63) it must make a PSR with a +0 modifier; if a PSR is forced on a unit in such a hex (due to damage, skidding, charges, and so on), apply a +4 modifier to the PSR."

2) *Under "Crashing", at the end of the paragraph insert the following:*

"Crashing aerospace units automatically break through ice (see *Woods and Water*, p. 82, TW, to determine unit's outcome)."



**\* Rails (p. 51)**

*Third paragraph, first sentence*

“Railroads have a CF of 20 and may be attacked per standard rules for attacking buildings.”

Change to:

“Railroads have a CF of 20 and may be attacked per standard rules for attacking buildings. (Note the CF here is only a measuring of how easy it is to destroy a section of rail and has no bearing on the weight that can be carried.)”

**\* Atmospheric Pressure (Density) (p. 54)**

*Under “Vacuum”, “Prohibited Units,” second sentence*

“The only exceptions are the following: any non-infantry unit that mounts both a fusion engine (in the case of IndustrialMechs, this also includes fuel cells and fission power plants) and the Environmental Sealing Chassis and Controls modification can operate in a vacuum;”

Change to:

“The only exceptions are the following: any non-infantry unit that mounts both a fusion engine (or for applicable units, any kind of electric power plant—including external, battery, fuel cell and solar—or a fission power plant) and the Environmental Sealing chassis modification can operate in a vacuum;”

**\* Atmospheric Pressure (Density) (p. 54)**

*Under “Vacuum”, “Hull Integrity”, first paragraph*

“Whenever a non-aerospace/non-infantry unit operating in a vacuum takes a hit that inflicts damage, the controlling player rolls 2D6. On a result of 10 or greater, the unit’s hull has been breached.”

Change to:

“Whenever a non-aerospace/non-infantry unit operating in a vacuum takes damage, the controlling player rolls 2D6. On a result of 10 or greater, the unit’s hull has been breached.”

**\* Weather Conditions (p. 57)**

1) *In between the third paragraph and the Searchlights entry, insert the following new paragraph:*

**Fire:** Though dealt with on its own on page 43, fire can also have an effect on Light-based weather conditions (see p. 58). Any hex that is on fire is illuminated, along with all hexes immediately around it. This illumination reduces any Light-based weapon attack modifiers against targets in those hexes by up to 2 points, and cancels any Light-based physical attack modifiers.

2) *Under “Searchlights”, last paragraph*

“Finally, the controlling player can turn the searchlight off or on during any End Phase of a turn;”

Change to:

“Finally, the controlling player can also turn the searchlight off or on during any End Phase of a turn;”

3) *After “Shifting Winds” insert the following new paragraph:*

**Tactical Rules:** Remember these weather rules are “tactical” in nature, designed to provide the flavor of these various conditions with in-game effects that apply during the time frame of a standard *BattleTech* scenario. If players are linking scenarios together to create campaign play—and hence introducing much longer time frames—they’ll need to make their own judgement calls concerning the exact effects of these conditions on a playing area across hours or even days.

**\* Light Snowfall (p. 60)**

*Under “Prohibited Conditions”*

“Cannot be used with Thin, Trace or Vacuum Atmospheric Pressures.”

Change to:

“Cannot be used with Thin, Trace or Vacuum Atmospheric Pressures, or with Extreme Temperatures of 30 degrees Celsius and above.”



**\* Blowing Sand (p. 62)**

*Under "All Units"*

"Apply a +1 to-hit modifier to all direct-fire and pulse energy weapon attacks."

Change to:

"Apply a +1 to-hit modifier to all direct-fire and pulse energy weapon attacks (these modifiers supersede any to-hit Moderate Gale modifiers; see below)."

**\* Expanded Heat Point Table (p. 63)**

*Under the "High Temperature" entry*

"+1 per turn per 10 degrees Celsius above 30 degrees Celsius"

Change to:

"+1 per turn per 10 degrees Celsius above 50 degrees Celsius"

**\* Terrain Factor and Conversion Table (p. 64)**

*Under the bottommost footnote (\*\*), last line*

"all other benefits of the road are lost."

Change to:

"all other benefits of the road are lost and skidding no longer occurs."

**\* Advanced Determining Critical Hits (p. 74)**

*Second paragraph, first sentence*

"Every time the internal structure of a 'Mech takes damage from a weapon attack,"

Change to:

"Every time the internal structure of a 'Mech takes damage from a weapon attack (not from falls, ammo explosions, or other sources),"

**\* Expanded Critical Damage (p. 75)**

*Second paragraph, at the end of the second sentence append the following:*

"(which means a one slot item is still automatically destroyed)."

**\* Floating Critical Rule (p. 77)**

*At the end of this section insert the following new paragraph:*

**Partial Cover:** If the target of the attack has partial cover and a leg location is rolled after the 2 result is first rolled, re-roll until a non-leg location is rolled.

**\* Called Shots (p. 78)**

*Second paragraph, between the third and fourth sentences, insert the following:*

"If the attack misses, the shot misses the target completely."

**\* Glancing Blow (p. 80)**

1) *Fourth paragraph, last sentence*

"If using the Linking Weapons rule (see p. 74),"

Change to:

"If using the Linking Weapons rule (see p. 85),"

2) *After the fourth paragraph insert the following new paragraph:*

**Armor Reduction:** Any damage reduction due to armor is applied after the damage reduction for the glancing blow. For example, a Clan ER PPC strikes a glancing blow against a unit mounting Ferro-Lamellor armor. The 15



points of potential damage are reduced to 7 for the glancing blow, then the effects of the armor are applied, reducing 2 additional points of damage, leaving 5 points of damage from the attack to be applied to the target.

**\* Direct Blow (p. 81)**

1) Under "Conventional Infantry", at the end of the first sentence append the following:

"; in the case of burst-fire weapons, apply an additional 1D6."

2) After the fourth paragraph insert the following new paragraph:

**Triple-Strength Myomer:** For a unit mounting activated TSM, apply the effects of TSM first, then apply the effects from the direct blow.

**\* Missed Shots (p. 81)**

Under "Swarm and I-Swarm"

"Swarm and I-Swarm (see p. 371, respectively) follow their own rules for a missed shot."

Change to:

"Swarm and I-Swarm (see p. 371) follow their own rules for a missed shot."

**\* Extreme Range (p. 85)**

Under the first bullet point

"For Variable Range weapons, multiply the Long Range by 1.5 (round down)."

Change to:

"For weapons with uneven range brackets (such as MRMs, Snub-Nose PPC, and so on), multiply the Long Range by 1.5 (round down)."

**\* Suppressing Fire (p. 87)**

First paragraph, last sentence

"The use of this rule requires the use of the Morale rules as well (see p. 21)."

Change to:

"The use of this rule requires the use of the Morale rules as well (see p. 211)."

**\* 'Mech Limbs example (p. 87)**

Second paragraph, second sentence

"[8.5 (total internal structure weight) x .1 = .85 + 1.43 (26 (arm armor) / .9 (to remove the ferro-fibrous 1.12 multiplier)) = 23 / 16 (standard armor per ton) = 1.43) = 2.28, rounding to 2.5]."

Change to:

"[8.5 (total internal structure weight) x .1 = .85 + 1.43 (26 (arm armor) / .9 (to remove the ferro-fibrous 1.12 multiplier)) = 23 / 16 (standard armor per ton) = 1.43) = 2.28, rounding to 2.5]."

**\* Physical Weapons Attack Addendum Table (p. 89)**

Change the Flail's to-hit modifier from "+1" to "0"

**\* Tripping (p. 91)**

First paragraph, second sentence

"Only 'Mechs may make a tripping attack, and only against other BattleMechs."

Change to:

"Only biped 'Mechs may make a tripping attack, and only against other biped 'Mechs."



**\* Picking Up And Throwing Objects (p. 92)**

At the end of the second paragraph insert the following:

"If a TSM-activated unit is carrying an object that weighs more than 10 percent of its tonnage (5 percent in the case of a single arm), and its heat drops below the required activation level of the TSM in any Heat Phase, the object is dropped in that turn's End Phase, in the hex the unit occupies."

**\* Optional Firing Modes (p. 100)**

Under "Rapid Fire Mode", second paragraph

"The weapon's arming circuitry fails on a To-Hit result of 4 or less (rather than 2 or less). On a To-Hit result of 2, the ammo feed jams, causing the rounds in the chamber to explode inside the barrel."

Change to:

"The weapon jams on a To-Hit result of 4 or less (rather than 2 or less). On a To-Hit result of 2, the rounds in the chamber explode inside the barrel."

**\* ECCM (p. 100)**

1) *First paragraph, first sentence*

"An ECM suite can be tuned to act as electronic counter-countermeasures (ECCM) in order to negate enemy ECM systems."

Change to:

"An ECM Suite (including infantry ECM) can be tuned to act as electronic counter-countermeasures (ECCM) in order to negate enemy ECM systems."

2) *Second paragraph, between the first and second sentences, insert the following:*

"If the hex where the ECM is being generated is covered by ECCM, then the entire ECM field is nullified."

3) *Before the "Communications Equipment" section, insert the following new paragraph:*

**ECM Pod:** The iNarc ECM Pod (see p. 141, TW) can also be used to generate an ECCM field. Each time a player fires an ECM Pod, he declares whether it is a standard ECM Pod or an ECCM Pod.

**\* Ghost Targets (p. 102)**

1) *First paragraph on the page, third sentence*

"A +4 to-hit modifier is the maximum that can be applied to a weapon attack through the use of ghost target ECM fields."

Change to:

"A +4 to-hit modifier is the maximum that can be applied to the Piloting Skill Roll through the use of ghost target ECM fields."

2) *After "Communications Equipment" insert the following new section:*

**Stealth Armor:** While Stealth Armor is on, one ECM field is always active and considered hostile to all parties, though it only directly affects the unit with Stealth Armor. A unit with active Stealth Armor and an Angel ECM Suite may generate Ghost Targets. However, this Ghost ECM field is considered hostile to all units, including the Stealth Armor unit generating them. A unit with active Stealth Armor and an Angel ECM Suite may also produce an ECCM field; however, this will result in just the ECCM field being active, with all effects from the Stealth Armor lost except for the 10 heat generated. If another unit's ECCM field (Friendly or Enemy) affects a hex containing a 'Mech with active Stealth Armor, then the Stealth bonus is lost, though the heat is still generated.

3) *Under "ECCM"*

"an ECM cannot generate ghost targets if the amount of friendly ECCM in a hex is less than the enemy ECCM in that hex."



Change to:

"an ECM cannot generate ghost targets if the amount of friendly ECCM in a hex is less than the enemy ECM in that hex."

4) *Under "Cockpit Command Console," last sentence*

"Additionally, apply a +3 modifier to the die roll result when making the Piloting Skill Roll to determine the to-hit modifier for attacks from such a unit as described above."

Change to:

"Additionally, when that unit makes an attack through a Ghost Target field, apply a +3 modifier to the Piloting Skill Roll, as described above (this modifier is cumulative with the Target Computer modifier above)."

5) *After the "Cockpit Command Console" section, insert the following new paragraph:*

**Multiple Fields From A Single Unit:** A unit mounting any combination of ECM Suite, Communications Equipment and Cockpit Command Console can potentially generate as many field as it mounts appropriate equipment."

**\* Rerouting Heat Sink Coolant ('Mechs only) (p. 105)**

*After the "Coolant Pod" paragraph insert the following new paragraph:*

**PPC Capacitors:** PPC Capacitors (see p. 337) are not considered part of the PPC for this rule and must be linked separately.

**\* Coolant Systems (p. 106)**

*Replace the entire final paragraph with the following:*

"A coolant truck may fire coolant at a heat-tracking target (such as a 'Mech) to reduce its heat level, though this does not work nearly as efficiently as hooking up to it. Resolve the shot as a normal flamer/sprayer attack. If the attack hits, the coolant shot reduces the target's heat level by 3 (by 4 if fired by a heavy flamer) rather than inflicting damage; a unit can be cooled a maximum of 9 points per turn in this manner. Coolant fired at conventional infantry is treated as a 1-point direct-fire (ballistic) weapon when determining damage to the unit (see p. 216, TW).

Coolant may also be fired at a burning hex or unit to put out the fire. Roll against the to-hit number as with a normal attack, applying the Immobile Target modifier if firing at a hex. If fired on a hex, structure or unit that has caught fire, coolant ammo douses all such fires not created by Inferno munitions (such as Inferno Fuel, Inferno Missiles, Inferno Mines and Inferno Artillery rounds) on a 2D6 roll of 4+. For fires caused by Inferno munitions, a roll of 12 is required to extinguish the flames."

**\* Using Non-Infantry Units as Cover (p. 108)**

*At the end of the second paragraph insert the following:*

"These bonuses do not stack with the Shielding movement mode (see p. 19)."

**\* Battle Armor Infantry (p. 108)**

*At the end of this section insert the following new paragraph:*

**Conventional Infantry:** Attacks from conventional infantry cannot make use of these rules (unless they're using field guns (see p. 311).

**\* (p. 108)**

*After "Using Non-Infantry Units As Cover" insert the following new section:*

**INFANTRY MORTARS**

Battle armor equipped with Light or Heavy Mortars, and conventional infantry for whom Light or Heavy Mortars define the final range value may use indirect fire like 'Mech Mortars (see p. 324).



## \* (p. 108)

After "Battle Armor Infantry" insert the following new section:

**BATTLE ARMOR VS. BATTLE ARMOR**

Some battle armor-grade weapons are particularly effective against other armored troops. To represent this, use the Battle Armor Vs. Battle Armor Table, instead of normal damage.

**BATTLE ARMOR VS. BATTLE ARMOR TABLE**

<b>Battle Armor Weapon</b>	<b>Anti-Battle Armor damage (apply to single trooper)</b>
Bearhunter Superheavy AC	3D6
King David Light Gauss Rifle	1D6
Plasma Rifle	2+1D6*

\* Uses standard damage against fire-resistant battle armor.

## \* (p. 108)

After the above section insert the following new section:

**BATTLE ARMOR UNDERWATER**

While battle armor is not intended for underwater use and will be hopelessly mired in the seabed when it enters water, it does feature very efficient environmental sealing. Using these optional rules, Battle Armor forced underwater and lacking UMUs is not considered automatically destroyed for the purposes of the scenario unless it is an Exoskeleton not featuring Extended Life Support, or is reduced to zero armor. The battle armor cannot move or use Mechanized Battle Armor rules, nor perform anti-Mech attacks for the rest of the game. It is not considered immobile for the purpose of being attacked and may fire weapons as appropriate. Any battle armor not featuring a Clan Tech Base with HarJel will be breached and destroyed when suffering any hit. If a unit that is swarmed or carrying mechanized battle armor (without UMU) enters water, the battle armor immediately drops in the first hex in which it is immersed.

\* **Building Classification and Type Table (p. 115)**

- 1) Delete the line stating "Cost to Enter Any Hex ... 1" and the blank line following it.
- 2) Add a two-section symbol (§§) to each of "MP Cost per Hex" entries for the Fortress lines (making them +3§§ for Medium, +4§§ for Heavy, and +5§§ for Hardened).
- 3) Remove the two-section AC symbol (§§) notation from the Castles Brian sub-head.
- 4) Add a two-section symbol (§§) to each of "MP Cost per Hex" entries for the Castles Brian lines (making them +4§§ for Heavy and +5§§ for Hardened).
- 5) *Replace the entire two single-dagger footnote with the following:*  
 †† The modifier for Fences only applies to conventional, non-foot infantry. Foot infantry may only cross Fences by Climbing (see p. 27).
- 6) *Replace the two-section symbol footnote with the following:*  
 §§ Infantry, of all types, may not pass through Fortress and Castles Brian hexes that are considered hostile unless using VTOL or Jump movement to pass over the building entirely.

\* **Choose Size and Shape (p. 129)**

Under "Bridges", replace the entire entry with the following:

**Bridges:** Like walls and fences, these special building types have no set maximum limit for length, and no effective height (as the main portion is effectively treated as a special form of road).



**\* Step 2: Add Armor (p. 130)**

Under "Technology Base and Building Armor", delete the one-sentence paragraph that states, "Building armor is added in half-ton lots."

**\* Heavy and Capital Weapons (p. 131)**

At the end of the second paragraph insert the following:

"The exception being Gun Emplacements, which may mount weapons equal to their CF/3 (round down), and Castles Brian which do not divide their CF when calculating weapon tonnage."

**\* Industrial Elevators (p. 138)**

Under "Construction", first paragraph, first sentence

"times the number of levels they are designed to access."

Change to:

"times the number of levels they are designed to access, not including the ground level."

**\* Large Doors (p. 138)**

Under "Construction Rules", replace the first paragraph with the following:

**Construction Rules:** Like bay doors in vehicle or spacecraft designs, large doors take up no tonnage in a building's design. Large doors can be installed in Hangar, Fortress, Castles Brian, and Standard-type buildings, as well as in walls and fences (Gun Emplacements, tents and bridges may not install large doors.)

**\* Castles Brian Construction Example (p. 142)**

1) Fifth bullet item on this page, second column, first line

"...six tons of weapons..."

Change to:

"...five tons of weapons..."

2) Fifth bullet item on this page, second column, fourth line

"...64 armor points and 30 tons of crew-served weapons..."

Change to:

"...64 armor points and 21 tons of crew-served weapons..."

**\* Rail (p. 149)**

Under "Movement", after the first paragraph insert the following new paragraph:

"Tractors may pull one or more Trailers whose combined weight is less than or equal to five times its own weight: there is no MP reduction if weight is equal to or less than half of the Tractor; -3 MP or -1/3 Cruising Speed (round down), whichever is lower, for more than half the weight up to 2x the weight; -1/2 Cruising Speed (round down) for more than 2x the weight up to 4x the weight; -2/3 Cruising Speed (round down) for more than 4x the weight up to a maximum of 5x the weight, to a minimum of 2 MP. Multiple Tractors can be combined within a single "train" to pull even greater weights. When performing in unison, Rail Tractors are assigned a part of the weight in proportion to their relative weights—with the final speed of the whole "train" dictated by the slowest tractor. Rail Tractors operating in this capacity may be positioned anywhere in the "train"."

**\* Specialized Locations (p. 157)**

Under "Mech Mounting (on deck)", third paragraph, third sentence

"Assign damage normally (see *Falling Damage*, p. 57, TW)."

Change to:

"Assign damage normally (see *Falling Damage*, p. 68, TW)."



**\* Weapon Attacks (p. 157)**

Completely replace the second paragraph with the following:

Large Support Naval Vessels function in the same way as other Support Naval Vessels, with the following exceptions:

Large Support Naval Vessels use the Large Naval Vessel Hit Location Table to determine where damage is applied. Attackers target specific hexes of the vessel, consulting the Large Naval Vessel Template (see p. 401) to determine which armor facing is struck. If a turret location is rolled on a hex that does not contain a turret, apply damage to a turret in an adjacent hex (if multiple turrets are available the Initiative winner chooses). If there is no turret in the affected hex or any adjacent hexes, apply the damage to the appropriate side instead.

If the attacker targets an interior hex with no obvious armor facing (to damage a turret, for example) and rolls a location other than Turret, draw a Line of Sight from the attacker to the targeted hex, and instead apply the damage to the first exterior hex the line crosses. If the line crosses exactly between two hexes, the player that won the Initiative that turn decides the affected hex. A roll of 5 or 9 indicates that the attack strikes a different hex than the one targeted. Apply the damage to the armor facing of an adjacent exterior hex, moving in the direction indicated by the Large Naval Vessel Hit Location Table. Damage that strikes the vessel from underwater cannot strike a turret (unless the vessel is fully submerged). Apply damage to the appropriate armor facing instead, even if an interior hex was targeted.

**Critical Hits (Crew Stunned):** On Large Support Naval Vessels, treat a Crew Stunned hit in the same manner as a Crew Killed hit, except that the effect is temporary, lasting until the End Phase of the following turn. For example, a vessel that has suffered one Crew Stunned critical hit and one Crew Killed would mark off two crew boxes (and suffer the appropriate effects), but would erase one of those hits at the end of the following turn.

**LARGE NAVAL VESSEL HIT LOCATION TABLE**

2D6 Roll	Front	Rear	Front Side	Rear Side
2	Front (critical)	Rear (critical)	Side (critical)	Side (critical)
3	Front	Rear†	Front Side	Rear Side†
4	Front	Rear†	Front Side	Rear Side†
5	Right*‡	Left*‡‡	Front*‡	Rear*‡‡
6	Front	Rear	Front Side	Rear Side
7	Front	Rear	Front Side	Rear Side
8	Front	Rear	Front Side	Rear Side
9	Left*‡	Right*‡‡	Rear*‡	Front*‡‡
10	Turret	Turret	Turret	Turret
11	Turret	Turret	Turret	Turret
12	Turret (critical)	Turret (critical)	Turret (critical)	Turret (critical)

\*The attack strikes the armor of the hex immediately adjacent to the targeted hex in the direction indicated.

†Roll once on the Motive System Damage Table. Attacks from above the waterline apply a –2 modifier.

‡A roll of 5 or 9 indicates that the attack strikes a different hex than the one targeted (see rules).

**\* Units Mounted on a Sinking Vessel (On Deck) (p. 160)**

Third paragraph, third sentence

“Assign damage normally (see *Falling Damage*, p. 57, TW).”

Change to:

“Assign damage normally (see *Falling Damage*, p. 68, TW).”

**\* When a Hex of a Sinking Unit Is Destroyed (p. 161)**

1) Under “Mechs”, first paragraph, first sentence

“(see *Falling Damage*, p. 57, TW).”

Change to:

“(see *Falling Damage*, p. 68, TW).”

2) Under “Mechs”, first paragraph, second sentence

“(see *Falling Damage*, p. 57, TW).”

Change to:

“(see *Falling Damage*, p. 68, TW).”

## 3) Under “Mechs”, third paragraph, last sentence

“(see *Falling Damage to a Mech*, p. 69, TW).”

Change to:

“(see *Falling Damage to a Mech*, p. 68, TW).”

## 4) Under “Naval Units”, first paragraph, first sentence

“(see *Falling Damage*, p. 57, TW);”

Change to:

“(see *Falling Damage*, p. 68, TW);”

**\* Destruction of a Sinking Vessel and Mounted Units (in Cargo bays) example (p. 163)**

*Right column, fourth paragraph, fourth sentence*

“Randomly determining the location, the damage is applied to the front armor, leaving it with 54 points of damage.”

Change to:

“Randomly determining the location, the damage is applied to the front armor, leaving it with 54 points of armor.”

**\* Carrying Units (p. 164)**

*Second paragraph, first sentence*

“use the *Launching/Recovering Fighters/Small Craft* rules (see p. 84, TW);”

Change to:

“use the *Launching/Recovering Fighters/Small Craft* rules (see p. 86, TW);”

**\* Buildings (p. 168)**

*At the end of the “Prohibited Movement” section insert the following new section:*

**Castles Brian Complex:** The only exception to the movement prohibition noted above involves a Castles Brian complex (see p. 141). If the following conditions are met, a Mobile Structure can enter a Castles Brian’s hexes without causing the damage noted above:

- A Large Portal (see p. 260) Mobile Structure must be part of the Castles Brian complex.
- The height and width of the Large Portal must be equal to or greater than the Mobile Structure.
- The Large Portal must be open (i.e. it fully moved into an open position in previous turns).
- Any hex of the Castles Brian complex connected to the Large Portal that the Mobile Structure might enter must be designed with Open-Space Construction rules (see p. 138).
- The height and width in hexes of the Castles Brian complex must be equal to or greater than the Mobile Structure.
- If the Mobile Structure has a depth greater than 1 hex, the depth of the Castles Brian complex must be equal to or greater than the depth of the mobile Structure; if the Mobile Structure moves deeper into the Castles Brian complex, all the above conditions must be met to avoid causing damage as noted above.

**\* Stacking (Ground Mobile Structures) (p. 168)**

*Second paragraph, first sentence*

“(see *Movement Costs Table*, p. 52, and *Attack Modifiers Table*, p. 116, respectively, TW).”

Change to:

“(see *Movement Costs Table*, p. 52, and *Attack Modifiers Table*, p. 117, respectively, TW).”

**\* Carrying Units (p. 170)**

*Under “Air Mobile Structures”*

“(see *Launching/Recovering Fighters/Small Craft*, p. 84, TW).”

Change to:

“(see *Launching/Recovering Fighters/Small Craft*, p. 86, TW).”

**\* Artillery Ranges Table (p. 181)**

Between “Long Tom” and “Cruise Missile/50” insert the line: “BA Tube                    2”

**\* Artillery Ordnance Table (p. 184)**

Between “Thumper” and “Arrow IV” add a new column: “BA Tube”. Fill every line with a “—” apart from High Explosive – where the value is “3/1 (R1)” – and Smoke, where it is “(Radius 1)”.

**\* Direct-Fire Artillery (p. 185)**

*Under “Flak”, replace the first paragraph with the following:*

“Players can use an artillery unit located on the playing area (any ordnance on the Artillery Ordnance Table with an “F” Damage Type) to fire directly at airborne ground units (VTOL Vehicles, WiGEs and units expending VTOL MPs such as infantry) as well as airborne aerospace units. The player must declare that he is firing at the unit, and must have a valid line of sight to the target unit. Resolve the attack as normal for an artillery direct-fire attack, per the rules in *Direct-Fire Artillery*, at left (if the target is an airborne aerospace unit, the minimum number of hexes does not apply).

Apply a +3 to-hit modifier. Ignore the regular modifiers for using Type “F” weapons or making a direct-fire attack; the only other modifiers applied are for the firing unit’s movement and current damage, as well as woods/jungle, if any are intervening. Additionally, if firing at an airborne aerospace unit on a Low-Altitude Map, apply a +1 modifier for each 3 altitudes above the first 3; i.e. 1-3 altitudes provide no modifier, 4-6 altitudes provide a +1 modifier, 7-9 altitudes provide a +2 modifier and Altitude 10 provides a +3 modifier. Flak shots from artillery cannot be made into any hex row beyond Ground on the High-Altitude Map.”

**\* Counter-Battery Fire example (p. 186)**

*Last sentence*

*“The battle itself is taking place on a 12-mapsheet area (4 x 4), so the total distance is 16 mapsheets,”*

Change to:

*“The battle itself is taking place on a 16-mapsheet area (4 x 4), so the total distance is 16 mapsheets,”*

**\* Ejection and Abandoning Units (p. 197)**

*Under “Mechs”, first paragraph on the page, second sentence*

*“If the auto-eject function is operational, the pilot will automatically eject at the end of any Phase in which an ammo explosion takes place”*

Change to:

*“If the auto-eject function is operational, the pilot will automatically eject at the end of any Phase in which an ammo explosion takes place, before any falls occur”*

**\* Docking and Grappling Aerospace Units (p. 199)**

1) *Third paragraph, first sentence*

*“regardless of whether or not it can expend thrust points.”*

Change to:

*“regardless of whether or not the target can expend thrust points.”*

2) *Third paragraph: delete the third sentence (“Apply a +2 modifier to any target numbers for attacks...”)*

3) *At the end of the third paragraph insert the following sentence:*

*“Apply a +2 modifier to any target numbers for attacks against Small Craft that made a grapple attempt that turn, to reflect the erratic maneuvers such units make to avoid enemy fire during the approach.”*



**\* Marine Points Tables (p. 202)**

Replace the contents of the second table (Battle Armor Modifiers) with the following:

Battle Armor Modifiers (cumulative)	Marine Point Values (per trooper)
Quad*	-1
Mounts one or more Burst-Fire Weapons**	+1
Mounts Space Operations Adaptation*	+1
Mounts magnetic clamps*	+1
Mounts paired magnetic or vibro-claws	+2
Mounts paired other claws	+1
Mounts one or more heavy battle claws of any type	+0.25
Mounts one or more cutting torches	+0.25
Mounts one or more industrial drills	+0.25

**\* Marine Points Tables (p. 202)**

After the second table (Battle Armor Modifiers), add the following footnotes:

\*Only applies in microgravity

\*\*Any weapon as shown on the Burst-Fire Weapon Damage Vs. Conventional Infantry Table (see p. 217, TW)

**\* Large Scale Infantry Vs. Infantry Actions example (p. 203)**

Right column, second paragraph, first sentence

*“medium weight class = 3 each) + 5 (each mounts a burst fire weapon) + 5 (each mounts claws)) + 10 ((five Clan Aerie battle armor; PA(L) weight class = 2 each) +5 (each mounts Space Operations adaptation)) + 14 ((five standard Clan Elemental battle armor with machine guns; medium weight class = 3 each)”*

Change to:

*“medium weight class = 3 each) + 5 (each mounts a burst-fire weapon) + 5 (each mounts paired claws)) + 10 ((five Clan Aerie battle armor; PA(L) weight class = 2 each) +5 (each mounts Space Operations Adaptation)) + 15 ((five standard Clan Elemental battle armor with machine guns; medium weight class = 3 each)”*

**\*Minefield Density Table (p. 208)**

Before the footnote insert the following sentence:

*“All minefields apply their damage in 5-point Damage Value groupings.”*

**\* Command-Detonated Minefields (p. 209)**

Second paragraph, second sentence

*“This can interrupt any other action, including movement, weapons fire and so on;”*

Change to:

*“This can interrupt any action other than weapons fire, including movement;”*

**\* Clearing Minefields (p. 211)**

In between the *“Minesweeping Engineers”* and *“Mobile Structures”* paragraphs, insert the following new paragraph:

**Battle Armor with Mine Clearance Equipment:** Battle Armor with Mine Clearance Equipment (see p. 260, TM) are superior at clearing minefields. They follow the standard rules for standard infantry clearing minefields, except they clear the field on a 2D6 result of 6 or more. Only on a 2D6 result of 2 does the minefield explode.

**\* Rearming Aerospace Units (p. 214)**

1) First paragraph, fourth sentence

*“Fighters may rearm by landing on a friendly carrier (Large Craft with fighter/Small Craft bays; see Launching/Recovering Small Craft, p. 84, TW; or a unit mounting a flight deck (see Flight Deck, p. 312))”*

Change to:

*“Fighters may rearm by landing on a friendly carrier (Large Craft with fighter/Small Craft bays; see Launching/Recovering Small Craft, p. 86, TW); or a unit mounting a flight deck (see Flight Deck, p. 312)”*



2) *Third paragraph, second sentence*

“On a result of 1 through 7, the reloading is successful”

Change to:

“On a result of 2 through 7, the reloading is successful”

3) *Under “Gauss and Plasma Weapons”*

“as an “accident” result prevents other reloading attempts for 10 space minutes.”

Change to:

“as an “accident” result prevents other reloading attempts for 10 space turns.”

**\* Movement (p. 215)**

*First paragraph, last sentence*

“the side that won the Initiative occupies the contested hex (see *Stacking*, p. 216).”

Change to:

“the side that won the Initiative occupies the contested hex (see *Stacking*, below).”

**\* Taking Control Of A Unit (p. 216)**

1) *Under “Electronic Equipment”, at the end of the last sentence append the following:*

“(this is an exception to the rule that a C<sup>3</sup> network must be established before play begins).”

2) *Under “Infantry”, third paragraph, second sentence*

“For example, an infantry platoon that lacks anti-’Mech-training with only 5 troopers left”

Change to:

“For example, an infantry platoon with an Anti-’Mech Skill Rating of 6 or higher and only 5 troopers left”

3) *Under “Infantry”, third paragraph, last sentence*

“If the infantry were anti-’Mech trained, the total modifiers involved would only be a +3 Driving Skill modifier.

Change to:

“If the infantry had an Anti-’Mech Skill Rating of 5 or less the total modifiers involved would only be a +3 Driving Skill modifier.”

**\* Sensor Spotting (p. 221)**

*Third paragraph, last line*

“(see p. *Initiative Phase*, p. 221).”

Change to:

“(see *Initiative Phase*, p. 220).”

**\* Sensor Range Tables (p. 222)**

1) *Under “Sensor System”, change the following:*

- a) “Clan Active Probe\*” to “Clan Active Probe/EW Equipment\*”.
- b) “’Mech Radar” to “’Mech Radar/Support Vehicle Basic Fire Control IR”
- c) “Vehicle IR/Magscant+” to “Combat Vehicle/Support Vehicle Advanced Fire Control IR/Magscant+”
- d) “Vehicle Radar/Improved Sensors” to “Combat Vehicle/Support Vehicle Advanced Fire Control Radar/Improved Sensors”

2) *Above “’Mech Seismic Sensor”, insert the following new line:*

“Support Vehicle Basic Fire Control            1-4        5-8        9-12”



3) In the footnotes, before the first footnote, insert the following:

“Support Vehicles: Support Vehicles without a Basic or Advanced Fire Control cannot use these electronic sensors rules.”

**\* Magscan Sensors (p. 222)**

*First paragraph, first sentence*

“any unit (except conventional foot and jump infantry) within range is spotted regardless of LOS, unless a hill or building blocks LOS,”

Change to:

“any unit (except conventional foot and jump infantry) within range is spotted regardless of LOS, unless a building blocks LOS,”

**\* Sensor Ranges (p. 225)**

*Replace the entry with the following:*

“With the exception of IR/heat sensors, all sensors operate at the ranges listed on the Double Blind Sensor Range table (see p. 222). IR/heat sensors cut their listed range by 50% (round down).”

**\* Attacking Across The Water Line (p. 225)**

*First paragraph, first line*

“All physical attacks and weapons—”

Change to:

“All physical and weapon attacks—”

**\* Advanced Support Vehicles (p. 236)**

*Under “Satellites”, first sentence*

“Satellites can weigh up to 200 tons...”

Change to:

“Satellites can weigh up to 300 tons...”

**\* Technology Rating (p. 237)**

*At the end of the paragraph append the following:*

“(see *Tech Base (Ratings)*, p. 275, for a more thorough description).”

**\* Advanced Support Vehicle Types Table (p. 239)**

Under the “Weight Range (Tons)” column, on the “Satellite” row, change “0.100 to 200” to “0.100 to 300”.

**\* Advanced Support Vehicle Weight Table (p. 241)**

*Change the entire column of “Minimum Tech Rating”, including the header, to the following:*

**Min. Tech/Availability Rating**

C/C-D-C

C/C-D-D

C/D-E-D

A/C-C-C

A/C-C-C

A/C-D-D

C/D-E-D

B/C-E-D



**\* Airship and Large Vessel Template Table (p. 241)**

*First column, second line*

“B (2)”

Change to:

“B (3)”

**\* Advanced Support Vehicle Chassis Modifications Table (p. 243)**

*Change the entire column of “Min. Tech Rating”, including the header, to the following:*

**Min. Tech/Availability Rating**

C/C-D-C

A/C-E-D

C/B-D-C

B/C-C-C

E/X-X-E

B/C-D-C

A/A-A-A

A/A-A-A

A/A-A-A

D/C-E-D

**\* Internal Structure/Structural Integrity Values (p. 243)**

*Last paragraph, first line*

“Like Internal Structure points on BattleMechs, WorkMechs,”

Change to:

“Like Internal Structure points on BattleMechs, IndustrialMechs,”

**\* Advanced Support Vehicle Engine Compatibilities Table (p. 246)**

1) add "\*\*\*" to MagLev

2) Column E, “MagLev” line: change "0.5" to "0.6"

3) *Add the bottom of this table insert the following new footnote:*

\*\*\* MagLev rail trailers must also be constructed as powered railcars (basic Movement Factor of 4)."

**\* Advanced Support Vehicle Engine Weight Multipliers and Fuel Weight Percentage Table (p. 246)**

1) Column B, “Internal Combustion (ICE)” line: change “2” to “3”

2) *Insert the follow new, full column to the right side of the table:*

**Tech/Availability Rating**

Var./A-A-A

Var./A-A-A

Var./C-C-C

Var./A-B-A

Var./B-C-C

Var./C-D-C

Var./D-F-E

Var./E-E-D

Var./C-E-D



**\* Advanced Support Vehicle Engine Table (Cont) (p. 247)**

Under "Satellite Engine Type"

"Electric (Solar) and Fission"

Change to:

"Electric and Fission"

**\* Satellite Support Vehicle Fuel (p. 247)**

In the second paragraph, second sentence

"Station-keeping fuel for all such Satellites 200 tons and under"

Change to:

"Station-keeping fuel for all such Satellites 300 tons and under"

**\* Flat Cars (p. 247)**

At the end of the section insert the following sentence:

"(This rule can be used to create "flat bed" Combat and Support Vehicles with Wheeled and Tracked Motive Systems, but must adhere to all the restrictions noted above.)"

