



# Tactical Operations

(Version 3.6)

This document is a compiled rules errata for the first printing of *Tactical Operations*, as of 6 June, 2017.

## FULL ERRATA

There have been three releases of *Tactical Operations* to date: 2008 (first release, first printing), 2010 (second, PDF-only, release), and 2012 (third release, second printing)—you can check page 7 of the book to see which one you have. All errata and page number references here are for the first printing (2008).

This section combines all previously issued errata with the new additions of version 3.6, so that every ruling is in order and in one place. Entries new to a given errata release in the 3.X series are numbered (e.g., any item that was new to v3.1 is marked with a “①”, any item new to v3.6 is marked with a “⑥”, etc.). All entries not numbered in this way are included in the 2012 third release/second printing of this book.

Please note that, in the interests of brevity, typo and minor formatting corrections have not been listed unless they affect an understanding of the rules.

## Table of Contents/Credits

### Image (p. 2)

*Under photo caption*

“The Fifth Free Worlds Legionnaires battle the Second Donegal Guards in the blasted ruins of a factory complex.”

Change to:

“The Fifth Free Worlds Guards battle the Second Donegal Guards in the blasted ruins of a factory complex.”

### Table of Contents (p. 4)

- 1) Initiative Phase: change the page reference from 221 to 220.
- 2) Movement Phase (Spotting Phase): change the page reference from 221 to 220.
- 3) Weapon Attack Phase: change the page reference from 225 to 224.
- 4) Insert a new entry directly under “Weapon Attack Phase” called **Underwater Combat** (un-indented), with a page reference to 224.

### Table of Contents (p. 5)

Sub-Compact K-F Drive System: change the page reference from 343 to 344.

## Introduction

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

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

## Advanced Ground Movement

### Standing Still (p. 18)

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

“This modifier does not stack with the Immobile Unit modifier. If a unit is Immobile, use only the Immobile unit modifier.”



### Sprinting (p. 18)

- 1) ① *Replace the first paragraph with the following:*  
*This ruling has changed from previous errata versions.*

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

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

### Evading (p. 18)

- 1) *Replace the first paragraph with the following:*  
 Evading makes enemy attacks more difficult.
- 2) ① *Replace the second paragraph with the following:*

Any unit that has Running/Flanking MP can use Evading. A unit's maximum Evading MP equals its Running/Flanking MP, though it does not have to use its full MP allotment. Any attack against an Evading unit suffers a +1 to-hit modifier, in addition to its normal movement modifier and any other applicable modifiers. Evading generates 2 Heat Points, in addition to the Heat Points generated for Running/Flanking. While evading, a unit may not make any attack, spot for indirect LRM fire or artillery fire or take any other action that would normally require it to sacrifice an attack.

### Crawling (Movement Mode) (p. 20)

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

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

### ③ Hurried Movement (p. 20)

*Replace the fourth paragraph with the following:*

A player may never ignore the movement cost for changing a level upward.

### Hull Down (p. 21)

- 1) *Under "Bipedal 'Mech", at the end of the second paragraph insert the following:*  
 A Hull-Down bipedal 'Mech is considered to be one Level tall. It may take advantage of Level 1 terrain to gain Partial Cover. It still may be targeted by Punch attacks.
- 2) *Under "Prone", second sentence*  
 To move from a prone position to a hull-down position requires the expenditure of 1 MP (+1 additional MP for each missing and/or destroyed actuator), but does not require a Piloting Skill Roll.  
Change to:  
 To move from a prone position to a hull-down position requires the expenditure of 1 MP (+1 additional MP for each missing and/or destroyed leg actuator), but does not require a Piloting Skill Roll.
- 3) *Between the "Prone" and "Leg-Mounted Weapons" paragraphs insert the following new subsection:*  
**Facing Change:** A 'Mech transitioning from a standing to a hull-down position, or vice versa, retains its same facing. A prone 'Mech transitioning to hull-down must designate a facing (which can be any direction); if the



'Mech then transitions to standing it retains the same facing it was designated with upon transitioning from prone to hull-down.

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

*Second paragraph, second sentence*

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

Change to:

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

### **③ Climbing (p. 22)**

1) *Replace the fourth paragraph with the following:*

For each level climbed, the 'Mech's controlling player must make a Piloting Skill Roll. Apply a +1 modifier to any Piloting Skill Rolls the unit must make while climbing (but not the climbing roll itself). If the unit has only one arm with all four undamaged actuators, apply an additional +2 modifier (this is cumulative with other modifiers). If the roll fails, the 'Mech falls from a height equal to the last level it successfully reached.

2) *Replace the sixth and seventh paragraphs with the following:*

When determining line of sight for a climbing unit, treat the 'Mech as if it were standing in the hex it occupies at its current climbing level, rather than the level of the hex. While in the middle of a climb, a 'Mech may fire only rear-mounted weapons; the unit cannot perform physical attacks. Climbing 'Mechs make relatively easy targets, so any attack against such units receives a -2 to-hit modifier.

### **Taking Damage (p. 23)**

*First paragraph, at the end of the paragraph insert the following:*

'Mechs that are hull-down (see p. 21) are not affected by this rule.

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

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

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

### **① Lance Movement (p. 24)**

*Under "Unusual Unit Types", replace the second sentence with the following:*

For example, the Clans use units of ten vehicles, called Stars.

### **⑤ Turn Modes (p. 25)**

*Replace the first through third paragraphs with the following:*

Vehicles are not nearly as agile as 'Mechs: the faster you are going, the more gradual any turn must be in order to not skid, fishtail or even roll over. This is represented by a vehicle's turn mode—the number of hexes forward (or backward, if moving in reverse) it must move in a straight line before it can safely make a single hexside facing change. To use these rules, a player must declare at the start of each Movement Phase how many MPs the vehicle is planning to expend that turn. This determines the unit's base turn mode for the Phase.

A vehicle can try a facing change without moving the required distance forward, but its controller must make a Driving Skill Roll, with a modifier equal to the turn mode minus the number of hexes actually moved when the facing change was



attempted. If applicable, add any modifier for conditions in the hex where the facing change was attempted (as seen on the Turn Mode Table). MP loss suffered during a unit's move has no effect on that Phase's turn mode.

For example, a player declares that their Medium Hover Vehicle will be expending 15 MP that Phase (giving it a turn mode of 3). It then attempts to turn after moving only 1 hex forward. The player would make a Driving Skill Roll with a +2 modifier ( $3 - 1 = 2$ ).

If the roll fails, consult the Failed Maneuver Table (see p. 26). Roll 2D6; add to this result the Margin of Failure from the Driving Skill Roll and the appropriate Vehicle Type modifier (as shown on the table) and apply the appropriate effect.

### WiGE Bonus MP Diagram (p. 26)

In the example diagram, Hex 505 should be Level 2.

### Bonus MP (WiGE) [example text] (p. 26)

Replace the last two sentences with the following:

*The player then moves the WiGE into hexes 7, 8 and 9, expending a single MP for each hex. As with hexes 2, 3 and 4, because the WiGE Vehicle entered three consecutive hexes, each with a level lower than the previous hex, the vehicle automatically gains 1 additional MP to expend, giving it a total of 2 additional MP to spend this turn. The player uses this last MP to move into the destination hex B, having expended a total of 14 MP in movement this turn.*

### Planetary Conditions [example text] (p. 30)

- 1) First paragraph, first sentence

*In the Planetary Conditions diagram above [...]*

Change to:

*In the Ground Movement-Planetary Conditions diagram below [...]*

- 2) ④ First paragraph, second-last sentence

*In the end, the Ultra-Heavy Jungle base terrain type and Mud terrain modification are applied to Hex B,*

Change to:

*In the end, the Ultra-Heavy Jungle base terrain type and Mud terrain modification are applied to Hex C,*

- 3) ④ Replace the second and third paragraphs with the following:

*If the controlling player wished to move the 'Mech in Hex A to Hex B, it would require 4 MP [1 (entering the hex) + 1 (Light Woods) + 1 (Deep Snow) + 1 (Mud) = 4]; the 'Mech would have to run to enter the hex. However, the controlling player cannot move the 'Mech into Hex C, as a 'Mech cannot enter an ultra-heavy jungle hex.*

*If the controlling player wished to move the infantry in Hex A to Hex B, it would require 3 MP [1 (entering the hex) + 0 (infantry do not pay any MP for Light Woods) + 1 (Deep Snow) + 1 (Mud)]. As the infantry unit only has 2 Ground MP, it cannot enter the hex normally. However, the infantry could enter the hex using the Minimum Movement rule (see p. 49, TW).*

- 4) ⑤ Fourth paragraph, first sentence

*If the controlling player wished to move the infantry in Hex A to Hex C, it would require 6 MP [1 (entering the hex) + 3 (infantry pay 1 less MP to enter an Ultra-Heavy Jungle hex), +1 (Mud) +1 (Deep Snow) = 6].*

Change to:

*If the controlling player wished to move the infantry in Hex A to Hex C, it would require 7 MP [1 (entering the hex) + 4 (Ultra-Heavy Jungle hex), +1 (Mud) +1 (Deep Snow) = 7].*

### Half Levels (p. 31)

Change *Hull Down Vehicles* page reference to p. 21.



### Heavy Industrial Zone (p. 31)

Under "Unintended Explosions", first paragraph, second sentence

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

Change to:

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

### Terrain Effects Table (p. 31)

Result 12, Major Explosion

all units in hex take 2D6 points of damage to a random location and catch fire for 1D6 turns;

Change to:

all units in hex take 2D6 points of damage to a random location and suffers as if hit by 1d6 infernos for one turn;

### ④ Expanded Movement Costs and Planetary Conditions Table (pp. 32-35)

Insert a new column for all entries on this table up to and including the Terrain Modifications on page 35. This column, "Landing Modifier", contains modifiers for any aerospace unit landing in a hex featuring that terrain or terrain modification. The exact modifiers may be found in the document: "TO Landing Modifiers v1.pdf"

### Expanded Movement Costs and Planetary Conditions Tables (p. 32)

- 1) Remove Rail Base Terrain line; Rail is a Terrain Modification and covered on p. 34.
- 2) ① Under "Sand"  
Change the "MP Cost Per Hex / Terrain Cost" from "+.5<sup>6</sup>" to "+1<sup>6,24</sup>"
- 3) ⑤ Under "Water", "Depth 2-15"  
Change the "Prohibited Units" footnote given for Rail from "<sup>421</sup>" to "<sup>21</sup>"
- 4) ⑤ Under "Rubble"  
Under "Prohibited Units", add Wheeled.

### Expanded Movement Costs and Planetary Conditions Tables (Cont.) (p. 33)

Replace Footnote 6 with the following:

+1 MP for Wheeled Vehicles (unless mounting the Dune Buggy chassis modification) and infantry using ground movement.

### Expanded Movement Costs and Planetary Conditions Tables (Cont.) (p. 34)

- 1) ④ Under "Sprinting ('Mechs only)", move all column entries over one column to the left.
- 2) Under "Black Ice" and "Ice"
  - a) Change the "Piloting/Driving Skill Modifier" from "+4" to "+0/+4<sup>22</sup>"
  - b) ③ Remove footnote 27 from both "MP Cost Per Hex/Terrain Cost" entries
- 3) ① Under "Deep Snow"  
Change MP Cost Per Hex/ Terrain Cost for Deep Snow from "+1<sup>23</sup>" to "+1<sup>23,24</sup>"
- 4) Under "Geyser"
  - a) Change the "MP Cost Per Hex / Terrain Cost" from "p. 48" to "+1"
  - b) Change the "To-Hit Modifier" from "p. 48" to "+2"
  - c) Change "Prohibited Units" from "p. 48" to "Wheeled, Infantry"



5) ① Under “Rapids”, change MP Cost Per Hex for from “1<sup>24</sup>” to “1<sup>23</sup>”.

6) ② *Footnote 21*

Unless rail tracks also exist in the hex; if the hex is a water hex, the track must be mounted on a bridge, or the rail must mount the Environmental Sealing Chassis and Controls Modification

Change to:

Unless rail tracks also exist in the hex; if the hex is a water hex, the track must be mounted on a bridge, or the rail support vehicle must mount the Environmental Sealing chassis modification.

7) *Footnote 22*

“Skidding rules apply (see p. 62, *TW*)”

Change to:

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

### Expanded Movement Costs and Planetary Conditions Tables (Cont.) (p. 35)

1) *Under “Road”*

a) For “Paved”, change the “MP Cost Per Hex / Terrain Cost” from “+1 (T/H/I)<sup>3</sup>” to “1 (T/H/I)<sup>3, 22</sup>”

b) For “Gravel”, change the “MP Cost Per Hex / Terrain Cost” from “+1 (V/I)<sup>3</sup>” to “1 (V/I)<sup>3</sup>”

c) For “Dirt”, change the “MP Cost Per Hex / Terrain Cost” from “+1<sup>3</sup>” to “1<sup>3</sup>”

2) *Under “Paved”*

Change the “MP Cost Per Hex / Terrain Cost” from “+0<sup>3</sup>” to “+0<sup>22</sup>”

3) ① Add footnote 23 to “Torrent”

4) ⑤ *Under both the “Vacuum” and “Trace” Atmospheric Pressures entries, “Prohibited Units”*

Vehicles,<sup>26</sup>

Change to:

Vehicles,<sup>26,31</sup>

5) ④ *Under High/Low Gravity*

Change the To-Hit Modifier from “+0” to “p. 55”

6) ⑤ *Footnote 26*

A vehicle must include Environmental Sealing to operate under this condition; WiGEs and VTOLs can never operate under this condition.

Change to:

A vehicle must include Environmental Sealing to operate under this condition.

### Expanded Movement Costs and Planetary Conditions Tables (Cont.) (p. 36)

1) ③ *Under “Fog”, “MP Cost per Hex or Movement Modifiers”*

Change the MP Cost Per Hex for Aerospace in both Fog subentries to +0

2) ③ *Under “Moonless Night/Solar Flare”, “Piloting/Driving/Control Modifier”*

Change all Piloting/Driving/Control Modifiers in this row to +0



- 3) ③ Under “Pitch Black”, “Piloting/Driving/Control Modifier”  
Change all Piloting/Driving/Control Modifiers in this row to +0
- 4) ⑥ Delete the Blizzard entry
- 5) Under “Heavy Snowfall”, “MP Cost per Hex or Movement Modifiers”
  - a) ⑥ Change the Vehicles column from “+0” to “-2 C”
  - b) Change the Infantry column from “+0” to “-2 G (B)/-3 (CI)”
- 5) ④ Under “Heavy Snowfall”, “Piloting/Driving/Control Modifier”, Vehicles column, change +1v to +1.
- 6) ⑥ Under “Ice Storm”, change the MP Cost per Hex to -3G(B)/-4(CI)
- 7) ⑥ Under “Snow Flurries”, add Footnote 34
- 8) ③ Under “Tornado F1-F3”, “MP Cost per Hex or Movement Modifiers”, Infantry column, change “no I” to “N/A”
- 9) ③ Under “Tornado F4+”, “MP Cost per Hex or Movement Modifiers”, Vehicles, Infantry, and Aerospace columns, change each of these three entries to “N/A”

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

*Under “Crust”, first paragraph*

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

Change to:

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

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

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

“This damage is considered an area-effect weapon.”

### **Eruption [example text] (p. 38)**

*Fourth paragraph, second sentence*

“During the following turn, he doesn’t move the ‘Mech in Hex A.”

Change to:

“During the following turn, he doesn’t move the ‘Mech in Hex B.”

### **⑤ Sand (p. 39)**

*First paragraph, first and second sentences*

The Expanded Movement Costs and Planetary Conditions Table lists two MP costs for sand. The 1 MP cost applies to all units except infantry and Wheeled Vehicles; the 2 MP cost applies to infantry units and Wheeled Vehicles (except in the case of a Wheeled Support Vehicle that mounts the Dune Buggy Chassis and Controls modification).

Change to:

Sand applies a +1 MP for Wheeled Vehicles (except in the case of a Wheeled Vehicle that mounts the Dune Buggy chassis modification) and infantry using ground movement.

**Black Ice (p. 40)**

At the end of the second paragraph insert the following:

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

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

- 1) ⑤ Change the first table subheader to:  
Modifiers (BattleMechs/ProtoMechs & Non-Submersible Vehicles/Battle Armor/Submarines)
- 2) ⑤ "BattleMech Piloting Modifier" column header: insert a new \*\* footnote marker
- 3) ③ On the sixth row ("36-50"), replace all information regarding BattleMechs with —, as 'Mechs cannot survive to this depth.
- 4) ⑤ Change the \* footnote to:  
Applies to anti-'Mech attacks by battle armor as well as ProtoMech "frenzy" and vehicle "ramming" attacks.
- 5) ⑤ Between the \* and † footnotes insert a new \*\* footnote:  
\*\*Also applies as the Driving Modifier for non-submersible vehicles.
- 6) ⑤ Change the ‡ footnote to:  
'Mechs, ProtoMechs, and non-submersible vehicles make Crush Depth Checks for each hex entered below a Depth of 15.
- 7) Under "Crush Depth Checks (2D6)"  
Change all instances of "depth" to "number"
- 8) ⑤ Change the "BattleMechs" footnote to:  
BattleMechs & Non-submersible Vehicles: +1 for every ten (full) tons of weight, -1 for every number higher than 15.

**⑤ Extreme Depths (p. 42)**

All figures given are for BattleMechs, ProtoMechs, UMU-equipped battle armor and submarines, respectively.

Change to:

All figures given are for BattleMechs, ProtoMechs & non-submersible vehicles, UMU-equipped battle armor and submarines, respectively.

**Extreme Depths (p. 43)**

- 1) ② First paragraph on the page, fifth sentence  
and suffer all the effects of a hull breach to that location as described on page 121, TW.  
Change to:  
and suffer all the effects of a hull breach to that location as described on page 121, TW (a roll indicating an already rolled location is kept, but no additional effects are applied).
- 2) ④ Before "IndustrialMechs", insert the following new subsection:  
**Battle Armor:** The only battle armor suits that can survive past depth 15 are those with UMU MP. Battle armor units lacking UMU are instantly destroyed if they descend beyond depth 15.



### ⑥ Fire (p. 43)

After the "Buildings" paragraph insert the following new paragraph:

**Hidden Units:** If a unit that can be damaged by fire is hidden in a hex, and that hex is set on fire, then the unit hidden in it is automatically revealed at the end of the phase.

### Fire Tables (p. 44)

1) ⑥ *Spreading Fires Table, under "Weather"*

- a) To "Heavy Snowfall and Light/Heavy Hail", add Sleet
- b) Change Heavy Gale to Strong Gale

2) ① *Under the section sign footnote ("§"), replace the entire entry with the following:*

§Except under the following conditions: in Vacuum and Trace Atmospheric Pressures and in Tornado F1-F3 and Tornado F4+, no fire is possible. For Castles Brian hexes, fire is not automatic; instead, divide the standard Heavy and Hardened modifiers in half (round down) and apply a +2 modifier when making the roll to start a fire. Otherwise, any hex (whether water, clear etc.) struck by any of these munitions is automatically on fire. Do not check for weather conditions extinguishing fires in the turn they are started by these munitions. At the start of the following turn, however, they are treated as a standard fire; meaning that such a fire in a Water or Clear hex would be extinguished at the end of that turn.

### Effects of Fire (pp. 44-45)

*Under "Multi-Hex Support Vehicles"*

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

Change to:

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

### ③ Effects of Fire (p. 45)

*Under "All Other Units", in between the second and third sentences insert the following:*

This includes units that are riding, swarming, be carried externally by, or otherwise on such units.

### Putting Out Fires (p. 45)

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

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

### ④ Smoke (p. 47)

*Under "Light and Heavy Smoke", at the end of the paragraph insert the following sentence:*

If two light smoke clouds are present in the same hex, the hex counts as occupied by heavy smoke for as long as they remain in that hex.

### Hazardous Liquid Pools (p. 49)

1) *Third paragraph, second sentence*

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

Change to:

"Unlike geysers (see p. 48), these are usually not secretly placed; once a unit nears such a terrain modification, the pilot or driver can easily tell where it is located (players can decide to hide them, but each should be placed



where they'd be difficult to detect until the unit enters the hex when it would be revealed, such as in the basement of a building)."

2) *Seventh paragraph (first subsection)*

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

Change to:

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

③ **Hazardous Liquid Pools Table (p. 49)**

Change the damage for "Class 3: Extreme Danger" from 2D6/2 to 1D6+2

**Ice (p. 50)**

1) ① *Under "Mechs and Non-Hover Ground Vehicles", first sentence*

*This ruling has changed from previous errata versions.*

Apply a +4 modifier to any Piloting/Driving Skill Rolls made in an ice hex, and units must spend extra MP when moving across Ice hexes or risk falling (see *Careful Movement*, p. 63).

Change to:

Every time a unit enters an ice-coated hex without using Careful Movement (see p. 63), it must make a Piloting/Driving Skill Roll with a +0 modifier. If a Piloting/Driving Skill Roll is forced on a unit in such a hex (due to damage, skidding, charges and so on), apply a +4 modifier.

2) ④ *Under "Jumping", last line*

(this time only on a 6 or greater).

Change to:

(this time only on a 6).

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

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

⑥ **Mud (p. 50)**

*Replace the fourth paragraph with the following:*

*This ruling has changed from previous errata versions.*

**'Mechs, Hover Vehicles and Mobile Structures:** Hover Vehicles and Mobile Structures ignore mud. 'Mechs apply the standard penalties from mud, but cannot get bogged down in it.

**Rapids (p. 50)**

*Under "Water Flow", second paragraph, second sentence*

"Additionally, all Naval Vehicles on the surface of the water, in order not to be moved by water flow, must spend 1 MP at the end of their movement in order to "hold position" in the hex where they ended their movement."

Change to:

"Additionally, all Naval Vehicles on the surface of the water, in order to not be moved by water flow, must spend 2 MP at the end of their movement in order to "hold position" in the hex where they ended their movement."

**Rails (p. 51)**

*Third paragraph, first sentence*

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



Change to:

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

① **Swamp (p. 51)**

*Under "Quicksand", second paragraph, first sentence*

During every End Phase after the turn in which the swamp hex becomes a quicksand hex, the unit will sink 1 level; apply a +3 modifier to the Piloting Skill Roll to get unstuck from a quicksand hex, as well as a cumulative +3 modifier for each level under the surface.

Change to:

During every End Phase after the turn in which the swamp hex becomes a quicksand hex, the unit will sink 1 level (treat 'Mechs one level down as in partial cover; they are unable to fire any leg-mounted weapons). Apply a +3 modifier to the Piloting Skill Roll to get unstuck from a quicksand hex, as well as a cumulative +3 modifier for each level under the surface.

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

- 1) *Under "Vacuum", "Prohibited Units," second sentence*

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

Change to:

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

- 2) ③ *Under "Vacuum", "Hull Integrity", first paragraph, first sentence*

Whenever a non-aerospace/non-infantry unit operating in a vacuum takes a hit that inflicts damage, the controlling player rolls 2D6.

Change to:

Whenever a non-aerospace/non-infantry unit operating in a vacuum takes damage, the controlling player rolls 2D6.

**High/Low Gravity (p. 55)**

- 1) ⑥ *Under "Determining Movement Effects", at the end of the first paragraph insert the following:*

Modifiers to movement due to gravity are always calculated after all other movement modifiers.

- 2) *Under "Potential Damage From Jumping", first sentence*

"Make a Piloting Skill Roll, adding the appropriate modifiers for low gravity; a standard Piloting Skill Roll is made in high gravity, with no modifiers."

Change to:

"Make a standard Piloting Skill Roll, applying a modifier for every full 0.5 gravities above or below 1. For example .2 would apply a +1 modifier, while a 2.6 would apply a +3 modifier."

③ **Tainted And Toxic Atmospheres Table (p. 56)**

*Under the "Flammable" category, "Toxic" subcategory, last sentence:*

Non-infantry weapon attacks against conventional infantry are treated as though the attacks originated from another infantry unit (see *Damage From Other Infantry Units*, p. 216, TW).

Change to:

With the exception of area effect attacks, non-infantry weapon attacks against conventional infantry are treated as though the attacks originated from another infantry unit (see *Damage from Other Infantry Units*, p. 216, TW).



### Searchlights (p. 57)

- 1) ③ *Second paragraph, second sentence*

A searchlight illuminates all units in a target hex in its LOS—

Change to:

A searchlight illuminates all units in a chosen hex that the unit with the searchlight could normally trace LOS to—

- 2) ③ *Second paragraph, at the end of the third sentence (“A searchlight also illuminates...”) append the following:*  
in the same manner.

- 3) ③ *After the second paragraph insert the following new paragraph:*

For simplicity’s sake, all searchlight beams are two levels/elevations high. A unit with a searchlight is presumed to be aiming at ground level, but a player may specify any level or elevation up to the searchlight’s range –1. For example, a unit with a mounted searchlight (range 30) could specify that it is aiming up to elevation 29; if it did so, elevations 29 and 30 would be illuminated.

- 4) *Last paragraph*

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

Change to:

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

### Weather Conditions (p. 57)

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

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

- 2) *Between “Shifting Winds” and “Fog” insert the following new subsection:*

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

### ③ Light Fog (p. 57)

**All Units:** Apply a +1 MP cost to enter each hex. For additional light fog rules, see *Careful Movement*, p. 62.

Change to:

**Effects:** Most units pay a +1 MP cost to enter each light fog hex: see *Careful Movement*, page 63.

### ③ Heavy Fog (p. 57)

**All Units:** Apply a +2 MP cost to enter each hex and a +1 to-hit modifier to all direct-fire and pulse energy weapon attacks. For additional heavy fog rules, see *Careful Movement*, p. 62.

Change to:

**Effects:** Apply a +1 to-hit modifier to all pulse and direct-fire energy weapon attacks. Most units pay a +2 MP cost to enter each heavy fog hex: see *Careful Movement*, page 63.

