TechManual

(Version 2.2)

The following is a compiled rules errata for the first printing of *TechManual*, as of 29 February, 2012.

NEW ADDITIONS

These are all the new entries or modifications of old entries for version 2.1 and 2.2 of this document. They may also be found in the **Full Errata** section in the appropriate locations: entries new to version 2.1 are marked with an asterisk (*****), while entries new to 2.2 are marked with a double asterisk (******).

*** Omni Technology (p. 20)**
Under second paragraph, first sentence

"All equipment and components used in an Omni unit's base (core) configuration are considered "fixed" and may not change in terms of weight, space or arrangement between the base model and any of its Primary or Alternate configurations."
Change to:
"All equipment and components used in an Omni unit's base (core) configuration are considered "fixed" and may not change in terms of weight, space, or bodily location between the base model and any of its Primary or Alternate configurations."

*** Battle Armor Weapons (p. 20)**
Under second paragraph, first sentence

"Non-missile battle armor weapons install ammunition along the same lines as medium and light weapons, complete with receiving the first bin of ammunition free, integrating all ammunition into the weapon's space and counting only as additional weight for the weapon itself."
Change to:
"Non-missile battle armor weapons install ammunition along the same lines as medium and light weapons, integrating all ammunition into the weapon's space and counting only as additional weight for the weapon itself."

*** Allocate Tonnage For Internal Structure (p. 47)**
Replace the entire "OmniMechs" paragraph with the following:

"The type of internal structure and placement of any critical slots required must be determined upon the design of the base configuration. All complete primary and alternate configurations thereafter must use the same number in any given bodily location for their slots, although it is permissible to shift the slots within a location when designing a new configuration."

*** Install Engine (p. 48)**
Replace the entire "OmniMechs" paragraph with the following:

"The engine type, rating and location of its critical slots must be established when designing an OmniMech's base configuration, and Engine critical slots in the right or left torsos may be shifted within their location in that OmniMech's completed primary or alternate configurations as the designer wishes, so long as the slots remain contiguous."

*** Determine Jump Capability (p. 51)**
Under "OmniMechs", second paragraph, first sentence

"If any jump jets are established for a base configuration at this stage, they are considered permanent and may not be altered in that OmniMech's completed primary or alternate configurations."

Change to:
"If any jump jets are established for a base configuration at this stage, they are considered permanent but may be shifted within their bodily location as the designer wishes in that OmniMech's completed primary or alternate configurations."

**** BattleMech MASC and TSM Table (p. 52)**
Under "BattleMech MASC and TSM Table", footnote text

"*Percentage of the BattleMech's total weight (in tons). Round this figure up to the nearest full ton/critical slot."
Change to:
"*Percentage of the BattleMech's total weight (in tons). Round this figure normally to the nearest full ton/critical slot."

*** Special Physical Enhancements (p. 53)**
Under "OmniMechs", first sentence

"The type, weight and placement of critical slots for MASC and Triple-Strength Myomer must be established when designing an OmniMech's base configuration, and may not be altered in that OmniMech's completed primary or alternate configurations."
Change to:
"The type, weight and location of critical slots for MASC and Triple-Strength Myomer must be established when designing an OmniMech's base configuration, and may be shifted within their location (following the contiguity of the system) in that OmniMech's completed primary or alternate configurations."

*** Add Armor (p. 55)**
Replace the entire "OmniMechs" paragraph with the following:

"The type, weight, number of points and critical slots (if any) required for an OmniMech's armor must be established when designing an OmniMech's base configuration, and although the location of such slots may not be changed they may be shifted as the designer pleases within their established location in the completed primary or alternate configurations."

*** Step 5: Add Weapons, Ammunition and Other Equipment (p. 57)**
Under "OmniMechs", first paragraph, second sentence

"In such cases, these "fixed" items must be mounted and placed on the Critical Hits Table before completion of the base configuration, and may not be altered in the completed primary or alternate configurations."
Change to:
"In such cases, these "fixed" items must be mounted and placed on the Critical Hits Table before completion of the base configuration, and though the location of such slots may not be changed they may be shifted as the designer wishes within their established location according to the contiguity of the system in the completed primary or alternate configurations."

*** Fuel (p. 68)**
First paragraph, last sentence

"Rates at which these fuels are consumed will be covered in *Tactical Operations*,"
Change to:
"Rates at which these fuels are consumed are covered in *Strategic Operations*, p. 35."

*** Add Cockpit (p. 69)**
First paragraph, sixth line

"(ejection will be covered in *Tactical Operations*)."
Change to:
"(ejection is covered in *Tactical Operations*, p. 196)."

*** ProtoMech Ammunition Weight Table (p. 88)**
At the bottom of the table, insert the following new table entry:

Plasma Cannon 100

*** Step 5: Add Weapons, Ammunition and Other Equipment (p. 107)**
Under "Power Amplifiers", first paragraph

"Power amplifiers weigh 10 percent of the weight of the energy weapons carried but take up no item slots on the Combat Vehicle's record sheet. Unlike most other rounding conventions for tonnage-standard units, power amplifiers round up to the nearest 0.1-ton increment, rather than the nearest 0.5-ton increment."
Change to:
"Power amplifiers weigh 10 percent of the weight of the energy weapons carried, rounded up to the nearest half-ton, but take up no item slots on the vehicle's record sheet."

*** Chassis Modification Descriptions (p. 123)**
"Prop" table entry

"May not operate above 18,000-meter altitude (unit also goes Out of Control at Velocity 8+)"
Change to:
"Cannot operate above atmospheric row 1; Goes Out of Control at Velocity 8+; Moves 1 hex per turn on the high-altitude map"

*** Support Vehicle Engine Weight Multipliers and Fuel Weight Percentage Table (p. 127)**

1) Change the Steam Engine Tech E Engine Weight Multiplier from "2.8" to "2.6"
2) Change the ICE Engine Tech B Engine Weight Multiplier from "2.0" to "3.0"

*** Swiftran construction example (p. 135)**
Replace the first full paragraph on the page ("At the Tech Rating of E used for the Swiftran's chassis…") with the following:

"At the Tech Rating of E used for the Swiftran's chassis, Todd notes that BAR 10 armor—the equivalent of Combat Vehicle armor—weighs in at 56 kilograms per point. The maximum protection of 29 points would weigh 2 tons (29 points x 56 kg per point = 1,624 kg = 1.62 tons, which rounds up to 2 tons). Noting that at 2 tons the Swiftran can also achieve the same 29 points of BAR 10 armor at Tech Rating D (29 points x 63 kg per point = 1,827 kg = 1.83 tons, which also rounds up to 2 tons), for flavor reasons Todd chooses to go with less efficient Tech Rating D armor instead."

*** Dixon airship construction example (p. 137)**
First paragraph, first sentence

"*Because it is an Airship and thus cannot receive the Armored chassis modification, the best BAR possible for Christine's Dixon at the Structural Tech Level D is BAR 7.*"
Change to:
"*Because it is an Airship and thus cannot receive the Armored chassis modification, the best BAR possible for Christine's Dixon at the Structural Tech Rating D is BAR 7.*"

*** Step 5: Add Weapons, Ammunition and Other Equipment (p. 137)**
Under "Power Amplifiers", first paragraph, 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, but take up no item slots on the vehicle's record sheet."

*** Dixon airship construction example (p. 138)**
Second column, first paragraph, last sentence

"*This provides the sprayers with a maximum of 9 tons of "ammo," as liquid cargo bays (see* Transport Bays*, p. 239) have a capacity equal to their weight, divided by 1.1 (10 tons ÷ 1.1 = 9.09, rounded down to 9 tons).*"
Change to:
"*This provides the sprayers with a maximum of 9 tons of "ammo," as liquid cargo bays (see* Transport Bays*, p. 239) have a capacity equal to their weight, multiplied by 0.91 (10 tons × 0.91 = 9.1, rounded down to 9 tons).*"

*** Infantry Weapon Classifications Table (p. 148)**

1) At the end of the entry for Special Feature "N" (Non-penetrating weapon) add three asterisks (***)
2) Insert a new footnote: "*** Platoon special feature only applies if weapon is used to determine Base Range"

*** Determine Final Range Values (p. 152)**
Replace the second and third sentences with the following:

"If the platoon fields 1 Secondary Weapon or less per squad, the ranges and modifiers that apply to the platoon's attack are those of the Primary Weapons. If the platoon fields 2 or more Secondary Weapons per squad, then it is the Secondary Weapons' range and modifiers that apply.

*** Determine Final Damage Values (p. 152)**
First paragraph

"([8 Secondary Weapons x 0.43] × [20 Primary Weapons x 0.21] = 7.64, rounded normally [up] to 8)."
Change to:
"([8 Secondary Weapons x 0.43] + [20 Primary Weapons x 0.21] = 7.64, rounded normally [up] to 8)."

*** Infantry and Cargo Transportation (p. 155)**
At the end of the second paragraph, insert:

"Round all weights up to the nearest half ton."

*** Weapon Space (p. 161)**
Second column, first new paragraph, last sentence

"When installed, items that occupy multiple slots must be allocated to the same body location (unless the item's rules specifically permit otherwise)."
Change to:
"When installed, items that occupy multiple slots must be allocated contiguously to the same body location (unless the item's rules specifically permit otherwise)."

*** Battle Armor Capabilities Table (p. 167)**
Replace the entire table with the following:

BATTLE ARMOR CAPABILITIES TABLE

Battle Armor Weight Class and Features	Anti-'Mech Attacks Swarm	Anti-'Mech Attacks Leg	Mechanized Battle Armor	Minimum Manipulator Requirements*
Quad Body Type (Any)	No	No	No	Not Applicable
PA(L) / Exoskeleton	Yes	Yes	Yes	2 Armored Gloves; 2(1)** Basic Manipulators; or 1 Battle Claw (Heavy or Standard)
Light	Yes	Yes	Yes	2 Armored Gloves; 2(1)** Basic Manipulators; or 1 Battle Claw (Heavy or Standard)
Medium	Yes	Yes	Yes	2(1)** Basic Manipulators; or 1 Battle Claw (Heavy or Standard)
Heavy	No	No	Yes	1 Basic Manipulator; or 1 Battle Claw (Heavy or Standard)
Assault	No	No	No	Not Applicable
Uses UMU Equipment	No	Yes***	Yes†	As Weight Class
Uses Magnetic Clamps	‡	‡	Yes‡	None

*Basic Manipulator and/or Battle Claw requirements include such modifications with Vibro-Claws, Mine-Clearance or Magnets.
**Only 1 Basic Manipulator needed for Mechanized Battle Armor
***Only possible against targets in Depth 1+ Water.
†So long as all other requirements are met in terms of weight class, body type and minimum manipulator requirements.
‡See *Magnetic Clamps*, above.

*** Tunnel Rat construction example (pp. 167-168)**
Replace the third paragraph with the following:

"*Checking the Battle Armor Capabilities Table, Keith notes that his Tunnel Rat—as an exoskeleton that lacks some of the minimum manipulator requirements—may not engage in anti-'Mech attacks in its default industrial drill configuration. If, however, he were to swap the right-arm industrial drill with another basic manipulator, his battle armor would meet the qualifications for these capabilities.*"

*** Weapon Location Restrictions (p. 170)**
Second paragraph, last sentence

Delete "Battle armor may not mount conventional infantry weapons designated as melee or support."

*** Battle Armor Weapon Limits Table (p. 170)**

1) Change "Arms (Humanoid)" to "Each Arm (Humanoid)"
2) Replace all instances of "Anti-Personnel Weapon" in the table with "Anti-Personnel Weapon Mount"

*** Modular Technology (p. 171)**
Replace the entire entry with the following:

"At the designer's option, battle armor (including power armor and exoskeletons) may install modular mounts for their weapons to mimic the configurable capabilities of Omni units. Modular mounts are broken into two types. The first, Modular/Turret Mounts, are detailed on p. 262. The second, Squad Support Weapon mounts, can be found on p. 270.

Humanoid battle armor may carry one squad support weapon mount, one standard modular weapon mount per arm, and two standard modular weapon mounts in the body; they may not install turret mounts. Quad battle armor may only add a single modular turret mount (referred to as a configurable turret mount), which must be installed in the body. Regardless of the type or number of mounts chosen, the weapon limit rules on p. 170 still apply.

Mounts (other than anti-personnel mounts) may also accommodate non-weapon items. Any item listed on the Battle Armor Equipment Tables may be installed in a mount as per the usual construction rules, except for the following prohibited items: Camo System, Extended Life Support, HarJel, Jump Booster, Magnetic Clamps, Mission Equipment, Modular/Turret Mounts, Space Operations Adaptation, Squad Support Weapon.

Unless carried by hand, battle armor anti-personnel weapons are always fitted in modular mounts. Anti-Personnel Weapons are detailed on p. 271, and their mounts are covered on p. 262."

*** Other Weapon Mount Options (p. 171)**

1) *First paragraph*

"Quad battle armor may use a standard turret mount in place of the modular mount, to save on bulk and weight."
Change to:
"Quad battle armor may install a standard turret mount instead of the configurable turret mount, sacrificing the modular ability to save on bulk and weight."

2) *At the end of this section, insert the following paragraph:*

"Battle armor equipped with one or more armored glove manipulators may use one additional non-Melee conventional infantry weapon with crew requirements of less than 2."