**\* Advanced Support Vehicle Minimum Crew Tables (p. 250)**

1) Under "Additional Crew" subtable, "Non-gunners" column

"Communications Equipment (per ton, see p. 213, TM)"

Change to:

"Communications Equipment (per ton, see p. 212, TM)"

2) Under "Additional Crew" subtable, "Officers" column

a) "1 to 4 Non-Officer Crew"

Change to:

"1 to 3 Non-Officer Crew"

b) "5 or more Non-Officer Crew"

Change to:

"4 or more Non-Officer Crew"

3) Under "Additional Crew" subtable, "Minimum Officer Requirement" column

"Total Non-Officer Crew ÷ 5 (round up)"

Change to:

"Total Non-Officer Crew ÷ 6 (round up)"

4) Under "Minimum Gunners (by Fire Control System)\*" subtable

a) "Gunners" (= header, first column)

Change to:

"Support Vehicle Size"

b) Replace content of table (3 lines) with:

Small	1 per weapon	1 per facing‡	1 per facing‡/‡‡
Medium/Heavy	Total Weapon Tonnage ÷ 2†	Total Weapon Tonnage ÷ 3†	Total Weapon Tonnage ÷ 4†/††

c) Leave the first footnote unchanged, but replace the other three footnotes with the following:

†Round up

††Tech E Chassis SVs use Tonnage ÷ 5; Tech F Chassis SVs use Tonnage ÷ 6 to determine gunners

‡Turret and pintle mounts counts as separate facing

‡‡Includes the vehicle's driver



**\* Fire Control Systems (p. 250)**

*First sentence*

"In addition to crew quarters, designers of advanced Support Vehicles that are to be armed may wish to allocate additional weight to fire-control systems to reduce the crew's need for all mounted weapons."

Change to:

"In addition to crew quarters, designers of armed advanced Support Vehicles may wish to allocate weight for fire-control systems to reduce the crew needs for all mounted weapons."

**\* Cloud 9 Construction example (p. 251)**

*Second sentence*

"Because there are already 5 crewmen, George must also add an officer ( $5 \text{ crew} \div 5 = 1 \text{ officer}$ )."

Change to:

"Because there are already more than 4 crewmen, George must also add an officer ( $5 \text{ crew} \div 6 = 0.83 \text{ officers}$ , round up to 1 officer)."

**\* Jormungand Construction example (p. 251)**

*Last sentence*

"For base crew, the 60,000-ton cruiser has a crew requirement of 15 ( $3 + [60,000 \text{ tons} \div 5,000] = 15$ ), which requires an additional 3 officers ( $15 \text{ crew} \div 5 = 3$ )."

Change to:

"For base crew, the 60,000-ton cruiser has a crew requirement of 15 ( $3 + [60,000 \text{ tons} \div 5,000] = 15$ ), which requires an additional 3 officers ( $15 \text{ crew} \div 6 = 2.5$ , round up to 3)."

**\* Advanced Support Vehicle Armor Tables (p. 253)**

*Under "Advanced Support Vehicle Armor Maximums"*

1) *Rail and Satellite (Small/Medium) – Unit Type*

"Rail and Satellite (Small/Medium)"

Change to:

"Rail (Small/Medium)"

2) *Rail and Satellite (Small/Medium) – Armor Facings*

"Nose, Left, Right, Aft\*\*"

Change to:

"Front, Left, Right, Rear\*\*"

3) *Rail (Large) – Armor Facings*

"Nose, Fore-Left, Fore-Right, Aft-Left, Aft-Right, Aft\*\*"

Change to:

"Front, Front-Left/Right, Rear-Left/Right, Rear\*\*"

4) *Satellite (Large) – Unit Type*

"Satellite (Large)"

Change to:

"Satellite (All sizes)"

5) *Large Airship – Armor Facings*

"Nose, Left, Right, Aft"

Change to:

"Nose, Left Wing, Right Wing, Aft"



**\* Cloud 9 Airship example (p. 254)**

*Third line from the bottom*

"locations (Left, Right, and Aft)"

Change to:

"locations (Left Wing, Right Wing, and Aft)"

**\* Step 5: Add Weapons, Ammunition and Other Equipment (p. 254)**

*Fourth paragraph*

"For special rules on any item, consult its entry under Heavy Weapons and Equipment (pp. 201-251, *TM*, 274-375)."

Change to:

"For special rules on any item, consult its entry under Heavy Weapons and Equipment (pp. 201-249, *TM*, 274-375)."

**\* Space (p. 254)**

*Last line*

"(see pp. 341-345) and in this book (pp. 274-375)."

Change to:

"(see pp. 341-345) and in this book (pp. 404-411)."

**\* Weapons (p. 255)**

*First paragraph, first sentence*

"which are listed in the Infantry Weapons and Equipment Tables found on pp. 350-352 in *TechManual*."

Change to:

"which are listed in the Infantry Weapons and Equipment Tables found on pp. 349-352 in *TechManual*."

**\* Power Amplifiers (p. 255)**

*Second sentence*

"Power amplifiers weigh 10 percent of the weight of the energy weapons carried (rounded up to the nearest 0.1 ton, rather than the nearest 0.5 ton), but take up no equipment slots on the vehicle's Record Sheet."

Change to:

"Power amplifiers weigh 10 percent of the weight of the energy weapons carried (rounded up to the nearest half-ton), and take up no equipment slots on the vehicle's Record Sheet."

**\* Fire Control Systems (p. 256)**

*First sentence*

"In addition to crew quarters, designers of armed advanced Support Vehicles may wish to allocate weight for fire-control systems to reduce the crew's need for all mounted weapons."

Change to:

"In addition to crew quarters, designers of armed advanced Support Vehicles may wish to allocate weight for fire-control systems to reduce the crew needs for all mounted weapons."

**\* Cloud 9 Airship example (p. 257)**

1) *Second sentence of the second paragraph, left column*

"which also ups its officer requirement to 4, as the Cloud Nine will now have a crew of 17 ( $5 + 12 = 17$ ) and thus needs 4 officers ( $17 \div 5$  crewmen per officer = 3.4 officers, round up to 4)."

Change to:

"which also ups its officer requirement to 3, as the Cloud Nine will now have a crew of 17 ( $5 + 12 = 17$ ) and thus needs 3 officers ( $17 \div 6$  crewmen per officer = 2.83 officers, round up to 3)."

2) *Last sentence of the right column, continuing onto the left column*

"These quarters will require 2 item slots ( $75$  steeage quarters  $\div$   $50$  quarters per slot =  $1.5$  slots, round up to 2)."

Change to:

"These quarters will require 1 item slot (15 steerage quarters ÷ 50 quarters per slot = 0.3 slots, round up to 1)."

**\* Jormungand example (p. 258)**

- 1) Left column, second paragraph, third line from the bottom

"[weapons] + 26 [turrets] 188 [ammo] + 4.5 [CASE] + 29 [Fire]"

Change to:

"[weapons] + 26 [turrets] + 188 [ammo] + 4.5 [CASE] + 29 [Fire]"

- 2) Left column, bottom paragraph, second line

"At 60,000 tons, the vessel has a base minimum crew of 15 (3 + [60,000 tons ÷ 5,000] = 15), and thus a minimum officer requirement of 3 (15 crew ÷ 5 = 3 officers)"

Change to:

"At 60,000 tons, the vessel has a base minimum crew of 15 (3 + [60,000 tons ÷ 5,000] = 15), and thus a minimum officer requirement of 3 (15 crew ÷ 6 = 2.5 officers, round up to 3 officers)"

- 3) Left column, bottom paragraph, 9th line onwards

"field kitchens] = 63), while the vessel's 290 tons of weaponry adds a minimum requirement of 97 gunners (290 weapon tons ÷ 3 = 96.67, round up to 97). Added to the 15 base crew needs, the Jormungand requires a total minimum of 175 crew (15 [base] + 63 [non-gunners] + 97 [gunners] = 175), and a corresponding minimum of 35 officers (175 crew ÷ 5 = 35 officers). Henry decides to exceed these minimums, however, to provide a little extra coverage in the event of casualties at sea and the like. He decides on a final count of 266 enlisted/non-rated crew, plus 102 gunners, and 77 officers to command them—exceeding the vessel's minimum needs by 193 crewmen (266 non-gunners + 102 gunners – 175 minimum crew = 193) and 42 officers (77 officers – 35 minimum officers = 42). In addition, Henry decides he wants to have at least four conventional platoons' worth"

Change to:

"field kitchens] = 63), while the vessel's 290 tons of weaponry adds a minimum requirement of 73 gunners (290 weapon tons ÷ 4 = 72.5, round up to 73). Added to the 15 base crew needs, the Jormungand requires a total minimum of 151 crew (15 [base] + 63 [non-gunners] + 73 [gunners] = 151), and a corresponding minimum of 26 officers (151 crew ÷ 6 = 25.17, round up to 26 officers). Henry decides to exceed these minimums, however, to provide extra coverage in the event of casualties and the like. As such he decides to add quarters for a further 229 extra crew, allowing the Jormungand to carry triple its minimum complement of non-gunners and double its complement of gunners. In addition, Henry decides he wants to have at least four conventional platoons' worth"

- 4) Right column, top paragraph, 1st line onwards

"of marines on his vessel (84 troopers in all). The minimum crew's quarters are provided free with the vessel's chassis, and so Henry doesn't need to assign weight or slots to them, but extra crew, officers and marines all will require quarters. Feeling generous, Henry decides to also provide quarters for the 10 bay personnel that come with the two Light Vehicle Bays he has installed. Using standard 7-ton crew quarters for the 287 extra crew, bay personnel and marines (193 extra crew + 10 bay personnel + 84 marines = 287), he spends a total of 2,009 tons here, at a slot cost of 15 (287 extra crew quarters ÷ 20 quarters per slot = 14.35, round up to 15). The extra officers, whose quarters weigh 10 tons each, add another 420 tons (and 9 slots; 42 officers quarters ÷ 5 = 8.4, round up to 9) to this tally—for a total of 2,429 tons and 24 slots in quarters."

Change to:

"of marines on his vessel (84 troopers in all). The minimum crew's quarters are provided free with the vessel's chassis, and so Henry doesn't need to assign weight or slots to them, but extra crew, officers and marines all will require quarters. Feeling generous, Henry decides to also provide quarters for the 10 bay personnel that come with the two Light Vehicle Bays he has installed. Using standard 7-ton crew quarters for the 323 extra crew, bay personnel and marines (229 extra crew + 10 bay personnel + 84 marines = 323), he spends a total of 2,261 tons here, at a slot cost of 17 (323 extra crew quarters ÷ 20 quarters per slot = 16.15, round up to 17). The extra officers, whose quarters weigh 10 tons each, add another 380 tons (and 8 slots; 38 officers quarters ÷ 5 = 7.6, round up to 8) to this tally—for a total of 2,641 tons and 25 slots in quarters."



5) *Right column, second paragraph, 1st line*

"Having now spent a total of 3,627 tons (537.5 [weapons] + 660.5 [non-weapons] + 2,429 [quarters] = 3,627) and 201 slots (162 [weapons] + 15 [non-weapons] + 24 [quarters] = 201), Henry finds he still has 5,874.5 tons (9,501.5 – 3,627 = 5,874.5 tons) and 434 slots (635 – 201 = 434) left to spend. He decides to assign 4,000 tons (and 1 slot) to a standard cargo bay (assigned to the hull, with a bay door assigned to the Aft-Right arc), and the remaining 1,874.5 tons (and 1 slot) to a special refrigerated cargo bay (also assigned to the hull, but with its bay door facing the Aft-Left arc). For the sake of completeness, Henry computes the capacity of this refrigerated bay to be 1,630 tons (1,874.5 tons actual size ÷ 1.15 = 1,630)."

Change to:

"Having now spent a total of 3,839 tons (537.5 [weapons] + 660.5 [non-weapons] + 2,641 [quarters] = 3,839) and 202 slots (162 [weapons] + 15 [non-weapons] + 25 [quarters] = 202), Henry finds he still has 5,662.5 tons (9,501.5 – 3,839 = 5,662.5 tons) and 433 slots (635 – 202 = 433) left to spend. He decides to assign 4,000 tons (and 1 slot) to a standard cargo bay (assigned to the hull, with a bay door assigned to the Rear-Right arc), and the remaining 1,662.5 tons (and 1 slot) to a special refrigerated cargo bay (also assigned to the hull, but with its bay door facing the Rear-Left arc). For the sake of completeness, Henry computes the capacity of this refrigerated bay to be 1,445.5 tons (1,662.5 tons actual size ÷ 1.15 = 1,445.5)."

**\* Choose Mobile Structure Type (pp. 259-260)**

*Before the "Fortresses" section, insert the following new paragraph:*

**Large Portal:** A Large Portal is a Mobile Structure designed as part of a Castles Brian complex (see p. 141); i.e. they allow the ingress/egress of other Mobile Structures from said complexes (see p. 168). A Large Portal is constructed using the rules for Hangars, with the following additions: Portals must use Open-Space Construction rules (see p. 138); the Portal is always placed flat against a hill/mountain of equal or higher height; an underground, open space construction Castles Brian connects to the backside of the Portal, representing the interior tunnel; for every five hexes of 'tunnel' the middle hex is equipped with the identical equipment as Hex 3 of the Portal and the hex directly behind it is identical to Hex 2 of the portal.

**\* Mobile Structure example (p. 263)**

*Second paragraph, first sentence*

"8.5 tons of motive system equipment (168 tons ÷ 20 hexes = 8.2 tons per hex, round up to 8.5)."

Change to:

"8.5 tons of motive system equipment (168 tons ÷ 20 hexes = 8.4 tons per hex, round up to 8.5)."

**\* Step 4: Install Weapons, Heat Sinks, and Equipment (p. 266)**

*Fourth paragraph, first sentence*

"(see pp. 201-245, TM)."

Change to:

"(see pp. 201-249, TM)."

**\* Step 4: Install Weapons, Heat Sinks, and Equipment (p. 266)**

*Under "Heavy Weapons", first paragraph, second sentence*

"The maximum tonnage of such weapons that may be mounted per hex—discounting ammunition, turret mechanisms and heat sinks or power amplifiers—is equal to the Fortress CF divided by 10."

Change to:

"The maximum tonnage of such weapons that may be mounted per hex—discounting ammunition, turret mechanisms and heat sinks or power amplifiers—is equal to the Fortress CF divided by 10 per level of structure."

**\* Power Amplifiers (p. 267)**

*Second sentence*

"Such power amplifiers weigh 10 percent of the weight of all applicable weapons (rounded up to the nearest .1 ton)."

Change to:

“Such power amplifiers weigh 10 percent of the weight of all applicable weapons (rounded up to the nearest half-ton).”

**\* Flying Airbase example (p. 269)**

*Fifth paragraph, third sentence*

*“The remaining hex, in the unit’s center, has a cargo capacity of 337 tons (397.5 – [(6 tons of communications gear) + (2 Mobile Field Bases x 20 tons) + (6.5 tons for 4-theater MASH) + (5 tons Look-Down Radar)] = 337 tons).”*

Change to:

*“The remaining hex, in the unit’s center, has a cargo capacity of 337 tons (397.5 – [(6 tons of communications gear) + (2 Mobile Field Bases x 20 tons) + (6.5 tons for 4-theater MASH) + (3 tons for a Field Kitchen) + (5 tons Look-Down Radar)] = 337 tons).”*

**\* Watchdog CEWS (p. 278)**

Remove everything from the last line of the first paragraph (game rules box) after the end parenthesis; the Watchdog has the same range as a standard Clan Light Active Probe.

**\* Angel ECM Suite (p. 279)**

Add “BA” in between “SV” and “AF” in the “Available To” listing; additionally, un-bold all such listings.

**\* Ferro-Lamellor Armor (p. 280)**

*Under “Game Rules”, at the end of the first sentence in the first paragraph insert the following:*

*“; if that location is also protected by spikes (see p. 290), the damage reduction from the spikes is applied first, then the damage reduction from the Ferro-Lamellor Armor is applied.”*

**\* Armor (p. 280)**

1) Under “Construction Rules”, on the “Advanced Armor Table”, change all data in the “IM” column to: “IM+”

2) *Under “Construction Rules”, third paragraph, in between the third and fourth sentences, insert the following sentence:*

*“Though Modular Armor is an advanced armor type, the Armor Value provided by Modular Armor is Standard Armor (TM, p. 205). It may be mounted over any other armor type.”*

3) *On the “Advanced Armor Table”, insert the following new footnote at the very bottom:*

*“†IndustrialMechs that use any armor type other than Commercial, Industrial, or Heavy Industrial must be classified as Experimental-rules units. In addition, Experimental-rules IndustrialMechs may also make use of all other BattleMech-legal armor types.”*

**\* Armor (p. 280)**

*Under “Construction Rules”, insert the following table:*

ADVANCED BATTLE ARMOR TABLE

Armor Type	Weight (per Point, in kg)		Slots Used	Special Abilities
	Clan	Inner Sphere		
Reactive	35	60	7	Half damage (round down) from missiles, mortars, and artillery
Reflective	30	55	7	Half damage (round down) from energy weapons

**\* Hardened Armor (p. 281)**

*Under “Game Rules”, at the end of the last paragraph insert the following sentence:*

*“This MP reduction does not affect the number of Improved Jump Jets that can be mounted (see p. 225, TM).”*



**\* Laser Reflective (Reflec/Glazed) Armor (p. 281)**

- 1) Add "BA" in between "SV" and "AF" in the "Available To" listing.
- 2) Under "Game Rules", at the end of the section insert the following new paragraph:

"Battle armor-grade Laser Reflective Armor conveys all of the bonuses but features none of the drawbacks."

**\* Modular Armor (p. 281)**

- 1) Under "Game Rules", second paragraph, after "Jump-capable units also subtract 1 Jumping MP." insert the following new sentence:

"Modular Armor prevents Stealth Armor from functioning."

- 2) Under "Game Rules", second paragraph, last sentence

"Once all points of Modular Armor a unit carries have been destroyed, the mobility and Piloting effects they produce are eliminated."

Change to:

"Once all points of Modular Armor a unit carries have been destroyed, the negative effects produced are eliminated."

**\* Reactive (Blazer) Armor (p. 282)**

- 1) Add "BA" in between "SV" and "AF" in the "Available To" listing.
- 2) Under "Game Rules", at the end of the section insert the following new paragraph:

"Battle armor-grade Reactive Armor conveys all of the bonuses but features none of the drawbacks."

**\* Arrow IV Artillery Missile (p. 284)**

**Introduced:** 2600 (Terran Hegemony)

**Extinct:** 2830 (Inner Sphere)

**Recovered:** 3044 (Capellan Confederation)

Change to:

**Prototype Design and Production:** 2593 (Terran Hegemony)

**Introduced:** 2600 (Terran Hegemony); 2850 (Clans)

**Extinct:** 2830 (Inner Sphere)

**Recovered:** 3044 (Capellan Confederation)

**\* Conventional Artillery (Thumper/Sniper/Long Tom) (p. 284)**

- 1) Change header both in top bar and at top of the rules box from "Conventional Artillery (Thumper/Sniper/Long Tom)" to "Conventional Artillery (Thumper/Sniper/Long Tom/BA Tube)"
- 2) Add "BA" in between "SV" and "DS" in the "Available To" listing.
- 3) Under "Game Rules", first line
 

"Thumper, Sniper and Long Tom artillery weapons..."

Change to:

"Thumper, Sniper, Long Tom and BA Tube artillery weapons..."
- 4) Under "Game Rules", at the end of the section insert the following:
 

"Note that BA Tube artillery is fired in squads and damage is multiplied by remaining troopers. Ammunition expenditure is tracked during game play."



**\* Artillery (p. 284)**

1) Under "Construction Rules", after the first sentence insert the following:

"BA Tube artillery may only be mounted in the body location."

2) Under "Construction Rules", after the last sentence insert the following:

"BA Tube artillery ammunition is treated in the same way as battle armor missile ammunition, with each two-round clip counting as a shot."

**\* Artillery Cannons (p. 285)**

1) Under "Game Rules", first paragraph, second sentence

"In ground combat, Artillery Cannon attacks are resolved in the same fashion as indirect LRM fire against a target unit (see pp. 111-112, TW),"

Change to:

"In ground combat, Artillery Cannon attacks may be resolved normally or using the rules for indirect LRM fire (see p. 111, TW),"

2) First paragraph, after the second sentence insert the following:

"Under no circumstances do Artillery Cannons apply the -4 immobile target to-hit modifier, regardless of whether the target of the attack is a hex, is shut down or immobile, and so on."

**\* (p. 286)**

Add the following completely new piece of equipment before Battle Armor Mechanical Jump Booster:

**Battle Armor LB-X Autocannon (BA LB-X)**

**Introduced:** 3075 (Clan Nova Cat)

In order to defend against enemies on all sides, Clan Nova Cat scientists have created a battle armor version of the cluster-shot autocannon. Unfortunately, it is too heavy to be carried by any existing Nova Cat battlesuit.

**Battle Armor LB-X Autocannon (BA LB-X)**

**Rules Level:** Advanced

**Available To:** BA

**Tech Base (Ratings):** Clan (F/X-X-E)

**Game Rules:** The BA LB-X causes four separate 1-point cluster hits. Resolve attacks by the BA LB-X like a missile attack (see p. 218, TW). When swarming, the BA LB-X always causes the full 4 damage.

**\* Battle Armor Detachable Weapon Pack (DWP) (p. 286)**

Under "Construction Rules", second paragraph

"Each DWP occupies 1 slot in the suit's body, and may carry only one weapon (and its ammunition)."

Change to:

"Each DWP occupies 1 slot in the suit's body or arm, and may carry only one weapon (and its ammunition)."

**\* BattleMech Melee Weapons (p. 288)**

Under "Construction Rules", between the BattleMech Melee Weapons and Claws paragraphs, insert the following new paragraph:

**Chain Whip:** A Chain Whip weighs 3 tons and occupies 2 critical slots. A Chain Whip can only be mounted in a 'Mech's arm, and then only in an arm that includes a hand actuator.

**\* BattleMech Melee Weapons, Shield (p. 288)**

*This ruling has changed from previous errata versions.*

Under "Construction Rules", second line

"Shields have no special actuator requirements."

Change to:

"Shields have no special actuator requirements, but each missing arm or hand actuator in the arm containing the shield reduces its DA and DC by 1 (see p. 291)."

**\* BattleMech Melee Weapons, Talons (p. 288)**

*Under "Construction Rules"*

"Talons must be placed in all of the 'Mech's legs, and require 2 critical slots per leg to install. The Talons' total weight is 1 ton per 15 tons (rounded up to nearest whole ton)."

Change to:

"Talons must be placed in all of the 'Mech's legs, and require 2 critical slots per leg to install. The total weight of all Talons combined is always 1 ton per 15 tons of 'Mech weight (rounded up to nearest whole ton)."

**\* Chain Whip (p. 289)**

1) *Under "Game Rules", third paragraph, first sentence*

"preventing either unit from moving the following turn."

Change to:

"preventing either unit from moving out of their respective hexes the following turn."

2) *Under "Game Rules", third paragraph, second sentence*

"-1 for every weight class (ProtoMech, Light, Medium, Heavy and so forth) the Attacker outweighs the Defender,"

Change to:

"For every weight class (ProtoMech, Light, Medium, Heavy and so forth) the Attacker outweighs the Defender,"

3) *Under "Game Rules", third paragraph, fourth sentence*

"If this bonus attack is successful, the Defender is grappled and neither unit may move in the following turn"

Change to:

"If this bonus attack is successful, the Defender is grappled and neither unit may move from their respective hexes in the following turn"

**\* Claw (p. 289)**

*Under "Game Rules", second paragraph, last line*

"additional +2 to-hit penalty (see pp. 146-147, TW)."

Change to:

"additional +2 to-hit penalty (see pp. 145-146, TW)."

**\* Flail (p. 289)**

*Under "Game Rules", first paragraph, first sentence*

"The Flail attacks like a hatchet (see pp. 146-147, TW),"

Change to:

"The Flail attacks like a hatchet (see p. 146, TW),"

**\* Lance (p. 290)**

*Under "Game Rules", first paragraph, first sentence*

"the Lance attacks like a hatchet (see pp. 146-147, TW),"

Change to:

"the Lance attacks like a hatchet (see p. 146, TW),"



**\* Mace (p. 290)**

Under "Game Rules", first paragraph, first sentence

"but may use the Hatchet's To-Hit Location Table (see pp. 146-147, TW),"

Change to:

"but may use the Hatchet's ability to use the Punch or Kick Hit Location Tables, applying all those rules appropriately (see p. 146, TW),"

**\* Shield (p. 291)**

1) Under "Game Rules", second paragraph, first sentence

"(though they cannot protect against damage caused by successful Death-from-Above attacks, Charge attacks, mines, damage from buildings, falls or heat-effect damage)."

Change to:

"(though they cannot protect against damage caused by successful Death-from-Above attacks, Charge attacks, mines, damage from buildings, falls or heat-effect damage, and they have no effect on floating criticals scored against locations being protected)."

2) Under "Game Rules", "Passive Defense Mode", fourth sentence

"This attack uses the Hatchet's To-Hit Location Table (see pp. 146-147, TW)."

Change to:

"This attack uses the Hatchet's ability to use the Punch or Kick Hit Location Tables, applying all those rules appropriately (see p. 146, TW)."

**\* Spikes (p. 291)**

1) Under "Game Rules", first paragraph, at the end of the first sentence append the following:

"; if that location is also protected by Ferro-Lamellor Armor (see p. 279), the damage reduction from the spikes is applied first, then the damage reduction from the Ferro-Lamellor Armor is applied.

2) Under "Game Rules", at the end of the third paragraph insert the following:

"If the spike's location is also protected by Ferro-Lamellor Armor (see p. 279), and the damage is reduced to 0, this roll for a possible critical hit is ignored."

**\* Vibroblade (p. 292)**

Under "Game Rules", first paragraph, first sentence

"as a sword (see pp. 146-147, TW),"

Change to:

"as a sword (see p. 146, TW),"

**\* BattleMech/ProtoMech Partial Wing (p. 292)**

In the Prototype Design Date and Production, add "3074 (Mercenary ['Mech])"

**\* Partial Wings (p. 292)**

Under "Construction Rules", second sentence

"The BattleMech Partial Wing weighs 5 percent of the 'Mech's total mass (rounded up to the nearest half ton), and occupies 3 critical slots in each of the unit's side torso locations."

Change to:

"The BattleMech Partial Wing weight is a percentage of the total mass, 5 percent for Clan and 7 percent for Inner Sphere tech level (rounded up to the nearest half ton). It occupies 3 critical slots for Clan and 4 for Inner Sphere in each of the unit's side torso locations."



**\* BattleMech/ProtoMech Partial Wing (p. 293)**

Under "Tech Base (Ratings)"

"Clan (F/X-X-E)"

Change to:

"Clan (F/X-X-E) - (Inner Sphere 'Mech only)"

**\* BattleMech/ProtoMech Partial Wing (p. 293)**

Under "Game Rules", first paragraph, last sentence

"Note, however, that the added Jumping MP bonus does not apply if the unit has no functioning jump jets (or equivalent jumping system, such as mechanical jump boosters), but may allow for jumps beyond the unit's normal maximum Jump MP limits."

Change to:

"Note, however, that the added Jumping MP bonus does not apply if the unit has no functioning jump jets, but may allow for jumps beyond the unit's normal maximum Jump MP limits."

**\* Beast-Mounted Infantry (p. 294)**

Under "Construction Rules", third paragraph, between the second and third sentences insert the following:

"Each Very Large or Monstrous Beast is treated as an individual Squad for sub-unit deployment and support weapon qualifications."

**\* Booby Trap (p. 296)**

Under "Construction Rules", first paragraph, last sentence

"The Booby Trap must be placed in the same location as the unit's engine (the center torso for 'Mechs, the body for vehicles and fighters, and so forth)."

Change to:

"The Booby Trap must be placed in the same location as the unit's engine (the center torso for 'Mechs, the body for vehicles, and the aft for fighters, and so forth)."

**\* C<sup>3</sup> Boosted System (p. 298)**

Under "Game Rules", at the end of the paragraph insert the following:

"C<sup>3</sup>BS will not function on a unit that has Stealth Armor engaged."

**\* CASE II (p. 299)**

1) Under "Game Rules", first paragraph, first sentence

"When ammunition protected by CASE II explodes, only 1 point..."

Change to:

"When ammunition protected by CASE II explodes (including any ammunition-like explosions, such as critical hits to Gauss weapons), only 1 point..."

2) Under "Game Rules", first paragraph, second sentence

"—such as described on p. 261, TW—"

Change to:

"—such as described on p. 161, TW—"

3) Under "Game Rules", first paragraph, at the end of the paragraph insert the following:

"Critical hits on slots occupied by the CASE II itself have no effect and should be re-rolled."



**\* Chameleon Light Polarization Shield (p. 300)**

1) Under "Game Rules", at the end of the second paragraph insert the following:

Like all Stealth systems, if a unit is part of a C<sup>3</sup> network and activates the LPS, the unit is disconnected from the C<sup>3</sup> network until the LPS is turned off; the unit is automatically connected again at the start of the turn following the End Phase when the LPS is turned off."

2) Under "Game Rules", at the end of this section insert the following paragraph:

An LPS still generates its heat but provides no to-hit modifiers in any turn that infantry are carried using the mechanized battle armor rules (see p. 226, TW).

**\* Cockpit Command Console (p. 301)**

Under "Game Rules", in between the second and third paragraphs insert the following paragraph:

The second MechWarrior may spot for any type of indirect fire (LRMs, artillery, and so on), without incurring the +1 modifier to any attacks from the unit, and ignores the +1 modifier to the indirect fire attack due to any such weapon attacks.

**\* Torso-Mounted Cockpit (p. 301)**

Under "Game Rules", first paragraph, between the first and second sentences, insert the following:

"If the 'Mech's head is destroyed, excess damage does not transfer to other locations, and further strikes to the head have their location re-rolled."

**\* Flotation Hull (Hovercraft, VTOLS, WiGEs, Conventional Fighters) (p. 302)**

**Introduced:** Pre-spaceflight

Change to:

**Introduced:** circa 2470

**\* Limited Amphibious (Wheeled and Tracked Vehicles) (p. 302)**

**Introduced:** Pre-spaceflight

Change to:

**Introduced:** circa 2470

**\* Limited Amphibious (p. 302)**

Under "Construction Rules"

"...weighs 1 ton per 25 tons of total unit weight (rounded up to the nearest 0.5 tons)..."

Change to:

"...takes up weight equal to the unit's total tonnage, divided by 25 (rounded up to the nearest half ton)..."

**\* Fully Amphibious (p. 302)**

Under "Construction Rules", second sentence

"It weighs 1 ton per 10 tons of total unit weight (rounded up to the nearest 0.5 tons)..."

Change to:

"It takes up weight equal to the unit's total tonnage, divided by 10 (rounded up to the nearest half ton)..."

**\* Fully Amphibious (Wheeled and Tracked Vehicles) (p. 303)**

**Introduced:** Pre-spaceflight

Change to:

**Introduced:** circa 2470



**\* Dune Buggy Modification (Wheeled Vehicles) (p. 303)**

**Introduced:** Pre-spaceflight

Change to:

**Introduced:** 2470

**\* Environmental (Vacuum) Sealing (Combat Vehicles) (p. 303)**

**Introduced:** Pre-spaceflight

Change to:

**Introduced:** circa 2470

**\* Disposable Weapons (p. 304)**

*Under "Construction Rules"*

"Battle armor suits may only carry Disposable Weapons if they are also equipped with an anti-personnel weapon mount (with sufficient weight capacity) or two armored gloves."

Change to:

"Battle armor suits may only carry Disposable Weapons if they are also equipped with an anti-personnel weapon mount or two armored gloves."

**\* Docking Hardpoint (Docking Collar) (p. 304)**

**Introduced:** Early spaceflight

Change to:

**Introduced:** 2304

**\* Drone (Remote) Operating Systems (p. 306)**

*Under "Game Rules", at the end of the section insert the following:*

"Modifiers to Piloting Skill checks from Small Cockpits are ignored."

**\* Combat Vehicle Fission (CV-Fission) (p. 307)**

- 1) **Introduced:** 2882 (Taurian Concordat)

Change to:

**Introduced:** circa 2470 (Terran Hegemony [Primitive]), 2882 (Taurian Concordat [Modern])

- 2) *Under "Game Rules", first paragraph*

"On BattleMechs and conventional Combat Vehicles, fission engines follow the same rules as IndustrialMech fission engines (see p. 126, *TW*)."

Change to:

"On BattleMechs, fission engines follow the same rules as IndustrialMech fission engines (see p. 126, *TW*). On Combat Vehicles, when an engine critical hit occurs with a fission engine the Crew is Stunned for 1D6 turns; if the crew remains stunned starting on the fourth turn after the turn in which the engine critical hit occurs, the crew is killed (it is assumed the crew will abandon the vehicle before the fourth turn if they're not stunned)."

**\* Combat Vehicle Fuel Cell (CV-Cell) (p. 307)**

**Introduced:** 2046 (Western Alliance)

Change to:

**Introduced:** circa 2046 (Western Alliance [Primitive]); 2470 (Terran Hegemony [Modern])

**\* Advanced Engine Master Table (p. 308)**

Delete the "Compact Fusion", "Light Fusion", "XL Fusion (IS)" and "XL Fusion (Clan)" rows from the table.



**\* XXL Engine (p. 309)**

*Under "Game Rules", third sentence*

"Heat generated by jumping is doubled for XXL engine users, costing 2 heat points per hex jumped, with a minimum of 6 points per jump."

Change to:

"Heat generated per hex jumped is doubled for XXL engine users, with a minimum of 6 points per jump."

**\* Field Guns (p. 311)**

**Introduced:** Pre-spaceflight

Change to:

**Introduced:** Varies

**\* Heavy Flamer (p. 312)**

1) Add "BA" in between "SV" and "AF" in the "Available To" listing.

2) *Under "Game Rules", third sentence*

"Against infantry units, the Heavy Flamer delivers 6D6 burst-fire damage, rather than 4D6."

Change to:

"Against infantry units, the Heavy Flamer delivers 6D6 burst-fire damage, rather than 4D6 (4D6 rather than 3D6 for the BA-grade Heavy Flamer)."

**\* Handheld Weapons (p. 314)**

*Under "Construction Rules", replace this entire entry with the following:*

**Handheld Weapons:** When constructing a unit to carry a Handheld Weapon, no tonnage or critical space is required on the unit itself. (The Handheld Weapon is considered to be entirely external and self-contained.) However, a unit intended to carry a Handheld Weapon must incorporate two full sets of arm and hand actuators.

Regardless of the total tonnage used, a Handheld Weapon may be constructed with a maximum of six heavy (vehicular-class) weapons or a single BattleMech Melee weapon, not counting ammunition and heat sinks. No items described as "Other Equipment" (other than Artemis or TAG) may be incorporated into a Handheld Weapon design. Unless otherwise indicated in its description, any item that ordinarily has mounting restrictions (such as Heavy Gauss Rifles) cannot be placed in a Handheld mount.

Energy weapons placed in a Handheld mount require a number of heat sinks equal to the maximum heat generated by the mounted weapon(s). Only standard (single) heat sinks may be mounted in a Handheld Weapon. Ballistic and Missile weapons as well as Chemical Lasers do not require heat sinks but must mount ammunition if they are not one-shot weapons (such as Rocket Launchers). Ammo can be added to such weapons on a per-shot basis, with each shot's weight (in tons) determined by dividing 1 by the number of shots the weapon normally carries per ton.

Standard armor may be added to a Handheld Weapon at a cost of 1 ton per 16 points of added armor (or 8 points per half-ton). Handheld weapons can only carry standard armor.

The final weight of a Handheld Weapon is equal to the tonnage of all weapons, ammunition, heat sinks, and armor mounted on the weapon, rounded up to the nearest half-ton.

**\* Handheld Weapons (p. 316)**

1) Under "Game Rules", delete the last paragraph.

