Battle of Tukayyid
(Version 3.0)

The following is a compiled rules errata for the first printing of *Battle of Tukayyid* as of 27 June, 2023.

FULL ERRATA

There have been three printings of *Battle of Tukayyid* to date: 2020, 2021, and 2022—you can check page 4 of the book to see which one you have. Entries corrected in a given printing are marked with a number corresponding to that printing (e.g. entries corrected in the 2nd printing are marked with a ②). All errata and page number references here are for the first printing (2020) unless specified otherwise. 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.

This section combines all previous errata with the new additions of version 3.0, so that every ruling is in order and in one place. Entries new to v3.0 are marked with a ③ and can also be found in the *New Additions* section at the end of this document.

Table of Contents

The Chaos Campaign

② **Destroyed vs. Truly Destroyed (p. 16)**
At the end of the entry insert the following new paragraph:

  After a change of Region, all 'Mechs are recovered and can be repaired, with the exception of truly destroyed 'Mechs.

② **SP Activity Cost Table–Tukayyid (p. 16)**
   a) After the "Repair Elemental" row insert a new row: "Reconfigure OmniMech or OmniFighter", with a Support Point Cost of "Tonnage / 4"
   b) Change the "Hire a New MechWarrior" cost to 100
   c) Change the "Heal MechWarrior" cost to 30

② **Alpha Strike Play (p. 17)**
Under "Salvage", replace the last paragraph with the following:

  Note: For the Battle of Tukayyid, all units are recovered by their original owner in all tracks.

② **Battlefield Support: Combined Arms (p. 21)**
After the "Heat" section insert the following new section:

  SCENARIOS
    If the scenario being played has objectives, Support units can only claim or achieve objectives if the scenario specifies that it is possible.

② **Force Building (p. 22)**
Under "Battlefield Support Points", at the end of the last paragraph insert the following:

BSPs bought with Force Points for a Campaign Force fully recover at the end of each track, even if they were used to purchase units that were destroyed in a track.

③ **Force Size Table (p. 22)**
Under "Force Points"

Change the values for Star/Binary/Trinary from 200/400/600 to 250/500/750

③ **Unit Cost Table (p. 23)**
Replace the table with the following:

UNIT COST TABLE

Clan Unit Type	Force Point Cost (Veteran/Elite/Heroic)
Light Front-Line 'Mech	12/14/15
Medium Front-Line 'Mech	18/20/22
Heavy Front-Line 'Mech	26/30/32
Assault Front-Line 'Mech	32/37/39
Light Second-Line 'Mech	10/12/13
Medium Second-Line 'Mech	15/18/19
Heavy Second-Line 'Mech	22/26/28
Assault Second-Line 'Mech	26/31/33
Battle Armor Point	4/5/6
Battlefield Support Point	4*

ComStar Unit Type	Force Point Cost (Regular/Veteran/Elite)
Light 'Mech	6/8/10
Medium 'Mech	10/12/14
Heavy 'Mech	14/17/19
Assault 'Mech	17/22/25
Battlefield Support Point	4*

* The maximum Battlefield Support Points a force may have is based on the Expected Track Force Size chosen above. In addition to the BSPs shown in the Force Size Table, either side may purchase up to 6 additional points if the Expected Track Force Size is a Star, up to 12 additional points if it is a Binary, and up to 18 additional points if it is a Trinary. A Clan side must have the *BattleMech Manual* available before purchasing any BSPs (see *Full Battlefield Support*, p. 21.)

② **Unit Composition by Designation Table (p. 25)**
   a)   Change "No. of Level Is" to "No. of Level IIs"
   b)   Change "Level III Designation" to "Level IV Designation"
   c)   Under "Theta", change the 'Mech total to 20 and the Infantry total to 7.

② **Clan Organization (p. 26)**
Under "Clan Diamond Shark", Phalanx Star, change the page reference from XX to 27.