### ① Full Moon Night/Glare (p. 58)

*Under “Searchlights”*

Units equipped with an active searchlight eliminate the +2 to-hit modifier within the arc and range of their searchlight;

Change to:

When targeting units illuminated by an active searchlight, ignore the +2 to-hit modifier;

**Moonless Night/Solar Flare (p. 58)**1) ① *Under "Searchlights"*

Units equipped with an active searchlight eliminate the +3 to-hit modifier within the arc and range of their searchlight (physical attacks within the arc of the searchlight eliminate the +1 modifier);

Change to:

When targeting units illuminated by an active searchlight, ignore the +3 to-hit modifier (physical attacks against units illuminated by a searchlight ignore the +1 modifier);

2) ③ *Under "All Units", delete the second paragraph.*③ **Pitch Black (p. 58)**

*Under "All Units", delete the second paragraph.*

① **Pitch Black (p. 59)**

*Under "Searchlights"*

Units equipped with an active searchlight modify the +4 to-hit modifier to a +1 modifier within the arc and range of their searchlight (physical attacks within the arc of the searchlight eliminate the +2 modifier);

Change to:

When targeting units illuminated by an active searchlight, modify the +4 to-hit modifier to a +1 modifier (physical attacks against units illuminated by a searchlight ignore the +2 modifier);

③ **Heavy Rainfall (p. 59)**

*Under "Rapids", at the end of the subsection insert the following:*

For units in rapids during heavy rainfall, use only the skill roll modifier provided by rapids.

③ **Torrential Downpour (p. 59)**

*Under "Torrent", at the end of the subsection insert the following:*

For units in torrents during a torrential downpour, use only the skill roll modifier provided by torrents.

**Light Snowfall (p. 60)**

*Under "Prohibited Conditions"*

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

Change to:

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

**Moderate Snowfall (p. 60)**

- 1) Replace all mentions of "Light Snowfall" with "Moderate Snowfall" in this section.
- 2) Replace all mentions of "Heavy Snowfall" with "Moderate Snowfall" in this section.
- 3) *Under "Thin/Deep Snow", at the end of the subsection insert the following:*

"Snow cannot accumulate in a Liquid Magma or Eruption hex."

⑥ **Sleet (p. 60)**

Delete the "Moderate Gale" paragraph.

**Heavy Snowfall (p. 60)**

Under "Thin/Deep Snow", at the end of the subsection insert the following:

"Snow cannot accumulate in a Liquid Magma or Eruption hex."

**⑥ Blizzard (p. 60)**

Delete this entire entry.

**Blowing Sand (p. 62)**

- 1) Under "All Units"

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

Change to:

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

- 2) ⑤ Under "Moderate Gale", first sentence

Blowing sand automatically includes all modifiers and effects of a Strong Gale (see p. 61).

Change to:

Blowing sand automatically includes all modifiers and effects of a Moderate Gale (see p. 61).

**Tornado F4+ (p. 62)**

Under "Mechs", replace the entire subsection with the following:

'Mechs: 'Mechs cannot run, and apply a +5 modifier to all Piloting Skill Rolls; apply only a +2 modifier when crawling (see p. 20). Only pulse and direct-fire energy weapons can be used, but apply a +3 to-hit modifier.

**Bog Down Rules (p. 62)**

- 1) ⑤ Replace the fourth paragraph with the following

*This ruling has changed from previous errata versions.*

Hover units ignore these rules, though they may still be prohibited from entering the terrain in question. Jump-capable units that become bogged down after using non-jumping movement can free themselves in subsequent Movement Phases by simply jumping out of the terrain.

- 2) ① Under "Additional Modifiers", first sentence

For tundra, magma crust, deep snow and mud hexes,

Change to:

For tundra, deep snow and mud hexes,

**Careful Movement (p. 63)**

- 1) First paragraph, first sentence

"The increased MP cost of entering hexes enveloped by light or heavy fog or covered with ice represents [...]"

Change to:

"The increased MP cost of entering hexes enveloped by light or heavy fog, covered with ice, or if using the Moonless Night/Solar Flare or Pitch Black light conditions, represents [...]"

- 2) ① Fourth paragraph, last sentence

In all other terrain, the crash ends the vehicle's movement, and the vehicle sustains damage to its Front side as if it had charged.

Change to:

In all other terrain, the crash ends the vehicle's movement, and the vehicle sustains damage to its Front side as if it had charged a unit identical to itself.



- 3) ③ *Replace the last paragraph on page 63 with the following:*

The MP Cost Per Hex modifier from ice is cumulative with other such modifiers as normal. However, if both fog and light conditions are present, apply a maximum MP Cost modifier of +3 from these two elements, as visibility can only be restricted so much.

- 4) ③ *Before the “Hover and WiGE Vehicles” subsection insert the following new subsection:*

**Aerospace and Infantry:** The Careful Movement rules do not apply to these unit types.

- 5) ③ *After the “Hover and WiGE Vehicles” subsection insert the following new subsection:*

**Jumping and VTOL Units:** Units expending Jump or VTOL MP ignore the need for Careful Movement while doing so. However, 'Mechs that jump into ice hexes follow the rules for such a scenario on page 50.

### Expanded Heat Point Table (p. 63)

*Under the “High Temperature” entry*

“+1 per turn per 10 degrees Celsius above 30 degrees Celsius”

Change to:

“+1 per turn per 10 degrees Celsius above 50 degrees Celsius”

### ① Careful Movement (p. 64)

*Between “Hover and WiGE Vehicles” and “Terrain Factor”, insert the following new subsection:*

**ProtoMechs:** ProtoMechs use their Gunnery Skill to make checks required by moving through a hex at full speed. Treat a ProtoMech like a vehicle if it fails.

### Terrain Factor and Conversion Table (p. 64)

- 1) Change each occurrence of “Light Snow” to “Thin Snow.”

- 2) ⑤ *Under the bottommost footnote (##), last line*  
*This ruling has changed from previous errata versions.*

all other benefits of the road are lost.

Change to:

all other benefits of the road are lost and skidding no longer occurs. A rough road has half the Terrain Factor as the original type of road it was derived from. Reducing this Terrain Factor to 0 destroys the road completely; the hex is treated as a normal hex of its type with no road.

### Terrain Factor Rules (p. 65)

*Third paragraph (second full paragraph on the page)*

Delete the last sentence (“Finally, in the specific case of [...]”)

### ③ Terrain Displacement [example text] (p. 67)

Replace all eleven instances of “Light Snow” with “Thin Snow”

### Terrain Damage and Placement Diagram (p. 67)

Change name of illustration to **Terrain Damage and Displacement Diagram**.

### Terrain Damage and Placement [example text] (p. 67)

*Replace the last paragraph in the right-hand column with the following:*

*Unfortunately for the DI Morgan, it is automatically displaced into Hex A. It will take 10 points of damage for a one-level fall [100 (DI Morgan tonnage) / 10 x 1 (levels fallen) = 10]—which will also be inflicted against the target hex—and then 40 points of damage for the displaced terrain. The displaced terrain will also inflict 40 points of damage against the*



Goblin Infantry Tank (which the players determine destroys it) and against Hex A itself, leaving its current TF at 80 [200 (TF at start of turn) – 5 (Goblin movement) – 10 (DI Morgan falling damage) – 65 (Cruise Missile/90) – 40 (displacing terrain damage) = 80].

### Terrain Damage and Displacement [example text] (p. 68)

Replace all of the remaining text with the following:

An adjacent hex is at a lower level, and so displacement continues. Displacement could move into Hexes E, F or C. The players randomly determine the location and come up with Hex E. Once again, the DI Morgan is automatically displaced and so will once again take 10 points of damage for the fall; this damage would have been inflicted against both the woods and the target hex, but since the woods are gone, only the hex receives the damage. Damage from displacement is then determined to be 20 points [200 (TF of the hex at the start of the turn) / 10 = 20], which is applied both to the DI Morgan and Hex E.

One further displacement can still occur. Hex F is adjacent to Hex E and a level lower, and so displacement occurs once more. Provided the DI Morgan has survived this long, it will once more displace into Hex F, taking another 10 points of damage from the fall (again, is also inflicted against Hex F) and then 14 points of damage from the displacement [200 (TF of the hex at the start of the turn) / 15 = 13.3, rounding up to 14], which is also applied to the hex. Even though there is enough terrain left to displace, no adjacent hex now exists that is also a level lower, and so no further displacement occurs.

Finally, the players note that the hexes where a displacement occurred (B, A, E, and F) are now considered gravel piles. If any of the falling and displacement had reduced further hexes' TF to 0, then after the complete resolution of Hex B's displacement had occurred, those further displacements would also be resolved, in the appropriate order.

## Advanced Combat

### ⑤ Advanced Determining Critical Hits (p. 74)

Second paragraph, first sentence

*This ruling has changed from previous errata versions.*

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

Change to:

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

### Expanded Critical Damage (p. 75)

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

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

### Advanced Four-Legged/Prone 'Mech Hit Location Table (p. 77)

Replace the table with the following:

2D6 Rolls	Left Side	Front	Rear	Right Side
2*	Left Torso [critical]	Center Torso [critical]	Center Torso (R) [critical]	Right Torso [critical]
3	Front Right Leg	Rear Left Leg	Front Left Leg	Front Left Leg
4	Front Left Leg	Front Left Leg	Rear Left Leg	Front Right Leg
5	Front Left Leg	Front Left Leg	Rear Left Leg	Front Right Leg
6	Right Torso	Left Torso	Left Torso (R)	Center Torso
7	Left Torso	Center Torso	Center Torso (R)	Right Torso
8	Center Torso	Right Torso	Right Torso (R)	Left Torso
9	Rear Left Leg	Front Right Leg	Rear Right Leg	Rear Right Leg
10	Rear Left Leg	Front Right Leg	Rear Right Leg	Rear Right Leg
11	Rear Right Leg	Rear Right Leg	Front Right Leg	Rear Left Leg
12	Head	Head	Head	Head

\*A result of 2 may inflict a critical hit. Apply damage to the armor in that section in the normal manner, but the attacking player also rolls once on the Determining Critical Hits Table, page 124, TW.

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

At the end of this section insert the following new subsection:

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

**Called Shots (p. 78)**

Second paragraph, after the third sentence insert the following:

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

**⑤ Dead Zone Rule (p. 80)**

Second paragraph after the numbered steps ("Using the previous example..."), last sentence

Because 2 is higher than 1, there is no LOS between the two units.

Change to:

As the result is higher than 0, there is no LOS between the two units.

**Dead Zone Rule [example text] (p. 80)**

Last four sentences

"Subtract B from A ( $1 - 2 = -1$ ), then multiply by 2 ( $-1 \times 2 = -2$ ;  $C = -2$ ). The range to Hex X from the lower unit is 5; the range to the higher is 2 ( $2 - 5 = -3$ ). Add this to C ( $-2 + -3 = -5$ ). The result is  $-5$ , which is less than 1, so LOS exists between the two 'Mechs."

Change to:

"Subtract B from A ( $2 - 1 = 1$ ), then multiply by 2 ( $1 \times 2 = 2$ ;  $C = 2$ ). The range from Hex X to the lower unit is 5; the range to the higher is 2 ( $2 - 5 = -3$ ). Add this to C ( $2 + -3 = -1$ ). The result is  $-1$ , which is less than 1, so LOS exists between the two 'Mechs."

**Glancing Blow (p. 80)**

- 1) Fourth paragraph, last sentence

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

Change to:

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

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

**Armor Reduction:** Any damage reduction due to armor is applied after the damage reduction for the glancing blow. For example, a Clan ER PPC strikes a glancing blow against a unit mounting Ferro-Lamellor armor. The 15 points of potential damage are reduced to 7 for the glancing blow, then the effects of the armor are applied, reducing 2 additional points of damage, leaving 5 points of damage from the attack to be applied to the target.

- 3) Under the "Conventional Infantry" subsection, replace the entire entry with the following:

"First determine damage as per *Attacks Against Conventional Infantry* (p. 215, TW). Once determined, halve this damage, rounding up to the nearest whole number. This result may end up being the same as the unmodified damage, and reflects the power of even a glancing blow from a 'Mech-scale weapon, being deadly to a relatively unprotected human being."

**Direct Blow (p. 81)**

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

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



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

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

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

*First bullet point, third sentence*

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

Change to:

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

### ① **Opportunity Fire (p. 86)**

- 1) *First paragraph, after the second sentence (“Such attacks are called opportunity fire”) insert the following:*

Opportunity fire can be combined with the Hidden Units rules (p. 259, TW).

- 2) *Second paragraph, after the first sentence insert the following:*

If the unit is also a Hidden Unit, the player must write “Over-watch” on the same piece of paper that is used to record the unit’s hex number and exact hexside facing.

- 3) *Fifth paragraph, after the second sentence (“The target movement modifier is based...”), insert the following:*

Hidden units using opportunity fire do not get the benefits of the *Pointblank Shots From Hidden Units* rules (p. 260, TW).

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

- 1) ① *First paragraph, first line*

Before making a weapon attack, the controlling player [...]

Change to:

Before making the attack the controlling player [...]

- 2) *First paragraph, last sentence*

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

Change to:

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

- 3) ① *Second paragraph, second sentence*

The attack is made against the hex where the infantry is located (whether in woods, in a building and so on).

Change to:

The attack is made against the hex where the infantry is located (whether in woods, in a building and so on); a unit may not target the hex it occupies.

- 4) ① *Second paragraph, third sentence*

no damage is applied against any infantry units occupying that hex (though damage can be applied to the hex, if players are tracking damage: a building hex, the terrain [see *Terrain Factor Rules*, p. 64] and so on).

Change to:

no damage is directly applied against any infantry units occupying that hex. However, if players are tracking damage to hexes—a building hex, the terrain [see *Terrain Factor Rules*, p. 64] etc.—the attack deals to the terrain half the damage a weapon attack of that type normally would, rounded down (and then modified further by the terrain, if applicable), meaning infantry in the hex can in turn be indirectly damaged in this manner.



### 'Mech Limbs [example text] (p. 87)

Second paragraph, second sentence

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

Change to:

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

### Physical Combat (p. 88)

Under "New Physical Attack Weapons", change the reference to the Physical Weapon Attacks Addendum Table to p. 89.

### Physical Weapons Attack Addendum Table (p. 89)

- 1) Chain Whip: change its Damage value from "1/per 10 tons +1" to "3"
- 2) Flail: change its to-hit modifier from "+1" to "0"
- 3) ② Mace: change its to-hit modifier from "+2" to "+1"

### Blocking a Physical Attack (p. 89)

Second column, at the end of the second paragraph insert the following:

"A 'Mech that successfully blocks a kick must make a PSR to avoid falling.

### Grabbing Turrets (p. 90)

First paragraph, sixth sentence

"A successful Piloting Skill Roll automatically forces the vehicle's controlling player to roll once on the Turret column of the Ground Combat Vehicle Critical Hits Table (see p. 194)."

Change to:

"A successful Piloting Skill Roll automatically forces the vehicle's controlling player to roll once on the Turret column of the Ground Combat Vehicle Critical Hits Table (see p. 194, TW)."

### ⑥ Grappling (p. 90)

At the end of the section insert the following paragraphs:

If a grappled unit fails a Piloting Skill Roll, and the grappler does not want to break their grapple, the grappler must immediately make their own Piloting Skill Roll, applying a +2 modifier. If the grappling unit succeeds, it prevents the other unit from falling and maintains its grapple. If the grappling unit fails, it will maintain the grapple but will fall as well. The grappler may also stop grappling and let the grappled unit fall to the ground, preventing the need for the PSR.

If a grappling unit fails a Piloting Skill Roll, it automatically lets the unit it is grappling go.

### Tripping (p. 91)

- 1) First paragraph, first line

"This attack represents a leg hook or "leg sweep" attack"

Change to:

"This attack represents a leg hook or "clothesline" attack"

- 2) First paragraph, second sentence

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

Change to:

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



### Charging (p. 91)

- 1) *At the end of the second paragraph insert the following:*  
 “If the base to-hit for the attacker is less than 2, use 2 to measure the Margin of Success.”
- 2) ④ Delete the entire “Charging Terrain/Falling” subentry.

### Picking Up And Throwing Objects (p. 92)

- 1) *At the end of the second paragraph insert the following:*  
 “If a TSM-activated unit is carrying an object that weighs more than 10 percent of its tonnage (5 percent in the case of a single arm), and its heat drops below the required activation level of the TSM in any Heat Phase, the object is dropped in that turn’s End Phase, in the hex the unit occupies.”
- 2) *Third paragraph, second sentence*  
 the 'Mech could throw the ProtoMech up to a maximum distance of 3 hexes.  
Change to:  
 the 'Mech could throw the ProtoMech up to a maximum distance of 6 hexes.

### ④ Active Probes (p. 99)

*Under “Targeting”, at the end of the entry insert the following:*

This bonus applies only to the unit with the Probe, unless that unit is part of a C<sup>3</sup> network, in which case the bonus is passed along to other units in that network.

### Autocannons (p. 100)

- 1) ② *Under “Optional Firing Modes”, “Rapid Fire Mode”, first paragraph, first sentence*  
 Any standard or light autocannon (not LB-X, Ultra or Rotary models) can be fired at double the standard rate as though it were an Ultra AC.  
Change to:  
 Any standard or light autocannon (not LB-X, Ultra or Rotary models) can fire any ammunition type legal to it at double the standard rate, as though it were an Ultra AC.
- 2) *Under “Optional Firing Modes”, “Rapid Fire Mode”, second paragraph, first and second sentences*  
 “The weapon’s arming circuitry fails on a To-Hit result of 4 or less (rather than 2 or less). On a To-Hit result of 2, the ammo feed jams, causing the rounds in the chamber to explode inside the barrel.”  
Change to:  
 “The weapon jams on a To-Hit result of 4 or less (rather than 2 or less). On a To-Hit result of 2, the rounds in the chamber explode inside the barrel.”

### ECCM (p. 100)

- 1) *First paragraph, first sentence*  
 “An ECM suite can be tuned to act as electronic counter-countermeasures (ECCM) in order to negate enemy ECM systems.”  
Change to:  
 “An ECM Suite (including infantry ECM) can be tuned to act as electronic counter-countermeasures (ECCM) in order to negate enemy ECM systems.”
- 2) *Second paragraph, between the first and second sentences, insert the following:*  
 “If the hex where the ECM is being generated is covered by ECCM, then the entire ECM field is nullified.”



- 3) ① *Fourth paragraph. Move the first sentence [“If the amount of...”] to the end of the previous paragraph, then replace the fourth paragraph with the following:*

Angel ECM may only be countered by Angel ECCM; standard (Guardian) ECCM does not interfere with Angel ECM in any way. Similarly, one Angel ECCM can counter any amount of non-Angel ECM. Alternatively, the player may elect to operate his Angel ECM Suite as if it were two standard ECM Suites, losing the additional jamming abilities of the Angel Suite but gaining the ability to operate ECM and ECCM simultaneously. As with the choice to operate an ECM suite in ECCM mode, the decision to operate an Angel Suite as two standard suites must be made in the End Phase of the preceding turn.

- 4) *Before the “Communications Equipment” section, insert the following new subsection:*

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

### ① **ECCM (p. 101)**

- 1) *Under “Stealth Armor”, first sentence*

While Stealth Armor is on, one ECM field is always active and considered hostile to all parties, though it only directly affects the unit with Stealth Armor.

Change to:

Though a unit with Stealth Armor requires an active ECM suite to operate, this ECM cannot be used to create ECM or ECCM fields while the Stealth Armor is active.

- 2) *Under “Stealth Armor”, last sentence*

If another unit’s ECCM field (Friendly or Enemy) affects a hex containing a ‘Mech with active Stealth Armor, then the Stealth bonus is lost, though the heat is still generated.

Change to:

ECCM fields have no effect on Stealth Armor.

### ① **Ghost Targets (pp. 101-102)**

*Replace the entire entry with the following:*

#### **Ghost Targets**

An ECM suite can be tuned to generate “ghost targets” that may affect the ability of enemy units to properly target friendly units. The ECM suite loses its normal functions when used in this way. The player must announce the switch to ghost target generation in the End Phase of any turn, or may set the suite for ghost target generation at the start of the scenario. In either case, note the change on the record sheet of the unit in question.

At the start of every Weapon Attack Phase when a unit has an ECM suite tuned to generate ghost targets, the unit may target either one friendly or one enemy unit within range of its ECM suite (a unit may target itself). The unit using ghost targets makes a Piloting/Driving Skill Roll with a +3 modifier; no other modifiers are applied to this roll. If the roll fails, there is no effect. If successful, apply a +1 to-hit modifier to all ranged attacks made against the target if the target is friendly to the unit using ghost targets, or a +1 to-hit modifier to all the target's ranged attacks if the target is an enemy. This modifier lasts until the end of the Phase; to generate it again the next turn requires a new skill roll.

Multiple ECM suites generating ghost targets may affect the same unit, applying a +1 to-hit modifier per successful roll, to a limit of +3 in friendly ghost target modifiers and +3 in enemy modifiers.

**Active Probe:** A unit with any type of active probe ignores any ghost target to-hit modifiers, regardless of the range of their probe, unless the unit with the probe is being jammed or has active stealth armor.

**Angel ECM Suite:** An Angel ECM Suite generating ghost targets can also be tuned to act as 1 ECM or 1 ECCM at the same time.

**Cockpit Command Console:** If a unit mounts a cockpit command console (see p. 300) and has a second pilot that enables all its other abilities to function, it can be used to generate ghost targets up to six hexes away.



**Communications Equipment:** Communications equipment (see p. 212, *TM*) can be used to generate ghost targets up to six hexes away. However, to do so, the unit must mount 7 or more tons of communications equipment. Communications equipment may not generate ghost targets and an ECCM field at the same time.

④ **Conventional Infantry:** Ghost Targets have no effect on conventional infantry.

**ECCM:** An ECM suite cannot generate ghost targets if the amount of friendly ECCM in a hex is less than the enemy ECM in that hex.

**Stealth Armor:** A unit with active stealth armor and an Angel ECM Suite may generate ghost targets. However, such a unit generating ghost targets also suffers from a +1 to-hit modifier to all its ranged attacks.

**Multiple Fields From A Single Unit:** A unit mounting any combination of ECM Suite, Communications Equipment and Cockpit Command Console can potentially generate as many ghost targets as it mounts appropriate equipment (up to the maximum modifiers on any one target as outlined above). Each target and attempt must be selected and rolled separately.

### Machine Guns (p. 102)

1) Under "Rapid Fire Mode", at the end of the third paragraph insert the following:

"Conventional infantry may not use Rapid Fire mode. Battle Armor may use this rule, and roll for each active trooper firing an MG separately."

2) ③ Under "Rapid Fire Mode", "Machine Gun Array"

; for Machine Guns in an array to use rapid-fire mode, the Machine Gun Array must be shut off, or destroyed.

Change to:

; for Machine Guns in an array to use rapid-fire mode, the Machine Gun Array must be shut off before the game begins, and left off throughout.

### ② Missiles (p. 103)

Under "Game Rules", first sentence

Replace all nine instances of "LRMs and ATMs" and the like in this section with "missile" or "missiles", as appropriate.

*Errata Note: any missile can now be hot-loaded.*

### ④ Expanded Heat Scale (p. 104)

At the beginning of the Effects entry for 35 Heat, add a new footnote symbol. At the bottom of the table, insert a new footnote with the following text: "Inferno ammunition automatically explodes."

### ① Heat Sink Coolant Failure (p. 105)

Change this section's name to "Heat Sink Coolant Failure ('Mechs Only)"

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

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

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

### Coolant Systems (p. 106)

1) ④ *First paragraph on the page (continued from the previous page), first and second new sentences on the page*

Additionally, for each turn after the first that the 'Mech is continuously hooked up to a coolant truck, remove 2 levels of coolant failure. For example, a 'Mech with a 3-level heat sink reduction due to coolant failures would reduce that number to 1 after the first turn; after the second turn, the drop would be eliminated.

Change to:

Additionally, the 'Mech removes two points of coolant failure.



2) *Replace the entire final paragraph with the following:*

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

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

⑥ **Vehicles (p. 107)**

*Before "VTOL Special Attacks", insert the following new section:*

**VEHICLES AND FIELDWORKS**

Vehicles with a bulldozer, backhoe, or any piece of equipment ruled as equivalent may be considered to have the fieldworks ability, allowing them to construct field fortifications in a manner identical to Trench/Fieldworks Engineers (see p. 341).

⑥ **VTOL Special Attacks (pp. 107-108)**

*This ruling has changed from previous errata versions.*

- 1) Change the name of this section to "**VTOL BOMBING**"
- 2) Delete the first paragraph, the entirety of the "Strafing" subsection, and the "Bombing" subsection header.
- 3) *Under "Bombing", first paragraph, first sentence*  
; Safe Thrust Reductions are applied as Cruising MP reductions for VTOLs.  
Change to:  
. However, each bomb carried reduces the VTOL's Cruising MP by 1.

③ **Hitting The Deck (p. 108)**

*First paragraph, second sentence (first in the right column). After this sentence insert the following:*

This action can only be performed in the Movement Phase.

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

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

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

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

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

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

**(p. 108)**

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

**INFANTRY MORTARS**

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

**(p. 108)**

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

**BATTLE ARMOR VS. BATTLE ARMOR**

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

**BATTLE ARMOR VS. BATTLE ARMOR TABLE**

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

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

**(p. 108)**

After the above section insert the following new section:

**BATTLE ARMOR UNDERWATER**

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

**Advanced Buildings****Building Classification and Type Table (p. 115)**

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



### ③ Scaled Damage (p. 126)

- 1) Sixth paragraph ("A value of "Capital"..."), second sentence

—and divide by 10 (round normally; .5 rounds up).

Change to:

—and divide by 20 (round normally; .5 rounds up).

- 2) Sixth paragraph ("A value of "Capital"..."), fourth sentence ("In addition, when attempting..."):

determine the hex's current Damage Threshold by dividing its current CF by 10 (rounding up).