2) *Under "Game Rules", replace the last sentence of the second paragraph with the following:*

"However, doing so makes it impossible to make any physical attacks beyond a charge, Death From Above or kick—or to use any weapons mounted in the unit's arms, torso or Main Gun location (unless the weapons are rear-facing, in which case they can still be fired). If a TSM-activated unit is carrying a Handheld Weapon that



weighs more than 10 percent of its tonnage, and its heat drops below the required activation level of the TSM in any Heat Phase, the weapon is dropped in that turn's End Phase, in the hex the unit occupies."

- 3) Under "Game Rules", directly between the paragraphs that begin "When used to attack..." and "If a unit using...", insert the following new paragraph:

If using a Handheld weapon for a melee attack, use the standard club attack rules (see pp. 145-146, TW) for all damage based on tonnage. Fixed-damage melee weapons (such as Chainsaws) deliver damage as normal, but maintain the Handheld Weapons' restriction that both hands are required for use. Any other, non-melee items mounted in a Handheld mount used in a melee attack are destroyed on a successful physical attack using the Handheld Weapon, though the mount itself may be used for subsequent physical attacks. If a Physical Attack Weapon (including all BattleMech Melee Weapons) is a Handheld weapon and used in a physical/melee attack, the special properties of such weapons (such as the defense modes of a shield, the entangling attack of a whip, and so on), are ignored.

**\* Heat Sinks (p. 316)**

Under "Construction Rules," first paragraph, insert the following:

"Compact Heat Sinks may not be mixed with any other heat sink type."

**\* Conventional Infantry Armor Table (p. 317)**

The Tech (Rating) and Availability entries for the Environment Suit, Marine should be "Both (D)" and "E-E-D", respectively.

**\* Conventional Infantry Armor Table (p. 318)**

The Tech (Rating) and Availability entries for the Spacesuit, Combat should be "Both (C)" and "D-D-D", respectively.

**\* Chemical Lasers (p. 319)**

Under "Construction Rules", first sentence

"When mounted on ProtoMechs, vehicles or conventional fighters,"

Change to:

"When mounted on ProtoMechs, vehicles or conventional fighters, or used as a Handheld Weapon,"

**\* ER Pulse Lasers (p. 320)**

Under "Game Rules," at the end of the entry insert the following:

"Against conventional infantry, the Small ER Pulse Laser delivers only 1D6 burst-fire damage, rather than 2D6."

**\* Lithium Fusion Battery (p. 323)**

**Introduced:** 2531 (Terran Hegemony)

Change to:

**Introduced:** 2529 (Terran Hegemony)

**\* 'Mech Mortars (p. 324)**

**Introduced:** Pre-spaceflight

Change to:

**Introduced:** 2531 (Terran Hegemony), 2840 (Clans)

**Extinct:** 2819 (Inner Sphere)

**Reintroduced:** 3043 (Federated Commonwealth)

**\* Vehicle and Battle Armor Dispensers (p. 325)**

- 1) Under "Game Rules:", first paragraph, second sentence

"...using wheeled, tracked, hover or WiGE motive systems..."

Change to:

"...using wheeled, tracked, hover (for this rule WiGEs are also included) motive systems..."



2) At the end of the second paragraph insert the following:

“Only one trooper per battle armor unit (Squad, Point, or Level I) may deploy mines each turn.”

**\* Missile Launchers (p. 326)**

Under “Construction Rules”, at the end of the first sentence insert the following:

“Improved One-Shot Missile Launchers weigh 0.5 tons less than their standard equivalents, to a minimum of 0.5 tons (0.25 tons for Clan-made systems).”

**\* Improved One-Shot (I-OS) Missile Launchers (p. 327)**

Remove “PM” from the “Available To:” line.

**\* Mobile Hyperpulse Generators (p. 330)**

Under “Construction Rules”, second paragraph, fourth sentence

“Satellites built as unmanned units may include a Ground-Mobile HPG system at no crew requirement, but such HPGs act only as relays and may never change their targeting alignment.”

Change to:

“Satellites built as unmanned units may include a Ground-Mobile HPG system at no crew requirement, but such HPGs act only as relays between two other HPGs and may never change their targeting alignment beyond these two HPGs.”

**\* MRM “Apollo” Fire Control System (p. 331)**

Under “Game Rules”, third sentence

“MRM Fire Control Systems are treated as an attachment to the MRM launcher,”

Change to:

“For ‘Mechs, MRM Fire Control Systems are treated as an attachment to the MRM launcher,”

**\* Naval Comm-Scanner Suite (p. 332)**

Under “Construction Rules”, first and second sentences

“An aerospace unit may carry only one Naval Comm-Sensor Suite of any type. The Small NCSS may be installed on any appropriate aerospace unit, and raises the vessel’s crew needs by 6.”

Change to:

“An aerospace unit may carry only one Naval Comm-Sensor Suite of any type. The Small NCSS may be installed on any appropriate aerospace unit, including unmanned satellites, and raises the vessel’s crew needs by 6. Unmanned satellites require 6 tons of communications equipment instead.”

**\* Naval Tug Adaptor (p. 334)**

Under “Construction Rules”, second sentence

“However, the additional reinforcements needed add 10 percent of the tug’s total mass to its Structural Integrity weight (without increasing the SI value).”

Change to:

“Additionally, mass equal to 10 percent of the vessel is used as reinforcement. This mass is not Structural Integrity for any game purpose.”

**\* Naval Repair Facilities (p. 334)**

Under “Construction Rules”, first paragraph

“Each repair facility mounted on a unit reduces its maximum number of DropShip docking collars by the facility’s tonnage capacity, divided by 50,000 (rounded up to the nearest whole). For example, a WarShip that mounts a repair facility with a maximum capacity of 280,000 tons would sacrifice 6 potential docking collars to do so (280,000 tons capacity ÷ 50,000 = 5.6, rounded up to 6). These docking collars are effectively integrated into the repair frame, reflecting access gantries that service crews use during repair operations. Full rules on constructing the units that use this item will appear in *Strategic Operations*.”



Change to:

“Regardless of its capacity, each repair facility a unit mounts incorporates two docking collars as part of its design (and counts against the unit’s maximum number of docking collars as noted in the rules for installing Docking Hardpoints; see p. 304). Full rules on constructing the units that use this item appear in *Strategic Operations*.”

**\* Standard Repair Facilities (p. 335)**

*Under “Game Rules”, first paragraph, replace the first sentence with the following:*

“Standard Naval Repair Facilities may accommodate up to 1 JumpShip, Space Station, or WarShip, or 2 DropShips—as long as the total tonnage of docked unit(s) does not exceed the facilities’ rated capacity. Fighters, satellites, and Small Craft may not dock inside a Naval Repair Facility (they must use their appropriate bays instead; satellites use either a Small Craft or Cargo bay).”

**\* Null-Signature System (p. 336)**

*Under “Game Rules”, at the end of the section insert the following new paragraph:*

“Infantry carried using the mechanized battle armor rules (see p. 226, *TW*) have no effect on the Null-Signature System while it’s active.”

**\* PPC Capacitor (p. 336)**

*Under “Construction Rules”, second paragraph, at the end of the first sentence, append the following:*

“; when mounting in turrets of any kind, including BattleMech turrets (see p. 347), the PPC Capacitor must be mounted in the turret with the PPC.”

**\* PPC Capacitor (p. 337)**

*Under “Game Rules”, first sentence*

“Instead of firing a PPC as normal, the pilot may choose to charge the PPC Capacitor, building up 5 points of heat.”

Change to:

“Instead of firing a PPC as normal, the pilot may choose to charge the PPC Capacitor. This requires one turn and builds up 5 points of heat.”

**\* Recon Camera (p. 338)**

*Under “Game Rules”, second sentence*

“A unit with a Recon Camera can use it to act as a spotter for LRM Indirect Fire (see p. 111, *TW*) as if it were a TAG (see p. 142, *TW*),”

Change to:

“A unit with a Recon Camera can act as a spotter for LRM Indirect Fire (see p. 111, *TW*) and still make a weapon attack with no additional to-hit penalty.”

**\* Satellite Imagers (p. 338)**

*Under “Construction Rules”, second sentence*

“On all such units, imagers are mounted as a standard-scale weapon and may be placed in any standard weapon bay, but have no damage or heat values, nor do they affect the weight of targeting computers, crew and the like.”

Change to:

“On all such units, Look-Down Radars are always mounted in the nose, while other imagers are mounted as a standard-scale weapon and may be placed in any standard weapon bay, but have no damage or heat values, nor do they affect the weight of targeting computers, crew and the like.”

**\* Look-Down Radar (p. 340)**

- 1) **Introduced:** Early Spaceflight

Change to:

**Introduced:** Pre-spaceflight



2) Under "Game Rules", first sentence

"Look-Down Radar provides..."

Change to:

"Look-Down Radar is an item that can be installed on tournament-legal units (see p. 227, *TM*) but has no effect. If playing under Advanced Rules, Look-Down Radar provides..."

\* **Specialized Infantry (p. 340)**

1) Under the introductory section, last sentence

"From minesweepers to bridge builders, demotions to fieldworks;"

Change to:

"From minesweepers to bridge builders, demolitions to fieldworks;"

2) Under "Construction Rules", second paragraph

"per the standard Conventional Infantry rules (see p. 141, *TM*)."

Change to:

"per the standard Conventional Infantry rules (see pp. 145-147, *TM*)."

\* **Specialized Infantry (Cont) (p. 341)**

1) Under "Demolition Engineers", last line

"any damage from the collapsing structure will (see pp. 177-178, *TW*)."

Change to:

"any damage from the collapsing structure will (see pp. 176-177, *TW*)."

2) Under "Minesweeping Engineers", last line

"any damage from the collapsing structure will (see pp. 177-178, *TW*)."

Change to:

"any damage from the collapsing structure will (see pp. 176-177, *TW*)."

3) Under "Paramedics", second sentence

"may tend up to 10 wounded individuals starting in the following turn."

Change to:

"may tend up to 5 wounded individuals per paramedic in the infantry unit starting in the following turn."

4) In between "Paratroops" and the "SCUBA (Standard)" paragraphs, insert the following new paragraph:

**TAG Troops:** TAG Troops are specialists who replace a platoon's ordinary support weapons troopers with TAG. TAG troops may conduct TAG "attacks" (see p. 142, *TW*), in addition to normal weapons attacks. TAG troops have a range of 9 hexes for the TAG, regardless of what other weapons the platoon is armed with (the TAG does not determine a platoon's range).

5) After the "SCUBA (Motorized)" section insert the following new paragraph:

**"SCUBA (Mechanized):** Mechanized SCUBA infantry operate using the rules governing submarine vehicles."

6) Under "Specialized Infantry Types Table," after the "Paratroops" line insert the following new line:

TAG Troops	†	† / †	†	†	†	0.0	(E/F-X-E)/(E-X-E-E)	***, †
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7) Under Specialized Infantry Types Table, after the "SCUBA (Motorized)" line insert the following new line:

SCUBA (Mechanized)	5	20 / 4	2	3 (sub)**	0.9	(C/D-D-D)	Depth 0/non-water
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8) Between the double-asterisk footnote and the dagger footnote insert the following new footnote:

\*\*\*Only functions if assigned to a minimum of 2 troopers per squad.

9) Under the dagger (“†”) footnote

“As platoon type chosen; Note that each Paramedic per platoon replaces 1 secondary weapon trooper”

Change to:

“As platoon type chosen. Note: A maximum of 2 paramedics or TAG troops can be assigned per infantry squad, each one replacing 1 secondary weapon trooper (squads with paramedics or TAG troops are not required to match the Support Weapon choices of the rest of the platoon); paramedics and TAG troops do not decrease the speed of an infantry platoon.”

**\* Sub-Capital Missile Launchers (p. 344)**

1) Under “Game Rules”, first paragraph, delete the second sentence (“Furthermore, if not grouped together...”)

2) Under “Game Rules”, first paragraph, current third sentence, change “Space-based Point defenses,” to “Space-based Point Defenses (see p. 96, SO),”

**\* Sub-Compact K-F Drive System (p. 344)**

Under “Construction Rules”, second sentence

“A jump-capable vessel with a sub-compact K-F Drive may be built as small as 5,000 tons, but no larger than 25,000 tons.”

Change to:

“A jump-capable vessel with a sub-compact K-F Drive may be built as small as 5,000 tons, but no larger than 25,000 tons, in 100 ton increments.”

**\* Supercharger (p. 345)**

1) Under Game Rules, replace the second bullet point with the following:

“On a failed Supercharger activation roll, regardless of unit type, the controlling player rolls on the Determining Critical Hits Table (p. 124, TW) to determine the number of critical hits that results. For ‘Mechs, any such hits are applied to the upper-most undamaged critical slot(s) in the center torso. For non-‘Mechs, these critical hits are instead applied as motive system hits; if rendered immobile by this and one or more Supercharger motive hits have yet to be applied, the unit’s engine is destroyed.”

2) Under Game Rules, add the following new bulleted entry to the end:

• A ‘Mech may combine a Supercharger with Triple-Strength Myomer. If both are used in the same round, the Triple Strength Myomer modifier is added to the Supercharger-modified speed.”

**\* BattleMech Taser (p. 346)**

Under “Game Rules”, insert a third, new bullet point:

“A failed Feedback check is treated as though the weapon exploded due to a critical hit (see first bullet point).

**\* Thunderbolt Missile Launcher (p. 347)**

Under “Game Rules,” at the end of section insert the following new paragraph:

“Thunderbolts may be hot-loaded like LRMs and ATMs, enabling them to deliver full damage within their minimum range. Hot-loaded Thunderbolts present the same risk of ammunition explosion as do hot-loaded LRMs and ATMs in the event of a critical hit (see *Missiles*, p. 103).”

**\* BattleMech Turret (p. 347)**

At the end of the first paragraph, insert the following:

“If a quad ‘Mech mounts both a quad ‘Mech turret and a head turret, then its head turret may not fire to the rear.”



**\* Void-Signature System (p. 349)**

1) Under "Game Rules", third bullet point

" , as will the loss of all active probes mounted on the unit."

Change to:

" , as will the loss of all ECM suites mounted on the unit."

2) Under "Game Rules", at the end of the section insert the following new paragraph:

"A Void-Signature System is considered to be a Null-Signature System (see p. 336) for all game effects in any turn that infantry are carried using the mechanized battle armor rules (see p. 226, TW)."

**\* VTOL Jet Booster (p. 350)**

1) **Introduced:** 3009 (Federated Suns)

Change to:

**Introduced:** 3009 (Federated Suns), 2839 (Clan Hell's Horses)

2) Under "Game Rules", second sentence

"needed to avoid a sideslip (see p. 68, TW)."

Change to:

"needed to avoid a sideslip (see pp. 67-68, TW)."

**\* VTOL Mast Mount (p. 350)**

Under "Game Rules", first paragraph, second sentence

"This enables the VTOL to act as a spotter for artillery or indirect LRM fire by other units"

Change to:

"This enables the VTOL to act as a spotter for artillery or indirect fire by other units, or even for itself (if using the Mast to spot for itself, treat the Mast as a separate, non-firing unit doing the spotting)."

**\* Flak Autocannon Ammo (p. 350)**

Under "Game Rules", second sentence

"but only inflicts full damage when used to deliver a flak attack against airborne VTOLs and aerospace units (using the rules on p. 114, TW), or when fired against conventional infantry."

Change to:

"but only inflicts full damage when used to deliver a flak attack against airborne VTOLs and aerospace units (using the rules on p. 114, TW). When fired against conventional infantry, treat as a standard Direct-Fire Ballistic weapon."

**\* Arrow IV Homing Missiles (p. 353)**

**Introduced:** 2600 (Terran Hegemony)

**Extinct:** 2830 (Inner Sphere)

**Recovered:** 3045 (Capellan Confederation)

Change to:

**Prototype Design and Production:** 2593 (Terran Hegemony)

**Introduced:** 2600 (Terran Hegemony)

**Extinct:** 2830 (Inner Sphere)

**Recovered:** 3045 (Capellan Confederation)

**\* Arrow IV Homing Missiles (p. 354)**

Under "Game Rules", fourth bullet point, third sentence

"This is treated as a hit from a direct-fire ballistic weapon, resolved against the unit's facing relative to the TAG unit that designated it."

Change to:

"This is treated as a hit from a Direct-Fire Ballistic weapon, resolved against the unit's facing relative to the unit that fired the missile."

**\* Arrow IV Non-Homing Missiles (p. 354)**

**Introduced:** 2600 (Terran Hegemony)

Change to:

**Prototype Design and Production:** 2593 (Terran Hegemony)

**Introduced:** 2600 (Terran Hegemony)

**Extinct:** 2830 (Inner Sphere)

**Recovered:** 3044 (Capellan Confederation)

**\* Smoke Artillery/Arrow Rounds (p. 356)**

**Introduced:** Pre-spaceflight

Change to:

**Introduced:** Pre-spaceflight ([Artillery]); circa 2620 (Terran Hegemony [Arrow])

**\* Smoke Artillery/Arrow Rounds (p. 356)**

*Under "Game Rules", second paragraph, third sentence*

"artillery Smoke rounds fill the target hex and all adjacent hexes with heavy smoke (see p. 46)"

Change to:

"artillery Smoke rounds fill the target hex and all adjacent hexes with heavy smoke (see p. 47)"

**\* Arrow IV Homing Missiles (Air-Launched Version) (p. 359)**

*Under "Game Rules", first paragraph, second sentence*

"function in the same manner as their standard launcher-based version (see p. 354),"

Change to:

"function in the same manner as their standard launcher-based version (see p. 355),"

**\* Coolant Ammo [Flamers/Fluid Guns/Sprayers] (p. 361)**

*Under "Game Rules", first paragraph, first sentence*

"Coolant ammo also reduces the heat level for any heat-tracking target by 3 points per hit (to a maximum of 9 cooling points per turn)."

Change to:

"Coolant ammo also reduces the heat level for any heat-tracking target by 3 points (4 points when fired from a Heavy Flamer) per hit (to a maximum of 9 cooling points per turn)."

**\* Oil Slick Ammo [Fluid Guns/Sprayers] (p. 362)**

*Under "Game Rules", second paragraph, first sentence*

"to avoid a skid when passing through the hex (see pp. 62-65, TW)."

Change to:

"to avoid a skid when passing through the hex (see pp. 62-64, TW)."

**\* Grenade Launcher Munitions (p. 363)**

*Under "Game Rules (General)", replace the entire entry with the following:*

"Only units equipped with Vehicular Grenade Launchers (VGLs; see p. 315) and Battle Armor Grenade Launchers (see p. 256, TM) may use grenade launcher ammunition of any type. The ammunition each VGL unit or battle armor mounts must be identified prior to the start of game play; if no specialty munitions are noted for a given VGL, it is presumed to be using fragmentation grenades. Battle armor-mounted grenade launchers that have more than one ammo clip (such as noted in a TRO entry) may carry multiple ammunition types, which can be switched during game play. All battle armor in a squad equipped with grenade launchers must mount the same ammunition types."



**\* Chaff Grenades (p. 363)**

Change the header in the first bar from “Chaff Grenades” to “Chaff Grenades [VGL]”

**\* Fragmentation Grenades (p. 363)**

Change the header in the first bar from “Fragmentation Grenades” to “Fragmentation Grenades [VGL]”

**\* Incendiary Grenades (p. 364)**

Change the header in the first bar from “Incendiary Grenades” to “Incendiary Grenades [BA GL/VGL]”

**\* Smoke Grenades (p. 364)**

Change the header in the first bar from “Smoke Grenades” to “Smoke Grenades [BA GL/VGL]”

**\* Electromagnetic Pulse (EMP) Mines (Land) (p. 365)**

Under “Game Rules”, second paragraph, fifth sentence

“(such as Remote Sensors, C<sup>3</sup> Remote Sensors, or Collapsible Command Modules, see pp. 357, 298 and 301, respectively)”

Change to:

“(such as Remote Sensors, C<sup>3</sup> Remote Sensors, or Collapsible Command Modules, see pp. 375, 298 and 301, respectively)”

**\* Space Mines (Space) (p. 366)**

Under “Game Rules”, second paragraph, first sentence

“Any unit entering a hex containing Space Mines (or present in the hex when one is deployed) must make a Control roll with a +3 modifier. An additional –2 modifier applies if the unit possesses an Active Probe or is in the hex at the turn the minefield is deployed.”

Change to:

“Any unit entering a hex containing Space Mines must make a Control roll with a +3 modifier. An additional –2 modifier applies if the unit possesses an Active Probe.”

**\* Anti-Radiation (ARAD) Missiles box (p. 368)**

1) Under “Game Rules”, second bullet point, first sentence

“communications equipment (1 ton or more)”

Change to:

“communications equipment (3.5 tons or more)”

2) *This ruling has changed from previous errata versions.*

Under “Game Rules”, second bullet point, at the end insert the following:

“However, the ARAD missile does not receive any further to-hit bonus from the pod.”

**\* Follow-The-Leader (FTL) Missiles (p. 368)**

Under “Game Rules”, third bullet point

“FTL Missiles are incompatible with Artemis, Narc or Streak systems.”

Change to:

“FTL Missiles are incompatible with Artemis, Narc or Streak systems, and are treated as regular LRMs if they pass into or through a hostile ECM field.”

**\* Swarm/Swarm-I LRMs (Standard LRMs/MMLs) (p. 368)**

Under “Game Rules”, third bullet point, insert the following between the second and third sentences:

“No form of line of sight from the attacker to the secondary target is required.”



\* **Heat-Seeking Missiles (p. 369)**

**Introduced:** Pre-spaceflight

Change to:

**Introduced:** 2340 (Terran Hegemony [LRM]); 2370 (Terran Hegemony [SRM])

\* **Incendiary LRMs (p. 369)**

**Introduced:** Pre-spaceflight

Change to:

**Prototype Design and Production:** 2341 (Terran Hegemony)

**Introduced:** 2342 (Terran Hegemony)

\* **Smoke Missiles (p. 369)**

**Introduced:** Pre-spaceflight

Change to:

**Introduced:** 2333 (Terran Hegemony [LRM]); 2370 (Terran Hegemony [SRM])

\* **Smoke Missiles (p. 371)**

Replace the second, third and fourth bullet points with the following:

- Smoke Missiles fill a single target hex with a column of smoke 2 levels high (see p. 47)
- This smoke is treated as Light Smoke if the weapon delivers 5 points or less in damage to the target hex. Otherwise, it is treated as Heavy Smoke.
- This smoke dissipates in the End Phase of the third turn after the attack.

\* **'Mech Mortar Ammunition (p. 373)**

1) Change both the title and the header of the first box from "'Mech Mortar Ammunition" to "Mortar Ammunition".

2) Under "Game Rules (General)", replace the entire entry with the following:

"Mech Mortars (see p. 324) and Battle Armor Mortars (see p. 263, *TM*) may use a variety of ammunition types. If a unit with a 'Mech Mortar does not specify its ammo type, use the rules for Armor-Piercing (Shaped-Charge) ammo. Mortars fired on a unit, rather than a hex, use the appropriate Cluster Hits Table to resolve their effects. Mortars fired on a hex, rather than the unit within, deliver the effects of a full volley and do not need to roll on the Cluster Hits Table. Battle armor-mounted mortars that have more than one ammo clip (such as noted in a TRO entry) may carry multiple ammunition types which can be switched during game play. All battle armor in a squad equipped with mortars must mount the same ammunition types."

\* **Airburst Mortars (p. 373)**

Change the header in the first bar from "Airburst Mortars" to "Airburst Mortars ['Mech Mortar]"

\* **Anti-Personnel (AP) Mortars (p. 373)**

Change the header in the first bar from "Anti-Personnel (AP) Mortars" to "Anti-Personnel (AP) Mortars ['Mech Mortar]"

\* **Armor-Piercing (Shaped Charge) Mortars (p. 374)**

Change the header in the first bar from "Armor-Piercing (Shaped Charge) Mortars" to "Armor-Piercing (Shaped Charge) Mortars ['Mech Mortar]"

\* **Flare Mortars (p. 374)**

Change the header in the first bar from "Flare Mortars" to "Flare Mortars [BA Mortar/'Mech Mortar]"

\* **Semi-Guided Mortars (p. 374)**

Change the header in the first bar from "Semi-Guided Mortars" to "Semi-Guided Mortars ['Mech Mortar]"



**\* Smoke Mortars (p. 375)**

Change the header in the first bar from “Smoke Mortars” to “Smoke Mortars [BA Mortar/Mech Mortar]”

**\* Remote Sensors (p. 375)**

**Tech Base (Ratings):** Both (E/E-F-E)

Change to:

**Tech Base (Ratings):** Both (Industrial: C/E-F-D; BA: D/F-F-D)

**\* Remote Sensors (p. 375)**

1) *Second paragraph, at the end of the first sentence append the following:*

“; non-naval units may carry naval (i.e. “floating”) sensors (or even a mix of both), but must designate them as such on the unit’s record sheet before game play begins.

2) *Insert the following paragraph after the second paragraph:*

“Sensors floating on the surface of water can both be monitored by units above the surface of the water (including those on land or airborne, provided they’re within the 67 hex range; see the next paragraph for further airborne monitoring rules), as well as units below the surface of the water; sensors on the bottom of a water hex can only be monitored by units underwater, or units on the surface of the water (naval vessels can monitor the sensors, while any ground units would need to be fully submerged in the same body of water to potentially monitor the sensor). The range for monitoring a sensor through water (either underneath a floating sensor or above a sensor that’s settled to the bottom of a water hex) is 67 Depths up or down, in the hex the sensor occupies. Each adjacent ring of hexes, moving away from the hex the sensor occupies, subtracts 1 from that depth (this creates a right-side-up or up-side-down dome of “monitor-ability”, depending upon whether the sensor is on the bottom of the water hex, or floating on the top of the water hex); in other words the distance in hexes plus the difference in depth added together cannot exceed 67. This “dome” flattens as the depth of the water decreases; i.e. if the depth of a water hex occupied by a sensor on the bottom is only 43 hexes, then the number of hex rings on the surface in which a naval vessel could occupy to potentially monitor the sensor would be 24 (or 49 hexes across). As a further example of sensor use in water, a group is using the Double-Blind Rules (see p. 221), and a naval vessel on the surface of a large body of water is 65 hexes from a floating sensor. Meanwhile an enemy submarine is at Depth 27 and 39 hexes distant from the sensor. If the controlling player of the naval vessel decides to roll for monitoring the sensor (which he can because he’s within 67 hexes of the floating sensor), even if the roll is a success, the submarine is just outside of the “up-side-down” dome and so cannot be detected. However, if the submarine moved towards the sensor by 1 hex in the following turn and the naval vessel decides to roll for monitoring the sensor once more, there is now a chance the submarine might be detected.

3) *Insert the following paragraph after the new paragraph above:*

“The range for monitoring a sensor above the playing area by airborne units is 67 Elevations in the hex the sensor occupies. Each adjacent ring of hexes, moving away from the hex the sensor occupies, subtracts 1 from that elevation (this creates a dome of “monitor-ability”); in other words the distance in hexes plus the difference in elevations added together cannot exceed 67. Airborne aerospace units can only potentially monitor a sensor if they are using the Aerospace Units On Ground Mapsheets rules (see p. 91, *TW*), and at the end of their movement are within 67 hexes of the sensor (airborne aerospace units ignore the “dome” rule).

**\* Fractional Accounting (p. 376)**

*First paragraph, last sentence*

“Any item described using the phrase “or fraction thereof,” however (such as the gyroscope), must be rounded up.”

Change to:

“Any item described using the phrase “or fraction thereof,” however, must be rounded up.



**\* Patchwork Armor (p. 377)**

*Second paragraph, second sentence*

“The designer of a unit must designate the armor type to be used in each hit location and—using the Fractional Armor Table described earlier—compute the weight of the armor by multiplying its weight (in tons per point) by the number of points assigned to the location, rounding the final result up to the nearest half-ton.”

Change to:

“The designer of a unit must designate the armor type to be used in each hit location and, using the Fractional Armor Table on page 376, compute the weight of the armor by multiplying its weight (in tons per point) by the number of points assigned to the location, rounding the final result up to the nearest half-ton. This is done per location, with excess points per location discarded.”

**\* Patchwork Armor Table (p. 377)**

Change the bottommost footnote to read “\*\*If no Hardened Armor is mounted in the unit’s legs, the -1 Running MP for using Hardened Armor does not apply (see p. 281).”

**\* Super-Heavy Vehicles (p. 378)**

*Second bullet point, first sentence*

“—including, if desired, the Large-sized engines presented on p. 308.”

Change to:

“—including, if desired, the Large-sized engines presented on p. 307.”

**\* Advanced Battle Values (p. 378)**

*First sentence*

“The following rules are additions and/or adjustments to those presented in the *Tech Manual* (pp. 302-313).”

Change to:

“The following rules are additions and/or adjustments to those presented in *TechManual* (pp. 302-313).”

**\* Satellites (p. 378)**

*First sentence*

“Use the rules for calculating an Aerospace BV (see p. 312-313, *TM*)”

Change to:

“Use the rules for calculating an Aerospace BV (see pp. 312-314, *TM*)”

**\* Rail Vehicles (p. 378)**

*First sentence*

“Use the rules for calculating a Vehicle BV (see p. 307-309, *TM*)”

Change to:

“Use the rules for calculating a Vehicle BV (see pp. 307-309, *TM*)”

**\* Large-Sized Airships (p. 379)**

“Use the rules for calculating an airship’s BV (see p. 312-313, *TM*) to find the BV of a Large-sized airship.”

Change to:

“Use the rules for calculating an airship’s BV (see pp. 312-314, *TM*) to find the BV of a Large-sized airship.”

**\* Large-Sized Naval Vessels (p. 379)**

“Use the rules for calculating a Vehicle BV (see p. 307-309, *TM*) to find the BV of a Large-sized naval vessel.”

Change to:

“Use the rules for calculating a Vehicle BV (see pp. 307-309, *TM*) to find the BV of a Large-sized naval vessel.”



**\* Advanced Infantry (p. 379)**

*Step 1, third paragraph*

“Next, MULTIPLY this by the Defensive Movement Factor,”

Change to:

“Next, MULTIPLY this by the Defensive Factor,”

**\* Advanced Weapons and Equipment (p. 380)**

*Between “Actuator Enhancement System” and “Armor” entries, add a new section:*

**ANGEL ECM (BA)**

This is factored into battle armor BV exactly like ECM (see p. 310, *TM*), but adds 2 instead of 1.

**\* Armor (p. 380)**

1) *Under “Modular Armor”, insert a new sentence at the end of the entry that reads:*

“Note that while Modular Armor negates the effects of Stealth Armor, you must still include Stealth Armor in your BV calculations as if it functioned at full effect.”

2) *Above “Hardened Armor/Shields” insert the following new section:*

**Battle Armor Laser-Reflective/Reactive Armor:** The BV for these armor types is factored as fire-resistant armor (see p. 310, *TM*).

**\* (p. 381)**

*In between the “Coolant Pod” and “Engine Systems” entries, insert the following new section:*

**DRONE REMOTE OPERATING SYSTEMS**

All weapons on a unit equipped with a Drone Remote Operating System multiply their BVs by 0.8. Do not include ammunition when making these BV adjustments.

In addition, multiply the final unit BV by 0.95. Do not apply any BV modifiers for cockpits.

**\* ‘Mech Engine Type Modifier Table [Addendum] (p. 381)**

*Replace the entire table with the following:*

Engine Type	Modifier
Large	1
Large Light	0.75
Large XL (IS)	0.5
Large XL (Clan)	0.75
XXL (IS)	0.25
XXL (Clan)	0.5
Large XXL (IS)	0.25
Large XXL (Clan)	0.5

**\* VTOL Mast Mount (p. 382)**

“Add 10 points to the base Weapons Battle Rating for a VTOL mast mount.”

Change to:

“Add 10 points to the Weapon Battle Rating for a VTOL mast mount; if the Mast Mount includes a C<sup>3</sup>, in addition to the 10 points, apply the standard % Defensive modifier based upon the overall unit’s Battle Value.”

**\* Inner Sphere Weapons and Equipment BV Table [Addendum] (p. 383)**

*Left column, between “Thumper” and “Cruise Missile/50”, insert the following new entry:*

BA Tube Artillery	27	4
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**\* Clan Weapons and Equipment BV Table [Addendum] (p. 384)**

Under "Ballistic Weapons" add the following entry before "ProtoMech AC/2":

BA LB-X AC	20	—
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**\* Clan Weapons and Equipment BV Table [Addendum] (p. 385)**

- 1) The BV for the Clan 'Mech Mortars should be as follows: Mortar/1: 10; Mortar/2: 14; Mortar/4: 26; and Mortar/8: 50. Ammunition BV is unchanged.
- 2) The BV for the Clan Arrow IV Artillery Weapon should be 240. Ammunition BV is unchanged.
- 3) *At the end of the Ballistic Weapons column, under Vehicular Grenade Launcher, insert the following:*

Artillery Cannon, Long Tom	329	41
Artillery Cannon, Sniper	77	10
Artillery Cannon, Thumper	41	5

**\* Index A (p. 387)**

Active probes: Consolidate the two entries.  
 Aerospace unit - Grappling: Change page reference to 199-200.  
 Altered energy weapon damage: Change page reference to 83.  
 Atmospheric pressure/density: Change first page reference to 54-55.

**\* Index B (p. 387)**

BattleMech - jump pack: Change page reference to 292, 293, 380.  
 BattleMech - mechanical jump booster: Change page reference to 292, 293, 380.  
 BattleMech - motive systems: Change page reference to 292-293, 295.  
 BattleMech - partial wing: Change page reference to 292, 293, 295, 380.  
 BattleMech - taser: Change page reference to 344, 345-346.  
 Building - classification: Change first page reference to 114-118.  
 Buildings - artillery hits: Change page reference to 182, 184.

**\* Index C (p. 387)**

CASE II: Delete the reference to page 159; rules on that page mention CASE.  
 Chain whip: Change page reference to 288-289.  
 Combat - damage: Change page reference to 65-66.  
 Combat - weapon resolution dice: Change page reference to 109.  
 Commanders - double-blind rules: Change page reference to 222.  
 Communications equipment - double-blind rules: Change page reference to 222-223.  
 Construction rules - advanced equipment: Delete this reference.  
 Crew - numbers, abilities: Change page reference to 218.  
 Crew - support vehicle: Change page reference to 249-251.

**\* Index D (p. 387)**

Damage - piloting skill roles: Change to "piloting skill rolls"; change page reference to 23.  
 Deceleration - change page reference to 24.

**\* Index E (p. 388)**

ECM suites - double blind rules: Change page reference to 223-224.  
 Equipment - battle values: Change page references to 380.

**\* Index F (p. 388)**

Forms: Delete this reference.



**\* Index G (p. 388)**

Gale (light, moderate, strong): Change page reference to 61.

**\* Index H (p. 388)**

Heat sink - table: Change page reference to 252.

Hex - conditions, terrain displacement: Change page reference to 66-67.

Hitting deck: Change to "Hitting the deck".

**\* Index I (p. 388)**

Infantry - squad deployment: Add additional page reference to 27.

Infrared sensors: Change page reference to 222.

Initiative - double blind rules: Change page reference to 220.

**\* Index J (p. 388)**

Jumping - bog down rules: Change page reference to 63.

**\* Index L (p. 388)**

Large naval vessel support vehicle - taking control of: Delete page reference to 216.

**\* Index L (p. 389)**

Laser - insulator: Change second page reference to 382.

**\* Index M (p. 389)**

Machine gun - array: Change page reference to 103.

Maneuver: Delete this reference (but keep the "maneuver, failed" ref).

Mass driver - vessel limits table: delete the second page reference.

Missile: Change page reference to 103.

Mobile structure: Change last page reference to 165.

Mobile structure - artillery hits: Change page reference to 182 and 184.

Mobile structure - movement costs table: Change page reference to 166.

Mobile structure - underneath: Change page reference to 169.

Movement - expenditure of points: Delete this reference.

Movement - phase, double blind rules: Change page reference to 220-224.

**\* Index N (p. 389)**

Naval - repair facilities: Change page reference to pages 334 and 335. (Distinct pages, not a range, for consistency with other index page descriptions, such as the naval tug adaptor.)

**\* Index P (p. 389)**

Physical attacks - opportunity fire: Change page reference to pages 86-87.

Planetary conditions - artillery attacks: Delete first page reference (181).

Play sequence: Change page reference to page 220.

Punch attack: Delete this entire entry.

**\* Index R (p. 389)**

Rail support vehicle - weight and: Change page reference to page 237.