*** Fenrir construction example (p. 172)**
Replace the entire entry with the following:

"*Peter has 880 kilograms to spend on weapons, and 11 weapon slots in the Body location to place them. He decides to start by making the Fenrir's armament modular, choosing the configurable turret mount for his design (see p. 262). As the configurable turret requires a certain pre-determined size for its mount—to determine its weight and slot capacity—Peter selects a 3-slot capacity for the mount, meaning the entire turret mount will weigh 80 kilograms and occupy 2 slots.*

Peter can install 800 kilograms worth of weaponry that can occupy a grand total of 12 slots (3 in the Configurable Turret + 9 in the Body). Per the Weapon Limits Table, Peter can install up to 4 anti-personnel weapon mounts and 4 anti-BattleMech weapons in all this space. He decides at this point that the base configuration for his Fenrir is complete.

For one configuration, Peter decides to place an SRM-4 launcher in the configurable turret mount. The SRM weighs 240 kilograms and occupies 2 slots on its own, leaving 1 slot open in the turret for ammunition. Peter decides to give the SRM the maximum ammunition load of 4 shots, which takes up the remaining turret weapon slot, and weighs 160 kilos (4 SRM-4 shots at 40 kg per volley = 160 kg). Though the resulting weapon weight is only 400 kilograms, leaving the SRM-4 Fenrir 400 kilos shy of its 2,000-kg maximum (800 kg - 400 kg = 400 kg), Peter cannot allocate more weaponry to the Fenrir without making it a completely different design (because he reserved all the leftover weight for his configurable turret)."

*** Determine Fuel Capacity (p. 186)**
First paragraph, first sentence

"(which will be covered in *Tactical Operations*)."
Change to:
"(which is covered in *Strategic Operations*)."

*** Determine Fuel Capacity (p. 186)**
Under "OmniFighters", replace the entry with the following:

"The internal fuel capacity of an OmniFighter's base configuration must be fixed, and this internal fuel cannot be altered in its completed Primary or Alternate configurations. Additional fuel may be pod-mounted, however."

*** Structural Integrity Table (p. 187)**

1) Add a cross after the formulas for both "Small Craft or DropShip" SI Weight entries. (†)
2) Insert a new footnote: "†Round up to the nearest whole ton."

*** Step 4: Add Heat Sinks (p. 193)**
First paragraph, second sentence

"Aerospace fighters can push these heat sinks beyond tolerances, but conventional fighters, Small Craft and DropShips operate on a "zero-heat principle,""
Change to:
"Aerospace fighters and Small Craft can push these heat sinks beyond tolerances, but conventional fighters and DropShips operate on a "zero-heat principle,""

*** Crew Quarters (p. 195)**
Replace the last paragraph with the following:

"Fighters—conventional and aerospace—may not incorporate quarters under these rules. They have a default life support endurance of 96 hours when operated in hostile environments that require life support (see *Tactical Operations*, p. 28).

External Consumables Pods: Fighters may add life support endurance in lieu of bombs, with each pod providing another 96 hours endurance per fighter occupant. Because of cockpit space and amenities limits, a fighter may only carry 1 pod per 25 tons (round up) of fighter mass, even though the pods only occupy 1 hard point each. Life support from these pods is consumed before any from internal reserves. If a fighter carrying external consumables pods sustains bomb critical damage, determine the damaged bomb randomly, including any external consumables pods. If an external consumables pod is damaged, the life support of that pod is lost.

External consumables pods may be dropped using the rules for Dumping Bombs (see Total Warfare, p. 247) in the case of emergency bomb dumps, or Dumping Ammunition (see *Total Warfare*, p. 104) in non-emergencies. Dumped consumables pods—whether full or empty—do not inflict any damage when they land."

*** Heat Sinks (p. 195)**

1) *First paragraph, second sentence*

"Aerospace fighters, which can push their heat limits better, may mount as many heat sinks as desired after their initial 10 free sinks are added with the engine."
Change to:
"Aerospace fighters and Small Craft, which can push their heat limits better, may mount as many heat sinks as desired after their initial 10 free sinks are added with the engine."

2) *Second paragraph, first sentence*

"DropShips and Small Craft may not generate heat in excess of their heat sinks."
Change to:
"DropShips may not generate heat in excess of their heat sinks."

*** Transport Bays and Doors (DropShips and Small Craft only) (p. 196)**
Second paragraph, last line

"Rules for dropping 'Mechs will appear in Tactical Operations."
Change to:
"Rules for dropping 'Mechs are in *Strategic Operations*, p. 22."

*** Armor, Standard (or Heavy Industrial) Armor (p. 205)**
Under "Introduced"

Delete "[Standard Military]), 3040 (Federated Commonwealth [Heavy Industrial])"

**** Artemis IV Fire-Control System (p. 207)**
Under "Construction Rules", replace the first and second paragraphs with the following:

"The Artemis IV FCS is only applicable to standard LRM, SRM, and MML launchers (including any one-shot and torpedo versions). If one Artemis IV system is added to an applicable launcher, every applicable launcher on the unit must have Artemis IV (non-applicable launchers, such as Streak SRMs, may still be installed). For example, if a unit has one Artemis IV-equipped LRM launcher, then every single standard LRM, SRM, and MML launcher

on the unit must have Artemis IV. Note that while Clan ATM launchers have Artemis IV integrated as part of their design, ATM launchers do not count as an applicable launcher type, meaning you can have an ATM launcher on the same unit as a LRM, SRM, or MML launcher that does not have Artemis IV.

Artemis IV must be placed in the same location as the launcher it is added to. If a launcher that must receive an Artemis enhancement is set in a location with no space remaining for the Artemis, then Artemis IV may not be mounted on that unit at all, because one of its launchers cannot receive the required upgrade.

For OmniMechs with one or more fixed (i.e. non-pod-mounted) missile launchers, whether or not the fixed launchers have Artemis determines the 'Mech's usage of Artemis. This cannot be modified through alternate configurations. For example, for an OmniMech with fixed launchers and no Artemis, no launcher on the 'Mech may have Artemis. Conversely, for an OmniMech with Artemis-equipped fixed launchers, all its applicable launchers must be equipped with Artemis."

*** Cellular Ammunition Storage Equipment (CASE) (p. 210)**

1) *First column, last line*

"Though any remaining internal structure in the effected section"
Change to:
"Though any remaining internal structure in the affected section"

2) *Under "Construction Rules", first paragraph, last sentence*

"Units built using Clan technology (except for ProtoMechs) are presumed to incorporate CASE automatically in all locations that store ammunition or explosive equipment (such as Gauss rifles).
Change to:
"Units built with a Clan internal structure (except for ProtoMechs) are presumed to incorporate CASE automatically in all locations that store ammunition or explosive equipment (such as Gauss rifles), unless otherwise specified."

*** 'Mech Cockpit (p. 211)**
First paragraph, first sentence

"Born at the same time as the concept of the 'Mech—including the IndustrialMech progenitors that were outclassed in the 2350s by the advent of myomer technology—'Mech cockpits today vary slightly from design to design,"
Change to:
"Born at the same time as the concept of the 'Mech, 'Mech cockpits today vary slightly from design to design,"

*** Communications Equipment (p. 212)**
Under "Construction Rules", after the first paragraph, insert:

"Advanced units have the following basic communication equipment equivalency: satellites (1 ton), JumpShips (4 tons), WarShips and Space Stations (5 tons); rules for such units are found in *Tactical Operations* (satellites) and *Strategic Operations* (JumpShips, WarShips, and Space Stations)."

*** Missile (p. 212)**
Under "Unit Restrictions"

"ProtoMechs may not mount ATMs, MMLs, MRMs or rocket launchers"
Change to:
"ProtoMechs may not mount ATMs, MMLs, MRMs, rocket launchers, or Single-Shot (OS) Missile Launchers"

*** Environmental Sealing (p. 216)**
Header at top of page

"Enviromental Sealing"
Change to:
"Environmental Sealing"

*** Escape Pod (p. 216)**
Under "Game Rules"

"The use of these items will be covered in *Tactical Operations*."
Change to:
"The use of these items is covered in *Strategic Operations*, pp. 26-27."

*** Field Kitchen (p. 217)**
Under "Game Rules"

"Its game play rules will be covered in *Tactical Operations*."
Change to:
"Its game play rules are covered in *Strategic Operations*, under Fatigue (Outside of Game Play) (see p. 41)."

*** Fire Control Systems (p. 217)**

1) Under "Basic Fire Control", change Introduced from "Circa 2400 (Terran Hegemony)" to "Pre-spaceflight"
2) Under "Advanced Fire Control", change Introduced from "Circa 2439 (Terran Hegemony)" to "Circa 2300 (Terran Hegemony)"
3) Change the title of the box from "Fire Control System" to "Fire Control Systems"
4) Under "Fire Control System", change Tech Rating from "(Basic Fire Control—C; Advanced Fire Control–D)" to "(Basic Fire Control—B; Advanced Fire Control—C)"

**** Gauss Rifle (p. 219)**
Under "Construction Rules", at the end of the second paragraph insert:

"On aerospace fighters, Heavy Gauss rifles may only be installed in the nose or tail, never the wings."

*** MASH Equipment (p. 228)**
Under "Game Rules"

"Its full functionality will be covered in *Tactical Operations*."
Change to:
"Its full functionality is covered in *Strategic Operations*, p. 187."

*** Torpedo Launchers (p. 230)**
Third sentence

"The standard short-range torpedo (SRT) or long-range torpedo (LRT) launcher can only function at water depths of six meters or more, and their munitions cannot be swapped out for standard missiles because of physical differences in the launch mechanisms."
Change to:
"The standard short-range torpedo (SRT) and long-range torpedo (LRT) launchers' munitions cannot be swapped out for standard missiles because of physical differences in the launch mechanisms."

*** Plasma Cannon/Plasma Rifle (p. 235)**

1) *Under "Unit Restrictions"*

"ProtoMechs may not carry plasma weapons."
Change to:
"None."

2) *Under "Construction Rules", second sentence*

"On Combat and Support Vehicles, plasma weapons are treated as energy weapons,"
Change to:
"On ProtoMechs, as well as Combat and Support Vehicles, plasma weapons are treated as energy weapons,"

*** Power Amplifiers (p. 235)**

1) *Under "Unit Restrictions"*

"Only Combat and Support Vehicles and fighter units using non-fusion/non-fission engine types may install power amplifiers."
Change to:
"Only units with energy weapons and using non-fusion/non-fission engine types may install power amplifiers."

2) *Under "Construction Rules", second sentence*

"The rules appear on p. 107 for Combat Vehicles, p. 136 for Support Vehicles and p. 194 for fighters."
Change to:
"The rules appear on p. 74 for IndustrialMechs, p. 107 for Combat Vehicles, p. 137 for Support Vehicles, and p. 195 for conventional fighters."

*** Quarters/Seating (p. 236)**
Under "Construction Rules", add the following entry to the table, between "Quarters, 1st Class" and "Seat, Pillion":

"Seat, Combat Crew … 0.5 tons … 1 … 1 person crew station (extra)"

**** Retractable Blade (p. 237)**
Under "Construction Rules", at the end of the entry insert the following new paragraph:

"Retractable Blades may only be mounted in a 'Mech's arms. Installing a Retractable Blade does not require a hand actuator to be located in the same arm, but arms intended to use a Retractable Blade must have shoulder, upper and lower arm actuators."

*** Searchlight (p. 237)**
Under "Game Rules", second sentence

"Their effect in game play will be detailed in *Tactical Operations*."
Change to:
"Their effect in game play is detailed in *Tactical Operations*, p. 57."

*** Sword (p. 237)**
Under "Construction Rules", second paragraph, second sentence

"A sword's weight (in tons) is equal to the 'Mech's tonnage, divided by 20 (rounded up to the nearest whole number)."
Change to:
"A sword's weight (in tons) is equal to the 'Mech's tonnage, divided by 20 (rounded up to the nearest half-ton)."

**** Targeting Computer (p. 238)**
Under "Construction Rules", second paragraph, first sentence

"The weight of a targeting computer is based on the weight of all direct-fire, non-missile heavy weapons (not counting machine guns, flamers or TAG systems) used by the unit."
Change to:
"The weight of a targeting computer is based on the weight of all non-missile heavy weapons of the pulse and/or direct-fire Types (not counting machine guns, flamers or TAG systems) used by the unit."

**** Transport Bay (p. 239)**

1) *Under "Unit Restrictions", replace the entire entry with the following:*

"BattleMechs may only carry Standard, Liquid, or Insulated Cargo Bays; IndustrialMechs may only carry Standard, Liquid, Insulated, or Container Cargo Bays; ProtoMechs may not carry Transport Bays of any kind."

2) Under "Cargo, Container", change Equipment Slot Space from “1 per container (‘Mech or Vehicle)” to "1 per container (IM or Vehicle)"
3) On all Infantry and Battle Armor bays change Equipment Slot Space to read "NA (‘Mech) / 1 (Vehicle)**"
4) Under “Small Craft (per cubicle)”, change Capacity from “1 Small Craft (up to 200 tons)” to “1 aerial unit (up to 200 tons)

*** Bridgelayer (Light, Medium, Heavy) (p. 242)**
Under “Construction Rules”, last sentence

“‘Mech units may mount bridgelayers in the Left and Right Torso locations only (with a forward facing).”
Change to:
“‘Mech units may mount bridgelayers in torso locations only (with a forward facing).

**** Dumper (p. 243)**
Under “Construction Rules”, replace the entry with the following:

“A dumper can be installed to any cargo bay type. It must be assigned to some or all of a cargo-carrying unit’s cargo weight, and must indicate the direction it dumps its contents when emptied (Front, Left/Right Side or Rear). The weight of the dumper is equal to 5 percent of the cargo being dumped (rounded up in accordance with the weight standard for the unit in question), and the dumper’s critical/equipment slot must be allocated to the same location where the cargo to be dumped is located. Only one dumper can be mounted per cargo bay.”