Change to:

determine the hex's current Damage Threshold by dividing its current CF by 10 (rounding up; for structures with Capital-scale armor the threshold is Capital-scale as well).

### Heavy and Capital Weapons (p. 131)

Second paragraph, at the end of the paragraph insert the following:

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

### ③ Construction Rules [example text] (p. 136)

Replace the entire example text section with the following:

*Paul has built a military base that consists of a total of 80 building hexes, six of which include weapon turrets that house four Heavy weapons each. Having elected to power this with an Internal Combustion generator, he computes that the fuel needs for such a generator to provide daily power to the buildings and up to two hours' worth of active power (per day) for the Heavy guns would come to 64 tons per day ( $[80 \text{ total building hexes} \div 5 = 16] + [2 \text{ hours/day} \times (6 \text{ buildings} \times 4 \text{ heavy weapons} = 48)] = 64$ ). As his chosen power source is neither Steam nor Fuel Cell, Paul finds that this value is unchanged for the generator type used ( $64 \text{ tons/day} \times 1.0 \text{ Daily Fuel Weight value for Internal Combustion generators} = 64$ ). To supply a month's worth of power needs, Paul computes that his generator building would need fuel storage for 1,920 tons of fuel ( $64 \times 30 = 1,920$ ).*

*Because the storage capacity of a liquid cargo transport bay is 0.91 tons for every ton of equipment space devoted to it, a grand total of 2,110 tons is needed to store the month's worth of fuel weight computed above ( $1,920 \text{ tons} \div 0.91 \text{ capacity tons per ton} = 2,109.89 \text{ tons, rounded up to } 2,110$ ). Deciding on a Hangar-class building for the job, Paul notes that the maximum internal tonnage capacity of a Hangar-class building (with sufficient CF) is 600 tons per hex for every 4 levels in height (or fraction thereof). A single-hex fuel storage building with sufficient capacity would need to stand 16 levels high ( $4 \text{ hexes per } 600 \text{ tons} \times 4 = 16 \text{ levels, for } 2,400 \text{ tons of internal weight capacity}$ ). Alternatively, a similar-CF, Hangar-class fuel storage building could simply be built as a 1-level tall building occupying 4 adjacent hexes, to achieve the same capacity.*

### Castles Brian [example text] (p. 142)

- 1) Third bulleted item on this page, second sentence

*"Constructed as medium Fortress-class structures, these buildings have a CF of 40, 80 armor points (5 tons of armor, using Inner Sphere technology)"*

Change to:

*"Constructed as medium Fortress-class structures, these buildings have a CF of 40, 40 armor points (rounded to 3 tons of armor, using Inner Sphere technology)"*

- 2) Fourth bulleted item on this page

*"or 31.5 tons of building armor.)"*

Change to:

*"or 32 tons of building armor.)"*



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

“and six tons of weapons”

Change to:

“and five tons of weapons”

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

“64 armor points and 30 tons of crew-served weapons”

Change to:

“64 armor points and 21 tons of crew-served weapons”

## Advanced Support Vehicles

### Rail (p. 149)

Under “Movement”, after the first paragraph insert the following new paragraph:

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

### ③ Rail [example text] (p. 152)

Under the derailment example, right column, first paragraph in the column, first full sentence in the column.

He determines that the ram causes 9 points of damage [ $12$  (current front location internal structure) +  $20$  (current front location armor) =  $32 / 10 = 3.2 \times 3$  (MP unspent in the turn) =  $9.2$ , rounding to 9].

Change to:

He determines that the ram causes 9 points of damage [ $12$  (current front location internal structure) +  $20$  (current front location armor) =  $32 / 10 = 3.2 \times 3$  (MP unspent in the turn) =  $9.6$ , rounding to 9].

### Specialized Locations (p. 157)

Under “Mech Mounting (on deck)”, third paragraph, third sentence

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

Change to:

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

### Weapon Attacks (p. 157)

Replace the second paragraph with the following:

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

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

If the attacker targets an interior hex with no obvious armor facing (to damage a turret, for example) and rolls a location other than Turret, draw a Line of Sight from the attacker to the targeted hex, and instead apply the damage to the first exterior hex the line crosses. If the line crosses exactly between two hexes, the player that won the Initiative that turn decides the affected hex. A roll of 5 or 9 indicates that the attack strikes a different hex than the one targeted. Apply the damage to the armor facing of an adjacent exterior hex, moving in the direction indicated by the Large Naval Vessel



Hit Location Table. Damage that strikes the vessel from underwater cannot strike a turret (unless the vessel is fully submerged). Apply damage to the appropriate armor facing instead, even if an interior hex was targeted.

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

#### LARGE NAVAL VESSEL HIT LOCATION TABLE

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

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

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

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

#### Weapon Attacks (p. 157)

After the second paragraph insert the following new subsection:

**Water:** Treat a flooded location as a 'Mech location (see p. 121, TW); all equipment mounted in that location no longer functions, but can still receive critical hits and so on.

#### Unit Destruction (p. 160)

After the first paragraph in the first column (that began on the previous page), insert the following new paragraph:

“Although they remain susceptible to hull breaches as a normal naval vessel, Large Naval vessels will not begin to sink unless they suffer a hull breach in half or more of their number of hexes in length (rounded up). If a location is breached, all items in that location are considered destroyed for the remainder of the scenario and must be repaired as per normal rules for breached locations.”

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

Third paragraph, third sentence

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

Change to:

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

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

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

“(see *Falling Damage*, p. 57, TW).”

Change to:

“(see *Falling Damage*, p. 68, TW).”

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

“(see *Falling Damage*, p. 57, TW).”

Change to:

“(see *Falling Damage*, p. 68, TW).”

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

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

Change to:

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

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

“(see *Falling Damage*, p. 57, TW);”

Change to:

“(see *Falling Damage*, p. 68, TW);”

**Destruction of a Sinking Vessel and Mounted Units (in Cargo Bays) [example text] (p. 163)**

*Right column, fourth paragraph, fourth sentence*

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

Change to:

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

**Carrying Units (p. 164)**

*Second paragraph, first sentence*

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

Change to:

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

**④ Buildings (p. 168)**

*Replace the first paragraph with the following:*

; the sheer size and inexorable force of movement of even the smallest Mobile Structure reduces any building hex it enters to rubble.

Change to:

; the sheer size and inexorable force of movement of even the smallest Mobile Structure reduces any non-armored building hex it enters to rubble (see *Armored Buildings*, p. 121). Treat movement into armored buildings as a collision with a DropShip (see *Damage to a Mobile Structure*, p. 168).

**Buildings (p. 168)**

*After the “Prohibited Movement” subsection insert the following new subsection:*

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

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



### Stacking (Ground Mobile Structures) (p. 168)

*Second paragraph, first sentence*

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

Change to:

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

### ① Stacking (Ground Mobile Structures) (p. 168)

*Third release only*

Remove the “Castles Brian Complex” subsection from this section. Insert it at the very end of the “Buildings” section on p. 168 directly above (after “Prohibited Movement”).

### Carrying Units (p. 170)

*Under “Air Mobile Structures”*

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

Change to:

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

### ④ Attacks Against Mobile Structures (p. 171)

*Replace the first paragraph with the following:*

Attacks and damage against Mobile Structures are dealt with exactly like attacks against buildings (see *Attacking Buildings*, p. 171, *TW*), save that Mobile Structures follow all rules for Advanced Buildings (see p. 118), including Construction Factor (Expanded) (see p. 122); see *Aimed Shots*, page 120, for attacks against turrets on a Mobile Structure. Units outside a Mobile Structure cannot attack units inside a Mobile Structure, and vice versa.

## General Rules

### ① Airborne Targeting (p. 180)

*First paragraph, first sentence*

A unit mounting an Arrow IV [...]

Change to:

An aerospace unit mounting an Arrow IV [...]

### ① Airborne Targeting (p. 181)

*Second paragraph (first on the page), last sentence*

If an artillery attack is made from Altitudes 1-8, the attack lands the turn after it was fired; if it is made from Altitude 9, the attack lands two turns after it is fired.

Change to:

If an artillery attack is made from Altitudes 1-8, the attack lands the turn after it was fired; if it is made from Altitude 9 or 10, the attack lands two turns after it is fired.

### Artillery Ranges Table (p. 181)

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

### Determining Hits (p. 182)

1) *Second paragraph*

“For each 2 MoF beyond the first 2, the player missed by an additional die.”

Change to:

“For each point of MoF the artillery round scatters by one hex.”



- 2) *Replace the third paragraph with the following:*

“To determine the exact location, roll one die and compare it to the Scatter Diagram to find the direction of the scatter. The scattered artillery will scatter in that direction a number of hexes equal to the MoF.”

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

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

#### **① Direct Fire (p. 185)**

*First paragraph, last sentence*

The base to-hit number is modified normally for the attacker’s movement and for firing through (not into) woods and for other terrain features.

Change to:

The base to-hit number is modified normally for all other to-hit modifiers such as the attacker’s movement and for firing through (not into) woods and for other terrain features.

#### **Flak (p. 185)**

*Replace the first paragraph with the following:*

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

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

#### **Counter-Battery Fire [example text] (p. 186)**

*Last sentence*

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

Change to:

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

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

- 1) ⑤ *Under “Mechs”, second paragraph (first on the page), first and second sentences*

*This ruling has changed from previous errata versions.*

During the Movement Phase, a player may choose to have the MechWarrior eject rather than move. If the auto-eject function is operational, the pilot will automatically eject at the end of any Phase in which an ammo explosion takes place (the pilot still receives the automatic 2 Damage Points for the ammo explosion; see *Ammunition*, p. 125, TW).

Change to:

During the Movement Phase, a player may choose to have their MechWarrior eject rather than take any other action that phase. If the auto-eject function is operational and an ammo explosion occurs, the pilot automatically ejects before damage to the ‘Mech is resolved (though the pilot still takes 2 points of damage due to ammo explosion feedback; see *Ammunition*, p. 125, TW).



- 2) ⑥ Under “Mechs”, before the “Water” paragraph insert the following new paragraph:

**Multi-Pilot Setups:** In the case of ‘Mechs with multiple pilots (such as one with a cockpit command console), each pilot makes its own Piloting Skill Roll when ejecting.

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

- 1) *Third paragraph, first sentence*

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

Change to:

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

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

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

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

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

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

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

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

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

\*Only applies in microgravity

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

**Large Scale Infantry vs. Infantry Actions [example text] (p. 203)**

*Right column, second paragraph, first sentence*

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

Change to:

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

⑥ **Minefields (p. 207)**

Before the “Infantry” paragraph insert the following new paragraph:

**Hidden Units:** If a unit is hidden in a hex with minefields, the minefields attack when the unit tries to leave the hex.



### Minefield Density Table (p. 208)

Before the footnote insert the following sentence:

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

### Command-Detonated Minefields (p. 209)

- 1) ⑤ At the end of the first paragraph insert the following:

Those placed during gameplay require time to arm. Arming occurs automatically and takes the remainder of the turn in which the minefield was placed, as well as the entire turn after, and so the field cannot be detonated until at least the beginning of the turn following this.

- 2) Second paragraph, second sentence

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

Change to:

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

### Clearing Minefields (p. 211)

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

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

### Morale Table (p. 212)

Add, in order, the footnote symbols to the column heads.

### ② Rearming Under Fire (p. 213)

Second bullet point

For each three turns, 1 ton of ammunition is loaded.

Change to:

For each three turns, 1 ton of ammunition is loaded. OS-type weapons require only 1 turn per launcher for reloading. On ground vehicles, a single Cruise Missile can be loaded every 6 turns.

### ① Rearming Under Fire (p. 214)

Replace the last bullet point with the following:

- Any battle armor or ProtoMech weapons that track ammo in a game can be rearmed using these rules. After the required three turns, a single battle armor or ProtoMech squad is completely rearmed (regardless of how many different types of ammo-tracking weapons the squad mounts).

### Rearming Aerospace Units (p. 214)

- 1) First paragraph, fourth sentence

“(Large Craft with fighter/Small Craft bays; see *Launching/Recovering Small Craft*, p. 84, *TW*;”

Change to:

“(Large Craft with fighter/Small Craft bays; see *Launching/Recovering Small Craft*, p. 86, *TW*);”

- 2) Third paragraph, second sentence

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

Change to:

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



## 3) Under "Gauss and Plasma Weapons"

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

Change to:

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

**Movement (p. 215)**

*First paragraph, last sentence*

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

Change to:

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

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

## 1) Under "Electronic Equipment", at the end of the last sentence append the following:

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

## 2) Under "Infantry", third paragraph, second sentence

"For example, an infantry platoon that lacks anti-'Mech-training with only 5 troopers left"

Change to:

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

## 3) Under "Infantry", third paragraph, last sentence

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

Change to:

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

**⑥ Zip Lines (p. 219)**1) *Second sentence*

adding any applicable modifiers from the Ejecting Modifiers Table (see p. 197).

Change to:

adding any applicable modifiers from the Ejecting Modifiers Table (see p. 197; treat each elevation the infantry has to descend as a building level for this purpose).

## 2) Under "Airships", at the end of the section insert the following:

Treat this as elevation 4 for the purposes of the infantry's Anti-'Mech Skill Roll.

**Visual Range Tables (p. 221)**

## 1) ④ Change the second row to: Blizzard/Heavy Fog/Moonless Night\*\*

## 2) ④ Change the third row to: Heavy Hail/Sleet/Snowfall/Blowing Sand/Full Moon Night\*\*/Gusting Rain/Ice Storm/Torrential Downpour

## 3) ④ Change the fourth row to: Dusk/Dawn\*\*/Heavy Rainfall/Snow Flurries

## 4) ③ Second table: under "Additional Effects", delete the last row ("Searchlight" and its Modifier text).

5) ④ *Second (double-asterisk) footnote*

*This ruling has changed from previous errata versions.*

\*\*If a unit mounts a searchlight, add 10 hexes; for infantry, add 5 hexes.



Change to:

\*\*If the spotter has an active searchlight use the following ranges instead: mounted (30), handheld/infantry (10).  
If the target is illuminated by another source (such as fire, or another unit's searchlight) use a range of 45 hexes.

**Visual Spotting (p. 221)**

*At the end of the section, insert the following new paragraphs:*

If submerged, start on the "Light Fog/Hail/Rainfall/Snowfall" row of the Visual Range Tables above. For every full 10 depths underwater, move up one line on the table. Underwater depth has no effect on Sensor spotting ranges.

⑥ **Airborne Units:** Against other airborne units, use the Visible Range Table as usual. However, against ground units, an airborne unit is only able to visually detect units along its flight path and must be at or below Altitude 8.

③ **Sensor Spotting (p. 221)**

*Second bullet point*

Once a sensor has revealed a unit, standard LOS must be established to the unit before it can be revealed.

Change to:

Detecting a unit with sensors (of any kind) only reveals that unit's location and, if using any sensor other than seismic, its height: i.e. you have a "blip". The unit must still be visually detected as normal before it is fully revealed. Note that height is always returned in levels, even if the unit detected would normally measure its height in elevations (such as a VTOL). It is up to the detecting player to guess what the level returned represents.

**Sensor Spotting (p. 222)**

- 1) ① *Third paragraph, third through fifth sentences*

A result of 7 or 8 means the sensor detects any unit within its short range. A result of 5 or 6 means the sensor detects units out to its medium range. A result of 2 to 4 means the sensor detects units out to its long range.

Change to:

A result of 7 or 8 means the sensor detects any unit within its short range band. A result of 5 or 6 means the sensor detects units within its medium range band. A result of 2 to 4 means the sensor detects units within its long range band.

- 2) *Third paragraph, last line*

*"(see p. Initiative Phase, p. 221)."*

Change to:

*"(see Initiative Phase, p. 220)."*

- 3) ⑥ *Under "Airborne Units", replace the paragraph with the following:*

Sensor ranges are considerably curtailed for airborne units. As with visual spotting, airborne units must be at or below Altitude 8 in order to make a sensor roll. Short range indicates that any unit within 1 hex of the flight path is detected, medium range is any unit 2 hexes away from the flight path and long range is any unit 3 hexes away. Any active probes increase this range to 1-2 for short, 3-4 for medium, and 5-6 for long.

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

- 1) *Under "Sensor System", change the following:*

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



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

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

- 3) Replace the “Castles Brian or Hill Hex” entry with the following two lines:

“Castles Brian ... If along LOS, all sensors except Seismic and Active Probes completely blocked”

“Hill Hex ... If along LOS, all sensors except Seismic, MagScan, and Active Probes completely blocked”

- 4) Footnotes, before the first footnote, insert the following:

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

- 5) Footnotes, replace the second (single-dagger) footnote with the following:

†An infrared sensor spots a unit that is “hot” more easily than other units (see *Infrared Sensors*, at right); a magscan sensor spots larger units more easily (see *Magscan Sensors*, at right).

#### ① Infrared Sensors (p. 223)

- 1) First paragraph, second sentence

add 1 additional hex if the unit has been hit by an inferno attack, or is standing in a hex that is on fire.

Change to:

add 1 additional hex if the unit has been hit by an inferno attack in the last turn, or is standing in a hex that is on fire.

- 2) Last paragraph

Units that are not “hot” cannot be detected by an IR sensor scan.

Change to:

Units that are not “hot” (i.e. those without one or more heat points on a Heat Scale) cannot be detected by an IR sensor scan.

#### Magscan Sensors (p. 223)

First paragraph, first sentence

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

Change to:

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

#### ④ ECM/Stealth Systems (p. 224)

- 1) Replace the fourth paragraph with the following:

For a stealth system to have an effect, an enemy need only have their stealth system active. For ECM to have an effect, either the spotting unit or a hidden unit must be within the area of effect of any ECM system hostile to the spotter. If a spotting unit and/or its target is within the range of multiple hostile ECM systems, combine the effects of all these ECM systems. In both cases, whether or not LOS exists to the hidden unit is irrelevant.

- 2) Fifth paragraph, second sentence

If a spotting unit is in range of an active ECM device and fails to detect the ECM-equipped unit, inform the player that his unit has been jammed by an ECM suite.

Change to:



If a spotting unit or any potential target is within the area of effect of active and hostile ECM, and the spotting unit fails to detect the ECM-equipped unit, inform the player that his unit has been jammed by ECM. Any other details beyond this, such as the amount, type, or location of the ECM, are not revealed.

### Combat (p. 224)

Insert the following new section:

The following optional rules replace the Underwater Line of Sight rules on page 109 of *Total Warfare*.

#### Underwater Visual Range

Visibility from one point to another point underwater is 50% (round down) of the appropriate Light/Weather Condition on the Double Blind Visual Range Table (see p. 221). For conditions unique to an underwater environment such as muddy water, choose the most appropriate condition to represent the condition (i.e. in very muddy water use the Pitch Black condition).

#### Sensor Ranges

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

#### Water Line LOS

The Water Line is where Depth 1 water meets Level 0 terrain, representing the surface of the water. Under *Total Warfare* rules, a unit at Level 1 has no LOS to a fully submerged unit at Depth 2. Using these advanced rules, units are able to spot units above or below the Water Line with the following conditions.

**Water Line Range Modifier:** All visual and sensor spotting ranges are automatically halved when attempting to trace LOS to a unit on the opposite side of the Water Line.

**Visual LOS:** A ground unit may detect submerged units up to a maximum of 2 Depths beneath the surface, with a maximum visual range equal to one half the worst visual condition in play. A submerged unit must be at Depth 2 or less to detect ground units and may detect a ground unit a maximum of two hexes from the nearest Depth 1 water hex, with a maximum visual range equal to one half the worst visual condition in play. Airborne units (VTOLs, WiGE, Aerospace) may visually spot and be spotted by units up to a maximum of 6 Levels from the Water Line, with a maximum visual range equal to one half (round down) the worst visual condition in play.

**Sensor LOS:** With the exception of IR/heat sensors, all sensors may detect units beyond the Water Line to one half their maximum range (round down). If using Double Blind spotting rules (see p. 221), divide each range band in half (round down), to determine the spotting ranges for each die result. IR/heat sensors all have a maximum spotting range of seven hexes (Range Band: 1-3, 4-5, 6-7) and may not detect a unit more than 6 hexes/Levels from the Water Line.

**Tracing LOS through the Water Line:** Trace the Water Line from the Level 0 hex that the submerged unit is located in.

*A Marauder is on the surface is attempting to detect two submarines using visual spotting. The first submarine is at Depth 4 and the second submarine is at Depth 2. The first submarine is outside of visual LOS (greater than Depth 2) so the Marauder can use the Water Line LOS rules to determine if the sub is visible.*

*The condition on the surface is Snow Flurries, giving a maximum surface visual range of 15 hexes. The water is crystal clear: consulting the Visual Range Tables, the most appropriate condition is daylight, thus providing a maximum underwater visual range of 30 hexes (60/2). The Marauder is 8 hexes from the hex the submarine is in. Subtracting that from the maximum surface visual range of 15 hexes, it is left with 7 hexes of visual range. Dividing this by 2 gives the Marauder a visual range underwater of 3 (7/2=3.5, rounded down to 3) hexes. The submarine is within visual spotting range and the Marauder pilot calls in an artillery strike.*

*The submarine is unable to spot the Marauder, because the Marauder is on a Level 4 hill and 3 hexes from the edge of the body of water the submarine is in. This places it outside the maximum of 2 hexes from the water's edge that the submarine can detect. Had the Marauder been standing at the edge of the water, the submarine would have easily been able to spot the Marauder visually.*

*The submarine however is able to detect the Marauder with its Magnetic Anomaly Detections sensor (magscan). Vehicle magscan has a range of 27 hexes, modified to 13 hexes for crossing the Water Line. Subtracting the two Depths the sub is below the surface from this range gives it a maximum detection range above the Water Line of 11 hexes. With the Marauder at 8 hexes distance it is well within detection range. If using Double Blind rules (see p. 220), the submarine's player would have to roll a 5 or 6 on 2D6 to detect the Marauder, which would be considered at medium range for the magscan (divide the standard 18 hex range by 2 for a medium range of 9).*



Naval Vessels with sensors mounted in the body and any BattleMech in Depth 1 water are treated as both above and below the water for the purpose of sensor use. As a result their sensors do not halve their range for crossing the Water Line. Submarines operating at Depth 1 may use their sensor/periscope mast to view as if they were at Depth 0. If employing their sensor/periscope mast, apply a +1 to all Piloting and Gunnery skill rolls in the same turn they employ the mast. Aerospace units at NOE altitude are considered to be at Level 6 and measure range from hex 0909 of the mapsheet they are on.

### Attacking Across The Water Line

All physical and weapon attacks—other than torpedoes (see below), Artillery (see p. 179) or Capital Scale Weapons (see p. 103, *SO*)—made from above the Water Line that are directed against a fully submerged target automatically fail.

Fully submerged units may not attack units above the Water Line, unless they are equipped with Capital Missiles (see p. 103, *SO*), Cruise Missiles (see p. 179), or Multi-Purpose Missiles (see p. 229, *TW*).

### Torpedoes

Torpedoes are special weapons designed to track and target submerged units. Torpedo launchers (see p. 138, *TW*) may attack submerged and partially submerged targets from above the Water Line, but only if the attacking unit is in contact with or below the surface of water of Depth 1 or more, and if a valid line of sight exists between the attacker and target that consists of water Depth 1 or greater. (For the purposes of these rules, a surface-bound attacking unit must be in physical contact with the water surface to fire, including surfaced submarines, displacement hull naval vessels, and hydrofoils, but not including hovercraft or WiGE vehicles that are merely flying above the water surface.)

Airborne units may only attack submerged naval units using Torpedo Bombs (see p. 360).

**Damage from Torpedoes and Torpedo Bombs:** If the target unit is submerged, the damage it suffers from Torpedo and Torpedo Bomb attacks may be resolved as normal. If the unit is partially submerged or is a surface unit (such as a Displacement Hull naval vessel or a hydrofoil), any hit locations not in direct contact with the water must be re-rolled.

## Advanced Support Vehicle Construction

### Advanced Support Vehicles (p. 236)

*Under "Satellites", first sentence*

"Satellites can weigh up to 200 tons [...]"

Change to:

"Satellites can weigh up to 300 tons [...]"

### Technology Rating (p. 237)

*At the end of the last sentence append the following:*

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

### Advanced Support Vehicle Types Table (p. 239)

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

### Advanced Support Vehicle Weight Table (p. 241)

- 1) ① *Under the "Satellite (Large)" line*

Change "Weight Range (Tons)" from "100.5 – 200" to "100.5 – 300"

- 2) *Change the entire column of "Minimum Tech Rating", including the header, to the following:*

#### **Min. Tech/Availability Rating**

C/C-D-C

C/C-D-D

C/D-E-D

A/C-C-C

A/C-C-C

A/C-D-D

C/D-E-D

B/C-E-D

**Airship and Large Vessel Template Table (p. 241)***First column, second line*

"B (2)"

Change to:

"B (3)"

**③ Jormungand [example text] (p. 242)***Second paragraph, last sentence**At this size, the vessel will also be rather easy to hit, with a -3 Attacker To-Hit Modifier applied against it.*Change to:*At this size, the vessel will also be rather easy to hit, with a -4 Attacker to-hit modifier applied against it.***Advanced Support Vehicle Chassis Modifications Table (p. 243)***Change the entire column of "Min. Tech Rating", including the header, to the following:***Min. Tech/Availability Rating**

C/C-D-C

A/C-E-D

C/B-D-C

B/C-C-C

E/X-X-E

B/C-D-C

A/A-A-A

A/A-A-A

A/A-A-A

D/C-E-D

**Internal Structure/Structural Integrity Values (p. 243)***Last paragraph, first line*

"Like Internal Structure points on BattleMechs, WorkMechs,"

Change to:

"Like Internal Structure points on BattleMechs, IndustrialMechs,"

**Large Naval Vessels (p. 244)***First paragraph, first sentence*

"Large-size Naval Support Vessels may install one turret per hex of vessel length (to a maximum of 8 turrets per vessel)."