**\* Index S (p. 389)**

Satellites - double-blind rules: Change page reference to page 223.

Seismic sensors - Change page reference to page 222.

Sensor spotting - Change page reference to pages 221-223.



**\* Index S (p. 390)**

- Shield: First page reference should be placed under “shielding” or “shielding movement mode” to distinguish from ‘Mech shields. Change second page reference to page 89. Add page reference to page 290.
- Sinking - rate, large naval vessel: Delete second page reference (160).
- Small craft - grappling: Change page reference to page 199.
- Space - dispensers: Should be placed under mine dispensers to avoid confusion.
- Spikes: Add a page reference to page 290.
- Spotting phase, double-blind rules: Change page reference to pages 220-224.
- Stacking: Change page reference to page 215.
- Stealth - double-blind rules: Change page reference to pages 223-224.
- Structure - record sheet: Change page 110 reference to page 133.

**\* Index T (p. 390)**

- Talons: Add page reference to page 290.

**\* Index V (p. 390)**

- Vehicle - crews: Change second page reference to page 218.
- Vehicle - fire effects on: Change page reference to pages 44-45.

**\* Index W (p. 390)**

- Weapon attacks - double-blind rules: Change page reference to page 224.
- Weapon attacks - extreme range: Change page reference to page 85.
- Weapon attacks - line of sight: Change second page reference to page 85.

**\* Advanced ‘Mech Record Sheet (p. 391)**

Under “Warrior Data”, remove the “Dual Cockpit” option.

**\* Advanced Four-Legged ‘Mech Record Sheet (p. 392)**

Under “Warrior Data”, remove the “Dual Cockpit” option.

**\* Large Naval Vessel Templates (p. 401)**

- Type B - change “T<sub>2</sub>” to “T<sub>3</sub>”; add “T<sub>2</sub>” to the Pivot Point
- Type C - change “T<sub>3</sub>” and “T<sub>4</sub>” to “T<sub>4</sub>” and “T<sub>5</sub>” respectively; add “T<sub>3</sub>” to the Pivot Point
- Type D - change “T<sub>4</sub>”, “T<sub>5</sub>”, and “T<sub>6</sub>” to “T<sub>5</sub>”, “T<sub>6</sub>”, and “T<sub>7</sub>” respectively; add “T<sub>4</sub>” to the Pivot Point
- Type E - change “T<sub>5</sub>”, “T<sub>6</sub>”, “T<sub>7</sub>”, and “T<sub>8</sub>” to “T<sub>6</sub>”, “T<sub>7</sub>”, “T<sub>8</sub>”, and “T<sub>9</sub>” respectively; add “T<sub>5</sub>” to the Pivot Point

**\* Heavy Weapons and Equipment Combat Data (p. 404)**

- 1) Active Probes, Watchdog CEWS: change Range from “4” to “3”
- 2) BattleMech Melee Weapons, Chain Whip: change Damage from “3\* (NA)” to “3 (NA)”

**\* Heavy Weapons and Equipment Construction Data (p. 405)**

- 1) BattleMech Melee Weapons, Chain Whip: change the Space value for M from “2\*” to “2”
- 2) BattleMech Melee Weapons, Shield: add an asterisk to the Space value for M of all three shield types
- 3) *BattleMech/ProtoMech Motive Systems, Partial Wing (‘Mech): change the entire entry to:*

Weapon/Item	Tech Base	Tech Rating	Latest Intro Date (IS / Clan)	Item / Ammo Cost (C-bills)	Weight (Tons)	M
Partial Wing (‘Mech)	IS/Clan	F/X-X-E	3074 / 3067P	50,000xIT	*	8/6*



**\* Heavy Weapons and Equipment Combat Data (p. 406)**

Under "Lasers"

- 1) ER Pulse Laser, Small: change the Damage from "5 (5)" to "5\* (5)"
- 2) In all three "Improved Heavy Laser" entries, change Type § from "DE" to "DE, X"

**\* Heavy Weapons and Equipment Combat Data (p. 407)**

- 1) Under the "Latest Intro Date (IS/Clan)" column for all the following—"Flotation Hull", "Limited Amphibious", "Fully Amphibious", "Dune Buggy", "Enviro (Vacuum) Sealing"—change "PS / PS" to "2470 / 2470".
- 2) Docking Hardpoint: under the "Tech Rating" column, change "B/C-C-C" to "C/C-C-C"; under the "Latest Intro Date (IS/Clan)" column, change "ES / ES" to "2304 / 2304".
- 3) Engines, Combat Vehicle Fission: under the "Latest Intro Date (IS/Clan)" column, change "ES / ES" to "2470 / 2470".
- 4) Flight Deck/Helipad, Flight Deck: change the Weight (Tons) from "2,500" to "1,500"

**\* Heavy Weapons and Equipment Combat Data (p. 408)**

Under all four "Extended LRM" entries, change Type § from "M, C, S" to "M, C"

**\* Heavy Weapons and Equipment Construction Data (p. 409)**

- 1) 'Mech Mortar: change all Latest Intro Dates to "PS/PS"
- 2) Missile Launchers, Extended LRM-15: change the Space value for SV from "12" to "6"
- 3) Missile Launchers, Extended LRM-20: change the Space value for SV from "18" to "8"
- 4) Missile Launchers, Improved One-Shot Launcher: change the Space value for P from "+0" to "NA"
- 5) Mobile HPG: Change Heat from "NA" to "40"
- 6) Ground Mobile HPG: Change Heat from "NA" to "20"

**\* Heavy Weapons and Equipment Combat Data (p. 410)**

- 1) Look-Down Radar: under the "Rules Level" column, change "Adv" to "Adv\*"
- 2) Sub-Capital Missiles, Piranha: under the "To-Hit Modifier" column, change "-1\*" to "0"

**\* Heavy Weapons and Equipment Construction Data (p. 411)**

- 1) Look-Down Radar: under the "Latest Intro Date (IS/Clan)" column, change "ES / ES" to "PS / PS".
- 2) Supercharger: under the "Item/Ammo Cost (C-bills)" column, change "10,000xER" to "10,000xER§"
- 3) Turrets, BattleMech Turret (Head): under the "Latest Intro Date (IS/Clan)" column, change "2450P / 2450P" to "3055 / —"
- 4) *At the bottom of the symbol-noted footnotes, insert the following new footnote:*  
 "§Support Vehicles, which do not have an engine rating, use engine tonnage instead."



**\* Battle Armor Combat Data (p. 412)**

Under "ER Pulse Laser, Small"

- 1) Change the Type from "P" to "AI, P"
- 2) Change the Damage from "5" to "5\*"
- 3) Change the Range from "0/1/2/4" to "0/2/4/6"

**\* Battle Armor Combat Data (p. 412)**

Add the following full rows to the table alphabetically, as appropriate:

Angel ECM	E	NA	—/—/—/2	NA	Exp	279	NA
BA LB-X AC	DB, C, F	4*	—/2/5/8	-1	Adv	286	4 kg (10)
BA Tube Artillery	AE, S	3/1 (R1)	2 boards	NA	Exp	284	15 kg (2)
Heavy Flamer	DE, H, AI	4*	—/2/3/4	0	Adv	312	1 kg (10)
Laser-Reflective Armor	Armor	NA	NA	NA	Exp	281	NA
Reactive Armor	Armor	NA	NA	NA	Exp	282	NA

**\* Heavy Weapons Ammunition Combat Data (p. 412)**

Autocannons: under "Ammunition Type", change the "Used By (Weapon)" entries for Flak and Tracer from "SAC, LAC" to "SAC, LAC, PAC"

**\* Battle Armor Construction Data (p. 413)**

Add the following full rows to the table alphabetically, as appropriate:

Angel ECM	IS /Clan	F/X-X-F	3063P / 3059P	750,000	250 / 150	3
BA LB-X AC	Clan	F/X-X-E	3075	70,000 / 1,000	400	2
BA Tube Artillery	IS	E/X-X-F	3075P	200,000 / 900	500	4**
Heavy Flamer	IS / Clan	C/X-X-E	3073	11,250 / 2,000	350	2
Laser-Reflective Armor	IS / Clan	F/X-X-F	3074P	37,000	*	7
Reactive Armor	IS / Clan	F/X-X-F	3075P	37,000	*	7

**\* Heavy Weapon Ammunition Data (p. 414)**

- 1) Change the left-side page title text (running vertically) from "Heavy Weapon Ammunition Data" to "Heavy Weapons Ammunition Construction Data"
- 2) Artillery, Smoke: under the "Used By (Weapon)" column, change "AIV, SAT" to "AIV, BAAW, SAT".
- 3) Bombs:
  - a) In the "Air-to-Air (AAA) Arrow" row, under the "Range Min/Sht/Med/Lng (Aero)" column, change "NA (Medium)" to "6/12/18/24 (Medium)"
  - b) In the "Anti-Ship (AS) Missile" row, under the "Range Min/Sht/Med/Lng (Aero)" column, change "NA (Long)" to "9/17/25/32 (Long)"
  - c) In the "Anti-Ship EW (ASEW) Missile" and "Light Air-to-Air (LAAA) Missile" rows, under the "Range Min/Sht/Med/Lng (Aero)" column, change "NA (Medium)" to "7/14/21/28 (Medium)"
- 4) "Grenade Launcher (Vehicular): change the row name to "Grenade Launcher", and under the "Used By (Weapon)" column change the Incendiary and Smoke entries from "VGL" to "BAGL, VGL".

**\* Heavy Weapon Ammunition Data (p. 416)**

- 1) 'Mech Mortars:
  - a) change the row name to "Mortars"



b) under the “Used By (Weapon)” column, change the Flare and Smoke entries from “MMR” to “BAMR, MMR”.

2) Under the “Ammo (per Ton)” column of each of the following rows—“Thunder-Active LRMs”, “Thunder-Augmented LRMs”, “Thunder-Inferno LRMs”, “Thunder-Vibrabomb LRMs”—change “x1” to “x0.5”

**\* Heavy Weapon Ammunition Data (p. 417)**

1) ‘Mech Mortars: change the row name to “Mortars”

2) Remote Sensors: under the “Tech Rating” column, change “E/E-F-E” to “Industrial: C/E-F-D; BA: D/F-F-D”

**\* Artillery Ranges table (p. 422)**

*Between “Long Tom” and “Cruise Missile/50” insert the following new entry:*

“BA Tube            2”

**\* Artillery Ordnance table (p. 423)**

*Between “Thumper” and “Arrow IV”*

Insert a new column: “BA Tube”. Fill every line with a “—”, apart from High Explosive, where the value is “3/1 (R1)”, and Smoke, where it is “(Radius 1)”



## FULL ERRATA

This section combines all fixes and changes from previous errata releases with the new additions of version 3.0, so that every ruling is in one place. There have been three releases of *Tactical Operations* to date: 2008 (first release, first printing), 2010 (second, PDF-only, release), and 2012 (third release, second printing). All errata here is for the first printing (2008) of *Tactical Operations*, and is included in the 2012 edition of this book.

**SPECIAL NOTE:** The game is once again called *BattleTech*. All references to “Classic BattleTech” and “CBT” are now BattleTech and BT, respectively, in all editions of this book from the 2012 third release on. This doesn’t change any of the rules, but is included here for completeness.

## Table of Contents/Credits

### Image (p. 2)

Under photo caption, change “The Fifth Free Worlds Legionnaires battle the Second Donegal Guards in the blasted ruins of a factory complex.” to: “The Fifth Free Worlds Guards battle the Second Donegal Guards in the blasted ruins of a factory complex.”

### Table of Contents (p. 4)

- a) Change the page reference for “Initiative Phase” from 221 to 220.
- b) Change the page reference for “Movement Phase (Spotting Phase)” from 221 to 220.
- c) Change the page reference for “Weapon Attack Phase” from 225 to 224.
- d) Insert a new entry directly under “Weapon Attack Phase” called **Underwater Combat** (un-indented), with a page reference to 224.

### Table of Contents (p. 5)

For “Sub-Compact K-F Drive” change page reference to p. 344

### Credits (p. 6)

Under “Production Staff,” change the credits for *BattleTech Logo Design* to “Shane Hartley, Steve Walker and Matt Heerd”

### Credits (p. 7)

Under Playtesters/Proofers/Fact Checkers, add “Don “Ismar” McCalmon”

## Introduction

### Interstellar Operations (p. 9)

Replace the second paragraph in its entirety with the following:

*Interstellar Operations* contains complete rules for generating and running any type or size of force. Additionally, a comprehensive rules set governs the running of an entire faction’s military as a player tries to conquer (or defend) numerous solar systems. More importantly, the system contains rules that allow players to stage any portion of a given conflict back through the various rule sets, as they desire—from the simple, easy-to-use rules of conflict at the largest scale, down to BattleForce, or all the way back down to a standard BattleTech game as presented in *Total Warfare* and *Tactical Operations*. Players have complete flexibility for any type of conflict in which they wish to engage.

### \* Advanced ‘Mech Record Sheet (p. 12)

Remove the “Dual Cockpit” option from the record sheet in the right column.



## Advanced Ground Movement

### Standing Still (p. 18)

At the end of the paragraph, Add "This modifier does not stack with the Immobile Unit modifier. If a unit is Immobile, use only the Immobile unit modifier."

### \* Sprinting (p. 18)

Replace the first paragraph with the following:

"To use sprinting movement, a 'Mech must have two working hip actuators. A 'Mech's Sprinting MP is twice its current Walking/Cruising MP. Sprinting generates 50% (round down) more Heat Points per turn than the 'Mech generates when Running.

Because keeping a 'Mech safely moving at such high speeds requires a MechWarrior's total concentration, a 'Mech that sprints during the Movement Phase may not make any deliberate attacks during the remainder of that turn. Accidental charges as a result of skidding or hidden movement rules are still possible, and a 'Mech may still fire weapons to generate heat, though such firing has no chance of doing damage. Additionally, the 'Mech may not spot for indirect LRM fire or artillery fire, or take any other action that would normally require it to sacrifice an attack. A Sprinting unit may not move backward or enter Water hexes of Depth 1 or deeper. Finally, any Piloting Skill Roll made for a Sprinting unit suffers an additional +2 modifier."

### \* Evading (pp. 18-19)

1) Replace the first paragraph with the following:

"Evading makes enemy attacks more difficult."

2) At the end of the second paragraph insert the following:

"Additionally, the 'Mech may not spot for indirect LRM fire or artillery fire or take any other action that would normally require it to sacrifice an attack."

### \* Crawling (p. 20)

At the end of the first paragraph insert the following:

"Regardless of the number of attempts at crawling, a 'Mech only generates 1 Heat Point per turn when using Crawling movement."

### Hull Down (p. 21)

Under "Bipedal 'Mech", at the end of the second paragraph insert the following:

"A Hull-Down bipedal 'Mech is considered to be 1 Level tall. It may take advantage of Level 1 terrain to gain Partial Cover. It still may be targeted by Punch attacks."

### Hull Down (p. 21)

Under "Prone", second sentence

"To move from a prone position to a hull-down position requires the expenditure of 1 MP (+1 additional MP for each missing and/or destroyed actuator), but does not require a Piloting Skill Roll."

Change to:

"To move from a prone position to a hull-down position requires the expenditure of 1 MP (+1 additional MP for each missing and/or destroyed leg actuator), but does not require a Piloting Skill Roll."

### \* Hull Down (p. 21)

Between the "Prone" and "Leg-Mounted Weapons" paragraphs insert the following:

**Facing Change:** A 'Mech transitioning from a standing to hull down position, or vice versa, retains its same facing. A prone 'Mech transitioning to hull down must designate a facing (which can be any direction); if the 'Mech then transitions to standing it retains the same facing it was designated with upon transitioning from prone to hull down.



**\* Hull Down Vehicles (p. 21)**

*Second paragraph, second sentence*

“Additionally, the terrain created by standard infantry “digging in” (see *Digging In*, p. 108), or specialized infantry creating a fieldwork (see *Trench/Fieldwork Engineer*, p. 341), can also be used by a vehicle to go hull-down.”

Change to:

“Additionally, the terrain created by specialized infantry creating a fieldwork (see *Trench/Fieldwork Engineer*, p. 341), can also be used by a vehicle to go hull-down; terrain created by standard infantry “digging in” (see *Digging In*, p. 108), cannot be used.”

**Taking Damage (p. 23)**

Append to the end of the paragraph: “Mechs that are Hull Down are not affected by this rule.”

**\* Falling (Expanded) (p. 24)**

*Replace the second half of the second paragraph beginning with “For example...” with the following:*

“For example, a ‘Mech with a 6 (or 7) Piloting Skill Rating is rolling against a modified Target Number of 6. Looking at the Piloting Skill Rating MoF Falling Table, the MoF that a 6 Piloting Skill Rating MechWarrior can have is 0, so just as in standard rules, the controlling player must roll 6 or higher to avoid falling. If the MechWarrior had a Piloting Skill Rating of 2-5, the controlling player could roll a 5 (MoF of 1), while a Piloting Skill Rating of 0-1 could roll a 4 or 5 (MoF of 2); in all cases, the ‘Mech would simply go hull-down without falling.”

**WiGE Bonus Movement Diagram (p. 26)**

In the example diagram, Hex 505 should be Level 2.

**Bonus MP (WiGE) Example Text (p. 26)**

*Replace the last two lines of the example text with the following:*

“The player then moves the WiGE into hexes 7, 8 and 9, expending a single MP for each hex. As with hexes 1, 2 and 3, because the WiGE Vehicle entered three consecutive hexes, each with a level lower than the previous hex, the vehicle automatically gains 1 additional MP to expend, giving it a total of 2 additional MP to spend this turn. The player uses this last MP to move into the destination hex B, having expended a total of 14 MP in movement this turn.”

**\* Conflicting Planetary Conditions example (p. 30)**

*First paragraph, first sentence*

*“In the Planetary Conditions diagram above...”*

Change to:

*“In the Ground Movement-Planetary Conditions diagram below...”*

**Half Levels (p. 31)**

Change *Hull Down Vehicles* page reference to p. 21.

**\* Heavy Industrial Zone (p. 31)**

*Under “Unintended Explosions”, first paragraph, second sentence*

“Roll 2D6 for every qualifying weapon attack; on a result of 8 or higher, consult the Terrain Effects Table.”

Change to:

“Roll 2D6 for every qualifying weapon attack; on a result of 8 or higher, roll again on the Terrain Effects Table.”

**Terrain Effects Table (p. 31)**

Change result 12 from “[...] catch fire for 1d6 turns; [...]” to “[...] suffers as if hit by 1d6 infernos for one turn; [...]”



**\* Expanded Movement Costs and Planetary Conditions Table (p. 32)**  
Under "Sand"

Change the "MP Cost Per Hex / Terrain Cost" from "+.5<sup>6</sup>" to "+0/+1<sup>6</sup>"

**Expanded Movement Costs and Planetary Conditions Table (p. 32)**

Remove Rail Base Terrain line; Rail is a Terrain Modification and covered on p. 34.

**Expanded Movement Costs and Planetary Conditions Table (p. 32)**

Change MP Cost Per Hex for Rapids from "1<sup>24</sup>" to "1<sup>23</sup>".

**\* Expanded Movement Costs and Planetary Conditions Table (Cont.) (p. 33)**

Replace Footnote 6 with the following:

"+0 MP for all units except infantry and Wheeled Vehicles; +1 MP for infantry using ground movement and Wheeled Vehicles (except in the case of a Wheeled Vehicle that mounts the Dune Buggy chassis modification)."

**\* Expanded Movement Costs and Planetary Conditions Table (Cont.) (p. 34)**

1) Under "Black Ice" and "Ice"

Change the "Piloting/Driving Skill Modifier" from "+4" to "+0/+4<sup>22</sup>"

2) Under "Deep Snow"

Change MP Cost Per Hex/ Terrain Cost for Deep Snow from "+1<sup>23</sup>" to "+1<sup>23,24</sup>"

3) Under "Geyser"

a) change the "MP Cost Per Hex / Terrain Cost" from "p. 48" to "+1"

b) change the "To-Hit Modifier" from "p. 48" to "+2"

c) change "Prohibited Units" from "p. 48" to "Wheeled, Infantry"

4) In footnotes, under "22"

"Skidding rules apply (see p. 62, TW)"

Change to:

"Skidding rules apply (see p. 62, TW): every time a unit enters a hex not using careful movement it must make a PSR with a +0 modifier; if a PSR is forced on a unit in such a hex (due to damage, skidding, charges, and so on), apply a +4 modifier to the PSR.

**\* Expanded Movement Costs and Planetary Conditions Table (Cont.) (p. 35)**

1) Under "Road"

a) For "Paved", change the "MP Cost Per Hex / Terrain Cost" from "+1 (T/H/I)<sup>3</sup>" to "1 (T/H/I)<sup>3, 22</sup>"

b) For "Gravel", change the "MP Cost Per Hex / Terrain Cost" from "+1 (V/I)<sup>3</sup>" to "1 (V/I)<sup>3</sup>"

c) For "Dirt", change the "MP Cost Per Hex / Terrain Cost" from "+1<sup>3</sup>" to "1<sup>3</sup>"

2) Under "Paved"

Change the "MP Cost Per Hex / Terrain Cost" from "+0<sup>3</sup>" to "+0<sup>22</sup>" (change the footnote from "3" to "22")

**Expanded Movement Costs and Planetary Conditions Table (p. 36)**

1) Change Heavy Snow Vehicle column from "+0" to "-4 C"

2) Change Heavy Snow Infantry column from "+0" to "-2 G (B)/-3 (CI)"



**\* Magma Crust (p. 36)**

*Under "Crust", first paragraph*

"Every time a unit enters a magma crust hex along the ground (hover, VTOL and WiGE vehicles do not count, nor do infantry expending VTOL MP), the controlling player rolls 1D6."

Change to:

"Every time a unit enters a magma crust hex along the ground (hover, VTOL and WiGE vehicles do not count, nor do infantry expending VTOL MP, nor units expending Jumping MP provided the Crust hex is not the end hex of movement) the controlling player rolls 1D6."

**\* Magma Crust (p. 37)**

*Under "Eruptions", at the end of the fourth paragraph insert the following:*

"This damage is considered an area-effect weapon."

**Eruption Example Text (p. 38)**

In the example text, replace the second line of the fourth paragraph with the following: "During the following turn, he doesn't move the 'Mech in Hex B."

**\* Black Ice (p. 40)**

*At the end of the second paragraph insert the following:*

"If the unit has not allocated the additional +1 MP required to move through an ice hex, treat the unit as if it has chosen to move at full speed despite hazardous conditions, as per the *Careful Movement* rules (see p. 63)."

**\* Extreme Depth Table (p. 42)**

*Under "Crush Depth Checks (2D6)"*

Change all instances of "depth" to "number"

**\* Extreme Depth (p. 43)**

*First paragraph on the page, fifth sentence*

"...and suffer all the effects of a hull breach to that location as described on page 121, *TW*."

Change to:

"...and suffer all the effects of a hull breach to that location as described on page 121, *TW* (a roll indicating an already rolled location simply crushes that location more; no additional effects are applied)."

**\* Effects of Fire (pp. 44-45)**

*Under "Multi-Hex Support Vehicles"*

"If the unit is the target of an inferno attack, the hex of the unit that takes the hit burns for the required number of turns, and the unit receives 1D6 damage during each End Phase."

Change to:

"If the unit is the target of an inferno attack, use the rules for Vehicles (see p. 142, *TW*) to determine the outcome for the hex that takes the hit; additionally, the unit received 1D6 damage from the resulting fire during each End Phase until the fire is put out."

**\* Putting Out Fires (p. 45)**

*Under "Infantry", at the end of the paragraph append the following:*

"(see also *Firefighting Engineers*, p. 341)."



**\* Geysers (p. 48)**

*Under "Terrain", last sentence*

"players resolved that event at the end of the phase in which the geysers erupted."

Change to:

"players resolve that event at the end of the phase in which the geysers erupted."

**\* Hazardous Liquid Pools (p. 49)**

1) *Third paragraph, second sentence*

"Unlike geysers (see p. 48), these are not secretly placed—once a unit nears such a terrain modification, the pilot or driver can easily tell where it is located—or hidden, such as in the basement of a building, inside a tank and so on."

Change to:

"Unlike geysers (see p. 48), these are usually not secretly placed; once a unit nears such a terrain modification, the pilot or driver can easily tell where it is located (players can decide to hide them, but each should be placed where they'd be difficult to detect until the unit enters the hex when it would be revealed, such as in the basement of a building)."

2) **"Support Vehicles:** Double the damage against Support Vehicles unless the vehicle is equipped with the Environmental Sealing Chassis and Controls modification."

Change to:

**"IndustrialMechs and Support Vehicles:** Double the damage against IndustrialMechs and Support Vehicles unless the unit is equipped with the Environmental Sealing chassis modification."

**\* Ice (p. 50)**

1) *Under "Mechs and Non-Hover Ground Vehicles", replace the first sentence with the following:*

"Every time a unit enters a hex not using careful movement (see p. 63) it must make a PSR with a +0 modifier; if a PSR is forced on a unit in such a hex (due to damage, skidding, charges, and so on), apply a +4 modifier to the PSR."

2) *Under "Crashing", at the end of the paragraph insert the following:*

"Crashing aerospace units automatically break through ice (see *Woods and Water*, p. 82, *TW*, to determine unit's outcome)."

**Rapids (p. 50)**

*Under "Water Flow", second paragraph, second sentence*

"Additionally, all Naval Vehicles on the surface of the water, in order not to be moved by water flow, must spend 1 MP at the end of their movement in order to "hold position" in the hex where they ended their movement."

Change to:

"Additionally, all Naval Vehicles on the surface of the water, in order to not be moved by water flow, must spend 2 MP at the end of their movement in order to "hold position" in the hex where they ended their movement."

**\* Rails (p. 51)**

*Third paragraph, first sentence*

"Railroads have a CF of 20 and may be attacked per standard rules for attacking buildings."

Change to:

"Railroads have a CF of 20 and may be attacked per standard rules for attacking buildings. (Note the CF here is only a measuring of how easy it is to destroy a section of rail and has no bearing on the weight that can be carried.)"



**\* Atmospheric Pressure (Density) (p. 54)**

*Under "Vacuum", "Prohibited Units," second sentence*

"The only exceptions are the following: any non-infantry unit that mounts both a fusion engine (in the case of IndustrialMechs, this also includes fuel cells and fission power plants) and the Environmental Sealing Chassis and Controls modification can operate in a vacuum;"

Change to:

"The only exceptions are the following: any non-infantry unit that mounts both a fusion engine (or for applicable units, any kind of electric power plant—including external, battery, fuel cell and solar—or a fission power plant) and the Environmental Sealing chassis modification can operate in a vacuum;"

**\* Atmospheric Pressure (Density) (p. 54)**

*Under "Vacuum", "Hull Integrity", first paragraph*

"Whenever a non-aerospace/non-infantry unit operating in a vacuum takes a hit that inflicts damage, the controlling player rolls 2D6. On a result of 10 or greater, the unit's hull has been breached."

Change to:

"Whenever a non-aerospace/non-infantry unit operating in a vacuum takes damage, the controlling player rolls 2D6. On a result of 10 or greater, the unit's hull has been breached."

**Potential Damage From Jumping (p. 55)**

*First sentence*

"Make a Piloting Skill Roll, adding the appropriate modifiers for low gravity; a standard Piloting Skill Roll is made in high gravity, with no modifiers."

Change to:

"Make a standard Piloting Skill Roll, applying a modifier for every full 0.5 gravities above or below 1. For example .2 would apply a +1 modifier, while a 2.6 would apply a +3 modifier."

**\* Weather Conditions (p. 57)**

1) *In between the third paragraph and the Searchlights entry, insert the following new paragraph:*

**Fire:** Though dealt with on its own on page 43, fire can also have an effect on Light-based weather conditions (see p. 58). Any hex that is on fire is illuminated, along with all hexes immediately around it. This illumination reduces any Light-based weapon attack modifiers against targets in those hexes by up to 2 points, and cancels any Light-based physical attack modifiers.

2) *Under "Searchlights", last paragraph*

"Finally, the controlling player can turn the searchlight off or on during any End Phase of a turn;"

Change to:

"Finally, the controlling player can also turn the searchlight off or on during any End Phase of a turn;"

3) *After "Shifting Winds" insert the following new paragraph:*

**Tactical Rules:** Remember these weather rules are "tactical" in nature, designed to provide the flavor of these various conditions with in-game effects that apply during the time frame of a standard *BattleTech* scenario. If players are linking scenarios together to create campaign play—and hence introducing much longer time frames—they'll need to make their own judgement calls concerning the exact effects of these conditions on a playing area across hours or even days.

**\* Light Snowfall (p. 60)**

*Under "Prohibited Conditions"*

"Cannot be used with Thin, Trace or Vacuum Atmospheric Pressures."

Change to:

"Cannot be used with Thin, Trace or Vacuum Atmospheric Pressures, or with Extreme Temperatures of 30 degrees Celsius and above."

**Moderate Snowfall (p. 60)**

- 1) Replace all mentions of Light Snowfall" with "Moderate Snowfall" in this section.
- 2) Replace all mentions of "Heavy Snowfall" with "Moderate Snowfall" in this section.
- 3) Add the following line to the end of the "Thin/Deep Snow" section: "Snow cannot accumulate in a Liquid Magma or Eruption hex."

**Heavy Snowfall (p. 60)**

At the end of the "Thin/Deep Snow" section insert the following sentence:

"Snow cannot accumulate in a Liquid Magma or Eruption hex."

**\* Blowing Sand (p. 62)**

Under "All Units"

"Apply a +1 to-hit modifier to all direct-fire and pulse energy weapon attacks."

Change to:

"Apply a +1 to-hit modifier to all direct-fire and pulse energy weapon attacks (these modifiers supersede any to-hit Moderate Gale modifiers; see below)."

**Tornado F4+ (p. 62)**

Under "Mechs", replace the entire entry with the following:

'Mechs: 'Mechs cannot run and apply a +5 modifier to all Piloting Skill Rolls; apply only a +2 modifier when crawling (see p. 20). Only direct-fire and pulse energy weapons can be used, but apply a +3 to-hit modifier.

**Careful Movement (p. 63)**

First paragraph, first sentence

"The increased MP cost of entering hexes enveloped by light or heavy fog or covered with ice represents [...]"

Change to:

"The increased MP cost of entering hexes enveloped by light or heavy fog, covered with ice, or if using the Moonless Night/Solar Flare or Pitch Black light conditions, represents [...]"

**\* Expanded Heat Point Table (p. 63)**

Under the "High Temperature" entry

"+1 per turn per 10 degrees Celsius above 30 degrees Celsius"

Change to:

"+1 per turn per 10 degrees Celsius above 50 degrees Celsius"

**\* Terrain Factor and Conversion Table (p. 64)**

- 1) Change each occurrence of "Light Snow" to "Thin Snow."

- 2) Under the bottommost footnote (\*\*), last line

"all other benefits of the road are lost."

Change to:

"all other benefits of the road are lost and skidding no longer occurs."

**Terrain Damage and Placement Diagram (p. 67)**

Change name of illustration to **Terrain Damage and Displacement Diagram**.



### **Terrain Damage and Placement Example (p. 67)**

Replace the last paragraph in the right-hand column with the following:

“Unfortunately for the DI Morgan, it is automatically displaced into Hex A. It will take 10 points of damage for a one-level fall [100 (DI Morgan tonnage) / 10 x 1 (levels fallen) = 10]—which will also be inflicted against the target hex—and then 40 points of damage for the displaced terrain. The displaced terrain will also inflict 40 points of damage against the Goblin Infantry Tank (which the players determine destroys it) and against Hex A itself, leaving its current TF at 80 [200 (TF at start of turn) – 5 (Goblin movement) – 10 (DI Morgan falling damage) – 65 (Cruise Missile/90) – 40 (displacing terrain damage) = 80].”

### **Terrain Damage and Displacement Example (p. 68)**

Replace the entire remaining text with the following:

“An adjacent hex is at a lower level, and so displacement continues. Displacement could move into Hexes E, F or C. The players randomly determine the location and come up with Hex E. Once again, the DI Morgan is automatically displaced and so will once again take 10 points of damage for the fall; this damage would have been inflicted against both the woods and the target hex, but since the woods are gone, only the hex receives the damage. Damage from displacement is then determined to be 20 points [200 (TF of the hex at the start of the turn) / 10 = 20], which is applied both to the DI Morgan and Hex E.

One further displacement can still occur. Hex F is adjacent to Hex E and a level lower, and so displacement occurs once more. Provided the DI Morgan has survived this long, it will once more displace into Hex F, taking another 10 points of damage from the fall (again, is also inflicted against Hex F) and then 14 points of damage from the displacement [200 (TF of the hex at the start of the turn) / 15 = 13.3, rounding up to 14], which is also applied to the hex. Even though there is enough terrain left to displace, no adjacent hex now exists that is also a level lower, and so no further displacement occurs.

Finally, the players note that the hexes where a displacement occurred (B, A, E, and F) are now considered gravel piles. If any of the falling and displacement had reduced further hexes’ TF to 0, then after the complete resolution of Hex B’s displacement had occurred, those further displacements would also be resolved, in the appropriate order.”

## **Glancing Blows**

### **Glancing Blows [story fiction] (p. 72)**

In the second column, second section, third paragraph, last line, replace “Or perhaps we really was dead...” with “Or perhaps he really was dead...”

## **Advanced Combat**

### **\* Advanced Determining Critical Hits (p. 74)**

Second paragraph, first sentence

“Every time the internal structure of a ‘Mech takes damage from a weapon attack,”

Change to:

“Every time the internal structure of a ‘Mech takes damage from a weapon attack (not from falls, ammo explosions, or other sources),”

### **\* Expanded Critical Damage (p. 75)**

Second paragraph, at the end of the second sentence append the following:

“(which means a one slot item is still automatically destroyed).”



### Advanced Four-Legged/Prone 'Mech Hit Location Table (p. 77)

Replace the Advanced Four-Legged/Prone 'Mech Hit Location Table with the following:

2D6 Rolls	Left Side	Front	Rear	Right Side
2*	Left Torso [critical]	Center Torso [critical]	Center Torso (R) [critical]	Right Torso [critical]
3	Front Right Leg	Rear Left Leg	Front Left Leg	Front Left Leg
4	Front Left Leg	Front Left Leg	Rear Left Leg	Front Right Leg
5	Front Left Leg	Front Left Leg	Rear Left Leg	Front Right Leg
6	Right Torso	Left Torso	Left Torso (R)	Center Torso
7	Left Torso	Center Torso	Center Torso (R)	Right Torso
8	Center Torso	Right Torso	Right Torso (R)	Left Torso
9	Rear Left Leg	Front Right Leg	Rear Right Leg	Rear Right Leg
10	Rear Left Leg	Front Right Leg	Rear Right Leg	Rear Right Leg
11	Rear Right Leg	Rear Right Leg	Front Right Leg	Rear Left Leg
12	Head	Head	Head	Head

\*A result of 2 may inflict a critical hit. Apply damage to the armor in that section in the normal manner, but the attacking player also rolls once on the Determining Critical Hits Table, p. 124, *TW*.

### Advanced Four-Legged/Prone 'Mech Hit Location Table (p. 77)

In the footnote, replace the reference to "p. 124, *TW*" with "page 124, *TW*."

#### \* Floating Critical Rule (p. 77)

At the end of this section insert the following new paragraph:

**Partial Cover:** If the target of the attack has partial cover and a leg location is rolled after the 2 result is first rolled, re-roll until a non-leg location is rolled.

#### \* Called Shots (p. 78)

Second paragraph, between the third and fourth sentences, insert the following:

"If the attack misses, the shot misses the target completely."

#### Dead Zone Rule example (p. 80)

Example text, last four sentences:

"Subtract B from A ( $1 - 2 = -1$ ), then multiply by 2 ( $-1 \times 2 = -2$ ;  $C = -2$ ). The range to Hex X from the lower unit is 5; the range to the higher is 2 ( $2 - 5 = -3$ ). Add this to C ( $-2 + -3 = -5$ ). The result is -5, which is less than 1, so LOS exists between the two 'Mechs."

Change to:

"Subtract B from A ( $2 - 1 = 1$ ), then multiply by 2 ( $1 \times 2 = 2$ ;  $C = 2$ ). The range from Hex X to the lower unit is 5; the range to the higher is 2 ( $2 - 5 = -3$ ). Add this to C ( $2 + -3 = -1$ ). The result is -1, which is less than 1, so LOS exists between the two 'Mechs."