*** Refueling Drogue/Fluid Suction System (p. 247)**
Under “Unit Restriction”, last sentence

"BattleMechs and ProtoMechs may not mount a fluid suction system."
Change to:
"BattleMechs, ProtoMechs, and DropShips may not mount a fluid suction system."

*** Refueling Drogue/Fluid Suction System (p. 247)**
Under “Game Rules”, first sentence

"Refueling drogues and fluid suction systems have no impact in Total Warfare; their use will be covered in Tactical Operations."
Change to:
"Refueling drogues and fluid suction systems have no impact in *Total Warfare*; their use is covered in on pp. 35 and 42 of *Strategic Operations*, respectively."

*** Active Probe (p. 252)**
Flavour text, last sentence

“Incorporating strong yet portable thermal and radar sensors, the Inner Sphere model can accurately spot hidden units at 120 meters, while the Clan version is good out to 150 meters.”
Change to:
“Incorporating strong yet portable thermal and radar sensors, both the Inner Sphere and Clan models can accurately spot hidden units out to 90 meters.”

*** Modular Equipment Adaptor (p. 260)**
First paragraph, last sentence

Delete "or adaptation-enhanced manipulator weighing up to three times as much"

*** Mine Dispenser (p. 260)**
Delete this entire entry. The Battle Armor Mine Dispenser rules are removed from *TechManual* and moved to *Tactical Operations* pp. 324-325. Its construction data in *TechManual* pp. 297 and 347 is removed and superseded by *Tactical Operations* pp. 412-413.

*** Modular/Turret Mounts (p. 262)**

1) Under "Construction Rules", third paragraph, third sentence

"An entry of "As Location" under Capacity means that all slots remaining in the mount's location (after those occupied by the mount itself or any gear placed there before the mount was installed) are considered part of the modular mount."
Change to:
"An entry of "As Location" under Capacity means that all slots remaining in the mount's location (after those occupied by the mount itself or any gear placed there before the mount was installed) are considered part of the mount."

2) Under "Construction Rules", third paragraph, last sentence

"In another example, an 80 kg configurable turret—with a Capacity of 4—has a set limit of 4 slots for its mount, and occupies 2 more slots for the mount itself)."
Change to:
"In another example, an 80 kg configurable turret—with a Capacity of 4—has a set limit of 4 slots in its mount, but only occupies 2 slots in the suit for the mount itself)."

3) Under "Construction Rules", last paragraph, last sentence

"AP weapon mounts may only accommodate AP-scale light and medium weapons (see Weapons, Anti-Personnel, p. 271)."
Change to:
"AP weapon mounts may only accommodate Standard-type conventional infantry weapons (see the Conventional Infantry Weapons and Equipment Table, pp. 349-351). All other mount types described herein can also accommodate non-weapon items: see *Modular Technology* on p. 171 for details."

4) Table, "Modular Mount Type" column

Change the name of this column from "Modular Mount Type" to "Mount Type"

5) Table, "Mount Type" column

"Modular Turret Mount"
Change to:
"Standard Turret Mount"

6) Table, "Mount Type" column

"Modular Turret Mount (Configurable)"
Change to:
"Configurable Turret Mount"

7) Table

Under "Anti-Personnel Weapon Mount", change Capacity (Slots Available) from "As Location" to "1"

**** Missile Launchers (p. 262)**
Under "Missile Munitions", "Multi-Purpose Missiles", delete the last sentence ("Weighing in at double the mass…")

*** Modular/Turret Mounts (p. 263)**
Last paragraph, last sentence

Delete "Like the standard MWM, AP weapon mounts are limited only by the maximum weight of the suit and the mass and bulk of the weapons and ammo to be carried."

*** Parafoil (p. 266)**
Under "Construction Rules", after the first sentence insert:

"It may only be mounted in the Body location."

*** Squad Support Weapon (p. 270)**

1) *Under "Construction Rules", first paragraph, second sentence*

"This percentage is 50 for Inner Sphere squads, 40 for Clan Points."
Change to:
"This amounts to 50 percent of weapon weight for battle armor with an Inner Sphere technology base, 40 for Clan."

2) *Under "Construction Rules", append the following line to the end of the second paragraph:*

"Though only one suit in a squad actually has the weapon, a squad support weapon mount always counts as one of a suit's allowable anti-'Mech weapons."

3) *Under "Construction Rules", insert the following new paragraph at the end of the section:*

This mount can accommodate non-weapon items: see *Modular Technology* on p. 171 for details."

*** Weapons, Anti-Personnel (p. 271)**

1) *Under "Medium Weapons", end of paragraph, insert:*

"As such you will only see these unconverted Medium class weapons used by "hand" with suits equipped with armored glove(s) and then only weapons not requiring a crew to operate."

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

"The anti-personnel weapon mount (see *Modular/Turret Mounts*, p. 262) carries Standard-type conventional infantry weapons. In addition, a humanoid suit equipped with at one or more armored glove manipulators (see *Manipulators*, pp. 259-260) may carry any non-Melee conventional infantry weapon with a crew requirement of less than 2.

*** Conventional Infantry Weapons (p. 273)**
Under "Construction Rules", replace the second paragraph with the following:

"Under these construction rules conventional infantry weapon and ammunition weights need not be tracked. These values appear on the Conventional Infantry Weapons and Equipment table as a means of tracking such weight values for infantry weapons mounted on Small Support Vehicles (see Light Weapons and Heavy Weapons, p. 271)."

*** BattleMech and IndustrialMech Structural Cost and Availability (Cont) (p. 278)**

1) *Under "Jump Jets" , "Standard", "Cost (in C-bills)"*

"200 x (Number of Jump Jets)2 x Unit Tonnage"
Change to:
"200 x (Number of Jump Jets)² x Unit Tonnage"

2) *Under "Jump Jets" , "Improved", "Cost (in C-bills)"*

"500 x (Number of Jump Jets)2 x Unit Tonnage"
Change to:
"500 x (Number of Jump Jets)² x Unit Tonnage"

*** Battle Armor Structural Costs and Availability, Armor (p. 281)**
Under "Stealth, Standard", change Availability from "(X-X-E)" to "(F-X-E)"

*** Final Unit Cost Formulas Table, Support Vehicles (p. 285)**
After "Naval (All)", insert:

"WiGE: … (Structural Cost + Weapon/Equipment Costs) x (Omni Conversion Cost*) x (1 [Total Tonnage ÷ 25])"

*** Heavy Weapons and Equipment (Cont) (p. 292)**
Under "TAG", change Reintroduced (Affiliation) from "3033 (FS) / NA" to "3044 (FS) / NA"

*** Industrial Equipment (p. 292)**
Under "Ejection Seat (IndustrialMech)", change Availability from "(D-E-F)" to "(D-E-E)"

*** Industrial Equipment (Cont) (p. 293)**
1) Change the name of the "Fire Control" entry to "Fire Control Systems"
2) Under "Fire Control", "Basic (SV)", change Introduced (Affiliation) from "2400 (TH) / —" to "PS / —"
3) Under "Fire Control", "Advanced (SV)", change Introduced (Affiliation) from "2400 (TH) / —" to "2300 (TH) / —"
4) Under "Salvage Arm", change Introduced (Affiliation) from "2452 (TH) / —" to "2415 (TH) / —"

*** Heavy Weapon Ammunition (p. 294)**
Under "Autocannon/2", change the Cost from "1000/25" to "1000/22"

*** Heavy Weapon Ammunition (Cont) (p. 295)**
1) For all LRM ammunition entries (LRM 5, 10, 15, 20 and MML 3, 5, 7, 9), change Introduced (Affiliation) from "2400 (TH) / —" to "2300 (TH) / —"
2) Under "Streak SRM-6", change Cost from "54,000 / 4,320" to "54,000 / 3,240"
3) Under "ER Missiles (ATM)", change Introduced (Affiliation) from "NA / 3053 (CSA)" to "NA / 3054 (CSA)"

*** Additional Battle Armor Weapons and Equipment (Cont) (p. 297)**
1) Under "Small Laser", change Introduced (Affiliation) from "2400 (TH) / —" to "2300 (TH) / —"
2) Under "Medium Laser", change Introduced (Affiliation) from "2400 (TH) / —" to "2300 (TH) / —"
3) Under "Medium Laser", change Extinction from "— / 2820" to "— / —"
4) Under "Cutting Torch", change Availability from "(B-B-E)" to "(B-B-B)"

*** Conventional Infantry Weapons (p. 298)**
Under "Blade, Vibro-axe", change Introduced (Affiliation) from "2445 (LA) / —" to "2445 (LC) / —"

*** Conventional Infantry Weapons (Cont) (p. 301)**
Change "SRM Launcher (Lt, One-Shot)" to "SRM Launcher (Lt, Two-Shot)"

**** Calculate Base Weapon Battle Rating (p. 303)**
Under "IndustrialMech Targeting Systems"

Delete this entire paragraph. The modifier has been moved to "Step 3: Calculate Final Battle Value".

**** Step 3: Calculate Final Battle Value (p. 304)**
Replace the first paragraph with the following:

Calculate a 'Mech's final BV by adding its Defensive and Offensive Battle Ratings. If the 'Mech is equipped with a Small cockpit, multiply this total by .95. An IndustrialMech without advanced fire control (see p. 69) multiplies this total by 0.9.

Round the remaining fraction normally to the nearest whole number.

*** Step 1: Calculate Defensive Battle Rating (p. 306)**
Under "Total BV of all Defensive Equipment", after the first sentence insert the following:

"Other Defensive Equipment is identified on the Weapon and Equipment Battle Value Tables by a dagger footnote (†)."

*** Step 2: Calculate Offensive Battle Rating (p. 308)**
Under "Multiply the Weapon Battle Rating by the Vehicle's Speed Factor", second sentence

"Use the Flanking MP rating and consult the Speed Factor Table."
Change to:
"Use the Flanking MP rating for all vehicles except unmotorized trailers (assume their Flanking MP is 1) and consult the Speed Factor Table."

*** Calculating Conventional Infantry BV (p. 309)**
Under "Step 1: Calculate Defensive Battle Rating", first sentence

"MULTIPY the number of troopers by 1.5 and the unit's Defensive Movement Factor."
Change to:
"MULTIPY the number of troopers by 1.5 and the unit's Defensive Factor."

*** Calculating Battle Armor BV (p. 310)**
Under "Step 1: Calculate Defensive Battle Rating", replace the third paragraph with the following:

"Next, MULTIPLY the current value by the battle armor unit's Defensive Factor. A battle armor unit's Defensive Factor is based on its highest potential target movement modifier (including bonuses for jump capability and enhanced movement), as shown on the Defensive Factors Table. In addition, add any appropriate modifiers from the Defensive Factor Modifier Table."

*** Anti-Personnel Weapons (p. 310)**
Replace the paragraph with:

"Only add the Weapon Battle Rating of anti-personnel weapons from the Conventional Infantry Weapons BV Table on p. 319 if not using the standard rules as detailed in *Total Warfare*, p. 218."

*** Calculate Base Weapon Battle Rating (p. 312)**
Replace the third paragraph with the following:

"After finding the Aerospace Unit Heat Efficiency, next find the total heat that the unit would generate if it fired all its offensive weapons, including rear-firing weapons, in a single turn (defensive weapons are never figured in this value). Multiply by 2 the heat points generated by Ultra autocannon, multiply by 6 the heat points generated by rotary autocannon, reduce by half the heat points generated by Streak SRMs, and reduce to one-quarter the heat points generated by one-shot weapons. If the total heat is less than or equal to the Aerospace Unit Heat Efficiency, apply all appropriate weapon BV modifiers (for Targeting Computers, Artemis, and rear-firing), then add up the modified BV of all weapons and ammunition."

*** Multiply Total Offensive Battle Ratings by Speed Factor (p. 312)**
Replace the first paragraph with the following:

"A unit's Speed Factor reflects its ability to maneuver on the battlefield. To find the Speed Factor, cross-reference the Maximum Thrust Value with the Speed Factor Table (p. 315). Multiply the Total Battle Rating by the Speed Factor to find the unit's Offensive Battle Rating."

*** Target Acquisition Gear (p. 314)**
At the end of the entry insert:

"If the only such piece of equipment in the force is rear-mounted, add half the BV of each ton of semi-guided LRM ammunition carried instead."

*** BV Skill Multiplier Table (p. 314)**
Replace the entire table with the following:

	Piloting/Anti-'Mech Skill								
Gunnery	**0**	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**
0	2.80	2.63	2.45	2.28	2.01	1.82	1.75	1.67	1.59
1	2.56	2.40	2.24	2.08	1.84	1.60	1.58	1.51	1.44
2	2.24	2.10	1.96	1.82	1.61	1.40	1.33	1.31	1.25
3	1.92	1.80	1.68	1.56	1.38	1.20	1.14	1.08	1.06
4	1.60	1.50	1.40	1.30	1.15	1.00	0.95	0.90	0.85
5	1.50	1.35	1.26	1.17	1.04	0.90	0.86	0.81	0.77
6	1.43	1.33	1.19	1.11	0.98	0.85	0.81	0.77	0.72
7	1.36	1.26	1.16	1.04	0.92	0.80	0.76	0.72	0.68
8	1.28	1.19	1.10	1.01	0.86	0.75	0.71	0.68	0.64

*** Defensive Factors Table (p. 315)**
Replace footnote with:

"* Including bonuses for jump capability, enhanced movement capability from MASC or triple-strength myomer, and any VTOL movement modifier. Also add the maximum effects of stealth armor, such as the modifier for long range, unless the unit is battle armour, in which case apply the appropriate modifier from the Defensive Factor Modifier Table instead."

*** Inner Sphere Weapons and Equipment BV Table (p. 317)**

1) The lines "Missile Weapons" and "Other Equipment" should be italicized.
2) Disregard previous errata changing the BV of the SRM-5 ammo. Its BV should be 6.