Change to:

"Large-size Naval Support Vessels may install one turret per hex of vessel length (to a maximum of 9 turrets per vessel)."

**Jormungand [example text] (p. 245)***Second paragraph, second sentence*

"Though he may mount up to 8 turrets at that size"

Change to:

"Though he may mount up to 9 turrets at that size"

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

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

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



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

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

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

- 1) Column B, "Internal Combustion (ICE)" line: change "2" to "3"
- 2) Insert the follow new, full column to the right side of the table:

##### **Tech/Availability Rating**

Var./A-A-A

Var./A-A-A

Var./C-C-C

Var./A-B-A

Var./B-C-C

Var./C-D-C

Var./D-F-E

Var./E-E-D

Var./C-E-D

- 3) ② Footnotes

\*\*ICEs running on alcohol or natural gas use 1.5 percent.

Change to:

\*\*ICEs running on alcohol or natural gas use 1.25 percent.

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

*Under "Satellite Engine Type"*

"Electric (Solar) and Fission"

Change to:

"Electric and Fission"

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

*In the second paragraph, second sentence*

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

Change to:

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

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

*At the end of the section insert the following sentence:*

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

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

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

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

Change to:

"Communications Equipment (per ton, see p. 212, TM)"
- 2) *Under "Additional Crew" subtable, "Officers" column*
  - a) "1 to 4 Non-Officer Crew"

Change to:

“1 to 3 Non-Officer Crew”

- b) “5 or more Non-Officer Crew”

Change to:

“4 or more Non-Officer Crew”

- 3) Under “Additional Crew” subtable, “Minimum Officer Requirement” column

“Total Non-Officer Crew ÷ 5 (round up)”

Change to:

“Total Non-Officer Crew ÷ 6 (round up)”

- 4) Under “Minimum Gunners (by Fire Control System)\*” subtable

- a) “Gunners” (header, first column)

Change to:

“Support Vehicle Size”

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

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

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

†Round up

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

‡Turret and pintle mounts counts as separate facing

‡‡Includes the vehicle’s driver

**Fire Control Systems (p. 250)***First sentence*

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

Change to:

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

**Cloud 9 Airship [example text] (p. 251)***Second sentence*

“Because there are already 5 crewmen, George must also add an officer (5 crew ÷ 5 = 1 officer).”

Change to:

“Because there are already more than 4 crewmen, George must also add an officer (5 crew ÷ 6 = 0.83 officers, round up to 1 officer).”

**Jormungand [example text] (p. 251)***Last sentence*

“For base crew, the 60,000-ton cruiser has a crew requirement of 15 (3 + [60,000 tons ÷ 5,000] = 15), which requires an additional 3 officers (15 crew ÷ 5 = 3).”

Change to:

“For base crew, the 60,000-ton cruiser has a crew requirement of 15 (3 + [60,000 tons ÷ 5,000] = 15), which requires an additional 3 officers (15 crew ÷ 6 = 2.5, round up to 3).”



### Advanced Support Vehicle Armor Tables (p. 253)

Under "Advanced Support Vehicle Armor Maximums"

- 1) *Rail and Satellite (Small/Medium) – Unit Type*  
 "Rail and Satellite (Small/Medium)"  
Change to:  
 "Rail (Small/Medium)"
  
- 2) *Rail and Satellite (Small/Medium) – Armor Facings*  
 "Nose, Left, Right, Aft\*\*"  
Change to:  
 "Front, Left, Right, Rear\*\*"
  
- 3) *Rail (Large) – Armor Facings*  
 "Nose, Fore-Left, Fore-Right, Aft-Left, Aft-Right, Aft\*\*"  
Change to:  
 "Front, Front-Left/Right, Rear-Left/Right, Rear\*\*"
  
- 4) *Satellite (Large) – Unit Type*  
 "Satellite (Large)"  
Change to:  
 "Satellite (All sizes)"
  
- 5) *Large Airship – Armor Facings*  
 "Nose, Left, Right, Aft"  
Change to:  
 "Nose, Left Wing, Right Wing, Aft"

### Cloud 9 Airship [example text] (p. 254)

Third line from the bottom

"locations (Left, Right, and Aft)"

Change to:

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

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

Fourth paragraph

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

Change to:

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

### Space (p. 254)

Last line

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

Change to:

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

### Weapons (p. 255)

First paragraph, first sentence

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

Change to:

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

**Power Amplifiers (p. 255)***Second sentence*

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

Change to:

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

**Turrets/Pintles (p. 255)***First line*

“[...] while Large Naval Vessels may possess one turret per hex of vessel length (to a maximum of 8 turrets per unit).”

Change to:

“[...] while Large Naval Vessels may possess one turret per hex of vessel length (to a maximum of 9 turrets per unit).”

**Fire Control Systems (p. 256)***First sentence*

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

Change to:

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

**Cloud 9 Airship [example text] (p. 257)**

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

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

Change to:

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

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

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

Change to:

“These quarters will require 1 item slot ( $15$  steerage quarters  $\div$   $50$  quarters per slot = 0.3 slots, round up to 1).”

**Jormungand [example text] (p. 258)**

- 1) ④ *Left column, first (continuing) paragraph, second sentence*

With six out of the Jormungand’s eight SR-Torpedo launchers located in the ship’s third Body hex,

Change to:

With four out of the Jormungand’s six SR-Torpedo launchers located in the ship’s third Body hex,

- 2) *Left column, replace the bottom paragraph, flowing into the right column, with the following (changes highlighted in yellow):*

“Satisfied with the equipment, Henry reviews his Jormungand’s crew needs. At 60,000 tons, the vessel has a base minimum crew of 15 ( $3 + [60,000 \text{ tons} \div 5,000] = 15$ ), and thus a minimum officer requirement of 3 ( $15 \text{ crew} \div 6 = 2.5$  officers, round up to 3 officers)—which Henry accounted for earlier. In addition, much of its non-weapon equipment adds 63 to the crew minimums ( $5$  [helipad] +  $12$  [12-ton communications equipment] +  $40$  [MASH with



8 operating theaters] + 6 [2 field kitchens] = 63), while the vessel's 290 tons of weaponry adds a minimum requirement of 73 gunners (290 weapon tons ÷ 4 = 72.5, round up to 73). Added to the 15 base crew needs, the Jormungand requires a total minimum of 151 crew (15 [base] + 63 [non-gunners] + 73 [gunners] = 151), and a corresponding minimum of 26 officers (151 crew ÷ 6 = 25.17, round up to 26 officers). Henry decides to exceed these minimums, however, to provide extra coverage in the event of casualties and the like. As such he decides to add quarters for a further 229 extra crew, allowing the Jormungand to carry triple its minimum complement of non-gunners and double its complement of gunners. In addition, Henry decides he wants to have at least four conventional platoons' worth of marines on his vessel (84 troopers in all). The minimum crew's quarters are provided free with the vessel's chassis, and so Henry doesn't need to assign weight or slots to them, but extra crew, officers and marines all will require quarters. Feeling generous, Henry decides to also provide quarters for the 10 bay personnel that come with the two Light Vehicle Bays he has installed. Using standard 7-ton crew quarters for the 323 extra crew, bay personnel and marines (229 extra crew + 10 bay personnel + 84 marines = 323), he spends a total of 2,261 tons here, at a slot cost of 17 (323 extra crew quarters ÷ 20 quarters per slot = 16.15, round up to 17). The extra officers, whose quarters weigh 10 tons each, add another 380 tons (and 8 slots; 38 officers quarters ÷ 5 = 7.6, round up to 8) to this tally—for a total of 2,641 tons and 25 slots in quarters."

- 3) Right column, replace the second paragraph with the following (changes highlighted in yellow):

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

### Choose Mobile Structure Type (p. 260)

Before the "Fortresses" subsection, insert the following new subsection:

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

### Mobile Structure [example text] (p. 263)

Second paragraph, first sentence

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

Change to:

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

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

Fourth paragraph, first sentence

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

Change to:

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

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

Under "Heavy Weapons", first paragraph, second sentence

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

Change to:

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

**Power Amplifiers (p. 267)**

*Second sentence*

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

Change to:

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

**Flying Airbase [example text] (p. 269)**

*Fifth paragraph, third sentence*

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

Change to:

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

**Advanced Weapons and Equipment****④ Equipment Notes (p. 275)**

*Under "Modular (Omni) Technology"*

Unless otherwise noted, all of the items presented below may be pod-mounted on appropriate modular or Omni unit types.

Change to:

The following items may not be pod-mounted: Armor (except Modular Armor), BattleMech Turrets, Cockpits, Engines, Gyros, Musculature, Musculature enhancers (such as AES and MASC), Structure. Otherwise, all of the items presented below may be pod-mounted on appropriate modular or Omni unit types.

**Watchdog CEWS (p. 278)**

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

**③ Actuator Enhancement System (AES) (p. 279)**

*Under "Game Rules", replace the first paragraph with the following:*

An Actuator Enhancement System mounted in the arm provides a –1 to-hit modifier for all weapon attacks mounted in the same arm location, as well as a –1 to-hit modifier for all Physical Attacks (including Physical Weapon attacks) using only that arm. (For Physical Attacks that require both arms, the –1 to-hit modifier only applies if both arms mount a functioning AES.) When mounted in the legs, the AES provides a –2 modifier to all Piloting Skill Rolls, while charges and kicks receive a –1 to-hit modifier. Weapons split between an arm and torso location gain no bonus from an AES.

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

- 1) Under "R&D Start Date" and "Prototype Start and Production", change both references of "Clan Goliath Scorpion" to "Clan Nova Cat".
- 2) Under "Available To", add "BA" in between "SV" and "AF".



## 3) ② Under “Game Rules”, first sentence

The Angel ECM Suite works like standard ECM (see p. 134, *TW*), but can also block the Bloodhound Active Probe, Artemis V and C<sup>3</sup> Booster Systems,

Change to:

The Angel ECM Suite works like standard ECM (see p. 134, *TW*), but can also block Bloodhound Active Probes and C<sup>3</sup> Booster Systems,

*Errata Note: the ability of Angel ECM to block Artemis V has not been removed. Rather, the mention was deleted from this entry because it implied that Guardian ECM did not block Artemis V, which is incorrect.*

④ **Ferro-Lamellor Armor (p. 280)**

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

A location protected by Ferro-Lamellor Armor reduces all damage by 1 point for every 5 points (or fraction thereof) delivered per hit (to a minimum of 0 points of damage per hit). If that location has a separate damage reduction method (such as spikes, or being a rotor), the damage reduction from Ferro-Lamellor Armor is applied last.

**Armor (p. 280)**

Under “Construction Rules”, replace the third paragraph with the following:

Finally, of the Advanced Armor types described here, only Modular Armor may be pod-mounted. No more than one Modular Armor item may be mounted in a given critical slot location. For torso locations, it should be specified whether the Modular Armor faces to the front or rear, and it will only protect against attacks striking that armor location. Though Modular Armor is an advanced armor type, the Armor Value provided by Modular Armor is Standard Armor (p. 205, *TM*). It may be mounted over any other armor type. All other armor types (except for Hardened Armor) are available to units using modular (Omni) technologies, but must be incorporated into the unit’s base configuration unless the designer is also using the optional Patchwork Armor design option (see p. 377). Hardened Armor is compatible only with standard, non-Omni units.

**Advanced Armor Table (p. 280)**

1) Change all existing data in the “IM” column to “IM+” (not including the new BA entries).

2) Insert the following new footnote at the very bottom:

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

**Armor (p. 280)**

Under “Construction Rules”, after the “Advanced Armor Table”, insert the following table:

ADVANCED BATTLE ARMOR TABLE

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

**Hardened Armor (p. 281)**

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

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



### Laser Reflective (Reflec/Glazed) Armor (p. 281)

- 1) Add "BA" in between "SV" and "AF" in the "Available To" listing.
- 2) ① Under "Game Rules", at the end of the fifth paragraph ("Excess damage beyond...") insert the following:  
 However, remaining points of damage that were created as a result of the damage-doubling effect do not transfer. For example, a 5-point hit would be doubled to 10 points of damage. A location with 9 points of armor would lose all 9 points to this hit, but the remaining single point would be lost, with no damage transfer.
- 3) Under "Game Rules", at the end of the section insert the following new paragraph:  
 "Battle armor-grade Laser Reflective Armor conveys all of the bonuses but features none of the drawbacks."

### ① Modular Armor (p. 281)

- 1) Under "Game Rules", first paragraph, after the first sentence insert the following:  
 If any damage remains, it should be treated as a new attack against the unit's armor using the remaining damage, and then applying the effects of the armor (if any) against that damage. Concerning eligibility of penetrating critical hits, or armor piercing weaponry, resolve such effects based on the capabilities of the underlying armor.
- 2) Under "Game Rules", second paragraph, after the third sentence ("Jump-capable units...") insert the following:  
 "Modular Armor prevents Stealth Armor from functioning."
- 3) Under "Game Rules", second paragraph, last sentence  
 "Once *all* points of Modular Armor a unit carries have been destroyed, the mobility and Piloting effects they produce are eliminated."  
Change to:  
 "Once *all* points of Modular Armor a unit carries have been destroyed, the negative effects produced are eliminated."

### Reactive (Blazer) Armor (p. 282)

- 1) Add "BA" in between "SV" and "AF" in the "Available To" listing.
- 2) ③ Under "Game Rules", at the end of the second paragraph insert the following:  
 Note that if a 'Mech location contains nothing but Reactive Armor criticals, this second 2D6 roll is only made once; any result other than a 2 in this case means the critical hit transfers to the next location (see p. 125, TW).
- 3) Under "Game Rules", at the end of the section insert the following new paragraph:  
 "Battle armor-grade Reactive Armor conveys all of the bonuses but features none of the drawbacks."

### Armored Components (p. 282)

- 1) ① Under "Construction Rules", first paragraph, last sentence  
 The only exception is the cockpit location, which adds 1 ton of armor to the cockpit weight.  
Change to:  
 The only exception is cockpit systems (including Cockpit Command Consoles), which adds 1 ton of armor to the cockpit weight.
- 2) Under "Construction Rules", second paragraph, at the end of the paragraph insert the following:  
 "Items designated as Fixed during construction of a base OmniMech chassis, including all basic items such as engines and cockpits, may not have component armor added as a pod-mounted item."



### ① Armored Components (p. 283)

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

Additionally, component armor has no effect on damage caused by the use of MASC or a Supercharger: such damage resolves as if the components were unarmored. The armor remains in place, however, and so can still absorb damage from other sources.

### Artemis V Fire-Control System (p. 283)

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

"In all other respects, treat as Artemis IV (see p. 130, TW and pp. 206-207, TM)."

### Arrow IV Artillery Missile (p. 284)

**Introduced:** 2600 (Terran Hegemony)

**Extinct:** 2830 (Inner Sphere)

**Recovered:** 3044 (Capellan Confederation)

Change to:

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

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

**Extinct:** 2830 (Inner Sphere)

**Recovered:** 3044 (Capellan Confederation)

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

- 1) Change header both in top bar and at top of the rules box from "Conventional Artillery (Thumper/Sniper/Long Tom)" to "Conventional Artillery (Thumper/Sniper/Long Tom/BA Tube)"
- 2) Add "BA" in between "SV" and "DS" in the "Available To" listing.
- 3) Under "Game Rules", first line  
"Thumper, Sniper and Long Tom artillery weapons [...]"  
Change to:  
"Thumper, Sniper, Long Tom and BA Tube artillery weapons [...]"
- 4) Under "Game Rules", first sentence  
including standard, Smoke, Anti-Personnel, Incendiary and Thunder/FASCAM rounds.  
Change to:  
including standard, Smoke, Anti-Personnel and Thunder/FASCAM rounds.
- 5) ④ Under "Game Rules", at the end of the section insert the following:  
Note that BA Tube artillery is fired in squads and damage is multiplied by remaining troopers: a roll on the Cluster Hit Table is not required. BA Tube artillery may be used against airborne aerospace targets using the flak rules for direct-fire artillery (see *Flak*, p. 185). Ammunition expenditure is tracked during game play.

### Artillery (p. 284)

- 1) Under "Construction Rules", after the first sentence insert the following:  
"BA Tube artillery may only be mounted in the body location."
- 2) Under "Construction Rules", after the last sentence insert the following:  
BA Tube artillery ammunition is treated in the same way as battle armor missile ammunition, with one slot required for every four two-round clips.



### Artillery Cannons (p. 285)

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

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

Change to:

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

- 2) Under "Game Rules", first paragraph, after the second sentence insert the following:

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

- 3) ① Under "Game Rules", second paragraph

Aerospace units employing Artillery Cannons use them as autocannons, and cannot deliver damage effects into adjacent hexes, regardless of any special munitions used.

Change to:

Aerospace units employing Artillery Cannons against other aerospace units use them as autocannons, and cannot deliver damage effects into adjacent hexes. However, the damage type is still considered AE.

- 4) Under "Game Rules", third paragraph, second sentence

"Artillery Cannons may use the same ordnance types available to a conventional artillery weapon of similar class (for example, a Thumper Artillery Cannon can use the same ammo types available to a standard Thumper artillery piece)."

Change to:

"Artillery Cannons may only use standard Artillery Cannon munitions."

### Hyper-Velocity Autocannon (p. 285)

Under "Game Rules", first bullet point, at the end of the point insert the following:

"Treat this explosion as an ammo explosion."

### ③ ProtoMech Autocannons (Proto-AC) (p. 286)

Under "Game Rules", first sentence

ProtoMech Autocannons use the same rules as standard autocannons.

Change to:

ProtoMech Autocannons use the same rules as standard autocannons, including the ability to use special munitions (when using armor-piercing ammo and checking for armor-piercing critical hits, apply the following modifiers: PAC 2 (-4), PAC 4 (-3), PAC 8 (-2)).

### (p. 286)

Before "Battle Armor Mechanical Jump Booster" add the following new piece of equipment:

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

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

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

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

**Rules Level:** Advanced

**Available To:** BA

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



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

④ **Battle Armor Myomer Booster (p. 286)**

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

Like armor, myomer slots may be broken up among the battle armor's various body locations.

⑤ **Battle Armor Detachable Weapon Pack (DWP) (p. 286)**

Under "Construction Rules", second paragraph

*This ruling has changed from previous errata versions.*

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

Change to:

A DWP cannot be installed in any type of modular mount. Each DWP occupies 1 slot in the suit's body or arm, and may carry only one weapon (and its ammunition).

② **Battle Armor Mechanical Jump Booster (p. 287)**

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

- Mechanical Jump Boosters have no effect when jumping down: the jump may still be made, but the unit takes damage as if it fell as per normal.

③ **BattleMech HarJel System (p. 288)**

Under "Game Rules", first paragraph, second sentence

In addition, the HarJel system provides a -1 modifier to any roll checking for hull breach from extreme depths (see p. 42).

Change to:

However, it does not prevent the need to take crush depth checks (see p. 42), nor does it prevent crushing if it does occur, though a 'Mech with one or more HarJel slots has a +1 TN modifier to any such checks.

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

- 1) ① Under "Construction Rules", second sentence

Except for the shield (which may only be installed as fixed equipment), OmniMechs may mount all of these weapons as pods or as fixed equipment. A 'Mech can mount only one physical attack weapon per location, unless one of the weapons is a shield or spikes.

Change to:

A 'Mech can mount only one physical attack weapon per location, unless one of those weapons is a shield or spikes, such that a single location might have a single physical attack weapon, one shield and spikes.

*Errata Note: the ability to pod-mount these items has not been removed. Rather, as per the note on p. 275, all these melee weapons (including the shield) may be pod-mounted, making the sentence redundant and potentially confusing.*

- 2) ③ Under "Construction Rules", between the BattleMech Melee Weapons and Claws subentries, insert the following new subentry:

**Chain Whip:** A Chain Whip weighs 3 tons and occupies 2 critical slots. A Chain Whip can only be mounted in a 'Mech's arm.

① **BattleMech Melee Weapons, Shield (p. 288)**

Under "Construction Rules", second line

*This ruling has changed from previous errata versions.*

Shields have no special actuator requirements.

Change to:

Shields have no special actuator requirements, but each missing arm or hand actuator in the arm containing the shield reduces its DA and DC by 1 (see p. 291). If pod-mounted, Shield-based movement modifiers apply to the unit once added.

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

Under "Construction Rules", second sentence

"The Talons' total weight is 1 ton per 15 tons (rounded up to nearest whole ton)."

Change to:

"The total weight of all Talons combined is always 1 ton per 15 tons of 'Mech weight (rounded up to the nearest whole ton)."

**Chain Whip (p. 289)**

- 1) Under "Game Rules", first paragraph

", with the same to-hit modifiers, damage, and basic Physical Attack rules."

Change to:

", with the same to-hit modifiers and basic Physical Attack rules."

- 2) ④ Under "Game Rules", at the end of the first paragraph append the following:

, and the hit does not destroy the limb struck.

- 3) ④ Under "Game Rules", replace the third paragraph with the following:

In the case of an arm hit on a 'Mech (or either the arms or legs of a ProtoMech), the whip-wielding unit may attempt to grapple its opponent, preventing either unit from moving out of their respective hexes the following turn. Once again, this is treated as a bonus attack in the same Physical Attack Phase that applies an additional -2 to-hit modifier if the whip-wielding unit has active Triple-Strength Myomers and the target does not. For every weight class (ProtoMech, Light, Medium, Heavy and so forth) the Attacker outweighs the Defender, a -1 to-hit modifier applies to the grapple attack; if the Defender outweighs the Attacker, a +1 modifier applies for each weight class of difference.

If this bonus attack is successful, the Defender is grappled. Neither unit may move from their respective hexes in the following turn (unless the Attacker chooses to release the Defender by expending any MP in the following Movement Phase). While grappled, both units may make weapon and physical attacks normally, using weapons in any location except for the grappling unit's whip arm and the grappled arm. Apply a -2 to-hit modifier to any attack made by either of the units against the other.

Each turn after making a successful grapple, the grapple roll (but not the initial to-hit roll) must be made to maintain the grapple. If a grapple roll fails, the target is freed. Destruction of the whip or the entangled limb also breaks the grapple, at the end of that Phase. The target falling while grappled does not break the grapple.

**⑤ Claws (p. 289)**

Under "Game Rules", second paragraph, last sentence

A failed attempt to lift an object effectively destroys it.

Change to:

A failed attempt to lift an object effectively destroys it, unless using the *Picking Up and Throwing Objects* rules (see p. 92), in which case those rules take priority.

**⑤ Lance (p. 290)**

Under "Game Rules", first sentence

Requiring a direct strike to be effective, the Lance attacks as a hatchet (see p. 146, *TW*) with an additional +2 to-hit modifier,

Change to:

Requiring a direct strike to be effective, the Lance attacks as a hatchet (see p. 146, *TW*) with an additional +1 to-hit modifier,



① **Mace (p. 290)**

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

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

Change to:

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

**Shield (p. 291)**

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

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

Change to:

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

- 2) ⑥ *Under "Active Defense Mode", second sentence*

Weapons mounted in a shield-protected location cannot be used in the same turn the shield is protecting them in active defense mode,

Change to:

Weapons (including AMS) mounted in a shield-protected location cannot be used in the same turn the shield is protecting them in active defense mode,

- 3) ⑥ *Under "Active Defense Mode", at the end of the paragraph insert the following sentence:*

If a unit has two shields, both in active defense mode, and is hit in the center torso, the unit's controller chooses which shield takes the hit.

- 4) *Under "Passive Defense Mode", fifth sentence*

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

Change to:

"This attack uses the Hatchet's ability to use the Punch or Kick Hit Location Tables, applying all those rules appropriately (see p. 146, TW). The damage from a successful Shield Bash is equal to the Shield's current DA. This damage is not modified by systems such as AES, TSM, etc."

**Spikes (p. 291)**

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

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

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

The Attacker must also roll 2D6 each time a location with spikes suffers damage.

Change to:

Each time a location with spikes suffers damage from any source, roll 2D6.

- 3) *Under "Game Rules", at the end of the last paragraph insert the following:*

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



#### ④ **Vibroblades (p. 292)**

Under "Game Rules", second paragraph, second sentence

Special myomers and actuator damage modify the damage dealt by unpowered Vibroblades as normal for their rules.

Change to:

Special myomers and actuator damage modify the damage dealt by deactivated Vibroblades as normal, but the damage dealt by a deactivated Vibroblade cannot exceed the damage an activated Vibroblade of that size deals.

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

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

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

Under "Construction Rules", second sentence

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

Change to:

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

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

- 1) Under "Tech Base (Ratings)"

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

Change to:

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

- 2) ③ Under "Game Rules", replace the entry with the following:

Depending on the size of the unit and atmospheric pressure (see p. 54), the Partial Wing confers a bonus to a unit's jump and—in the case of BattleMechs or IndustrialMechs—heat sink capabilities. These benefits are shown in the ProtoMech/BattleMech Partial Wing Performance Table on page 295.

The added Jumping MP bonus does not apply if the unit has no functioning jump jets, but may allow for jumps beyond the unit's normal maximum Jump MP limits. Each critical hit suffered by a BattleMech Partial Wing reduces the wing-provided jump bonus by 1, to a minimum of 0. A critical hit against a ProtoMech's Partial Wing destroys it.

The values in the table's 'Mech Heat Modifier column are applied during the Heat Phase of any turn in which the Partial Wing is functional (regardless of whether or not the unit actually used the system). In addition, the bonus Jumping MP provided by a Partial Wing is not included when calculating heat caused by a jump: to calculate the heat generated, subtract the Partial Wing's Jumping MP bonus from the distance jumped. This cannot reduce the heat generated by a jump below the minimum heat points that unit would normally generate by jumping.

- 3) Replace the reference at the end of the box with "continued on p. 295."