#### \* Glancing Blow (p. 80)

1) Fourth paragraph, last sentence

"If using the Linking Weapons rule (see p. 74),"

Change to:

"If using the Linking Weapons rule (see p. 85),"

2) After the fourth paragraph insert the following new paragraph:

**Armor Reduction:** Any damage reduction due to armor is applied after the damage reduction for the glancing blow. For example, a Clan ER PPC strikes a glancing blow against a unit mounting Ferro-Lamellor armor. The 15 points of potential damage are reduced to 7 for the glancing blow, then the effects of the armor are applied, reducing 2 additional points of damage, leaving 5 points of damage from the attack to be applied to the target.



### Glancing Blows (p. 80)

Under *Conventional Infantry*, replace the entire entry with the following:

"First determine damage as per *Attacks Against Conventional Infantry, Total Warfare* p. 215. Once determined, halve this damage, rounding up to the nearest whole number. This result may end up being the same as the unmodified damage, and reflects the power of even a glancing blow from a 'Mech-scale weapon, being deadly to a relatively unprotected human being."

### \* Direct Blow (p. 81)

1) Under "*Conventional Infantry*", at the end of the first sentence append the following:

"; in the case of burst-fire weapons, apply an additional 1D6."

2) After the fourth paragraph insert the following new paragraph:

**Triple-Strength Myomer:** For a unit mounting activated TSM, apply the effects of TSM first, then apply the effects from the direct blow.

### \* Missed Shots (p. 81)

Under "*Swarm and I-Swarm*"

"Swarm and I-Swarm (see p. 371, respectively) follow their own rules for a missed shot."

Change to:

"Swarm and I-Swarm (see p. 371) follow their own rules for a missed shot."

### \* Extreme Range (p. 85)

Under the first bullet point

"For Variable Range weapons, multiply the Long Range by 1.5 (round down)."

Change to:

"For weapons with uneven range brackets (such as MRMs, Snub-Nose PPC, and so on), multiply the Long Range by 1.5 (round down)."

### \* Suppressing Fire (p. 87)

First paragraph, last sentence

"The use of this rule requires the use of the Morale rules as well (see p. 21)."

Change to:

"The use of this rule requires the use of the Morale rules as well (see p. 211)."

### \* 'Mech Limbs example (p. 87)

Second paragraph, second sentence

"[8.5 (total internal structure weight) x .1 = .85 + 1.43 (26 (arm armor) / .9 (to remove the ferro-fibrous 1.12 multiplier)) = 23 / 16 (standard armor per ton) = 1.43] = 2.28, rounding to 2.5."

Change to:

"[8.5 (total internal structure weight) x .1 = .85 + 1.43 (26 (arm armor) / .9 (to remove the ferro-fibrous 1.12 multiplier)) = 23 / 16 (standard armor per ton) = 1.43] = 2.28, rounding to 2.5]."

### Physical Combat (p. 88)

Under "*New Physical Attack Weapons*", change the reference to the Physical Weapon Attacks Addendum Table to p. 89.

### \* Physical Weapons Attack Addendum Table (p. 89)

- 1) Change Damage value for Chain Whip from "1/per 10 tons +1" to "3"
- 2) Change the Flail's to-hit modifier from "+1" to "0"



### **Blocking a Physical Attack (p. 89)**

Second column, at the end of the second paragraph insert the following sentence:

“A ‘Mech that successfully blocks a kick must make a PSR to avoid falling.”

### **Grabbing Turrets (p. 90)**

First paragraph, sixth sentence

“A successful Piloting Skill Roll automatically forces the vehicle's controlling player to roll once on the Turret column of the Ground Combat Vehicle Critical Hits Table (see p. 194).”

Change to:

“A successful Piloting Skill Roll automatically forces the vehicle's controlling player to roll once on the Turret column of the Ground Combat Vehicle Critical Hits Table (see p. 194, TW).”

### **\* Tripping (p. 91)**

1) First paragraph, first line

“This attack represents a leg hook or “leg sweep” attack”

Change to:

“This attack represents a leg hook or “clothesline” attack”

2) First paragraph, second sentence

“Only ‘Mechs may make a tripping attack, and only against other BattleMechs.”

Change to:

“Only biped ‘Mechs may make a tripping attack, and only against other biped ‘Mechs.”

### **Charging (p. 91)**

At the end of the second paragraph, add “If the base to-hit for the attacker is less than 2, use 2 to measure the Margin of Success.”

### **\* Picking Up And Throwing Objects (p. 92)**

1) At the end of the second paragraph insert the following:

“If a TSM-activated unit is carrying an object that weighs more than 10 percent of its tonnage (5 percent in the case of a single arm), and its heat drops below the required activation level of the TSM in any Heat Phase, the object is dropped in that turn's End Phase, in the hex the unit occupies.”

2) Second column, second sentence

“If the ‘Mech had operational Triple Strength Myomer, however, which doubles its throwing capacity, it could not only lift the ProtoMech, but if the action was successful, the ‘Mech could throw the ProtoMech up to a maximum distance of 3 hexes.”

Change to:

“If the ‘Mech had operational Triple Strength Myomer, however, which doubles its throwing capacity, it could not only lift the ProtoMech, but if the action was successful, the ‘Mech could throw the ProtoMech up to a maximum of 6 hexes.”

### **\* Optional Firing Modes (p. 100)**

Under “Rapid Fire Mode”, second paragraph

“The weapon's arming circuitry fails on a To-Hit result of 4 or less (rather than 2 or less). On a To-Hit result of 2, the ammo feed jams, causing the rounds in the chamber to explode inside the barrel.”

Change to:

“The weapon jams on a To-Hit result of 4 or less (rather than 2 or less). On a To-Hit result of 2, the rounds in the chamber explode inside the barrel.”



**\* ECCM (p. 100)**

1) *First paragraph, first sentence*

“An ECM suite can be tuned to act as electronic counter-countermeasures (ECCM) in order to negate enemy ECM systems.”

Change to:

“An ECM Suite (including infantry ECM) can be tuned to act as electronic counter-countermeasures (ECCM) in order to negate enemy ECM systems.”

2) *Second paragraph, between the first and second sentences, insert the following:*

“If the hex where the ECM is being generated is covered by ECCM, then the entire ECM field is nullified.”

3) *Before the “Communications Equipment” section, insert the following new paragraph:*

**ECM Pod:** The iNarc ECM Pod (see p. 141, *TW*) can also be used to generate an ECCM field. Each time a player fires an ECM Pod, he declares whether it is a standard ECM Pod or an ECCM Pod.

**\* Ghost Targets (p. 102)**

6) *First paragraph on the page, third sentence*

“A +4 to-hit modifier is the maximum that can be applied to a weapon attack through the use of ghost target ECM fields.”

Change to:

“A +4 to-hit modifier is the maximum that can be applied to the Piloting Skill Roll through the use of ghost target ECM fields.”

7) *After “Communications Equipment” insert the following new section:*

**Stealth Armor:** While Stealth Armor is on, one ECM field is always active and considered hostile to all parties, though it only directly affects the unit with Stealth Armor. A unit with active Stealth Armor and an Angel ECM Suite may generate Ghost Targets. However, this Ghost ECM field is considered hostile to all units, including the Stealth Armor unit generating them. A unit with active Stealth Armor and an Angel ECM Suite may also produce an ECCM field; however, this will result in just the ECCM field being active, with all effects from the Stealth Armor lost except for the 10 heat generated. If another unit’s ECCM field (Friendly or Enemy) affects a hex containing a ‘Mech with active Stealth Armor, then the Stealth bonus is lost, though the heat is still generated.

8) *Under “ECCM”*

“an ECM cannot generate ghost targets if the amount of friendly ECCM in a hex is less than the enemy ECCM in that hex.”

Change to:

“an ECM cannot generate ghost targets if the amount of friendly ECCM in a hex is less than the enemy ECM in that hex.”

9) *Under “Cockpit Command Console,” last sentence*

“Additionally, apply a +3 modifier to the die roll result when making the Piloting Skill Roll to determine the to-hit modifier for attacks from such a unit as described above.”

Change to:

“Additionally, when that unit makes an attack through a Ghost Target field, apply a +3 modifier to the Piloting Skill Roll, as described above (this modifier is cumulative with the Target Computer modifier above).”

10) *After the “Cockpit Command Console” section, insert the following new paragraph:*

**Multiple Fields From A Single Unit:** A unit mounting any combination of ECM Suite, Communications Equipment and Cockpit Command Console can potentially generate as many field as it mounts appropriate equipment.”



### **Rapid-Fire Mode (p. 102)**

Add the following to the end of the third paragraph: "Conventional infantry may not use Rapid Fire mode. Battle Armor may use this rule, and roll for each active trooper firing an MG separately."

### **Retractable Blade (p. 104)**

Change "Anytime a 'Mech with a retractable blade that is retracted successful punches, the [...]" to "Anytime a 'Mech with a retractable blade that is retracted successfully punches, the [...]"

### **\* Rerouting Heat Sink Coolant ('Mechs only) (p. 105)**

After the "Coolant Pod" paragraph insert the following new paragraph:

**PPC Capacitors:** PPC Capacitors (see p. 337) are not considered part of the PPC for this rule and must be linked separately.

### **\* Coolant Systems (p. 106)**

Replace the entire final paragraph with the following:

"A coolant truck may fire coolant at a heat-tracking target (such as a 'Mech) to reduce its heat level, though this does not work nearly as efficiently as hooking up to it. Resolve the shot as a normal flamer/sprayer attack. If the attack hits, the coolant shot reduces the target's heat level by 3 (by 4 if fired by a heavy flamer) rather than inflicting damage; a unit can be cooled a maximum of 9 points per turn in this manner. Coolant fired at conventional infantry is treated as a 1-point direct-fire (ballistic) weapon when determining damage to the unit (see p. 216, *TW*).

Coolant may also be fired at a burning hex or unit to put out the fire. Roll against the to-hit number as with a normal attack, applying the Immobile Target modifier if firing at a hex. If fired on a hex, structure or unit that has caught fire, coolant ammo douses all such fires not created by Inferno munitions (such as Inferno Fuel, Inferno Missiles, Inferno Mines and Inferno Artillery rounds) on a 2D6 roll of 4+. For fires caused by Inferno munitions, a roll of 12 is required to extinguish the flames."

### **\* Using Non-Infantry Units as Cover (p. 108)**

At the end of the second paragraph insert the following:

"These bonuses do not stack with the Shielding movement mode (see p. 19)."

### **\* Battle Armor Infantry (p. 108)**

At the end of this section insert the following new paragraph:

**Conventional Infantry:** Attacks from conventional infantry cannot make use of these rules (unless they're using field guns (see p. 311).

### **\* (p. 108)**

After "Using Non-Infantry Units As Cover" insert the following new section:

#### **INFANTRY MORTARS**

Battle armor equipped with Light or Heavy Mortars, and conventional infantry for whom Light or Heavy Mortars define the final range value may use indirect fire like 'Mech Mortars (see p. 324).

### **\* (p. 108)**

After "Battle Armor Infantry" insert the following new section:

#### **BATTLE ARMOR VS. BATTLE ARMOR**

Some battle armor-grade weapons are particularly effective against other armored troops. To represent this, use the Battle Armor Vs. Battle Armor Table, instead of normal damage.



### BATTLE ARMOR VS. BATTLE ARMOR TABLE

#### Battle Armor Weapon

Bearhunter Superheavy AC  
King David Light Gauss Rifle  
Plasma Rifle

#### Anti-Battle Armor damage (apply to single trooper)

3D6  
1D6  
2+1D6\*

\* Uses standard damage against fire-resistant battle armor.

#### \* (p. 108)

After the above section insert the following new section:

### BATTLE ARMOR UNDERWATER

While battle armor is not intended for underwater use and will be hopelessly mired in the seabed when it enters water, it does feature very efficient environmental sealing. Using these optional rules, Battle Armor forced underwater and lacking UMUs is not considered automatically destroyed for the purposes of the scenario unless it is an Exoskeleton not featuring Extended Life Support, or is reduced to zero armor. The battle armor cannot move or use Mechanized Battle Armor rules, nor perform anti-Mech attacks for the rest of the game. It is not considered immobile for the purpose of being attacked and may fire weapons as appropriate. Any battle armor not featuring a Clan Tech Base with HarJel will be breached and destroyed when suffering any hit. If a unit that is swarmed or carrying mechanized battle armor (without UMU) enters water, the battle armor immediately drops in the first hex in which it is immersed.

## Advanced Buildings

### \* Building Classification and Type Table (p. 115)

- 1) Delete the line stating "Cost to Enter Any Hex ... 1" and the blank line following it.
- 2) Add a two-section symbol (§§) to each of "MP Cost per Hex" entries for the Fortress lines (making them +3§§ for Medium, +4§§ for Heavy, and +5§§ for Hardened).
- 3) Remove the two-section symbol (§§) notation from the Castles Brian sub-head.
- 4) Add a two-section symbol (§§) to each of "MP Cost per Hex" entries for the Castles Brian lines (making them +4§§ for Heavy and +5§§ for Hardened).
- 5) *Replace the entire two single-dagger footnote with the following:*  
 †† The modifier for Fences only applies to conventional, non-foot infantry. Foot infantry may only cross Fences by Climbing (see p. 27).
- 6) *Replace the two-section symbol footnote with the following:*  
 §§ Infantry, of all types, may not pass through Fortress and Castles Brian hexes that are considered hostile unless using VTOL or Jump movement to pass over the building entirely.
- 7) *Append the following to the end of the two-asterisk (\*\*) footnote:*  
 Area-effect weapons do not double their damage against Castles Brian hexes."

### Advanced Building Movement Table (p. 120)

In the first and second Footnotes (\* and \*\*), "Building Classification and Type Table" should not be in italics.



**\* Castles Brian Construction Example (p. 142)**

1) *Third bulleted item on this page*

"The Infantry Bunkers ("C" hexes) each occupy 1 hex and stand 1 level tall. Constructed as medium Fortress-class structures, these buildings have a CF of 40, 80 armor points (5 tons of armor, using Inner Sphere technology)..."

Change to:

"The Infantry Bunkers ("C" hexes) each occupy 1 hex and stand 1 level tall. Constructed as medium Fortress-class structures, these buildings have a CF of 40, 40 armor points (rounded to 3 tons of armor, using Inner Sphere technology)..."

2) *Fourth bulleted item on this page*

"...or 31.5 tons of building armor.)"

Change to:

"...or 32 tons of building armor.)"

3) *Fifth bullet item on this page, second column, first line*

"...six tons of weapons..."

Change to:

"...five tons of weapons..."

4) *Fifth bullet item on this page, second column, fourth line*

"...64 armor points and 30 tons of crew-served weapons..."

Change to:

"...64 armor points and 21 tons of crew-served weapons..."

## Advanced Support Vehicles

**Movement (Outside of Game Play) (p. 148)**

Change both occurrences of "Molnyia" to "Molniya."

**\* Rail (p. 149)**

Under "Movement", after the first paragraph insert the following new paragraph:

"Tractors may pull one or more Trailers whose combined weight is less than or equal to five times its own weight: there is no MP reduction if weight is equal to or less than half of the Tractor;  $-3$  MP or  $-1/3$  Cruising Speed (round down), whichever is lower, for more than half the weight up to  $2x$  the weight;  $-1/2$  Cruising Speed (round down) for more than  $2x$  the weight up to  $4x$  the weight;  $-2/3$  Cruising Speed (round down) for more than  $4x$  the weight up to a maximum of  $5x$  the weight, to a minimum of 2 MP. Multiple Tractors can be combined within a single "train" to pull even greater weights. When performing in unison, Rail Tractors are assigned a part of the weight in proportion to their relative weights—with the final speed of the whole "train" dictated by the slowest tractor. Rail Tractors operating in this capacity may be positioned anywhere in the "train."

**\* Specialized Locations (p. 157)**

Under "Mech Mounting (on deck)", third paragraph, third sentence

"Assign damage normally (see *Falling Damage*, p. 57, TW)."

Change to:

"Assign damage normally (see *Falling Damage*, p. 68, TW)."

**\* Weapon Attacks (p. 157)**

Completely replace the second paragraph with the following:

Large Support Naval Vessels function in the same way as other Support Naval Vessels, with the following exceptions:



Large Support Naval Vessels use the Large Naval Vessel Hit Location Table to determine where damage is applied. Attackers target specific hexes of the vessel, consulting the Large Naval Vessel Template (see p. 401) to determine which armor facing is struck. If a turret location is rolled on a hex that does not contain a turret, apply damage to a turret in an adjacent hex (if multiple turrets are available the Initiative winner chooses). If there is no turret in the affected hex or any adjacent hexes, apply the damage to the appropriate side instead.

If the attacker targets an interior hex with no obvious armor facing (to damage a turret, for example) and rolls a location other than Turret, draw a Line of Sight from the attacker to the targeted hex, and instead apply the damage to the first exterior hex the line crosses. If the line crosses exactly between two hexes, the player that won the Initiative that turn decides the affected hex. A roll of 5 or 9 indicates that the attack strikes a different hex than the one targeted. Apply the damage to the armor facing of an adjacent exterior hex, moving in the direction indicated by the Large Naval Vessel Hit Location Table. Damage that strikes the vessel from underwater cannot strike a turret (unless the vessel is fully submerged). Apply damage to the appropriate armor facing instead, even if an interior hex was targeted.

**Critical Hits (Crew Stunned):** On Large Support Naval Vessels, treat a Crew Stunned hit in the same manner as a Crew Killed hit, except that the effect is temporary, lasting until the End Phase of the following turn. For example, a vessel that has suffered one Crew Stunned critical hit and one Crew Killed would mark off two crew boxes (and suffer the appropriate effects), but would erase one of those hits at the end of the following turn.

### LARGE NAVAL VESSEL HIT LOCATION TABLE

2D6	Front	Rear	Front Side	Rear Side
2	Front (critical)	Rear (critical)	Side (critical)	Side (critical)
3	Front	Rear†	Front Side	Rear Side†
4	Front	Rear†	Front Side	Rear Side†
5	Right*‡	Left*‡‡	Front*‡	Rear*‡‡
6	Front	Rear	Front Side	Rear Side
7	Front	Rear	Front Side	Rear Side
8	Front	Rear	Front Side	Rear Side
9	Left*‡	Right*‡‡	Rear*‡	Front*‡‡
10	Turret	Turret	Turret	Turret
11	Turret	Turret	Turret	Turret
12	Turret (critical)	Turret (critical)	Turret (critical)	Turret (critical)

\*The attack strikes the armor of the hex immediately adjacent to the targeted hex in the direction indicated.

†Roll once on the Motive System Damage Table. Attacks from above the waterline apply a -2 modifier.

‡A roll of 5 or 9 indicates that the attack strikes a different hex than the one targeted (see rules).

### Weapon Attacks (p. 157)

After the second paragraph insert the following:

**Water:** Treat a flooded location as a 'Mech location (see p. 121, TW); all equipment mounted in that location no longer functions, but can still receive critical hits and so on.

### Unit Destruction (p. 160)

After the first paragraph in the first column (that began on the previous page), insert the following new paragraph:

Although they remain susceptible to hull breaches as a normal naval vessel, Large Naval vessels will not begin to sink unless they suffer a hull breach in half or more of their number of hexes in length (rounded up). If a location is breached, all items in that location are considered destroyed for the remainder of the scenario and must be repaired as per normal rules for breached locations.

### \* Units Mounted on a Sinking Vessel (On Deck) (p. 160)

Third paragraph, third sentence

"Assign damage normally (see *Falling Damage*, p. 57, TW)."

Change to:

"Assign damage normally (see *Falling Damage*, p. 68, TW)."



**\* When a Hex of a Sinking Unit Is Destroyed (p. 161)**

1) Under "Mechs", first paragraph, first sentence

"(see *Falling Damage*, p. 57, TW)."

Change to:

"(see *Falling Damage*, p. 68, TW)."

2) Under "Mechs", first paragraph, second sentence

"(see *Falling Damage*, p. 57, TW)."

Change to:

"(see *Falling Damage*, p. 68, TW)."

3) Under "Mechs", third paragraph, last sentence

"(see *Falling Damage to a 'Mech*, p. 69, TW)."

Change to:

"(see *Falling Damage to a 'Mech*, p. 68, TW)."

4) Under "Naval Units", first paragraph, first sentence

"(see *Falling Damage*, p. 57, TW);"

Change to:

"(see *Falling Damage*, p. 68, TW);"

**\* Destruction of a Sinking Vessel and Mounted Units (in Cargo bays) example (p. 163)**

*Right column, fourth paragraph, fourth sentence*

"Randomly determining the location, the damage is applied to the front armor, leaving it with 54 points of damage."

Change to:

"Randomly determining the location, the damage is applied to the front armor, leaving it with 54 points of armor."

**\* Carrying Units (p. 164)**

*Second paragraph, first sentence*

"use the *Launching/Recovering Fighters/Small Craft* rules (see p. 84, TW);"

Change to:

"use the *Launching/Recovering Fighters/Small Craft* rules (see p. 86, TW);"

**\* Buildings (p. 168)**

*At the end of the "Prohibited Movement" section insert the following new section:*

**Castles Brian Complex:** The only exception to the movement prohibition noted above involves a Castles Brian complex (see p. 141). If the following conditions are met, a Mobile Structure can enter a Castles Brian's hexes without causing the damage noted above:

- A Large Portal (see p. 260) Mobile Structure must be part of the Castles Brian complex.
- The height and width of the Large Portal must be equal to or greater than the Mobile Structure.
- The Large Portal must be open (i.e. it fully moved into an open position in previous turns).
- Any hex of the Castles Brian complex connected to the Large Portal that the Mobile Structure might enter must be designed with Open-Space Construction rules (see p. 138).
- The height and width in hexes of the Castles Brian complex must be equal to or greater than the Mobile Structure.
- If the Mobile Structure has a depth greater than 1 hex, the depth of the Castles Brian complex must be equal to or greater than the depth of the mobile Structure; if the Mobile Structure moves deeper into the Castles Brian complex, all the above conditions must be met to avoid causing damage as noted above.



**\* Stacking (Ground Mobile Structures) (p. 168)**

*Second paragraph, first sentence*

“(see Movement Costs Table, p. 52, and Attack Modifiers Table, p. 116, respectively, TW).”

Change to:

“(see Movement Costs Table, p. 52, and Attack Modifiers Table, p. 117, respectively, TW).”

**\* Carrying Units (p. 170)**

*Under “Air Mobile Structures”*

“(see *Launching/Recovering Fighters/Small Craft*, p. 84, TW).”

Change to:

“(see *Launching/Recovering Fighters/Small Craft*, p. 86, TW).”

## General Rules

**\* Artillery Ranges Table (p. 181)**

Between “Long Tom” and “Cruise Missile/50” insert the line: “BA Tube                    2”

**Determining Hits (p. 182)**

1) *Second paragraph*

“For each 2 MoF beyond the first 2, the player missed by an additional die.”

Change to:

“For each point of MoF the artillery round scatters by one hex.”

2) *Replace the entire third paragraph with the following:*

“To determine the exact location, roll one die and compare it to the Scatter Diagram to find the direction of the scatter. The scattered artillery will scatter in that direction a number of hexes equal to the MoF.”

**\* Artillery Ordnance Table (p. 184)**

Between “Thumper” and “Arrow IV” add a new column: “BA Tube”. Fill every line with a “—” apart from High Explosive – where the value is “3/1 (R1)” – and Smoke, where it is “(Radius 1)”.

**\* Direct-Fire Artillery (p. 185)**

*Under “Flak”, replace the first paragraph with the following:*

“Players can use an artillery unit located on the playing area (any ordnance on the Artillery Ordnance Table with an “F” Damage Type) to fire directly at airborne ground units (VTOL Vehicles, WiGEs and units expending VTOL MPs such as infantry) as well as airborne aerospace units. The player must declare that he is firing at the unit, and must have a valid line of sight to the target unit. Resolve the attack as normal for an artillery direct-fire attack, per the rules in *Direct-Fire Artillery*, at left (if the target is an airborne aerospace unit, the minimum number of hexes does not apply).

Apply a +3 to-hit modifier. Ignore the regular modifiers for using Type “F” weapons or making a direct-fire attack; the only other modifiers applied are for the firing unit’s movement and current damage, as well as woods/jungle, if any are intervening. Additionally, if firing at an airborne aerospace unit on a Low-Altitude Map, apply a +1 modifier for each 3 altitudes above the first 3; i.e. 1-3 altitudes provide no modifier, 4-6 altitudes provide a +1 modifier, 7-9 altitudes provide a +2 modifier and Altitude 10 provides a +3 modifier. Flak shots from artillery cannot be made into any hex row beyond Ground on the High-Altitude Map.”

**\* Counter-Battery Fire example (p. 186)**

*Last sentence*

“The battle itself is taking place on a 12-mapsheet area (4 x 4), so the total distance is 16 mapsheets,”

Change to:

“The battle itself is taking place on a 16-mapsheet area (4 x 4), so the total distance is 16 mapsheets,”



**\* Ejection and Abandoning Units (p. 197)**

*Under "Mechs", first paragraph on the page, second sentence*

"If the auto-eject function is operational, the pilot will automatically eject at the end of any Phase in which an ammo explosion takes place"

Change to:

"If the auto-eject function is operational, the pilot will automatically eject at the end of any Phase in which an ammo explosion takes place, before any falls occur"

**\* Docking and Grappling Aerospace Units (p. 199)**

1) *Third paragraph, first sentence*

"regardless of whether or not it can expend thrust points."

Change to:

"regardless of whether or not the target can expend thrust points."

2) *Third paragraph: delete the third sentence ("Apply a +2 modifier to any target numbers for attacks...")*

3) *At the end of the third paragraph insert the following sentence:*

"Apply a +2 modifier to any target numbers for attacks against Small Craft that made a grapple attempt that turn, to reflect the erratic maneuvers such units make to avoid enemy fire during the approach."

**\* Marine Points Tables (p. 202)**

*Replace the contents of the second table (Battle Armor Modifiers) with the following:*

<b>Battle Armor Modifiers (cumulative)</b>	<b>Marine Point Values (per trooper)</b>
Quad*	-1
Mounds one or more Burst-Fire Weapons**	+1
Mounds Space Operations Adaptation*	+1
Mounds magnetic clamps*	+1
Mounds paired magnetic or vibro-claws	+2
Mounds paired other claws	+1
Mounds one or more heavy battle claws of any type	+0.25
Mounds one or more cutting torches	+0.25
Mounds one or more industrial drills	+0.25

**\* Marine Points Tables (p. 202)**

*After the second table (Battle Armor Modifiers), add the following footnotes:*

\*Only applies in microgravity

\*\*Any weapon as shown on the Burst-Fire Weapon Damage Vs. Conventional Infantry Table (see p. 217, TW)"

**\* Large Scale Infantry Vs. Infantry Actions example (p. 203)**

*Right column, second paragraph, first sentence*

"medium weight class = 3 each) + 5 (each mounts a burst fire weapon) + 5 (each mounts claws)) + 10 ((five Clan Aerie battle armor; PA(L) weight class = 2 each) +5 (each mounts Space Operations adaptation)) + 14 ((five standard Clan Elemental battle armor with machine guns; medium weight class = 3 each)"

Change to:

"medium weight class = 3 each) + 5 (each mounts a burst-fire weapon) + 5 (each mounts paired claws)) + 10 ((five Clan Aerie battle armor; PA(L) weight class = 2 each) +5 (each mounts Space Operations Adaptation)) + 15 ((five standard Clan Elemental battle armor with machine guns; medium weight class = 3 each)"



**\* Minefield Density Table (p. 208)**

Before the footnote insert the following sentence:

"All minefields apply their damage in 5-point Damage Value groupings."

**\* Command-Detonated Minefields (p. 209)**

Second paragraph, second sentence

"This can interrupt any other action, including movement, weapons fire and so on;"

Change to:

"This can interrupt any action other than weapons fire, including movement;"

**\* Clearing Minefields (p. 211)**

In between the "Minesweeping Engineers" and "Mobile Structures" paragraphs, insert the following new paragraph:

**Battle Armor with Mine Clearance Equipment:** Battle Armor with Mine Clearance Equipment (see p. 260, *TM*) are superior at clearing minefields. They follow the standard rules for standard infantry clearing minefields, except they clear the field on a 2D6 result of 6 or more. Only on a 2D6 result of 2 does the minefield explode.

**Morale Table (p. 212)**

Add, in order, the footnote symbols to the column heads.

**\* Rearming Aerospace Units (p. 214)**

1) First paragraph, fourth sentence

"Fighters may rearm by landing on a friendly carrier (Large Craft with fighter/Small Craft bays; see *Launching/Recovering Small Craft*, p. 84, *TW*; or a unit mounting a flight deck (see *Flight Deck*, p. 312))"

Change to:

"Fighters may rearm by landing on a friendly carrier (Large Craft with fighter/Small Craft bays; see *Launching/Recovering Small Craft*, p. 86, *TW*); or a unit mounting a flight deck (see *Flight Deck*, p. 312)"

2) Third paragraph, second sentence

"On a result of 1 through 7, the reloading is successful"

Change to:

"On a result of 2 through 7, the reloading is successful"

3) Under "Gauss and Plasma Weapons"

"as an "accident" result prevents other reloading attempts for 10 space minutes."

Change to:

"as an "accident" result prevents other reloading attempts for 10 space turns."

**\* Movement (p. 215)**

First paragraph, last sentence

"the side that won the Initiative occupies the contested hex (see *Stacking*, p. 216)."

Change to:

"the side that won the Initiative occupies the contested hex (see *Stacking*, below)."

**\* Taking Control Of A Unit (p. 216)**

1) Under "Electronic Equipment", at the end of the last sentence append the following:

"(this is an exception to the rule that a C<sup>3</sup> network must be established before play begins)."



2) Under "Infantry", third paragraph, second sentence

"For example, an infantry platoon that lacks anti-'Mech-training with only 5 troopers left"

Change to:

"For example, an infantry platoon with an Anti-'Mech Skill Rating of 6 or higher and only 5 troopers left"

3) Under "Infantry", third paragraph, last sentence

"If the infantry were anti-'Mech trained, the total modifiers involved would only be a +3 Driving Skill modifier.

Change to:

"If the infantry had an Anti-'Mech Skill Rating of 5 or less the total modifiers involved would only be a +3 Driving Skill modifier."

**Movement Phase (Spotting Phase) (p. 221)**

Insert the following at the end of the "Visual Spotting" section: "If submerged, start on the "Light Fog/ Hail/ Rainfall/ Snowfall" row of the Visual Range Tables (p. 221). For every full 10 depths underwater, move up one line on the table. Underwater depth has no effect on Sensor spotting ranges."

**\* Sensor Spotting (p. 221)**

Third paragraph, last line

"(see p. Initiative Phase, p. 221)."

Change to:

"(see Initiative Phase, p. 220)."

**\* Sensor Range Tables (p. 222)**

1) Under "Sensor System", change the following:

- a) "Clan Active Probe\*" to "Clan Active Probe/EW Equipment\*"
- b) "'Mech Radar" to "'Mech Radar/Support Vehicle Basic Fire Control IR"
- c) "Vehicle IR/Magscan†" to "Combat Vehicle/Support Vehicle Advanced Fire Control IR/Magscan†"
- d) "Vehicle Radar/Improved Sensors" to "Combat Vehicle/Support Vehicle Advanced Fire Control Radar/Improved Sensors"

2) Above "'Mech Seismic Sensor", insert the following new line:

"Support Vehicle Basic Fire Control            1-4       5-8       9-12"

3) In the footnotes, before the first footnote, insert the following:

"Support Vehicles: Support Vehicles without a Basic or Advanced Fire Control cannot use these electronic sensors rules."

4) Replace the "Castles Brian or Hill Hex" entry with the following two lines:

"Castles Brian ... If along LOS, all sensors except Seismic and Active Probes completely blocked"

"Hill Hex ... If along LOS, all sensors except Seismic, MagScan, and Active Probes completely blocked"

5) Replace the second (single-dagger) footnote with the following:

†An infrared sensor spots a unit that is "hot" more easily than other units (see *Infrared Sensors*, at right); a magscan sensor spots larger units more easily (see *Magscan Sensors*, at right).



### \* Magscan Sensors (p. 222)

*First paragraph, first sentence*

“any unit (except conventional foot and jump infantry) within range is spotted regardless of LOS, unless a hill or building blocks LOS,”

Change to:

“any unit (except conventional foot and jump infantry) within range is spotted regardless of LOS, unless a building blocks LOS,”

### Underwater Combat (p. 224)

*Insert the following new section:*

The following optional rules replace the Underwater Line of Sight rules on page 109 of *Total Warfare*.

#### Underwater Visual Range

Visibility from one point to another point underwater is 50% (round down) of the appropriate Light/Weather Condition on the Double Blind Visual Range Table (see p. 221). For conditions unique to an underwater environment such as muddy water, choose the most appropriate condition to represent the condition (i.e. in very muddy water use the Pitch Black condition).

#### Sensor Ranges

With the exception of IR/heat sensors, all sensors operate at the ranges for Double-Blind play listed on the Sensor Range Table (see p. 222). IR/heat sensors cut their listed range by 50% (round down).

#### Water Line LOS

The Water Line is where Depth 1 water meets Level 0 terrain, representing the surface of the water. Under *Total Warfare* rules, a unit at Level 1 has no LOS to a fully submerged unit at Depth 2. Using these advanced rules, units are able to spot units above or below the Water Line with the following conditions.

**Water Line Range Modifier:** All visual and sensor spotting ranges are automatically halved when attempting to trace LOS to a unit on the opposite side of the Water Line.

**Visual LOS:** A ground unit may detect submerged units up to a maximum of 2 Depths beneath the surface, with a maximum visual range equal to one half the worst visual condition in play. A submerged unit must be at Depth 2 or less to detect ground units and may detect a ground unit a maximum of two hexes from the nearest Depth 1 water hex, with a maximum visual range equal to one half the worst visual condition in play. Airborne units (VTOLs, WiGE, Aerospace) may visually spot and be spotted by units up to a maximum of 6 Levels from the Water Line, with a maximum visual range equal to one half (round down) the worst visual condition in play.

**Sensor LOS:** With the exception of IR/heat sensors, all sensors may detect units beyond the Water Line to one half their maximum range (round down). If using Double Blind spotting rules (see p. 221), divide each range band in half (round down), to determine the spotting ranges for each die result. IR/heat sensors all have a maximum spotting range of seven hexes (Range Band: 1-3, 4-5, 6-7) and may not detect a unit more than 6 hexes/Levels from the Water Line.

**Tracing LOS through the Water Line:** Trace the Water Line from the Level 0 hex that the submerged unit is located in.

*A Marauder is on the surface is attempting to detect two submarines using visual spotting. The first submarine is at Depth 4 and the second submarine is at Depth 2. The first submarine is outside of visual LOS (greater than Depth 2) so the Marauder can use the Water Line LOS rules to determine if the sub is visible.*

*The condition on the surface is Snow Flurries, giving a maximum surface visual range of 15 hexes. The water is crystal clear: consulting the Visual Range Tables, the most appropriate condition is daylight, thus providing a maximum underwater visual range of 30 hexes (60/2). The Marauder is 8 hexes from the hex the submarine is in. Subtracting that from the maximum surface visual range of 15 hexes, it is left with 7 hexes of visual range. Dividing this by 2 gives the Marauder a visual range underwater of 3 (7/2=3.5, rounded down to 3) hexes. The submarine is within visual spotting range and the Marauder pilot calls in an artillery strike.*

*The submarine is unable to spot the Marauder, because the Marauder is on a Level 4 hill and 3 hexes from the edge of the body of water the submarine is in. This places it outside the maximum of 2 hexes from the water's edge that the submarine can detect. Had the Marauder been standing at the edge of the water, the submarine would have easily been able to spot the Marauder visually.*



The submarine however is able to detect the Marauder with its Magnetic Anomaly Detections sensor (magscan). Vehicle magscan has a range of 27 hexes, modified to 13 hexes for crossing the Water Line. Subtracting the two Depths the sub is below the surface from this range gives it a maximum detection range above the Water Line of 11 hexes. With the Marauder at 8 hexes distance it is well within detection range. If using Double Blind rules (see p. 220), the submarine's player would have to roll a 5 or 6 on 2D6 to detect the Marauder, which would be considered at medium range for the magscan (divide the standard 18 hex range by 2 for a medium range of 9).