*** Clan Weapons and Equipment BV Table (p. 318)**

1) Under "Advanced SRM-4", change BV from "60/8" to "60/12"
2) Under "SRM-5", change BV from "58/12" to "47/9", and change Ammo BV from "8" to "6"
3) The Battle Claw (w/Vibro-Claws) and Machine Gun array entries from the Inner Sphere table on p. 317 should be copied to the Clan table exact, complete with footnotes.
4) Clan Active Probe and Light Active Probe should be listed as defensive equipment with the † item.

*** Clan Heavy Weapons and Equipment Table (p. 343)**

1) Under all four LRM entries with Artemis and all three SRM entries with Artemis, change Space for P from "1" to "NA"
2) Under "Ultra AC/5", change WT (Tons) from "8" to "7"

*** Industrial Equipment Table (p. 344)**

1) Under "Fluid Suction System", "Light (Vehicle)" and "Light ('Mech)", change Ref from "p. 247" to "pp. 248-9"
2) Under "Lifeboat (Atmospheric)", change Heat from "NA (0)" to "0 (NA)"; change its SC and DS ratings from 0 to NA.
3) Under "Lifeboat (Maritime)", change Heat from "NA (0)" to "0 (NA)"
4) Under "Lift/Arresting Hoists", change the Arresting Hoist M and CV Space from "3*" and "1*" to "NA"
5) Under "Mining Drill", change Space for CV and SV from "NA" to "1"
6) Under "Quarters/Seating", change Steerage, Crew/2nd Class, and Officer/1st Class CV Space from "1*" to "NA"
7) *Under "Quarters/Seating", after "Officer/1st Class", insert the following entry:*

"Seating (Combat Crew) … 0 … NA (NA) … NA (NA) … NA … 0.5 … NA … NA … 1* … NA … NA … NA … NA … A … 236"

8) *Between "Quarters/Seating" and "Refueling Drogue", insert the following entry:*

"Power Amplifier … 0 (0) … NA (NA) … NA (NA) … NA … Var* … 0 … NA … 0 … 0 … 0 … NA … NA … D … 235"

*** Heavy Weapons Ammunition (p. 345)**
Under "Artemis-Capable (LRM/SRM/MML)", change Tech (Rating) from "F" to "E"

*** Inner Sphere Battle Armor Equipment Table (p. 346)**

1) Change the table column header "Ammo (Weight Per Shot)" to "Weight Per Shot (Ammo)"
2) Under "David Light Gauss Rifle" and "King David Light Gauss Rifle", change Weight Per Shot (Ammo) from "0.75 (15) kg" to "0.75 (20) kg"
3) Under "Heavy Recoilless Rifle", change Weight (Item) from "375 kg" to "325 kg", and remove the italics from the entire line

*** Inner Sphere Battle Armor Equipment (Cont) table (p. 347)**

1) Under "SRM 5", change Weight (Item) from "200 kg" to "300 kg"
2) Under "Compact NARC", change Weight Per Shot (Ammo) from "10 kg (0)" to "10 kg (1)"
3) Under "Heat Sensor", change Range from "—/—/—/34" to "—/9/18/27"
4) Under "Parafoil", change Space Slots from "1" to "1*"
5) Under the † footnote beneath the table, change the first sentence from "One-Shot (OS) capability may be assigned to any desired LRM, SRM, MRM, or Narc Launcher Type." to "One-Shot (OS) capability may be assigned to any desired LRM, SRM, or MRM launcher type."

*** Clan Battle Armor Equipment Table (p. 348)**

1) Change the table column header "Ammo (Weight Per Shot)" to "Weight Per Shot (Ammo)"
2) Under "AP Gauss Rifle", change Weight Per Shot (Ammo) from "1.25 kg (50)" to "1.25 kg (20)"
3) Under "Heavy Recoilless Rifle", change Range from "–/2/4/6" to "–/3/5/7"; change Weight (Item) from "375 kg" to "325 kg"
4) Under "LRM-5", change Space Slots from "4 [3]" to "3 [4]"
5) Under "Parafoil", change Space Slots from "1" to "1*"
6) Under the † footnote beneath the table, change the first sentence from "One-Shot (OS) capability may be assigned to any desired LRM, SRM, MRM, or Narc Launcher Type." to "One-Shot (OS) capability may be assigned to any desired LRM or SRM launcher type."

*** Conventional Infantry Weapons (Cont) (p. 351)**
Under "SRM Launcher (Heavy)" and "SRM Launcher (Light)", change Tech (Rating) from "!S / Clan (C)" to "IS / Clan (C)"

FULL ERRATA

This section covers all fixes and changes for the first printing of *TechManual*. New entries to this version are marked with an asterisk.

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 after the second printing. This doesn’t change any of the rules, but is included here for completeness.

Construction Basics

*** Omni Technology (p. 20)**
Under second paragraph, first sentence

“All equipment and components used in an Omni unit’s base (core) configuration are considered “fixed” and may not change in terms of weight, space or arrangement between the base model and any of its Primary or Alternate configurations.”
Change to:
“All equipment and components used in an Omni unit’s base (core) configuration are considered “fixed” and may not change in terms of weight, space or bodily location between the base model and any of its Primary or Alternate configurations.”

*** Battle Armor Weapons (p. 20)**
Under second paragraph, first sentence

“Non-missile battle armor weapons install ammunition along the same lines as medium and light weapons, complete with receiving the first bin of ammunition free, integrating all ammunition into the weapon’s space and counting only as additional weight for the weapon itself.”
Change to:
“Non-missile battle armor weapons install ammunition along the same lines as medium and light weapons, integrating all ammunition into the weapon’s space and counting only as additional weight for the weapon itself.”

BattleMech Construction

*** Allocate Tonnage For Internal Structure (p. 47)**
Replace the entire “OmniMechs” paragraph with the following:

“The type of internal structure and placement of any critical slots required must be determined upon the design of the base configuration. All complete primary and alternate configurations thereafter must use the same number in any given bodily location for their slots, although it is permissible to shift the slots within a location when designing a new configuration.”

*** Install Engine (p. 48)**
Replace the entire “OmniMechs” paragraph with the following:

“The engine type, rating and location of its critical slots must be established when designing an OmniMech’s base configuration, and Engine critical slots in the right or left torsos may be shifted within their location in that OmniMech’s completed primary or alternate configurations as the designer wishes, so long as the slots remain contiguous.”

*** Determine Jump Capability (p. 51)**
Under “OmniMechs”, second paragraph, first sentence

“If any jump jets are established for a base configuration at this stage, they are considered permanent and may not be altered in that OmniMech’s completed primary or alternate configurations.”

Change to:
“If any jump jets are established for a base configuration at this stage, they are considered permanent but may be shifted within their bodily location as the designer wishes in that OmniMech’s completed primary or alternate configurations.”

**** BattleMech MASC and TSM Table (p. 52)**
Under “BattleMech MASC and TSM Table”, footnote text

"*Percentage of the BattleMech's total weight (in tons). Round this figure to the nearest full ton/critical slot."
Change to:
"*Percentage of the BattleMech's total weight (in tons). Round this figure to the nearest full ton/critical slot (.5 rounds up)."

*** Special Physical Enhancements (p. 53)**
Under “OmniMechs”, first sentence

“The type, weight and placement of critical slots for MASC and Triple-Strength Myomer must be established when designing an OmniMech’s base configuration, and may not be altered in that OmniMech’s completed primary or alternate configurations.”
Change to:
“The type, weight and location of critical slots for MASC and Triple-Strength Myomer must be established when designing an OmniMech’s base configuration, and may be shifted within their location (following the contiguity of the system) in that OmniMech’s completed primary or alternate configurations.”

*** Add Armor (p. 55)**
Replace the entire OmniMechs paragraph with the following:

“The type, weight, number of points and critical slots (if any) required for an OmniMech’s armor must be established when designing an OmniMech’s base configuration, and although the location of such slots may not be changed they may be shifted as the designer pleases within their established location in the completed primary or alternate configurations.”

Step 5: Add Weapons, Ammunition and Other Equipment (p. 57)
1) ** Under “OmniMechs”, first paragraph, second sentence*

“In such cases, these “fixed” items must be mounted and placed on the Critical Hits Table before completion of the base configuration, and may not be altered in the completed primary or alternate configurations.”
Change to:
“In such cases, these “fixed” items must be mounted and placed on the Critical Hits Table before completion of the base configuration, and though the location of such slots may not be changed they may be shifted as the designer wishes within their established location according to the contiguity of the system in the completed primary or alternate configurations.”

2) *Under “Space”, third paragraph*

"The weapons that may be mounted in multiple locations—the AC/20, Ultra AC/20, LB 20-X AC, and the heavy Gauss rifle—must be placed in adjacent body locations, and automatically receive the most restrictive firing arc."
Change to:
"The weapons that may be mounted in multiple locations—the AC/20, Ultra AC/20, LB 20-X AC, the Heavy Gauss rifle, and the HAG/40—must be placed in adjacent body locations, and automatically receive the most restrictive firing arc."

IndustrialMech Construction

*** Fuel (p. 68)**
First paragraph, last sentence

“Rates at which these fuels are consumed will be covered in *Tactical Operations*,”

Change to:
"Rates at which these fuels are consumed are covered in *Strategic Operations*, p. 35."

*** Add Cockpit (p. 69)**
First paragraph, sixth line

"(ejection will be covered in *Tactical Operations*)."
Change to:
"(ejection is covered in *Tactical Operations*, p. 196)."

ProtoMech Construction

ProtoMech Structure and Armor Table (p. 82)
Under "Total ProtoMech Tonnage", rows 3, 4 and 5, change Arms (Left/Right) from "1 (4)" to "1 (2)"

ProtoMech Ammunition Weight Table (p. 88)

1) Under "Anti-Personnel Gauss", change Kg (per Shot) from "40" to "25"
2) At the bottom of the table, insert a new table entry that reads: "Plasma Cannon 100"

Combat Vehicle Construction

*** Step 5: Add Weapons, Ammunition and Other Equipment (p. 107)**
Under "Power Amplifiers", first paragraph

"Power amplifiers weigh 10 percent of the weight of the energy weapons carried but take up no item slots on the Combat Vehicle's record sheet. Unlike most other rounding conventions for tonnage-standard units, power amplifiers round up to the nearest 0.1-ton increment, rather than the nearest 0.5-ton increment."
Change to:
"Power amplifiers weigh 10 percent of the weight of the energy weapons carried, rounded up to the nearest half-ton, but take up no item slots on the vehicle's record sheet."

Support Vehicle Construction

*** Chassis Modification Descriptions (p. 123)**
"Prop" table entry

"May not operate above 18,000-meter altitude (unit also goes Out of Control at Velocity 8+)"
Change to:
"Cannot operate above atmospheric row 1; Goes Out of Control at Velocity 8+; Moves 1 hex per turn on the high-altitude map"

Minimum Engine Weights (p. 126)
Between the first and second sentence, insert:

"Fusion Engines with a Tech Rating of D or higher have a minimum engine weight of 0.25 tons (250 kilograms)."

*** Support Vehicle Engine Weight Multipliers and Fuel Weight Percentage Table (p. 127)**

1) Change the Steam Engine Tech E Engine Weight Multiplier from "2.8" to "2.6"
2) Change the ICE Engine Tech B Engine Weight Multiplier from "2.0" to "3.0"
3) *Double-dagger footnote*

   ""The minimum weight for Fission engines and Tech Rating C Fusion engines is 5 tons."
   Change to:
   "The minimum weight for Fission engines and Tech Rating C Fusion engines is 5 tons; the minimum weight for Tech Rating D+ Fusion Engines is 0.25 tons."

*** Swiftran construction example (p. 135)**
Replace the first full paragraph on the page ("At the Tech Rating of E used for the Swiftran's chassis…") with the following:

"At the Tech Rating of E used for the Swiftran's chassis, Todd notes that BAR 10 armor—the equivalent of Combat Vehicle armor—weighs in at 56 kilograms per point. The maximum protection of 29 points would weigh 2 tons (29 points x 56 kg per point = 1,624 kg = 1.62 tons, which rounds up to 2 tons). Noting that at 2 tons the Swiftran can also achieve the same 29 points of BAR 10 armor at Tech Rating D (29 points x 63 kg per point = 1,827 kg = 1.83 tons, which also rounds up to 2 tons), for flavor reasons Todd chooses to go with less efficient Tech Rating D armor instead."

*** Step 5: Add Weapons, Ammunition and Other Equipment (p. 137)**
Under "Power Amplifiers", first paragraph, 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, but take up no item slots on the vehicle's record sheet."

*** Dixon airship construction example (p. 137)**
First paragraph, first sentence

"*Because it is an Airship and thus cannot receive the Armored chassis modification, the best BAR possible for Christine's Dixon at the Structural Tech Level D is BAR 7.*"
Change to:
"*Because it is an Airship and thus cannot receive the Armored chassis modification, the best BAR possible for Christine's Dixon at the Structural Tech Rating D is BAR 7.*"

*** Dixon airship construction example (p. 138)**
Second column, first paragraph, last sentence

"*This provides the sprayers with a maximum of 9 tons of "ammo," as liquid cargo bays (see* Transport Bays*, p. 239) have a capacity equal to their weight, divided by 1.1 (10 tons ÷ 1.1 = 9.09, rounded down to 9 tons).*"
Change to:
"*This provides the sprayers with a maximum of 9 tons of "ammo," as liquid cargo bays (see* Transport Bays*, p. 239) have a capacity equal to their weight, multiplied by 0.91 (10 tons × 0.91 = 9.1, rounded down to 9 tons).*"

Conventional Infantry Platoon Construction

Infantry Weapon Statistics (p. 148)
Under "Weapon Class/Type", last sentence, first paragraph

"The platoon's secondary weapon type (if any) must always be a Support Weapon."
Change to:
"If a secondary weapon is chosen, it may be of any weapon type (Melee, Standard, or Support)."