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

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

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

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

Under "Construction Rules", first paragraph, last sentence

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



Change to:

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

**C<sup>3</sup> Boosted Master (C<sup>3</sup>BS) (p. 298)**

- 1) Under “Available To”, remove AF and CF.
- 2) Under “Game Rules”, at the end of the paragraph insert the following:  
“C<sup>3</sup>BS will not function on a unit that has Stealth Armor engaged.”
- 3) ② Under “Game Rules”, after the first paragraph insert the following new paragraph:

Standard and boosted C<sup>3</sup> systems can be connected together into the same network. However, communication is a two-way street: in such a network, a non-boosted member is still cut off as normal if in the effect radius of any hostile ECM, and a non-boosted master cannot transmit data to boosted members in the effect radius of any hostile ECM.

**C<sup>3</sup> Emergency Master (C<sup>3</sup>EM) (p. 298)**

Remove AF and CF notations from “Available To:” line.

① **CASE II (p. 299)**

*This ruling has changed from previous errata versions.*

- 1) Under “Game Rules”, replace the first paragraph with the following:

When ammunition protected by CASE II explodes (including any ammunition-like explosions, such as critical hits to Gauss weapons), only 1 point of internal damage is inflicted to the location (with the normal chance of critical effects), while any remaining damage is applied to the location’s rear armor. If the location is a limb, remove all remaining armor in the location, or half the location’s total original armor, whichever is less. Any remaining damage from the explosion does not transfer after that. (For fighters, CASE II reduces ammunition explosion effects against such units—such as described on p. 161, *TW*—to 1 point against the unit’s SI.)

Furthermore, for any critical hits rolled up as a result of an ammunition explosion vented by CASE II, the controlling player rolls 2D6 again for each one, and disregards the critical effects on a result of 8+. Otherwise, the critical hit applies as normal. Critical hits on slots occupied by the CASE II itself have no effect and should be re-rolled.

- 2) Third release only. Delete the current third paragraph (“In the case of an explosion in an arm or leg [...]”)

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

- 1) Under “Game Rules”, at the end of the second paragraph insert the following:

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

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

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

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

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

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



① **Torso-Mounted Cockpit (p. 301)**

Under "Game Rules", first paragraph, after the first sentence insert the following:

A 'Mech with a torso-mounted cockpit is not considered destroyed, nor is the MechWarrior considered killed, if the 'Mech's head is destroyed. If the 'Mech's head is destroyed, excess damage does not transfer to other locations, and further strikes to the head have their location re-rolled.

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

**Introduced:** Pre-spaceflight

Change to:

**Introduced:** circa 2470

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

**Introduced:** Pre-spaceflight

Change to:

**Introduced:** circa 2470

**Limited Amphibious (p. 302)**

Under "Construction Rules"

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

Change to:

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

① **Fully Amphibious (p. 302)**

Under "Construction Rules", second sentence

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

Change to:

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

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

**Introduced:** Pre-spaceflight

Change to:

**Introduced:** circa 2470

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

**Introduced:** Pre-spaceflight

Change to:

**Introduced:** 2470

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

**Introduced:** Pre-spaceflight

Change to:

**Introduced:** circa 2470

① **Disposable Weapons (p. 304)**

Under "Game Rules", second paragraph, second sentence

The total damage inflicted equals the disposable weapon's damage value times the number of troopers who hit using the Cluster Hits Table, rounded normally (.5 rounds up).

Change to:

The total damage inflicted equals three times the disposable weapon's normal damage value, multiplied by the number of troopers who hit using the Cluster Hits Table (rounding normally). Only weapons with an Ammo (Shots) listing of "(1-D)" may be used in this fashion.



### Disposable Weapons (p. 304)

Under "Construction Rules", second sentence

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

Change to:

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

### Docking Hardpoint (Docking Collar) (p. 304)

**Introduced:** Early spaceflight

Change to:

**Introduced:** 2304

### Docking Hardpoint (Docking Collars) (p. 304)

- 1) Under "Construction Rules", second sentence

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

Change to:

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

- 2) ⑤ Under "Construction Rules", last sentence

Docking Collars are not counted as weapon items and do not require a location.

Change to:

Docking Collars are not counted as weapon items and do not require a location, with the exception of those mounted on Mobile Structures, where the location and weight must be assigned to the center hex of the landing deck it is attached to.

### ① Drone (Remote) Operating Systems (p. 306)

Under "Game Rules", last paragraph

Modifiers to Piloting Skill checks from Small Cockpits are ignored.

Change to:

Modifiers to Piloting Skill checks from Small and Torso-Mounted Cockpits are ignored.

### ④ Drone Operating System (p. 306)

Under "Construction Rules", first sentence

Remote drone operating systems occupy 10 percent of the drone unit's total weight and are treated as a single item on the unit's equipment list (located in the body).

Change to:

Remote drone operating systems occupy 10 percent of the drone unit's total weight and are treated as a single item on the unit's equipment list.

### Combat Vehicle Fission (CV-Fission) (p. 307)

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

Change to:

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

- 2) Under "Game Rules", first paragraph

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



Change to:

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

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

**Introduced:** 2046 (Western Alliance)

Change to:

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

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

- 1) Delete the “Compact Fusion”, “Light Fusion”, “XL Fusion (IS)” and “XL Fusion (Clan)” rows from the table.
- 2) ① \* *footnote*

Fighter slots (if applicable) are located in the rear, with any extras divided evenly among the side wings.

Change to:

Fighter slots (if applicable) must be located in the rear.

**Engine Systems Construction Rules (p. 308)**

After “*Combat Vehicle Escape Pod*” insert the following new rules entry:

**Non-Fusion BattleMechs:** Non-fusion engines can be mounted on BattleMechs. Also known as “low-tech ‘Mechs”, these inefficient creations are sometimes found in poorer regions of the Periphery, where fusion engines and techs who can repair them are virtually unknown. Use the following rules when mounting non-fusion engines on BattleMechs:

**Rules Level:** Experimental

**Tech Base (Ratings):** Both (Per Engine Type)

**Game Rules:** Non-fusion powered BattleMechs suffer the same movement, terrain, and environment restrictions as an IndustrialMech mounting the same engine type. The following additional rules apply:

- Critical hits to a non-fusion-powered BattleMech’s engine are resolved in the same fashion as critical hits to a non-fusion IndustrialMech engine of the same type (see p. 126, *TW*).
- Non-fusion-powered BattleMechs generate heat in the same manner as BattleMechs (including heat for Walking and Running movement); ICE-powered ‘Mechs must check for heat-induced explosions (see p. 160, *TW*).
- ICE- or Fuel Cell-powered BattleMechs also follow the IndustrialMech fuel consumption rules (see p. 68, *TM*).

**Construction:** A non-fusion powered BattleMech uses the construction rules for mounting non-fusion engines in an IndustrialMech (the engine costs remain the same regardless of whether it is mounted in a BattleMech or an IndustrialMech). As with ICE- or Fuel Cell-powered IndustrialMechs, this includes the need for power amplifiers and for heat sinks (as none are provided with non-fusion engines). ICE- or Fuel Cell-powered BattleMechs cannot mount jump jets, but may mount UMUs or Mechanical Jump Boosters.

**Battle Value (ICE, Fuel Cell, Fission-Powered BattleMechs):** When computing the Battle Value of a non-fusion BattleMech perform the calculations as normal (see pp. 302-306, *TM*). Note, however, that when calculating the Heat Efficiency the Heat Sink Capacity will be dependent on the engine type as this will impact the heat sink allotment restrictions.

③ **XXL Fusion Engine (p. 309)**

Under “*Game Rules*”, replace the entry with the following:

XXL fusion engines run hotter than their other fusion equivalents. Standing still (or expending no Thrust) generates 2 heat points per turn, Walking/Safe Thrust movement generates 4 heat points, and Running/Max Thrust movement generates 6 heat points. Heat generated per hex jumped is doubled for XXL engine users, with a minimum of 6 points per jump (the heat modifiers for improved jump jet use and jumping with an XXL engine cancel each other out). Combat Vehicles using XXL engines do not have to track movement heat, as per the standard Combat Vehicle rules.

Though Combat Vehicle and Conventional Fighter engines may occupy weapon slots, such engines only suffer critical hits per the unit’s standard rules.



① **Field Guns (p. 310)**

Under “Construction Rules”, first paragraph, second sentence

*This ruling has changed from previous errata versions.*

(the crew for a single Field Gun equals the weapons tonnage, not counting ammunition).

Change to:

(the crew for a single Field Gun equals the weapon’s tonnage rounded up, not counting ammunition, to a minimum of 2).

④ **Field Guns (p. 311)**

Replace the entire Game Rules entry with the following:

*This ruling has changed from previous errata versions.*

**Game Rules:** Only motorized conventional infantry platoons or mechanized conventional infantry platoons with a Wheeled or Tracked motive type may be equipped with Field Guns. Each Field Gun requires a number of troopers equal to its weight in tonnage to operate, rounding up (to a minimum of 2 troopers per Field Gun). A platoon equipped with multiple Field Guns can only operate as many Field Guns as it can keep fully manned (any excess Field Guns are considered destroyed as the unit takes damage). If all of a platoon’s field guns are considered destroyed, the surviving troopers can move and fire as a normal infantry platoon of its type.

Field Guns attack using the range, damage and any applicable modifiers (including those of the weapon class) as their vehicle-mounted counterparts. The controlling player must designate a single weapon facing for all Field Guns in the platoon (treated like a vehicular turret arc; see pp. 105-106, *TW*). A platoon with multiple Field Guns may fire all such weapons separately—and at multiple targets, if desired (no Secondary Target modifiers apply to these attacks)—but all attacks must be made against targets in the same firing arc. Field Guns may be used against airborne aerospace targets, with LB-X Autocannon Field Guns able to make flak attacks (see *Flak*, p. 114, *TW*). Ultra and Rotary Autocannon Field Guns are immune to jamming or fire control failure effects, and Gauss-based Field Guns are immune to weapon explosion effects.

Field Guns may not be fired in the same turn that the platoon has moved or delivered any attack using its own infantry weapons and, unlike regular infantry attacks, they may not be used to attack targets in the same hex as the attacker. A unit with Field Guns cannot engage in Anti-Mech attacks such as Leg and Swarm Attacks.

The platoon receives 1 ton of ammunition per field gun it possesses; each ton may be of a varying type. Ammunition expenditure must be tracked, but only at the platoon level; ammunition is not assigned to any specific gun or squad, and isn’t reduced by personnel loss. LB-X Autocannon Field Guns must always use cluster munitions.

④ **Field Artillery (p. 311)**

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

Field Artillery may be used against airborne aerospace targets using the flak rules for direct-fire artillery (see *Flak*, p. 185).

**Heavy Flamer (p. 312)**

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

2) ⑥ Under “Available To”, remove AF, CF, SC, DS.

3) Under “Game Rules”, third sentence

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

Change to:

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

4) ③ Under “Game Rules”, before the last sentence (“A critical hit to the Heavy Flamer’s...”) insert the following:

When mounted on a vehicle, Heavy Flamers still function if the vehicle’s engine is critically hit.



### ⑤ Handheld Weapons (p. 314)

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

*This ruling has changed from previous errata versions.*

**Handheld Weapons:** A Handheld Weapon occupies no tonnage or critical space on the unit carrying it; it is entirely external and self-contained. However, a unit intended to carry a Handheld Weapon must incorporate two full sets of arm and hand actuators. Only 'Mechs and ProtoMechs may carry Handheld Weapons.

A Handheld Weapon may be constructed with up to six items legal for 'Mechs to mount and belonging to one or more of the following types: AE, DB, DE, M, P, PD. Also allowed are Mine Dispensers and TAG (including Light TAG); each counts as one item. Any such item with exceptional location restrictions (such as a Heavy Gauss Rifle) cannot be installed.

Alternatively, a single arm-mounted BattleMech physical weapon may be installed instead, so long as it does not have weight, damage values, or other effects reliant on the weight of the unit carrying it. Shields or Spikes are forbidden.

Non-weapon items that affect a single weapon and are restricted to that weapon's location (such as PPC Capacitors and Apollo and Artemis systems) may be added to weapons the Handheld is carrying; such items do not count towards the Handheld's item limit. If one applicable missile launcher in the Handheld has Apollo or Artemis, all applicable launchers in the Handheld must. However, the choice of weapons or items in the Handheld has no effect on the carrying unit's choice of weapons or items.

Each energy weapon in a Handheld Weapon requires a number of heat sinks equal to the maximum heat it can generate. Any other weapon or item type does not require heat sinks. Only standard (single) heat sinks may be installed in a Handheld. Ballistic and Missile weapons as well as Chemical Lasers must mount ammunition if they are not One-Shot weapons. Ammo can be added to such weapons on a per-shot basis, with each shot's weight (in tons) determined by dividing 1 by the number of shots the weapon normally carries per ton. Neither ammo nor heat sinks count towards the item limit.

Armor may be added to a Handheld Weapon at a cost of 1 ton per 16 points of added armor (or 8 points per half-ton); only standard armor may be used.

The final weight of a Handheld Weapon is equal to the total of all components and armor it carries, rounded up to the nearest half-ton.

### Silver Bullet Gauss Rifle (p. 315)

Under "Tech Base (Ratings)", change Inner Sphere (D/X-X-F)" to "Inner Sphere (E/X-X-F)"

### ⑤ Handheld Weapons (p. 316)

Under "Game Rules", replace the entire entry with the following:

*This ruling has changed from previous errata versions.*

Handheld Weapons may only be picked up and/or used by ProtoMech and 'Mech units possessing two functioning hand actuators.

A 'Mech or ProtoMech may carry a single Handheld Weapon. This weight counts towards a 'Mech's total cargo limit (10 percent of the unit's total weight, or 20 percent if the unit mounts operating Triple-Strength Myomer; see *'Mech Lifting Capabilities*, p. 261, TW). While carrying a Handheld Weapon, the unit cannot make any punching or pushing attacks, use any physical weapon beyond what the Handheld Weapon mounts (if any), or use any weapons mounted in the unit's arms, torso, or Main Gun location (unless the weapons are rear-facing).

When used to attack, a Handheld Weapon may only be fired at one target per turn, even if it carries multiple individual weapons (such as a Handheld with two medium lasers in it). The weapon does not generate heat, but neither can it draw on the unit's on-board ammunition supplies or take advantage of a targeting computer or other electronic enhancements installed within the firing unit's chassis (AES modifiers do apply, so long as the 'Mech has AES in both arms).

To use a Handheld Weapon in a melee attack, it must contain a physical weapon. The weapon behaves as normal, except that two hands are always required to wield it.

If a unit using a Handheld Weapon takes a hit to either arm location, the attacker must roll 1D6. On a result of 6, the Handheld Weapon takes the damage instead, and is destroyed if it sustains more damage from the hit than it has armor points, with excess damage transferring to the arm as normal.

Dropping a Handheld Weapon, intentionally or otherwise, always occurs in the End Phase; the weapon is dropped in the same hex as the unit. Critical hits to a unit's hand actuators force it to drop a Handheld Weapon (critical hits to any other arm actuators only add the cumulative penalties for making attacks with actuator damage). If a TSM-activated unit is carrying a Handheld Weapon that weighs more than 10 percent of its tonnage, and its heat drops below the required activation level of the



TSM in any Heat Phase, the weapon must be dropped. If a unit carrying a Handheld Weapon falls, it must make an additional Piloting Skill roll to avoid accidentally dropping the weapon, applying any arm actuator damage modifiers and any other applicable Piloting modifiers.

A dropped Handheld Weapon must be noted on the map. Dropped weapons may be targeted for weapon attacks by other units. Such attacks are made at a +1 to-hit modifier, but also apply the -4 immobile target modifier. If in the same hex as a unit, a weapon may be picked up during the End Phase of any turn. It can then be used beginning in the next turn. However, a weapon dropped in that End Phase may not be picked up until the End Phase of a subsequent turn.

### Heat Sinks (p. 316)

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

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

### Infantry Armor (p. 317)

First paragraph, last sentence

"(For example, if a platoon using Lyran Field Infantry Armor Kits—with a Damage Divisor of 2—is attacked by an LB 20-X AC, the damage to the platoon is computed as if the platoon suffered an 11-point hit  $[(20 + 1) \div 2 = 10.5, \text{ round up to } 11]$ ;"

Change to:

"(For example, if a platoon using Lyran Field Infantry Armor Kits—with a Damage Divisor of 2—is attacked by an LB 20-X AC, the damage to the platoon is computed as if the platoon suffered an 2-point hit  $[(20 \div 10) + 1] \div 2 = 1.5, \text{ round up to } 2]$ ;"

### Conventional Infantry Armor Table (p. 317)

- 1) ⑥ Environment Suit, Light: remove the \*\* note on its Damage Divisor
- 2) Environment Suit, Marine: the Tech (Rating) and Availability entries should be "Both (D)" and "E-E-D", respectively
- 3) MechWarrior Combat Suit: change Introduced (Date) from "2500" to "2790"
- 4) ⑤ MechWarrior Cooling Suit: change Introduced (Date) from "2790" to "2500" and the Cost from "500" to "5,000"

### Conventional Infantry Armor Table (p. 318)

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

### ⑤ Landing Deck (p. 319)

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

Any unit smaller than a DropShip can treat a landing deck as paved hex surfaces for landing purposes.

### ⑤ Chemical Lasers (p. 319)

Under "Construction Rules", first sentence

*This ruling has changed from previous errata versions.*

When mounted on ProtoMechs, vehicles or conventional fighters, Chemical Lasers are treated as ballistic weapons rather than energy weapons,

Change to:

Chemical Lasers are treated as ballistic weapons rather than energy weapons,

### ③ Bombast Laser (p. 320)

Under "Game Rules", in between the second (all-parenthetical) and third sentences insert the following:

For aerospace units, always use the +3 to-hit modifier.



### ③ Chemical Lasers (p. 320)

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

When mounted on a vehicle, Chemical Lasers still function if the vehicle's engine is critically hit.

### ER Pulse Lasers (p. 320)

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

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

### ⑥ Laser Anti-Missile System (p. 322)

Under "Available To", add ASF, CF.

### Laser Insulator (p. 322)

Under "Game Rules", first and second sentences

"Laser Insulators reduce the heat output of laser weapons by 1 point per insulated laser (to a minimum of 1). When an insulated laser (a laser mated to a Laser Insulator) makes an unmodified attack roll with a result of 2, the controlling player must roll 2D6."

Change to:

"Laser insulators reduce the heat output of each insulated laser (a laser mated to a Laser Insulator; see below) by 1 point, to a minimum of 1. Multiple Laser Insulators mated to the same weapon have no further effect. When an insulated laser makes an unmodified attack roll with a result of 2, the controlling player must roll 2D6."

### Lithium Fusion Battery (p. 323)

**Introduced:** 2531 (Terran Hegemony)

Change to:

**Introduced:** 2529 (Terran Hegemony)

### 'Mech Mortars (p. 324)

**Introduced:** Pre-spaceflight

Change to:

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

**Extinct:** 2819 (Inner Sphere)

**Reintroduced:** 3043 (Federated Commonwealth)

### Vehicle And Battle Armor Dispensers (p. 325)

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

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

Change to:

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

- 2) ③ Under "Game Rules", at the end of the second paragraph insert the following:

Only one trooper per battle armor unit (Squad, Point, or Level I) may deploy mines each turn. Each trooper may carry a different minefield (mark on each record sheet what minefield each trooper carries).

### Vehicle and Battle Armor Dispensers (p. 326)

Change the box title from "Vehicle and Battle Armor Dispensers" to "Space Dispensers."

### ④ Minesweeper (p. 326)

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

A Minesweeper can be either activated or deactivated in the End Phase of a turn. Only activated Minesweepers clear mines.



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

Against active, Inferno and standard (conventional) minefields, the player controlling the sweeper must roll a normal mine explosion check upon entering the mined hex,

Change to:

Against active, Inferno and standard (conventional) minefields, the player controlling the minefield must roll a normal mine explosion check upon entering the mined hex,

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

A vehicle may only mount one Minesweeper per hex that it occupies.

### **Enhanced Long-Range Missile (NLRM) Launchers (p. 326)**

Replace "Prototype Design and Production" line with "3058 (Federated Suns, Lyran Alliance)."

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

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

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

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

Remove "PM" from the "Available To:" line.

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

Under "Construction Rules", second paragraph, fourth sentence

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

Change to:

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

### **MRM "Apollo" Fire Control System (p. 331)**

Under "Game Rules", third sentence

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

Change to:

"For 'Mechs, MRM Fire Control Systems are treated as an attachment to the MRM launcher,"

### **⑥ Naval C<sup>3</sup> (p. 332)**

Under "Game Rules", replace the first three bullet points with the following:

- The weapon range bracket used (capital or standard) is based on the hex distance of the friendly, networked unit closest to the target. (For example, if a friendly-networked unit is 10 hexes from the target, it provides a range bracket of short for capital weapons, but medium for standard weapons.) If, however, the attack would take place outside a weapon's normal effective range, the attack still cannot be made.

### **② Naval Comm-Scanner Suite (p. 332)**

- 1) Under "Construction Rules", second sentence

The Small NCSS may be installed on any appropriate aerospace unit, and raises the vessel's crew needs by 6.

Change to:

The Small NCSS may be installed on any appropriate aerospace unit, including unmanned satellites, and raises the vessel's crew needs by 6. Unmanned satellites require 6 tons of communications equipment instead.



- 2) Under "Construction Rules", fourth sentence

The Large NCSS may not be installed on Small Craft,

Change to:

The Large NCSS may not be installed on Small Craft or satellites,

### Naval Comm-Scanner Suite (p. 333)

- 1) ② Under "Available To": add "SV"

- 2) ⑤ Under "Game Rules", first paragraph, second sentence

*This ruling has changed from previous errata versions.*

a Small NCSS doubles the maximum detection range for all such systems and provides a -1 modifier to the target number to detect a given vessel.

Change to:

a Small NCSS doubles the maximum detection range for all such systems (except Emergence Wave detection) and provides a -1 modifier to the target number to detect a given vessel for all systems.

- 3) ⑤ Under "Game Rules", first paragraph, third sentence

A Large NCSS, meanwhile, triples the effective range of all such detection systems and provides a -2 target detection modifier.

Change to:

A Large NCSS, meanwhile, triples the effective range of all such detection systems (except Emergence Wave) and provides a -2 target detection modifier for all systems.

- 4) ② Under "Game Rules", second paragraph

In addition, an NCSS of either size provides a +1 initiative modifier in space combat each turn in which the NCSS-equipped unit is in play

Change to:

In addition, an NCSS of either size not mounted on a satellite provides a +1 initiative modifier in space combat each turn in which the NCSS-equipped unit is in play

### Naval Tug Adaptor (p. 334)

Under "Construction Rules", second sentence

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

Change to:

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

### ⑤ Naval Repair Facilities (p. 334)

Under "Construction Rules", first paragraph, first two sentences

Space Stations can be constructed with one or more Naval Repair Facilities, each of which requires an assigned facing (a maximum of 1 repair facility per facing applies). WarShips and JumpShips can mount only one repair facility (which also requires an assigned facing).

Change to:

Space Stations, WarShips and JumpShips can be constructed with one or more Naval Repair Facilities, each of which requires an assigned facing.



### Standard Repair Facilities (p. 335)

Under "Game Rules", first paragraph, replace the first sentence with the following:

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

### ⑤ Naval Tug Adaptor (p. 335)

- 1) Under "Game Rules", current sixth and seventh paragraphs

First, multiply the tug's Safe Thrust Rating by its tonnage; the product is the tug's Safe Thrust Tonnage.

Second, add together the tonnage of the tug and its target vessel. This value is the Total Mass.

Change to:

First, add together the tonnage of the tug and its target vessel. This value is the Total Mass.

- 2) Under "Game Rules", replace the eighth paragraph ("Third, divide the Total Mass...") with the following:  
*This ruling has changed from previous errata versions.*

Second, divide the tug's tonnage by the Total Mass to find the Thrust Ratio. Multiply the tug's Safe Thrust by this Thrust Ratio to find the tug's Safe Towed Thrust Rating. Multiply this value by 1.5 to find the Maximum Towed Thrust Rating, the maximum thrust the tug can generate for both joined vessels together. Then round both Rating values up to the nearest quarter (0.25) Thrust point. A tug may use some or all of its Towed Thrust when towing a target, including airship-like fractional Thrust points (see pp. 204-205, *TW*).

### Null-Signature System (p. 336)

- 1) First paragraph, third sentence

"[...] as though it is 8 points cooler"

Change to:

"[...] as though it is 18 points cooler."

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

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

### PPC Capacitor (p. 336)

Under "Construction Rules", second paragraph, at the end of the first sentence append the following:

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

### PPC Capacitor (p. 337)

- 1) Under "Game Rules", first sentence

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

Change to:

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

- 2) ④ Under "Game Rules", second paragraph, at the end of the paragraph insert the following:

For a unit with Weapon Bays (such as a DropShip), assume the Capacitor is always charged when calculating the bay's damage and heat.



### ① Recon Camera (p. 338)

Under "Game Rules", replace the entire entry with the following:

*This ruling has changed from previous errata versions.*

An aerospace unit with a Recon Camera that is between Altitudes 5 and 10 on the Low Altitude map gains the ability to either spot for LRM indirect fire or artillery, or attempt to reveal hidden units. In either case, it may not make any other attacks while attempting to do so.

For an aerospace unit to spot, the base to-hit number to designate a target is the pilot's Gunnery Skill +2. The target must be on the ground mapsheet that corresponds to the camera unit's atmospheric hex.

If the aerospace unit is attempting to reveal hidden units (see p. 259, *TW*), during the Movement Phase of any turn where the camera unit passes over a ground mapsheet that corresponds to its atmospheric hex and contains a hidden unit hostile to its force, the hidden unit may be revealed. The hidden unit's controlling player must roll 2D6 for each such hidden unit. The target number is 9, plus any applicable terrain modifiers; for submerged units, apply a +1 terrain modifier per depth past 1. Rolling equal to or higher than the target number immediately reveals that hidden unit to the camera unit.

Recon Cameras can be mounted on external hardpoints as a bomb type, as described on page 246 of *TW*. A pod-mounted Recon Camera occupies the same space as one bomb.