Naval Vessels with sensors mounted in the body and any BattleMech in Depth 1 water are treated as both above and below the water for the purpose of sensor use. As a result their sensors do not halve their range for crossing the Water Line. Submarines operating at Depth 1 may use their sensor/periscope mast to view as if they were at Depth 0. If employing their sensor/periscope mast, apply a +1 to all Piloting and Gunnery skill rolls in the same turn they employ the mast. Aerospace units at NOE altitude are considered to be at Level 6 and measure range from hex 0909 of the mapsheet they are on.

### Attacking Across The Water Line

All physical and weapon attacks—other than torpedoes (see below), Artillery (see p. 179) or Capital Scale Weapons (see p. 103, SO)—made from above the Water Line that are directed against a fully submerged target automatically fail.

Fully submerged units may not attack units above the Water Line, unless they are equipped with Capital Missiles (see p. 103, SO), Cruise Missiles (see p. 179), or Multi-Purpose Missiles (see p. 229, TW).

### Torpedoes

Torpedoes are special weapons designed to track and target submerged units. Torpedo launchers (see p. 138, TW) may attack submerged and partially submerged targets from above the Water Line, but only if the attacking unit is in contact with or below the surface of water of Depth 1 or more, and if a valid line of sight exists between the attacker and target that consists of water Depth 1 or greater. (For the purposes of these rules, a surface-bound attacking unit must be in physical contact with the water surface to fire, including surfaced submarines, displacement hull naval vessels, and hydrofoils, but not including hovercraft or WiGE vehicles that are merely flying above the water surface.)

Airborne units may only attack submerged naval units using Torpedo Bombs (see p. 360).

**Damage from Torpedoes and Torpedo Bombs:** If the target unit is submerged, the damage it suffers from Torpedo and Torpedo Bomb attacks may be resolved as normal. If the unit is partially submerged or is a surface unit (such as a Displacement Hull naval vessel or a hydrofoil), any hit locations not in direct contact with the water must be re-rolled.

## Advanced Support Vehicle Construction

### \* Advanced Support Vehicles (p. 236)

Under "Satellites", first sentence

"Satellites can weigh up to 200 tons..."

Change to:

"Satellites can weigh up to 300 tons..."

### \* Technology Rating (p. 237)

At the end of the paragraph append the following:

"(see Tech Base (Ratings), p. 275, for a more thorough description)."

### \* Advanced Support Vehicle Types Table (p. 239)

Under the "Weight Range (Tons)" column, on the "Satellite" row, change "0.100 to 200" to "0.100 to 300".

### \* Advanced Support Vehicle Weight Table (p. 241)

Change the entire column of "Minimum Tech Rating", including the header, to the following:

#### Min. Tech/Availability Rating

C/C-D-C

C/C-D-D



C/D-E-D  
 A/C-C-C  
 A/C-C-C  
 A/C-D-D  
 C/D-E-D  
 B/C-E-D

**\* Airship and Large Vessel Template Table (p. 241)**

*First column, second line*

"B (2)"

Change to:

"B (3)"

**\* Advanced Support Vehicle Chassis Modifications Table (p. 243)**

*Change the entire column of "Min. Tech Rating", including the header, to the following:*

**Min. Tech/Availability Rating**

C/C-D-C  
 A/C-E-D  
 C/B-D-C  
 B/C-C-C  
 E/X-X-E  
 B/C-D-C  
 A/A-A-A  
 A/A-A-A  
 A/A-A-A  
 D/C-E-D

**\* Internal Structure/Structural Integrity Values (p. 243)**

*Last paragraph, first line*

"Like Internal Structure points on BattleMechs, WorkMechs,"

Change to:

"Like Internal Structure points on BattleMechs, IndustrialMechs,"

**Large Naval Vessels (p. 244)**

Under "Large Naval Vessels:" replace the first line with "Large-size Naval Support Vessels may install one turret per hex of vessel length (to a maximum of 9 turrets per vessel)."

**Large Naval Vessels (p. 245)**

In the example text for the Jormungand, replace "Though he may mount up to 8 turrets at that size [...]" in the second paragraph with "Though he may mount up to 9 turrets at that size [...]"

**\* Advanced Support Vehicle Engine Compatibilities Table (p. 246)**

- 1) add "\*\*\*" to MagLev
- 2) Column E, "MagLev" line: change "0.5" to "0.6"
- 3) *Add the bottom of this table insert the following new footnote:*

\*\*\* MagLev rail trailers must also be constructed as powered railcars (basic Movement Factor of 4)."



**\* Advanced Support Vehicle Engine Weight Multipliers and Fuel Weight Percentage Table (p. 246)**

- 1) Column B, "Internal Combustion (ICE)" line: change "2" to "3"
- 2) *Insert the follow new, full column to the right side of the table:*

**Tech/Availability Rating**

Var./A-A-A  
 Var./A-A-A  
 Var./C-C-C  
 Var./A-B-A  
 Var./B-C-C  
 Var./C-D-C  
 Var./D-F-E  
 Var./E-E-D  
 Var./C-E-D

**\* Advanced Support Vehicle Engine Table (Cont) (p. 247)**

*Under "Satellite Engine Type"*

"Electric (Solar) and Fission"

Change to:

"Electric and Fission"

**\* Satellite Support Vehicle Fuel (p. 247)**

*In the second paragraph, second sentence*

"Station-keeping fuel for all such Satellites 200 tons and under"

Change to:

"Station-keeping fuel for all such Satellites 300 tons and under"

**\* Flat Cars (p. 247)**

*At the end of the section insert the following sentence:*

"(This rule can be used to create "flat bed" Combat and Support Vehicles with Wheeled and Tracked Motive Systems, but must adhere to all the restrictions noted above.)"

**\* Advanced Support Vehicle Minimum Crew Tables (p. 250)**

- 1) *Under "Additional Crew" subtable, "Non-gunners" column*

"Communications Equipment (per ton, see p. 213, TM)"

Change to:

"Communications Equipment (per ton, see p. 212, TM)"

- 2) *Under "Additional Crew" subtable, "Officers" column*

- a) "1 to 4 Non-Officer Crew"

Change to:

"1 to 3 Non-Officer Crew"

- b) "5 or more Non-Officer Crew"

Change to:

"4 or more Non-Officer Crew"

- 3) *Under "Additional Crew" subtable, "Minimum Officer Requirement" column*

"Total Non-Officer Crew ÷ 5 (round up)"

Change to:

"Total Non-Officer Crew ÷ 6 (round up)"



4) Under “Minimum Gunners (by Fire Control System)\*” subtable

- a) “Gunners” (= header, first column)

Change to:

“Support Vehicle Size”

- b) Replace content of table (3 lines) with:

Small	1 per weapon	1 per facing‡	1 per facing‡/‡‡
Medium/Heavy	Total Weapon Tonnage ÷ 2†	Total Weapon Tonnage ÷ 3†	Total Weapon Tonnage ÷ 4†/††

- c) Leave the first footnote unchanged, but replace the other three footnotes with the following:

†Round up

††Tech E Chassis SVs use Tonnage ÷ 5; Tech F Chassis SVs use Tonnage ÷ 6 to determine gunners

‡Turret and pintle mounts counts as separate facing

‡‡Includes the vehicle’s driver

**\* Fire Control Systems (p. 250)**

*First sentence*

“In addition to crew quarters, designers of advanced Support Vehicles that are to be armed may wish to allocate additional weight to fire-control systems to reduce the crew’s need for all mounted weapons.”

Change to:

“In addition to crew quarters, designers of armed advanced Support Vehicles may wish to allocate weight for fire-control systems to reduce the crew needs for all mounted weapons.”

**\* Cloud 9 Construction example (p. 251)**

*Second sentence*

“Because there are already 5 crewmen, George must also add an officer (5 crew ÷ 5 = 1 officer).”

Change to:

“Because there are already more than 4 crewmen, George must also add an officer (5 crew ÷ 6 = 0.83 officers, round up to 1 officer).”

**\* Jormungand Construction example (p. 251)**

*Last sentence*

“For base crew, the 60,000-ton cruiser has a crew requirement of 15 (3 + [60,000 tons ÷ 5,000] = 15), which requires an additional 3 officers (15 crew ÷ 5 = 3).”

Change to:

“For base crew, the 60,000-ton cruiser has a crew requirement of 15 (3 + [60,000 tons ÷ 5,000] = 15), which requires an additional 3 officers (15 crew ÷ 6 = 2.5, round up to 3).”

**\* Advanced Support Vehicle Armor Tables (p. 253)**

Under “Advanced Support Vehicle Armor Maximums”

- 1) Rail and Satellite (Small/Medium) – Unit Type

“Rail and Satellite (Small/Medium)”

Change to:

“Rail (Small/Medium)”

- 2) Rail and Satellite (Small/Medium) – Armor Facings

“Nose, Left, Right, Aft\*\*”

Change to:

“Front, Left, Right, Rear\*\*”



3) *Rail (Large) – Armor Facings*

“Nose, Fore-Left, Fore-Right, Aft-Left, Aft-Right, Aft\*\*”

Change to:

“Front, Front-Left/Right, Rear-Left/Right, Rear\*\*”

4) *Satellite (Large) – Unit Type*

“Satellite (Large)”

Change to:

“Satellite (All sizes)”

5) *Large Airship – Armor Facings*

“Nose, Left, Right, Aft”

Change to:

“Nose, Left Wing, Right Wing, Aft”

**\* Cloud 9 Airship example (p. 254)**

*Third line from the bottom*

“locations (Left, Right, and Aft)”

Change to:

“locations (Left Wing, Right Wing, and Aft)”

**\* Step 5: Add Weapons, Ammunition and Other Equipment (p. 254)**

*Fourth paragraph*

“For special rules on any item, consult its entry under Heavy Weapons and Equipment (pp. 201-251, *TM*, 274-375).”

Change to:

“For special rules on any item, consult its entry under Heavy Weapons and Equipment (pp. 201-249, *TM*, 274-375).”

**\* Space (p. 254)**

*Last line*

“(see pp. 341-345) and in this book (pp. 274-375).”

Change to:

“(see pp. 341-345) and in this book (pp. 404-411).”

**\* Weapons (p. 255)**

*First paragraph, first sentence*

“which are listed in the Infantry Weapons and Equipment Tables found on pp. 350-352 in *TechManual*.”

Change to:

“which are listed in the Infantry Weapons and Equipment Tables found on pp. 349-352 in *TechManual*.”

**\* Power Amplifiers (p. 255)**

*Second sentence*

“Power amplifiers weigh 10 percent of the weight of the energy weapons carried (rounded up to the nearest 0.1 ton, rather than the nearest 0.5 ton), but take up no equipment slots on the vehicle’s Record Sheet.”

Change to:

“Power amplifiers weigh 10 percent of the weight of the energy weapons carried (rounded up to the nearest half-ton), and take up no equipment slots on the vehicle’s Record Sheet.”



### Turrets/Pintles (p. 255)

In the first line, replace “[...] while Large Naval Vessels may possess one turret per hex of vessel length (to a maximum of 8 turrets per unit).” with “[...] while Large Naval Vessels may possess one turret per hex of vessel length (to a maximum of 9 turrets per unit).”

### \* Fire Control Systems (p. 256)

*First sentence*

“In addition to crew quarters, designers of armed advanced Support Vehicles may wish to allocate weight for fire-control systems to reduce the crew’s need for all mounted weapons.”

Change to:

“In addition to crew quarters, designers of armed advanced Support Vehicles may wish to allocate weight for fire-control systems to reduce the crew needs for all mounted weapons.”

### \* Cloud 9 Airship example (p. 257)

- 1) *Second sentence of the second paragraph, left column*

“which also ups its officer requirement to 4, as the Cloud Nine will now have a crew of 17 ( $5 + 12 = 17$ ) and thus needs 4 officers ( $17 \div 5$  crewmen per officer = 3.4 officers, round up to 4).”

Change to:

“which also ups its officer requirement to 3, as the Cloud Nine will now have a crew of 17 ( $5 + 12 = 17$ ) and thus needs 3 officers ( $17 \div 6$  crewmen per officer = 2.83 officers, round up to 3).”

- 2) *Last sentence of the right column, continuing onto the left column*

“These quarters will require 2 item slots ( $75$  steerage quarters  $\div$   $50$  quarters per slot =  $1.5$  slots, round up to 2).”

Change to:

“These quarters will require 1 item slot ( $15$  steerage quarters  $\div$   $50$  quarters per slot =  $0.3$  slots, round up to 1).”

### \* Jormungand example (p. 258)

- 1) *Left column, second paragraph, third line from the bottom*

“[weapons] + 26 [turrets] 188 [ammo] + 4.5 [CASE] + 29 [Fire]”

Change to:

“[weapons] + 26 [turrets] + 188 [ammo] + 4.5 [CASE] + 29 [Fire]”

- 2) *Left column, bottom paragraph, second line*

“At 60,000 tons, the vessel has a base minimum crew of 15 ( $3 + [60,000 \text{ tons} \div 5,000] = 15$ ), and thus a minimum officer requirement of 3 ( $15 \text{ crew} \div 5 = 3 \text{ officers}$ )”

Change to:

“At 60,000 tons, the vessel has a base minimum crew of 15 ( $3 + [60,000 \text{ tons} \div 5,000] = 15$ ), and thus a minimum officer requirement of 3 ( $15 \text{ crew} \div 6 = 2.5$  officers, round up to 3 officers)”

- 3) *Left column, bottom paragraph, 9th line onwards*

“field kitchens] = 63), while the vessel’s 290 tons of weaponry adds a minimum requirement of 97 gunners ( $290 \text{ weapon tons} \div 3 = 96.67$ , round up to 97). Added to the 15 base crew needs, the Jormungand requires a total minimum of 175 crew ( $15 [\text{base}] + 63 [\text{non-gunners}] + 97 [\text{gunners}] = 175$ ), and a corresponding minimum of 35 officers ( $175 \text{ crew} \div 5 = 35 \text{ officers}$ ). Henry decides to exceed these minimums, however, to provide a little extra coverage in the event of casualties at sea and the like. He decides on a final count of 266 enlisted/non-rated crew, plus 102 gunners, and 77 officers to command them—exceeding the vessel’s minimum needs by 193 crewmen ( $266 \text{ non-gunners} + 102 \text{ gunners} - 175 \text{ minimum crew} = 193$ ) and 42 officers ( $77 \text{ officers} - 35 \text{ minimum officers} = 42$ ). In addition, Henry decides he wants to have at least four conventional platoons’ worth”

Change to:

"field kitchens] = 63), while the vessel's 290 tons of weaponry adds a minimum requirement of 73 gunners (290 weapon tons ÷ 4 = 72.5, round up to 73). Added to the 15 base crew needs, the Jormungand requires a total minimum of 151 crew (15 [base] + 63 [non-gunners] + 73 [gunners] = 151), and a corresponding minimum of 26 officers (151 crew ÷ 6 = 25.17, round up to 26 officers). Henry decides to exceed these minimums, however, to provide extra coverage in the event of casualties and the like. As such he decides to add quarters for a further 229 extra crew, allowing the Jormungand to carry triple its minimum complement of non-gunners and double its complement of gunners. In addition, Henry decides he wants to have at least four conventional platoons' worth"

## 4) Right column, top paragraph, 1st line onwards

"of marines on his vessel (84 troopers in all). The minimum crew's quarters are provided free with the vessel's chassis, and so Henry doesn't need to assign weight or slots to them, but extra crew, officers and marines all will require quarters. Feeling generous, Henry decides to also provide quarters for the 10 bay personnel that come with the two Light Vehicle Bays he has installed. Using standard 7-ton crew quarters for the 287 extra crew, bay personnel and marines (193 extra crew + 10 bay personnel + 84 marines = 287), he spends a total of 2,009 tons here, at a slot cost of 15 (287 extra crew quarters ÷ 20 quarters per slot = 14.35, round up to 15). The extra officers, whose quarters weigh 10 tons each, add another 420 tons (and 9 slots; 42 officers quarters ÷ 5 = 8.4, round up to 9) to this tally—for a total of 2,429 tons and 24 slots in quarters."

Change to:

"of marines on his vessel (84 troopers in all). The minimum crew's quarters are provided free with the vessel's chassis, and so Henry doesn't need to assign weight or slots to them, but extra crew, officers and marines all will require quarters. Feeling generous, Henry decides to also provide quarters for the 10 bay personnel that come with the two Light Vehicle Bays he has installed. Using standard 7-ton crew quarters for the 323 extra crew, bay personnel and marines (229 extra crew + 10 bay personnel + 84 marines = 323), he spends a total of 2,261 tons here, at a slot cost of 17 (323 extra crew quarters ÷ 20 quarters per slot = 16.15, round up to 17). The extra officers, whose quarters weigh 10 tons each, add another 380 tons (and 8 slots; 38 officers quarters ÷ 5 = 7.6, round up to 8) to this tally—for a total of 2,641 tons and 25 slots in quarters."

## 5) Right column, second paragraph, 1st line

"Having now spent a total of 3,627 tons (537.5 [weapons] + 660.5 [non-weapons] + 2,429 [quarters] = 3,627) and 201 slots (162 [weapons] + 15 [non-weapons] + 24 [quarters] = 201), Henry finds he still has 5,874.5 tons (9,501.5 – 3,627 = 5,874.5 tons) and 434 slots (635 – 201 = 434) left to spend. He decides to assign 4,000 tons (and 1 slot) to a standard cargo bay (assigned to the hull, with a bay door assigned to the Aft-Right arc), and the remaining 1,874.5 tons (and 1 slot) to a special refrigerated cargo bay (also assigned to the hull, but with its bay door facing the Aft-Left arc). For the sake of completeness, Henry computes the capacity of this refrigerated bay to be 1,630 tons (1,874.5 tons actual size ÷ 1.15 = 1,630)."

Change to:

"Having now spent a total of 3,839 tons (537.5 [weapons] + 660.5 [non-weapons] + 2,641 [quarters] = 3,839) and 202 slots (162 [weapons] + 15 [non-weapons] + 25 [quarters] = 202), Henry finds he still has 5,662.5 tons (9,501.5 – 3,839 = 5,662.5 tons) and 433 slots (635 – 202 = 433) left to spend. He decides to assign 4,000 tons (and 1 slot) to a standard cargo bay (assigned to the hull, with a bay door assigned to the Rear-Right arc), and the remaining 1,662.5 tons (and 1 slot) to a special refrigerated cargo bay (also assigned to the hull, but with its bay door facing the Rear-Left arc). For the sake of completeness, Henry computes the capacity of this refrigerated bay to be 1,445.5 tons (1,662.5 tons actual size ÷ 1.15 = 1,445.5)."

**\* Choose Mobile Structure Type (pp. 259-260)**

Before the "Fortresses" section, insert the following new paragraph:

**Large Portal:** A Large Portal is a Mobile Structure designed as part of a Castles Brian complex (see p. 141); i.e. they allow the ingress/egress of other Mobile Structures from said complexes (see p. 168). A Large Portal is constructed using the rules for Hangars, with the following additions: Portals must use Open-Space Construction rules (see p. 138); the Portal is always placed flat against a hill/mountain of equal or higher height; an underground, open space construction Castles Brian connects to the backside of the Portal, representing the interior tunnel; for



every five hexes of 'tunnel' the middle hex is equipped with the identical equipment as Hex 3 of the Portal and the hex directly behind it is identical to Hex 2 of the portal.

**\* Mobile Structure example (p. 263)**

*Second paragraph, first sentence*

*"8.5 tons of motive system equipment (168 tons ÷ 20 hexes = 8.2 tons per hex, round up to 8.5)."*

Change to:

*"8.5 tons of motive system equipment (168 tons ÷ 20 hexes = 8.4 tons per hex, round up to 8.5)."*

**\* Step 4: Install Weapons, Heat Sinks, and Equipment (p. 266)**

*Fourth paragraph, first sentence*

*"(see pp. 201-245, TM)."*

Change to:

*"(see pp. 201-249, TM)."*

**\* Step 4: Install Weapons, Heat Sinks, and Equipment (p. 266)**

*Under "Heavy Weapons", first paragraph, second sentence*

*"The maximum tonnage of such weapons that may be mounted per hex—discounting ammunition, turret mechanisms and heat sinks or power amplifiers—is equal to the Fortress CF divided by 10."*

Change to:

*"The maximum tonnage of such weapons that may be mounted per hex—discounting ammunition, turret mechanisms and heat sinks or power amplifiers—is equal to the Fortress CF divided by 10 per level of structure."*

**\* Power Amplifiers (p. 267)**

*Second sentence*

*"Such power amplifiers weigh 10 percent of the weight of all applicable weapons (rounded up to the nearest .1 ton)."*

Change to:

*"Such power amplifiers weigh 10 percent of the weight of all applicable weapons (rounded up to the nearest half-ton)."*

**\* Flying Airbase example (p. 269)**

*Fifth paragraph, third sentence*

*"The remaining hex, in the unit's center, has a cargo capacity of 337 tons (397.5 – [(6 tons of communications gear) + (2 Mobile Field Bases x 20 tons) + (6.5 tons for 4-theater MASH) + (5 tons Look-Down Radar)] = 337 tons)."*

Change to:

*"The remaining hex, in the unit's center, has a cargo capacity of 337 tons (397.5 – [(6 tons of communications gear) + (2 Mobile Field Bases x 20 tons) + (6.5 tons for 4-theater MASH) + (3 tons for a Field Kitchen) + (5 tons Look-Down Radar)] = 337 tons)."*

## Advanced Weapons and Equipment

**Introduction (p. 274)**

In the third paragraph, replace the first part of the first line with "While all items in this section contain both their full construction and game play rules, the expanded rules for the use of some items is not covered under *Tactical Operations*;"

**\* Watchdog CEWS (p. 278)**

Remove everything from the last line of the first paragraph (game rules box) after the end parenthesis; the Watchdog has the same range as a standard Clan Light Active Probe.

**Angel ECM Suite (p. 279)**

- 1) Change both references of "Clan Goliath Scorpion" to "Clan Nova Cat".



- 2) Add “BA” in between “SV” and “AF” in the “Available To” listing; additionally, un-bold all such listings.

**\* Ferro-Lamellor Armor (p. 280)**

Under “Game Rules”, at the end of the first sentence in the first paragraph insert the following:

“; if that location is also protected by spikes (see p. 290), the damage reduction from the spikes is applied first, then the damage reduction from the Ferro-Lamellor Armor is applied.”

**\* Armor (p. 280)**

- 1) “Construction Rules”, third paragraph, in between the first and second sentences, insert the following sentence:

“No more than one Modular Armor item may be mounted in a given critical slot location. For torso locations, it should be specified whether the Modular Armor faces to the front or rear, and it will only protect against attacks striking that armor location.”

- 2) “Construction Rules”, third paragraph, in between the third and fourth sentences, insert the following sentence:

“Though Modular Armor is an advanced armor type, the Armor Value provided by Modular Armor is Standard Armor (TM, p. 205). It may be mounted over any other armor type.”

**\* Advanced Armor Table (p. 280)**

- 1) Change all existing data in the “IM” column to “IM+” (not including the new BA entries).

- 2) Insert the following new footnote at the very bottom:

“†IndustrialMechs that use any armor type other than Commercial, Industrial, or Heavy Industrial must be classified as Experimental-rules units. In addition, Experimental-rules IndustrialMechs may also make use of all other BattleMech-legal armor types.”

**\* Armor (p. 280)**

Under “Construction Rules”, after the “Advanced Armor Table”, insert the following table:

ADVANCED BATTLE ARMOR TABLE

Armor Type	Weight (per Point, in kg)		Slots Used	Special Abilities
	Clan	Inner Sphere		
Reactive	35	60	7	Half damage (round down) from missiles, mortars, and artillery
Reflective	30	55	7	Half damage (round down) from energy weapons

**\* Hardened Armor (p. 281)**

Under “Game Rules”, at the end of the last paragraph insert the following sentence:

“This MP reduction does not affect the number of Improved Jump Jets that can be mounted (see p. 225, TM).”

**\* Laser Reflective (Reflec/Glazed) Armor (p. 281)**

- 1) Add “BA” in between “SV” and “AF” in the “Available To” listing.

- 2) Under “Game Rules”, at the end of the section insert the following new paragraph:

“Battle armor-grade Laser Reflective Armor conveys all of the bonuses but features none of the drawbacks.”

**\* Modular Armor (p. 281)**

- 1) Under “Game Rules”, second paragraph, after “Jump-capable units also subtract 1 Jumping MP.” insert the following new sentence:

“Modular Armor prevents Stealth Armor from functioning.”



- 2) Under "Game Rules", second paragraph, last sentence

"Once all points of Modular Armor a unit carries have been destroyed, the mobility and Piloting effects they produce are eliminated."

Change to:

"Once all points of Modular Armor a unit carries have been destroyed, the negative effects produced are eliminated."

**\* Reactive (Blazer) Armor (p. 282)**

- 1) Add "BA" in between "SV" and "AF" in the "Available To" listing.

- 2) Under "Game Rules", at the end of the section insert the following new paragraph:

"Battle armor-grade Reactive Armor conveys all of the bonuses but features none of the drawbacks."

**Vehicle Stealth Armor box (p. 282)**

In the second paragraph, replace the beginning of the second line with "When landed, operating in atmosphere, or when operating in space without expending Thrust..."

**Armored Components construction rules (p. 282)**

Add the following to the second paragraph: "Items designated as Fixed during construction of a base OmniMech chassis, including all basic items such as engines and cockpits, may not have Component Armor added as a Pod item."

**Artemis V Fire-Control System (p. 283)**

Add the following to the end of the rules box entry: "In all other respects, treat as Artemis IV (page 130, **TW** and pages 206-207, **TM**)."

**\* Arrow IV Artillery Missile (p. 284)**

**Introduced:** 2600 (Terran Hegemony)

**Extinct:** 2830 (Inner Sphere)

**Recovered:** 3044 (Capellan Confederation)

Change to:

**Prototype Design and Production:** 2593 (Terran Hegemony)

**Introduced:** 2600 (Terran Hegemony); 2850 (Clans)

**Extinct:** 2830 (Inner Sphere)

**Recovered:** 3044 (Capellan Confederation)

**\* Conventional Artillery (Thumper/Sniper/Long Tom) (p. 284)**

- 1) Change header both in top bar and at top of the rules box from "Conventional Artillery (Thumper/Sniper/Long Tom)" to "Conventional Artillery (Thumper/Sniper/Long Tom/BA Tube)"

- 2) Add "BA" in between "SV" and "DS" in the "Available To" listing.

- 3) Under "Game Rules", first line

"Thumper, Sniper and Long Tom artillery weapons..."

Change to:

"Thumper, Sniper, Long Tom and BA Tube artillery weapons..."

- 4) Under "Game Rules", at the end of the section insert the following:

"Note that BA Tube artillery is fired in squads and damage is multiplied by remaining troopers. Ammunition expenditure is tracked during game play."



**\* Artillery (p. 284)**

1) Under "Construction Rules", after the first sentence insert the following:

"BA Tube artillery may only be mounted in the body location."

2) Under "Construction Rules", after the last sentence insert the following:

"BA Tube artillery ammunition is treated in the same way as battle armor missile ammunition, with each two-round clip counting as a shot."

**\* Artillery Cannons (p. 285)**

1) Under "Game Rules", first paragraph, second sentence

"In ground combat, Artillery Cannon attacks are resolved in the same fashion as indirect LRM fire against a target unit (see pp. 111-112, TW),"

Change to:

"In ground combat, Artillery Cannon attacks are resolved using the same to-hit modifiers as indirect LRM fire (see p. 111, TW),"

2) First paragraph, after the second sentence insert the following:

"Under no circumstances do Artillery Cannons apply the -4 immobile target to-hit modifier, regardless of whether the target of the attack is a hex, is shut down or immobile, and so on."

3) Under "Game Rules", third paragraph, second sentence

"Artillery Cannons may use the same ordnance types available to a conventional artillery weapon of similar class (for example, a Thumper Artillery Cannon can use the same ammo types available to a standard Thumper artillery piece)."

Change to:

"Artillery Cannons may only use standard Artillery Cannon munitions."

**Hyper-Velocity Autocannon box (p. 285)**

Add the following to the end of the first bullet point: "Treat this explosion as an ammo explosion."

**\* (p. 286)**

Add the following completely new piece of equipment before Battle Armor Mechanical Jump Booster:

**Battle Armor LB-X Autocannon (BA LB-X)**

**Introduced:** 3075 (Clan Nova Cat)

In order to defend against enemies on all sides, Clan Nova Cat scientists have created a battle armor version of the cluster-shot autocannon. Unfortunately, it is too heavy to be carried by any existing Nova Cat battlesuit.

**Battle Armor LB-X Autocannon (BA LB-X)**

**Rules Level:** Advanced

**Available To:** BA

**Tech Base (Ratings):** Clan (F/X-X-E)

**Game Rules:** The BA LB-X causes four separate 1-point cluster hits. Resolve attacks by the BA LB-X like a missile attack (see p. 218, TW). When swarming, the BA LB-X always causes the full 4 damage.

**\* Battle Armor Detachable Weapon Pack (DWP) (p. 286)**

Under "Construction Rules", second paragraph

"Each DWP occupies 1 slot in the suit's body, and may carry only one weapon (and its ammunition)."

Change to:

"Each DWP occupies 1 slot in the suit's body or arm, and may carry only one weapon (and its ammunition)."



**\* BattleMech Melee Weapons (p. 288)**

Under "Construction Rules", between the BattleMech Melee Weapons and Claws paragraphs, insert the following new paragraph:

**Chain Whip:** A Chain Whip weighs 3 tons and occupies 2 critical slots. A Chain Whip can only be mounted in a 'Mech's arm, and then only in an arm that includes a hand actuator.

**\* BattleMech Melee Weapons, Shield (p. 288)**

*This ruling has changed from previous errata versions.*

Under "Construction Rules", second line

"Shields have no special actuator requirements."

Change to:

"Shields have no special actuator requirements, but each missing arm or hand actuator in the arm containing the shield reduces its DA and DC by 1 (see p. 291)."

**\* BattleMech Melee Weapons, Talons (p. 288)**

Under "Construction Rules"

"Talons must be placed in all of the 'Mech's legs, and require 2 critical slots per leg to install. The Talons' total weight is 1 ton per 15 tons (rounded up to nearest whole ton)."

Change to:

"Talons must be placed in all of the 'Mech's legs, and require 2 critical slots per leg to install. The total weight of all Talons combined is always 1 ton per 15 tons of 'Mech weight (rounded up to nearest whole ton)."

**Chain Whip (p. 289)**

1) Under "Game Rules", first paragraph

"[...] with the same to-hit modifiers, damage, and basic Physical Attack rules."

Change to:

"[...] with the same to-hit modifiers, and basic Physical Attack rules."

2) Under "Game Rules", third paragraph, first sentence

"preventing either unit from moving the following turn."

Change to:

"preventing either unit from moving out of their respective hexes the following turn."

3) Under "Game Rules", third paragraph, second sentence

"-1 for every weight class (ProtoMech, Light, Medium, Heavy and so forth) the Attacker outweighs the Defender,"

Change to:

"For every weight class (ProtoMech, Light, Medium, Heavy and so forth) the Attacker outweighs the Defender,"

4) Under "Game Rules", third paragraph, third sentence

"0For every weight class"

Change to:

"-1 For every weight class"

5) Under "Game Rules", third paragraph, fourth sentence

"If this bonus attack is successful, the Defender is grappled and neither unit may move in the following turn"

Change to:

"If this bonus attack is successful, the Defender is grappled and neither unit may move from their respective hexes in the following turn"



**\* Claw (p. 289)**

*Under "Game Rules", second paragraph, last line*

"additional +2 to-hit penalty (see pp. 146-147, TW)."

Change to:

"additional +2 to-hit penalty (see pp. 145-146, TW)."

**\* Flail (p. 289)**

*Under "Game Rules", first paragraph, first sentence*

"The Flail attacks like a hatchet (see pp. 146-147, TW),"

Change to:

"The Flail attacks like a hatchet (see p. 146, TW),"

**\* Lance (p. 290)**

*Under "Game Rules", first paragraph, first sentence*

"the Lance attacks like a hatchet (see pp. 146-147, TW),"

Change to:

"the Lance attacks like a hatchet (see p. 146, TW),"

**\* Mace (p. 290)**

*Under "Game Rules", first paragraph, first sentence*

"but may use the Hatchet's To-Hit Location Table (see pp. 146-147, TW),"

Change to:

"but may use the Hatchet's ability to use the Punch or Kick Hit Location Tables, applying all those rules appropriately (see p. 146, TW),"

**\* Shield (p. 291)**

1) *Under "Game Rules", second paragraph, first sentence*

"(though they cannot protect against damage caused by successful Death-from-Above attacks, Charge attacks, mines, damage from buildings, falls or heat-effect damage)."

Change to:

"(though they cannot protect against damage caused by successful Death-from-Above attacks, Charge attacks, mines, damage from buildings, falls or heat-effect damage, and they have no effect on floating criticals scored against locations being protected)."

2) *Under "Game Rules", "Passive Defense Mode", fourth sentence*

"This attack uses the Hatchet's To-Hit Location Table (see pp. 146-147, TW)."

Change to:

"This attack uses the Hatchet's ability to use the Punch or Kick Hit Location Tables, applying all those rules appropriately (see p. 146, TW)."

3) *Under "Game Rules", "Passive Defense Mode", before the last sentence insert the following:*

"The damage from a successful Shield Bash is equal to the Shield's current DA. This damage is not modified by system such as AES, TSM, etc."

**\* Spikes (p. 291)**

1) *Under "Game Rules", first paragraph, at the end of the first sentence append the following:*

"; if that location is also protected by Ferro-Lamellor Armor (see p. 279), the damage reduction from the spikes is applied first, then the damage reduction from the Ferro-Lamellor Armor is applied.



2) Under "Game Rules", at the end of the third paragraph insert the following:

"If the spike's location is also protected by Ferro-Lamellor Armor (see p. 279), and the damage is reduced to 0, this roll for a possible critical hit is ignored."

**\* Vibroblade (p. 292)**

Under "Game Rules", first paragraph, first sentence

"as a sword (see pp. 146-147, TW),"

Change to:

"as a sword (see p. 146, TW),"

**\* BattleMech/ProtoMech Partial Wing (p. 292)**

In the Prototype Design Date and Production, add "3074 (Mercenary ['Mech])"

**\* Partial Wings (p. 292)**

Under "Construction Rules", second sentence

"The BattleMech Partial Wing weighs 5 percent of the 'Mech's total mass (rounded up to the nearest half ton), and occupies 3 critical slots in each of the unit's side torso locations."

Change to:

"The BattleMech Partial Wing weight is a percentage of the total mass, 5 percent for Clan and 7 percent for Inner Sphere tech level (rounded up to the nearest half ton). It occupies 3 critical slots for Clan and 4 for Inner Sphere in each of the unit's side torso locations."

**\* BattleMech/ProtoMech Partial Wing (p. 293)**

Under "Tech Base (Ratings)"

"Clan (F/X-X-E)"

Change to:

"Clan (F/X-X-E) - (Inner Sphere 'Mech only)"

**\* BattleMech/ProtoMech Partial Wing (p. 293)**

Under "Game Rules", first paragraph, last sentence

"Note, however, that the added Jumping MP bonus does not apply if the unit has no functioning jump jets (or equivalent jumping system, such as mechanical jump boosters), but may allow for jumps beyond the unit's normal maximum Jump MP limits."

Change to:

"Note, however, that the added Jumping MP bonus does not apply if the unit has no functioning jump jets, but may allow for jumps beyond the unit's normal maximum Jump MP limits."

**BattleMech/ProtoMech Partial Wing (p. 293)**

Replace the reference at the end of the box with "continued on page 295."

**\* Beast-Mounted Infantry (p. 294)**

Under "Construction Rules", third paragraph, between the second and third sentences insert the following:

"Each Very Large or Monstrous Beast is treated as an individual Squad for sub-unit deployment and support weapon qualifications."

**Blue Shield Particle Field Damper (PFD) construction rules (p. 296)**

Replace the last part of the second line with "[...] and thus does not add to turret weight."