*** Infantry Weapon Classifications Table (p. 148)**

1) At the end of the entry for Special Feature "N" (Non-penetrating weapon) add three asterisks (***)
2) Insert a new footnote: "*** Platoon special feature only applies if weapon is used to determine Base Range"

Infantry Weapon Statistics (p. 149)
Under "Damage", second sentence

Delete the word "(Support)" between "Secondary" and "Weapons" in the second sentence.

*** Determine Final Range Values (p. 152)**
Replace the second and third sentences with the following:

“If the platoon fields 1 Secondary Weapon or less per squad, the ranges and modifiers that apply to the platoon’s attack are those of the Primary Weapons. If the platoon fields 2 or more Secondary Weapons per squad, then it is the Secondary Weapons’ range and modifiers that apply.

*** Determine Final Damage Values (p. 152)**
First paragraph

"([8 Secondary Weapons x 0.43] × [20 Primary Weapons x 0.21] = 7.64, rounded normally [up] to 8)."
Change to:
"([8 Secondary Weapons x 0.43] + [20 Primary Weapons x 0.21] = 7.64, rounded normally [up] to 8)."

*** Infantry and Cargo Transportation (p. 155)**
At the end of the second paragraph, insert:

"Round all weights up to the nearest half ton."

Battle Armor Construction

*** Weapon Space (p. 161)**
Second column, first new paragraph, last sentence

“When installed, items that occupy multiple slots must be allocated to the same body location (unless the item’s rules specifically permit otherwise).”
Change to:
“When installed, items that occupy multiple slots must be allocated contiguously to the same body location (unless the item’s rules specifically permit otherwise).”

*** Battle Armor Capabilities Table (p. 167)**
Replace the entire table with the following:

BATTLE ARMOR CAPABILITIES TABLE

Battle Armor Weight Class and Features	Anti-'Mech Attacks		Mechanized Battle Armor	Minimum Manipulator Requirements*
	Swarm	Leg		
Quad Body Type (Any)	No	No	No	Not Applicable
PA(L) / Exoskeleton	Yes	Yes	Yes	2 Armored Gloves; 2(1)** Basic Manipulators; or 1 Battle Claw (Heavy or Standard)
Light	Yes	Yes	Yes	2 Armored Gloves; 2(1)** Basic Manipulators; or 1 Battle Claw (Heavy or Standard)
Medium	Yes	Yes	Yes	2(1)** Basic Manipulators; or 1 Battle Claw (Heavy or Standard)
Heavy	No	No	Yes	1 Basic Manipulator; or 1 Battle Claw (Heavy or Standard)
Assault	No	No	No	Not Applicable
Uses UMU Equipment	No	Yes***	Yes†	As Weight Class
Uses Magnetic Clamps	‡	‡	Yes‡	None

*Basic Manipulator and/or Battle Claw requirements include such modifications with Vibro-Claws, Mine-Clearance or Magnets.
**Only 1 Basic Manipulator needed for Mechanized Battle Armor
***Only possible against targets in Depth 1+ Water.
†So long as all other requirements are met in terms of weight class, body type and minimum manipulator requirements.
‡See *Magnetic Clamps*, above.

*** Tunnel Rat construction example (pp. 167-168)**
Replace the third paragraph with the following:

"*Checking the Battle Armor Capabilities Table, Keith notes that his Tunnel Rat—as an exoskeleton that lacks some of the minimum manipulator requirements—may not engage in anti-'Mech attacks in its default industrial drill configuration. If, however, he were to swap the right-arm industrial drill with another basic manipulator, his battle armor would meet the qualifications for these capabilities.*"

*** Weapon Location Restrictions (p. 170)**
Second paragraph, last sentence

"Battle armor may not mount conventional infantry weapons designated as melee or support."
Change to:
"Battle armor may not use Melee-type conventional infantry weapons."

*** Battle Armor Weapon Limits Table (p. 170)**

1) Change "Arms (Humanoid)" to "Each Arm (Humanoid)"
2) Replace all instances of "Anti-Personnel Weapon" in the table with "Anti-Personnel Weapon Mount"

*** Modular Technology (p. 171)**
Replace the entire entry with the following:

"At the designer's option, battle armor (including power armor and exoskeletons) may install modular mounts for their weapons to mimic the configurable capabilities of Omni units. Modular mounts are broken into two types. The first, Modular/Turret Mounts, are detailed on p. 262. The second, Squad Support Weapon mounts, can be found on p. 270.

Humanoid battle armor may carry one squad support weapon mount, one standard modular weapon mount per arm, and two standard modular weapon mounts in the body; they may not install turret mounts. Quad battle armor may only add a single modular turret mount (referred to as a configurable turret mount), which must be installed in the body. Regardless of the type or number of mounts chosen, the weapon limit rules on p. 170 still apply.

Mounts (other than anti-personnel mounts) may also accommodate non-weapon items. Any item listed on the Battle Armor Equipment Tables may be installed in a mount as per the usual construction rules, except for the following prohibited items: Camo System, Extended Life Support, HarJel, Jump Booster, Magnetic Clamps, Mission Equipment, Modular/Turret Mounts, Space Operations Adaptation, Squad Support Weapon.

Unless carried by hand, battle armor anti-personnel weapons are always fitted in modular mounts. Anti-Personnel Weapons are detailed on p. 271, and their mounts are covered on p. 262."

*** Other Weapon Mount Options (p. 171)**

1) *First paragraph*

"Quad battle armor may use a standard turret mount in place of the modular mount, to save on bulk and weight."
Change to:
"Quad battle armor may install a standard turret mount instead of the configurable turret mount, sacrificing the modular ability to save on bulk and weight."

2) *At the end of this section, insert the following paragraph:*

"Battle armor equipped with one or more armored glove manipulators may use one additional non-Melee conventional infantry weapon with crew requirements of less than 2."

*** Fenrir construction example (p. 172)**
Replace the entire entry with the following:

"*Peter has 880 kilograms to spend on weapons, and 11 weapon slots in the Body location to place them. He decides to start by making the Fenrir's armament modular, choosing the configurable turret mount for his design (see p. 262). As the configurable turret requires a certain pre-determined size for its mount—to determine its*

weight and slot capacity—Peter selects a 3-slot capacity for the mount, meaning the entire turret mount will weigh 80 kilograms and occupy 2 slots.

Peter can install 800 kilograms worth of weaponry that can occupy a grand total of 12 slots (3 in the Configurable Turret + 9 in the Body). Per the Weapon Limits Table, Peter can install up to 4 anti-personnel weapon mounts and 4 anti-BattleMech weapons in all this space. He decides at this point that the base configuration for his Fenrir is complete.

For one configuration, Peter decides to place an SRM-4 launcher in the configurable turret mount. The SRM weighs 240 kilograms and occupies 2 slots on its own, leaving 1 slot open in the turret for ammunition. Peter decides to give the SRM the maximum ammunition load of 4 shots, which takes up the remaining turret weapon slot, and weighs 160 kilos (4 SRM-4 shots at 40 kg per volley = 160 kg). Though the resulting weapon weight is only 400 kilograms, leaving the SRM-4 Fenrir 400 kilos shy of its 2,000-kg maximum (800 kg - 400 kg = 400 kg), Peter cannot allocate more weaponry to the Fenrir without making it a completely different design (because he reserved all the leftover weight for his configurable turret)."

Aerospace Unit Construction

Engineering (p. 176)
Under "Engineering", second paragraph, first sentence

Delete the words ", or in both the stern and bottom of most aerodyne craft,"

*** Determine Fuel Capacity (p. 186)**
First paragraph, first sentence

"(which will be covered in *Tactical Operations*)."
Change to:
"(which is covered in *Strategic Operations*)."

*** Determine Fuel Capacity (p. 186)**
Under "OmniFighters", replace the entry with the following:

"The internal fuel capacity of an OmniFighter's base configuration must be fixed, and this internal fuel cannot be altered in its completed Primary or Alternate configurations. Additional fuel may be pod-mounted, however."

*** Structural Integrity Table (p. 187)**

1) Add a cross after the formulas for both "Small Craft or DropShip" SI Weight entries. (†)
2) Insert a new footnote: "†Round up to the nearest whole ton."
3) *At the very bottom of the table, insert the following new footnote:*

   "When rounding weight values for units using the tonnage standard, a designer should round up all weight values up to the nearest half-ton unless the unit's construction rules specifically state otherwise."

*** Step 4: Add Heat Sinks (p. 193)**
First paragraph, second sentence

"Aerospace fighters can push these heat sinks beyond tolerances, but conventional fighters, Small Craft and DropShips operate on a "zero-heat principle,""
Change to:
"Aerospace fighters and Small Craft can push these heat sinks beyond tolerances, but conventional fighters and DropShips operate on a "zero-heat principle,""

Weapons Bays and Firing Arcs (p. 195)
Under the second paragraph, insert:

"To determine the maximum number of plasma weapons allowed in a bay, first find the average heat generated by that weapon attacking. Add this heat to the weapons attack value and use this figure to determine max bay damage."

*** Crew Quarters (p. 195)**
Replace the last paragraph with the following:

"Fighters—conventional and aerospace—may not incorporate quarters under these rules. They have a default life support endurance of 96 hours when operated in hostile environments that require life support (see *Tactical Operations*, p. 28).

External Consumables Pods: Fighters may add life support endurance in lieu of bombs, with each pod providing another 96 hours endurance per fighter occupant. Because of cockpit space and amenities limits, a fighter may only carry 1 pod per 25 tons (round up) of fighter mass, even though the pods only occupy 1 hard point each. Life support from these pods is consumed before any from internal reserves. If a fighter carrying external consumables pods sustains bomb critical damage, determine the damaged bomb randomly, including any external consumables pods. If an external consumables pod is damaged, the life support of that pod is lost.

External consumables pods may be dropped using the rules for Dumping Bombs (see *Total Warfare*, p. 247) in the case of emergency bomb dumps, or Dumping Ammunition (see *Total Warfare*, p. 104) in non-emergencies. Dumped consumables pods—whether full or empty—do not inflict any damage when they land."

*** Heat Sinks (p. 195)**

1) *First paragraph, second sentence*

"Aerospace fighters, which can push their heat limits better, may mount as many heat sinks as desired after their initial 10 free sinks are added with the engine."
Change to:
"Aerospace fighters and Small Craft, which can push their heat limits better, may mount as many heat sinks as desired after their initial 10 free sinks are added with the engine."

2) *Second paragraph, first sentence*

"DropShips and Small Craft may not generate heat in excess of their heat sinks."
Change to:
"DropShips may not generate heat in excess of their heat sinks."

*** Transport Bays and Doors (DropShips and Small Craft only) (p. 196)**
Second paragraph, last line

"Rules for dropping 'Mechs will appear in Tactical Operations."
Change to:
"Rules for dropping 'Mechs are in *Strategic Operations*, p. 22."

Weapons and Heavy Equipment

*** Armor, Standard (or Heavy Industrial) Armor (p. 205)**
Under "Introduced"

Delete "[Standard Military]), 3040 (Federated Commonwealth [Heavy Industrial])"

**** Artemis IV Fire-Control System (p. 207)**
Under "Construction Rules", replace the first and second paragraphs with the following:

"The Artemis IV FCS is only applicable to standard LRM, SRM, and MML launchers (including any one-shot and torpedo versions). If one Artemis IV system is added to an applicable launcher, every applicable launcher on the unit must have Artemis IV (non-applicable launchers, such as Streak SRMs, may still be installed). For example, if a unit has one Artemis IV-equipped LRM launcher, then every single standard LRM, SRM, and MML launcher on the unit must have Artemis IV. Note that while Clan ATM launchers have Artemis IV integrated as part of their design, ATM launchers do not count as an applicable launcher type, meaning you can have an ATM launcher on the same unit as a LRM, SRM, or MML launcher that does not have Artemis IV.

Artemis IV must be placed in the same location as the launcher it is added to. If a launcher that must receive an Artemis enhancement is set in a location with no space remaining for the Artemis, then Artemis IV may not be mounted on that unit at all, because one of its launchers cannot receive the required upgrade.

For OmniMechs with one or more fixed (i.e. non-pod-mounted) missile launchers, whether or not the fixed launchers have Artemis determines the 'Mech's usage of Artemis. This cannot be modified through alternate configurations. For example, for an OmniMech with fixed launchers and no Artemis, no launcher on the 'Mech may have Artemis. Conversely, for an OmniMech with Artemis-equipped fixed launchers, all its applicable launchers must be equipped with Artemis."

*** Cellular Ammunition Storage Equipment (CASE) (p. 210)**

1) *First column, last line*

"Though any remaining internal structure in the effected section"
Change to:
"Though any remaining internal structure in the affected section"

2) *Under "Construction Rules", first paragraph, last sentence*

"Units built using Clan technology (except for ProtoMechs) are presumed to incorporate CASE automatically in all locations that store ammunition or explosive equipment (such as Gauss rifles).
Change to:
"Units built with a Clan internal structure (except for ProtoMechs) are presumed to incorporate CASE automatically in all locations that store ammunition or explosive equipment (such as Gauss rifles), unless otherwise specified."