For ground units, a Recon Camera instead allows the unit to act as a spotter for LRM indirect fire (see p. 111, *TW*) against a single target per turn and still make a weapon attack or spot for artillery (at normal visual ranges) with no additional to-hit penalty. To spot for LRM indirect fire, the unit must 'hit' the target using the same rules and ranges as TAG as appropriate for that unit.

Regardless of the unit type it is mounted on, a Recon Camera can never designate targets for TAG-guided weapons, such as semi-guided LRMs, laser-guided bombs or Arrow IV artillery missiles.

### Satellite Imagers (p. 338)

Under "Construction Rules", second sentence

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

Change to:

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

### Look-Down Radar (p. 340)

- 1) **Introduced:** Early Spaceflight

Change to:

**Introduced:** Pre-spaceflight

- 2) Under "Game Rules", first sentence

"Look-Down Radar provides [...]"

Change to:

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

### Specialized Infantry (p. 340)

Under "Construction Rules", second paragraph, second line

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

Change to:

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



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

- 1) Under "Demolition Engineers", last line

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

Change to:

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

- 2) Under "Minesweeping Engineers", last line

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

Change to:

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

- 3) Under "Paramedics", second sentence

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

Change to:

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

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

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

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

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

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

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

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

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

- 9) Under the dagger ("†") footnote

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

Change to:

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

**Reinforced Structure (p. 343)**

Under "Game Rules", first sentence

"Reinforced Structure suffers only 1 point of damage for every 2 points of damage sustained (rounded up), like Hardened Armor."



Change to:

“Each point of Reinforced Structure can sustain two points of damage. To reflect this, when marking damage off on a location with this structure type, draw a single slash through the structure bubble for the first point of damage sustained, and a second slash, making an “X” (or block the structure point out entirely) after the second point (at which point any remaining damage transfers normally, unless any special rules apply).”

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

- 1) Under “Game Rules”, first paragraph, delete the second sentence (“Furthermore, if not grouped together [...]”)
- 2) Under “Game Rules”, first paragraph, current third sentence

“Space-based Point defenses,”

Change to:

“Space-based Point Defenses (see p. 96, SO),”

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

Under “Available To”, remove “JS”.

③ **Supercharger (p. 344)**

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

Despite the rules in *TechManual* requiring speed enhancements to be included in the base configuration, Superchargers may be pod-mounted.

**Supercharger (p. 345)**

- 1) Replace “Tech Base (Ratings): Inner Sphere (C/F-F-F)” with “Tech Base (Ratings): Both (C/F-F-F).”
- 2) Under “Game Rules”, replace the second bullet point with the following:
 

“On a failed Supercharger activation roll, regardless of unit type, the controlling player rolls on the Determining Critical Hits Table (p. 124, *TW*) to determine the number of critical hits that results. For ‘Mechs, any such hits are applied to the upper-most undamaged critical slot(s) in the center torso. For non-‘Mechs, these critical hits are instead applied as motive system hits; if rendered immobile by this and one or more Supercharger motive hits have yet to be applied, the unit’s engine is destroyed.”
- 3) ① Under “Game Rules”, at the end of the entry insert the following new bullet point:
 

A ‘Mech may combine a Supercharger with Triple-Strength Myomer. If both are used in the same round, the Triple Strength Myomer modifier is added before applying the Supercharger modifier.

**Taser (p. 345)**

Under “Game Rules (General)”

“In game play, apply a +1 to-hit modifier for attacks by a unit firing a Taser.”

Change to:

“Taser attacks have a +1 to-hit modifier.”

③ **BattleMech Taser (p. 346)**

- 1) Under “Game Rules”

The BattleMech Taser uses all the general Taser rules described above, with the following additions:

Change to:

The BattleMech Taser uses all the general Taser rules described on p. 345, with the following additions:

- 2) Third release only. Under “Game Rules”, delete the third bullet point (“A failed Feedback check is treated [...]”)

**BattleMech Turret (p. 346)**

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

"Sponson Turrets—which are always mounted in pairs—do not have to assign the same tonnage of weapons in each Sponson, but must assign a total of 10 percent of the total tonnage for all Sponson-mounted weapons to their turret mechanism weight."

**② Thunderbolt Missile Launcher (p. 347)**

Third release only. Under "Game Rules", delete the last paragraph ("Thunderbolts may be hot-loaded [...])")

*Errata Note: the ability to hot-load Thunderbolts has not been removed. The paragraph was deleted because all missiles can now be hot-loaded, making this redundant.*

**BattleMech Turret (p. 347)**

1) ⑤ Change Tech Base (Ratings) from "Both (C/F-X-F)" to "Both (Variable)"

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

"If a quad 'Mech mounts both a quad 'Mech turret and a head turret, its head turret may not fire to the rear."

3) ⑥ Under "Game Rules", at the end of the entry insert the following paragraph:

Any item that cannot be mounted in a vehicle turret cannot be mounted in a 'Mech turret.

**⑤ Vehicular Dual Turret (p. 347)**

Change Tech Base (Ratings) from "Both (B/F-X-F)" to "Both (B/F-F-F)"

**⑤ Vehicular Sponson Turret (p. 348)**

Change Tech Base (Ratings) from "Both (B/F-X-F)" to "Both (B/F-F-F)"

**② VTOL Chin Turret (p. 348)**

Under "Game Rules", after the first paragraph insert the following new paragraph:

A VTOL with a Chin Turret replaces the "Rotor" entry on location 4 of the VTOL Combat Vehicle Hit Location Table with "Turret". Destruction of all internal structure points in the Chin Turret location destroys the VTOL as normal.

**Vehicular Jump Jets (p. 349)**

1) ③ Under "Game Rules", first bullet point, at the end of the bullet point insert the following:

If using the Vehicle Effectiveness rules (see p. 107), ignore the requirement to reduce all Vehicle Type Modifiers by 1.

2) ⑤ Under "Game Rules", after the last bullet point insert the following new bullet point:

Jump-capable WiGEs may only fire their jump jets while airborne, and not on a turn when taking off or landing. When jumping, a WiGE may rise in elevations like any other jumping unit, but will always return to a WiGE's standard one elevation above the underlying terrain at the end of the Movement Phase.

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

1) Under "Game Rules", third bullet point

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

Change to:

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



2) ① Under “Game Rules”, at the end of the entry insert the following new bullet point:

- When the Void-Signature System is engaged, any ECM on the unit has no effect, other than to make the Void-Signature System functional.

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

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

#### ④ Xenoplanetary Condition-Trained Troops (p. 350)

Under “Construction Rules”

For both “Extreme Temperatures (Cold)” and “Extreme Temperatures (Hot)”, change Environment Suit (Hostile or Combat) to Environment Suit (Hostile or Marine).

#### VTOL Jet Booster (p. 350)

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

Change to:

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

2) Under “Game Rules”, second sentence

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

Change to:

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

#### ① VTOL Mast Mount (p. 350)

Under “Game Rules”, first paragraph, after “...above the VTOL’s current position.”

This enables the VTOL to act as a spotter for artillery or indirect fire by other units, or even for itself (if using the Mast to spot for itself, treat the Mast as a separate, non-firing unit doing the spotting). even if the unit with the Mast Mount is hovering just behind the highest level of a hill, building or other obstruction that would otherwise block its line of sight.

Change to:

This enables the VTOL to act as a spotter for C<sup>3</sup>, artillery, or indirect fire by other units, or even for itself (if using the Mast to spot for itself, treat the Mast as a separate, non-firing unit doing the spotting; apply the unit’s movement modifier once, and then add the Indirect modifier). This applies even if the unit with the Mast Mount is hovering just behind the highest level of a hill, building or other obstruction that would otherwise block its line of sight. The Mast Mount does not enable direct-fire over or through cover.

#### ④ VTOL Mast Mount (p. 350)

Under “Construction Rules”, third sentence

*This ruling has changed from previous errata versions.*

Weapons may not be mounted in a Mast Mount, which is technically not treated as a location (as it is merely an extension of the rotors) but active probes, C<sup>3</sup> slave units, and ECM systems can be placed in the Mast Mount, essentially placing them “in” the Rotor location.

Change to:

Items of the Types E and CE may be placed in a Mast Mount, with the following exceptions: no TAG systems of any kind are allowed, while C<sup>3</sup> systems are limited to slave units and C<sup>3</sup>i. The Mast Mount is not a location of its own: it and any items it contains are treated as being in the Rotor location.

#### Flak Autocannon Ammo (p. 352)

1) Replace “Introduced” line with “circa 2310 (Terran Alliance).”



- 2) ③ *Replace the portions of the entry indicated with the following:  
This ruling has changed from previous errata versions.*

**Tech Base (Ratings):** Both (C/D-F-E)

**Game Rules:** Flak ammunition provides an autocannon with the same number of shots per ton as an equivalent standard ammo bin. When fired, flak ammo generates the same heat and damage and reaches the same ranges as a standard AC round, but is treated as a cluster (ballistic) weapon that deals its damage in 5-point clusters. Against eligible targets, it counts as a Flak attack (see p. 114, *TW*). An autocannon firing flak ammunition cannot make aimed shots and cannot benefit from a targeting computer.

#### **Tracer Autocannon Ammo (p. 353)**

Replace “Introduced” line with “circa 2310 (Terran Alliance).”

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

**Introduced:** 2600 (Terran Hegemony)

**Extinct:** 2830 (Inner Sphere)

**Recovered:** 3045 (Capellan Confederation)

Change to:

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

**Introduced:** 2600 (Terran Hegemony)

**Extinct:** 2830 (Inner Sphere)

**Recovered:** 3045 (Capellan Confederation)

#### **⑥ Arrow IV Homing Missiles (p. 354)**

*Under “Game Rules”, replace all bullet points with the following:*

*This ruling has changed from previous errata versions.*

- When firing an Arrow IV Homing Missile either directly or indirectly, the firer must first choose a mapsheet within range of the launcher. Next they choose any hex on that mapsheet (LOS is not required, but if fired directly, direct-fire minimum range limitations still apply).
- On the turn the homing missile arrives, it may attack any unit successfully designated by friendly TAG within 8 hexes of the chosen hex. If there are multiple such units, the firer chooses which to attack. If there are no such targets when the missile arrives, it explodes harmlessly over the battlefield. (Undirected or misdirected missiles do not scatter.)
- The firer then rolls 2D6. On a result of 4+, the missile strikes the target. This is treated as a hit from a Direct-Fire Ballistic weapon, resolved against the unit’s facing relative to the unit that fired the missile. An additional 5 points of artillery damage applies to all other units in the target’s hex (treated as an area-effect weapon, if these other units include infantry). If the missile’s 2D6 roll is 3 or less, however, the missile hits the hex occupied by the designated target, and inflicts 5 points of area-effect damage to all units in the target’s hex (including the target).
- A friendly TAG may designate targets for any number of Arrow IV Homing Missiles per round, with only one to-hit roll required to designate the target. However, a TAG-equipped unit may not designate multiple targets in a turn, even if it is equipped with multiple TAG. If an on-board Arrow IV launcher using homing missiles also mounts TAG, the unit may designate a target and fire its homing missiles against it in the same turn.
- Alternatively, a homing missile may simply be fired, directly or indirectly, at a single hex without a TAG-designated target. If fired in this fashion, the attack only deals 5 damage to all units in the hex struck. If such an attack misses the target hex, it scatters as would a normal, non-guided artillery attack.
- A target struck by an iNarc Nemesis pod (see p. 142, *TW*) attracts friendly Arrow IV homing missiles. If a Nemesis-tagged ‘Mech is in a hex adjacent to the intended target of a homing missile in the turn the homing missile arrives, roll 1D6. On a result of 1–3, the attack hits the Nemesis-tagged target. On a result of 4–6, the attack is resolved against the intended target. If there are multiple adjacent Nemesis-tagged targets, there is an equal chance the homing missile will strike any of them if it does not strike the intended target.



### Arrow IV Non-Homing Missiles (p. 354)

**Introduced:** 2600 (Terran Hegemony)

Change to:

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

**Introduced:** 2600 (Terran Hegemony)

**Extinct:** 2830 (Inner Sphere)

**Recovered:** 3044 (Capellan Confederation)

### ② Flechette Artillery (p. 355)

Under "Game Rules", replace the last bullet point with the following:

- Against conventional infantry, each flechette artillery shell deals double its standard damage. Per the Area-Effect Weapon rules (see p. 113, *TW*) this base damage is further doubled against conventional infantry units, and doubled again if such units are located in clear terrain. For example, a Long Tom flechette round landing in the same hex as a conventional infantry unit would deal  $25 \times 2 \times 2$  100 damage. This would be doubled again, to 200 damage, if the unit was in clear terrain.

### Illumination Artillery/Arrow Missiles (p. 355)

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

Regardless of artillery type, the illumination begins in the turn the round/missile arrives on the playing area and last five turns. If Wind Conditions are in use, treat the illumination round as smoke (see *Drift*, p. 47); add an additional 1 hex for each Wind Strength above Storm.

### Inferno-IV Missiles (p. 356)

1) ③ Under "Game Rules", replace the first bullet point with the following:

- Rather than delivering damage directly, Inferno-IV Missiles fill the target hex and all adjacent hexes with fire. In addition, units within a hex when it is struck by an Inferno-IV round suffer the effects of being hit by 5 Inferno missiles (see p. 141, *TW*; for battle armor this damage is applied to the squad as a whole, rather than per suit). Units passing through a hex ignited by Inferno-IV Missiles suffer effects as described under the standard fire rules (see pp. 43-45).

2) ④ Under "Game Rules", at the end of the section insert the following new bullet point:

- When resolving an Inferno-IV attack on a hex with a unit carrying battle armor, the firing player rolls for five hit locations against that unit. Any battle armor riding in one of the locations hit is affected as though struck by a SRM Inferno round.

### Smoke Artillery/Arrow Missiles (p. 356)

Under "Game Rules", second paragraph, third sentence

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

Change to:

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

### ① Thunder (FASCAM) Artillery/Arrow Missiles (p. 357)

Under "Game Rules", second bullet point, first and second sentences

The density of a minefield delivered by conventional artillery weapons is equal to the artillery weapon's normal central-hex damage (so a Sniper-fired FASCAM round delivers a 20-point density minefield, while a Long Tom's minefield has a 25-point density value). Arrow IV-delivered minefields have a density of 30 points.

Change to:

Consult the Artillery Ordnance Table on page 184 for minefield densities by weapon type.



### ③ **Anti-Ship (AS) Missiles (p. 358)**

Under "Game Rules", third bullet point

AS Missiles may only be used by units traveling in space, or at Altitude 3 or higher on the Low-Altitude Map.

Change to:

AS Missiles may only be used by units traveling in space, on the High-Altitude Map, or at Altitude 3 or higher on the Low-Altitude Map.

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

Under "Game Rules", first paragraph, second sentence

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

Change to:

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

### **Light Air-to-Air (LAA) Missiles (p. 359)**

Under "Game Rules", first paragraph

"Light Air-to-Air Arrow Missiles take up 1 bomb slot per missile when mounted on an external hardpoint."

Change to:

"Light Air-to-Air Arrow Missiles take up 2 bomb slots per missile when mounted on an external hardpoint."

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

Under "Game Rules", first paragraph, first sentence

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

Change to:

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

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

Under "Game Rules", second paragraph, first sentence

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

Change to:

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

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

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

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

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

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

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

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



### ③ Fragmentation Grenades (p. 363)

Under "Game Rules", second sentence

Against all units except conventional infantry and Support Vehicles with armor BAR values of 5 or more, Fragmentation Grenades inflict no damage.

Change to:

Against all units except conventional infantry and Support Vehicles with BAR values of 4 or less, Fragmentation Grenades inflict no damage.

### Incendiary Grenades (p. 364)

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

### ④ Incendiary Grenades (p. 364)

Under "Game Rules", after the second sentence insert the following:

Incendiary Grenades launched from battle armor grenade launchers lack an area effect: each such grenade that strikes a target or hex is treated as a single Inferno SRM, with squads rolling on the Cluster Hits Table (see p. 307, TW) to determine the number that hit.

### Smoke Grenades (p. 364)

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

### Electromagnetic Pulse (EMP) Mines (Land) (p. 365)

Under "Game Rules", second paragraph, fifth sentence

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

Change to:

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

### Space Mines (Space) (p. 366)

Under "Game Rules", second paragraph, first and second sentences

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

Change to:

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

### ④ Missile Munitions (p. 367)

Under "Game Rules (General)", second paragraph, second sentence

ProtoMech units permitted any applicable alternative missile type may install reloads on a per-missile basis, at twice the weight of their standard missile reload.

Change to:

ProtoMech units may install reloads for permitted missile munitions on a per-missile basis, applying that munition's weight multiplier (if any) per missile.

### ③ Acid (AX) Missiles (p. 367)

Under "Game Rules", second bullet point, second sentence

(This damage may be modified by special armor rules.)

Change to:

(This damage is not reduced by special armor rules.)



### Anti-Radiation (ARAD) Missiles (p. 368)

- 1) Under "Game Rules", second bullet point, first sentence

"communications equipment (1 ton or more)"

Change to:

"communications equipment (3.5 tons or more)"

- 2) Under "Game Rules", second bullet point, at the end insert the following:

"This effect also occurs if the target has been tagged by a friendly Narc or iNarc homing pod. However, the ARAD missile does not receive any further to-hit bonus from the pod."

### Follow-The-Leader (FTL) Missiles (p. 368)

Under "Game Rules", third bullet point

"FTL Missiles are incompatible with Artemis, Narc or Streak systems."

Change to:

"FTL Missiles are incompatible with Artemis, Narc or Streak systems, and are treated as regular LRMs if they pass into or through a hostile ECM field."

### Swarm/Swarm-I LRMs (p. 368)

Under "Game Rules", third bullet point, insert the following between the second and third sentences:

"No form of line of sight from the attacker to the secondary target is required."

### Heat-Seeking Missiles (p. 369)

**Introduced:** Pre-spaceflight

Change to:

**Introduced:** 2340 (Terran Hegemony [LRM]); 2370 (Terran Hegemony [SRM])

### ① Heat Seeking (HS) Missiles (p. 369)

Under "Game Rules", first bullet point, last sentence

An additional modifier of -2 applies if the target is currently on fire (see p. 43), or if the target is a Fighter, Small Craft, DropShip, or WarShip and the line of attack passes through its aft hexside.

Change to:

An additional modifier of -2 applies if the target is currently on fire (see p. 43), or if the target is a Fighter, Small Craft, DropShip, JumpShip or WarShip and the line of attack passes through its aft hexside.

### Incendiary LRMs (p. 369)

**Introduced:** Pre-spaceflight

Change to:

**Prototype Design and Production:** 2341 (Terran Hegemony)

**Introduced:** 2342 (Terran Hegemony)

### Smoke Missiles (p. 369)

**Introduced:** Pre-spaceflight

Change to:

**Introduced:** 2333 (Terran Hegemony [LRM]); 2370 (Terran Hegemony [SRM])

### ④ Incendiary LRMs (Standard LRMs/MMLs) (p. 370)

Under "Game Rules", second bullet point, first sentence

When fired at terrain or structures, Incendiary LRMs receive a +4 modifier to all rolls for starting fires (see p. 43).

Change to:

When fired at terrain or structures, Incendiary LRMs lower the success number for fire checks by 4; this has already been included on the Starting Fires Table (see p. 44).

① **Magnetic Pulse (MP) Missiles (p. 370)**

*Under "Game Rules", second bullet point, last sentence*

This heat spike affects the unit only for the turn in which the missiles hit.

Change to:

This heat spike affects the unit only for the turn in which the missiles hit, and is subject to the usual rules for outside heat sources (see p. 159, *TW*).

① **Mine Clearance Missiles (p. 370)**

*Under "Game Rules", replace the first bullet point with the following:*

- Mine Clearance Missiles can only be used to target hexes, not units. However, any units occupying a hex hit by a Mine Clearance Missile strike that possess a BAR of 6 or lower suffer damage as if from an area-effect weapon strike equal to an equivalent missile volley at one-tenth of the rated size, rounded down (minimum 1 point of damage). For example, a volley of MC Missiles fired by an LRM-20 will inflict damage equal to a 2-point area-effect weapon, while a volley of MC Missiles from an SRM-6 will inflict  $(12 \div 10 = 1.2, \text{ round down})$  the equivalent of a 1-point area-effect weapon. See page 113, *TW*, for rules on area-effect weapons.

**Smoke Missiles (p. 371)**

*Replace the second, third, and fourth bullet points with the following:*

- Smoke Missiles fill a single target hex with a column of smoke 2 levels high (see p. 47).
- This smoke is treated as Light Smoke if the weapon delivers 5 points or less in damage to the target hex. Otherwise, it is treated as Heavy Smoke.
- This smoke dissipates in the End Phase of the third turn after the attack.

⑤ **Swarm/Swarm-I LRMs (Standard LRMs/MMLs) (p. 371)**

1) *Under "Game Rules", take the last sentence of the third bullet point ("If the attack succeeds, use the Cluster Hits column...") and split it off into a new fourth bullet point as follows, with the following new material:*

- If the attack succeeds, use the Cluster Hits column based on the surviving missiles (in the case of the above example, this would mean the Attacker rolls on the 8 column for Cluster Hits). Attack direction is always traced from the original attacker.

2) *Under "Game Rules", replace the last bullet point with the following:*

- If a target has an Anti-Missile System, determine the number of missiles that will actually attack that target versus those that will go after other targets as normal; do not apply the -4 AMS modifier. Then consult the Cluster Hits Table, using the column for the number of missiles actually attacking the target with AMS. Apply the "8" result from that column against that target. For example, if an LRM-20 with Swarm Missiles hits a target, roll on the Cluster Table for "20" as normal. If the result is 16 missiles, then 16 attack that target (and 4 move on to secondary targets). The attacker consults the "16" column, and applies the result as if he rolled an 8 on that column, which means 10 missiles hit.

**Tandem-Charge (TC) Missiles [Standard SRMs/MMLs] (p. 372)**

*Under "Game Rules", first bullet point, second sentence*

"(an additional +2 applies if the target is a Support Vehicle or IndustrialMech with an armor BAR of less than 10)"

Change to:

"(a Support Vehicle or IndustrialMech with a BAR of less than 10 rolls a critical as normal per p. 206 of *TW*.)"



### ⑤ Tear Gas SRMs (Standard SRMs/MMLs) (p. 372)

Under “Game Rules”, replace all bullet points with the following:

- Tear Gas SRMs may only target hexes, not other units.
- Any size of strike by Tear Gas SRMs fills the target hex with a cloud of Light Smoke 1 level high. This cloud lasts for 1D6+2 turns and drifts in accordance with the normal Smoke rules (see p. 47). Units vulnerable to tear gas (described below) that either enter a tear gas cloud or end their turn in one are exposed to the gas.
- Conventional infantry (except those in any kind of environmental suit or spacesuit; see p. 351) and unsealed battle armor without filters or an air supply (which must be declared prior to the start of the scenario) are automatically affected by exposure. Support Vehicles without the Environmental Sealing chassis modification roll 2D6: on an 8+ the unit (or any affected hexes of the unit, in the case of multi-hex vehicles), as well as any vulnerable infantry or passengers transported within, are affected by the exposure.
- A unit affected by tear gas may still move, but may perform no other action until the effects end. Any skill rolls required by affected units are made with a –3 modifier.
- The effects of tear gas last 1D6+2 turns after that unit contacts the gas, clearing in the End Phase of the last turn. If a unit is affected multiple times, the duration of the effect increases by 1D6+2 turns for each time the unit is affected, to a maximum of 15 turns.
- Tear Gas SRMs are incompatible with Artemis, Narc or Streak systems.

### ④ Thunder LRMs (Standard LRMs/MMLs) (p. 373)

Under “Game Rules”, after the second bullet point insert the following new bullet point:

- If the attack misses, it scatters as per the normal artillery rules (see pp. 182, 185). The minefield density of a scattered Thunder attack is reduced by 5 (applied after any other modifiers, to a minimum of 0).

### ’Mech Mortar Ammunition (p. 373)

- 1) Change both the title and the header of the first box from “’Mech Mortar Ammunition” to “Mortar Ammunition”.
- 2) Under “Game Rules (General)”, replace the entire entry with the following:

’Mech Mortars (see p. 324) and Battle Armor Mortars (see p. 263, *TM*) may use a variety of ammunition types. If a unit with a ’Mech Mortar does not specify its ammo type, use the rules for Armor-Piercing (Shaped-Charge) ammo. Mortars fired on a unit, rather than a hex, use the appropriate Cluster Hits Table to resolve their effects. Mortars fired on a hex, rather than the unit within, deliver the effects of a full volley and do not need to roll on the Cluster Hits Table. Battle armor-mounted mortars that have more than one ammo clip (such as noted in a TRO entry) may carry multiple ammunition types that can be switched during game play. All battle armor in a squad equipped with mortars must mount the same ammunition types.

### Airburst Mortars (p. 373)

- 1) Change the header in the first bar from “Airburst Mortars” to “Airburst Mortars [’Mech Mortar]”
- 2) ④ Under “Game Rules”, replace the entire entry with the following:  
*This ruling has changed from previous errata versions.*

Airburst Mortars are area-effect weapons that are fired at a hex, rather than at a target unit. Airburst Mortars inflict 1 damage point per shell to all targets in the hex, and deliver their damage in 1-point clusters (conventional infantry treat Airburst Mortars as a burst-fire weapon that delivers 1D6 ÷ 2 damage per shell). Only units inside buildings avoid this damage (though the building itself suffers damage to its CF). Each shell of Airburst Mortar ammunition inflicts 2 points of damage in an ammunition explosion (multiplied as normal by the mortar rack’s size and the total number of unfired rounds). Under no circumstances do Airburst Mortars apply the –4 immobile target to-hit modifier, regardless of whether the target of the attack is a hex, is shut down or immobile, and so on.