② **'Mech Availability and Random Assignment Tables (p. 28)**
   a)   Under Clan Front Line, Light 'Mechs, Kit Fox: add "S"
   b)   Under Clan Front Line, Medium 'Mechs: add Battle Cobra Prime, A, B (Steel Viper)

② **'Mech Availability and Random Assignment Tables (p. 29)**
   a)   Under Clan Front Line, Heavy 'Mechs, Hellbringer: change "TC" to "M (M: Jade Falcon)"
   b)   Under Clan Front Line, Heavy 'Mechs, Timber Wolf: add "S"
   c)   Under Clan Front Line, Heavy 'Mechs, RAT, Assault Star: change "Mad Dog D" to "Mad Dog A"
   d)   Under Clan Front Line, Heavy 'Mechs, RAT, Striker Star: change "Hellbringer C" to "Hellbringer B"
   e)   Under Clan Front Line, Assault 'Mechs, Executioner TC: after Ghost Bear add "Wolf"
   f)   Under Clan Front Line, Assault 'Mechs, RAT, Battle Star: change "Warhawk D" to "Warhawk C"
   g)   Under Clan Second Line, Light 'Mechs, replace the Locust IIC line in its entirety with "Locust C"
   h)   Under Clan Second Line, Light 'Mechs, RAT, Striker Star, change "Piranha" to "Locust C"

② **'Mech Availability and Random Assignment Tables (p. 30)**
   a)   Under Clan Second Line, Medium 'Mechs, RATs: add the asterisk footnote symbol to the Assault Star and the dagger footnote symbol to the Striker Star

   b)   Under Clan Second Line, Heavy 'Mechs: replace the list with the following:

   LNC-25-01 *Lancelot*
   Crossbow Prime
   Hellbringer Prime
   Guillotine IIC
   Mad Dog C
   Summoner Prime
   BL-6-KNT *Black Knight*
   FLS-8K *Flashman*

   c)   Under Clan Second Line, Heavy 'Mechs, RATs, Striker Star: change "FLS-7K Flashman" to "FLS-8K Flashman"

② **'Mech Availability and Random Assignment Tables (p. 31)**
   a)   Under Clan Second Line, Assault 'Mechs: add the following new 'Mechs:

   Executioner Prime
   Gargoyle Prime
   Warhammer IIC

   b)   Under Clan Second Line, Assault 'Mechs, RATs, Fire Star: change "Highlander" to "Highlander IIC"

③ **ComStar Medium 'Mechs (p. 32)**
Replace the list with the following:

- STN-3L *Sentinel*
- BJ-1 *Blackjack*
- BJ-2 *Blackjack*
- PXH-1 *Phoenix Hawk*
- PXH-1bC *Phoenix Hawk*
- PXH-3M *Phoenix Hawk*‡
- CN9-A *Centurion*
- CRB-27 *Crab*
- HBK-4G *Hunchback*
- HBK-5M *Hunchback*
- TBT-7M *Trebuchet*‡
- GRF-1N *Griffin*
- GRF-2N *Griffin*‡
- SHD-2H *Shadow Hawk*
- SHD-2Ht *Shadow Hawk*
- SHD-2Hb *Shadow Hawk*‡
- WVR-6R *Wolverine*
- WVR-7M *Wolverine*‡

② **'Mech Availability and Random Assignment Tables (p. 33)**
Under ComStar, Heavy 'Mechs, add the following new 'Mechs

CRD-2R *Crusader*‡
CRD-3R *Crusader*
GLT-3N *Guillotine*

③ **'Mech Availability and Random Assignment Tables (p. 33)**
2nd printing only

Under ComStar, Heavy 'Mechs, move the double-dagger symbol from the *Crusader* -3R to the *Crusader* -2R

② **Breakthrough (p. 35)**
Under "Attacker", third sentence

The Attacker's units may only exit via their home edge;
Change to:
The Attacker's units may only exit via the Defender's home edge;

② **Pushback (p. 37)**
Under "Special Rules", replace the text with the following:

> The following rules are in effect for this track:

> **Track End**
> This track ends after the End Phase of Turn 8 (6 if using *Alpha Strike* rules).

Clan Smoke Jaguar Campaign

② **Combatants (p. 45)**
Under "Com Guards", 299th Division, after the entry insert a line break and the following new paragraph:

> **Stiff Spine:** An opponent cannot use the Combat Intuition Special Pilot Ability, or the Overrun Combat or Forcing the Initiative Special Command Abilities against this force.

② **Clan Smoke Jaguar (p. 46)**
After the "Commander" entry, insert the following new paragraph:

> **Force Building Rules:** The *Dire Wolf*, *Ebon Jaguar* and *Stormcrow* are common Smoke Jaguar 'Mechs. A Smoke Jaguar player may replace one OmniMech per Star with one of the above of the same weight class (Assault, Heavy, Medium). The player may choose the configuration: Prime, A, B or S for a *Dire Wolf*; Prime, A, B or C for an *Ebon Jaguar*; Prime, A, B, C, D or TC for a *Stormcrow*.

② **Clan Smoke Jaguar (p. 46)**
Under "Jaguar Grenadiers (Shadow Stalkers)", "Special Command Abilities"

After "Assault Operations" add "(see p. 136)"

② **Soft Landing (p. 50)**
Under "Game Setup", second paragraph, after the first sentence insert the following:

The Attacker has no home edge and cannot retreat/withdraw. The Defender can retreat/withdraw from any edge.

Clan Diamond Shark Campaign

② **Clan Diamond Shark (p. 60)**
   1) *Under "Force Building Rules", last sentence*

   The player may choose the configuration (Prime, A, B, C or D).
   <u>Change to:</u>
   The player may choose the configuration (Prime, A, B, C or D, with the exception of the *Warhawk*, which cannot be taken in the D configuration).

   2) Under Omega Galaxy, change its commander from Star Colonel Zachery to Star Colonel Adrine

② **The Sharks Are Circling (p. 35)**
Under "Red Sky at Night"

No more than 25% of the Defender's units moves within 3 hexes (*TW*) or 6" (*AS*) of the Defender's home edge.
<u>Change to:</u>
No more than 25% of the Defender's units moves within 3 hexes (*TW*) or 6" (*AS*) of the Attacker's home edge.

Clan Ghost Bear Campaign

② **Background (p. 69)**
Fifth paragraph: replace "211th (Gray Backs)" with "121st (Effective Actions)"

② **Background (p. 70)**
   1) Fifth paragraph (continuing from previous page): replace "211th" with "121st"

   2) Left column: replace all four mentions of Gamma Galaxy with Delta

   3) *Under "Force Building Rules", last sentence*

   The player may choose the configuration (Prime, A, B, C, or D).
   <u>Change to:</u>
   The player may choose the configuration (Prime, A, B, C, or D, with the exception of the *Mad Dog*, which is limited to configurations A, B, and C).

③ **Clan Ghost Bear (p. 74)**
Under "Family", second sentence

The Ghost Bear force receives a –1 Target Number modifier to a ranged weapon attack against any target that is within Short range of a Ghost Bear unit
<u>Change to:</u>
The Ghost Bear force receives a –1 Target Number modifier to a ranged weapon attack against any target that is within Short range (*AS*: 6") of a Ghost Bear unit

② **Optional Rules (p. 76)**
After the first paragraph insert the following new paragraph:

   City Fight: Each side may select this Option to place one cluster of three buildings per Star or Level II deployed in a track in this Region. Roll on the Spanac Building Table to determine the type of buildings in the cluster.

Clan Nova Cat Campaign

② **Map (p. 102)**

The bottom-most locale should be TOST, not TROST

② **Clan Nova Cat (p. 104)**

Under "Force Building Rules", last sentence

The player may choose the configuration (Prime, A, B, C or D).

<u>Change to:</u>

The player may choose the configuration (Prime, A, B, C or D, with the exception of the *Huntsman* and *Shadow Cat*, which cannot be taken in the D configuration).

② **Mapsheets (p. 107)**

In between the two Terrain tables insert the following new paragraph:

   Note: *Use Swimming to Victory (see p. 110) the first time the campaign comes to Southeast Losiije; this applies only the first time the campaign enters this region.*

② **Swimming to Victory (p. 110)**

Under "Situation", change "Southwest Losiije" to "Southeast Losiije"

Clan Jade Falcon Campaign

③ **On to the Glory of Tukayyid (p. 115)**

First paragraph on the page, third sentence on the page

During the bidding, the Falcon Khans kept all Galaxies' Eyrie and Solahma Clusters on the board,

<u>Change to:</u>

During the bidding, the Falcon Khans kept all Galaxies' Solahma and the Jade Falcon Eyrie Cluster on the board,

② **Map (p. 118)**

The bridge on the right side of the map should be labelled ROBYN'S CROSSING

② **Clan Jade Falcon (p. 120)**

1) *Under "Force Building Rules", last sentence*

 The player may choose the configuration (Prime, A, B, C, or D).
 <u>Change to:</u>
 The player may choose the configuration (Prime, A, B, C, or D, with the exception of the *Hellbringer*, which is limited to configurations A and B).

2) The logo given for Delta Galaxy is incorrect: it is actually the logo for Gamma Galaxy.

3) Delta Galaxy: Under "Special Command Abilities", change "Run and Gun" to "Hit and Run"

② **Southern Prezno Plain (p. 121)**

Third paragraph (Note): Change both mentions of the "Come and Go" track with "Retreat of the Falcons"

② **Crossing the Streams (p. 125)**

 a) Under "+200 Artillery Strikes", change "Defender only" to "Attacker only"
 b) Under "+200 Shedding Honor", change "Attacker only" to "Defender only"

② **Flower Power (p. 127)**

 a) Under "+200 Artillery Strikes", change "Defender only" to "Attacker only"
 b) Under "+200 Shedding Honor", change "Attacker only" to "Defender only"

Clan Wolf Campaign

② **Map (p. 134)**
The cleared area between the Deployment Zone and the New Pannonian Plains should be labelled FOREST'S END

Technical Readout

② **Adder (Puma) TC (p. 146)**
At the end of the entry, insert "**Notes:** Features the following Design Quirks: Narrow/Low Profile; No Torso Twist."

② **Hellbringer (Loki) M (p. 155)**
Under "Alpha Strike Stats", change the S/M/L damage to 5/5/4, the OV to 1, and the PV to 42

② **Timber Wolf (Mad Cat) TC (p. 156)**
Delete the reference to the death of Star Colonel Erik Kerensky: he survives Tukayyid.

② **Timber Wolf (Mad Cat) TC (p. 157)**
Under "Alpha Strike Stats", change the PV to 52

② **Rifleman RFL-5CS (p. 165)**
Under "Alpha Strike Stats", change the S/M/L damage to 3/4/2 and the PV to 35

Order of Battle

② **Campaign: Clan Smoke Jaguar (p. 174)**
Change the number of Starting Divisions for the Com Guard from 7 to 8.

② **Campaign: Clan Ghost Bear (p. 175)**
Under Com Guard, Fourth Army, change the 103rd Division to the 130th Division

② **Timeline (p. 182)**
1 May: after "Nova Cats land (third hour)" insert an entry for CNC "Track: Broken Landing."
2 May: replace "Track: Ambush at the Dinju Pass" with "*Lessons of War* (fiction)."
3 May: Track: Spoils of War, add note "(non-canonical)"
4 May: after "Track: Teddy Bear's Picnic", insert an entry for CNC "Track: Swimming to Victory."
5 May: Track: Swimming Uphill, add note "(non-canonical)"

② **Timeline (p. 183)**
6 May: delete the entry for "Track: ComStar Counterattack"
7 May: Track: Springs Eternal, add note "(non-canonical)"
7 May: after "Track: Crossing the Streams" insert an entry for CJF "Track: Flower Power (non-canonical)."
8 May: Track: Sad Time at the Station, add note "(non-canonical)"

NEW ADDITIONS

These are all the major new entries or modifications of old entries made for the third printing of *Battle of Tukayyid*. They may also be found in the **Full Errata** section in the appropriate locations, marked with a ③.
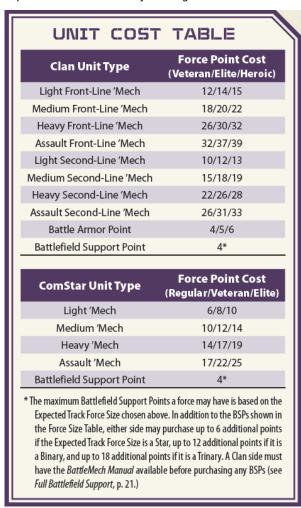
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