*** 'Mech Cockpit (p. 211)**
First paragraph, first sentence

"Born at the same time as the concept of the 'Mech—including the IndustrialMech progenitors that were outclassed in the 2350s by the advent of myomer technology—'Mech cockpits today vary slightly from design to design,"
Change to:
"Born at the same time as the concept of the 'Mech, 'Mech cockpits today vary slightly from design to design,"

*** Communications Equipment (p. 212)**
Under "Construction Rules", after the first paragraph, insert:

"Advanced units have the following basic communication equipment equivalency: satellites (1 ton), JumpShips (4 tons), WarShips and Space Stations (5 tons); rules for such units are found in *Tactical Operations* (satellites) and *Strategic Operations* (JumpShips, WarShips, and Space Stations)."

*** Missile (p. 212)**
Under "Unit Restrictions"

"ProtoMechs may not mount ATMs, MMLs, MRMs or rocket launchers"
Change to:
"ProtoMechs may not mount ATMs, MMLs, MRMs, rocket launchers, or Single-Shot (OS) Missile Launchers"

*** Environmental Sealing (p. 216)**

1) Header at top of page: change "Enviromental Sealing" to "Environmental Sealing"
2) Under "Construction Rules", last paragraph, last sentence: change "Support Vehicles may incorporate environmental sealing into their chassis design process (see p. 133)." to "Support Vehicles may incorporate environmental sealing into their chassis design process (see p. 122).

*** Escape Pod (p. 216)**
Under "Game Rules"

"The use of these items will be covered in *Tactical Operations*."
Change to:
"The use of these items is covered in *Strategic Operations*, pp. 26-27."

*** Field Kitchen (p. 217)**
Under "Game Rules"

"Its game play rules will be covered in *Tactical Operations*."
Change to:
"Its game play rules are covered in *Strategic Operations* p. 41, under Fatigue (Outside of Game Play)."

*** Fire Control Systems (p. 217)**

1) Under "Basic Fire Control", change Introduced from "Circa 2400 (Terran Hegemony)" to "Pre-spaceflight"
2) Under "Advanced Fire Control", change Introduced from "Circa 2439 (Terran Hegemony)" to "Circa 2300 (Terran Hegemony)"
3) Change the title of the box from "Fire Control System" to "Fire Control Systems"
4) Under "Fire Control System", change Tech Rating from "(Basic Fire Control—C; Advanced Fire Control–D)" to "(Basic Fire Control—B; Advanced Fire Control—C)"

**** Gauss Rifle (p. 219)**

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

"AP, Light, standard (Inner Sphere and Clan) and Hyper-Assault Gauss rifles may be mounted on any unit per its standard weapon and equipment mounting rules. Humanoid OmniMechs that choose to mount a Gauss rifle in the arm must remove the lower arm and hand actuator before doing so."

2) Under "Construction Rules", at the end of the second paragraph insert:

"On aerospace fighters, Heavy Gauss rifles may only be installed in the nose or tail, never the wings."

*** MASH Equipment (p. 228)**
Under "Game Rules"

"Its full functionality will be covered in *Tactical Operations*."
Change to:
"Its full functionality is covered in *Strategic Operations*, p. 187."

Flare LRMs (p. 230)
Remove this paragraph entirely.

Torpedo Launchers (p. 230)
Third sentence

"The standard short-range torpedo (SRT) or long-range torpedo (LRT) launcher can only function at water depths of six meters or more, and their munitions cannot be swapped out for standard missiles because of physical differences in the launch mechanisms."
Change to:
"The standard short-range torpedo (SRT) and long-range torpedo (LRT) launchers' munitions cannot be swapped out for standard missiles because of physical differences in the launch mechanisms."

*** Plasma Cannon/Plasma Rifle (p. 235)**

1) Under "Unit Restrictions"

"ProtoMechs may not carry plasma weapons."
Change to:
"None."

2) Under "Construction Rules", second sentence

"On Combat and Support Vehicles, plasma weapons are treated as energy weapons,"

Change to:
"On ProtoMechs, as well as Combat and Support Vehicles, plasma weapons are treated as energy weapons,"

Missile (p. 231)
Under "Construction Rules", insert:

"Only standard LRM and SRM launchers may be installed as Torpedo Launchers. Only Torpedo Launchers may fire Torpedoes."

*** Power Amplifiers (p. 235)**
1) *Under "Unit Restrictions"*

"Only Combat and Support Vehicles and fighter units using non-fusion/non-fission engine types may install power amplifiers."
Change to:
"Only units with energy weapons and using non-fusion/non-fission engine types may install power amplifiers."

2) *Under "Construction Rules", second sentence*

"The rules appear on p. 107 for Combat Vehicles, p. 136 for Support Vehicles and p. 194 for fighters."
Change to:
"The rules appear on p. 74 for IndustrialMechs, p. 107 for Combat Vehicles, p. 137 for Support Vehicles, and p. 195 for conventional fighters."

*** Quarters/Seating (p. 236)**
Under "Construction Rules", add the following entry to the table, between "Quarters, 1st Class" and "Seat, Pillion":

"Seat, Combat Crew … 0.5 tons … 1 … 1 person crew station (extra)"

**** Retractable Blade (p. 237)**
Under "Construction Rules", at the end of the entry insert the following new paragraph:

"Retractable Blades may only be mounted in a 'Mech's arms. Installing a Retractable Blade does not require a hand actuator to be located in the same arm, but arms intended to use a Retractable Blade must have shoulder, upper and lower arm actuators."

*** Searchlight (p. 237)**
Under "Game Rules", second sentence

"Their effect in game play will be detailed in *Tactical Operations*."
Change to:
"Their effect in game play is detailed in *Tactical Operations*, p. 57."

*** Sword (p. 237)**
Under "Construction Rules", second paragraph, second sentence

"A sword's weight (in tons) is equal to the 'Mech's tonnage, divided by 20 (rounded up to the nearest whole number)."
Change to:
"A sword's weight (in tons) is equal to the 'Mech's tonnage, divided by 20 (rounded up to the nearest half-ton)."

**** Targeting Computer (p. 238)**
Under "Construction Rules", second paragraph, first sentence

"The weight of a targeting computer is based on the weight of all direct-fire, non-missile heavy weapons (not counting machine guns, flamers or TAG systems) used by the unit."
Change to:
"The weight of a targeting computer is based on the weight of all non-missile heavy weapons of the pulse and/or direct-fire Types (not counting machine guns, flamers or TAG systems) used by the unit."

*** Transport Bay (p. 239)**
Under "Unit Restrictions", replace the entire entry with the following:

"BattleMechs may only carry Standard, Liquid, or Insulated Cargo Bays; IndustrialMechs may only carry Standard, Liquid, Insulated, or Container Cargo Bays; ProtoMechs may not carry Transport Bays of any kind."

**** Transport Bay Table (p. 239)**

1) Under "Cargo, Container", change Equipment Slot Space from "1 per container ('Mech or Vehicle)" to "1 per container (IM or Vehicle)"
2) On all Infantry and Battle Armor bays change Equipment Slot Space to read "NA ('Mech) / 1 (Vehicle)**"
3) Under "Small Craft (per cubicle)", change Capacity from "1 Small Craft (up to 200 tons)" to "1 aerial unit (up to 200 tons)
4) Add a column to the right of "Capacity" named "Total Bay Personnel". Unless listed below, the value in this column is "N/A".

Infantry, Foot:	28 (IS), 25 (C)
Infantry, Jump:	21 (IS), 20 (C)
Infantry, Motorized:	28 (IS), 25 (C)
Infantry, Mechanized:	6 (IS), 5 (C)
Battle Armor Squad Bay:	6
'Mech Bay:	2 bay personnel
Fighter Bay:	2 bay personnel
ProtoMech Bay:	6 bay personnel
Small Craft Bay:	5 bay personnel
Vehicle, Light Bay:	5 bay personnel
Vehicle, Heavy Bay:	8 bay personnel
Vehicle, Super-Heavy Bay:	15 bay personnel

*** Bridgelayer (Light, Medium, Heavy) (p. 242)**

1) *Second paragraph. Replace second and third sentences with:*

"Light bridgelayers weigh 1 ton and can support up to 16 tons of weight at full extension. Medium 'layers weigh 2 tons and can support up to 40 tons of traffic. And Heavy 'layers can support up to 90 tons of personnel and equipment on their 6-ton frames."

2) *Under "Construction Rules", last sentence*

"'Mech units may mount bridgelayers in the Left and Right Torso locations only (with a forward facing)."
Change to:
"'Mech units may mount bridgelayers in torso locations only (with a forward facing).

**** Dumper (p. 243)**
Under "Construction Rules", replace the entry with the following:

"A dumper can be installed to any cargo bay type. It must be assigned to some or all of a cargo-carrying unit's cargo weight, and must indicate the direction it dumps its contents when emptied (Front, Left/Right Side or Rear). The weight of the dumper is equal to 5 percent of the cargo being dumped (rounded up in accordance with the weight standard for the unit in question), and the dumper's critical/equipment slot must be allocated to the same location where the cargo to be dumped is located. Only one dumper can be mounted per cargo bay."

*** Refueling Drogue/Fluid Suction System (p. 247)**
Under "Unit Restriction", last sentence

"BattleMechs and ProtoMechs may not mount a fluid suction system."
Change to:
"BattleMechs, ProtoMechs, and DropShips may not mount a fluid suction system."

*** Refueling Drogue/Fluid Suction System (p. 247)**
Under "Game Rules", first sentence

"Refueling drogues and fluid suction systems have no impact in Total Warfare; their use will be covered in Tactical Operations."
Change to:
"Refueling drogues and fluid suction systems have no impact in *Total Warfare*; their use is covered in on pages 35 and 42 of *Strategic Operations*, respectively."

Salvage Arm (p. 248)
Under "Construction Rules", delete "bulldozer".

Sprayer/Light Fluid Suction System (p. 249)
Under "Unit Restrictions", insert:

"Aerospace units are also prohibited from mounting Sprayer/Light Fluid Suction Systems."

*** Active Probe (p. 252)**
Flavour text, last sentence

"Incorporating strong yet portable thermal and radar sensors, the Inner Sphere model can accurately spot hidden units at 120 meters, while the Clan version is good out to 150 meters."
Change to:
"Incorporating strong yet portable thermal and radar sensors, both the Inner Sphere and Clan models can accurately spot hidden units out to 90 meters."

*** Modular Equipment Adaptor (p. 260)**
First paragraph, last sentence

Delete "or adaptation-enhanced manipulator weighing up to three times as much"

*** Mine Dispenser (p. 260)**
Delete this entire entry. The Battle Armor Mine Dispenser rules are removed from *TechManual* and moved to *Tactical Operations* pp. 324-325. Its construction data in *TechManual* pp. 297 and 347 is removed and superseded by *Tactical Operations* pp. 412-413.

**** Missile Launchers (p. 262)**
Under "Missile Munitions", "Multi-Purpose Missiles", delete the last sentence ("Weighing in at double the mass…")

*** Modular/Turret Mounts (p. 262)**

1) *Under "Construction Rules", third paragraph, third sentence*

"An entry of "As Location" under Capacity means that all slots remaining in the mount's location (after those occupied by the mount itself or any gear placed there before the mount was installed) are considered part of the modular mount."
Change to:
"An entry of "As Location" under Capacity means that all slots remaining in the mount's location (after those occupied by the mount itself or any gear placed there before the mount was installed) are considered part of the mount."

2) *Under "Construction Rules", third paragraph, last sentence*

"In another example, an 80 kg configurable turret—with a Capacity of 4—has a set limit of 4 slots for its mount, and occupies 2 more slots for the mount itself)."
Change to:
"In another example, an 80 kg configurable turret—with a Capacity of 4—has a set limit of 4 slots in its mount, but only occupies 2 slots in the suit for the mount itself)."

3) *Under "Construction Rules", last paragraph, last sentence*

"AP weapon mounts may only accommodate AP-scale light and medium weapons (see Weapons, Anti-Personnel, p. 271)."
Change to:
"AP weapon mounts may only accommodate Standard-type conventional infantry weapons (see the Conventional Infantry Weapons and Equipment Table, pp. 349-351). All other mount types described herein can also accommodate non-weapon items: see *Modular Technology* on p. 171 for details."

4) *Table, "Modular Mount Type" column*

Change the name of this column from "Modular Mount Type" to "Mount Type"

5) *Table, "Mount Type" column*

"Modular Turret Mount"
Change to:
"Standard Turret Mount"

6) *Table, "Mount Type" column*

"Modular Turret Mount (Configurable)"
Change to:
"Configurable Turret Mount"

7) *Table*

Under "Anti-Personnel Weapon Mount", change Capacity (Slots Available) from "As Location" to "1"

*** Modular/Turret Mounts (p. 263)**
Last paragraph, last sentence

Delete "Like the standard MWM, AP weapon mounts are limited only by the maximum weight of the suit and the mass and bulk of the weapons and ammo to be carried."

Artwork (p. 264)
Change "Modular Turrent Mount" to "Modular Turret Mount"

*** Parafoil (p. 266)**
Under "Construction Rules", after the first sentence insert:

"It may only be mounted in the Body location."

*** Squad Support Weapon (p. 270)**

1) *Under "Construction Rules", first paragraph, second sentence*

"This percentage is 50 for Inner Sphere squads, 40 for Clan Points."
Change to:
"This amounts to 50 percent of weapon weight for battle armor with an Inner Sphere technology base, 40 for Clan."

2) *Under "Construction Rules", append the following line to the end of the second paragraph:*

"Though only one suit in a squad actually has the weapon, a squad support weapon mount always counts as one of a suit's allowable anti-'Mech weapons."

3) *Under "Construction Rules", insert the following new paragraph at the end of the section:*

This mount can accommodate non-weapon items: see *Modular Technology* on p. 171 for details."

*** Weapons, Anti-Personnel (p. 271)**

1) *Under "Medium Weapons", end of paragraph, insert:*

"As such you will only see these unconverted Medium class weapons used by "hand" with suits equipped with armored glove(s) and then only weapons not requiring a crew to operate."