### Anti-Personnel (AP) Mortars (p. 373)

Change the header in the first bar from “Anti-Personnel (AP) Mortars” to “Anti-Personnel (AP) Mortars [’Mech Mortar]”



#### ④ Anti-Personnel (AP) Mortars (p. 374)

Under “Game Rules”, replace the entire entry with the following:

*This ruling has changed from previous errata versions.*

Anti-Personnel (AP) Mortars inflict 1D6 burst-fire damage points (rounded up) per shell to conventional infantry units (for example, a full flight of 8 AP Mortars delivers 8D6 damage to a conventional infantry platoon). Against all other units, AP Mortars inflict 1 damage point per shell, applied in 1-point clusters. Each shell of AP Mortar ammunition inflicts 1 point of damage in an ammunition explosion (multiplied as normal by the mortar rack’s size and total number of unfired rounds).

#### Armor-Piercing (Shaped Charge) Mortars (p. 374)

Change the header in the first bar from “Armor-Piercing (Shaped Charge) Mortars” to “Armor-Piercing (Shaped Charge) Mortars [’Mech Mortar]”

#### ① Flare Mortars (p. 374)

Change both Flare Mortar header titles from “Flare Mortars” to “Flare Mortars [BA Mortar/’Mech Mortar]”

#### Semi-Guided Mortars (p. 374)

Change the header in the first bar from “Semi-Guided Mortars” to “Semi-Guided Mortars [’Mech Mortar]”

#### Smoke Mortars (p. 375)

Change the header in the first bar from “Smoke Mortars” to “Smoke Mortars [BA Mortar/’Mech Mortar]”

#### ③ Smoke Mortars (p. 375)

Under “Tech Base (Ratings)”

Both (Industrial: C/E-F-D; BA: D/F-F-D)

Change to:

Both (’Mech: C/E-F-D; BA: D/F-F-D)

#### Remote Sensors (p. 375)

**Tech Base (Ratings):** Both (E/E-F-E)

Change to:

**Tech Base (Ratings):** Both (Industrial: C/E-F-D; BA: D/F-F-D)

#### ④ Remote Sensors (p. 375)

Under “Game Rules”, replace the entire entry with the following:

*This ruling has changed from previous errata versions.*

Ground vehicles, Naval vehicles, VTOLs, WiGEs, ’Mechs, ProtoMechs and battle armor equipped with a Remote Sensor Dispenser (see p. 236, *TM*), as well as conventional infantry designated as Sensor Engineers (see p. 340), may deploy remote sensors at any point during their Movement Phase, at a cost of 1 MP. Aerospace units capable of flying within 7 Altitudes of the ground—such as Airship and Fixed-Wing Support Vehicles, fighters, Small Craft and DropShips—may deploy these sensors in game play by using the *Bombing* rules (see pp. 245-247, *TW*).

Once deployed, standard sensors settle to the surface of the underlying terrain (and sink to the bottom of water hexes). Units may instead carry naval sensors, which instead float on water, or a mix of both, but must designate any naval sensors as such on the unit’s record sheet before game play begins.

Any friendly unit within range of a deployed Remote Sensor can monitor the sensor’s readings if the monitoring unit is equipped with one or more of the following systems: Active Probe (any), C<sup>3</sup> Master Computer, Improved C<sup>3</sup> Computer, Cockpit Command Console, or Communications Equipment (1 ton or more). The maximum number of Remote Sensors each system can monitor is cumulative (see the Remote Sensor Monitor Table below). Sensor Specialist Infantry can monitor up to 2 Remote Sensors for every 7-trooper squad in the unit.

A monitored Remote Sensor can spot hidden units within 2 hexes of the sensor, unless such units are using Stealth Armor, Null-Signature System, Void-Signature System, or ECM of any kind. Remote Sensors may be used to spot for LRM indirect fire and artillery attacks, but add a +3 to-hit modifier to any such attack. Remote Sensors may not operate as part of a C<sup>3</sup> network. Hostile ECM that encompasses a sensor’s hex, or passes through a line of sight between the monitoring unit and a target sensor, will disrupt this link. A unit may change which Remote Sensor(s) it is monitoring in the End Phase.



Sensors on the ground determine LOS as infantry units. Sensors may be visual, infrared, or radar; all sensors in a single remote sensor dispenser must be of the same type. Visual sensor range uses the Infantry column on the Visual Range Tables on page 221. Infrared remote sensors use the Support Vehicle Basic Fire Control IR row on the Sensor Range Tables on page 222. Radar remote sensors use the Support Vehicle Basic Fire Control row on the Sensor Range Tables on page 222.

Airborne non-aerospace units monitoring a sensor have a monitoring range of 67 Elevations in the hex the sensor occupies. Each adjacent ring of hexes, moving away from the hex the sensor occupies, subtracts 1 from that elevation (this creates a dome of “monitor-ability”); in other words the distance in hexes plus the difference in elevations added together cannot exceed 67. Airborne aerospace units can only monitor a sensor if using the *Aerospace Units On Ground Mapsheets* rules (see p. 91, *TW*), and at the end of their movement are within 67 hexes of the sensor (airborne aerospace units ignore the “dome” rule). Remote Sensors do not function in space.

Sensors floating on the surface of water can be monitored by units above or below the surface. Sensors on the bottom of a water hex can only be monitored by units underwater or on the water’s surface (ground units need to be fully submerged in the same body of water to monitor the sensor). The range a sensor can be monitored through water is 67 Depths up or down, in the hex the sensor occupies. Each adjacent ring of hexes, moving away from the hex the sensor occupies, subtracts 1 from that depth (this creates a right-side-up or up-side-down dome of “monitor-ability”, depending upon whether the sensor is on the bottom of the water hex, or floating on the top of the water hex); in other words the distance in hexes plus the difference in depth added together cannot exceed 67. This “dome” flattens as the depth of the water decreases; i.e. if the depth of a water hex occupied by a sensor on the bottom is only 43 hexes, then the number of hex rings on the surface in which a naval vessel could occupy to potentially monitor the sensor would be 24 (or 49 hexes across).

As a further example of sensor use in water, a group is using the *Double-Blind Rules* (see p. 221), and a naval vessel is 65 hexes from a floating sensor. Meanwhile an enemy submarine is at Depth 27 and 39 hexes distant from the sensor. If the naval vessel’s controller decides to roll for monitoring the sensor (which he can because he’s within 67 hexes of the floating sensor), even if the roll is a success, the submarine is just outside of the “up-side-down” dome and so cannot be detected. However, if the submarine moved towards the sensor by 1 hex in the following turn and the naval vessel decides to roll for monitoring the sensor once more, the submarine might be detected.

Remote Sensors may be targeted and destroyed with any successful weapon attack on the sensor’s hex that delivers 1 point of damage (or more). This attack receives the standard –4 immobile target modifier, but also applies a +2 to-hit modifier to account for the sensor’s small size. Units passing through a sensor hex during their Movement Phase can also declare that they are destroying a sensor (by stepping on/driving over it), which costs 1 MP.

Because they are treated as part of their dispenser, Remote Sensors are destroyed when their dispenser is hit. They do not explode.

### ⑤ Remote Sensor Monitor Table (p. 375)

After “Active Probe, Standard”, insert the following new table row:

Active Probe, Bloodhound	4
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### Fractional Accounting (p. 376)

First paragraph, last sentence

“Any item described using the phrase “or fraction thereof,” however (such as the gyroscope), must be rounded up.”

Change to:

“Any item described using the phrase “or fraction thereof,” however, must be rounded up.

### Patchwork Armor (p. 377)

- 1) ③ *Third release only. Second paragraph: delete the third sentence (“This is done per location, with excess points per location discarded.”)*
- 2) ① *At the end of the third paragraph insert the following:*

A unit may also not mount armor types illegal for that unit type to mount.

### Patchwork Armor Table (p. 377)

Bottommost footnote

“If no Hardened Armor is mounted in the unit’s legs, the movement modifiers for using Hardened Armor do not apply (see p. 280).”

Change to:

"If no Hardened Armor is mounted in the unit's legs, the -1 Running MP for using Hardened Armor does not apply (see p. 281)."

**Super-Heavy Vehicles (p. 378)**

- 1) *Second bullet point, first sentence*

"—including, if desired, the Large-sized engines presented on p. 308."

Change to:

"—including, if desired, the Large-sized engines presented on page 307."

- 2) ① *Second bullet point, last sentence*

A Combat Vehicle must be constructed with at least 1 Cruise MP.

Change to:

Combat Vehicles, other than those built as trailers, must be constructed with at least 1 Cruise MP.

- 3) ① *Fourth bullet point, last paragraph*

All Super-Heavy Combat Vehicles use the Super-Heavy Vehicle Hit Locations Table, and must apply armor and structure to 6 facings (plus any rotors or mounted turrets) rather than 4.

Change to:

All Super-Heavy Combat Vehicles apart from VTOLs use the Super-Heavy Vehicle Hit Locations Table, and must apply armor and structure to 6 facings (plus any mounted turrets) rather than 4.

④ **Super-Heavy Vehicles Game Rules (p. 378)**

*At the end of the entry insert the following new paragraph:*

Non-Naval Super-Heavy Combat Vehicles may enter Depth 1 water, paying the MP costs for such as shown on page 52 of *Total Warfare*.

④ **Super-Heavy Combat Vehicle Table (p. 378)**

In the "Terrain Restrictions" column, change all four references to Depth 1+ to Depth 2+

⑥ **Ultra-Light BattleMechs (p. 378)**

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

If any other part of the 'Mech's construction or gameplay rules relies on the 'Mech's size category, treat Ultra-Light BattleMechs as Light BattleMechs.

**Defensive Factors Modifier Table [Addendum] (p. 379)**

Change DEST Infiltration Suit Modifier from "+0.1" to "+0.2."

**Advanced Infantry (p. 379)**

*Step 1, third paragraph*

"Next, MULTIPLY this by the Defensive Movement Factor,"

Change to:

"Next, MULTIPLY this by the Defensive Factor,"

**Actuator Enhancement System (p. 380)**

- 1) ③ *First sentence*

Multiply by 1.5 the unmodified BV of any weapons (including all physical attack weapons, but not including any ammunition) linked to an AES.



Change to:

Multiply by 1.25 the unmodified BV of any weapons (including all physical attack weapons, but not including any ammunition) linked to an AES.

- 2) TSM is incompatible with AES; remove the last lines of both the rules and example paragraphs.

**Advanced Weapons and Equipment (p. 380)**

Between “Actuator Enhancement System” and “Armor” entries, add a new section:

**ANGEL ECM (BA)**

This is factored into battle armor BV exactly like ECM (see p. 310, *TM*), but adds 2 instead of 1.

**Armor (p. 380)**

- 1) Under “Modular Armor”, at the end of the subsection insert the following:

Note that while Modular Armor negates the effects of Stealth Armor, you must still include Stealth Armor in your BV calculations as if it functioned at full effect.

- 2) ① Under “Modular Armor”, at the end of the subsection (after the above) insert the following:

Similarly, Modular Armor’s speed penalty is not taken into account when calculating any element of BV.

- 3) Above “Hardened Armor/Shields” insert the following new section:

**Battle Armor Laser-Reflective/Reactive Armor:** The BV for these armor types is factored as fire-resistant armor (see p. 310, *TM*).

**Battle Armor Myomer Booster (p. 380)**

*Last sentence*

Include the additional Jump MP provided by a Battle Armor Myomer Booster when determining the unit’s Defensive Movement Factor and Speed Factor.

Change to:

Include the additional MP provided by a Battle Armor Myomer Booster when determining the unit’s Defensive Factor and Speed Factor.

**Blue Shield PFD [example text] (p. 381)**

*Third sentence*

“Lacking CASE in any location, the Thunderbolt must also subtract a total of 6 points from its Defensive Battle Rating”

Change to:

“Lacking CASE in any location, the Thunderbolt must also subtract a total of 7 points from its Defensive Battle Rating”

**CASE II (p. 381)**

At the end of the line, append “, or one location out per the Damage Transfer Diagram.”

⑤ **Chameleon Light Polarization Shield (p. 381)**

Delete “but do not include the 6 points of heat generated by the system in all heat efficiency calculations.”

**Cockpit Systems – Torso-Mounted Cockpit (p. 381)**

*Last sentence*

“The Piloting Skill modifier must also be applied to the unit’s final Battle Value as well.”

Change to:

“Multiply the resulting Battle Value by 0.95 to get the final Battle Value of the unit.”

**(p. 381)**

In between the “Coolant Pod” and “Engine Systems” entries, insert the following new section:

**DRONE REMOTE OPERATING SYSTEMS**

All weapons on a unit equipped with a Drone Remote Operating System multiply their BVs by 0.8. Do not include ammunition when making these BV adjustments.

In addition, multiply the final unit BV by 0.95. Do not apply any BV modifiers for cockpits.

**Engine Systems (p. 381)**

At the end of the entry insert the following:

“A Clan ‘Mech with an XXL Engine must subtract 15 points per critical space of explosive ammo from its Defensive BV, as for Inner Sphere XL Engines (see p. 302, *TM*).”

**‘Mech Engine Type Modifier Table [Addendum] (p. 381)**

Replace the entire table with the following:

Engine Type	Modifier
Large	1
Large Light	0.75
Large XL (IS)	0.5
Large XL (Clan)	0.75
XXL (IS)	0.25
XXL (Clan)	0.5
Large XXL (IS)	0.25
Large XXL (Clan)	0.5

**③ Laser – Variable Speed Pulse (p. 382)**

Replace the entire entry with the following:

**LASER – BOMBAST**

Use the maximum heat level this weapon generates when making BV adjustments for heat.

**⑤ Null-Signature System (p. 382)**

Delete “but do not include the 10 points of heat generated by the system in all heat efficiency calculations”

**⑤ Void-Signature System (p. 382)**

When calculating the BV of a unit equipped with a Void-Signature System, include the maximum +3 to-hit modifier when calculating the Defensive Factor, but do not include the 10 points of heat generated by this system in all heat efficiency calculations.

Change to:

When calculating the Defensive Factor of a unit equipped with a Void-Signature System, use either the unit’s normal target modifier or the maximum +3 to-hit modifier provided by the System, whichever is higher. In the case of a tie, apply a +1 to-hit modifier from the System in addition to the unit’s normal target modifier.

**③ VTOL Mast Mount (p. 382)**

Add 10 points to the base Weapons Battle Rating for a VTOL mast mount.

Change to:

Increase the cost of each item in the Mount by 10 BV (for items that apply a percentage-based BV modifier, rather than a fixed cost, add 10 to the unit’s final Battle Value).

**① ‘Mech Internal Structure Modifier Table [Addendum] (p. 382)**

Change the Modifier for Composite from “1.0” to “0.5”.



### Inner Sphere Weapons and Equipment BV Table [Addendum] (p. 382)

- 1) Change Binary Laser BV to 222.
- 2) Add a double-dagger (‡) to all five PPC + Capacitor BV entries.
- 3) Add a “K” notation to the following items: all five PPC + Capacitor entries, Improved Heavy Gauss, MagShot, and Silver Bullet Gauss.

### Inner Sphere Weapons and Equipment BV Table [Addendum] (p. 383)

- 1) ⑤ For the following items, after the Item BV add a \* footnote marker: Chain Whip, Claws, Lance, Mace.
- 2) Taser, BattleMech: add a “K” notation
- 3) *Between “Thumper” and “Cruise Missile/50”, insert the following new entry:*  

BA Tube Artillery	27	4
-------------------	----	---
- 4) ⑤ *CASE II entry*  
 No reduction is made to the Defensive Battle Rating for ammunition or Gauss weapons mounted in the same location as CASE II.  
Change to:  
 No reduction is made to the Defensive Battle Rating for ammunition or Gauss weapons mounted in the same location as CASE II, or one location out per the Damage Transfer Diagram (excepting the legs).
- 5) Electronic Warfare Equipment: change its Item BV from “K” to “39+”.
- 6) MASS: change its Item BV from “9” to “9+”.
- 7) ① M-Pod: add the K and † notations.
- 8) *In the footnotes section, add the following new footnote:*  
 \*The damage used to calculate the item’s BV is based on the final damage the item can deal after all possible modifications (such as TSM) are applied.
- 9) ⑤ *Footnote G (Actuator Enhancement System), replace the notation with the following:*  
 Multiply by 1.25 the BV of all weapons linked to the AES. Do not include the BV of ammo when calculating this sum.
- 10) *Footnote K*  
**“Electronic Warfare Equipment: Offensive BV 8, Defensive BV 31.”**  
Change to:  
**“Explodes: Weapon/Equipment explodes when damaged.”**
- 11) ③ *Footnote M (VTOL Mast Mount)*  
 Add 10 to the BV of mast mounted weapons and equipment.  
Change to:  
 Add 10 to the BV of each item in a mast mount (see p. 382).

### Inner Sphere Capital Scale Weapons and Equipment BV Table [Addendum] (p. 384)

- 1) Add an asterisk (\*) to each of the Sub-Capital Missiles Ammo BV.
- 2) Add a new footnote: \* Per shot, not per ton.

### Clan Capital Scale Weapons and Equipment BV Table [Addendum] (p. 384)

- 1) Add an asterisk (\*) to each of the Sub-Capital Missiles Ammo BV.
- 2) Add a new footnote: \* Per shot, not per ton.
- 3) “Naval Autocannon” should be italicized. Ignore the extra numbers next to each section name. Remove the repeated “Sub-Capital Missiles” entries.



- 4) ③ Delete the Item and/or Ammo BVs listed next to the following four entries (but not their subentries): Naval Gauss, Naval Laser, Naval PPC, Sub-Capital Missile

**Clan Weapons and Equipment BV Table [Addendum] (p. 384)**

Under “ProtoMech ACs,” the line should be moved to the bottom of table.

**Clan Weapons and Equipment BV Table [Addendum] (Cont.) (p. 385)**

- 1) ⑤ For the following items, after the Item BV add a \* footnote marker: Claws, ProtoMech Melee Weapon, Talons.
- 2) *At the end of the Ballistic Weapons column, under “Vehicular Grenade Launcher”, insert the following:*  

Artillery Cannon, Long Tom	329	41
Artillery Cannon, Sniper 77	10	
Artillery Cannon, Thumper41	5	
- 3) All Clan ‘Mech Mortars and Artillery Weapons should have the same BV as their Inner Sphere equivalents (pp. 382-383).
- 4) Add “Machine Gun Array ... L ... --” to table, between CASE II and MASS.
- 5) MASS: change its Item BV from “9” to “9+”.
- 6) Watchdog CEWS: change its Item BV from “K” to “68+”.
- 7) ⑤ *Replace the footnote section of the table with the following (and update the table letters to match):*

\*The damage used to calculate the item’s BV is based on the final damage the item can deal after all possible modifications (such as TSM) are applied.

† Defensive BV

**G Actuator Enhancement System:** Multiply by 1.25 the BV of all weapons linked to the AES. Do not include the BV of ammo when calculating this sum.

**H Armored Components:** The Defensive Battle Rating of an armored component is equal to 5 percent of the BV of the item protected per slot. If the item has no BV, then the cost is 5 points per slot.

**J Artemis V FCS:** Increase by 30 percent the BV of any missile launcher equipped with Artemis V.

**K CASE II:** Though these items are used when calculating the Defensive Battle Rating, they have no individual BV.

**L Machine Gun Array:** BV is the BV of all the weapons on the array (but not the ammunition) x 0.1.

**M VTOL Mast Mount:** Add 10 to the BV of each item in a mast mount (see p. 382).

**⑥ Clan Weapons And Equipment BV Table [Addendum] (Cont.) (p. 385)**

Under “Missile Weapons”, replace the Streak LRM entries with the following:

	Item BV	Ammo BV		Item BV	Ammo BV
Streak LRM 1	17	2	Streak LRM 11	190	24
Streak LRM 2	34	4	Streak LRM 12	207	26
Streak LRM 3	51	7	Streak LRM 13	224	28
Streak LRM 4	68	9	Streak LRM 14	241	30
Streak LRM 5	86/17	11	Streak LRM 15	259/52	32
Streak LRM 6	103	13	Streak LRM 16	276	35
Streak LRM 7	120	15	Streak LRM 17	293	37
Streak LRM 8	137	17	Streak LRM 18	310	39
Streak LRM 9	155	19	Streak LRM 19	327	41
Streak LRM 10	173/35	22	Streak LRM 20	345/69	43

**④ Minefield BV Table (p. 385)**

Delete the entire “Tear Gas” row.



## ② Constructing A Battle Force [Addendum] (p. 386)

Under “Command, Control, and Communications”, after the second paragraph insert the following paragraph:

For units in a network that mixes regular and boosted C<sup>3</sup>, each member calculates the BV modifier based on the C<sup>3</sup> type that unit possesses.

## Index

### Index A (p. 387)

Active probes: Consolidate the two entries.  
 Aerospace unit – Grappling: Change reference to 199-200.  
 Altered energy weapon damage: Change reference to 83.  
 Atmospheric pressure/density: Change first reference to 54-55.

### Index B (p. 387)

BattleMech – jump pack: Change reference to 292, 293, 380.  
 BattleMech – mechanical jump booster: Change reference to 292, 293, 380.  
 BattleMech – motive systems: Change reference to 292-293, 295.  
 BattleMech – partial wing: Change reference to 292, 293, 295, 380.  
 BattleMech – taser: Change reference to 344, 345-346.  
 Building – classification: Change first reference to 114-118.  
 Buildings – artillery hits: Change reference to 182, 184.

### Index C (p. 387)

CASE II: Delete the reference to page 159.  
 Chain whip: Change reference to 288-289.  
 Combat – damage: Change reference to 65-66.  
 Combat – weapon resolution dice: Change reference to 109.  
 Commanders – double-blind rules: Change reference to 222.  
 Communications equipment – double-blind rules: Change reference to 222-223.  
 Construction rules – advanced equipment: Delete reference.  
 Crew – numbers, abilities: Change reference to 218.  
 Crew – support vehicle: Change reference to 249-251.

### Index D (p. 387)

Damage – piloting skill roles: Change to “piloting skill rolls”; change reference to 23.  
 Deceleration: change reference to 24.

### Index E (p. 388)

ECM suites – double blind rules: Change reference to 223-224.

Equipment – battle values: Change references to 380.

### Index F (p. 388)

Forms: Delete entry.

### Index G (p. 388)

Gale (light, moderate, strong): Change reference to 61.

### Index H (p. 388)

Heat sink – table: Change reference to 252.  
 Hex – conditions, terrain displacement: Change reference to 66-67.  
 Hitting deck: Change to “Hitting the deck”.

### Index I (p. 388)

Infantry – squad deployment: Add additional reference to 27.  
 Infrared sensors: Change reference to 222.  
 Initiative – double blind rules: Change reference to 220.

### Index J (p. 388)

Jumping – bog down rules: Change reference to 63.

### Index L (p. 388)

Large naval vessel support vehicle – taking control of: Delete reference to 216.

### Index L (p. 389)

Laser – insulator: Change second reference to 382.

### Index M (p. 389)

Machine gun – array: Change reference to 103.  
 Magnetic Pulse (MP) Missiles: Remove “expenditure” sub-entry.  
 Magscan sensors: Change reference to 222.  
 Maneuver: Delete reference (but keep the “maneuver, failed” ref).  
 Mass driver – vessel limits table: Delete the second reference.  
 Missile: Change reference to 103.  
 Mobile structure: Change last reference to 165.  
 Mobile structure – artillery hits: Change reference to 182 and 184.  
 Mobile structure – movement costs table: Change reference to 166.



Mobile structure – underneath: Change reference to 169.

Movement – expenditure of points: Delete reference.

Movement – phase, double blind rules: Change reference to 220-224.

#### **Index N (p. 389)**

Naval – repair facilities: Change reference to pages 334 and 335.

#### **Index P (p. 389)**

Physical attacks – opportunity fire: Change reference to pages 86-87.

Planetary conditions – artillery attacks: Delete first reference (181).

Play sequence: Change reference to page 220.

Punch attack: Delete entry.

#### **Index R (p. 389)**

Rail support vehicle – weight and: Change reference to page 237.

Remote sensors – double-blind rules: Change reference to page 223.

#### **Index S (p. 389)**

Satellites – double-blind rules: Change reference to page 223.

Seismic sensors – Change reference to page 222.

Sensor spotting – Change reference to pages 221-223.

#### **Index S (p. 390)**

Shield: First reference should be placed under “shielding” or “shielding movement mode” to

distinguish from ‘Mech shields. Change second reference to page 89. Add reference to page 290.

Sinking – rate, large naval vessel: Delete second reference (160).

Small craft – grappling: Change reference to page 199.

Space – dispensers: Should be placed under mine dispensers to avoid confusion.

Spikes: Add a reference to page 290.

Spotting phase, double-blind rules: Change reference to pages 220-224.

Stacking: Change reference to page 215.

Stealth – double-blind rules: Change reference to pages 223-224.

Structure – record sheet: Change 110 reference to page 133.

#### **Index T (p. 390)**

Talons: Add reference to page 290.

#### **Index V (p. 390)**

Vehicle – crews: Change second reference to page 218.

Vehicle – fire effects on: Change reference to pages 44-45.

#### **Index W (p. 390)**

Weapon attacks – double-blind rules: Change reference to page 224.

Weapon attacks – extreme range: Change reference to page 85.

Weapon attacks – line of sight: Change second reference to page 85.

## **Record Sheets**

### **Advanced ‘Mech Record Sheet (p. 391)**

Under “Warrior Data”, remove the “Dual Cockpit” option.

### **Record Sheets (p. 392)**

Replace this entire sheet with the Advanced Four-Legged ‘Mech Record Sheet.

### **Advanced Four-Legged ‘Mech Record Sheet (p. 392)**

Under “Warrior Data”, remove the “Dual Cockpit” option.

### **① Satellite Record Sheet (p. 398)**

Delete the “Heat Data” box entirely.