**\* Booby Trap (p. 296)**

*Under "Construction Rules", first paragraph, last sentence*

"The Booby Trap must be placed in the same location as the unit's engine (the center torso for 'Mechs, the body for vehicles and fighters, and so forth)."

Change to:

"The Booby Trap must be placed in the same location as the unit's engine (the center torso for 'Mechs, the body for vehicles, and the aft for fighters, and so forth)."

**\* C<sup>3</sup> Boosted System (p. 298)**

*Under "Game Rules", at the end of the paragraph insert the following:*

"C<sup>3</sup>BS will not function on a unit that has Stealth Armor engaged."

**C3 Boosted System (C3BS) (p. 298)**

Remove AF and CF notations from "Available To:" line.

**C3 Emergency Master (C3EM) (p. 298)**

Remove AF and CF notations from "Available To:" line.

**\* CASE II (p. 299)**

1) *Under "Game Rules", first paragraph, first sentence*

"When ammunition protected by CASE II explodes, only 1 point..."

Change to:

"When ammunition protected by CASE II explodes (including any ammunition-like explosions, such as critical hits to Gauss weapons), only 1 point..."

2) *Under "Game Rules", first paragraph, second sentence*

"—such as described on p. 261, TW—"

Change to:

"—such as described on p. 161, TW—"

3) *Under "Game Rules", first paragraph, at the end of the paragraph insert the following:*

"Critical hits on slots occupied by the CASE II itself have no effect and should be re-rolled."

**\* Chameleon Light Polarization Shield (p. 300)**

1) *Under "Game Rules", at the end of the second paragraph insert the following:*

"Like all Stealth systems, if a unit is part of a C<sup>3</sup> network and activates the LPS, the unit is disconnected from the C<sup>3</sup> network until the LPS is turned off; the unit is automatically connected again at the start of the turn following the End Phase when the LPS is turned off."

2) *Under "Game Rules", at the end of this section insert the following paragraph:*

An LPS still generates its heat but provides no to-hit modifiers in any turn that infantry are carried using the mechanized battle armor rules (see p. 226, TW).

**\* Cockpit Command Console (p. 301)**

*Under "Game Rules", in between the second and third paragraphs insert the following paragraph:*

The second MechWarrior may spot for any type of indirect fire (LRMs, artillery, and so on), without incurring the +1 modifier to any attacks from the unit, and ignores the +1 modifier to the indirect fire attack due to any such weapon attacks.



**\* Torso-Mounted Cockpit (p. 301)**

Under "Game Rules", first paragraph, between the first and second sentences, insert the following:

"If the 'Mech's head is destroyed, excess damage does not transfer to other locations, and further strikes to the head have their location re-rolled."

**\* Flotation Hull (Hovercraft, VTOLS, WiGEs, Conventional Fighters) (p. 302)**

**Introduced:** Pre-spaceflight

Change to:

**Introduced:** circa 2470

**\* Limited Amphibious (Wheeled and Tracked Vehicles) (p. 302)**

**Introduced:** Pre-spaceflight

Change to:

**Introduced:** circa 2470

**\* Limited Amphibious (p. 302)**

Under "Construction Rules"

"...weighs 1 ton per 25 tons of total unit weight (rounded up to the nearest 0.5 tons)..."

Change to:

"...takes up weight equal to the unit's total tonnage, divided by 25 (rounded up to the nearest half ton)..."

**\* Fully Amphibious (p. 302)**

Under "Construction Rules", second sentence

"It weighs 1 ton per 10 tons of total unit weight (rounded up to the nearest 0.5 tons)..."

Change to:

"It takes up weight equal to the unit's total tonnage, divided by 10 (rounded up to the nearest half ton)..."

**\* Fully Amphibious (Wheeled and Tracked Vehicles) (p. 303)**

**Introduced:** Pre-spaceflight

Change to:

**Introduced:** circa 2470

**\* Dune Buggy Modification (Wheeled Vehicles) (p. 303)**

**Introduced:** Pre-spaceflight

Change to:

**Introduced:** 2470

**\* Environmental (Vacuum) Sealing (Combat Vehicles) (p. 303)**

**Introduced:** Pre-spaceflight

Change to:

**Introduced:** circa 2470

**\* Disposable Weapons (p. 304)**

Under "Construction Rules"

"Battle armor suits may only carry Disposable Weapons if they are also equipped with an anti-personnel weapon mount (with sufficient weight capacity) or two armored gloves."

Change to:

"Battle armor suits may only carry Disposable Weapons if they are also equipped with an anti-personnel weapon mount or two armored gloves."



**\* Docking Hardpoint (Docking Collar) (p. 304)**

**Introduced:** Early spaceflight

Change to:

**Introduced:** 2304

**Docking Hardpoint (Docking Collars) (p. 304)**

*Under "Construction Rules", second sentence*

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

Change to:

"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)."

**\* Drone (Remote) Operating Systems (p. 306)**

*Under "Game Rules", at the end of the section insert the following:*

"Modifiers to Piloting Skill checks from Small Cockpits are ignored."

**Energy Storage Batteries box (p. 306)**

Change the last line in the last paragraph from "Full rules on constructing space stations will appear in Strategic Operations" to "Full rules on constructing space stations are covered in *Strategic Operations*."

**\* Combat Vehicle Fission (CV-Fission) (p. 307)**

- 1) **Introduced:** 2882 (Taurian Concordat)

Change to:

**Introduced:** circa 2470 (Terran Hegemony [Primitive]), 2882 (Taurian Concordat [Modern])

- 2) *Under "Game Rules", first paragraph*

"On BattleMechs and conventional Combat Vehicles, fission engines follow the same rules as IndustrialMech fission engines (see p. 126, *TW*)."

Change to:

"On BattleMechs, fission engines follow the same rules as IndustrialMech fission engines (see p. 126, *TW*). On Combat Vehicles, when an engine critical hit occurs with a fission engine the Crew is Stunned for 1D6 turns; if the crew remains stunned starting on the fourth turn after the turn in which the engine critical hit occurs, the crew is killed (it is assumed the crew will abandon the vehicle before the fourth turn if they're not stunned)."

**\* Combat Vehicle Fuel Cell (CV-Cell) (p. 307)**

**Introduced:** 2046 (Western Alliance)

Change to:

**Introduced:** circa 2046 (Western Alliance [Primitive]); 2470 (Terran Hegemony [Modern])

**\* Advanced Engine Master Table (p. 308)**

Delete the "Compact Fusion", "Light Fusion", "XL Fusion (IS)" and "XL Fusion (Clan)" rows from the table.

**Advanced Engines Construction Rules (p. 308)**

*Insert the following new rules after "Combat Vehicle Escape Pod":*

**Non-Fusion BattleMechs:** Non-fusion engines can be mounted on BattleMechs. Also known as "low-tech 'Mechs", these inefficient creations are sometimes found in poorer regions of the Periphery, where fusion engines and techs who can repair them are virtually unknown. Use the following rules when mounting non-fusion engines on BattleMechs:

**Rules Level:** Experimental

**Tech Base (Ratings):** Both (Per Engine Type)



**Game Rules:** Non-fusion powered BattleMechs suffer the same movement, terrain, and environment restrictions as an IndustrialMech mounting the same engine type. The following additional rules apply:

- Critical hits to a non-fusion-powered BattleMech's engine are resolved in the same fashion as critical hits to a non-fusion IndustrialMech engine of the same type (see p. 126, *TW*).
- Non-fusion-powered BattleMechs generate heat in the same manner as BattleMechs (including heat for Walking and Running movement); ICE-powered 'Mechs must check for heat-induced explosions (see p. 160, *TW*).
- ICE- or Fuel Cell-powered BattleMechs also follow the IndustrialMech fuel consumption rules (see p. 68, *TM*).

**Construction:** A non-fusion powered BattleMech uses the construction rules for mounting non-fusion engines in an IndustrialMech (the engine costs remain the same regardless of whether it is mounted in a BattleMech or an IndustrialMech). As with ICE- or Fuel Cell-powered IndustrialMechs, this includes the need for power amplifiers, and for heat sinks (as none are provided with non-fusion engines). ICE- or Fuel Cell-powered BattleMechs cannot mount jump jets, but may mount UMUs or Mechanical Jump Boosters.

**Battle Value (ICE, Fuel Cell, Fission-Powered BattleMechs):** When computing the Battle Value of a non-fusion BattleMech perform the calculations as normal (see pp. 302-306, *TM*). Note, however, that when calculating the Heat Efficiency the Heat Sink Capacity will be dependent on the engine type as this will impact the heat sink allotment restrictions.

**\* XXL Engine (p. 309)**

*Under "Game Rules", third sentence*

"Heat generated by jumping is doubled for XXL engine users, costing 2 heat points per hex jumped, with a minimum of 6 points per jump."

Change to:

"Heat generated per hex jumped is doubled for XXL engine users, with a minimum of 6 points per jump."

**\* Field Guns construction rules (p. 310)**

*This ruling has changed from previous errata versions.*

Replace the last part of the second line in the first paragraph with "[...] (the crew for a single Field Gun equals the weapon's tonnage, not counting ammunition, to a minimum of 2)."

**\* Field Guns box (p. 311)**

Replace the first paragraph under "Game Rules" in its entirety with the following:

**Field Guns:** Only motorized conventional infantry platoons or mechanized conventional infantry platoons with a Wheeled or Tracked motive type may be equipped with Field Guns. Each Field Gun requires a number of troopers equal to its weight in tonnage to operate, to a minimum of 2 troopers per Field Gun. A platoon equipped with multiple Field Guns can only operate as many Field Guns as it can keep fully manned (any excess Field Guns are considered destroyed as the unit takes damage). Each Field Gun receives 1 ton of ammunition, which must be tracked during gameplay. If all of a platoon's field guns are considered destroyed, the surviving infantry troops can move and fire as a normal infantry platoon of its type.

**\* Heavy Flamer (p. 312)**

- 1) Add "BA" in between "SV" and "AF" in the "Available To" listing.

- 2) *Under "Game Rules", third sentence*

"Against infantry units, the Heavy Flamer delivers 6D6 burst-fire damage, rather than 4D6."

Change to:

"Against infantry units, the Heavy Flamer delivers 6D6 burst-fire damage, rather than 4D6 (4D6 rather than 3D6 for the BA-grade Heavy Flamer)."



**\* Handheld Weapons (p. 314)**

Under "Construction Rules", replace this entire entry with the following:

**Handheld Weapons:** When constructing a unit to carry a Handheld Weapon, no tonnage or critical space is required on the unit itself. (The Handheld Weapon is considered to be entirely external and self-contained.) However, a unit intended to carry a Handheld Weapon must incorporate two full sets of arm and hand actuators.

Regardless of the total tonnage used, a Handheld Weapon may be constructed with a maximum of six heavy (vehicular-class) weapons or a single BattleMech Melee weapon, not counting ammunition and heat sinks. No items described as "Other Equipment" (other than Artemis or TAG) may be incorporated into a Handheld Weapon design. Unless otherwise indicated in its description, any item that ordinarily has mounting restrictions (such as Heavy Gauss Rifles) cannot be placed in a Handheld mount.

Energy weapons placed in a Handheld mount require a number of heat sinks equal to the maximum heat generated by the mounted weapon(s). Only standard (single) heat sinks may be mounted in a Handheld Weapon. Ballistic and Missile weapons as well as Chemical Lasers do not require heat sinks but must mount ammunition if they are not one-shot weapons (such as Rocket Launchers). Ammo can be added to such weapons on a per-shot basis, with each shot's weight (in tons) determined by dividing 1 by the number of shots the weapon normally carries per ton.

Standard armor may be added to a Handheld Weapon at a cost of 1 ton per 16 points of added armor (or 8 points per half-ton). Handheld weapons can only carry standard armor.

The final weight of a Handheld Weapon is equal to the tonnage of all weapons, ammunition, heat sinks, and armor mounted on the weapon, rounded up to the nearest half-ton.

**Silver Bullet Gauss Rifle box (p. 315)**

Replace "Tech Base (Ratings): Inner Sphere (D/X-X-F)" with "Tech Base (Ratings): Inner Sphere (E/X-X-F)"

**\* Handheld Weapons (p. 316)**

1) Under "Game Rules", delete the last paragraph.

2) Under "Game Rules", replace the last sentence of the second paragraph with the following:

"However, doing so makes it impossible to make any physical attacks beyond a charge, Death From Above or kick—or to use any weapons mounted in the unit's arms, torso or Main Gun location (unless the weapons are rear-facing, in which case they can still be fired). If a TSM-activated unit is carrying a Handheld Weapon that weighs more than 10 percent of its tonnage, and its heat drops below the required activation level of the TSM in any Heat Phase, the weapon is dropped in that turn's End Phase, in the hex the unit occupies."

3) Under "Game Rules", directly between the paragraphs that begin "When used to attack..." and "If a unit using...", insert the following new paragraph:

If using a Handheld weapon for a melee attack, use the standard club attack rules (see pp. 145-146, TW) for all damage based on tonnage. Fixed-damage melee weapons (such as Chainsaws) deliver damage as normal, but maintain the Handheld Weapons' restriction that both hands are required for use. Any other, non-melee items mounted in a Handheld mount used in a melee attack are destroyed on a successful physical attack using the Handheld Weapon, though the mount itself may be used for subsequent physical attacks. If a Physical Attack Weapon (including all BattleMech Melee Weapons) is a Handheld weapon and used in a physical/melee attack, the special properties of such weapons (such as the defense modes of a shield, the entangling attack of a whip, and so on), are ignored.

**\* Heat Sinks (p. 316)**

Under "Construction Rules," first paragraph, insert the following:

"Compact Heat Sinks may not be mixed with any other heat sink type."



### **Infantry Armor (p. 317)**

*First paragraph, last sentence*

“(For example, if a platoon using Lyran Field Infantry Armor Kits—with a Damage Divisor of 2—is attacked by an LB 20-X AC, the damage to the platoon is computed as if the platoon suffered an 11-point hit  $[(20 + 1) \div 2 = 10.5, \text{ round up to } 11]$ ,”

Change to:

“(For example, if a platoon using Lyran Field Infantry Armor Kits – with a Damage Divisor of 2 – is attacked by an LB 20-X AC, the damage to the platoon is computed as if the platoon suffered an 2-point hit  $[(20 \div 10) + 1] \div 2 = 1.5, \text{ round up to } 2]$ ,”

### **\* Conventional Infantry Armor Table (p. 317)**

- 1) The Tech (Rating) and Availability entries for the Environment Suit, Marine should be “Both (D)” and “E-E-D”, respectively.
- 2) MechWarrior Combat Suit should have an introduction date of 2790.
- 3) MechWarrior Cooling Suit should have an introduction date of 2500.

### **\* Conventional Infantry Armor Table (p. 318)**

The Tech (Rating) and Availability entries for the Spacesuit, Combat should be “Both (C)” and “D-D-D”, respectively.

### **\* Chemical Lasers (p. 319)**

*Under “Construction Rules”, first sentence*

“When mounted on ProtoMechs, vehicles or conventional fighters,”

Change to:

“When mounted on ProtoMechs, vehicles or conventional fighters, or used as a Handheld Weapon,”

### **\* ER Pulse Lasers (p. 320)**

*Under “Game Rules,” at the end of the entry insert the following:*

“Against conventional infantry, the Small ER Pulse Laser delivers only 1D6 burst-fire damage, rather than 2D6.”

### **Laser Insulator Box (p. 322)**

Replace the beginning of the “Game Rules” section with “Game Rules: Laser insulators reduce the heat output of each insulated laser (a laser mated to a Laser Insulator; see below) by 1 point, to a minimum of 1. Multiple Laser Insulators mated to the same weapon have no further effect. When an insulated laser makes [...]”

### **\* Lithium Fusion Battery (p. 323)**

**Introduced:** 2531 (Terran Hegemony)

Change to:

**Introduced:** 2529 (Terran Hegemony)

### **\* Mech Mortars (p. 324)**

**Introduced:** Pre-spaceflight

Change to:

**Introduced:** 2531 (Terran Hegemony), 2840 (Clans)

**Extinct:** 2819 (Inner Sphere)

**Reintroduced:** 3043 (Federated Commonwealth)

### **\* Vehicle and Battle Armor Dispensers (p. 325)**

- 1) *Under “Game Rules:”, first paragraph, second sentence*

“...using wheeled, tracked, hover or WiGE motive systems...”



Change to:

"...using wheeled, tracked, hover (for this rule WIGEs are also included) motive systems..."

2) *At the end of the second paragraph insert the following:*

"Only one trooper per battle armor unit (Squad, Point, or Level I) may deploy mines each turn."

**Vehicle and Battle Armor Dispensers box (p. 326)**

Replace box title with "Space Dispensers."

**Enhanced Long-Range Missile (NLRM) Launchers (p. 326)**

Replace "Prototype Design and Production" line with "3058 (Federated Suns, Lyran Alliance)."

**\* Missile Launchers (p. 326)**

*Under "Construction Rules", at the end of the first sentence insert the following:*

"Improved One-Shot Missile Launchers weigh 0.5 tons less than their standard equivalents, to a minimum of 0.5 tons (0.25 tons for Clan-made systems)."

**\* Improved One-Shot (I-OS) Missile Launchers (p. 327)**

Remove "PM" from the "Available To:" line.

**Artwork (p. 329)**

Caption should read "Inferno Mine (Land/Sea)."

**\* Mobile Hyperpulse Generators (p. 330)**

*Under "Construction Rules", second paragraph, fourth sentence*

"Satellites built as unmanned units may include a Ground-Mobile HPG system at no crew requirement, but such HPGs act only as relays and may never change their targeting alignment."

Change to:

"Satellites built as unmanned units may include a Ground-Mobile HPG system at no crew requirement, but such HPGs act only as relays between two other HPGs and may never change their targeting alignment beyond these two HPGs."

**\* MRM "Apollo" Fire Control System (p. 331)**

*Under "Game Rules", third sentence*

"MRM Fire Control Systems are treated as an attachment to the MRM launcher,"

Change to:

"For 'Mechs, MRM Fire Control Systems are treated as an attachment to the MRM launcher,"

**\* Naval Comm-Scanner Suite (p. 332)**

*Under "Construction Rules", first and second sentences*

"An aerospace unit may carry only one Naval Comm-Sensor Suite of any type. The Small NCSS may be installed on any appropriate aerospace unit, and raises the vessel's crew needs by 6."

Change to:

"An aerospace unit may carry only one Naval Comm-Sensor Suite of any type. The Small NCSS may be installed on any appropriate aerospace unit, including unmanned satellites, and raises the vessel's crew needs by 6. Unmanned satellites require 6 tons of communications equipment instead."

**\* Naval Tug Adaptor (p. 334)**

*Under "Construction Rules", second sentence*

"However, the additional reinforcements needed add 10 percent of the tug's total mass to its Structural Integrity weight (without increasing the SI value)."

Change to:

"Additionally, mass equal to 10 percent of the vessel is used as reinforcement. This mass is not Structural Integrity for any game purpose."

**\* Naval Repair Facilities (p. 334)**

*Under "Construction Rules", first paragraph*

"Each repair facility mounted on a unit reduces its maximum number of DropShip docking collars by the facility's tonnage capacity, divided by 50,000 (rounded up to the nearest whole). For example, a WarShip that mounts a repair facility with a maximum capacity of 280,000 tons would sacrifice 6 potential docking collars to do so (280,000 tons capacity ÷ 50,000 = 5.6, rounded up to 6). These docking collars are effectively integrated into the repair frame, reflecting access gantries that service crews use during repair operations. Full rules on constructing the units that use this item will appear in *Strategic Operations*."

Change to:

"Regardless of its capacity, each repair facility a unit mounts incorporates two docking collars as part of its design (and counts against the unit's maximum number of docking collars as noted in the rules for installing Docking Hardpoints; see p. 304). Full rules on constructing the units that use this item appear in *Strategic Operations*."

**\* Standard Repair Facilities (p. 335)**

*Under "Game Rules", first paragraph, replace the first sentence with the following:*

"Standard Naval Repair Facilities may accommodate up to 1 JumpShip, Space Station, or WarShip, or 2 DropShips—as long as the total tonnage of docked unit(s) does not exceed the facilities' rated capacity. Fighters, satellites, and Small Craft may not dock inside a Naval Repair Facility (they must use their appropriate bays instead; satellites use either a Small Craft or Cargo bay)."

**Naval Tug Adaptor box (p. 335)**

*Eighth paragraph, second sentence*

"Divide the tug's Safe Thrust by the Safe Towed Thrust Ratio to find the tug's Safe Towed Thrust Rating."

Change to:

"Multiply the tug's Safe Thrust by the Safe Towed Thrust Ratio to find the tug's Safe Towed Thrust Rating."

**\* Null-Signature System (p. 336)**

1) *First paragraph, third sentence*

"...as though it is 8 points cooler"

Change to:

"...as though it is 18 points cooler."

2) *Under "Game Rules", at the end of the section insert the following new paragraph:*

"Infantry carried using the mechanized battle armor rules (see p. 226, *TW*) have no effect on the Null-Signature System while it's active."

**\* PPC Capacitor (p. 336)**

*Under "Construction Rules", second paragraph, at the end of the first sentence, append the following:*

"; when mounting in turrets of any kind, including BattleMech turrets (see p. 347), the PPC Capacitor must be mounted in the turret with the PPC."

**\* PPC Capacitor (p. 337)**

*Under "Game Rules", first sentence*

"Instead of firing a PPC as normal, the pilot may choose to charge the PPC Capacitor, building up 5 points of heat."

Change to:

"Instead of firing a PPC as normal, the pilot may choose to charge the PPC Capacitor. This requires one turn and builds up 5 points of heat."

**\* Recon Camera (p. 338)**

*Under "Game Rules", second sentence*

"A unit with a Recon Camera can use it to act as a spotter for LRM Indirect Fire (see p. 111, *TW*) as if it were a TAG (see p. 142, *TW*),"

Change to:

"A unit with a Recon Camera can act as a spotter for LRM Indirect Fire (see p. 111, *TW*) and still make a weapon attack with no additional to-hit penalty."

**\* Satellite Imagers (p. 338)**

*Under "Construction Rules", second sentence*

"On all such units, imagers are mounted as a standard-scale weapon and may be placed in any standard weapon bay, but have no damage or heat values, nor do they affect the weight of targeting computers, crew and the like."

Change to:

"On all such units, Look-Down Radars are always mounted in the nose, while other imagers are mounted as a standard-scale weapon and may be placed in any standard weapon bay, but have no damage or heat values, nor do they affect the weight of targeting computers, crew and the like."

**\* Look-Down Radar (p. 340)**

- 1) **Introduced:** Early Spaceflight

Change to:

**Introduced:** Pre-spaceflight

- 2) *Under "Game Rules", first sentence*

"Look-Down Radar provides..."

Change to:

"Look-Down Radar is an item that can be installed on tournament-legal units (see p. 227, *TM*) but has no effect. If playing under Advanced Rules, Look-Down Radar provides..."

**\* Specialized Infantry (p. 340)**

- 1) *Under the introductory section, last sentence*

"From minesweepers to bridge builders, demotions to fieldworks;"

Change to:

"From minesweepers to bridge builders, demolitions to fieldworks;"

- 2) *Under "Construction Rules", second paragraph*

"per the standard Conventional Infantry rules (see p. 141, *TM*)."

Change to:

"per the standard Conventional Infantry rules (see pp. 145-147, *TM*)."

**\* Specialized Infantry (Cont) (p. 341)**

- 1) *Under "Demolition Engineers", last line*

"any damage from the collapsing structure will (see pp. 177-178, *TW*)."

Change to:

"any damage from the collapsing structure will (see pp. 176-177, *TW*)."



- 2) Under "Minesweeping Engineers", last line

"any damage from the collapsing structure will (see pp. 177-178, TW)."

Change to:

"any damage from the collapsing structure will (see pp. 176-177, TW)."

- 3) Under "Paramedics", second sentence

"may tend up to 10 wounded individuals starting in the following turn."

Change to:

"may tend up to 5 wounded individuals per paramedic in the infantry unit starting in the following turn."

- 4) In between "Paratroops" and the "SCUBA (Standard)" paragraphs, insert the following new paragraph:

**TAG Troops:** TAG Troops are specialists who replace a platoon's ordinary support weapons troopers with TAG. TAG troops may conduct TAG "attacks" (see p. 142, TW), in addition to normal weapons attacks. TAG troops have a range of 9 hexes for the TAG, regardless of what other weapons the platoon is armed with (the TAG does not determine a platoon's range).

- 5) After the "SCUBA (Motorized)" section insert the following new paragraph:

**"SCUBA (Mechanized):** Mechanized SCUBA infantry operate using the rules governing submarine vehicles."

- 6) Under "Specialized Infantry Types Table," after the "Paratroops" line insert the following new line:

TAG Troops	†	† / †	†	†	†	0.0	(E/F-X-E)/(E-X-E-E)	***, †
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- 7) Under Specialized Infantry Types Table, after the "SCUBA (Motorized)" line insert the following new line:

SCUBA (Mechanized)	5	20 / 4	2	3 (sub)**	0.9	(C/D-D-D)	Depth 0/non-water
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- 8) Between the double-asterisk footnote and the dagger footnote insert the following new footnote:

\*\*\*Only functions if assigned to a minimum of 2 troopers per squad.

- 9) Under the dagger ("†") footnote

"As platoon type chosen; Note that each Paramedic per platoon replaces 1 secondary weapon trooper"

Change to:

"As platoon type chosen. Note: A maximum of 2 paramedics or TAG troops can be assigned per infantry squad, each one replacing 1 secondary weapon trooper (squads with paramedics or TAG troops are not required to match the Support Weapon choices of the rest of the platoon); paramedics and TAG troops do not decrease the speed of an infantry platoon."

**Reinforced Structure (p. 343)**

Under "Game Rules", first sentence

"Reinforced Structure suffers only 1 point of damage for every 2 points of damage sustained (rounded up), like Hardened Armor."

Change to:

"Each point of Reinforced Structure can sustain two points of damage. To reflect this, when marking damage off on a location with this structure type, draw a single slash through the structure bubble for the first point of damage sustained, and a second slash, making an "X" (or block the structure point out entirely) after the second point (at which point any remaining damage transfers normally, unless any special rules apply)."

**\* Sub-Capital Missile Launchers (p. 344)**

- 1) Under "Game Rules", first paragraph, delete the second sentence ("Furthermore, if not grouped together...")



- 2) Under "Game Rules", first paragraph, current third sentence

"Space-based Point defenses,"

Change to:

"Space-based Point Defenses (see p. 96, SO),"

**Sub-Compact F-F Drive System box (p. 344)**

Remove "JS" notation from "Available To:" line.

**\* Supercharger (p. 345)**

- 1) Replace "Tech Base (Ratings): Inner Sphere (C/F-F-F)" with "Tech Base (Ratings): Both (C/F-F-F)."

- 2) Under Game Rules, replace the second bullet point with the following:

"On a failed Supercharger activation roll, regardless of unit type, the controlling player rolls on the Determining Critical Hits Table (p. 124, TW) to determine the number of critical hits that results. For 'Mechs, any such hits are applied to the upper-most undamaged critical slot(s) in the center torso. For non-'Mechs, these critical hits are instead applied as motive system hits; if rendered immobile by this and one or more Supercharger motive hits have yet to be applied, the unit's engine is destroyed."

- 3) Under Game Rules, add the following new bulleted entry to the end:

"• A 'Mech may combine a Supercharger with Triple-Strength Myomer. If both are used in the same round, the Triple Strength Myomer modifier is added to the Supercharger-modified speed."

**Taser box (p. 345)**

Replace first line under "Game Rules (General):" with "Taser attacks have a +1 to-hit modifier."

**\* BattleMech Taser (p. 346)**

Under "Game Rules", insert a third, new bullet point:

"A failed Feedback check is treated as though the weapon exploded due to a critical hit (see first bullet point).

**BattleMech Turret construction rules (p. 346)**

In the first paragraph, replace the second sentence (discussing Sponson Turrets) in its entirety with the following: "Sponson Turrets—which are always mounted in pairs—do not have to assign the same tonnage of weapons in each Sponson, but must assign a total of 10 percent of the total tonnage for all Sponson-mounted weapons to their turret mechanism weight."

**\* Thunderbolt Missile Launcher (p. 347)**

Under "Game Rules," at the end of section insert the following new paragraph:

"Thunderbolts may be hot-loaded like LRMs and ATMs, enabling them to deliver full damage within their minimum range. Hot-loaded Thunderbolts present the same risk of ammunition explosion as do hot-loaded LRMs and ATMs in the event of a critical hit (see *Missiles*, p. 103)."

**\* BattleMech Turret (p. 347)**

At the end of the first paragraph, insert the following:

"If a quad 'Mech mounts both a quad 'Mech turret and a head turret, then its head turret may not fire to the rear."

**\* Void-Signature System (p. 349)**

- 1) Under "Game Rules", third bullet point

", as will the loss of all active probes mounted on the unit."

Change to:

", as will the loss of all ECM suites mounted on the unit."



- 2) Under "Game Rules", at the end of the section insert the following new paragraph:

"A Void-Signature System is considered to be a Null-Signature System (see p. 336) for all game effects in any turn that infantry are carried using the mechanized battle armor rules (see p. 226, TW)."

**\* VTOL Jet Booster (p. 350)**

- 1) **Introduced:** 3009 (Federated Suns)

Change to:

**Introduced:** 3009 (Federated Suns), 2839 (Clan Hell's Horses)

- 2) Under "Game Rules", second sentence

"needed to avoid a sideslip (see p. 68, TW)."

Change to:

"needed to avoid a sideslip (see pp. 67-68, TW)."

**\* VTOL Mast Mount (p. 350)**

Under "Game Rules", first paragraph, second sentence

"This enables the VTOL to act as a spotter for artillery or indirect LRM fire by other units"

Change to:

"This enables the VTOL to act as a spotter for artillery or indirect fire by other units, or even for itself (if using the Mast to spot for itself, treat the Mast as a separate, non-firing unit doing the spotting)."

**\* Flak Autocannon Ammo (p. 350)**

Under "Game Rules", second sentence

"but only inflicts full damage when used to deliver a flak attack against airborne VTOLs and aerospace units (using the rules on p. 114, TW), or when fired against conventional infantry."

Change to:

"but only inflicts full damage when used to deliver a flak attack against airborne VTOLs and aerospace units (using the rules on p. 114, TW). When fired against conventional infantry, treat as a standard Direct-Fire Ballistic weapon."

**Flak Autocannon Ammo (p. 352)**

Replace "Introduced" line with "circa 2310 (Terran Alliance)."

**Tracer Autocannon Ammo (p. 353)**

Replace "Introduced" line with "circa 2310 (Terran Alliance)."

**\* Arrow IV Homing Missiles (p. 353)**

**Introduced:** 2600 (Terran Hegemony)

**Extinct:** 2830 (Inner Sphere)

**Recovered:** 3045 (Capellan Confederation)

Change to:

**Prototype Design and Production:** 2593 (Terran Hegemony)

**Introduced:** 2600 (Terran Hegemony)

**Extinct:** 2830 (Inner Sphere)

**Recovered:** 3045 (Capellan Confederation)

**\* Arrow IV Homing Missiles (p. 354)**

- 1) Under "Game Rules", insert the following bullet before the existing bullets:

"• An Arrow IV Homing Missile targets a mapsheet, not a hex. On the turn the Arrow IV Homing Missile arrives, the firing player rolls 2d6, on a result of 4+ it strikes the map, on a 2 or 3 the missile fails to hit the map and is lost."



2) Under "Game Rules", fourth bullet point, third sentence

"This is treated as a hit from a direct-fire ballistic weapon, resolved against the unit's facing relative to the TAG unit that designated it."

Change to:

"This is treated as a hit from a Direct-Fire Ballistic weapon, resolved against the unit's facing relative to the unit that fired the missile."

**\* Arrow IV Non-Homing Missiles (p. 354)**

**Introduced:** 2600 (Terran Hegemony)

Change to:

**Prototype Design and Production:** 2593 (Terran Hegemony)

**Introduced:** 2600 (Terran Hegemony)

**Extinct:** 2830 (Inner Sphere)

**Recovered:** 3044 (Capellan Confederation)

**Illumination Artillery/Arrow IV Missiles box (p. 355)**

Add the following to the end of the second paragraph: "Regardless of artillery type, the illumination begins in the turn the round/missile arrives on the playing area and last five turns. If Wind Conditions are in use, treat the illumination round as smoke (see Drift, p. 47); add an additional 1 hex for each Wind Strength above Storm."

**\* Smoke Artillery/Arrow Rounds (p. 356)**

Under "Game Rules", second paragraph, third sentence

"artillery Smoke rounds fill the target hex and all adjacent hexes with heavy smoke (see p. 46)"

Change to:

"artillery Smoke rounds fill the target hex and all adjacent hexes with heavy smoke (see p. 47)"

**\* Arrow IV Homing Missiles (Air-Launched Version) (p. 359)**

Under "Game Rules", first paragraph, second sentence

"function in the same manner as their standard launcher-based version (see p. 354),"

Change to:

"function in the same manner as their standard launcher-based version (see p. 355),"

**Light Air-to-Air (LAA) Missiles box (p. 359)**

Replace the first part of the first paragraph under "Game Rules" with "Light Air-to-Air Arrow Missiles take up 2 bomb slots [...]"

**\* Coolant Ammo [Flamers/Fluid Guns/Sprayers] (p. 361)**

Under "Game Rules", first paragraph, first sentence

"Coolant ammo also reduces the heat level for any heat-tracking target by 3 points per hit (to a maximum of 9 cooling points per turn)."

Change to:

"Coolant ammo also reduces the heat level for any heat-tracking target by 3 points (4 points when fired from a Heavy Flamer) per hit (to a maximum of 9 cooling points per turn)."

**\* Oil Slick Ammo [Fluid Guns/Sprayers] (p. 362)**

Under "Game Rules", second paragraph, first sentence

"to avoid a skid when passing through the hex (see pp. 62-65, TW)."

Change to:

"to avoid a skid when passing through the hex (see pp. 62-64, TW)."



**\* Grenade Launcher Munitions (p. 363)**

Under "Game Rules (General)", replace the entire entry with the following:

"Only units equipped with Vehicular Grenade Launchers (VGLs; see p. 315) and Battle Armor Grenade Launchers (see p. 256, *TM*) may use grenade launcher ammunition of any type. The ammunition each VGL unit or battle armor mounts must be identified prior to the start of game play; if no specialty munitions are noted for a given VGL, it is presumed to be using fragmentation grenades. Battle armor-mounted grenade launchers that have more than one ammo clip (such as noted in a TRO entry) may carry multiple ammunition types, which can be switched during game play. All battle armor in a squad equipped with grenade launchers must mount the same ammunition types."

**\* Chaff Grenades (p. 363)**

Change the header in the first bar from "Chaff Grenades" to "Chaff Grenades [VGL]"

**\* Fragmentation Grenades (p. 363)**

Change the header in the first bar from "Fragmentation Grenades" to "Fragmentation Grenades [VGL]"

**\* Incendiary Grenades (p. 364)**

Change the header in the first bar from "Incendiary Grenades" to "Incendiary Grenades [BA GL/VGL]"

**\* Smoke Grenades (p. 364)**

Change the header in the first bar from "Smoke Grenades" to "Smoke Grenades [BA GL/VGL]"

**\* Electromagnetic Pulse (EMP) Mines (Land) (p. 365)**

Under "Game Rules", second paragraph, fifth sentence

"(such as Remote Sensors, C<sup>3</sup> Remote Sensors, or Collapsible Command Modules, see pp. 357, 298 and 301, respectively)"  
Change to:

"(such as Remote Sensors, C<sup>3</sup> Remote Sensors, or Collapsible Command Modules, see pp. 375, 298 and 301, respectively)"

**\* Space Mines (Space) (p. 366)**

Under "Game Rules", second paragraph, first sentence

"Any unit entering a hex containing Space Mines (or present in the hex when one is deployed) must make a Control roll with a +3 modifier. An additional -2 modifier applies if the unit possesses an Active Probe or is in the hex at the turn the minefield is deployed."

Change to:

"Any unit entering a hex containing Space Mines must make a Control roll with a +3 modifier. An additional -2 modifier applies if the unit possesses an Active Probe."

**\* Anti-Radiation (ARAD) Missiles box (p. 368)**

1) Under "Game Rules", second bullet point, first sentence

"communications equipment (1 ton or more)"

Change to:

"communications equipment (3.5 tons or more)"

2) *This ruling has changed from previous errata versions.*

Under "Game Rules", second bullet point, at the end insert the following:

"However, the ARAD missile does not receive any further to-hit bonus from the pod."

**\* Follow-The-Leader (FTL) Missiles (p. 368)**

Under "Game Rules", third bullet point

"FTL Missiles are incompatible with Artemis, Narc or Streak systems."

Change to:

"FTL Missiles are incompatible with Artemis, Narc or Streak systems, and are treated as regular LRMs if they pass into or through a hostile ECM field."

**\* Swarm/Swarm-I LRMs (Standard LRMs/MMLs) (p. 368)**

Under "Game Rules", third bullet point, insert the following between the second and third sentences:

"No form of line of sight from the attacker to the secondary target is required."

**\* Heat-Seeking Missiles (p. 369)**

**Introduced:** Pre-spaceflight

Change to:

**Introduced:** 2340 (Terran Hegemony [LRM]); 2370 (Terran Hegemony [SRM])

**\* Incendiary LRMs (p. 369)**

**Introduced:** Pre-spaceflight

Change to:

**Prototype Design and Production:** 2341 (Terran Hegemony)

**Introduced:** 2342 (Terran Hegemony)

**\* Smoke Missiles (p. 369)**

**Introduced:** Pre-spaceflight

Change to:

**Introduced:** 2333 (Terran Hegemony [LRM]); 2370 (Terran Hegemony [SRM])

**\* Smoke Missiles (p. 371)**

Replace the second, third and fourth bullet points with the following:

- Smoke Missiles fill a single target hex with a column of smoke 2 levels high (see p. 47)
- This smoke is treated as Light Smoke if the weapon delivers 5 points or less in damage to the target hex. Otherwise, it is treated as Heavy Smoke.
- This smoke dissipates in the End Phase of the third turn after the attack.

**Tandem-Charge (TC) Missiles [Standard SRMs/MMLs] (p. 372)**

Under Game Rules, first paragraph, Change "[...] (an additional +2 applies if the target is a Support Vehicle or IndustrialMech with an armor BAR of less than 10)" to "[...] apply a -2 modifier to this roll. (A Support Vehicle or IndustrialMech with an armor BAR of less than 10 rolls a critical as normal per p. 206 of TW.)"

**\* 'Mech Mortar Ammunition (p. 373)**

- 1) Change both the title and the header of the first box from "'Mech Mortar Ammunition" to "Mortar Ammunition".
- 2) Under "Game Rules (General)", replace the entire entry with the following:

"'Mech Mortars (see p. 324) and Battle Armor Mortars (see p. 263, *TM*) may use a variety of ammunition types. If a unit with a 'Mech Mortar does not specify its ammo type, use the rules for Armor-Piercing (Shaped-Charge) ammo. Mortars fired on a unit, rather than a hex, use the appropriate Cluster Hits Table to resolve their effects. Mortars fired on a hex, rather than the unit within, deliver the effects of a full volley and do not need to roll on the Cluster Hits Table. Battle armor-mounted mortars that have more than one ammo clip (such as noted in a TRO entry) may carry multiple ammunition types which can be switched during game play. All battle armor in a squad equipped with mortars must mount the same ammunition types."

**\* Airburst Mortars (p. 373)**

Change the header in the first bar from "Airburst Mortars" to "Airburst Mortars ['Mech Mortar]"



**\* Anti-Personnel (AP) Mortars (p. 373)**

Change the header in the first bar from “Anti-Personnel (AP) Mortars” to “Anti-Personnel (AP) Mortars [‘Mech Mortar]”

**\* Armor-Piercing (Shaped Charge) Mortars (p. 374)**

Change the header in the first bar from “Armor-Piercing (Shaped Charge) Mortars” to “Armor-Piercing (Shaped Charge) Mortars [‘Mech Mortar]”

**\* Flare Mortars (p. 374)**

Change the header in the first bar from “Flare Mortars” to “Flare Mortars [BA Mortar/‘Mech Mortar]”

**\* Semi-Guided Mortars (p. 374)**

Change the header in the first bar from “Semi-Guided Mortars” to “Semi-Guided Mortars [‘Mech Mortar]”

**\* Anti-Personnel (AP) Mortars (p. 374)**

*Under “Games Rules”, first sentence*

“Anti-Personnel (AP) Mortars are fired at a hex...”

Change to:

“Anti-Personnel (AP) Mortars are area-effect weapons that are fired at a hex...”

**\* Smoke Mortars (p. 375)**

Change the header in the first bar from “Smoke Mortars” to “Smoke Mortars [BA Mortar/‘Mech Mortar]”

**\* Remote Sensors (p. 375)**

**Tech Base (Ratings):** Both (E/E-F-E)

Change to:

**Tech Base (Ratings):** Both (Industrial: C/E-F-D; BA: D/F-F-D)

**\* Remote Sensors (p. 375)**

1) *Second paragraph, at the end of the first sentence append the following:*

“; non-naval units may carry naval (i.e. “floating”) sensors (or even a mix of both), but must designate them as such on the unit’s record sheet before game play begins.

2) *Insert the following paragraph after the second paragraph:*

“Sensors floating on the surface of water can both be monitored by units above the surface of the water (including those on land or airborne, provided they’re within the 67 hex range; see the next paragraph for further airborne monitoring rules), as well as units below the surface of the water; sensors on the bottom of a water hex can only be monitored by units underwater, or units on the surface of the water (naval vessels can monitor the sensors, while any ground units would need to be fully submerged in the same body of water to potentially monitor the sensor). The range for monitoring a sensor through water (either underneath a floating sensor or above a sensor that’s settled to the bottom of a water hex) is 67 Depths up or down, in the hex the sensor occupies. Each adjacent ring of hexes, moving away from the hex the sensor occupies, subtracts 1 from that depth (this creates a right-side-up or up-side-down dome of “monitor-ability”, depending upon whether the sensor is on the bottom of the water hex, or floating on the top of the water hex); in other words the distance in hexes plus the difference in depth added together cannot exceed 67. This “dome” flattens as the depth of the water decreases; i.e. if the depth of a water hex occupied by a sensor on the bottom is only 43 hexes, then the number of hex rings on the surface in which a naval vessel could occupy to potentially monitor the sensor would be 24 (or 49 hexes across). As a further example of sensor use in water, a group is using the Double-Blind Rules (see p. 221), and a naval vessel on the surface of a large body of water is 65 hexes from a floating sensor. Meanwhile an enemy submarine is at Depth 27 and 39 hexes distant from the sensor. If the controlling player of the naval vessel decides to roll for monitoring the sensor (which he can because he’s within 67 hexes of the floating sensor), even if the roll is a success, the submarine is just outside of the “up-side-down” dome and so cannot be detected. However, if the submarine moved towards the sensor by 1 hex in the following turn and the



naval vessel decides to roll for monitoring the sensor once more, there is now a chance the submarine might be detected.

3) *Insert the following paragraph after the new paragraph above:*

“The range for monitoring a sensor above the playing area by airborne units is 67 Elevations in the hex the sensor occupies. Each adjacent ring of hexes, moving away from the hex the sensor occupies, subtracts 1 from that elevation (this creates a dome of “monitor-ability”); in other words the distance in hexes plus the difference in elevations added together cannot exceed 67. Airborne aerospace units can only potentially monitor a sensor if they are using the Aerospace Units On Ground Mapsheets rules (see p. 91, *TW*), and at the end of their movement are within 67 hexes of the sensor (airborne aerospace units ignore the “dome” rule).

**\* Fractional Accounting (p. 376)**

*First paragraph, last sentence*

“Any item described using the phrase “or fraction thereof,” however (such as the gyroscope), must be rounded up.”

Change to:

“Any item described using the phrase “or fraction thereof,” however, must be rounded up.

**\* Patchwork Armor (p. 377)**

*Second paragraph, second sentence*

“The designer of a unit must designate the armor type to be used in each hit location and—using the Fractional Armor Table described earlier—compute the weight of the armor by multiplying its weight (in tons per point) by the number of points assigned to the location, rounding the final result up to the nearest half-ton.”

Change to:

“The designer of a unit must designate the armor type to be used in each hit location and, using the Fractional Armor Table on page 376, compute the weight of the armor by multiplying its weight (in tons per point) by the number of points assigned to the location, rounding the final result up to the nearest half-ton. This is done per location, with excess points per location discarded.”

**\* Patchwork Armor Table (p. 377)**

Change the bottommost footnote to read “\*\*If no Hardened Armor is mounted in the unit’s legs, the -1 Running MP for using Hardened Armor does not apply (see p. 281).”

**\* Super-Heavy Vehicles (p. 378)**

*Second bullet point, first sentence*

“—including, if desired, the Large-sized engines presented on p. 308.”

Change to:

“—including, if desired, the Large-sized engines presented on p. 307.”

**\* Advanced Battle Values (p. 378)**

*First sentence*

“The following rules are additions and/or adjustments to those presented in the *Tech Manual* (pp. 302-313).”

Change to:

“The following rules are additions and/or adjustments to those presented in *TechManual* (pp. 302-313).”

**\* Satellites (p. 378)**

*First sentence*

“Use the rules for calculating an Aerospace BV (see p. 312-313, *TM*)”

Change to:

“Use the rules for calculating an Aerospace BV (see pp. 312-314, *TM*)”



**\* Rail Vehicles (p. 378)**

*First sentence*

“Use the rules for calculating a Vehicle BV (see p. 307-309, *TM*)”

Change to:

“Use the rules for calculating a Vehicle BV (see pp. 307-309, *TM*)”

**\* Large-Sized Airships (p. 379)**

“Use the rules for calculating an airship’s BV (see p. 312-313, *TM*) to find the BV of a Large-sized airship.”

Change to:

“Use the rules for calculating an airship’s BV (see pp. 312-314, *TM*) to find the BV of a Large-sized airship.”

**\* Large-Sized Naval Vessels (p. 379)**

“Use the rules for calculating a Vehicle BV (see p. 307-309, *TM*) to find the BV of a Large-sized naval vessel.”

Change to:

“Use the rules for calculating a Vehicle BV (see pp. 307-309, *TM*) to find the BV of a Large-sized naval vessel.”

**Defensive Factors Modifier Table [Addendum] (p. 379)**

Change DEST Infiltration Suit Modifier from “+0.1” with “+0.2.”

**\* Advanced Infantry (p. 379)**

*Step 1, third paragraph*

“Next, MULTIPLY this by the Defensive Movement Factor,”

Change to:

“Next, MULTIPLY this by the Defensive Factor,”

**Actuator Enhancement System (p. 380)**

TSM is incompatible with AES; remove the last lines of both the rules and example paragraphs.

**\* Advanced Weapons and Equipment (p. 380)**

*Between “Actuator Enhancement System” and “Armor” entries, add a new section:*

**ANGEL ECM (BA)**

This is factored into battle armor BV exactly like ECM (see p. 310, *TM*), but adds 2 instead of 1.

**\* Armor (p. 380)**

1) *Under “Modular Armor”, insert a new sentence at the end of the entry that reads:*

“Note that while Modular Armor negates the effects of Stealth Armor, you must still include Stealth Armor in your BV calculations as if it functioned at full effect.”

2) *Above “Hardened Armor/Shields” insert the following new section:*

**Battle Armor Laser-Reflective/Reactive Armor:** The BV for these armor types is factored as fire-resistant armor (see p. 310, *TM*).

**Armor Type Modifier Table (New) (p. 380)**

Change “Blue Shield PDF” to “Blue Shield PFD.”

**Battle Armor Myomer Booster (p. 380)**

Remove “Jump” from the rule.

**Blue Shield PFD example text (p. 381)**

Replace “the Thunderbolt must also subtract a total of 6 points from [...]” with “[...] the Thunderbolt must also subtract a total of 7 points from [...].” Also note that the name “Thunderbolt” should not be italicized here.

**CASE II (p. 381)**

At the end of the line, insert “, or one location out per the Damage Transfer Diagram.”

**Cockpit Systems - Torso-Mounted Cockpit (p. 381)**

Replace the last line of the paragraph with: “Multiply the resulting Battle Value by 0.95 to get the final Battle Value of the unit.”

**\* (p. 381)**

In between the “Coolant Pod” and “Engine Systems” entries, insert the following new section:

**DRONE REMOTE OPERATING SYSTEMS**

All weapons on a unit equipped with a Drone Remote Operating System multiply their BVs by 0.8. Do not include ammunition when making these BV adjustments.

In addition, multiply the final unit BV by 0.95. Do not apply any BV modifiers for cockpits.

**Engine Systems (p. 381)**

Add the following: “A Clan ’Mech with an XXL Engine must subtract 15 points per critical space of explosive ammo from its Defensive BV, as for Inner Sphere XL Engines (see page 302, *TM*).”

**\* ’Mech Engine Type Modifier Table [Addendum] (p. 381)**

Replace the entire table with the following:

Engine Type	Modifier
Large	1
Large Light	0.75
Large XL (IS)	0.5
Large XL (Clan)	0.75
XXL (IS)	0.25
XXL (Clan)	0.5
Large XXL (IS)	0.25
Large XXL (Clan)	0.5

**\* VTOL Mast Mount (p. 382)**

“Add 10 points to the base Weapons Battle Rating for a VTOL mast mount.”

Change to:

“Add 10 points to the Weapon Battle Rating for a VTOL mast mount; if the Mast Mount includes a C<sup>3</sup>, in addition to the 10 points, apply the standard % Defensive modifier based upon the overall unit’s Battle Value.”

**Inner Sphere Weapons and Equipment BV Table [Addendum] (p. 382)**

- 1) Change Binary Laser BV to 222.
- 2) Add a “K” notation to the following items: All PPC + Capacitor entries, Improved Heavy Gauss, MagShot, and Silver Bullet Gauss.
- 3) Add a double-dagger (‡) to each of the PPC + Capacitor BV entries.

**\* Inner Sphere Weapons and Equipment BV Table [Addendum] (p. 383)**

- 1) Add a “K” notation to the following items: Taser, BattleMech and M-Pod.
- 2) Between “Thumper” and “Cruise Missile/50”, insert the following new entry:  

BA Tube Artillery	27	4
-------------------	----	---
- 3) CASE II Entry  
 “No reduction is made to the Defensive Battle Rating for ammunition or Gauss weapons mounted in the same location as CASE II.”



Change to:

"No reduction is made to the Defensive Battle Rating for ammunition or Gauss weapons mounted in the same location as CASE II, or one location out per the Damage Transfer Diagram."

- 4) Change Electronic Warfare Equipment BV to 39†.
- 5) MASS Item BV should be 9†.
- 6) Change Footnote K to read "**K Explodes:** Weapon/Equipment explodes when damaged."

**Inner Sphere Capital Scale Weapons and Equipment BV Table [Addendum] (p. 384)**

- 1) Add an asterisk (\*) to each of the Sub-Capital Missiles Ammo BV.
- 2) Add a new footnote: \* Per shot, not per ton.

**Clan Capital Scale Weapons and Equipment BV Table [Addendum] (p. 384)**

- 1) Add an asterisk (\*) to each of the Sub-Capital Missiles Ammo BV.
- 2) Add a new footnote: \* Per shot, not per ton.
- 3) *Naval Autocannon* should be italicized. Ignore the extra numbers next to each section name. Remove the repeated "Sub-Capital Missiles" entries.

**Clan Weapons and Equipment BV Table [Addendum] (p. 384)**

Under "ProtoMech ACs," the line should be moved to the bottom of table.

**\* Clan Weapons and Equipment BV Table [Addendum] (p. 385)**

- 1) *At the end of the Ballistic Weapons column, under Vehicular Grenade Launcher, insert the following:*

Artillery Cannon, Long Tom	329	41
Artillery Cannon, Sniper	77	10
Artillery Cannon, Thumper	41	5
- 2) All Clan 'Mech Mortars and Artillery Weapons should have the same BV as their Inner Sphere equivalents (p. 382-383).
- 3) Talon BV should specify (Kick Dmg x 1).
- 4) Change Watchdog CEWS BV to 68†.
- 5) Add "Machine Gun Array ... M ... --" to table, between CASE II and MASS.
- 6) MASS Item BV should be 9†.
- 7) Change VTOL Mast Mount to Footnote K.
- 8) Change Footnote K to read "**K VTOL Mast Mount:** Add 10 to the BV of mast mounted weapons and equipment."
- 9) Change text of Footnote M to start "**M Machine Gun Array:**"
- 10) Delete Footnote N.

## Index

**\* Index A (p. 387)**

Active probes: Consolidate the two entries.

Aerospace unit - Grappling: Change page reference to 199-200.

Altered energy weapon damage: Change page reference to 83.

Atmospheric pressure/density: Change first page reference to 54-55.



**\* Index B (p. 387)**

BattleMech - jump pack: Change page reference to 292, 293, 380.  
BattleMech - mechanical jump booster: Change page reference to 292, 293, 380.  
BattleMech - motive systems: Change page reference to 292-293, 295.  
BattleMech - partial wing: Change page reference to 292, 293, 295, 380.  
BattleMech - taser: Change page reference to 344, 345-346.  
Building - classification: Change first page reference to 114-118.  
Buildings - artillery hits: Change page reference to 182, 184.

**\* Index C (p. 387)**

CASE II: Delete the reference to page 159; rules on that page mention CASE.  
Chain whip: Change page reference to 288-289.  
Combat - damage: Change page reference to 65-66.  
Combat - weapon resolution dice: Change page reference to 109.  
Commanders - double-blind rules: Change page reference to 222.  
Communications equipment - double-blind rules: Change page reference to 222-223.  
Construction rules - advanced equipment: Delete this reference.  
Crew - numbers, abilities: Change page reference to 218.  
Crew - support vehicle: Change page reference to 249-251.

**\* Index D (p. 387)**

Damage - piloting skill roles: Change to "piloting skill rolls"; change page reference to 23.  
Deceleration - change page reference to 24.

**\* Index E (p. 388)**

ECM suites - double blind rules: Change page reference to 223-224.  
Equipment - battle values: Change page references to 380.

**\* Index F (p. 388)**

Forms: Delete this reference.

**\* Index G (p. 388)**

Gale (light, moderate, strong): Change page reference to 61.

**\* Index H (p. 388)**

Heat sink - table: Change page reference to 252.  
Hex - conditions, terrain displacement: Change page reference to 66-67.  
Hitting deck: Change to "Hitting the deck".

**\* Index I (p. 388)**

Infantry - squad deployment: Add additional page reference to 27.  
Infrared sensors: Change page reference to 222.  
Initiative - double blind rules: Change page reference to 220.

**\* Index J (p. 388)**

Jumping - bog down rules: Change page reference to 63.

**\* Index L (p. 388)**

Large naval vessel support vehicle - taking control of: Delete page reference to 216.

**\* Index L (p. 389)**

Laser - insulator: Change second page reference to 382.



**\* Index M (p. 389)**

Machine gun - array: Change page reference to 103.  
 Magnetic Pulse (MP) Missiles: Remove "expenditure" sub-entry.  
 Magscan sensors: Change page reference to 222.  
 Maneuver: Delete this reference (but keep the "maneuver, failed" ref).  
 Mass driver - vessel limits table: delete the second page reference.  
 Missile: Change page reference to 103.  
 Mobile structure: Change last page reference to 165.  
 Mobile structure - artillery hits: Change page reference to 182 and 184.  
 Mobile structure - movement costs table: Change page reference to 166.  
 Mobile structure - underneath: Change page reference to 169.  
 Movement - expenditure of points: Delete this reference.  
 Movement - phase, double blind rules: Change page reference to 220-224.

**\* Index N (p. 389)**

Naval - repair facilities: Change page reference to pages 334 and 335. (Distinct pages, not a range, for consistency with other index page descriptions, such as the naval tug adaptor.)

**\* Index P (p. 389)**

Physical attacks - opportunity fire: Change page reference to pages 86-87.  
 Planetary conditions - artillery attacks: Delete first page reference (181).  
 Play sequence: Change page reference to page 220.  
 Punch attack: Delete this entire entry.

**\* Index R (p. 389)**

Rail support vehicle - weight and: Change page reference to page 237.  
 Remote sensors – double-blind rules: Change page reference to page 223.

**\* Index S (p. 389)**

Satellites - double-blind rules: Change page reference to page 223.  
 Seismic sensors - Change page reference to page 222.  
 Sensor spotting - Change page reference to pages 221-223.

**\* Index S (p. 390)**

Shield: First page reference should be placed under "shielding" or "shielding movement mode" to distinguish from 'Mech shields. Change second page reference to page 89. Add page reference to page 290.  
 Sinking - rate, large naval vessel: Delete second page reference (160).  
 Small craft - grappling: Change page reference to page 199.  
 Space - dispensers: Should be placed under mine dispensers to avoid confusion.  
 Spikes: Add a page reference to page 290.  
 Spotting phase, double-blind rules: Change page reference to pages 220-224.  
 Stacking: Change page reference to page 215.  
 Stealth - double-blind rules: Change page reference to pages 223-224.  
 Structure - record sheet: Change page 110 reference to page 133.

**\* Index T (p. 390)**

Talons: Add page reference to page 290.

**\* Index V (p. 390)**

Vehicle - crews: Change second page reference to page 218.  
 Vehicle - fire effects on: Change page reference to pages 44-45.



**\* Index W (p. 390)**

- Weapon attacks - double-blind rules: Change page reference to page 224.
- Weapon attacks - extreme range: Change page reference to page 85.
- Weapon attacks - line of sight: Change second page reference to page 85.

**Record Sheets**

**\* Advanced 'Mech Record Sheet (p. 391)**

Under "Warrior Data", remove the "Dual Cockpit" option.

**Record Sheets (p. 392)**

Replace this entire sheet with the Advanced Four-Legged 'Mech Record Sheet.

**\* Advanced Four-Legged 'Mech Record Sheet (p. 392)**

Under "Warrior Data", remove the "Dual Cockpit" option.

**\* Large Naval Vessel Templates (p. 401)**

- Type B - change "T<sub>2</sub>" to "T<sub>3</sub>"; add "T<sub>2</sub>" to the Pivot Point
- Type C - change "T<sub>3</sub>" and "T<sub>4</sub>" to "T<sub>4</sub>" and "T<sub>5</sub>" respectively; add "T<sub>3</sub>" to the Pivot Point
- Type D - change "T<sub>4</sub>", "T<sub>5</sub>", and "T<sub>6</sub>" to "T<sub>5</sub>", "T<sub>6</sub>", and "T<sub>7</sub>" respectively; add "T<sub>4</sub>" to the Pivot Point
- Type E - change "T<sub>5</sub>", "T<sub>6</sub>", "T<sub>7</sub>", and "T<sub>8</sub>" to "T<sub>6</sub>", "T<sub>7</sub>", "T<sub>8</sub>", and "T<sub>9</sub>" respectively; add "T<sub>5</sub>" to the Pivot Point

**Compiled Tables**

**\* Heavy Weapons and Equipment Combat Data (p. 404)**

- 1) Active Probes, Watchdog CEWS: change Range from "4" to "3"
- 2) For all Artillery Cannons, delete the "S" (Switchable) notation in the Type column.
- 3) BattleMech Melee Weapons, Chain Whip: change Damage from "3\* (NA)" to "3 (NA)"
- 4) Remove "S" notation from all HVAC entries.
- 5) Heat for both Clan RACs should be 1/sht (6).

**\* Heavy Weapons and Equipment Construction Data (p. 405)**

- 1) BattleMech Melee Weapons, Chain Whip: change the Space value for M from "2\*" to "2"
- 2) BattleMech Melee Weapons, Shield: add an asterisk to the Space value for M of all three shield types
- 3) *BattleMech/ProtoMech Motive Systems, Partial Wing ('Mech): change the entire entry to:*

Weapon/Item	Tech Base	Tech Rating	Latest Intro Date (IS / Clan)	Item / Ammo Cost (C-bills)	Weight (Tons)	M
Partial Wing ('Mech)	IS/Clan	F/X-X-E	3074 / 3067P	50,000xIT	*	8/6*

- 4) DropShip Space ratings for Bloodhound AP, Watchdog CEWS, and Angel ECM should be 0.
- 5) Latest Intro Date for Armored Motive System (IS) should be 3071P/NA.
- 6) Latest Intro Date for Armored Motive System (Clan) should be NA/3057P.
- 7) JumpShip, WarShip, and Space Station Space ratings for all three Artillery Cannons should be 1.
- 8) Fighter Space ratings for C<sup>3</sup>BM, C<sup>3</sup>BS, and C<sup>3</sup>EM should be NA.
- 9) Fighter Space rating for CASE II (IS) should be 0.



**\* Heavy Weapons and Equipment Combat Data (p. 406)**

- 1) Binary Laser damage should be 12 and heat 16.
- 2) Chaff Pod Type should include X.
- 3) Coolant Pod Type should include X.
- 4) Fluid Gun Type should be DB, S.
- 5) ER Pulse Laser, Small: change the Damage from "5 (5)" to "5\* (5)"
- 6) In all three "Improved Heavy Laser" entries, change Type § from "DE" to "DE, X"
- 7) Silver Bullet Gauss TC column should be N.

**\* Heavy Weapons and Equipment Construction Data (p. 407)**

- 1) CASE II (Clan) Fighter Space rating should be 0
- 2) Under the "Latest Intro Date (IS/Clan)" column for all the following—"Flotation Hull", "Limited Amphibious", "Fully Amphibious", "Dune Buggy", "Enviro (Vacuum) Sealing"—change "PS / PS" to "2470 / 2470".
- 3) Collapsible Command Module Tech Base should be IS/Clan.
- 4) Docking Hardpoint: under the "Tech Rating" column, change "B/C-C-C" to "C/C-C-C"; under the "Latest Intro Date (IS/Clan)" column, change "ES / ES" to "2304 / 2304".
- 5) Electronic Warfare Equipment Space ratings on Support Vehicles and DropShips should be 4 and 0, respectively
- 6) Engines, Combat Vehicle Fission: under the "Latest Intro Date (IS/Clan)" column, change "ES / ES" to "2470 / 2470".
- 7) Engines: the lines for Large and XXL engines are misaligned with those on facing page
- 8) Flight Deck/Helipad, Flight Deck: change the Weight (Tons) from "2,500" to "1,500"
- 9) Silver Bullet Gauss Tech Rating should be E/X-X-F
- 10) Laser Heat Sink 'Mech Space should be 2\*

**\* Heavy Weapons and Equipment Combat Data (p. 408)**

- 1) Under all four "Extended LRM" entries, change Type § from "M, C, S" to "M, C"
- 2) Change Streak LRMs to Damage C5/5 (5), C5/10 (10), C5/15 (15), C5/20 (20), and C5/1 (NA), respectively.

**\* Heavy Weapons and Equipment Construction Data (p. 409)**

- 1) Lithium-Fusion Battery: JumpShip and WarShip Space ratings for both should be 0.
- 2) 'Mech Mortar: change all Latest Intro Dates to "PS/PS"
- 3) 'Mech Mortar: change all Ammo Costs from 10,000 to 28,000.
- 4) Missile Launchers, Extended LRM-15: change the Space value for SV from "12" to "6"
- 5) Missile Launchers, Extended LRM-15: Cost should be 218,750
- 6) Missile Launchers, Extended LRM-20: change the Space value for SV from "18" to "8"
- 7) Missile Launchers, Improved One-Shot Launcher: change the Space value for P from "+0" to "NA"
- 8) Mobile HPG: Change Heat from "NA" to "40"
- 9) Ground Mobile HPG: Change Heat from "NA" to "20"



**\* Heavy Weapons and Equipment Combat Data (p. 410)**

- 1) Look-Down Radar: under the “Rules Level” column, change “Adv” to “Adv\*”
- 2) PPC Capacitor Type should include X.
- 3) All three Rifles (Cannon) should have To-Hit Modifiers of “0.”
- 4) Sub-Capital Missiles, Piranha: under the “To-Hit Modifier” column, change “-1\*” to “0”
- 5) Sub-Capital Missiles, Stingray: The Ammo (per Ton) should be 1/12.
- 6) Sub-Capital Missiles, Swordfish: The Ammo (per Ton) should be 1/15.
- 7) Sub-Capital Missiles, Manta: The Ammo (per Ton) should be 1/18.
- 8) All four Thunderbolt launchers should have To-Hit Modifiers of “0.”

**\* Heavy Weapons and Equipment Construction Data (p. 411)**

- 1) Look-Down Radar: under the “Latest Intro Date (IS/Clan)” column, change “ES / ES” to “PS / PS”
- 2) Sub-Capital Missiles, Stingray: Weight (Tons) should be 120
- 3) Sub-Capital Missiles, Swordfish: Weight (Tons) should be 140
- 4) Sub-Capital Missiles, Manta: Weight (Tons) should be 160
- 5) Sub-Compact K-F Drive: JumpShip and Space Station Space ratings should be NA. WarShip Space rating should be 0\*.
- 6) Supercharger: under the “Item/Ammo Cost (C-bills)” column, change “10,000xER” to “10,000xERS”
- 7) Supercharger Tech base should be IS/Clan
- 8) Turrets, BattleMech Turret (Head): under the “Latest Intro Date (IS/Clan)” column, change “2450P / 2450P” to “3055 / —”
- 9) *At the bottom of the symbol-noted footnotes, insert the following new footnote:  
“§Support Vehicles, which do not have an engine rating, use engine tonnage instead.”*

**\* Battle Armor Combat Data (p. 412)**

- 1) Last three columns should be “To-Hit Modifier,” “Rules Level,” and “Ref.”
- 2) At the end of the table, insert a column labeled “Ammo (Weight per ton)”
- 3) For the following weapons, add the value listed to the “Ammo (Weight per ton)” column:

- ER Pulse Laser (Small) - 0.41 kg (12)
- ER Pulse Laser (Medium) - 0.45 kg (11)
- Variable-Speed Pulse Laser (Small) - 0.33 kg (15)
- Variable-Speed Pulse Laser (Medium) - 0.38 kg (13)
- Taser (Battle Armor) - OS (1)

- 4) *Add the following full rows to the table alphabetically, as appropriate:*

Angel ECM	E	NA	—/—/—/2	NA	Exp	279	NA
BA LB-X AC	DB, C, F	4*	—/2/5/8	-1	Adv	286	4 kg (10)
BA Tube Artillery	AE, S	3/1 (R1)	2 boards	NA	Exp	284	15 kg (2)
Heavy Flamer	DE, H, AI	4*	—/2/3/4	0	Adv	312	1 kg (10)
Laser-Reflective Armor	Armor	NA	NA	NA	Exp	281	NA
Reactive Armor	Armor	NA	NA	NA	Exp	282	NA



- 5) Under “ER Pulse Laser, Small”
  - a) Change the Type from “P” to “AI, P”
  - b) Change the Damage from “3” to “5\*”
  - c) Change the Range from “0/1/2/4” to “0/2/4/6”
- 6) ER Pulse Laser, Medium: change the damage from “6” to “7”.
- 7) Replace all mentions of Vehicular DropChute (VDC) with Battle Armor DropChute (BADC). This continues on page 413.

**\* Heavy Weapons Ammunition Combat Data (p. 412)**

Autocannons: under “Ammunition Type”, change the “Used By (Weapon)” entries for Flak and Tracer from “SAC, LAC” to “SAC, LAC, PAC”

**Conventional Infantry Combat Data Table (p. 412)**

Last three columns should be “To-Hit Modifier,” “Rules Level,” and “Ref.”

**\* Battle Armor Construction Data (p. 413)**

Add the following full rows to the table alphabetically, as appropriate:

Angel ECM	IS /Clan	F/X-X-F	3063P / 3059P	750,000	250 / 150	3
BA LB-X AC	Clan	F/X-X-E	3075	70,000 / 1,000	400	2
BA Tube Artillery	IS	E/X-X-F	3075P	200,000 / 900	500	4**
Heavy Flamer	IS / Clan	C/X-X-E	3073	11,250 / 2,000	350	2
Laser-Reflective Armor	IS / Clan	F/X-X-F	3074P	37,000	*	7
Reactive Armor	IS / Clan	F/X-X-F	3075P	37,000	*	7

**\* Heavy Weapon Ammunition Data (p. 414)**

- 1) Change the left-side page title text (running vertically) from “Heavy Weapon Ammunition Data” to “Heavy Weapons Ammunition Construction Data”
- 2) Artillery, Smoke: under the “Used By (Weapon)” column, change “AIV, SAT” to “AIV, BAAW, SAT”.
- 3) Bombs:
  - a) In the “Air-to-Air (AAA) Arrow” row, under the “Range Min/Sht/Med/Lng (Aero)” column, change “NA (Medium)” to “6/12/18/24 (Medium)”
  - b) In the “Anti-Ship (AS) Missile” row, under the “Range Min/Sht/Med/Lng (Aero)” column, change “NA (Long)” to “9/17/25/32 (Long)”
  - c) In the “Anti-Ship EW (ASEW) Missile” and “Light Air-to-Air (LAAA) Missile” rows, under the “Range Min/Sht/Med/Lng (Aero)” column, change “NA (Medium)” to “7/14/21/28 (Medium)”
- 4) “Grenade Launcher (Vehicular): change the row name to “Grenade Launcher”, and under the “Used By (Weapon)” column change the Incendiary and Smoke entries from “VGL” to “BAGL, VGL”.

**\* Heavy Weapon Ammunition Data (p. 416)**

- 1) ‘Mech Mortars:
  - a) change the row name to “Mortars”
  - b) under the “Used By (Weapon)” column, change the Flare and Smoke entries from “MMR” to “BAMR, MMR”.
- 2) Under the “Ammo (per Ton)” column of each of the following rows—“Thunder-Active LRMs”, “Thunder-Augmented LRMs”, “Thunder-Inferno LRMs”, “Thunder-Vibrabomb LRMs”—change “x1” to “x0.5”



**Advanced Aerospace Weapon Classes Table (p. 416)**

Add “Chemical Lasers (Medium, Large)” under the **Clan** column for **Lasers**; add “Chemical Laser (Small)” under the **Clan** column for **Point Defense Weapons**.

**\* Heavy Weapon Ammunition Data (p. 417)**

- 1) 'Mech Mortars: change the row name to “Mortars”
  
- 2) Remote Sensors: under the “Tech Rating” column, change “E/E-F-E” to “Industrial: C/E-F-D; BA: D/F-F-D”

**Advanced Four-Legged/Prone 'Mech Hit Location Table (p. 421)**

Replace the Advanced Four-Legged/Prone 'Mech Hit Location Table with the following:

2D6 Rolls	Left Side	Front	Rear	Right Side
2*	Left Torso [critical]	Center Torso [critical]	Center Torso (R) [critical]	Right Torso [critical]
3	Front Right Leg	Rear Left Leg	Front Left Leg	Front Left Leg
4	Front Left Leg	Front Left Leg	Rear Left Leg	Front Right Leg
5	Front Left Leg	Front Left Leg	Rear Left Leg	Front Right Leg
6	Right Torso	Left Torso	Left Torso (R)	Center Torso
7	Left Torso	Center Torso	Center Torso (R)	Right Torso
8	Center Torso	Right Torso	Right Torso (R)	Left Torso
9	Rear Left Leg	Front Right Leg	Rear Right Leg	Right Rear Leg
10	Rear Left Leg	Front Right Leg	Rear Right Leg	Right Rear Leg
11	Rear Right Leg	Rear Right Leg	Front Right Leg	Rear Left Leg
12	Head	Head	Head	Head

\*A result of 2 may inflict a critical hit. Apply damage to the armor in that section in the normal manner, but the attacking player also rolls once on the Determining Critical Hits Table, p. 124, *TW*.

**\* Heavy Weapon Ammunition Data (p. 417)**

- 1) 'Mech Mortars: change the row name to “Mortars”
  
- 2) Remote Sensors: under the “Tech Rating” column, change “E/E-F-E” to “Industrial: C/E-F-D; BA: D/F-F-D”

**\* Artillery Ranges table (p. 422)**

Between “Long Tom” and “Cruise Missile/50” insert the following new entry:

“BA Tube            2”

**\* Artillery Ordnance table (p. 423)**

Between “Thumper” and “Arrow IV”

Insert a new column: “BA Tube”. Fill every line with a “—”, apart from High Explosive, where the value is “3/1 (R1)”, and Smoke, where it is “(Radius 1)”

**Morale Table (p. 424)**

Add, in order, the footnote symbols to the column heads.

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