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

"The anti-personnel weapon mount (see *Modular/Turret Mounts*, p. 262) carries Standard-type conventional infantry weapons. In addition, a humanoid suit equipped with at one or more armored glove manipulators (see *Manipulators*, pp. 259-260) may carry any non-Melee conventional infantry weapon with a crew requirement of less than 2.

*** Motive Systems (p. 272)**

Under "Mechanized", fourth line

"where a squad of battlesuits ride a vehicle of 'Mech"
Change to:
"where a squad of battlesuits ride a vehicle or 'Mech"

*** Conventional Infantry Weapons (p. 273)**

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

"Under these construction rules conventional infantry weapon and ammunition weights need not be tracked. These values appear on the Conventional Infantry Weapons and Equipment table as a means of tracking such weight values for infantry weapons mounted on Small Support Vehicles (see Light Weapons and Heavy Weapons, p. 271)."

Costs and Availability

Rounding (p. 274)

Under "Rounding", replace the first paragraph with:

"All costs computed in TechManual must not be rounded until the end of the calculations process, after applying any final cost multipliers. At that point, costs should be rounded up to the nearest .01 C-bill."

*** BattleMech and IndustrialMech Structural Cost and Availability (Cont) (p. 278)**

1) *Under "MASC" , "Cost (in C-bills)"*

"1,000 x Engine Tonnage x MASC Tonnage"
Change to:
"1,000 x Engine Rating x MASC Tonnage"

2) *Under "Jump Jets" , "Standard", "Cost (in C-bills)"*

"200 x (Number of Jump Jets)2 x Unit Tonnage"
Change to:
"200 x (Number of Jump Jets)² x Unit Tonnage"

3) *Under "Jump Jets" , "Improved", "Cost (in C-bills)"*

"500 x (Number of Jump Jets)2 x Unit Tonnage"
Change to:
"500 x (Number of Jump Jets)² x Unit Tonnage"

ProtoMech Structural Costs and Availability (p. 279)

1) *Under "Jump Jets", "Cost (in C-bills)"*

"200 x (Number of Jump Jets)2 x Unit Tonnage"

Change to:
"200 x (Number of Jump Jets)² x Unit Tonnage"

2) *Under "Jump Jets", insert:*

"ProtoMech Myomer Booster (1,000 x Engine Rating x Booster Tonnage) F X-X-F"

*** Battle Armor Structural Costs and Availability, Armor (p. 281)**
Under "Stealth, Standard", change Availability from "(X-X-E)" to "(F-X-E)"

Final Unit Costs (p. 284)
Second paragraph, last sentence

"Basic Cost Calculations (see p. 284)."
Change to:
"Basic Cost Calculations (see p. 274)."

*** Final Unit Cost Formulas Table, Support Vehicles (p. 285)**
After "Naval (All)", insert:

"WiGE: … (Structural Cost + Weapon/Equipment Costs) x (Omni Conversion Cost*) x (1 [Total Tonnage ÷ 25])"

Heavy Weapons and Equipment (p. 291)
Under "One-Shot**", add "†" and change Reintroduced (Affiliation) from "NA / NA" to "3030 (FW) / —"

*** Heavy Weapons and Equipment (Cont) (p. 292)**
1) *After Machine Gun Array, insert a new table entry:*

Omni Technology†† NA (X/E/E) 3052 (IS) / 2854 (Clan) —/— —/—

2) *At the end of the table, insert a new footnote:*

"†† Note: this is Omni technology, NOT just OmniMechs specifically."

3) Under "TAG", change Reintroduced (Affiliation) from "3033 (FS) / NA" to "3044 (FS) / NA"

*** Industrial Equipment (p. 292)**
Under "Ejection Seat (IndustrialMech)", change Availability from "(D-E-F)" to "(D-E-E)"

*** Industrial Equipment (Cont) (p. 293)**
1) Change the name of the "Fire Control" entry to "Fire Control Systems"
2) Under "Fire Control", "Basic (SV)", change Introduced (Affiliation) from "2400 (TH) / —" to "PS / —"
3) Under "Fire Control", "Advanced (SV)", change Introduced (Affiliation) from "2400 (TH) / —" to "2300 (TH) / —"
4) Under "Salvage Arm", change Introduced (Affiliation) from "2452 (TH) / —" to "2415 (TH) / --"

*** Heavy Weapon Ammunition (p. 294)**
Under "Autocannon/2", change Cost from "1000 / 25" to "1000 / 22"

*** Heavy Weapon Ammunition (Cont) (p. 295)**
1) For all LRM ammunition entries (LRM 5, 10, 15, 20 and MML 3, 5, 7, 9), change Introduced (Affiliation) from "2400 (TH) / —" to "2300 (TH) / —"
2) Under "Streak SRM-6", change Cost from "54,000 / 4,320" to "54,000 / 3,240"
3) Under "ER Missiles (ATM)", change Introduced (Affiliation) from "NA / 3053 (CSA)" to "NA / 3054 (CSA)"

Heavy Weapons and Equipment (p. 296)

1) Under "High-Explosive (Bomb)" and "Cluster (Bomb)", change Extinction from "2855 / —" to "— / —"
2) Under "High-Explosive (Bomb)" and "Cluster (Bomb)", change Reintroduced (Affiliation) from "3051 (FC) / NA" to "NA / NA"
3) *At the end of the table, insert:*

"† See page 230 'Single-Shot (OS) Missile Launchers' for exact dates/availability of One-Shot systems."

*** Additional Battle Armor Weapons and Equipment (Cont) (p. 297)**

1) Under “Small Laser”, change Introduced (Affiliation) from “2400 (TH) / —“ to "2300 (TH) / —"
2) Under “Medium Laser”, change Introduced (Affiliation) from “2400 (TH) / —“ to "2300 (TH) / —"
3) Under “Medium Laser”, change Extinction from “— / 2820“ to "— / —"
4) Under “Cutting Torch”, change Availability from “(B-B-E)“ to "(B-B-B)"

*** Conventional Infantry Weapons (p. 298)**

Under “Blade, Vibro-axe”, change Introduced (Affiliation) from “2445 (LA) / —“ to "2445 (LC) / —"

*** Conventional Infantry Weapons (Cont) (p. 301)**

Change “SRM Launcher (Lt, One-Shot)” to “SRM Launcher (Lt, Two-Shot)”

Battle Value

Total BV of all Defensive Equipment (pp. 302-303)

1) Add an asterisk after every explosive ammunition or weapon entry.
2) *After the last entry insert:*

"*It is assumed Clan 'Mechs have CASE installed. If the design specifically did not pay the C-bill cost to install CASE, then treat all Clan-built 'Mechs as Inner Sphere 'Mechs for the purpose of these calculations."

Calculate Base Weapon Battle Rating (p. 303)

Replace the entire bulleted list in the right column with the following numbered list:

1. Consult the appropriate Weapon and Equipment Battle Value tables (see pp. 317–319) to find the Battle Value for all weapons that generate heat when fired.
2. Apply all appropriate weapon BV modifiers (for Targeting Computers, Artemis and rear-firing) to determine the modified BV for each weapon, which will be used in all steps below.
3. Choose the weapon which has the highest modified BV. If more than one weapon has the same modified BV, choose the one which generates the least heat. If multiple weapons of the same type are mounted, just choose one.
4. Add the weapon's modified BV to the Weapon Battle Rating (see *Rear-Firing Weapons*, below), and add its Heat Value to the running heat total, beginning at zero.
5. If the running heat total is less than the unit’s Heat Efficiency, repeat steps 3-4. Otherwise, continue to the next step. If the unit’s Heat Efficiency is surpassed by this weapon, it is calculated at its full BV.
6. Add half the modified BV for each remaining heat-generating weapon to the Weapon Battle Rating. Note: Weapons that generate no heat are always calculated at their full modified BV.

Add Other Weapons and Equipment (p. 303)

Second paragraph, after “These modifiers are cumulative” insert:

", and should be applied prior to sorting weapons for Heat Efficiency calculations."

Rear Firing Weapons (p. 303)
At the end of this paragraph, insert:

"Defensive Weapons never halve their BV even when mounted in a rear-facing locations."

Calculate Base Weapon Battle Rating (p. 303)

1) *Last paragraph of first column, first sentence*

"After finding the 'Mech Heat Efficiency, next find the total heat that the 'Mech would generate if it fired all its offensive weapons in a single turn."
Change to:
"After finding the 'Mech Heat Efficiency, next find the total heat that the 'Mech would generate if it fired all its offensive weapons, including rear-firing weapons, in a single turn. Defensive Weapons are never figured in this value."

2) *Last paragraph, last sentence (continues at top of right column)*

"If this value is less than or equal to the 'Mech Heat Efficiency, then add up the BV of all weapons and ammunition."
Change to:
"If this value is less than or equal to the 'Mech Heat Efficiency, apply all appropriate weapon BV modifiers (for Targeting Computers, Artemis and rear-firing), then add up the modified BV of all weapons and ammunition."

Add Total 'Mech Tonnage (p. 304)
Under "TSM-equipped 'Mechs multiply their tonnage by 1.5." insert:

"Industrial TSM-equipped 'Mechs multiply their tonnage by 1.15."

**** Calculate Base Weapon Battle Rating (p. 303)**
Under "IndustrialMech Targeting Systems"

Delete this entire paragraph. The modifier has been moved to "Step 3: Calculate Final Battle Value".

Multiply Adjusted Offensive Battle Rating by Speed Factor (p. 304)
Replace the third sentence with:

"If the unit has MASC or triple-strength myomer (but not industrial triple-strength myomer), use the maximum MP it can generate utilizing that equipment for the unit's running MP."

**** Step 3: Calculate Final Battle Value (p. 304)**
Replace the first paragraph with the following:

Calculate a 'Mech's final BV by adding its Defensive and Offensive Battle Ratings. If the 'Mech is equipped with a Small cockpit, multiply this total by .95. An IndustrialMech without advanced fire control (see p. 69) multiplies this total by 0.9.

Round the remaining fraction normally to the nearest whole number.

*** Step 1: Calculate Defensive Battle Rating (p. 306)**
Under "Total BV of all Defensive Equipment", after the first sentence insert the following:

"Other Defensive Equipment is identified on the Weapon and Equipment Battle Value Tables by a dagger footnote (†)."

*** Step 2: Calculate Offensive Battle Rating (p. 308)**
Under "Multiply the Weapon Battle Rating by the Vehicle's Speed Factor", second sentence

"Use the Flanking MP rating and consult the Speed Factor Table."
Change to:
"Use the Flanking MP rating for all vehicles except unmotorized trailers (assume their Flanking MP is 1) and consult the Speed Factor Table."

Calculating Conventional Infantry BV (p. 309)
Under "Calculate Weapon Battle Rating"

"Add the BV ratings of individual and support weapons (see the Conventional Infantry Weapons BV Table, p. 319)."
Change to:
"Add the BV ratings of all individual and support weapons (see the Conventional Infantry Weapons BV Table, p. 319)."

*** Calculating Conventional Infantry BV (p. 309)**
Under "Step 1: Calculate Defensive Battle Rating", first sentence

"MULTIPY the number of troopers by 1.5 and the unit's Defensive Movement Factor."
Change to:
"MULTIPY the number of troopers by 1.5 and the unit's Defensive Factor."

Calculating Conventional Infantry BV (p. 309)
Under "Step 3: Calculate Final Battle Value", replace the first paragraph with:

"Add the Defensive Battle Rating and the Offensive Battle Rating and round to the nearest whole number (0.5 rounds up)."

*** Calculating Battle Armor BV (p. 310)**
Under "Step 1: Calculate Defensive Battle Rating", replace the third paragraph with the following:

"Next, MULTIPLY the current value by the battle armor unit's Defensive Factor. A battle armor unit's Defensive Factor is based on its highest potential target movement modifier (including bonuses for jump capability and enhanced movement), as shown on the Defensive Factors Table. In addition, add any appropriate modifiers from the Defensive Factor Modifier Table."

Direct Fire Weapons Battle Rating (p. 310)
At the end of the paragraph, insert:

"Do not factor BV for any ammunition used by direct fire weapons."

Missile Weapon Battle Rating (p. 310)
Replace the paragraph with:

"Calculate the Missile Weapon Battle Rating for SRMs, advanced SRMs, MRMs, rocket launchers, and LRMs. Use the BV of the launcher as normal. Calculate the ammunition BV for the kilograms of ammo carried proportionate to the BV for a full ton (1,000 kg) of that type of ammunition. That is, divide the kilograms of ammo carried by 1,000, and multiply the result by the BV of a full ton of the required ammunition type. Keep any fractional results."

*** Anti-Personnel Weapons (p. 310)**
Replace the paragraph with:

"Only add the Weapon Battle Rating of anti-personnel weapons from the Conventional Infantry Weapons BV Table on p. 319 if not using the standard rules as detailed in *Total Warfare*, p. 218."

Calculating the BV of a Grenadier Squad (p. 311)
This example is provided as a supplement to the example contained in *TechManual*. It is not errata that will appear in any future reprint of *TechManual*:

Grenadier

1. Calculate Defensive Battle Rating

    9 points Stealth (Standard) armor (BV 2.5 per point)

    (Total Armor x Armor BV) + 1:

(9 x 2.5) + 1 = 23.5

The Grenadier has no jumping movement, and ground movement MP of 2, so receives a Target Movement Modifier of 0. That gives it a Defensive Factor of 1.0 + 0.1 (because it is battle armor) + 0.2 (Standard Stealth Armor) = 1.3

23.5 x 1.3 =
Defensive Battle Rating = 30.55

2. Calculate Offensive Battle Rating

Calculate Weapon Battle Rating

Direct-Fire Weapons
1 Small Laser

1 x 9 = 9

Missile Weapons
1 SRM 4

1 x 39 = 39

Ammo (SRM 4) 7 (280 kg)

(280/1000) x 5 = 1.4

Anti-BattleMech Attacks
N/A

Anti-Personnel Weapons
None

Squad Support Weapons
None

Other Equipment
None

Total = 49.4

Multiply Weapon Battle Rating by Speed Factor

49.4 x 0.65 =
Offensive Battle Rating = 32.11

3. Calculate Final Battle Value

Defensive Battle Rating + Offensive Battle Rating = BV per suit

30.55 + 32.11 = 62.66

There are four suits of battle armor in an Inner Sphere squad, yielding a BV Modifier of 5.2.