### **Large Naval Vessel Templates (p. 401)**

Type B - change “T<sub>2</sub>” to “T<sub>3</sub>”; add “T<sub>2</sub>” to the Pivot Point

Type C - change “T<sub>3</sub>” and “T<sub>4</sub>” to “T<sub>4</sub>” and “T<sub>5</sub>” respectively; add “T<sub>3</sub>” to the Pivot Point

Type D - change “T<sub>4</sub>”, “T<sub>5</sub>”, and “T<sub>6</sub>” to “T<sub>5</sub>”, “T<sub>6</sub>”, and “T<sub>7</sub>” respectively; add “T<sub>4</sub>” to the Pivot Point

Type E - change “T<sub>5</sub>”, “T<sub>6</sub>”, “T<sub>7</sub>”, and “T<sub>8</sub>” to “T<sub>6</sub>”, “T<sub>7</sub>”, “T<sub>8</sub>”, and “T<sub>9</sub>” respectively; add “T<sub>5</sub>” to the Pivot Point



## Compiled Tables

### Heavy Weapons and Equipment Combat Data (p. 404)

- 1) Active Probes, Watchdog CEWS: change Range from “4” to “3”
- 2) Artillery Cannons, delete the “S” (Switchable) notation in the Type column from all entries
- 3) ④ Artillery Cannons: under all three entries, Type should include F
- 4) Autocannons: remove “S” notation from all Hyper-Velocity AC entries
- 5) Autocannons: Heat for both Clan Rotary ACs should be 1/sht (6)
- 6) BattleMech Melee Weapons, Chain Whip: change Damage from “3\* (NA)” to “3 (NA)”
- 7) ④ BattleMech Melee Weapons, Lance: change Damage from “1/6T\* (NA)” to “1/5T\* (NA)”

### Heavy Weapons and Equipment Construction Data (p. 405)

- 1) Active Probes: DropShip Space ratings for the Bloodhound AP and Watchdog CEWS should be “0”
- 2) Angel ECM: DropShip Space rating should be “0”
- 3) Armored Motive System (IS): Latest Intro Date should be “3071P/NA”
- 4) Armored Motive System (Clan): Latest Intro Date should be “NA/3057P”
- 5) ④ Artillery: change the Space value for SV for all nine Artillery weapons from 15/12/15/20/30/55/80/100/120 to 7/6/7/10/15/25/35/45/60
- 6) Artillery Cannons: JumpShip, WarShip, and Space Station Space ratings for all three Cannons should be “1”
- 7) BattleMech Melee Weapons, Chain Whip: change the Space value for M from “2\*” to “2”
- 8) ② BattleMech Melee Weapons, Shield: for all three Shield entries, remove the asterisk next to their critical slot requirement.
- 9) *BattleMech/ProtoMech Motive Systems, Partial Wing (‘Mech): change the entire entry to:*

Weapon/Item	Tech Base	Tech Rating	Latest Intro Date (IS / Clan)	Item / Ammo Cost (C-bills)	Weight (Tons)	M
Partial Wing (‘Mech)	IS/Clan	F/X-X-E	3074 / 3067P	50,000xIT	*	8/6*

- 10) C<sup>3</sup> Systems: Fighter Space ratings for C<sup>3</sup>BM, C<sup>3</sup>BS, and C<sup>3</sup>EM should be “NA”.
- 11) CASE II (IS): Fighter Space rating should be 0

### Heavy Weapons and Equipment Combat Data (p. 406)

- 1) Chaff Pod: Type should include X
- 2) Coolant Pod: Type should include X
- 3) Fluid Gun: Type should be DB, S
- 4) Gauss Rifles: under “Silver Bullet Gauss”, TC Comp column should be N
- 5) Lasers: under “Binary Laser (Blazer) Cannon”: Damage should be 12 and Heat 16
- 6) Lasers: under “ER Pulse Laser, Small”, change the Damage from “5 (5)” to “5\* (5)”
- 7) Lasers: under “Improved Heavy Laser”, in all three entries, change Type from “DE” to “DE, X”

### Heavy Weapons and Equipment Construction Data (p. 407)

- 1) CASE II (Clan): Fighter Space rating should be 0
- 2) Under the “Latest Intro Date (IS/Clan)” column for all the following—“Flotation Hull”, “Limited Amphibious”, “Fully Amphibious”, “Dune Buggy”, “Enviro (Vacuum) Sealing”—change “PS / PS” to “2470 / 2470”.



- 3) Collapsible Command Module: Tech Base should be IS/Clan
- 4) Docking Hardpoint: under the "Tech Rating" column, change "B/C-C-C" to "C/C-C-C"; under the "Latest Intro Date (IS/Clan)" column, change "ES / ES" to "2304 / 2304".
- 5) Electronic Warfare Equipment: Space ratings on Support Vehicles and DropShips should be 4 and 0, respectively
- 6) Engines: under "Combat Vehicle Fission", "Latest Intro Date (IS/Clan)" column, change "ES / ES" to "2470 / 2470"
- 7) ⑥ Flamers: Under "Heavy Flamer", change the Space for F, SC, and DS to "NA"
- 8) Flight Deck/Helipad, Flight Deck: change the Weight (Tons) from "2,500" to "1,500"
- 9) Gauss Rifles: under "Silver Bullet Gauss", Tech Rating should be E/X-X-F
- 10) Heat Sinks: under Laser Heat Sinks, change the Space for M ('Mech) from "3\*" to "2\*"
- 11) ① Lasers: under "Chemical Laser, Large", change the Space for P from "NA" to "1"

#### Heavy Weapons and Equipment Combat Data (p. 408)

- 1) Missile Launchers: under Extended LRMs, for all four entries, change Type § from "M, C, S" to "M, C"
- 2) ① Missile Launchers: under Extended LRM-20, change Heat from "12 (12)" to "10 (10)"
- 3) Missile Launchers: under Streak LRMs, change Damage to C5/5 (5), C5/10 (10), C5/15 (15), C5/20 (20), and C5/1 (NA), respectively
- 4) ⑤ Mobile Hyperpulse Generators: under Mobile HPG, change Heat from "NA (NA)" to "40 (40)"
- 5) ⑤ Mobile Hyperpulse Generators: under Ground-Mobile HPG, change Heat from "NA (NA)" to "20 (20)"
- 6) ⑥ M-Pod: Change the Type from "PD, C, V, X" to "OS, C, V, X"

#### Heavy Weapons and Equipment Construction Data (p. 409)

- 1) Lithium-Fusion Battery: JumpShip and WarShip Space ratings for both should be 0
- 2) 'Mech Mortar: change all Latest Intro Dates to "PS/PS"
- 3) 'Mech Mortar: change all Ammo Costs from 10,000 to 28,000
- 4) ④ Missile Launchers, Enhanced LRM-15: Cost should be 218,750
- 5) Missile Launchers, Extended LRM-15: change the Space value for SV from "12" to "6"
- 6) ④ Missile Launchers, Extended LRM-15: Cost should be 350,000 (*second and third releases only*)
- 7) Missile Launchers, Extended LRM-20: change the Space value for SV from "18" to "8"
- 8) Missile Launchers, Improved One-Shot Launcher: change the Space value for P from "+0" to "NA"
- 9) ② Naval Comm-Scanner Suites: change the Space value for SV from "0" to "1\*"

#### Heavy Weapons and Equipment Combat Data (p. 410)

- 1) Look-Down Radar: under the "Rules Level" column, change "Adv" to "Adv\*"
- 2) PPC Capacitor: Type should include X
- 3) Rifle (Cannon): all three entries should have To-Hit Modifiers of "0"
- 4) Sub-Capital Missiles, Piranha: under the "To-Hit Modifier" column, change "-1\*" to "0"
- 5) Sub-Capital Missiles, Stingray: Ammo (per Ton) should be 1/12
- 6) Sub-Capital Missiles, Swordfish: Ammo (per Ton) should be 1/15
- 7) Sub-Capital Missiles, Manta: Ammo (per Ton) should be 1/18
- 8) Thunderbolt: all four entries should have To-Hit Modifiers of "0"



**Heavy Weapons and Equipment Construction Data (p. 411)**

- 1) Look-Down Radar: under the “Latest Intro Date (IS/Clan)” column, change “ES / ES” to “PS / PS”
- 2) Sub-Capital Missiles, Stingray: Weight (Tons) should be 120
- 3) Sub-Capital Missiles, Swordfish: Weight (Tons) should be 140
- 4) Sub-Capital Missiles, Manta: Weight (Tons) should be 160
- 5) Sub-Compact K-F Drive: JumpShip and Space Station Space ratings should be NA. WarShip Space rating should be 0\*.
- 6) Supercharger: under the “Item/Ammo Cost (C-bills)” column, change “10,000xER” to “10,000xERS”
- 7) Supercharger: Tech Base should be “IS/Clan”
- 8) *This ruling has changed from previous errata versions.*
  - ⑤ Turrets, BattleMech Turret (Head): change Tech Base from “IS/Clan” to “IS”, change Tech Rating from “C/F-X-F” to “C/X-X-F”, and change Latest Intro Date (IS / Clan) to “3055P / —”
  - 9) ⑤ Turrets, BattleMech Turret (Quad): change Tech Rating from “C/F-X-F” to “C/F-F-F”
  - 10) ⑤ Turrets, Dual Turret (Vehicular): change Tech Rating from “B/F-X-F” to “B/F-F-F”
  - 11) ⑤ Turrets, Sponson Turret (Vehicular): change Tech Rating from “B/F-X-F” to “B/F-F-F”
- 12) *At the bottom of the symbol-noted footnotes, insert the following new footnote:*  
 “§Support Vehicles, which do not have an engine rating, use engine tonnage instead.”

**Battle Armor Combat Data (p. 412)**

- 1) Last three columns should be “To-Hit Modifier,” “Rules Level,” and “Ref”
- 2) ② At the end of the table, insert a column labeled “Weight per Shot (Ammo)”. (NOTE: in the third release of *Tactical Operations*, this was mistakenly labelled as “Ammo (Weight per ton)”.
- 3) *For the following weapons, add the value listed to the “Weight per Shot (Ammo)” column:*

- ER Pulse Laser (Small): 0.41 kg (12)
- ER Pulse Laser (Medium): 0.45 kg (11)
- Variable-Speed Pulse Laser (Small): 0.33 kg (15)
- Variable-Speed Pulse Laser (Medium): 0.38 kg (13)
- Taser (Battle Armor): OS (1)

- 4) *Add the following full rows to the table alphabetically, as appropriate:*

Angel ECM	E	NA	—/—/—/2	NA	Exp	279	NA
BA LB-X AC	DB, C, F	4*	—/2/5/8	—1	Adv	286	4 kg (10)
BA Tube Artillery	AE, S	3/1 (R1)	2 boards	NA	Exp	284	15 kg (2)
Heavy Flamer	DE, H, AI	4*	—/2/3/4	0	Adv	312	1 kg (10)
Laser-Reflective Armor	Armor	NA	NA	NA	Exp	281	NA
Reactive Armor	Armor	NA	NA	NA	Exp	282	NA

- 5) Under “ER Pulse Laser, Small”
  - a) Change the Type from “P” to “AI, P”
  - b) Change the Damage from “3” to “5\*”
  - c) Change the Range from “0/1/2/4” to “0/2/4/6”
- 6) ER Pulse Laser, Medium: change the damage from “6” to “7”.
- 7) Replace all mentions of Vehicular DropChute (VDC) with Battle Armor DropChute (BADC). This continues on page 413.



### Heavy Weapons Ammunition Combat Data (p. 412)

Autocannons: under "Ammunition Type", change the "Used By (Weapon)" entries for Flak and Tracer from "SAC, LAC" to "SAC, LAC, PAC"

### Conventional Infantry Combat Data Table (p. 412)

Last three columns should be "To-Hit Modifier," "Rules Level," and "Ref."

### Battle Armor Construction Data (p. 413)

Add the following full rows to the table alphabetically, as appropriate:

Angel ECM	IS /Clan	F/X-X-F	3063P / 3059P	750,000	250 / 150	3
BA LB-X AC	Clan	F/X-X-E	3075	70,000 / 1,000	400	2
BA Tube Artillery	IS	E/X-X-F	3075P	200,000 / 900	500	4**
Heavy Flamer	IS / Clan	C/X-X-E	3073	11,250 / 2,000	350	2
Laser-Reflective Armor	IS / Clan	F/X-X-F	3074P	37,000	*	7
Reactive Armor	IS / Clan	F/X-X-F	3075P	37,000	*	7

### ① Infantry Construction Data (p. 413)

Under "Beast-Mounted Infantry", change the Latest Intro Date from "ES / ES" to "PS / PS"

### ③ Heavy Weapons Ammunition Construction Data (p. 413)

Under "Autocannons", "Flak": change the Tech Rating from "B/E-F-F" to "C/D-F-E"

### Heavy Weapons Ammunition Combat Data (p. 414)

- 1) Artillery, Smoke: under the "Used By (Weapon)" column, change "AIV, SAT" to "AIV, BAAW, SAT".
- 2) ② Bombs:
  - a) "Air-to-Air (AAA) Arrow" row, under the "Range Min/Sht/Med/Lng (Aero)" column: change "NA (Medium)" to "6/12/18/24 (Medium-C)"
  - b) "Anti-Ship (AS) Missile" row, under the "Range Min/Sht/Med/Lng (Aero)" column: change "NA (Long)" to "9/17/25/32 (Long-C)"
  - c) "Anti-Ship EW (ASEW) Missile" row, under the "Range Min/Sht/Med/Lng (Aero)" column: change "NA (Medium)" to "7/14/21/28 (Medium-C)"
  - d) "Light Air-to-Air (LAA) Missile" row, under the "Range Min/Sht/Med/Lng (Aero)" column: change "NA (Medium)" to "7/14/21/28 (Medium-C)"
- 3) Grenade Launcher (Vehicular): change the row name to "Grenade Launcher", and under the "Used By (Weapon)" column change the Incendiary and Smoke entries from "VGL" to "BAGL, VGL".
- 4) Grenade Launcher, Incendiary: under the "Damage Type" column, change "AE,H,AI" to "AE,H,AI\*\*"

### ④ Heavy Weapons and Equipment Combat Data (p. 415)

- 1) Mines, Active: Cost should be 5,000 (per 5 points)
- 2) Mines, Command-Detonated: Cost should be 1,875 (per 5 points)
- 3) Mines, EMP (Command-Detonated): Cost should be 18,000 (per 5 points)
- 4) Mines, EMP (Vibrabomb): Cost should be 25,000 (per 5 points)
- 5) Mines, Inferno: Cost should be 1,250 (per 5 points)
- 6) Mines, Space: Cost should be 375 (per 5 points)
- 7) Mines, Standard: Cost should be 1,250 (per 5 points)
- 8) Mines, Vibrabomb: Cost should be 2,500 (per 5 points)



**Heavy Weapons Ammunition Combat Data (p. 416)**

- 1) 'Mech Mortars:
  - a) Change the row name to "Mortars"
  - b) Under the "Used By (Weapon)" column, change the Flare and Smoke entries from "MMR" to "BAMR, MMR".
- 2) Under the "Ammo (per Ton)" column of each of the following rows—"Thunder-Active LRMs", "Thunder-Augmented LRMs", "Thunder-Inferno LRMs", "Thunder-Vibrabomb LRMs"—change "x1" to "x0.5"
- 3) ④ Table footnotes: remove one asterisk from the final footnote, so that it reads:  
 \*\*See rules for this equipment in the *Advanced Weapons And Equipment* section, starting on p. 274.

**Advanced Aerospace Weapon Classes Table (p. 416)**

- 1) Under Lasers, Clan: add "Chemical Lasers (Medium, Large)"
- 2) Under Point Defense Weapons, Clan: add "Chemical Laser (Small)"

**Heavy Weapons Ammunition Construction Data (p. 417)**

- 1) 'Mech Mortars: change the row name to "Mortars"
- 2) Remote Sensors: under the "Tech Rating" column, change "E/E-F-E" to "Industrial: C/E-F-D; BA: D/F-F-D"

**③ Structure Costs (per hex) (p. 416)**

Under "Structure Cost (per Level)", sixth row ("Castles Brian")

100,000 × Structure Cost Multiplier × CF

Change to:

1,000,000 × Structure Cost Multiplier × CF

**Advanced Four-Legged/Prone 'Mech Hit Location Table (p. 421)**

Replace the table with the following:

2D6 Rolls	Left Side	Front	Rear	Right Side
2*	Left Torso [critical]	Center Torso [critical]	Center Torso (R) [critical]	Right Torso [critical]
3	Front Right Leg	Rear Left Leg	Front Left Leg	Front Left Leg
4	Front Left Leg	Front Left Leg	Rear Left Leg	Front Right Leg
5	Front Left Leg	Front Left Leg	Rear Left Leg	Front Right Leg
6	Right Torso	Left Torso	Left Torso (R)	Center Torso
7	Left Torso	Center Torso	Center Torso (R)	Right Torso
8	Center Torso	Right Torso	Right Torso (R)	Left Torso
9	Rear Left Leg	Front Right Leg	Rear Right Leg	Right Rear Leg
10	Rear Left Leg	Front Right Leg	Rear Right Leg	Right Rear Leg
11	Rear Right Leg	Rear Right Leg	Front Right Leg	Rear Left Leg
12	Head	Head	Head	Head

\*A result of 2 may inflict a critical hit. Apply damage to the armor in that section in the normal manner, but the attacking player also rolls once on the Determining Critical Hits Table, page 124, TW.

**① Physical Weapon Attacks Addendum (p. 421)**

Under "Chain Whip", change the Damage Value from "1/per 10 tons +1±" to "3"

**Artillery Ranges (p. 422)**

Between "Long Tom" and "Cruise Missile/50" insert the following new entry:

"BA Tube            2"



**Artillery Ordnance (p. 423)**

*Between "Thumper" and "Arrow IV"*

Insert a new column: "BA Tube". Fill every line with a "—", apart from High Explosive, where the value is "3/1 (R1)", and Smoke, where it is "(Radius 1)"

**Morale (p. 424)**

Add, in order, the footnote symbols to the column heads.

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## NEW ADDITIONS

These are all the new entries or modifications of old entries for version 3.6 of this document. They may also be found in the **Full Errata** section in the appropriate locations, marked with a “⑥”.

### ⑥ Expanded Movement Costs and Planetary Conditions Tables (Cont.) (p. 36)

- 1) Under “Snow Flurries”, add Footnote 34
- 2) Under “Heavy Snowfall”, change the MP Cost per Hex to -2C.
- 3) Under “Ice Storm”, change the MP Cost per Hex to -3G(B)/-4(CI)
- 4) Delete the Blizzard entry.

### ⑥ Fire (p. 43)

After the “Buildings” paragraph insert the following new paragraph:

**Hidden Units:** If a unit that can be damaged by fire is hidden in a hex, and that hex is set on fire, then the unit hidden in it is automatically revealed at the end of the phase.

### ⑥ Fire Tables (p. 44)

Spreading Fires Table, under “Weather”

- 1) To “Heavy Snowfall and Light/Heavy Hail”, add Sleet
- 2) Change Heavy Gale to Strong Gale

### ⑥ Mud (p. 50)

Replace the fourth paragraph with the following:

*This ruling has changed from previous errata versions.*

**’Mechs, Hover Vehicles and Mobile Structures:** Hover Vehicles and Mobile Structures ignore mud. ’Mechs apply the standard penalties from mud, but cannot get bogged down in it.

### ⑥ High/Low Gravity (p. 55)

Under “Determining Movement Effects”, at the end of the first paragraph insert the following:

Modifiers to movement due to gravity are always calculated after all other movement modifiers.

### ⑥ Sleet (p. 60)

Delete the “Moderate Gale” paragraph.

### ⑥ Blizzard (p. 60)

Delete this entire entry.

### ⑥ Grappling (p. 90)

At the end of the section insert the following paragraphs:

If a grappled unit fails a Piloting Skill Roll, and the grappler does not want to break their grapple, the grappler must immediately make their own Piloting Skill Roll, applying a +2 modifier. If the grappling unit succeeds, it prevents the other unit from falling and maintains its grapple. If the grappled unit fails, it will maintain the grapple but will fall as well. The grappler may also stop grappling and let the grappled unit fall to the ground, preventing the need for the PSR.

If a grappling unit fails a Piloting Skill Roll, it automatically lets the unit it is grappling go.



### ⑥ Vehicles (p. 107)

After "Vehicle Effectiveness", insert the following new section:

#### VEHICLES AND FIELDWORKS

Vehicles with a bulldozer, backhoe, or any piece of equipment ruled as equivalent may be considered to have the fieldworks ability, allowing them to construct field fortifications in a manner identical to Trench/Fieldworks Engineers (see p. 341).

### ⑥ VTOL Special Attacks (pp. 107-108)

- 1) Change the name of this section to "VTOL BOMBING"
- 2) Delete the first paragraph, the entirety of the "Strafing" subsection, and the "Bombing" subsection header.
- 3) Under "Bombing", first paragraph, first sentence  
; Safe Thrust Reductions are applied as Cruising MP reductions for VTOLs.  
Change to:  
. However, each bomb carried reduces the VTOL's Cruising MP by 1.

### ⑥ Ejection and Abandoning Units (p. 197)

Under "Mechs", before the "Water" paragraph insert the following new paragraph:

**Multi-Pilot Setups:** In the case of 'Mechs with multiple pilots (such as one with a cockpit command console), each pilot makes its own Piloting Skill Roll when ejecting.

### ⑥ Minefields (p. 207)

Before the "Infantry" paragraph insert the following new paragraph:

**Hidden Units:** If a unit is hidden in a hex with minefields, the minefields attack when the unit tries to leave the hex.

### ⑥ Zip Lines (p. 219)

- 1) *Second sentence*  
adding any applicable modifiers from the Ejecting Modifiers Table (see p. 197).  
Change to:  
adding any applicable modifiers from the Ejecting Modifiers Table (see p. 197; treat each elevation the infantry has to descend as a building level for this purpose).
- 2) Under "Airships", at the end of the section insert the following:  
Treat this as elevation 4 for the purposes of the infantry's Anti-'Mech Skill Roll.

### ⑥ Visual Spotting (p. 221)

At the end of the section, insert the following new paragraphs:

**Airborne Units:** Against other airborne units, use the Visible Range Table as usual. However, against ground units, an airborne unit is only able to visually detect units along its flight path and must be at or below Altitude 8.

### ⑥ Sensor Spotting (p. 222)

Under "Airborne Units", replace the paragraph with the following:

Sensor ranges are considerably curtailed for airborne units. As with visual spotting, airborne units must be at or below Altitude 8 in order to make a sensor roll. Short range indicates that any unit within 1 hex of the flight path is detected, medium range is any unit 2 hexes away from the flight path and long range is any unit 3 hexes away. Any active probes increase this range to 1-2 for short, 3-4 for medium, and 5-6 for long.



### ⑥ Shield (p. 291)

- 1) Under "Active Defense Mode", second sentence

Weapons mounted in a shield-protected location cannot be used in the same turn the shield is protecting them in active defense mode,

Change to:

Weapons (including AMS) mounted in a shield-protected location cannot be used in the same turn the shield is protecting them in active defense mode,

- 2) Under "Active Defense Mode", at the end of the paragraph insert the following sentence:

If a unit has two shields, both in active defense mode, and is hit in the center torso, the unit's controller chooses which shield takes the hit.

### ⑥ Heavy Flamer (p. 312)

Under "Available To", remove AF, CF, SC, DS.

### ⑥ Laser Anti-Missile System (p. 322)

Under "Available To", add ASF, CF.

### ⑥ Naval C<sup>3</sup> (p. 332)

Under "Game Rules", replace the first three bullet points with the following:

- The weapon range bracket used (capital or standard) is based on the hex distance of the friendly, networked unit closest to the target. (For example, if a friendly-networked unit is 10 hexes from the target, it provides a range bracket of short for capital weapons, but medium for standard weapons.) If, however, the attack would take place outside a weapon's normal effective range, the attack still cannot be made.

### ⑥ BattleMech Turret (p. 347)

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

Any item that cannot be mounted in a vehicle turret cannot be mounted in a 'Mech turret.

### ⑥ Arrow IV Homing Missiles (p. 354)

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

- A target struck by an iNarc Nemesis pod (see p. 142, TW) attracts friendly Arrow IV homing missiles. If a Nemesis-tagged 'Mech is in a hex adjacent to the intended target of a homing missile in the turn the homing missile arrives, roll 1D6. On a result of 1–3, the missile hits the Nemesis-tagged target. On a result of 4–6, the attack is resolved against the intended target. If there are multiple adjacent Nemesis-tagged targets, there is an equal chance the homing missile will strike any of them if it does not strike the intended target.

### ⑥ Ultra-Light BattleMechs (p. 378)

At the end of the second paragraph insert the following:

If any other part of the 'Mech's construction or gameplay rules relies on the 'Mech's size category, treat Ultra-Light BattleMechs as Light BattleMechs.



**⑥ Clan Weapons And Equipment BV Table [Addendum] (Cont.) (p. 385)**

Under “Missile Weapons”, replace the Streak LRM entries with the following:

	Item BV	Ammo BV		Item BV	Ammo BV
Streak LRM 1	17	2	Streak LRM 11	190	24
Streak LRM 2	34	4	Streak LRM 12	207	26
Streak LRM 3	51	7	Streak LRM 13	224	28
Streak LRM 4	68	9	Streak LRM 14	241	30
Streak LRM 5	86/17	11	Streak LRM 15	259/52	32
Streak LRM 6	103	13	Streak LRM 16	276	35
Streak LRM 7	120	15	Streak LRM 17	293	37
Streak LRM 8	137	17	Streak LRM 18	310	39
Streak LRM 9	155	19	Streak LRM 19	327	41
Streak LRM 10	173/35	22	Streak LRM 20	345/69	43

**⑥ Heavy Weapons & Equipment Construction Data (p. 407)**

Flamers: Under “Heavy Flamer”, change the Space for F, SC, and DS to “NA”

**⑥ Heavy Weapons & Equipment Construction Data (p. 408)**

M-Pod: Change the Type from “PD, C, V, X” to “OS, C, V, X”