62.66 x 5.2 = 325.832

Grenadier Squad BV = 326

Calculate Defensive Battle Value Rating (p. 312)
Under "Total BV of all Defensive Equipment", replace the first paragraph with:

"Defensive equipment includes screen launchers and anti-missile systems (including Ammo up to the BV of the systems and launchers themselves). All other weapons and equipment are considered offensive.

For aerospace fighters, small craft and conventional fighters, then SUBTRACT the following figures. (Explosive ammo is any ammunition that may explode inside an aerospace or small craft unit. Gauss weapons include Gauss rifles, HAGs and AP Gauss.) These subtractions cannot drop the running total below 1.

15 points per type of explosive ammo (regardless of tonnage) in an Inner Sphere aerospace or small craft not equipped with CASE

1 point per Gauss weapon in Inner Sphere aerospace or small craft not equipped with CASE. It is assumed Clan aerospace units have CASE installed. If the design specifically did not pay the C-bill cost to install CASE, then treat all Clan built aerospace units as Inner Sphere aerospace units for the purpose of these calculations."

*** Calculate Base Weapon Battle Rating (p. 312)**
Replace the third paragraph with the following:

"After finding the Aerospace Unit Heat Efficiency, next find the total heat that the unit would generate if it fired all its offensive weapons, including rear-firing weapons, in a single turn (defensive weapons are never figured in this value). Multiply by 2 the heat points generated by Ultra autocannon, multiply by 6 the heat points generated by rotary autocannon, reduce by half the heat points generated by Streak SRMs, and reduce to one-quarter the heat points generated by one-shot weapons. If the total heat is less than or equal to the Aerospace Unit Heat Efficiency, apply all appropriate weapon BV modifiers (for Targeting Computers, Artemis, and rear-firing), then add up the modified BV of all weapons and ammunition."

Calculate Base Weapon Battle Rating (p. 312)
Replace the entire bullet list in the right-hand column with the following numbered list:

1. Consult the appropriate Weapon and Equipment Battle Value tables (see pp. 317–319) to find the Battle Value for all weapons that generate heat when fired.
2. Apply all appropriate weapon BV modifiers (for Targeting Computers, Artemis and rear-firing) to determine the modified BV for each weapon, which will be used in all steps below.
3. Choose the weapon which has the highest modified BV. If more than one weapon has the same modified BV, choose the one which generates the least heat. If multiple weapons of the same type are mounted, simply choose one.
4. Add the weapon's modified BV to the Weapon Battle Rating (see *Rear-Firing Weapons*, below), and add its Heat Value to the running heat total, beginning at zero.
5. If the running heat total is less than the unit's Heat Efficiency, repeat steps 3-4. Otherwise, continue to the next step. If the unit's Heat Efficiency is surpassed by this weapon, it is calculated at its full BV.
6. Add half the modified BV for each remaining heat-generating weapon to the Weapon Battle Rating. Note: Weapons that generate no heat are always calculated at their full modified BV.

Add Other Weapons and Equipment (p. 312)
Before the header "Add Other Weapons and Equipment", insert the following new section:

DropShips: Calculate their Weapon Battle Ratings by firing arc reflecting their firing by weapon bay and generating heat by firing arcs. First determine the total weapon BV (do not factor ammo BV in these calculations) of each individual firing arc (Nose, Aft, Fore (Wing) Left/Right, Aft (Rear Wing (Left/Right).

Once these values are determined, compare the Battle Value of the Nose, Fore Sides (Wings), Aft Sides (Rear Wings), and Aft arcs. The arc with the greatest BV becomes the "front" of the unit for calculating Heat Efficiency. The "front" arc is calculated at 100% of its Battle Value, even if this arc exceeds the Heat Sink Efficiency of the unit. Next, if the heat sink capacity of the unit has not been exceeded, then find the adjacent firing arc with the highest BV (if two are the same value pick one at random) and calculate this at 100% BV. If the heat sink capacity would be exceeded by firing this arc, then add only 50% of the BV for this arc.

If the heat sink capacity has not been exceeded, then add the arc on the opposite side from the "nose" arc at 50% of its total BV; if heat is exceeded then add only 25% of its total BV. Finally, all remaining firing arcs are then added at 25% of their BV."

Add Other Weapons and Equipment (p. 312)
Second paragraph, last sentence

“These modifiers are cumulative.”
Change to:
“These modifiers are cumulative, and should be applied prior to sorting weapons for Heat Efficiency calculations."

Rear-Firing Weapons (p. 312)
At the end of this paragraph, insert:

"Defensive Weapons never halve their BV even when mounted in a rear facing locations"

*** Multiply Total Offensive Battle Ratings by Speed Factor (p. 312)**
Replace the first paragraph with the following:

“A unit’s Speed Factor reflects its ability to maneuver on the battlefield. To find the Speed Factor, cross-reference the Maximum Thrust Value with the Speed Factor Table (p. 315). Multiply the Total Battle Rating by the Speed Factor to find the unit’s Offensive Battle Rating.”

*** Target Acquisition Gear (p. 314)**
At the end of the entry insert:

"If the only such piece of equipment in the force is rear-mounted, add half the BV of each ton of semi-guided LRM ammunition carried instead."

Skill Ratings (p. 314)
After the “Mechanized Infantry” paragraph insert:

"Anti-'Mech Default Skill: Any unit incapable of delivering an Anti-'Mech attack has a default Anti-'Mech skill of 5."

*** BV Skill Multiplier Table (p. 314)**
Replace the entire table with the following:

	Piloting/Anti-’Mech Skill								
Gunnery	**0**	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**
0	2.80	2.63	2.45	2.28	2.01	1.82	1.75	1.67	1.59
1	2.56	2.40	2.24	2.08	1.84	1.60	1.58	1.51	1.44
2	2.24	2.10	1.96	1.82	1.61	1.40	1.33	1.31	1.25
3	1.92	1.80	1.68	1.56	1.38	1.20	1.14	1.08	1.06
4	1.60	1.50	1.40	1.30	1.15	1.00	0.95	0.90	0.85
5	1.50	1.35	1.26	1.17	1.04	0.90	0.86	0.81	0.77
6	1.43	1.33	1.19	1.11	0.98	0.85	0.81	0.77	0.72
7	1.36	1.26	1.16	1.04	0.92	0.80	0.76	0.72	0.68
8	1.28	1.19	1.10	1.01	0.86	0.75	0.71	0.68	0.64

*** Defensive Factors Table (p. 315)**
Replace footnote with:

"* Including bonuses for jump capability, enhanced movement capability from MASC or triple-strength myomer, and any VTOL movement modifier. Also add the maximum effects of stealth armor, such as the modifier for long range, unless the unit is battle armour, in which case apply the appropriate modifier from the Defensive Factor Modifier Table instead."

*** Inner Sphere Weapons and Equipment BV Table (p. 317)**

1) The lines “Missile Weapons” and “Other Equipment” should be italicized.
2) Disregard previous errata changing the BV of the SRM-5 ammo. Its BV should be 6.

*** Clan Weapons and Equipment BV Table (p. 318)**

1) Under "Advanced SRM-4", change BV from "60/8" to "60/12"
2) Under “SRM-5”, change BV from “58/12” to “47/9”, and change Ammo BV from “8” to “6”
3) The Battle Claw (w/Vibro-Claws) and Machine Gun array entries from the Inner Sphere table on p. 317 should be copied to the Clan table exact, complete with footnotes.
4) Clan Active Probe and Light Active Probe should be listed as defensive equipment with the † item.

Index

(p. 323)

Between "Salvage Arm" and "Searchlight" add "Screen Launcher, 292, 318, 342"

Record Sheets

VTOL Record Sheet (p. 328)

Under "VTOL Combat Critical Hits Table", "Rotors" column, replace the two instances of “Rotot” with “Rotor”

Tables

*** Clan Weapons and Heavy Equipment Table (p. 343)**

1) Under “Ultra AC/5”, change WT (Tons) from “8” to “7”
2) Under "ER Large Laser", change Space for P from "1" to "NA"
3) Under all four LRM entries with Artemis, change Space for P from “1” to “NA”
4) Under all three SRM entries with Artemis, change Space for P from “1” to “NA”

*** Industrial Equipment Table (p. 344)**

1) Under "Fluid Suction System", "Light (Vehicle)" and "Light (‘Mech)", change Ref from "p. 247" to "pp. 248-9"
2) Under “Lifeboat (Atmospheric)”, change Heat from "NA (0)" to "0 (NA)"; change its SC and DS ratings from 0 to NA.
3) Under “Lifeboat (Maritime)”, change Heat from "NA (0)" to "0 (NA)"
4) Under “Lift/Arresting Hoists”, change the Arresting Hoist M and CV Space from “3*” and “1*” to “NA”
5) Under “Mining Drill”, change Space for CV and SV from “NA” to “1”
6) Under “Quarters/Seating”, change Steerage, Crew/2nd Class, and Officer/1st Class CV Space from “1*” to “NA”
7) *Under “Quarters/Seating”, after “Officer/1st Class”, insert the following entry:*

“Seating (Combat Crew) … 0 … NA (NA) … NA (NA) … NA … 0.5 … NA … NA … 1* … NA … NA … NA … NA … A … 236”

8) *Between “Quarters/Seating” and ”Refueling Drogue”, insert the following entry:*

“Power Amplifier … 0 (0) … NA (NA) … NA (NA) … NA … Var* … 0 … NA … 0 … 0 … 0 … NA … NA … D … 235”

*** Heavy Weapons Ammunition (p. 345)**

Under "Artemis-Capable (LRM/SRM/MML)" Ammo Type, change Tech (Rating) from "F" to "E"

*** Inner Sphere Battle Armor Equipment Table (p. 346)**

1) Change the table column header “Ammo (Weight Per Shot)” to “Weight Per Shot (Ammo)”
2) Under “David Light Gauss Rifle” and “King David Light Gauss Rifle”, change Weight Per Shot (Ammo) from “0.75 (15) kg” to “0.75 (20) kg”

3) Under “Heavy Recoilless Rifle”, change Weight (Item) from “375 kg” to “325 kg”, and remove the italics from the entire line

*** Inner Sphere Battle Armor Equipment (Cont) table (p. 347)**

1) Under "SRM 5", change Weight (Item) from "200 kg" to "300 kg"
2) Under “Compact NARC”, change Weight Per Shot (Ammo) from "10 kg (0)" to "10 kg (1)"
3) Under “Heat Sensor”, change Range from “—/—/—/34” to “—/9/18/27”
4) Under “Parafoil”, change Space Slots from "1" to "1*"
5) Under the † footnote beneath the table, change the first sentence from “One-Shot (OS) capability may be assigned to any desired LRM, SRM, MRM, or Narc Launcher Type.” to “One-Shot (OS) capability may be assigned to any desired LRM, SRM, or MRM launcher type.”

*** Clan Battle Armor Equipment Table (p. 348)**

1) Change the table column header “Ammo (Weight Per Shot)” to “Weight Per Shot (Ammo)”
2) Under "AP Gauss Rifle", change Weight Per Shot (Ammo) from "1.25 kg (50)" to "1.25 kg (20)"
3) Under "Heavy Recoilless Rifle", change Range from "–/2/4/6" to "–/3/5/7"; change Weight (Item) from “375 kg” to “325 kg”
4) Under “LRM-5”, change Space Slots from “4 [3]” to “3 [4]”
5) Under “Parafoil”, change Space Slots from "1" to "1*"
6) *Under the † footnote beneath the table*

   “One-Shot (OS) capability may be assigned to any desired LRM, SRM, MRM, or Narc Launcher Type.”
   Change to:
   “One-Shot (OS) capability may be assigned to any desired LRM or SRM launcher type.”

Conventional Infantry Weapons Table (p. 350)
Under "Laser Rifle (Mauser IIC)", change Tech (Rating) from "IS (D)" to "Clan (F)"

Conventional Infantry Weapons Table (p. 350)
Under Rifle (Federated-Barrett M61A), directly after Rifle (Bolt Action), replace the entire entry with:

"Rifle (Federated-Barret M42B Rifle System)
(w/ Non-Inferno Munitions): IS (C); Small / Standard (B); 1; 1.11; 6 kg/0.3 kg (50/5); 1
(w/ Inferno Munitions): IS (C); Small / Standard (B)F; 1; 0.82; 6 kg/0.3 kg (50/5); 1"

Conventional Infantry Weapons table (p. 351)
Under "Pulse Laser (Dragonsbane Disp.)", change Weight from "72 kg" to "7.2 kg"

*** Conventional Infantry Weapons (Cont) table (p. 351)**
Under "SRM Launcher (Heavy)" and “SRM Launcher (Light)”, change Tech (Rating) from "!S / Clan (C)" to "IS / Clan (C)"

©2012 The Topps Company Inc. All Rights Reserved.
Classic BattleTech, BattleTech, BattleMech, and ’Mech are registered trademarks and/or trademarks of The Topps Company Inc. in the United States and/or other countries.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC.